Texas Instruments

MSP430x2xx Family

User's Guide

2008

Mixed Signal Products

SLAU144E

Preface

Read This First

About This Manual

This manual discusses modules and peripherals of the MSP430x2xx family of devices. Each discussion presents the module or peripheral in a general sense. Not all features and functions of all modules or peripherals are present on all devices. In addition, modules or peripherals may differ in their exact implementation between device families, or may not be fully implemented on an individual device or device family.

Pin functions, internal signal connections, and operational paramenters differ from device to device. The user should consult the device-specific datasheet for these details.

Related Documentation From Texas Instruments

For related documentation see the web site http://www.ti.com/msp430.

FCC Warning

This equipment is intended for use in a laboratory test environment only. It generates, uses, and can radiate radio frequency energy and has not been tested for compliance with the limits of computing devices pursuant to subpart J of part 15 of FCC rules, which are designed to provide reasonable protection against radio frequency interference. Operation of this equipment in other environments may cause interference with radio communications, in which case the user at his own expense will be required to take whatever measures may be required to correct this interference.

Notational Conventions

Program examples, are shown in a `special typeface`.

Glossary

ACLK	Auxiliary Clock	See *Basic Clock Module*
ADC	Analog-to-Digital Converter	
BOR	Brown-Out Reset	See *System Resets, Interrupts, and Operating Modes*
BSL	Bootstrap Loader	See *www.ti.com/msp430* for application reports
CPU	Central Processing Unit	See *RISC 16-Bit CPU*
DAC	Digital-to-Analog Converter	
DCO	Digitally Controlled Oscillator	See *Basic Clock Module*
dst	Destination	See *RISC 16-Bit CPU*
FLL	Frequency Locked Loop	See *FLL+* in MSP430x4xx Family User's Guide
GIE	General Interrupt Enable	See *System Resets Interrupts and Operating Modes*
INT(N/2)	Integer portion of N/2	
I/O	Input/Output	See *Digital I/O*
ISR	Interrupt Service Routine	
LSB	Least-Significant Bit	
LSD	Least-Significant Digit	
LPM	Low-Power Mode	See *System Resets Interrupts and Operating Modes*
MAB	Memory Address Bus	
MCLK	Master Clock	See *Basic Clock Module*
MDB	Memory Data Bus	
MSB	Most-Significant Bit	
MSD	Most-Significant Digit	
NMI	(Non)-Maskable Interrupt	See *System Resets Interrupts and Operating Modes*
PC	Program Counter	See *RISC 16-Bit CPU*
POR	Power-On Reset	See *System Resets Interrupts and Operating Modes*
PUC	Power-Up Clear	See *System Resets Interrupts and Operating Modes*
RAM	Random Access Memory	
SCG	System Clock Generator	See *System Resets Interrupts and Operating Modes*
SFR	Special Function Register	
SMCLK	Sub-System Master Clock	See *Basic Clock Module*
SP	Stack Pointer	See *RISC 16-Bit CPU*
SR	Status Register	See *RISC 16-Bit CPU*
src	Source	See *RISC 16-Bit CPU*
TOS	Top-of-Stack	See *RISC 16-Bit CPU*
WDT	Watchdog Timer	See *Watchdog Timer*

Register Bit Conventions

Each register is shown with a key indicating the accessibility of the each individual bit, and the initial condition:

Register Bit Accessibility and Initial Condition

Key	Bit Accessibility
rw	Read/write
r	Read only
r0	Read as 0
r1	Read as 1
w	Write only
w0	Write as 0
w1	Write as 1
(w)	No register bit implemented; writing a 1 results in a pulse. The register bit is always read as 0.
h0	Cleared by hardware
h1	Set by hardware
–0,–1	Condition after PUC
–(0),–(1)	Condition after POR

Contents

Chapter 1

Introduction

This chapter describes the architecture of the MSP430.

Topic **Page**

1.1 Architecture

The MSP430 incorporates a 16-bit RISC CPU, peripherals, and a flexible clock system that interconnect using a von-Neumann common memory address bus (MAB) and memory data bus (MDB). Partnering a modern CPU with modular memory-mapped analog and digital peripherals, the MSP430 offers solutions for demanding mixed-signal applications.

Key features of the MSP430x2xx family include:

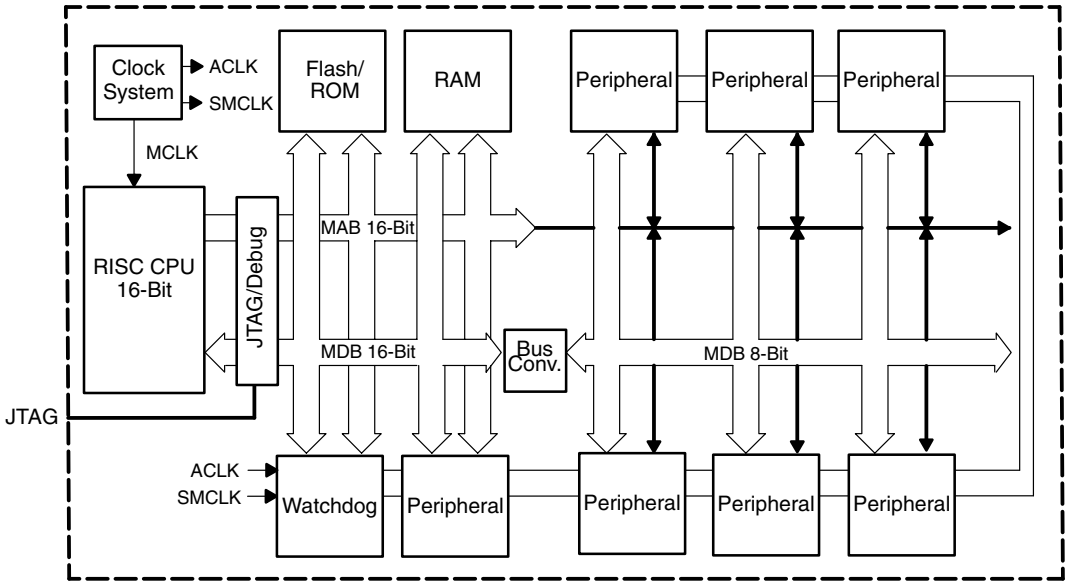
- Ultralow-power architecture extends battery life
  - 0.1-µA RAM retention
  - 0.8-µA real-time clock mode
  - 250-µA / MIPS active
- High-performance analog ideal for precision measurement
  - Comparator-gated timers for measuring resistive elements
- 16-bit RISC CPU enables new applications at a fraction of the code size.
  - Large register file eliminates working file bottleneck
  - Compact core design reduces power consumption and cost
  - Optimized for modern high-level programming
  - Only 27 core instructions and seven addressing modes
  - Extensive vectored-interrupt capability
- In-system programmable Flash permits flexible code changes, field upgrades and data logging

1.2 Flexible Clock System

The clock system is designed specifically for battery-powered applications. A low-frequency auxiliary clock (ACLK) is driven directly from a common 32-kHz watch crystal. The ACLK can be used for a background real-time clock self wake-up function. An integrated high-speed digitally controlled oscillator (DCO) can source the master clock (MCLK) used by the CPU and high-speed peripherals. By design, the DCO is active and stable in less than 2 µs at 1 Mhz. MSP430-based solutions effectively use the high-performance 16-bit RISC CPU in very short bursts.

- Low-frequency auxiliary clock = Ultralow-power stand-by mode
- High-speed master clock = High performance signal processing

Figure 1−1. MSP430 Architecture



1.3 Embedded Emulation

Dedicated embedded emulation logic resides on the device itself and is accessed via JTAG using no additional system resources.

The benefits of embedded emulation include:

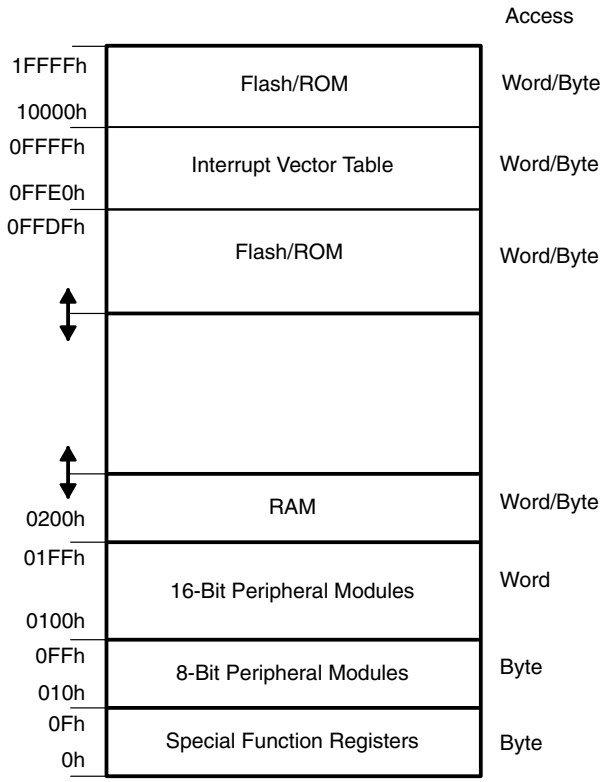
- ❏ Unobtrusive development and debug with full-speed execution, breakpoints, and single-steps in an application are supported.
- ❏ Development is in-system subject to the same characteristics as the final application.
- ❏ Mixed-signal integrity is preserved and not subject to cabling interference.

1.4 Address Space

The MSP430 von-Neumann architecture has one address space shared with special function registers (SFRs), peripherals, RAM, and Flash/ROM memory as shown in Figure 1–2. See the device-specific data sheets for specific memory maps. Code access are always performed on even addresses. Data can be accessed as bytes or words.

The addressable memory space is currently 128 KB.

Figure 1–2. Memory Map



1.4.1 Flash/ROM

The start address of Flash/ROM depends on the amount of Flash/ROM present and varies by device. The end address for Flash/ROM is 0x1FFFF. Flash can be used for both code and data. Word or byte tables can be stored and used in Flash/ROM without the need to copy the tables to RAM before using them.

The interrupt vector table is mapped into the upper 16 words of Flash/ROM address space, with the highest priority interrupt vector at the highest Flash/ROM word address (0x1FFFF).

1.4.2 RAM

RAM starts at 0200h. The end address of RAM depends on the amount of RAM present and varies by device. RAM can be used for both code and data.

1.4.3 Peripheral Modules

Peripheral modules are mapped into the address space. The address space from 0100 to 01FFh is reserved for 16-bit peripheral modules. These modules should be accessed with word instructions. If byte instructions are used, only even addresses are permissible, and the high byte of the result is always 0.

The address space from 010h to 0FFh is reserved for 8-bit peripheral modules. These modules should be accessed with byte instructions. Read access of byte modules using word instructions results in unpredictable data in the high byte. If word data is written to a byte module only the low byte is written into the peripheral register, ignoring the high byte.

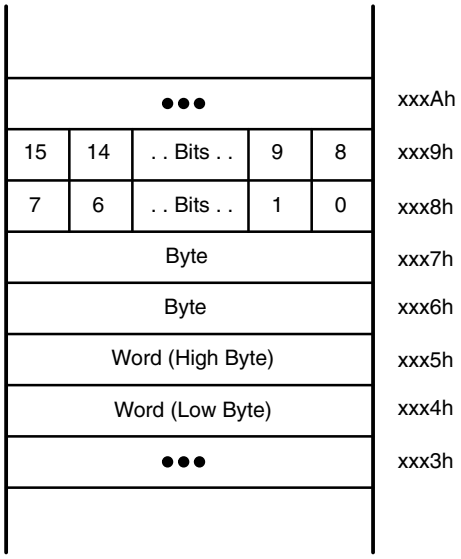
1.4.4 Special Function Registers (SFRs)

Some peripheral functions are configured in the SFRs. The SFRs are located in the lower 16 bytes of the address space, and are organized by byte. SFRs must be accessed using byte instructions only. See the device-specific data sheets for applicable SFR bits.

1.4.5 Memory Organization

Bytes are located at even or odd addresses. Words are only located at even addresses as shown in Figure 1–3. When using word instructions, only even addresses may be used. The low byte of a word is always an even address. The high byte is at the next odd address. For example, if a data word is located at address xxx4h, then the low byte of that data word is located at address xxx4h, and the high byte of that word is located at address xxx5h.

Figure 1–3. Bits, Bytes, and Words in a Byte-Organized Memory



1.5 MSP430x2xx Family Enhancements

Table 1–1 highlights enhancements made to the MSP430x2xx family. The enhancements are discussed fully in the following chapters, or in the case of improved device parameters, shown in the device-specific data sheet.

Table 1–1. MSP430x2xx Family Enhancements

Subject	Enhancement
Reset	– Brownout reset is included on all MSP430x2xx devices. – PORIFG and RSTIFG flags have been added to IFG1 to indicate the cause of a reset. – An instruction fetch from the address range 0x0000 – 0x01FF will reset the device.
Watchdog Timer	– All MSP430x2xx devices integrate the Watchdog Timer+ module (WDT+). The WDT+ ensures the clock source for the timer is never disabled.
Basic Clock System	– The LFXT1 oscillator has selectable load capacitors in LF mode. – The LFXT1 supports up to 16-MHz crystals in HF mode. – The LFXT1 includes oscillator fault detection in LF mode. – The XIN and XOUT pins are shared function pins on 20- and 28-pin devices. – The external R_{OSC} feature of the DCO not supported on some devices. Software should not set the LSB of the BCSCTL2 register in this case. See the device-specific data sheet for details. – The DCO operating frequency has been significantly increased. – The DCO temperature stability has been significantly improved.
Flash Memory	– The information memory has 4 segments of 64 bytes each. – SegmentA is individually locked with the LOCKA bit. – All information if protected from mass erase with the LOCKA bit. – Segment erases can be interrupted by an interrupt. – Flash updates can be aborted by an interrupt. – Flash programming voltage has been lowered to 2.2 V – Program/erase time has been reduced. – Clock failure aborts a flash update.
Digital I/O	– All ports have integrated pullup/pulldown resistors. – P2.6 and P2.7 functions have been added to 20- and 28- pin devices. These are shared functions with XIN and XOUT. Software must not clear the P2SELx bits for these pins if crystal operation is required.
Comparator_A	– Comparator_A has expanded input capability with a new input multiplexer.
Low Power	– Typical LPM3 current consumption has been reduced almost 50% at 3 V. – DCO startup time has been significantly reduced.
Operating frequency	– The maximum operating frequency is 16 MHz at 3.3 V.
BSL	– An incorrect password causes a mass erase. – BSL entry sequence is more robust to prevent accidental entry and erasure.

Chapter 2

System Resets, Interrupts, and Operating Modes

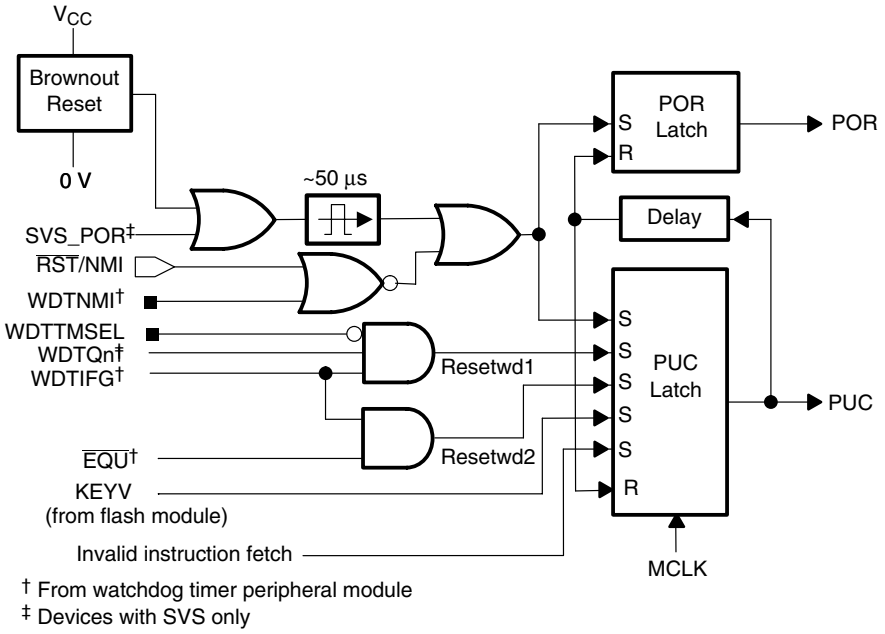
This chapter describes the MSP430x2xx system resets, interrupts, and operating modes.

Topic **Page**

2.1 System Reset and Initialization

The system reset circuitry shown in Figure 2–1 sources both a power-on reset (POR) and a power-up clear (PUC) signal. Different events trigger these reset signals and different initial conditions exist depending on which signal was generated.

Figure 2–1. Power-On Reset and Power-Up Clear Schematic



A POR is a device reset. A POR is only generated by the following three events:

- ❏ Powering up the device
- ❏ A low signal on the $\overline{\text{RST}}$/NMI pin when configured in the reset mode
- ❏ An SVS low condition when PORON = 1.

A PUC is always generated when a POR is generated, but a POR is not generated by a PUC. The following events trigger a PUC:

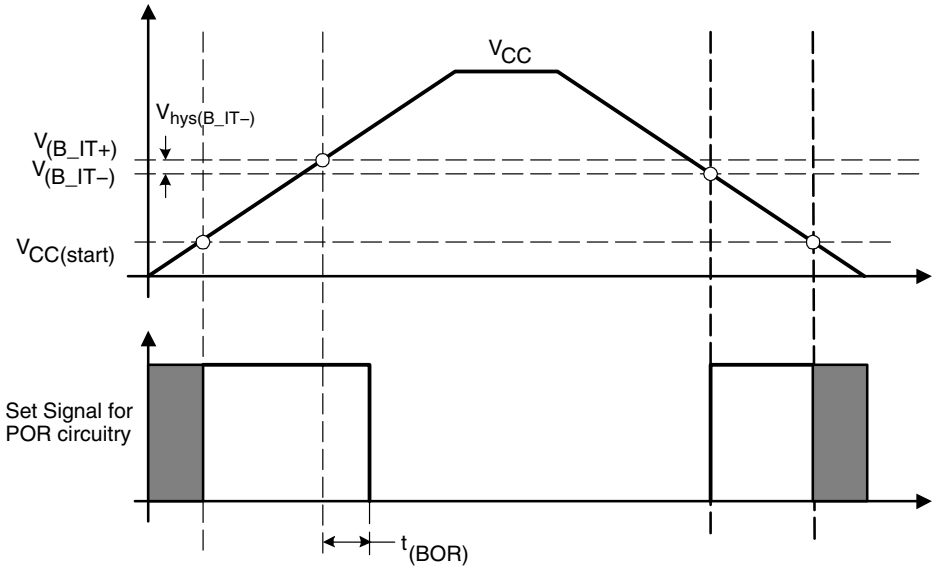
- ❏ A POR signal
- ❏ Watchdog timer expiration when in watchdog mode only
- ❏ Watchdog timer security key violation
- ❏ A Flash memory security key violation
- ❏ A CPU instruction fetch from the peripheral address range 0h – 01FFh

2.1.1 Brownout Reset (BOR)

The brownout reset circuit detects low supply voltages such as when a supply voltage is applied to or removed from the V_{CC} terminal. The brownout reset circuit resets the device by triggering a POR signal when power is applied or removed. The operating levels are shown in Figure 2–2.

The POR signal becomes active when V_{CC} crosses the $V_{CC(start)}$ level. It remains active until V_{CC} crosses the $V_{(B\_IT+)}$ threshold and the delay $t_{(BOR)}$ elapses. The delay $t_{(BOR)}$ is adaptive being longer for a slow ramping V_{CC}. The hysteresis $V_{hys(B\_IT-)}$ ensures that the supply voltage must drop below $V_{(B\_IT-)}$ to generate another POR signal from the brownout reset circuitry.

Figure 2–2. Brownout Timing



As the $V_{(B\_IT-)}$ level is significantly above the V_{min} level of the POR circuit, the BOR provides a reset for power failures where V_{CC} does not fall below V_{min}. See device-specific data sheet for parameters.

2.1.2 Device Initial Conditions After System Reset

After a POR, the initial MSP430 conditions are:

- The $\overline{\text{RST}}$/NMI pin is configured in the reset mode.
- I/O pins are switched to input mode as described in the *Digital I/O* chapter.
- Other peripheral modules and registers are initialized as described in their respective chapters in this manual.
- Status register (SR) is reset.
- The watchdog timer powers up active in watchdog mode.
- Program counter (PC) is loaded with address contained at reset vector location (0FFFEh). If the reset vectors content is 0FFFFh the device will be disabled for minimum power consumption.

Software Initialization

After a system reset, user software must initialize the MSP430 for the application requirements. The following must occur:

- Initialize the SP, typically to the top of RAM.
- Initialize the watchdog to the requirements of the application.
- Configure peripheral modules to the requirements of the application.

Additionally, the watchdog timer, oscillator fault, and flash memory flags can be evaluated to determine the source of the reset.

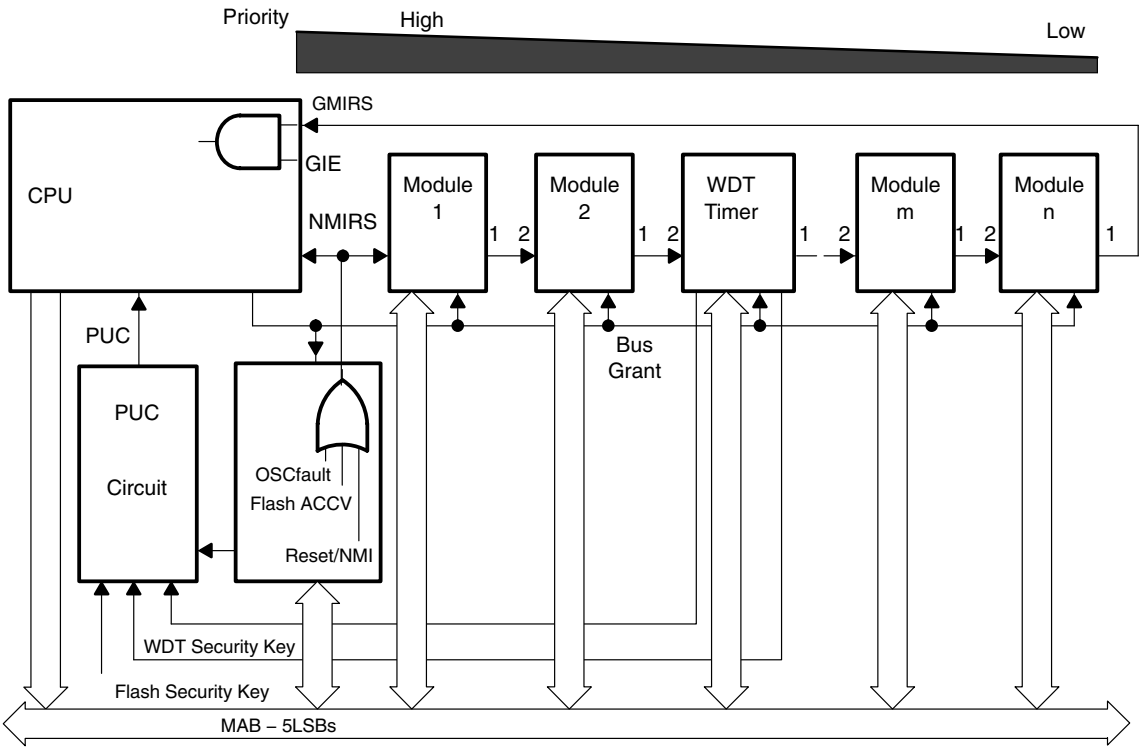
2.2 Interrupts

The interrupt priorities are fixed and defined by the arrangement of the modules in the connection chain as shown in Figure 2–3. The nearer a module is to the CPU/NMIRS, the higher the priority. Interrupt priorities determine what interrupt is taken when more than one interrupt is pending simultaneously.

There are three types of interrupts:

- System reset
- (Non)-maskable NMI
- Maskable

Figure 2–3. Interrupt Priority



2.2.1 (Non)-Maskable Interrupts (NMI)

(Non)-maskable NMI interrupts are not masked by the general interrupt enable bit (GIE), but are enabled by individual interrupt enable bits (NMIIE, ACCVIE, OFIE). When a NMI interrupt is accepted, all NMI interrupt enable bits are automatically reset. Program execution begins at the address stored in the (non)-maskable interrupt vector, 0FFFCh. User software must set the required NMI interrupt enable bits for the interrupt to be re-enabled. The block diagram for NMI sources is shown in Figure 2–4.

A (non)-maskable NMI interrupt can be generated by three sources:

- An edge on the $\overline{\text{RST}}$/NMI pin when configured in NMI mode
- An oscillator fault occurs
- An access violation to the flash memory

Reset/NMI Pin

At power-up, the $\overline{\text{RST}}$/NMI pin is configured in the reset mode. The function of the $\overline{\text{RST}}$/NMI pins is selected in the watchdog control register WDTCTL. If the $\overline{\text{RST}}$/NMI pin is set to the reset function, the CPU is held in the reset state as long as the $\overline{\text{RST}}$/NMI pin is held low. After the input changes to a high state, the CPU starts program execution at the word address stored in the reset vector, 0FFFEh, and the RSTIFG flag is set.

If the $\overline{\text{RST}}$/NMI pin is configured by user software to the NMI function, a signal edge selected by the WDTNMIES bit generates an NMI interrupt if the NMIIE bit is set. The $\overline{\text{RST}}$/NMI flag NMIIFG is also set.

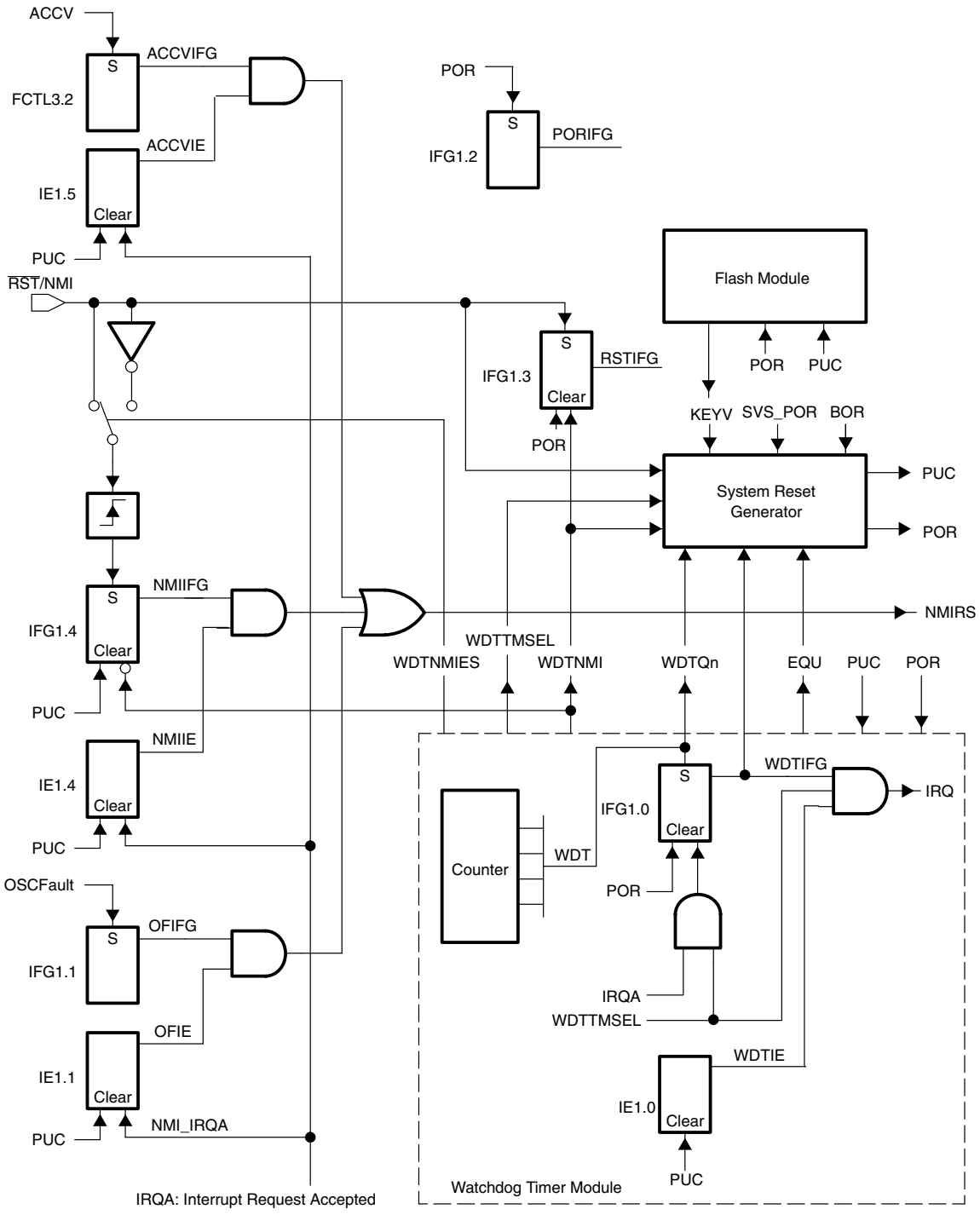
Note: Holding $\overline{\text{RST}}$/NMI Low

When configured in the NMI mode, a signal generating an NMI event should not hold the $\overline{\text{RST}}$/NMI pin low. If a PUC occurs from a different source while the NMI signal is low, the device will be held in the reset state because a PUC changes the $\overline{\text{RST}}$/NMI pin to the reset function.

Note: Modifying WDTNMIES

When NMI mode is selected and the WDTNMIES bit is changed, an NMI can be generated, depending on the actual level at the $\overline{\text{RST}}$/NMI pin. When the NMI edge select bit is changed before selecting the NMI mode, no NMI is generated.

Figure 2–4. Block Diagram of (Non)-Maskable Interrupt Sources



Flash Access Violation

The flash ACCVIFG flag is set when a flash access violation occurs. The flash access violation can be enabled to generate an NMI interrupt by setting the ACCVIE bit. The ACCVIFG flag can then be tested by NMI the interrupt service routine to determine if the NMI was caused by a flash access violation.

Oscillator Fault

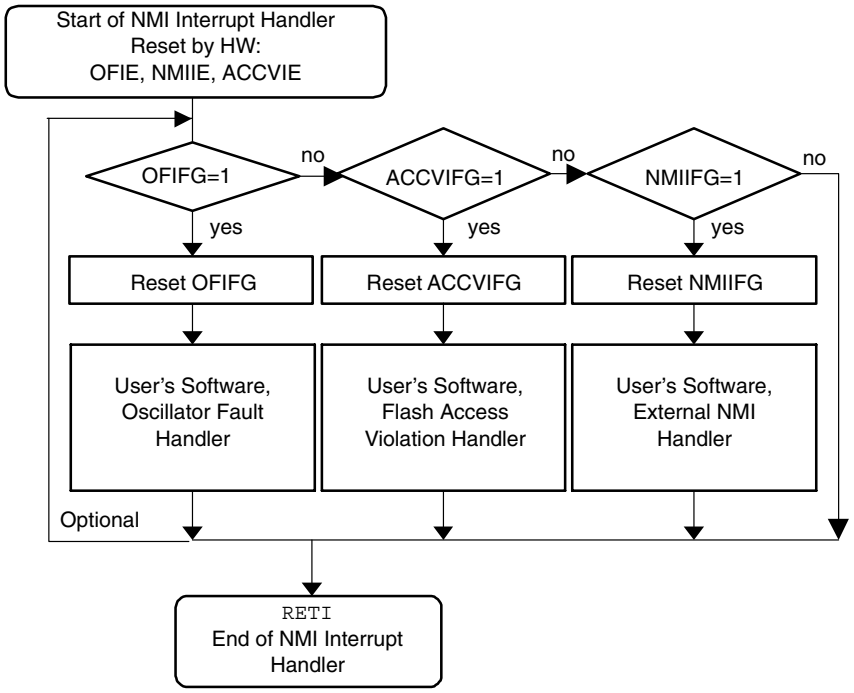
The oscillator fault signal warns of a possible error condition with the crystal oscillator. The oscillator fault can be enabled to generate an NMI interrupt by setting the OFIE bit. The OFIFG flag can then be tested by NMI the interrupt service routine to determine if the NMI was caused by an oscillator fault.

A PUC signal can trigger an oscillator fault, because the PUC switches the LFXT1 to LF mode, therefore switching off the HF mode. The PUC signal also switches off the XT2 oscillator.

Example of an NMI Interrupt Handler

The NMI interrupt is a multiple-source interrupt. An NMI interrupt automatically resets the NMIIE, OFIE and ACCVIE interrupt-enable bits. The user NMI service routine resets the interrupt flags and re-enables the interrupt-enable bits according to the application needs as shown in Figure 2–5.

Figure 2–5. NMI Interrupt Handler



Note: Enabling NMI Interrupts with ACCVIE, NMIIE, and OFIE

To prevent nested NMI interrupts, the ACCVIE, NMIIE, and OFIE enable bits should not be set inside of an NMI interrupt service routine.

2.2.2 Maskable Interrupts

Maskable interrupts are caused by peripherals with interrupt capability including the watchdog timer overflow in interval-timer mode. Each maskable interrupt source can be disabled individually by an interrupt enable bit, or all maskable interrupts can be disabled by the general interrupt enable (GIE) bit in the status register (SR).

Each individual peripheral interrupt is discussed in the associated peripheral module chapter in this manual.

2.2.3 Interrupt Processing

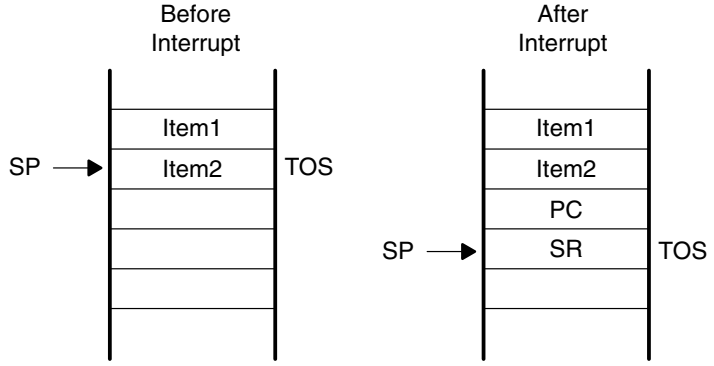
When an interrupt is requested from a peripheral and the peripheral interrupt enable bit and GIE bit are set, the interrupt service routine is requested. Only the individual enable bit must be set for (non)-maskable interrupts to be requested.

Interrupt Acceptance

The interrupt latency is 5 cycles (CPUx) or 6 cycles (CPU), starting with the acceptance of an interrupt request, and lasting until the start of execution of the first instruction of the interrupt-service routine, as shown in Figure 2–6. The interrupt logic executes the following:

1) Any currently executing instruction is completed.
2) The PC, which points to the next instruction, is pushed onto the stack.
3) The SR is pushed onto the stack.
4) The interrupt with the highest priority is selected if multiple interrupts occurred during the last instruction and are pending for service.
5) The interrupt request flag resets automatically on single-source flags. Multiple source flags remain set for servicing by software.
6) The SR is cleared. This terminates any low-power mode. Because the GIE bit is cleared, further interrupts are disabled.
7) The content of the interrupt vector is loaded into the PC: the program continues with the interrupt service routine at that address.

Figure 2–6. Interrupt Processing



Return From Interrupt

The interrupt handling routine terminates with the instruction:

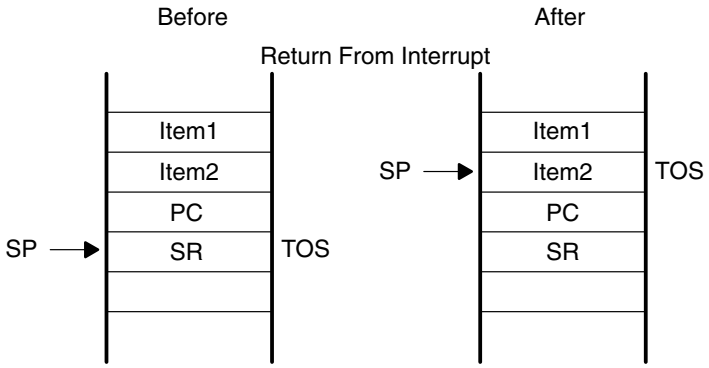
`RETI` (return from an interrupt service routine)

The return from the interrupt takes 5 cycles (CPU) or 3 cycles (CPUx) to execute the following actions and is illustrated in Figure 2–7.

1) The SR with all previous settings pops from the stack. All previous settings of GIE, CPUOFF, etc. are now in effect, regardless of the settings used during the interrupt service routine.

2) The PC pops from the stack and begins execution at the point where it was interrupted.

Figure 2–7. Return From Interrupt



Interrupt Nesting

Interrupt nesting is enabled if the GIE bit is set inside an interrupt service routine. When interrupt nesting is enabled, any interrupt occurring during an interrupt service routine will interrupt the routine, regardless of the interrupt priorities.

2.2.4 Interrupt Vectors

The interrupt vectors and the power-up starting address are located in the address range 0FFFFh to 0FFC0h, as described in Table 2–1. A vector is programmed by the user with the 16-bit address of the corresponding interrupt service routine. See the device-specific data sheet for the complete interrupt vector list.

It is recommended to provide an interrupt service routine for each interrupt vector that is assigned to a module. A dummy interrupt service routine can consist of just the RETI instruction and several interrupt vectors can point to it.

Unassigned interrupt vectors can be used for regular program code if necessary.

Some module enable bits, interrupt enable bits, and interrupt flags are located in the SFRs. The SFRs are located in the lower address range and are implemented in byte format. SFRs must be accessed using byte instructions. See the device-specific data sheet for the SFR configuration.

Table 2–1. Interrupt Sources,Flags, and Vectors

INTERRUPT SOURCE	INTERRUPT FLAG	SYSTEM INTERRUPT	WORD ADDRESS	PRIORITY
Power-up, external reset, watchdog, flash password, illegal instruction fetch	PORIFG RSTIFG WDTIFG KEYV	Reset	0FFFEh	31, highest
NMI, oscillator fault, flash memory access violation	NMIIFG OFIFG ACCVIFG	(non)-maskable (non)-maskable (non)-maskable	0FFFCh	30
device-specific			0FFFAh	29
device-specific			0FFF8h	28
device-specific			0FFF6h	27
Watchdog timer	WDTIFG	maskable	0FFF4h	26
device-specific			0FFF2h	25
device-specific			0FFF0h	24
device-specific			0FFEEh	23
device-specific			0FFECh	22
device-specific			0FFEAh	21
device-specific			0FFE8h	20
device-specific			0FFE6h	19
device-specific			0FFE4h	18
device-specific			0FFE2h	17
device-specific			0FFE0h	16
device-specific			0FFDEh	15
device-specific			0FFDCh	14
device-specific			0FFDAh	13
device-specific			0FFD8h	12
device-specific			0FFD6h	11
device-specific			0FFD4h	10
device-specific			0FFD2h	9
device-specific			0FFD0h	8
device-specific			0FFCEh	7
device-specific			0FFCCh	6
device-specific			0FFCAh	5
device-specific			0FFC8h	4
device-specific			0FFC6h	3
device-specific			0FFC4h	2
device-specific			0FFC2h	1
device-specific			0FFC0h	0, lowest

2.3 Operating Modes

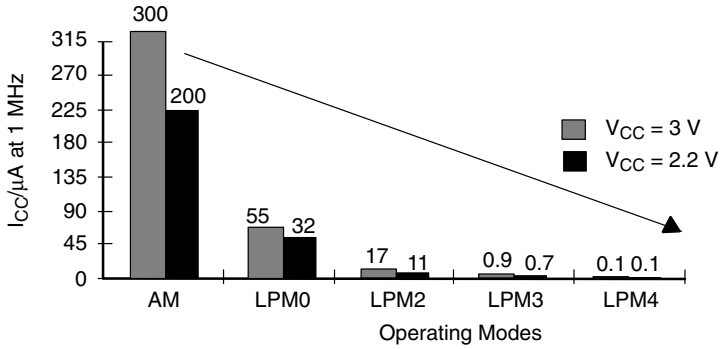
The MSP430 family is designed for ultralow-power applications and uses different operating modes shown in Figure 2–9.

The operating modes take into account three different needs:

- Ultralow-power
- Speed and data throughput
- Minimization of individual peripheral current consumption

The MSP430 typical current consumption is shown in Figure 2–8.

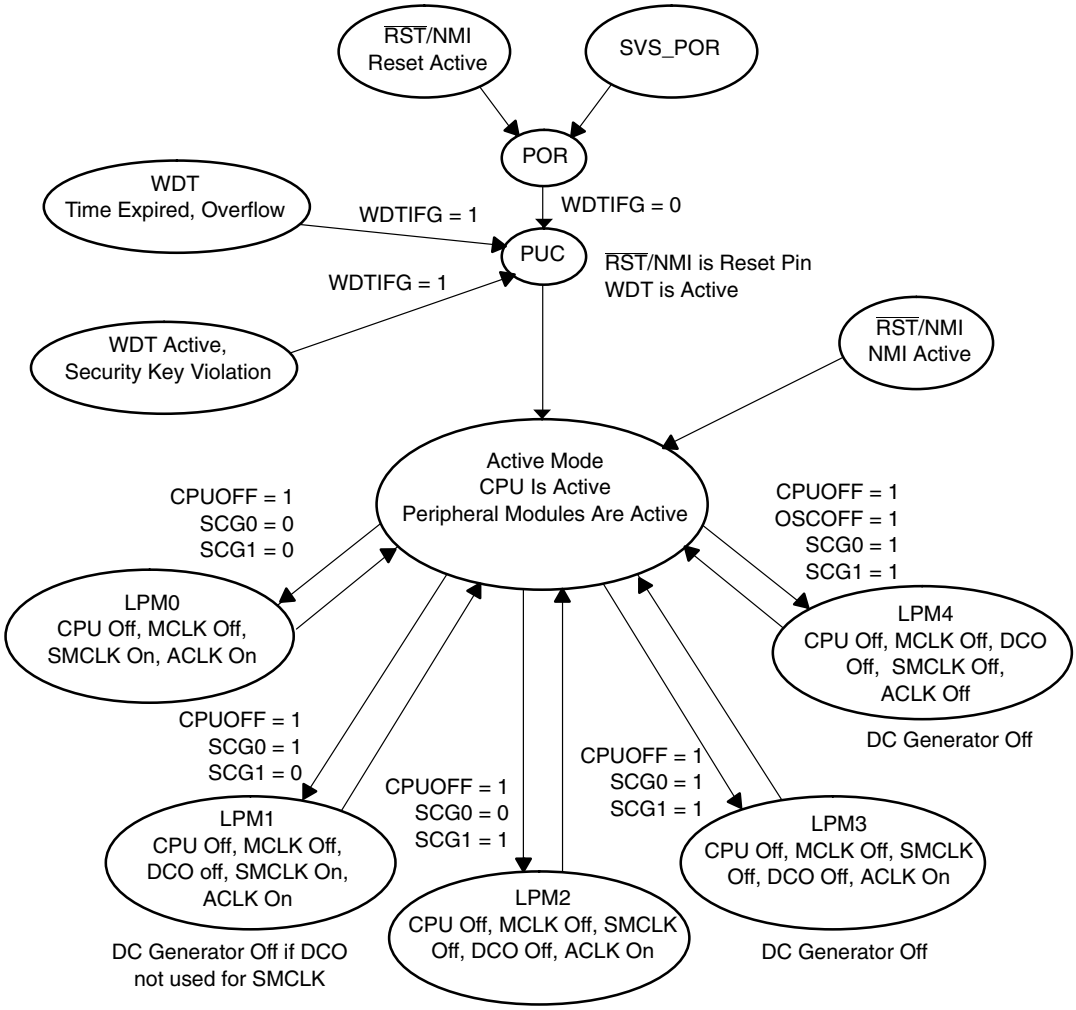
Figure 2–8. Typical Current Consumption of 21x1 Devices vs Operating Modes



The low-power modes 0 to 4 are configured with the CPUOFF, OSCOFF, SCG0, and SCG1 bits in the status register The advantage of including the CPUOFF, OSCOFF, SCG0, and SCG1 mode-control bits in the status register is that the present operating mode is saved onto the stack during an interrupt service routine. Program flow returns to the previous operating mode if the saved SR value is not altered during the interrupt service routine. Program flow can be returned to a different operating mode by manipulating the saved SR value on the stack inside of the interrupt service routine. The mode-control bits and the stack can be accessed with any instruction.

When setting any of the mode-control bits, the selected operating mode takes effect immediately. Peripherals operating with any disabled clock are disabled until the clock becomes active. The peripherals may also be disabled with their individual control register settings. All I/O port pins and RAM/registers are unchanged. Wake up is possible through all enabled interrupts.

Figure 2–9. MSP430x2xx Operating Modes For Basic Clock System



SCG1	SCG0	OSCOFF	CPUOFF	Mode	CPU and Clocks Status
0	0	0	0	Active	CPU is active, all enabled clocks are active
0	0	0	1	LPM0	CPU, MCLK are disabled SMCLK , ACLK are active
0	1	0	1	LPM1	CPU, MCLK are disabled, DCO and DC generator are disabled if the DCO is not used for SMCLK. ACLK is active
1	0	0	1	LPM2	CPU, MCLK, SMCLK, DCO are disabled DC generator remains enabled ACLK is active
1	1	0	1	LPM3	CPU, MCLK, SMCLK, DCO are disabled DC generator disabled ACLK is active
1	1	1	1	LPM4	CPU and all clocks disabled

2.3.1 Entering and Exiting Low-Power Modes

An enabled interrupt event wakes the MSP430 from any of the low-power operating modes. The program flow is:

- Enter interrupt service routine:
  - The PC and SR are stored on the stack
  - The CPUOFF, SCG1, and OSCOFF bits are automatically reset
- Options for returning from the interrupt service routine:
  - The original SR is popped from the stack, restoring the previous operating mode.
  - The SR bits stored on the stack can be modified within the interrupt service routine returning to a different operating mode when the `RETI` instruction is executed.

```
; Enter LPM0 Example
   BIS    #GIE+CPUOFF,SR           ; Enter LPM0
;  ...                             ; Program stops here
;
; Exit LPM0 Interrupt Service Routine
   BIC    #CPUOFF,0(SP)            ; Exit LPM0 on RETI
   RETI

; Enter LPM3 Example
   BIS    #GIE+CPUOFF+SCG1+SCG0,SR ; Enter LPM3
;  ...                             ; Program stops here
;
; Exit LPM3 Interrupt Service Routine
   BIC    #CPUOFF+SCG1+SCG0,0(SR)  ; Exit LPM3 on RETI
   RETI
```

2.4 Principles for Low-Power Applications

Often, the most important factor for reducing power consumption is using the MSP430's clock system to maximize the time in LPM3. LPM3 power consumption is less than 2 μA typical with both a real-time clock function and all interrupts active. A 32-kHz watch crystal is used for the ACLK and the CPU is clocked from the DCO (normally off) which has a 6-μs wake-up.

- ❏ Use interrupts to wake the processor and control program flow.
- ❏ Peripherals should be switched on only when needed.
- ❏ Use low-power integrated peripheral modules in place of software driven functions. For example Timer_A and Timer_B can automatically generate PWM and capture external timing, with no CPU resources.
- ❏ Calculated branching and fast table look-ups should be used in place of flag polling and long software calculations.
- ❏ Avoid frequent subroutine and function calls due to overhead.
- ❏ For longer software routines, single-cycle CPU registers should be used.

2.5 Connection of Unused Pins

The correct termination of all unused pins is listed in Table 2–2.

Table 2–2. Connection of Unused Pins

Pin	Potential	Comment
AV_{CC}	DV_{CC}	
AV_{SS}	DV_{SS}	
V_{REF+}	Open	
Ve_{REF+}	DV_{SS}	
V_{REF-}/Ve_{REF-}	DV_{SS}	
XIN	DV_{CC}	
XOUT	Open	
XT2IN	DV_{SS}	
XT2OUT	Open	
Px.0 to Px.7	Open	Switched to port function, output direction or input with pullup/pulldown enabled
$\overline{RST}$/NMI	DV_{CC} or V_{CC}	47 kΩ pullup with 10 nF (2.2 nF†) pulldown
Test	Open	20xx, 21xx, 22xx devices
TDO	Open	
TDI	Open	
TMS	Open	
TCK	Open	

† The pulldown capacitor should not exceed 2.2 nF when using devices with Spy-Bi-Wire interface in Spy-Bi-Wire mode or in 4-wire JTAG mode with TI tools like FET interfaces or GANG programmers.

Chapter 3

RISC 16-Bit CPU

This chapter describes the MSP430 CPU, addressing modes, and instruction set.

Topic **Page**

3.1 CPU Introduction

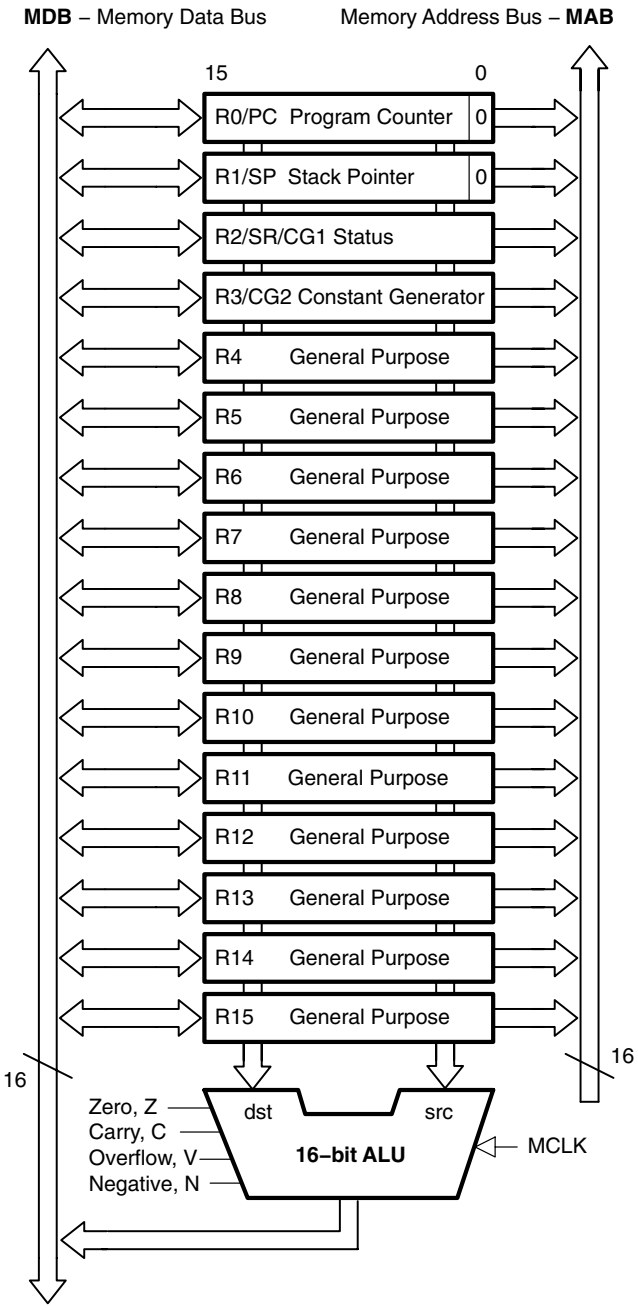
The CPU incorporates features specifically designed for modern programming techniques such as calculated branching, table processing and the use of high-level languages such as C. The CPU can address the complete address range without paging.

The CPU features include:

- RISC architecture with 27 instructions and 7 addressing modes
- Orthogonal architecture with every instruction usable with every addressing mode
- Full register access including program counter, status registers, and stack pointer
- Single-cycle register operations
- Large 16-bit register file reduces fetches to memory
- 16-bit address bus allows direct access and branching throughout entire memory range
- 16-bit data bus allows direct manipulation of word-wide arguments
- Constant generator provides six most used immediate values and reduces code size
- Direct memory-to-memory transfers without intermediate register holding
- Word and byte addressing and instruction formats

The block diagram of the CPU is shown in Figure 3–1.

Figure 3–1. CPU Block Diagram



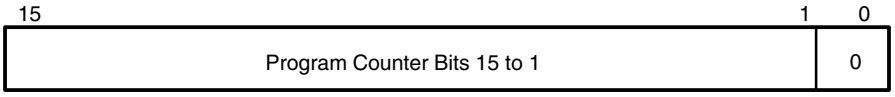
3.2 CPU Registers

The CPU incorporates sixteen 16-bit registers. R0, R1, R2 and R3 have dedicated functions. R4 to R15 are working registers for general use.

3.2.1 Program Counter (PC)

The 16-bit program counter (PC/R0) points to the next instruction to be executed. Each instruction uses an even number of bytes (two, four, or six), and the PC is incremented accordingly. Instruction accesses in the 64-KB address space are performed on word boundaries, and the PC is aligned to even addresses. Figure 3–2 shows the program counter.

Figure 3–2. Program Counter



The PC can be addressed with all instructions and addressing modes. A few examples:

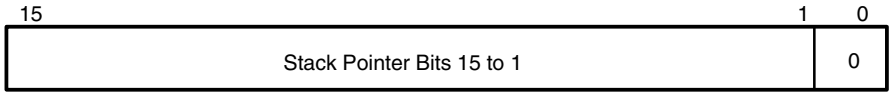
```
MOV   #LABEL,PC ; Branch to address LABEL
MOV   LABEL,PC  ; Branch to address contained in LABEL
MOV   @R14,PC   ; Branch indirect to address in R14
```

3.2.2 Stack Pointer (SP)

The stack pointer (SP/R1) is used by the CPU to store the return addresses of subroutine calls and interrupts. It uses a predecrement, postincrement scheme. In addition, the SP can be used by software with all instructions and addressing modes. Figure 3–3 shows the SP. The SP is initialized into RAM by the user, and is aligned to even addresses.

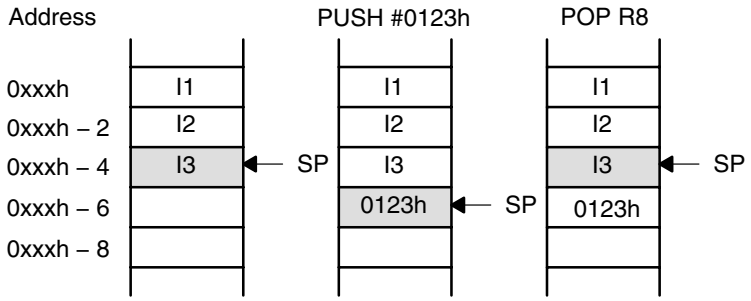
Figure 3–4 shows stack usage.

Figure 3–3. Stack Pointer




```
MOV   2(SP),R6  ; Item I2 -> R6
MOV   R7,0(SP)  ; Overwrite TOS with R7
PUSH  #0123h    ; Put 0123h onto TOS
POP   R8        ; R8 = 0123h
```

Figure 3–4. Stack Usage



The special cases of using the SP as an argument to the PUSH and POP instructions are described and shown in Figure 3–5.

Figure 3–5. PUSH SP - POP SP Sequence

The stack pointer is changed after a PUSH SP instruction.

The stack pointer is not changed after a POP SP instruction. The POP SP instruction places SP1 into the stack pointer SP (SP2=SP1)

3.2.3 Status Register (SR)

The status register (SR/R2), used as a source or destination register, can be used in the register mode only addressed with word instructions. The remaining combinations of addressing modes are used to support the constant generator. Figure 3–6 shows the SR bits.

Figure 3–6. Status Register Bits

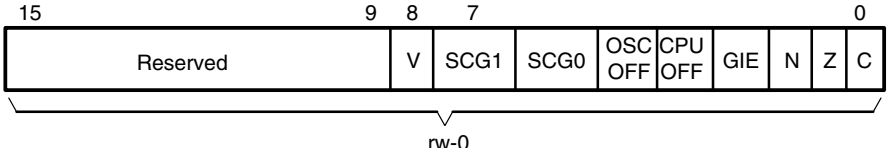


Table 3–1 describes the status register bits.

Table 3–1. Description of Status Register Bits

Bit	Description	
V	Overflow bit. This bit is set when the result of an arithmetic operation overflows the signed-variable range.	
	`ADD(.B),ADDC(.B)`	Set when: Positive + Positive = Negative Negative + Negative = Positive, otherwise reset
	`SUB(.B),SUBC(.B),CMP(.B)`	Set when: Positive – Negative = Negative Negative – Positive = Positive, otherwise reset
SCG1	System clock generator 1. This bit, when set, turns off the SMCLK.	
SCG0	System clock generator 0. This bit, when set, turns off the DCO dc generator, if DCOCLK is not used for MCLK or SMCLK.	
OSCOFF	Oscillator Off. This bit, when set, turns off the LFXT1 crystal oscillator, when LFXT1CLK is not use for MCLK or SMCLK	
CPUOFF	CPU off. This bit, when set, turns off the CPU.	
GIE	General interrupt enable. This bit, when set, enables maskable interrupts. When reset, all maskable interrupts are disabled.	
N	Negative bit. This bit is set when the result of a byte or word operation is negative and cleared when the result is not negative.	
	Word operation:	N is set to the value of bit 15 of the result
	Byte operation:	N is set to the value of bit 7 of the result
Z	Zero bit. This bit is set when the result of a byte or word operation is 0 and cleared when the result is not 0.	
C	Carry bit. This bit is set when the result of a byte or word operation produced a carry and cleared when no carry occurred.	

3.2.4 Constant Generator Registers CG1 and CG2

Six commonly-used constants are generated with the constant generator registers R2 and R3, without requiring an additional 16-bit word of program code. The constants are selected with the source-register addressing modes (As), as described in Table 3–2.

Table 3–2. Values of Constant Generators CG1, CG2

Register	As	Constant	Remarks
R2	00	– – – – –	Register mode
R2	01	(0)	Absolute address mode
R2	10	00004h	+4, bit processing
R2	11	00008h	+8, bit processing
R3	00	00000h	0, word processing
R3	01	00001h	+1
R3	10	00002h	+2, bit processing
R3	11	0FFFFh	–1, word processing

The constant generator advantages are:

- ❏ No special instructions required
- ❏ No additional code word for the six constants
- ❏ No code memory access required to retrieve the constant

The assembler uses the constant generator automatically if one of the six constants is used as an immediate source operand. Registers R2 and R3, used in the constant mode, cannot be addressed explicitly; they act as source-only registers.

Constant Generator – Expanded Instruction Set

The RISC instruction set of the MSP430 has only 27 instructions. However, the constant generator allows the MSP430 assembler to support 24 additional, emulated instructions. For example, the single-operand instruction:

```
CLR             dst
```

is emulated by the double-operand instruction with the same length:

```
MOV             R3,dst
```

where the #0 is replaced by the assembler, and R3 is used with As=00.

```
INC             dst
```

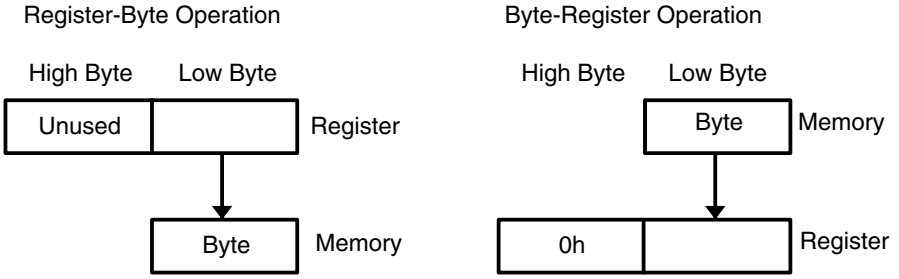
is replaced by:

```
ADD             0(R3),dst
```

3.2.5 General-Purpose Registers R4 to R15

The twelve registers, R4 to R15, are general-purpose registers. All of these registers can be used as data registers, address pointers, or index values and can be accessed with byte or word instructions as shown in Figure 3–7.

Figure 3–7. Register-Byte/Byte-Register Operations



Example Register-Byte Operation

R5 = 0A28Fh
R6 = 0203h
Mem(0203h) = 012h

```
ADD.B          R5,0(R6)
```

```
    08Fh
  + 012h
  -------
    0A1h
```

Mem (0203h) = 0A1h
C = 0, Z = 0, N = 1

```
  (Low byte of register)
+ (Addressed byte)
------------------------
->(Addressed byte)
```

Example Byte-Register Operation

R5 = 01202h
R6 = 0223h
Mem(0223h) = 05Fh

```
ADD.B       @R6,R5
```

```
    05Fh
  + 002h
  -------
  00061h
```

R5 = 00061h
C = 0, Z = 0, N = 0

```
  (Addressed byte)
+ (Low byte of register)
------------------------
->(Low byte of register, zero to High byte)
```

3.3 Addressing Modes

Seven addressing modes for the source operand and four addressing modes for the destination operand can address the complete address space with no exceptions. The bit numbers in Table 3–3 describe the contents of the As (source) and Ad (destination) mode bits.

Table 3–3. Source/Destination Operand Addressing Modes

As/Ad	Addressing Mode	Syntax	Description
00/0	Register mode	Rn	Register contents are operand
01/1	Indexed mode	X(Rn)	(Rn + X) points to the operand. X is stored in the next word.
01/1	Symbolic mode	ADDR	(PC + X) points to the operand. X is stored in the next word. Indexed mode X(PC) is used.
01/1	Absolute mode	&ADDR	The word following the instruction contains the absolute address. X is stored in the next word. Indexed mode X(SR) is used.
10/–	Indirect register mode	@Rn	Rn is used as a pointer to the operand.
11/–	Indirect autoincrement	@Rn+	Rn is used as a pointer to the operand. Rn is incremented afterwards by 1 for .B instructions and by 2 for .W instructions.
11/–	Immediate mode	#N	The word following the instruction contains the immediate constant N. Indirect autoincrement mode @PC+ is used.

The seven addressing modes are explained in detail in the following sections. Most of the examples show the same addressing mode for the source and destination, but any valid combination of source and destination addressing modes is possible in an instruction.

Note: Use of Labels *EDE*, *TONI, TOM, and LEO*

Throughout MSP430 documentation *EDE, TONI, TOM, and LEO* are used as generic labels. They are only labels. They have no special meaning.

3.3.1 Register Mode

The register mode is described in Table 3–4.

Table 3–4. Register Mode Description

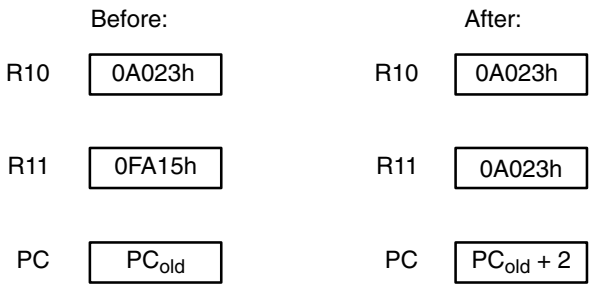
Assembler Code	Content of ROM
`MOV R10,R11`	`MOV R10,R11`

Length: One or two words

Operation: Move the content of R10 to R11. R10 is not affected.

Comment: Valid for source and destination

Example: `MOV R10,R11`



Note: Data in Registers

The data in the register can be accessed using word or byte instructions. If byte instructions are used, the high byte is always 0 in the result. The status bits are handled according to the result of the byte instruction.

3.3.2 Indexed Mode

The indexed mode is described in Table 3–5.

Table 3–5. Indexed Mode Description

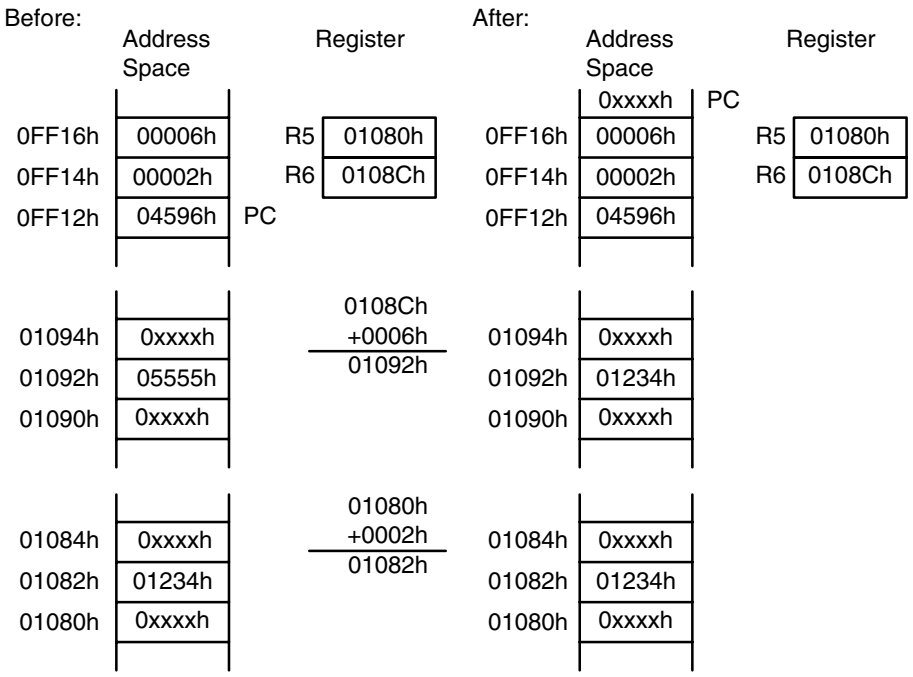
Assembler Code	Content of ROM
`MOV 2(R5),6(R6)`	`MOV X(R5),Y(R6)` X = 2 Y = 6

Length: Two or three words

Operation: Move the contents of the source address (contents of R5 + 2) to the destination address (contents of R6 + 6). The source and destination registers (R5 and R6) are not affected. In indexed mode, the program counter is incremented automatically so that program execution continues with the next instruction.

Comment: Valid for source and destination

Example:
```
MOV  2(R5),6(R6);
```



3.3.3 Symbolic Mode

The symbolic mode is described in Table 3–6.

Table 3–6. Symbolic Mode Description

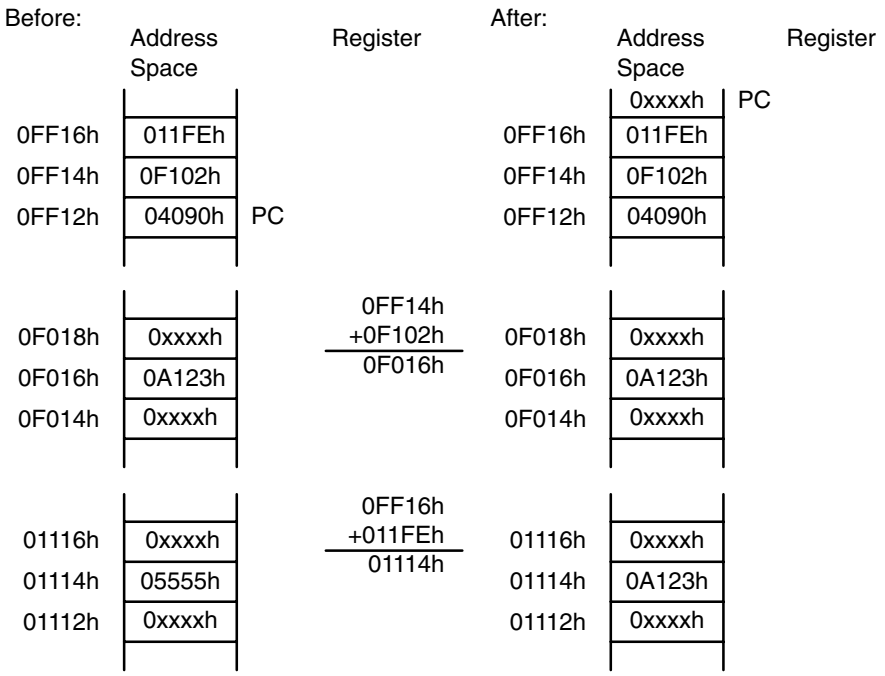
Assembler Code	Content of ROM
`MOV EDE,TONI`	`MOV X(PC),Y(PC)` X = EDE – PC Y = TONI – PC

Length: Two or three words

Operation: Move the contents of the source address EDE (contents of PC + X) to the destination address TONI (contents of PC + Y). The words after the instruction contain the differences between the PC and the source or destination addresses. The assembler computes and inserts offsets X and Y automatically. With symbolic mode, the program counter (PC) is incremented automatically so that program execution continues with the next instruction.

Comment: Valid for source and destination

Example:
```
MOV  EDE,TONI ;Source address EDE = 0F016h
              ;Dest. address TONI=01114h
```



3.3.4 Absolute Mode

The absolute mode is described in Table 3–7.

Table 3–7. Absolute Mode Description

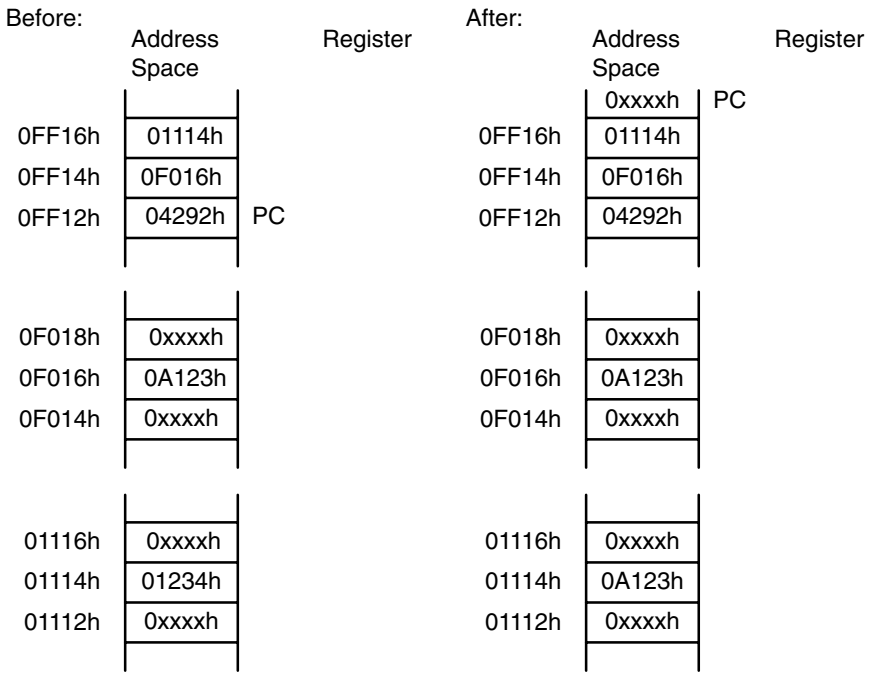
Assembler Code	Content of ROM
`MOV &EDE,&TONI`	`MOV X(0),Y(0)` X = EDE Y = TONI

Length: Two or three words

Operation: Move the contents of the source address EDE to the destination address TONI. The words after the instruction contain the absolute address of the source and destination addresses. With absolute mode, the PC is incremented automatically so that program execution continues with the next instruction.

Comment: Valid for source and destination

Example:
```
MOV  &EDE,&TONI ;Source address EDE=0F016h,
                ;dest. address TONI=01114h
```



This address mode is mainly for hardware peripheral modules that are located at an absolute, fixed address. These are addressed with absolute mode to ensure software transportability (for example, position-independent code).

3.3.5 Indirect Register Mode

The indirect register mode is described in Table 3–8.

Table 3–8. Indirect Mode Description

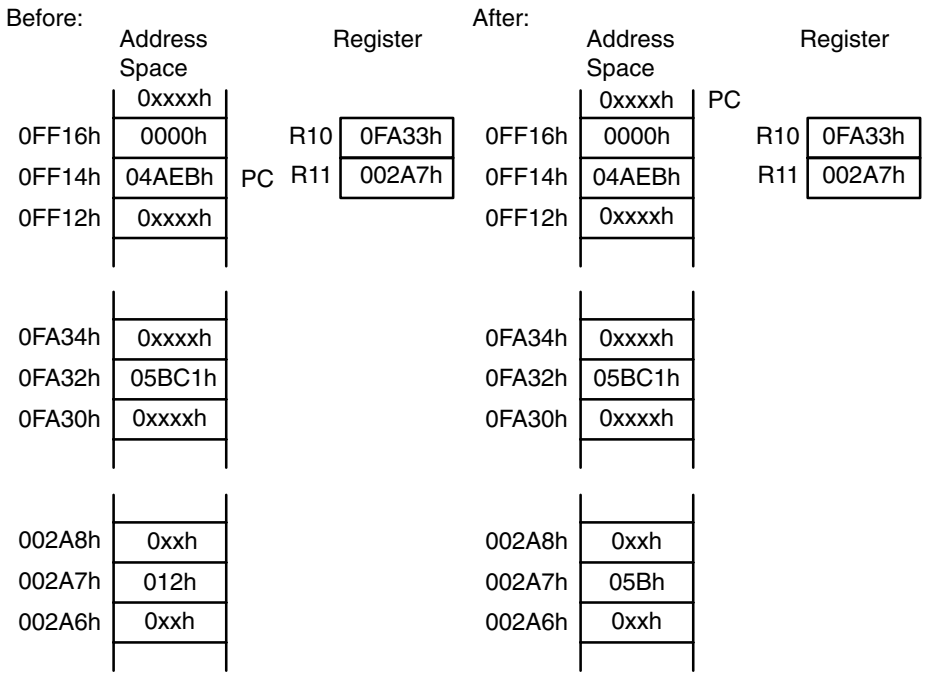
Assembler Code	Content of ROM
`MOV @R10,0(R11)`	`MOV @R10,0(R11)`

Length: One or two words

Operation: Move the contents of the source address (contents of R10) to the destination address (contents of R11). The registers are not modified.

Comment: Valid only for source operand. The substitute for destination operand is 0(Rd).

Example:
```
MOV.B  @R10,0(R11)
```



3.3.6 Indirect Autoincrement Mode

The indirect autoincrement mode is described in Table 3–9.

Table 3–9. Indirect Autoincrement Mode Description

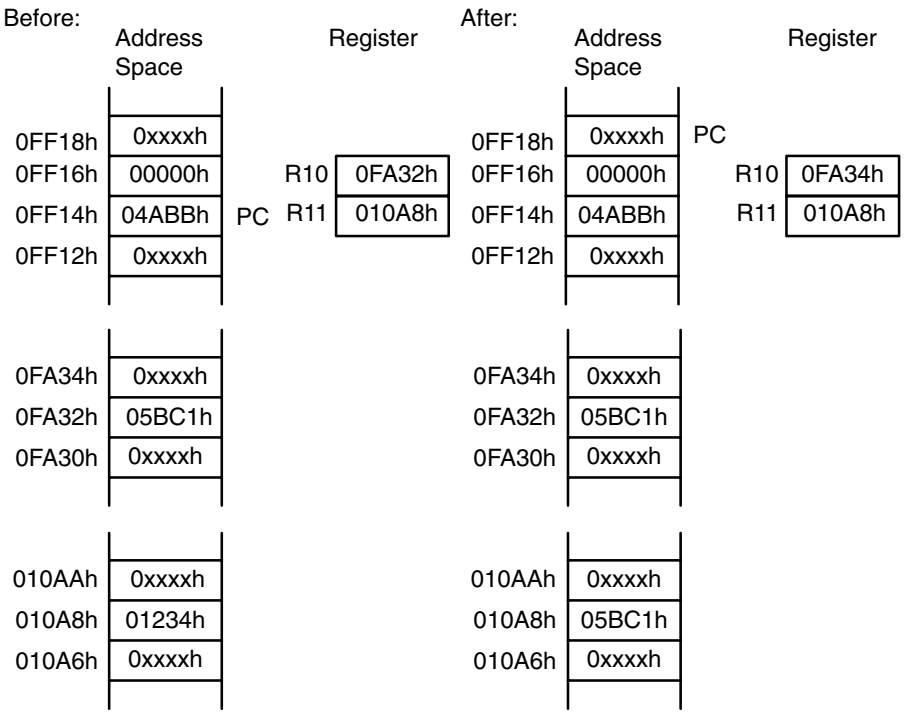
Assembler Code	Content of ROM
`MOV @R10+,0(R11)`	`MOV @R10+,0(R11)`

Length: One or two words

Operation: Move the contents of the source address (contents of R10) to the destination address (contents of R11). Register R10 is incremented by 1 for a byte operation, or 2 for a word operation after the fetch; it points to the next address without any overhead. This is useful for table processing.

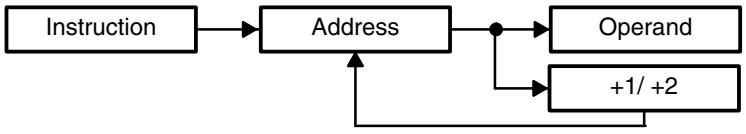
Comment: Valid only for source operand. The substitute for destination operand is 0(Rd) plus second instruction INCD Rd.

Example:
```
MOV  @R10+,0(R11)
```



The autoincrementing of the register contents occurs after the operand is fetched. This is shown in Figure 3–8.

Figure 3–8. Operand Fetch Operation



3.3.7 Immediate Mode

The immediate mode is described in Table 3–10.

Table 3–10. Immediate Mode Description

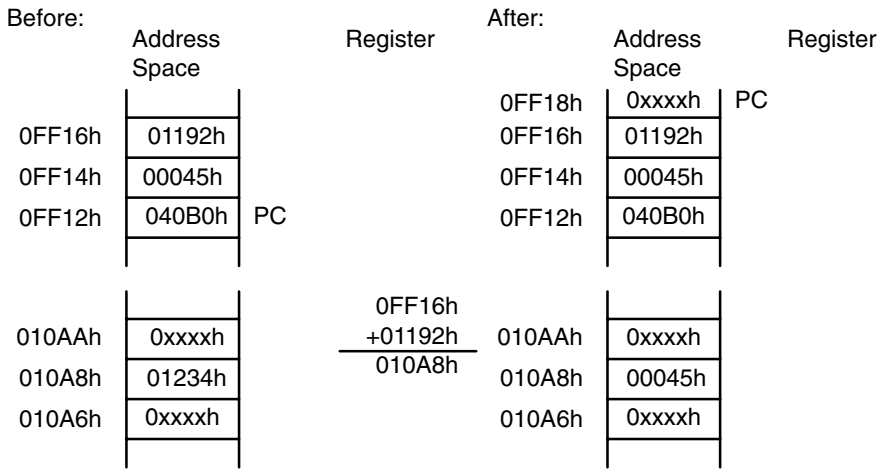
Assembler Code	Content of ROM
`MOV #45h,TONI`	`MOV @PC+,X(PC)` 45 X = TONI – PC

Length: Two or three words
It is one word less if a constant of CG1 or CG2 can be used.

Operation: Move the immediate constant 45h, which is contained in the word following the instruction, to destination address TONI. When fetching the source, the program counter points to the word following the instruction and moves the contents to the destination.

Comment: Valid only for a source operand.

Example: `MOV #45h,TONI`



3.4 Instruction Set

The complete MSP430 instruction set consists of 27 core instructions and 24 emulated instructions. The core instructions are instructions that have unique op-codes decoded by the CPU. The emulated instructions are instructions that make code easier to write and read, but do not have op-codes themselves, instead they are replaced automatically by the assembler with an equivalent core instruction. There is no code or performance penalty for using emulated instruction.

There are three core-instruction formats:

- Dual-operand
- Single-operand
- Jump

All single-operand and dual-operand instructions can be byte or word instructions by using .B or .W extensions. Byte instructions are used to access byte data or byte peripherals. Word instructions are used to access word data or word peripherals. If no extension is used, the instruction is a word instruction.

The source and destination of an instruction are defined by the following fields:

src	The source operand defined by As and S-reg
dst	The destination operand defined by Ad and D-reg
As	The addressing bits responsible for the addressing mode used for the source (src)
S-reg	The working register used for the source (src)
Ad	The addressing bits responsible for the addressing mode used for the destination (dst)
D-reg	The working register used for the destination (dst)
B/W	Byte or word operation: 0: word operation 1: byte operation

Note: Destination Address

Destination addresses are valid anywhere in the memory map. However, when using an instruction that modifies the contents of the destination, the user must ensure the destination address is writable. For example, a masked-ROM location would be a valid destination address, but the contents are not modifiable, so the results of the instruction would be lost.

3.4.1 Double-Operand (Format I) Instructions

Figure 3–9 illustrates the double-operand instruction format.

Figure 3–9. Double Operand Instruction Format

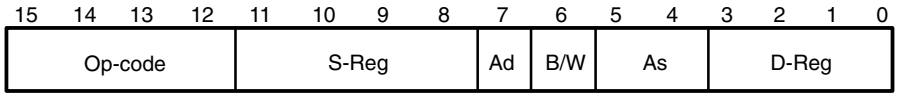


Table 3–11 lists and describes the double operand instructions.

Table 3–11. Double Operand Instructions

Mnemonic	S-Reg, D-Reg	Operation	Status Bits			
			V	N	Z	C
MOV(.B)	src,dst	src → dst	–	–	–	–
ADD(.B)	src,dst	src + dst → dst	*	*	*	*
ADDC(.B)	src,dst	src + dst + C → dst	*	*	*	*
SUB(.B)	src,dst	dst + .not.src + 1 → dst	*	*	*	*
SUBC(.B)	src,dst	dst + .not.src + C → dst	*	*	*	*
CMP(.B)	src,dst	dst – src	*	*	*	*
DADD(.B)	src,dst	src + dst + C → dst (decimally)	*	*	*	*
BIT(.B)	src,dst	src .and. dst	0	*	*	*
BIC(.B)	src,dst	.not.src .and. dst → dst	–	–	–	–
BIS(.B)	src,dst	src .or. dst → dst	–	–	–	–
XOR(.B)	src,dst	src .xor. dst → dst	*	*	*	*
AND(.B)	src,dst	src .and. dst → dst	0	*	*	*

* The status bit is affected

– The status bit is not affected

0 The status bit is cleared

1 The status bit is set

Note: Instructions CMP and SUB

The instructions CMP and SUB are identical except for the storage of the result. The same is true for the BIT and AND instructions.

3.4.2 Single-Operand (Format II) Instructions

Figure 3–10 illustrates the single-operand instruction format.

Figure 3–10. Single Operand Instruction Format

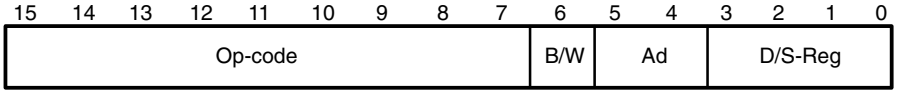


Table 3–12 lists and describes the single operand instructions.

Table 3–12. Single Operand Instructions

Mnemonic	S-Reg, D-Reg	Operation	Status Bits			
			V	N	Z	C
RRC(.B)	dst	C → MSB →.....LSB → C	*	*	*	*
RRA(.B)	dst	MSB → MSB →....LSB → C	0	*	*	*
PUSH(.B)	src	SP – 2 → SP, src → @SP	–	–	–	–
SWPB	dst	Swap bytes	–	–	–	–
CALL	dst	SP – 2 → SP, PC+2 → @SP	–	–	–	–
		dst → PC				
RETI		TOS → SR, SP + 2 → SP	*	*	*	*
		TOS → PC,SP + 2 → SP				
SXT	dst	Bit 7 → Bit 8.....Bit 15	0	*	*	*

* The status bit is affected

– The status bit is not affected

0 The status bit is cleared

1 The status bit is set

All addressing modes are possible for the CALL instruction. If the symbolic mode (ADDRESS), the immediate mode (#N), the absolute mode (&EDE) or the indexed mode x(RN) is used, the word that follows contains the address information.

3.4.3 Jumps

Figure 3–11 shows the conditional-jump instruction format.

Figure 3–11. Jump Instruction Format

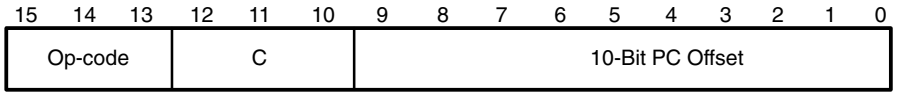


Table 3–13 lists and describes the jump instructions.

Table 3–13.Jump Instructions

Mnemonic	S-Reg, D-Reg	Operation
JEQ/JZ	Label	Jump to label if zero bit is set
JNE/JNZ	Label	Jump to label if zero bit is reset
JC	Label	Jump to label if carry bit is set
JNC	Label	Jump to label if carry bit is reset
JN	Label	Jump to label if negative bit is set
JGE	Label	Jump to label if (N .XOR. V) = 0
JL	Label	Jump to label if (N .XOR. V) = 1
JMP	Label	Jump to label unconditionally

Conditional jumps support program branching relative to the PC and do not affect the status bits. The possible jump range is from −511 to +512 words relative to the PC value at the jump instruction. The 10-bit program-counter offset is treated as a signed 10-bit value that is doubled and added to the program counter:

$$PC_{new} = PC_{old} + 2 + PC_{offset} \times 2$$

*** ADC[.W]** Add carry to destination
*** ADC.B** Add carry to destination

Syntax

ADC dst or ADC.W dst
ADC.B dst

Operation

dst + C –> dst

Emulation

```
ADDC    #0,dst
ADDC.B  #0,dst
```

Description

The carry bit (C) is added to the destination operand. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if dst was incremented from 0FFFFh to 0000, reset otherwise
Set if dst was incremented from 0FFh to 00, reset otherwise
V: Set if an arithmetic overflow occurs, otherwise reset

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The 16-bit counter pointed to by R13 is added to a 32-bit counter pointed to by R12.

```
ADD     @R13,0(R12)     ; Add LSDs
ADC     2(R12)          ; Add carry to MSD
```

Example

The 8-bit counter pointed to by R13 is added to a 16-bit counter pointed to by R12.

```
ADD.B   @R13,0(R12)     ; Add LSDs
ADC.B   1(R12)          ; Add carry to MSD
```

ADD[.W] Add source to destination
ADD.B Add source to destination

Syntax

```
ADD     src,dst     or      ADD.W   src,dst
ADD.B   src,dst
```

Operation src + dst –> dst

Description The source operand is added to the destination operand. The source operand is not affected. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the result, cleared if not
V: Set if an arithmetic overflow occurs, otherwise reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example R5 is increased by 10. The jump to TONI is performed on a carry.

```
ADD     #10,R5
JC      TONI        ; Carry occurred
.....               ; No carry
```

Example R5 is increased by 10. The jump to TONI is performed on a carry.

```
ADD.B   #10,R5      ; Add 10 to Lowbyte of R5
JC      TONI        ; Carry occurred, if (R5) ≥ 246 [0Ah+0F6h]
.....               ; No carry
```

ADDC[.W] Add source and carry to destination
ADDC.B Add source and carry to destination

Syntax

```
ADDC     src,dst    or    ADDC.W    src,dst
ADDC.B   src,dst
```

Operation src + dst + C –> dst

Description The source operand and the carry bit (C) are added to the destination operand. The source operand is not affected. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise
V**:** Set if an arithmetic overflow occurs, otherwise reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 32-bit counter pointed to by R13 is added to a 32-bit counter, eleven words (20/2 + 2/2) above the pointer in R13.

```
ADD      @R13+,20(R13)   ; ADD LSDs with no carry in
ADDC     @R13+,20(R13)   ; ADD MSDs with carry
...                      ; resulting from the LSDs
```

Example The 24-bit counter pointed to by R13 is added to a 24-bit counter, eleven bytes above the pointer in R13.

```
ADD.B    @R13+,10(R13)   ; ADD LSDs with no carry in
ADDC.B   @R13+,10(R13)   ; ADD medium Bits with carry
ADDC.B   @R13+,10(R13)   ; ADD MSDs with carry
...                      ; resulting from the LSDs
```

AND[.W] Source AND destination
AND.B Source AND destination

Syntax

```
AND     src,dst     or   AND.W src,dst
AND.B   src,dst
```

Operation src .AND. dst –> dst

Description The source operand and the destination operand are logically ANDed. The result is placed into the destination.

Status Bits

N: Set if result MSB is set, reset if not set
Z: Set if result is zero, reset otherwise
C: Set if result is not zero, reset otherwise (= .NOT. Zero)
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The bits set in R5 are used as a mask (#0AA55h) for the word addressed by TOM. If the result is zero, a branch is taken to label TONI.

```
MOV     #0AA55h,R5      ; Load mask into register R5
AND     R5,TOM          ; mask word addressed by TOM with R5
JZ      TONI            ;
.....                   ; Result is not zero
;
;
;       or
;
;
AND     #0AA55h,TOM
JZ      TONI
```

Example The bits of mask #0A5h are logically ANDed with the low byte TOM. If the result is zero, a branch is taken to label TONI.

```
AND.B   #0A5h,TOM       ; mask Lowbyte TOM with 0A5h
JZ      TONI            ;
.....                   ; Result is not zero
```

BIC[.W] Clear bits in destination
BIC.B Clear bits in destination

Syntax

```
BIC     src,dst    or  BIC.W  src,dst
BIC.B   src,dst
```

Operation .NOT.src .AND. dst –> dst

Description The inverted source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected.

Status Bits Status bits are not affected.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The six MSBs of the RAM word LEO are cleared.

```
BIC     #0FC00h,LEO          ; Clear 6 MSBs in MEM(LEO)
```

Example The five MSBs of the RAM byte LEO are cleared.

```
BIC.B   #0F8h,LEO            ; Clear 5 MSBs in Ram location LEO
```

BIS[.W] Set bits in destination
BIS.B Set bits in destination

Syntax

BIS src,dst or BIS.W src,dst
BIS.B src,dst

Operation

src .OR. dst –> dst

Description

The source operand and the destination operand are logically ORed. The result is placed into the destination. The source operand is not affected.

Status Bits

Status bits are not affected.

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The six LSBs of the RAM word TOM are set.

```
BIS     #003Fh,TOM; set the six LSBs in RAM location TOM
```

Example

The three MSBs of RAM byte TOM are set.

```
BIS.B   #0E0h,TOM       ; set the 3 MSBs in RAM location TOM
```

BIT[.W] Test bits in destination
BIT.B Test bits in destination

Syntax BIT src,dst or BIT.W src,dst

Operation src .AND. dst

Description The source and destination operands are logically ANDed. The result affects only the status bits. The source and destination operands are not affected.

Status Bits
N: Set if MSB of result is set, reset otherwise
Z: Set if result is zero, reset otherwise
C: Set if result is not zero, reset otherwise (.NOT. Zero)
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example If bit 9 of R8 is set, a branch is taken to label TOM.

```
BIT     #0200h,R8     ; bit 9 of R8 set?
JNZ     TOM           ; Yes, branch to TOM
...                   ; No, proceed
```

Example If bit 3 of R8 is set, a branch is taken to label TOM.

```
BIT.B   #8,R8
JC      TOM
```

Example A serial communication receive bit (RCV) is tested. Because the carry bit is equal to the state of the tested bit while using the BIT instruction to test a single bit, the carry bit is used by the subsequent instruction; the read information is shifted into register RECBUF.

```
;
; Serial communication with LSB is shifted first:
                              ; xxxx  xxxx  xxxx  xxxx
BIT.B   #RCV,RCCTL            ; Bit info into carry
RRC     RECBUF                ; Carry –> MSB of RECBUF
                              ; cxxx  xxxx
.....                         ; repeat previous two instructions
.....                         ; 8 times
                              ; cccc  cccc
                              ;  ^     ^
                              ; MSB   LSB
; Serial communication with MSB shifted first:
BIT.B   #RCV,RCCTL            ; Bit info into carry
RLC.B   RECBUF                ; Carry –> LSB of RECBUF
                              ; xxxx  xxxc
.....                         ; repeat previous two instructions
.....                         ; 8 times
                              ; cccc  cccc
                              ; |     LSB
                              ; MSB
```

* **BR, BRANCH**	Branch to ..... destination
Syntax	BR dst
Operation	dst –> PC
Emulation	MOV dst,PC
Description	An unconditional branch is taken to an address anywhere in the 64K address space. All source addressing modes can be used. The branch instruction is a word instruction.
Status Bits	Status bits are not affected.
Example	Examples for all addressing modes are given.

```
BR      #EXEC   ;Branch to label EXEC or direct branch (e.g. #0A4h)
                ; Core instruction MOV @PC+,PC

BR      EXEC    ; Branch to the address contained in EXEC
                ; Core instruction MOV X(PC),PC
                ; Indirect address

BR      &EXEC   ; Branch to the address contained in absolute
                ; address EXEC
                ; Core instruction MOV X(0),PC
                ; Indirect address

BR      R5      ; Branch to the address contained in R5
                ; Core instruction MOV R5,PC
                ; Indirect R5

BR      @R5     ; Branch to the address contained in the word
                ; pointed to by R5.
                ; Core instruction MOV @R5+,PC
                ; Indirect, indirect R5

BR      @R5+    ; Branch to the address contained in the word pointed
                ; to by R5 and increment pointer in R5 afterwards.
                ; The next time—S/W flow uses R5 pointer—it can
                ; alter program execution due to access to
                ; next address in a table pointed to by R5
                ; Core instruction MOV @R5,PC
                ; Indirect, indirect R5 with autoincrement

BR      X(R5)   ; Branch to the address contained in the address
                ; pointed to by R5 + X (e.g. table with address
                ; starting at X). X can be an address or a label
                ; Core instruction MOV X(R5),PC
                ; Indirect, indirect R5 + X
```

CALL Subroutine

Syntax CALL dst

Operation

dst	–> tmp	dst is evaluated and stored
SP – 2	–> SP	
PC	–> @SP	PC updated to TOS
tmp	–> PC	dst saved to PC

Description A subroutine call is made to an address anywhere in the 64K address space. All addressing modes can be used. The return address (the address of the following instruction) is stored on the stack. The call instruction is a word instruction.

Status Bits Status bits are not affected.

Example Examples for all addressing modes are given.

```
CALL    #EXEC   ; Call on label EXEC or immediate address (e.g. #0A4h)
                ; SP–2 → SP, PC+2 → @SP, @PC+ → PC

CALL    EXEC    ; Call on the address contained in EXEC
                ; SP–2 → SP, PC+2 → @SP, X(PC) → PC
                ; Indirect address

CALL    &EXEC   ; Call on the address contained in absolute address
                ; EXEC
                ; SP–2 → SP, PC+2 → @SP, X(0) → PC
                ; Indirect address

CALL    R5      ; Call on the address contained in R5
                ; SP–2 → SP, PC+2 → @SP, R5 → PC
                ; Indirect R5

CALL    @R5     ; Call on the address contained in the word
                ; pointed to by R5
                ; SP–2 → SP, PC+2 → @SP, @R5 → PC
                ; Indirect, indirect R5

CALL    @R5+    ; Call on the address contained in the word
                ; pointed to by R5 and increment pointer in R5.
                ;  The next time—S/W flow uses R5 pointer—
                ; it can alter the program execution due to
                ;  access to next address in a table pointed to by R5
                ; SP–2 → SP, PC+2 → @SP, @R5 → PC
                ; Indirect, indirect R5 with autoincrement

CALL    X(R5)   ; Call on the address contained in the address pointed
                ; to by R5 + X (e.g. table with address starting at X)
                ; X can be an address or a label
                ; SP–2 → SP, PC+2 → @SP, X(R5) → PC
                ; Indirect, indirect R5 + X
```

*** CLR[.W]** Clear destination
* **CLR.B** Clear destination

Syntax

```
CLR     dst     or   CLR.W dst
CLR.B   dst
```

Operation 0 –> dst

Emulation

```
MOV     #0,dst
MOV.B   #0,dst
```

Description The destination operand is cleared.

Status Bits Status bits are not affected.

Example RAM word TONI is cleared.

```
CLR     TONI        ; 0 –> TONI
```

Example Register R5 is cleared.

```
CLR     R5
```

Example RAM byte TONI is cleared.

```
CLR.B   TONI        ; 0 –> TONI
```

*** CLRC** Clear carry bit

Syntax CLRC

Operation 0 –> C

Emulation BIC #1,SR

Description The carry bit (C) is cleared. The clear carry instruction is a word instruction.

Status Bits
N: Not affected
Z: Not affected
C: Cleared
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 16-bit decimal counter pointed to by R13 is added to a 32-bit counter pointed to by R12.

```
CLRC                ; C=0: defines start
DADD   @R13,0(R12)  ; add 16-bit counter to low word of 32-bit counter
DADC   2(R12)       ; add carry to high word of 32-bit counter
```

*** CLRN** Clear negative bit

Syntax CLRN

Operation 0 → N
or
(.NOT.src .AND. dst –> dst)

Emulation BIC #4,SR

Description The constant 04h is inverted (0FFFBh) and is logically ANDed with the destination operand. The result is placed into the destination. The clear negative bit instruction is a word instruction.

Status Bits
N: Reset to 0
Z: Not affected
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The Negative bit in the status register is cleared. This avoids special treatment with negative numbers of the subroutine called.

```
        CLRN
        CALL    SUBR
        ......
        ......
SUBR    JN      SUBRET  ; If input is negative: do nothing and return
        ......
        ......
        ......
SUBRET  RET
```

*** CLRZ** Clear zero bit

Syntax CLRZ

Operation 0 → Z
or
(.NOT.src .AND. dst –> dst)

Emulation BIC #2,SR

Description The constant 02h is inverted (0FFFDh) and logically ANDed with the destination operand. The result is placed into the destination. The clear zero bit instruction is a word instruction.

Status Bits
N: Not affected
Z: Reset to 0
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The zero bit in the status register is cleared.

```
CLRZ
```

CMP[.W] Compare source and destination
CMP.B Compare source and destination

Syntax

```
CMP     src,dst    or    CMP.W    src,dst
CMP.B   src,dst
```

Operation

dst + .NOT.src + 1
or
(dst – src)

Description The source operand is subtracted from the destination operand. This is accomplished by adding the 1s complement of the source operand plus 1. The two operands are not affected and the result is not stored; only the status bits are affected.

Status Bits

N: Set if result is negative, reset if positive (src >= dst)
Z: Set if result is zero, reset otherwise (src = dst)
C: Set if there is a carry from the MSB of the result, reset otherwise
V: Set if an arithmetic overflow occurs, otherwise reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example R5 and R6 are compared. If they are equal, the program continues at the label EQUAL.

```
CMP     R5,R6     ; R5 = R6?
JEQ     EQUAL     ; YES, JUMP
```

Example Two RAM blocks are compared. If they are not equal, the program branches to the label ERROR.

```
        MOV   #NUM,R5          ; number of words to be compared
        MOV   #BLOCK1,R6       ; BLOCK1 start address in R6
        MOV   #BLOCK2,R7       ; BLOCK2 start address in R7
L$1     CMP   @R6+,0(R7)       ; Are Words equal? R6 increments
        JNZ   ERROR            ; No, branch to ERROR
        INCD  R7               ; Increment R7 pointer
        DEC   R5               ; Are all words compared?
        JNZ   L$1              ; No, another compare
```

Example The RAM bytes addressed by EDE and TONI are compared. If they are equal, the program continues at the label EQUAL.

```
        CMP.B  EDE,TONI        ; MEM(EDE) = MEM(TONI)?
        JEQ    EQUAL           ; YES, JUMP
```

*** DADC[.W]** Add carry decimally to destination
* **DADC.B** Add carry decimally to destination

Syntax

```
DADC      dst   or   DADC.W   src,dst
DADC.B    dst
```

Operation dst + C –> dst (decimally)

Emulation

```
DADD      #0,dst
DADD.B    #0,dst
```

Description The carry bit (C) is added decimally to the destination.

Status Bits

N: Set if MSB is 1
Z: Set if dst is 0, reset otherwise
C: Set if destination increments from 9999 to 0000, reset otherwise
Set if destination increments from 99 to 00, reset otherwise
V: Undefined

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The four-digit decimal number contained in R5 is added to an eight-digit decimal number pointed to by R8.

```
CLRC                ; Reset carry
                    ; next instruction's start condition is defined
DADD      R5,0(R8)  ; Add LSDs + C
DADC      2(R8)     ; Add carry to MSD
```

Example The two-digit decimal number contained in R5 is added to a four-digit decimal number pointed to by R8.

```
CLRC                ; Reset carry
                    ; next instruction's start condition is defined
DADD.B    R5,0(R8)  ; Add LSDs + C
DADC.B    1(R8)     ; Add carry to MSDs
```

DADD[.W] Source and carry added decimally to destination
DADD.B Source and carry added decimally to destination

Syntax

```
DADD    src,dst    or  DADD.W  src,dst
DADD.B  src,dst
```

Operation src + dst + C –> dst (decimally)

Description The source operand and the destination operand are treated as four binary coded decimals (BCD) with positive signs. The source operand and the carry bit (C) are added decimally to the destination operand. The source operand is not affected. The previous contents of the destination are lost. The result is not defined for non-BCD numbers.

Status Bits

N: Set if the MSB is 1, reset otherwise
Z: Set if result is zero, reset otherwise
C: Set if the result is greater than 9999
Set if the result is greater than 99
V: Undefined

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The eight-digit BCD number contained in R5 and R6 is added decimally to an eight-digit BCD number contained in R3 and R4 (R6 and R4 contain the MSDs).

```
CLRC              ; clear carry
DADD    R5,R3     ; add LSDs
DADD    R6,R4     ; add MSDs with carry
JC      OVERFLOW  ; If carry occurs go to error handling routine
```

Example The two-digit decimal counter in the RAM byte CNT is incremented by one.

```
CLRC              ; clear carry
DADD.B  #1,CNT    ; increment decimal counter
```

or

```
SETC
DADD.B  #0,CNT    ; ≡ DADC.B  CNT
```

*** DEC[.W]** Decrement destination
*** DEC.B** Decrement destination

Syntax
```
DEC     dst     or   DEC.W     dst
DEC.B   dst
```

Operation dst – 1 –> dst

Emulation
```
SUB     #1,dst
```
Emulation
```
SUB.B   #1,dst
```

Description The destination operand is decremented by one. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 1, reset otherwise
C: Reset if dst contained 0, set otherwise
V: Set if an arithmetic overflow occurs, otherwise reset.
Set if initial value of destination was 08000h, otherwise reset.
Set if initial value of destination was 080h, otherwise reset.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example R10 is decremented by 1

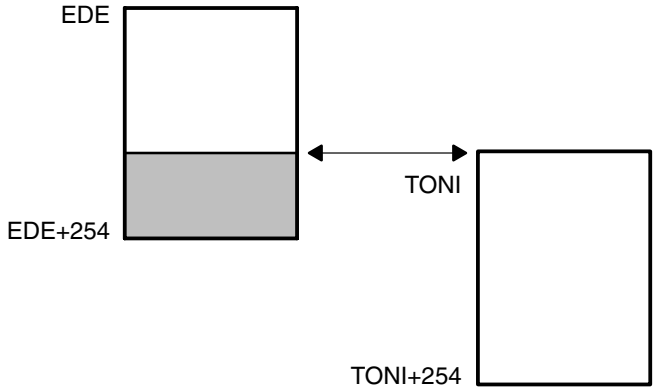
```
DEC     R10     ; Decrement R10
```

; Move a block of 255 bytes from memory location starting with EDE to memory location starting with ;TONI. Tables should not overlap: start of destination address TONI must not be within the range EDE ; to EDE+0FEh
;

```
        MOV     #EDE,R6
        MOV     #255,R10
L$1     MOV.B   @R6+,TONI–EDE–1(R6)
        DEC     R10
        JNZ     L$1
```

; Do not transfer tables using the routine above with the overlap shown in Figure 3–12.

Figure 3–12. Decrement Overlap



*** DECD[.W]** Double-decrement destination
*** DECD.B** Double-decrement destination

Syntax
DECD dst or DECD.W dst
DECD.B dst

Operation
dst – 2 –> dst

Emulation
SUB #2,dst
Emulation
SUB.B #2,dst

Description
The destination operand is decremented by two. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 2, reset otherwise
C: Reset if dst contained 0 or 1, set otherwise
V: Set if an arithmetic overflow occurs, otherwise reset.
Set if initial value of destination was 08001 or 08000h, otherwise reset.
Set if initial value of destination was 081 or 080h, otherwise reset.

Mode Bits
OSCOFF, CPUOFF, and GIE are not affected.

Example
R10 is decremented by 2.

```
        DECD    R10         ; Decrement R10 by two
```

```
; Move a block of 255 words from memory location starting with EDE to memory location
; starting with TONI
; Tables should not overlap: start of destination address TONI must not be within the
; range EDE to EDE+0FEh
;
        MOV     #EDE,R6
        MOV     #510,R10
L$1     MOV     @R6+,TONI–EDE–2(R6)
        DECD    R10
        JNZ     L$1
```

Example
Memory at location LEO is decremented by two.

```
        DECD.B  LEO         ; Decrement MEM(LEO)
```

Decrement status byte STATUS by two.

```
        DECD.B  STATUS
```

*** DINT** Disable (general) interrupts

Syntax DINT

Operation 0 → GIE
or
(0FFF7h .AND. SR → SR / .NOT.src .AND. dst –> dst)

Emulation BIC #8,SR

Description All interrupts are disabled.
The constant 08h is inverted and logically ANDed with the status register (SR). The result is placed into the SR.

Status Bits Status bits are not affected.

Mode Bits GIE is reset. OSCOFF and CPUOFF are not affected.

Example The general interrupt enable (GIE) bit in the status register is cleared to allow a nondisrupted move of a 32-bit counter. This ensures that the counter is not modified during the move by any interrupt.

```
DINT                    ; All interrupt events using the GIE bit are disabled
NOP
MOV     COUNTHI,R5      ; Copy counter
MOV     COUNTLO,R6
EINT                    ; All interrupt events using the GIE bit are enabled
```

Note: Disable Interrupt

If any code sequence needs to be protected from interruption, the DINT should be executed at least one instruction before the beginning of the uninterruptible sequence, or should be followed by a NOP instruction.

*** EINT** Enable (general) interrupts

Syntax EINT

Operation 1 → GIE
or
(0008h .OR. SR –> SR / .src .OR. dst –> dst)

Emulation BIS #8,SR

Description All interrupts are enabled.
The constant #08h and the status register SR are logically ORed. The result is placed into the SR.

Status Bits Status bits are not affected.

Mode Bits GIE is set. OSCOFF and CPUOFF are not affected.

Example The general interrupt enable (GIE) bit in the status register is set.

```
; Interrupt routine of ports P1.2 to P1.7
; P1IN is the address of the register where all port bits are read. P1IFG is the address of
; the register where all interrupt events are latched.
;
                PUSH.B  &P1IN
                BIC.B   @SP,&P1IFG  ; Reset only accepted flags
                EINT                ; Preset port 1 interrupt flags stored on stack
                                    ; other interrupts are allowed
                BIT     #Mask,@SP
                JEQ     MaskOK      ; Flags are present identically to mask: jump
                ......
MaskOK          BIC     #Mask,@SP
                ......
                INCD    SP          ; Housekeeping: inverse to PUSH instruction
                                    ; at the start of interrupt subroutine. Corrects
                                    ; the stack pointer.
                RETI
```

Note: Enable Interrupt

The instruction following the enable interrupt instruction (EINT) is always executed, even if an interrupt service request is pending when the interrupts are enable.

*** INC[.W]** Increment destination
*** INC.B** Increment destination

Syntax

INC dst or INC.W dst
INC.B dst

Operation

dst + 1 –> dst

Emulation

ADD #1,dst

Description

The destination operand is incremented by one. The original contents are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
C: Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
V: Set if dst contained 07FFFh, reset otherwise
Set if dst contained 07Fh, reset otherwise

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The status byte, STATUS, of a process is incremented. When it is equal to 11, a branch to OVFL is taken.

```
INC.B   STATUS
CMP.B   #11,STATUS
JEQ     OVFL
```

*** INCD[.W]** Double-increment destination
*** INCD.B** Double-increment destination

Syntax
```
INCD    dst   or  INCD.W   dst
INCD.B  dst
```

Operation dst + 2 –> dst

Emulation
```
ADD     #2,dst
```
Emulation
```
ADD.B   #2,dst
```

Example The destination operand is incremented by two. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFEh, reset otherwise
Set if dst contained 0FEh, reset otherwise
C: Set if dst contained 0FFFEh or 0FFFFh, reset otherwise
Set if dst contained 0FEh or 0FFh, reset otherwise
V: Set if dst contained 07FFEh or 07FFFh, reset otherwise
Set if dst contained 07Eh or 07Fh, reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The item on the top of the stack (TOS) is removed without using a register.

```
.......
PUSH    R5      ; R5 is the result of a calculation, which is stored
                ; in the system stack
INCD    SP      ; Remove TOS by double-increment from stack
                ; Do not use INCD.B, SP is a word-aligned
                ; register
RET
```

Example The byte on the top of the stack is incremented by two.

```
INCD.B  0(SP)   ; Byte on TOS is increment by two
```

*** INV[.W]** Invert destination
*** INV.B** Invert destination

Syntax
```
INV     dst
INV.B   dst
```

Operation .NOT.dst –> dst

Emulation
```
XOR     #0FFFFh,dst
```
Emulation
```
XOR.B   #0FFh,dst
```

Description The destination operand is inverted. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
C: Set if result is not zero, reset otherwise (= .NOT. Zero)
Set if result is not zero, reset otherwise (= .NOT. Zero)
V: Set if initial destination operand was negative, otherwise reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Content of R5 is negated (twos complement).
```
MOV     #00AEh,R5   ;                       R5 = 000AEh
INV     R5          ; Invert R5,            R5 = 0FF51h
INC     R5          ; R5 is now negated,    R5 = 0FF52h
```

Example Content of memory byte LEO is negated.
```
MOV.B   #0AEh,LEO   ;                       MEM(LEO) = 0AEh
INV.B   LEO         ; Invert LEO,           MEM(LEO) = 051h
INC.B   LEO         ; MEM(LEO) is negated,  MEM(LEO) = 052h
```

JC Jump if carry set
JHS Jump if higher or same

Syntax

```
JC      label
JHS     label
```

Operation

If C = 1: PC + 2 × offset –> PC
If C = 0: execute following instruction

Description

The status register carry bit (C) is tested. If it is set, the 10-bit signed offset contained in the instruction LSBs is added to the program counter. If C is reset, the next instruction following the jump is executed. JC (jump if carry/higher or same) is used for the comparison of unsigned numbers (0 to 65536).

Status Bits

Status bits are not affected.

Example

The P1IN.1 signal is used to define or control the program flow.

```
BIT.B   #02h,&P1IN      ; State of signal –> Carry
JC      PROGA           ; If carry=1 then execute program routine A
.....                   ; Carry=0, execute program here
```

Example

R5 is compared to 15. If the content is higher or the same, branch to LABEL.

```
CMP     #15,R5
JHS     LABEL           ; Jump is taken if R5 ≥ 15
.....                   ; Continue here if R5 < 15
```

JEQ, JZ Jump if equal, jump if zero

Syntax JEQ label, JZ label

Operation If Z = 1: PC + 2 × offset –> PC
If Z = 0: execute following instruction

Description The status register zero bit (Z) is tested. If it is set, the 10-bit signed offset contained in the instruction LSBs is added to the program counter. If Z is not set, the instruction following the jump is executed.

Status Bits Status bits are not affected.

Example Jump to address TONI if R7 contains zero.

```
TST     R7          ; Test R7
JZ      TONI        ; if zero: JUMP
```

Example Jump to address LEO if R6 is equal to the table contents.

```
CMP     R6,Table(R5)  ; Compare content of R6 with content of
                      ; MEM (table address + content of R5)
JEQ     LEO           ; Jump if both data are equal
.....                 ; No, data are not equal, continue here
```

Example Branch to LABEL if R5 is 0.

```
TST     R5
JZ      LABEL
.....
```

JGE Jump if greater or equal

Syntax JGE label

Operation If (N .XOR. V) = 0 then jump to label: PC + 2 × offset –> PC
If (N .XOR. V) = 1 then execute the following instruction

Description The status register negative bit (N) and overflow bit (V) are tested. If both N and V are set or reset, the 10-bit signed offset contained in the instruction LSBs is added to the program counter. If only one is set, the instruction following the jump is executed.

This allows comparison of signed integers.

Status Bits Status bits are not affected.

Example When the content of R6 is greater or equal to the memory pointed to by R7, the program continues at label EDE.

```
CMP     @R7,R6      ; R6 ≥ (R7)?, compare on signed numbers
JGE     EDE         ; Yes, R6 ≥ (R7)
.....               ; No, proceed
.....
.....
```

JL Jump if less

Syntax JL label

Operation If (N .XOR. V) = 1 then jump to label: PC + 2 × offset –> PC
If (N .XOR. V) = 0 then execute following instruction

Description The status register negative bit (N) and overflow bit (V) are tested. If only one is set, the 10-bit signed offset contained in the instruction LSBs is added to the program counter. If both N and V are set or reset, the instruction following the jump is executed.

This allows comparison of signed integers.

Status Bits Status bits are not affected.

Example When the content of R6 is less than the memory pointed to by R7, the program continues at label EDE.

```
CMP     @R7,R6      ; R6 < (R7)?,  compare on signed numbers
JL      EDE         ; Yes, R6 < (R7)
.....               ; No, proceed
.....
.....
```

JMP Jump unconditionally

Syntax JMP label

Operation PC + 2 × offset –> PC

Description The 10-bit signed offset contained in the instruction LSBs is added to the program counter.

Status Bits Status bits are not affected.

Hint: This one-word instruction replaces the BRANCH instruction in the range of −511 to +512 words relative to the current program counter.

JN Jump if negative

Syntax JN label

Operation if N = 1: PC + 2 × offset –> PC
if N = 0: execute following instruction

Description The negative bit (N) of the status register is tested. If it is set, the 10-bit signed offset contained in the instruction LSBs is added to the program counter. If N is reset, the next instruction following the jump is executed.

Status Bits Status bits are not affected.

Example The result of a computation in R5 is to be subtracted from COUNT. If the result is negative, COUNT is to be cleared and the program continues execution in another path.

```
        SUB     R5,COUNT    ; COUNT – R5 –> COUNT
        JN      L$1         ; If negative continue with COUNT=0 at PC=L$1
        ......              ; Continue with COUNT≥0
        ......
        ......
        ......
L$1     CLR     COUNT
        ......
        ......
        ......
```

JNC Jump if carry not set
JLO Jump if lower

Syntax

```
JNC     label
JLO     label
```

Operation

if C = 0: PC + 2 × offset –> PC
if C = 1: execute following instruction

Description

The status register carry bit (C) is tested. If it is reset, the 10-bit signed offset contained in the instruction LSBs is added to the program counter. If C is set, the next instruction following the jump is executed. JNC (jump if no carry/lower) is used for the comparison of unsigned numbers (0 to 65536).

Status Bits

Status bits are not affected.

Example

The result in R6 is added in BUFFER. If an overflow occurs, an error handling routine at address ERROR is used.

```
        ADD     R6,BUFFER   ; BUFFER + R6 –> BUFFER
        JNC     CONT        ; No carry, jump to CONT
ERROR   ......              ; Error handler start
        ......
        ......
        ......
CONT    ......              ; Continue with normal program flow
        ......
        ......
```

Example

Branch to STL2 if byte STATUS contains 1 or 0.

```
        CMP.B   #2,STATUS
        JLO     STL2        ; STATUS < 2
        ......              ; STATUS ≥ 2, continue here
```

JNE Jump if not equal
JNZ Jump if not zero

Syntax

```
JNE     label
JNZ     label
```

Operation

If Z = 0: PC + 2 × offset –> PC
If Z = 1: execute following instruction

Description

The status register zero bit (Z) is tested. If it is reset, the 10-bit signed offset contained in the instruction LSBs is added to the program counter. If Z is set, the next instruction following the jump is executed.

Status Bits

Status bits are not affected.

Example

Jump to address TONI if R7 and R8 have different contents.

```
CMP     R7,R8     ; COMPARE R7 WITH R8
JNE     TONI      ; if different: jump
.....             ; if equal, continue
```

MOV[.W] Move source to destination
MOV.B Move source to destination

Syntax

```
MOV     src,dst    or    MOV.W    src,dst
MOV.B   src,dst
```

Operation src –> dst

Description The source operand is moved to the destination.
The source operand is not affected. The previous contents of the destination are lost.

Status Bits Status bits are not affected.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The contents of table EDE (word data) are copied to table TOM. The length of the tables must be 020h locations.

```
        MOV    #EDE,R10                 ; Prepare pointer
        MOV    #020h,R9                 ; Prepare counter
Loop    MOV    @R10+,TOM–EDE–2(R10)     ; Use pointer in R10 for both tables
        DEC    R9                       ; Decrement counter
        JNZ    Loop                     ; Counter ≠ 0, continue copying
        ......                          ; Copying completed
        ......
        ......
```

Example The contents of table EDE (byte data) are copied to table TOM. The length of the tables should be 020h locations

```
        MOV    #EDE,R10                 ; Prepare pointer
        MOV    #020h,R9                 ; Prepare counter
Loop    MOV.B  @R10+,TOM–EDE–1(R10)     ; Use pointer in R10 for
                                        ; both tables
        DEC    R9                       ; Decrement counter
        JNZ    Loop                     ; Counter ≠ 0, continue
                                        ; copying
        ......                          ; Copying completed
        ......
        ......
```

*** NOP** No operation

Syntax NOP

Operation None

Emulation MOV #0, R3

Description No operation is performed. The instruction may be used for the elimination of instructions during the software check or for defined waiting times.

Status Bits Status bits are not affected.

The NOP instruction is mainly used for two purposes:

- To fill one, two, or three memory words
- To adjust software timing

Note: Emulating No-Operation Instruction

Other instructions can emulate the NOP function while providing different numbers of instruction cycles and code words. Some examples are:

Examples:

```
MOV     #0,R3           ; 1 cycle, 1 word
MOV     0(R4),0(R4)     ; 6 cycles, 3 words
MOV     @R4,0(R4)       ; 5 cycles, 2 words
BIC     #0,EDE(R4)      ; 4 cycles, 2 words
JMP     $+2             ; 2 cycles, 1 word
BIC     #0,R5           ; 1 cycle, 1 word
```

However, care should be taken when using these examples to prevent unintended results. For example, if MOV 0(R4), 0(R4) is used and the value in R4 is 120h, then a security violation will occur with the watchdog timer (address 120h) because the security key was not used.

*** POP[.W]** Pop word from stack to destination
*** POP.B** Pop byte from stack to destination

Syntax
```
POP     dst
POP.B   dst
```

Operation
```
@SP  –> temp
SP + 2  –> SP
temp –> dst
```

Emulation
```
MOV     @SP+,dst    or    MOV.W    @SP+,dst
MOV.B   @SP+,dst
```

Description The stack location pointed to by the stack pointer (TOS) is moved to the destination. The stack pointer is incremented by two afterwards.

Status Bits Status bits are not affected.

Example The contents of R7 and the status register are restored from the stack.

```
POP     R7      ; Restore R7
POP     SR      ; Restore status register
```

Example The contents of RAM byte LEO is restored from the stack.

```
POP.B   LEO     ; The low byte of the stack is moved to LEO.
```

Example The contents of R7 is restored from the stack.

```
POP.B   R7      ; The low byte of the stack is moved to R7,
                ; the high byte of R7 is 00h
```

Example The contents of the memory pointed to by R7 and the status register are restored from the stack.

```
POP.B   0(R7)   ; The low byte of the stack is moved to the
                ; the byte which is pointed to by R7
                : Example:  R7 = 203h
                ;           Mem(R7) = low byte of system stack
                : Example:  R7 = 20Ah
                ;           Mem(R7) = low byte of system stack
POP     SR      ; Last word on stack moved to the SR
```

Note: The System Stack Pointer

The system stack pointer (SP) is always incremented by two, independent of the byte suffix.

PUSH[.W] Push word onto stack
PUSH.B Push byte onto stack

Syntax

PUSH src or PUSH.W src
PUSH.B src

Operation

SP – 2 → SP
src → @SP

Description

The stack pointer is decremented by two, then the source operand is moved to the RAM word addressed by the stack pointer (TOS).

Status Bits

Status bits are not affected.

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The contents of the status register and R8 are saved on the stack.

```
PUSH    SR      ; save status register
PUSH    R8      ; save R8
```

Example

The contents of the peripheral TCDAT is saved on the stack.

```
PUSH.B  &TCDAT  ; save data from 8-bit peripheral module,
                ; address TCDAT, onto stack
```

Note: The System Stack Pointer

The system stack pointer (SP) is always decremented by two, independent of the byte suffix.

*** RET** Return from subroutine

Syntax RET

Operation @SP→ PC
SP + 2 → SP

Emulation MOV @SP+,PC

Description The return address pushed onto the stack by a CALL instruction is moved to the program counter. The program continues at the code address following the subroutine call.

Status Bits Status bits are not affected.

RETI Return from interrupt

Syntax RETI

Operation

TOS → SR
SP + 2 → SP
TOS → PC
SP + 2 → SP

Description The status register is restored to the value at the beginning of the interrupt service routine by replacing the present SR contents with the TOS contents. The stack pointer (SP) is incremented by two.

The program counter is restored to the value at the beginning of interrupt service. This is the consecutive step after the interrupted program flow. Restoration is performed by replacing the present PC contents with the TOS memory contents. The stack pointer (SP) is incremented.

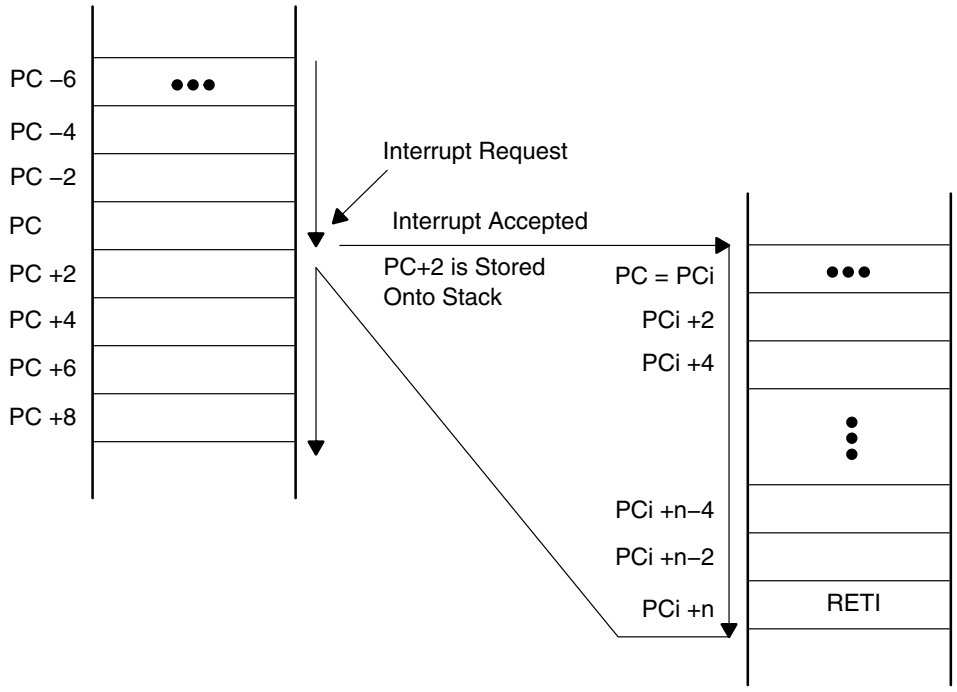
Status Bits

N: restored from system stack
Z: restored from system stack
C: restored from system stack
V: restored from system stack

Mode Bits OSCOFF, CPUOFF, and GIE are restored from system stack.

Example Figure 3–13 illustrates the main program interrupt.

Figure 3–13. Main Program Interrupt



*** RLA[.W]** Rotate left arithmetically
*** RLA.B** Rotate left arithmetically

Syntax

```
RLA     dst     or     RLA.W     dst
RLA.B   dst
```

Operation C <– MSB <– MSB–1 .... LSB+1 <– LSB <– 0

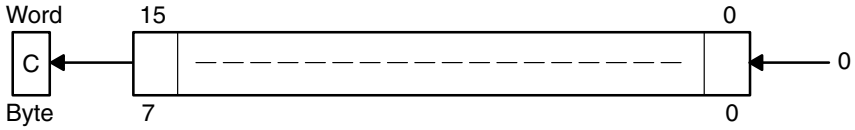
Emulation

```
ADD     dst,dst
ADD.B   dst,dst
```

Description The destination operand is shifted left one position as shown in Figure 3–14. The MSB is shifted into the carry bit (C) and the LSB is filled with 0. The RLA instruction acts as a signed multiplication by 2.

An overflow occurs if dst ≥ 04000h and dst < 0C000h before operation is performed: the result has changed sign.

Figure 3–14. Destination Operand—Arithmetic Shift Left



An overflow occurs if dst ≥ 040h and dst < 0C0h before the operation is performed: the result has changed sign.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Loaded from the MSB
V: Set if an arithmetic overflow occurs:
the initial value is 04000h ≤ dst < 0C000h; reset otherwise
Set if an arithmetic overflow occurs:
the initial value is 040h ≤ dst < 0C0h; reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example R7 is multiplied by 2.

```
RLA     R7      ; Shift left R7  (× 2)
```

Example The low byte of R7 is multiplied by 4.

```
RLA.B   R7      ; Shift left low byte of R7  (× 2)
RLA.B   R7      ; Shift left low byte of R7  (× 4)
```

Note: RLA Substitution

The assembler does not recognize the instruction:

RLA @R5+, RLA.B @R5+, or RLA(.B) @R5

It must be substituted by:

ADD @R5+,–2(R5) ADD.B @R5+,–1(R5) or ADD(.B) @R5

*** RLC[.W]** Rotate left through carry
*** RLC.B** Rotate left through carry

Syntax

RLC dst or RLC.W dst
RLC.B dst

Operation

C <– MSB <– MSB–1 .... LSB+1 <– LSB <– C

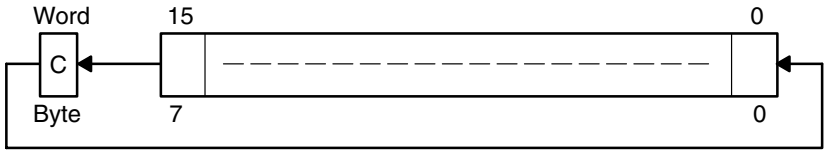
Emulation

ADDC dst,dst

Description

The destination operand is shifted left one position as shown in Figure 3–15. The carry bit (C) is shifted into the LSB and the MSB is shifted into the carry bit (C).

Figure 3–15. Destination Operand—Carry Left Shift



Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Loaded from the MSB
V: Set if an arithmetic overflow occurs
the initial value is 04000h ≤ dst < 0C000h; reset otherwise
Set if an arithmetic overflow occurs:
the initial value is 040h ≤ dst < 0C0h; reset otherwise

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

R5 is shifted left one position.

```
RLC     R5              ; (R5 x 2) + C –> R5
```

Example

The input P1IN.1 information is shifted into the LSB of R5.

```
BIT.B   #2,&P1IN        ; Information –> Carry
RLC     R5              ; Carry=P0in.1 –> LSB of R5
```

Example

The MEM(LEO) content is shifted left one position.

```
RLC.B   LEO             ; Mem(LEO) x 2 + C –> Mem(LEO)
```

Note: RLC and RLC.B Substitution

The assembler does not recognize the instruction:

RLC @R5+, RLC.B @R5+, or RLC(.B) @R5

It must be substituted by:

ADDC @R5+,–2(R5) ADDC.B @R5+,–1(R5) or ADDC(.B) @R5

RRA[.W] Rotate right arithmetically
RRA.B Rotate right arithmetically

Syntax

RRA dst or RRA.W dst
RRA.B dst

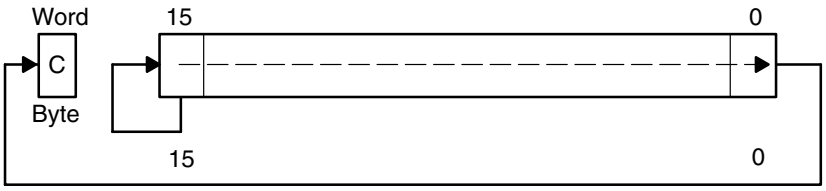
Operation

MSB –> MSB, MSB –> MSB–1, ... LSB+1 –> LSB, LSB –> C

Description

The destination operand is shifted right one position as shown in Figure 3–16. The MSB is shifted into the MSB, the MSB is shifted into the MSB–1, and the LSB+1 is shifted into the LSB.

Figure 3–16. Destination Operand—Arithmetic Right Shift



Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Loaded from the LSB
V: Reset

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

R5 is shifted right one position. The MSB retains the old value. It operates equal to an arithmetic division by 2.

```
RRA     R5      ; R5/2 –> R5
```

;
;

The value in R5 is multiplied by 0.75 (0.5 + 0.25).

```
PUSH    R5      ; Hold R5 temporarily using stack
RRA     R5      ; R5 × 0.5  –>  R5
ADD     @SP+,R5 ; R5 × 0.5 + R5 = 1.5 × R5  –> R5
RRA     R5      ; (1.5 × R5) × 0.5 = 0.75 × R5  –> R5
......
```

Example

The low byte of R5 is shifted right one position. The MSB retains the old value. It operates equal to an arithmetic division by 2.

```
RRA.B   R5      ; R5/2 –> R5: operation is on low byte only
                ; High byte of R5 is reset
PUSH.B  R5      ; R5 × 0.5  –>  TOS
RRA.B   @SP     ; TOS × 0.5 = 0.5 × R5 × 0.5 = 0.25 × R5  –> TOS
ADD.B   @SP+,R5 ; R5 × 0.5 + R5 × 0.25 = 0.75 × R5  –> R5
......
```

RRC[.W] Rotate right through carry
RRC.B Rotate right through carry

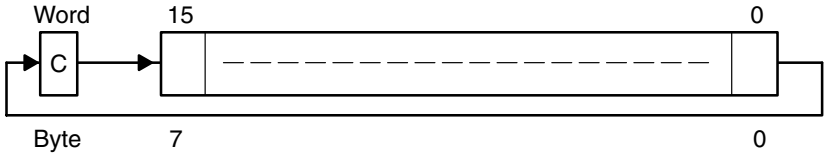
Syntax

```
RRC     dst     or      RRC.W   dst
RRC     dst
```

Operation C –> MSB –> MSB–1 .... LSB+1 –> LSB –> C

Description The destination operand is shifted right one position as shown in Figure 3–17. The carry bit (C) is shifted into the MSB, the LSB is shifted into the carry bit (C).

Figure 3–17. Destination Operand—Carry Right Shift



Status Bits
N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Loaded from the LSB
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example R5 is shifted right one position. The MSB is loaded with 1.

```
SETC                ; Prepare carry for MSB
RRC     R5          ; R5/2 + 8000h –> R5
```

Example R5 is shifted right one position. The MSB is loaded with 1.

```
SETC                ; Prepare carry for MSB
RRC.B   R5          ; R5/2 + 80h –> R5; low byte of R5 is used
```

*** SBC[.W]** Subtract source and borrow/.NOT. carry from destination
*** SBC.B** Subtract source and borrow/.NOT. carry from destination

Syntax

```
SBC     dst     or      SBC.W   dst
SBC.B   dst
```

Operation

dst + 0FFFFh + C –> dst
dst + 0FFh + C –> dst

Emulation

```
SUBC    #0,dst
SUBC.B  #0,dst
```

Description The carry bit (C) is added to the destination operand minus one. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise.
Set to 1 if no borrow, reset if borrow.
V: Set if an arithmetic overflow occurs, reset otherwise.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 16-bit counter pointed to by R13 is subtracted from a 32-bit counter pointed to by R12.

```
SUB     @R13,0(R12)     ; Subtract LSDs
SBC     2(R12)          ; Subtract carry from MSD
```

Example The 8-bit counter pointed to by R13 is subtracted from a 16-bit counter pointed to by R12.

```
SUB.B   @R13,0(R12)     ; Subtract LSDs
SBC.B   1(R12)          ; Subtract carry from MSD
```

Note: Borrow Implementation.

The borrow is treated as a .NOT. carry :

Borrow	Carry bit
Yes	0
No	1

*** SETC** Set carry bit

Syntax SETC

Operation 1 –> C

Emulation BIS #1,SR

Description The carry bit (C) is set.

Status Bits
N: Not affected
Z: Not affected
C: Set
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Emulation of the decimal subtraction:
Subtract R5 from R6 decimally
Assume that R5 = 03987h and R6 = 04137h

```
DSUB    ADD     #06666h,R5      ; Move content R5 from 0–9 to 6–0Fh
                                ; R5 = 03987h + 06666h = 09FEDh
        INV     R5              ; Invert this (result back to 0–9)
                                ; R5 = .NOT. R5 = 06012h
        SETC                    ; Prepare carry = 1
        DADD    R5,R6           ; Emulate subtraction by addition of:
                                ; (010000h – R5 – 1)
                                ; R6 = R6 + R5 + 1
                                ; R6 = 0150h
```

*** SETN** Set negative bit

Syntax SETN

Operation 1 –> N

Emulation BIS #4,SR

Description The negative bit (N) is set.

Status Bits
N: Set
Z: Not affected
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

*** SETZ**	Set zero bit
Syntax	SETZ
Operation	1 –> Z
Emulation	BIS #2,SR
Description	The zero bit (Z) is set.
Status Bits	N: Not affected Z: Set C: Not affected V: Not affected
Mode Bits	OSCOFF, CPUOFF, and GIE are not affected.

SUB[.W] Subtract source from destination
SUB.B Subtract source from destination

Syntax
SUB src,dst or SUB.W src,dst
SUB.B src,dst

Operation
dst + .NOT.src + 1 –> dst
or
[(dst – src –> dst)]

Description
The source operand is subtracted from the destination operand by adding the source operand's 1s complement and the constant 1. The source operand is not affected. The previous contents of the destination are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise.
Set to 1 if no borrow, reset if borrow.
V: Set if an arithmetic overflow occurs, otherwise reset

Mode Bits
OSCOFF, CPUOFF, and GIE are not affected.

Example
See example at the SBC instruction.

Example
See example at the SBC.B instruction.

Note: Borrow Is Treated as a .NOT.

The borrow is treated as a .NOT. carry :

Borrow	Carry bit
Yes	0
No	1

SUBC[.W]SBB[.W] Subtract source and borrow/.NOT. carry from destination
SUBC.B,SBB.B Subtract source and borrow/.NOT. carry from destination

Syntax

SUBC	src,dst	or	SUBC.W	src,dst	or
SBB	src,dst	or	SBB.W	src,dst	
SUBC.B	src,dst	or	SBB.B	src,dst	

Operation

dst + .NOT.src + C –> dst
or
(dst – src – 1 + C –> dst)

Description

The source operand is subtracted from the destination operand by adding the source operand's 1s complement and the carry bit (C). The source operand is not affected. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative, reset if positive.
Z: Set if result is zero, reset otherwise.
C: Set if there is a carry from the MSB of the result, reset otherwise.
Set to 1 if no borrow, reset if borrow.
V: Set if an arithmetic overflow occurs, reset otherwise.

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Two floating point mantissas (24 bits) are subtracted.
LSBs are in R13 and R10, MSBs are in R12 and R9.

```
SUB.W    R13,R10   ; 16-bit part, LSBs
SUBC.B   R12,R9    ;  8-bit part, MSBs
```

Example

The 16-bit counter pointed to by R13 is subtracted from a 16-bit counter in R10 and R11(MSD).

```
SUB.B    @R13+,R10        ; Subtract LSDs without carry
SUBC.B   @R13,R11         ; Subtract MSDs with carry
...                       ; resulting from the LSDs
```

Note: Borrow Implementation

The borrow is treated as a .NOT. carry :

Borrow	Carry bit
Yes	0
No	1

SWPB Swap bytes

Syntax SWPB dst

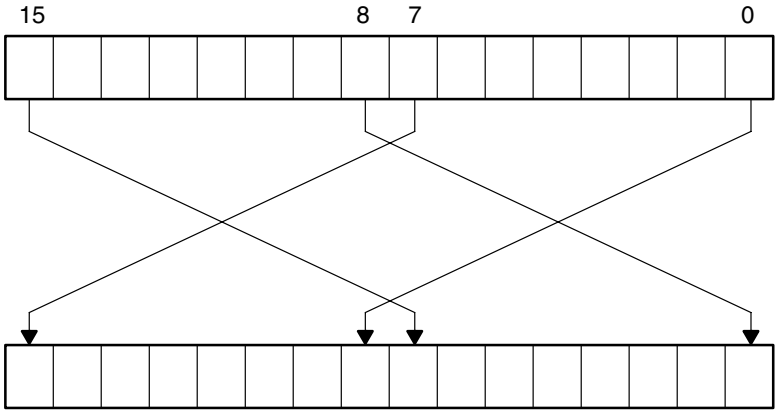
Operation Bits 15 to 8 <–> bits 7 to 0

Description The destination operand high and low bytes are exchanged as shown in Figure 3–18.

Status Bits Status bits are not affected.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Figure 3–18. Destination Operand Byte Swap



Example

```
MOV     #040BFh,R7      ; 0100000010111111 –> R7
SWPB    R7              ; 1011111101000000 in R7
```

Example The value in R5 is multiplied by 256. The result is stored in R5,R4.

```
SWPB    R5              ;
MOV     R5,R4           ;Copy the swapped value to R4
BIC     #0FF00h,R5      ;Correct the result
BIC     #00FFh,R4       ;Correct the result
```

SXT Extend Sign

Syntax SXT dst

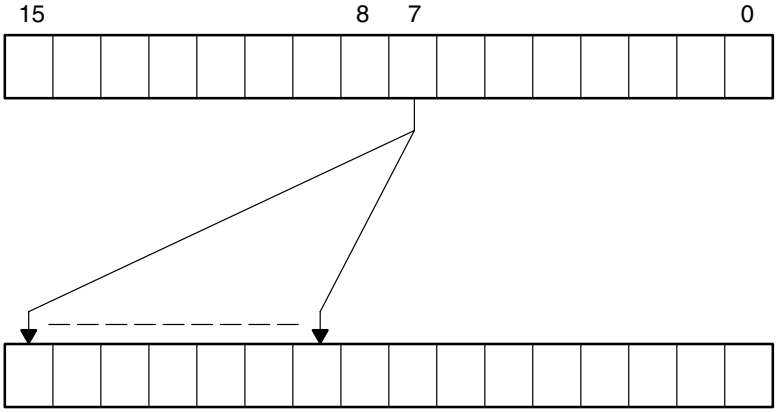
Operation Bit 7 –> Bit 8 ..... Bit 15

Description The sign of the low byte is extended into the high byte as shown in Figure 3–19.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if result is not zero, reset otherwise (.NOT. Zero)
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Figure 3–19. Destination Operand Sign Extension



Example R7 is loaded with the P1IN value. The operation of the sign-extend instruction expands bit 8 to bit 15 with the value of bit 7.
R7 is then added to R6.

```
MOV.B   &P1IN,R7    ; P1IN = 080h:      . . . .  . . . . 1000 0000
SXT     R7          ; R7 = 0FF80h:      1111 1111 1000 0000
```

*** TST[.W]** Test destination
*** TST.B** Test destination

Syntax

```
TST     dst    or   TST.W  dst
TST.B   dst
```

Operation

dst + 0FFFFh + 1
dst + 0FFh + 1

Emulation

```
CMP     #0,dst
CMP.B   #0,dst
```

Description The destination operand is compared with zero. The status bits are set according to the result. The destination is not affected.

Status Bits

N: Set if destination is negative, reset if positive
Z: Set if destination contains zero, reset otherwise
C: Set
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example R7 is tested. If it is negative, continue at R7NEG; if it is positive but not zero, continue at R7POS.

```
        TST     R7      ; Test R7
        JN      R7NEG   ; R7 is negative
        JZ      R7ZERO  ; R7 is zero
R7POS   .....           ; R7 is positive but not zero
R7NEG   .....           ; R7 is negative
R7ZERO  .....           ; R7 is zero
```

Example The low byte of R7 is tested. If it is negative, continue at R7NEG; if it is positive but not zero, continue at R7POS.

```
        TST.B   R7      ; Test low byte of R7
        JN      R7NEG   ; Low byte of R7 is negative
        JZ      R7ZERO  ; Low byte of R7 is zero
R7POS   .....           ; Low byte of R7 is positive but not zero
R7NEG   .....           ; Low byte of R7 is negative
R7ZERO  .....           ; Low byte of R7 is zero
```

XOR[.W] Exclusive OR of source with destination
XOR.B Exclusive OR of source with destination

Syntax

```
XOR     src,dst    or    XOR.W    src,dst
XOR.B   src,dst
```

Operation src .XOR. dst –> dst

Description The source and destination operands are exclusive ORed. The result is placed into the destination. The source operand is not affected.

Status Bits

N: Set if result MSB is set, reset if not set
Z: Set if result is zero, reset otherwise
C: Set if result is not zero, reset otherwise (= .NOT. Zero)
V: Set if both operands are negative

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The bits set in R6 toggle the bits in the RAM word TONI.

```
XOR     R6,TONI     ; Toggle bits of word TONI on the bits set in R6
```

Example The bits set in R6 toggle the bits in the RAM byte TONI.

```
XOR.B   R6,TONI     ; Toggle bits of byte TONI on the bits set in
                    ; low byte of R6
```

Example Reset to 0 those bits in low byte of R7 that are different from bits in RAM byte EDE.

```
XOR.B   EDE,R7      ; Set different bit to “1s”
INV.B   R7          ; Invert Lowbyte, Highbyte is 0h
```

3.4.4 Instruction Cycles and Lengths

The number of CPU clock cycles required for an instruction depends on the instruction format and the addressing modes used - not the instruction itself. The number of clock cycles refers to the MCLK.

Interrupt and Reset Cycles

Table 3–14 lists the CPU cycles for interrupt overhead and reset.

Table 3–14. Interrupt and Reset Cycles

Action	No. of Cycles	Length of Instruction
Return from interrupt (RETI)	5	1
Interrupt accepted	6	–
WDT reset	4	–
Reset ($\overline{\text{RST}}$/NMI)	4	–

Format-II (Single Operand) Instruction Cycles and Lengths

Table 3–15 lists the length and CPU cycles for all addressing modes of format-II instructions.

Table 3–15. Format-II Instruction Cycles and Lengths

Addressing Mode	No. of Cycles			Length of Instruction	Example
	RRA, RRC SWPB, SXT	PUSH	CALL		
Rn	1	3	4	1	SWPB R5
@Rn	3	4	4	1	RRC @R9
@Rn+	3	5	5	1	SWPB @R10+
#N	(See note)	4	5	2	CALL #0F000h
X(Rn)	4	5	5	2	CALL 2(R7)
EDE	4	5	5	2	PUSH EDE
&EDE	4	5	5	2	SXT &EDE

Note: Instruction Format II Immediate Mode

Do not use instructions RRA, RRC, SWPB, and SXT with the immediate mode in the destination field. Use of these in the immediate mode results in an unpredictable program operation.

Format-III (Jump) Instruction Cycles and Lengths

All jump instructions require one code word, and take two CPU cycles to execute, regardless of whether the jump is taken or not.

Format-I (Double Operand) Instruction Cycles and Lengths

Table 3–16 lists the length and CPU cycles for all addressing modes of format-I instructions.

Table 3–16. Format 1 Instruction Cycles and Lengths

Addressing Mode		No. of Cycles	Length of Instruction	Example	
Src	Dst				
Rn	Rm	1	1	MOV	R5,R8
	PC	2	1	BR	R9
	x(Rm)	4	2	ADD	R5,4(R6)
	EDE	4	2	XOR	R8,EDE
	&EDE	4	2	MOV	R5,&EDE
@Rn	Rm	2	1	AND	@R4,R5
	PC	2	1	BR	@R8
	x(Rm)	5	2	XOR	@R5,8(R6)
	EDE	5	2	MOV	@R5,EDE
	&EDE	5	2	XOR	@R5,&EDE
@Rn+	Rm	2	1	ADD	@R5+,R6
	PC	3	1	BR	@R9+
	x(Rm)	5	2	XOR	@R5,8(R6)
	EDE	5	2	MOV	@R9+,EDE
	&EDE	5	2	MOV	@R9+,&EDE
#N	Rm	2	2	MOV	#20,R9
	PC	3	2	BR	#2AEh
	x(Rm)	5	3	MOV	#0300h,0(SP)
	EDE	5	3	ADD	#33,EDE
	&EDE	5	3	ADD	#33,&EDE
x(Rn)	Rm	3	2	MOV	2(R5),R7
	PC	3	2	BR	2(R6)
	TONI	6	3	MOV	4(R7),TONI
	x(Rm)	6	3	ADD	4(R4),6(R9)
	&TONI	6	3	MOV	2(R4),&TONI
EDE	Rm	3	2	AND	EDE,R6
	PC	3	2	BR	EDE
	TONI	6	3	CMP	EDE,TONI
	x(Rm)	6	3	MOV	EDE,0(SP)
	&TONI	6	3	MOV	EDE,&TONI
&EDE	Rm	3	2	MOV	&EDE,R8
	PC	3	2	BR	&EDE
	TONI	6	3	MOV	&EDE,TONI
	x(Rm)	6	3	MOV	&EDE,0(SP)
	&TONI	6	3	MOV	&EDE,&TONI

3.4.5 Instruction Set Description

The instruction map is shown in Figure 3–20 and the complete instruction set is summarized in Table 3–17.

Figure 3–20. Core Instruction Map

	000	040	080	0C0	100	140	180	1C0	200	240	280	2C0	300	340	380	3C0
0xxx																
4xxx																
8xxx																
Cxxx																
1xxx	RRC	RRC.B	SWPB		RRA	RRA.B	SXT		PUSH	PUSH.B	CALL		RETI			
14xx																
18xx																
1Cxx																
20xx	JNE/JNZ															
24xx	JEQ/JZ															
28xx	JNC															
2Cxx	JC															
30xx	JN															
34xx	JGE															
38xx	JL															
3Cxx	JMP															
4xxx	MOV, MOV.B															
5xxx	ADD, ADD.B															
6xxx	ADDC, ADDC.B															
7xxx	SUBC, SUBC.B															
8xxx	SUB, SUB.B															
9xxx	CMP, CMP.B															
Axxx	DADD, DADD.B															
Bxxx	BIT, BIT.B															
Cxxx	BIC, BIC.B															
Dxxx	BIS, BIS.B															
Exxx	XOR, XOR.B															
Fxxx	AND, AND.B															

Table 3–17.MSP430 Instruction Set

Mnemonic		Description		V	N	Z	C
ADC(.B)†	dst	Add C to destination	dst + C → dst	*	*	*	*
ADD(.B)	src,dst	Add source to destination	src + dst → dst	*	*	*	*
ADDC(.B)	src,dst	Add source and C to destination	src + dst + C → dst	*	*	*	*
AND(.B)	src,dst	AND source and destination	src .and. dst → dst	0	*	*	*
BIC(.B)	src,dst	Clear bits in destination	.not.src .and. dst → dst	–	–	–	–
BIS(.B)	src,dst	Set bits in destination	src .or. dst → dst	–	–	–	–
BIT(.B)	src,dst	Test bits in destination	src .and. dst	0	*	*	*
BR†	dst	Branch to destination	dst → PC	–	–	–	–
CALL	dst	Call destination	PC+2 → stack, dst → PC	–	–	–	–
CLR(.B)†	dst	Clear destination	0 → dst	–	–	–	–
CLRC†		Clear C	0 → C	–	–	–	0
CLRN†		Clear N	0 → N	–	0	–	–
CLRZ†		Clear Z	0 → Z	–	–	0	–
CMP(.B)	src,dst	Compare source and destination	dst – src	*	*	*	*
DADC(.B)†	dst	Add C decimally to destination	dst + C → dst (decimally)	*	*	*	*
DADD(.B)	src,dst	Add source and C decimally to dst.	src + dst + C → dst (decimally)	*	*	*	*
DEC(.B)†	dst	Decrement destination	dst – 1 → dst	*	*	*	*
DECD(.B)†	dst	Double-decrement destination	dst – 2 → dst	*	*	*	*
DINT†		Disable interrupts	0 → GIE	–	–	–	–
EINT†		Enable interrupts	1 → GIE	–	–	–	–
INC(.B)†	dst	Increment destination	dst +1 → dst	*	*	*	*
INCD(.B)†	dst	Double-increment destination	dst+2 → dst	*	*	*	*
INV(.B)†	dst	Invert destination	.not.dst → dst	*	*	*	*
JC/JHS	label	Jump if C set/Jump if higher or same		–	–	–	–
JEQ/JZ	label	Jump if equal/Jump if Z set		–	–	–	–
JGE	label	Jump if greater or equal		–	–	–	–
JL	label	Jump if less		–	–	–	–
JMP	label	Jump	PC + 2 x offset → PC	–	–	–	–
JN	label	Jump if N set		–	–	–	–
JNC/JLO	label	Jump if C not set/Jump if lower		–	–	–	–
JNE/JNZ	label	Jump if not equal/Jump if Z not set		–	–	–	–
MOV(.B)	src,dst	Move source to destination	src → dst	–	–	–	–
NOP†		No operation		–	–	–	–
POP(.B)†	dst	Pop item from stack to destination	@SP → dst, SP+2 → SP	–	–	–	–
PUSH(.B)	src	Push source onto stack	SP – 2 → SP, src → @SP	–	–	–	–
RET†		Return from subroutine	@SP → PC, SP + 2 → SP	–	–	–	–
RETI		Return from interrupt		*	*	*	*
RLA(.B)†	dst	Rotate left arithmetically		*	*	*	*
RLC(.B)†	dst	Rotate left through C		*	*	*	*
RRA(.B)	dst	Rotate right arithmetically		0	*	*	*
RRC(.B)	dst	Rotate right through C		*	*	*	*
SBC(.B)†	dst	Subtract not(C) from destination	dst + 0FFFFh + C → dst	*	*	*	*
SETC†		Set C	1 → C	–	–	–	1
SETN†		Set N	1 → N	–	1	–	–
SETZ†		Set Z	1 → C	–	–	1	–
SUB(.B)	src,dst	Subtract source from destination	dst + .not.src + 1 → dst	*	*	*	*
SUBC(.B)	src,dst	Subtract source and not(C) from dst.	dst + .not.src + C → dst	*	*	*	*
SWPB	dst	Swap bytes		–	–	–	–
SXT	dst	Extend sign		0	*	*	*
TST(.B)†	dst	Test destination	dst + 0FFFFh + 1	0	*	*	1
XOR(.B)	src,dst	Exclusive OR source and destination	src .xor. dst → dst	*	*	*	*

† Emulated Instruction

Chapter 4

16-Bit MSP430X CPU

This chapter describes the extended MSP430X 16-bit RISC CPU with 1-MB memory access, its addressing modes, and instruction set. The MSP430X CPU is implemented in all MSP430 devices that exceed 64-KB of address space.

Topic **Page**

4.1 CPU Introduction

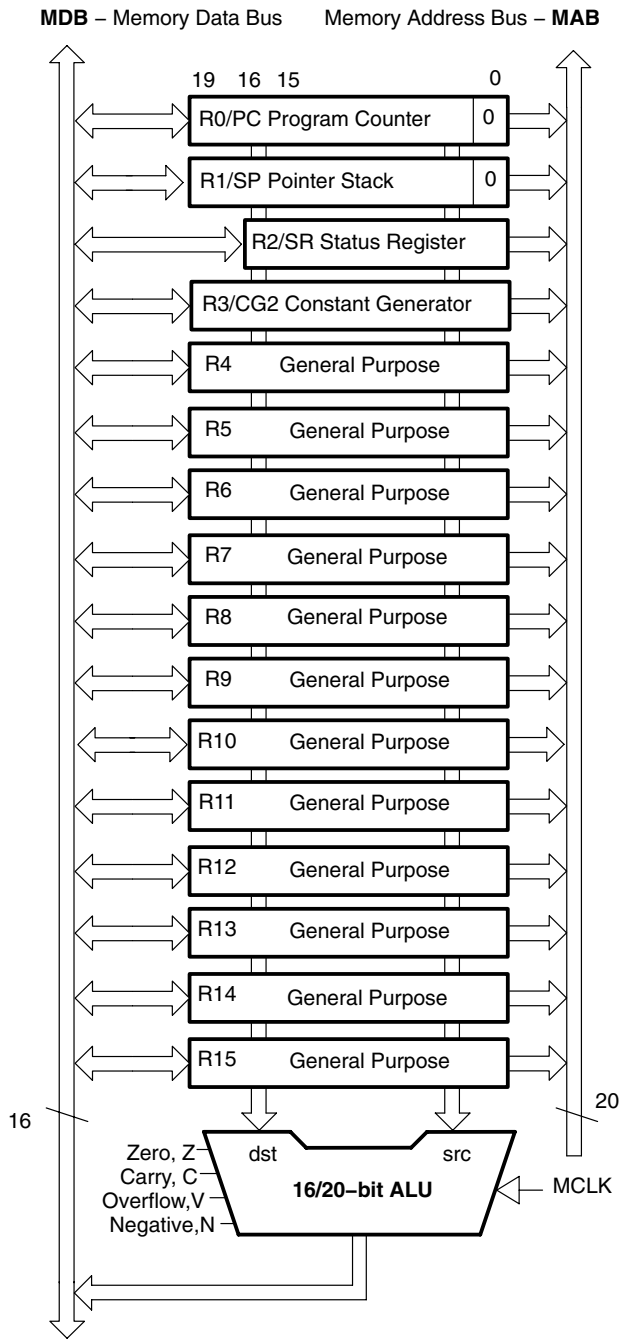
The MSP430X CPU incorporates features specifically designed for modern programming techniques such as calculated branching, table processing and the use of high-level languages such as C. The MSP430X CPU can address a 1-MB address range without paging. In addition, the MSP430X CPU has fewer interrupt overhead cycles and fewer instruction cycles in some cases than the MSP430 CPU, while maintaining the same or better code density than the MSP430 CPU. The MSP430X CPU is completely backwards compatible with the MSP430 CPU.

The MSP430X CPU features include:

- RISC architecture.
- Orthogonal architecture.
- Full register access including program counter, status register and stack pointer.
- Single-cycle register operations.
- Large register file reduces fetches to memory.
- 20-bit address bus allows direct access and branching throughout the entire memory range without paging.
- 16-bit data bus allows direct manipulation of word-wide arguments.
- Constant generator provides the six most often used immediate values and reduces code size.
- Direct memory-to-memory transfers without intermediate register holding.
- Byte, word, and 20-bit address-word addressing

The block diagram of the MSP430X CPU is shown in Figure 4–1.

Figure 4–1. MSP430X CPU Block Diagram



4.2 Interrupts

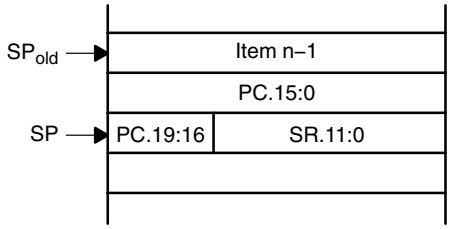
The MSP430X uses the same interrupt structure as the MSP430:

- Vectored interrupts with no polling necessary
- Interrupt vectors are located downward from address 0FFFEh

Interrupt operation for both MSP430 and MSP430X CPUs is described in *Chapter 2 System Resets, Interrupts, and Operating modes, Section 2 Interrupts*. The interrupt vectors contain 16-bit addresses that point into the lower 64-KB memory. This means all interrupt handlers must start in the lower 64-KB memory – even in MSP430X devices.

During an interrupt, the program counter and the status register are pushed onto the stack as shown in Figure 4–2. The MSP430X architecture efficiently stores the complete 20-bit PC value by automatically appending the PC bits 19:16 to the stored SR value on the stack. When the `RETI` instruction is executed, the full 20-bit PC is restored making return from interrupt to any address in the memory range possible.

Figure 4–2. Program Counter Storage on the Stack for Interrupts



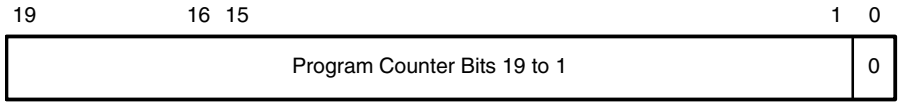
4.3 CPU Registers

The CPU incorporates sixteen registers R0 to R15. Registers R0, R1, R2, and R3 have dedicated functions. R4 to R15 are working registers for general use.

4.3.1 Program Counter PC

The 20-bit program counter (PC/R0) points to the next instruction to be executed. Each instruction uses an even number of bytes (two, four, six or eight bytes), and the PC is incremented accordingly. Instruction accesses are performed on word boundaries, and the PC is aligned to even addresses. Figure 4–3 shows the program counter.

Figure 4–3. Program Counter PC



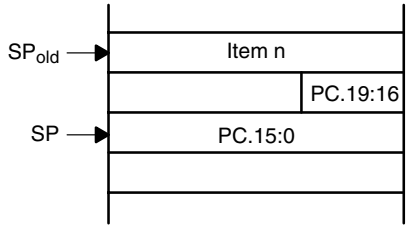
The PC can be addressed with all instructions and addressing modes. A few examples:

```
MOV.W  #LABEL,PC ; Branch to address LABEL (lower 64 KB)

MOVA   #LABEL,PC ; Branch to address LABEL (1MB memory)

MOV.W  LABEL,PC  ; Branch to address in word LABEL
                 ; (lower 64 KB)

MOV.W  @R14,PC   ; Branch indirect to address in
                 ; R14 (lower 64 KB)

ADDA   #4,PC     ; Skip two words (1 MB memory)
```

The BR and CALL instructions reset the upper four PC bits to 0. Only addresses in the lower 64-KB address range can be reached with the BR or CALL instruction. When branching or calling, addresses beyond the lower 64-KB range can only be reached using the BRA or CALLA instructions. Also, any instruction to directly modify the PC does so according to the used addressing mode. For example, `MOV.W #value,PC` will clear the upper four bits of the PC because it is a `.W` instruction.

The program counter is automatically stored on the stack with CALL, or CALLA instructions, and during an interrupt service routine. Figure 4–4 shows the storage of the program counter with the return address after a CALLA instruction. A CALL instruction stores only bits 15:0 of the PC.

Figure 4–4. Program Counter Storage on the Stack for CALLA



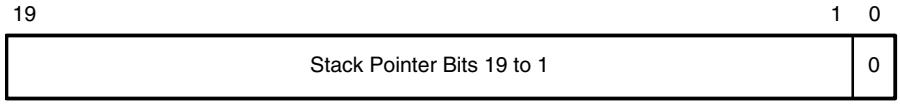
The RETA instruction restores bits 19:0 of the program counter and adds 4 to the stack pointer. The RET instruction restores bits 15:0 to the program counter and adds 2 to the stack pointer.

4.3.2 Stack Pointer (SP)

The 20-bit stack pointer (SP/R1) is used by the CPU to store the return addresses of subroutine calls and interrupts. It uses a predecrement, postincrement scheme. In addition, the SP can be used by software with all instructions and addressing modes. Figure 4–5 shows the SP. The SP is initialized into RAM by the user, and is always aligned to even addresses.

Figure 4–6 shows the stack usage. Figure 4–7 shows the stack usage when 20-bit address-words are pushed.

Figure 4–5. Stack Pointer




```
MOV.W  2(SP),R6        ; Copy Item I2 to R6
MOV.W  R7,0(SP)        ; Overwrite TOS with R7
PUSH   #0123h          ; Put 0123h on stack
POP    R8              ; R8 = 0123h
```

Figure 4–6. Stack Usage

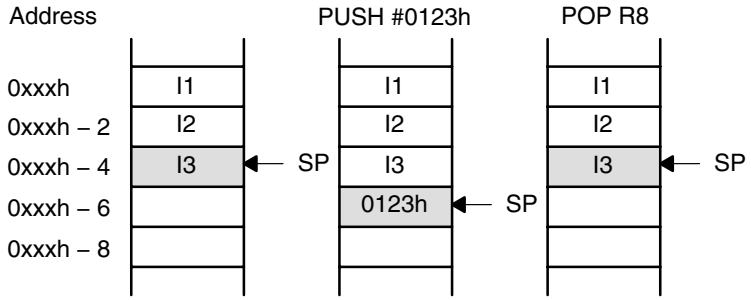
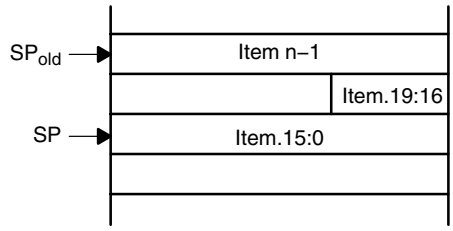


Figure 4–7. PUSHX.A Format on the Stack



The special cases of using the SP as an argument to the PUSH and POP instructions are described and shown in Figure 4–8.

Figure 4–8. PUSH SP - POP SP Sequence

The stack pointer is changed after a PUSH SP instruction.

The stack pointer is not changed after a POP SP instruction. The POP SP instruction places SP1 into the stack pointer SP (SP2=SP1)

4.3.3 Status Register (SR)

The 16-bit status register (SR/R2), used as a source or destination register, can only be used in register mode addressed with word instructions. The remaining combinations of addressing modes are used to support the constant generator. Figure 4–9 shows the SR bits. Do not write 20-bit values to the SR. Unpredictable operation can result.

Figure 4–9. Status Register Bits

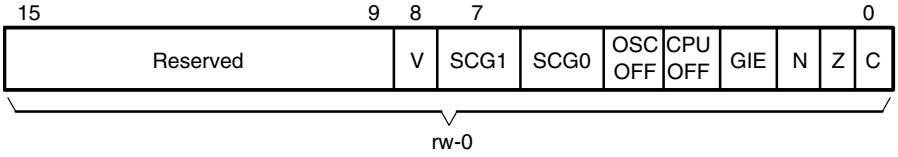


Table 4–1 describes the status register bits.

Table 4–1. Description of Status Register Bits

Bit	Description
Reserved	Reserved
V	Overflow bit. This bit is set when the result of an arithmetic operation overflows the signed-variable range. `ADD(.B), ADDX(.B,.A), ADDC(.B), ADDCX(.B.A), ADDA` — Set when: positive + positive = negative; negative + negative = positive; otherwise reset `SUB(.B), SUBX(.B,.A), SUBC(.B),SUBCX(.B,.A), SUBA, CMP(.B), CMPX(.B,.A), CMPA` — Set when: positive – negative = negative; negative – positive = positive; otherwise reset
SCG1	System clock generator 1. This bit, when set, turns off the DCO dc generator if DCOCLK is not used for MCLK or SMCLK.
SCG0	System clock generator 0. This bit, when set, turns off the FLL+ loop control.
OSCOFF	Oscillator Off. This bit, when set, turns off the LFXT1 crystal oscillator when LFXT1CLK is not used for MCLK or SMCLK.
CPUOFF	CPU off. This bit, when set, turns off the CPU.
GIE	General interrupt enable. This bit, when set, enables maskable interrupts. When reset, all maskable interrupts are disabled.
N	Negative bit. This bit is set when the result of an operation is negative and cleared when the result is positive.
Z	Zero bit. This bit is set when the result of an operation is zero and cleared when the result is not zero.
C	Carry bit. This bit is set when the result of an operation produced a carry and cleared when no carry occurred.

4.3.4 The Constant Generator Registers CG1 and CG2

Six commonly used constants are generated with the constant generator registers R2 (CG1) and R3 (CG2), without requiring an additional 16-bit word of program code. The constants are selected with the source register addressing modes (As), as described in Table 4–2.

Table 4–2. Values of Constant Generators CG1, CG2

Register	As	Constant	Remarks
R2	00	-	Register mode
R2	01	(0)	Absolute address mode
R2	10	00004h	+4, bit processing
R2	11	00008h	+8, bit processing
R3	00	00000h	0, word processing
R3	01	00001h	+1
R3	10	00002h	+2, bit processing
R3	11	FFh, FFFFh, FFFFFh	-1, word processing

The constant generator advantages are:

- No special instructions required
- No additional code word for the six constants
- No code memory access required to retrieve the constant

The assembler uses the constant generator automatically if one of the six constants is used as an immediate source operand. Registers R2 and R3, used in the constant mode, cannot be addressed explicitly; they act as source-only registers.

Constant Generator – Expanded Instruction Set

The RISC instruction set of the MSP430 has only 27 instructions. However, the constant generator allows the MSP430 assembler to support 24 additional, emulated instructions. For example, the single-operand instruction:

```
CLR             dst
```

is emulated by the double-operand instruction with the same length:

```
MOV             R3,dst
```

where the #0 is replaced by the assembler, and R3 is used with As=00.

```
INC             dst
```

is replaced by:

```
ADD             0(R3),dst
```

4.3.5 General-Purpose Registers R4 to R15

The twelve CPU registers R4 to R15, contain 8-bit, 16-bit, or 20-bit values. Any byte-write to a CPU register clears bits 19:8. Any word-write to a register clears bits 19:16. The only exception is the SXT instruction. The SXT instruction extends the sign through the complete 20-bit register.

The following figures show the handling of byte, word and address-word data. Note the reset of the leading MSBs, if a register is the destination of a byte or word instruction.

Figure 4–10 shows byte handling (8-bit data, .B suffix). The handling is shown for a source register and a destination memory byte and for a source memory byte and a destination register.

Figure 4–10. Register-Byte/Byte-Register Operation

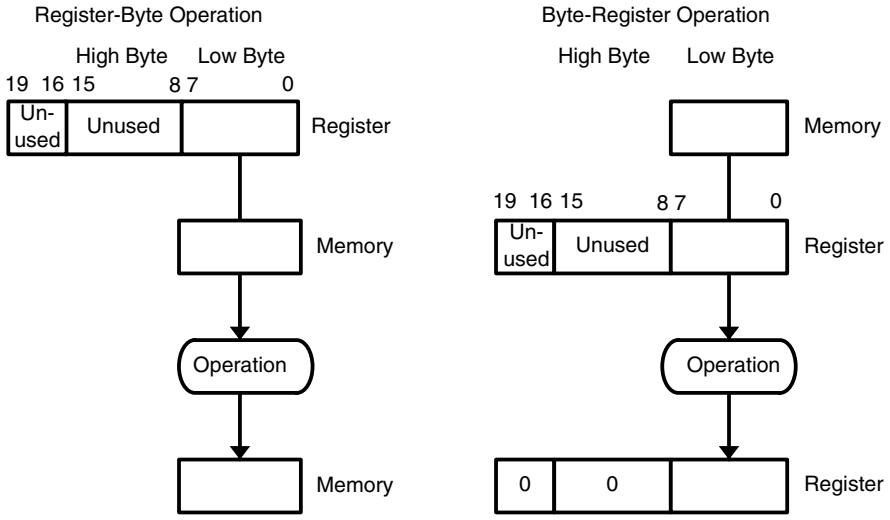


Figure 4–11 and Figure 4–12 show 16-bit word handling (.W suffix). The handling is shown for a source register and a destination memory word and for a source memory word and a destination register.

Figure 4–11. Register-Word Operation

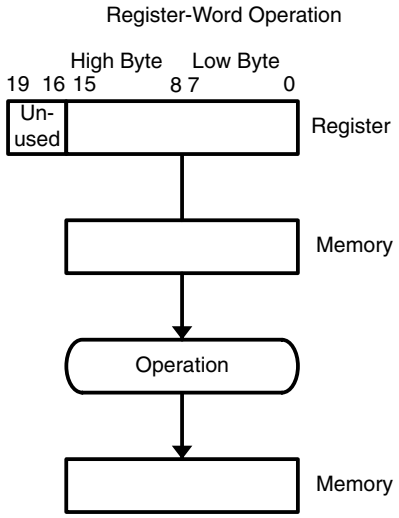


Figure 4–12. Word-Register Operation

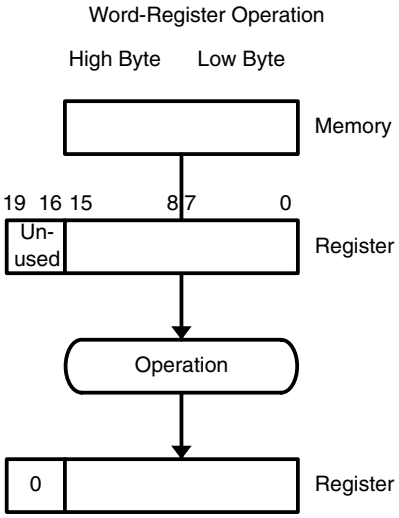


Figure 4–13 and Figure 4–14 show 20-bit address-word handling (.A suffix). The handling is shown for a source register and a destination memory address-word and for a source memory address-word and a destination register.

Figure 4–13. Register – Address-Word Operation

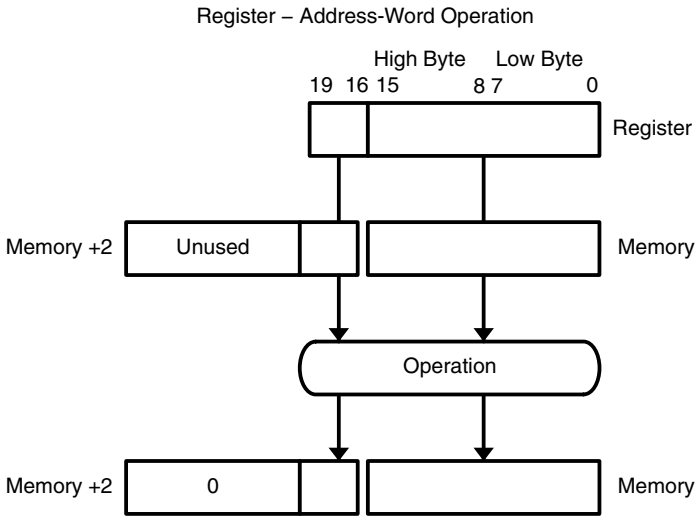
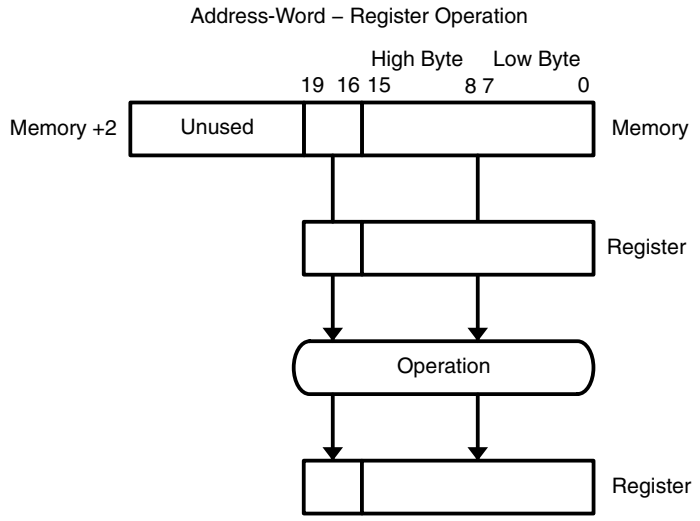


Figure 4–14. Address-Word – Register Operation



4.4 Addressing Modes

Seven addressing modes for the source operand and four addressing modes for the destination operand use 16-bit or 20-bit addresses. The MSP430 and MSP430X instructions are usable throughout the entire 1-MB memory range.

Table 4–3. Source/Destination Addressing

As/Ad	Addressing Mode	Syntax	Description
00/0	Register mode	Rn	Register contents are operand
01/1	Indexed mode	X(Rn)	(Rn + X) points to the operand. X is stored in the next word, or stored in combination of the preceding extension word and the next word.
01/1	Symbolic mode	ADDR	(PC + X) points to the operand. X is stored in the next word, or stored in combination of the preceding extension word and the next word. Indexed mode X(PC) is used.
01/1	Absolute mode	&ADDR	The word following the instruction contains the absolute address. X is stored in the next word, or stored in combination of the preceding extension word and the next word. Indexed mode X(SR) is used.
10/–	Indirect register mode	@Rn	Rn is used as a pointer to the operand.
11/–	Indirect autoincrement	@Rn+	Rn is used as a pointer to the operand. Rn is incremented afterwards by 1 for .B instructions. by 2 for .W instructions, and by 4 for .A instructions.
11/–	Immediate mode	#N	N is stored in the next word, or stored in combination of the preceding extension word and the next word. Indirect autoincrement mode @PC+ is used.

The seven addressing modes are explained in detail in the following sections. Most of the examples show the same addressing mode for the source and destination, but any valid combination of source and destination addressing modes is possible in an instruction.

Note: Use of Labels *EDE, TONI, TOM, and LEO*

Throughout MSP430 documentation *EDE, TONI, TOM, and LEO* are used as generic labels. They are only labels. They have no special meaning.

4.4.1 Register Mode

Operation: The operand is the 8-, 16-, or 20-bit content of the used CPU register.

Length: One, two, or three words

Comment: Valid for source and destination

Byte operation: Byte operation reads only the 8 LSBs of the source register Rsrc and writes the result to the 8 LSBs of the destination register Rdst. The bits Rdst.19:8 are cleared. The register Rsrc is not modified.

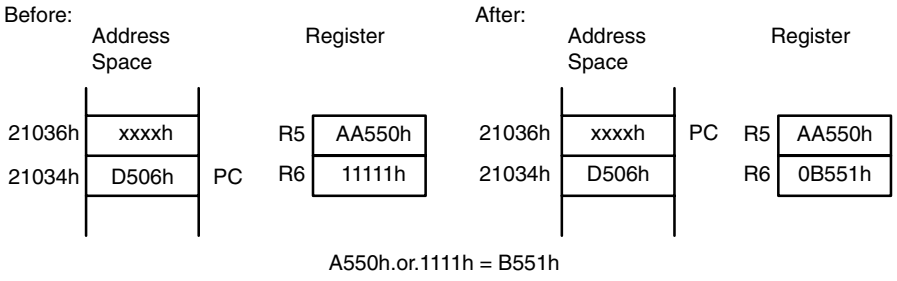
Word operation: Word operation reads the 16 LSBs of the source register Rsrc and writes the result to the 16 LSBs of the destination register Rdst. The bits Rdst.19:16 are cleared. The register Rsrc is not modified.

Address-Word operation: Address-word operation reads the 20 bits of the source register Rsrc and writes the result to the 20 bits of the destination register Rdst. The register Rsrc is not modified

SXT Exception: The SXT instruction is the only exception for register operation. The sign of the low byte in bit 7 is extended to the bits Rdst.19:8.

Example:
```
BIS.W  R5,R6 ;
```

This instruction logically ORs the 16-bit data contained in R5 with the 16-bit contents of R6. R6.19:16 is cleared.

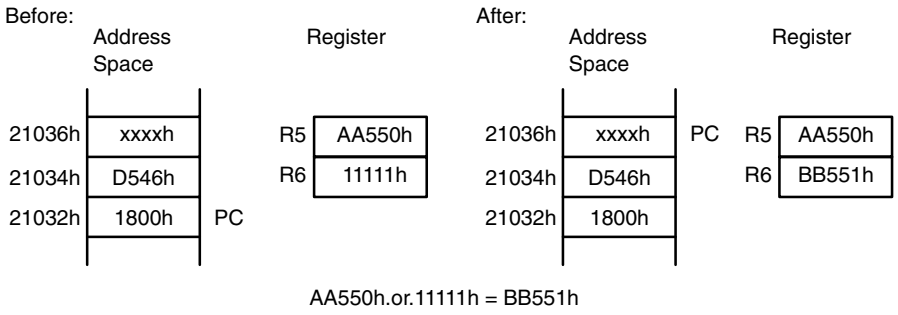


A550h.or.1111h = B551h

Example: `BISX.A R5,R6 ;`

This instruction logically ORs the 20-bit data contained in R5 with the 20-bit contents of R6.

The extension word contains the A/L-bit for 20-bit data. The instruction word uses byte mode with bits A/L:B/W = 01. The result of the instruction is:



AA550h.or.11111h = BB551h

4.4.2 Indexed Mode

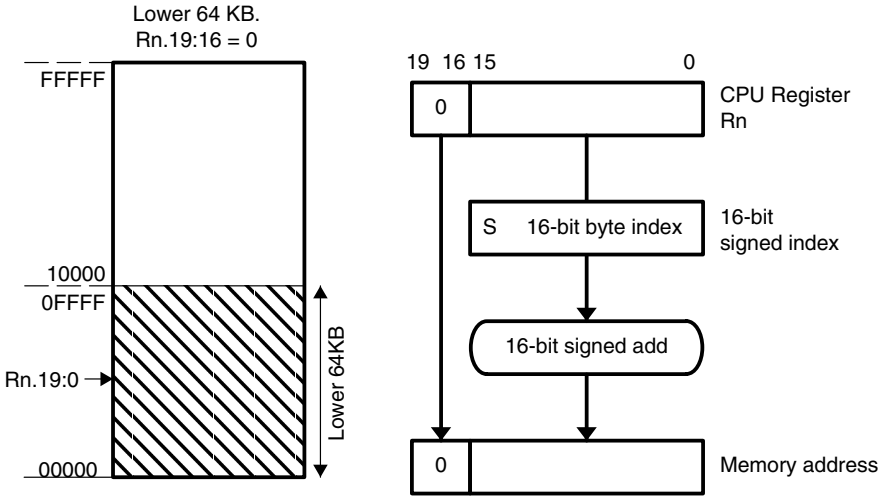
The Indexed mode calculates the address of the operand by adding the signed index to a CPU register. The Indexed mode has three addressing possibilities:

- ❏ Indexed mode in lower 64-KB memory
- ❏ MSP430 instruction with Indexed mode addressing memory above the lower 64-KB memory.
- ❏ MSP430X instruction with Indexed mode

Indexed Mode in Lower 64 KB Memory

If the CPU register Rn points to an address in the lower 64 KB of the memory range, the calculated memory address bits 19:16 are cleared after the addition of the CPU register Rn and the signed 16-bit index. This means, the calculated memory address is always located in the lower 64 KB and does not overflow or underflow out of the lower 64-KB memory space. The RAM and the peripheral registers can be accessed this way and existing MSP430 software is usable without modifications as shown in Figure 4–15.

Figure 4–15. Indexed Mode in Lower 64 KB



Length: Two or three words

Operation: The signed 16-bit index is located in the next word after the instruction and is added to the CPU register Rn. The resulting bits 19:16 are cleared giving a truncated 16-bit memory address, which points to an operand address in the range 00000h to 0FFFFh. The operand is the content of the addressed memory location.

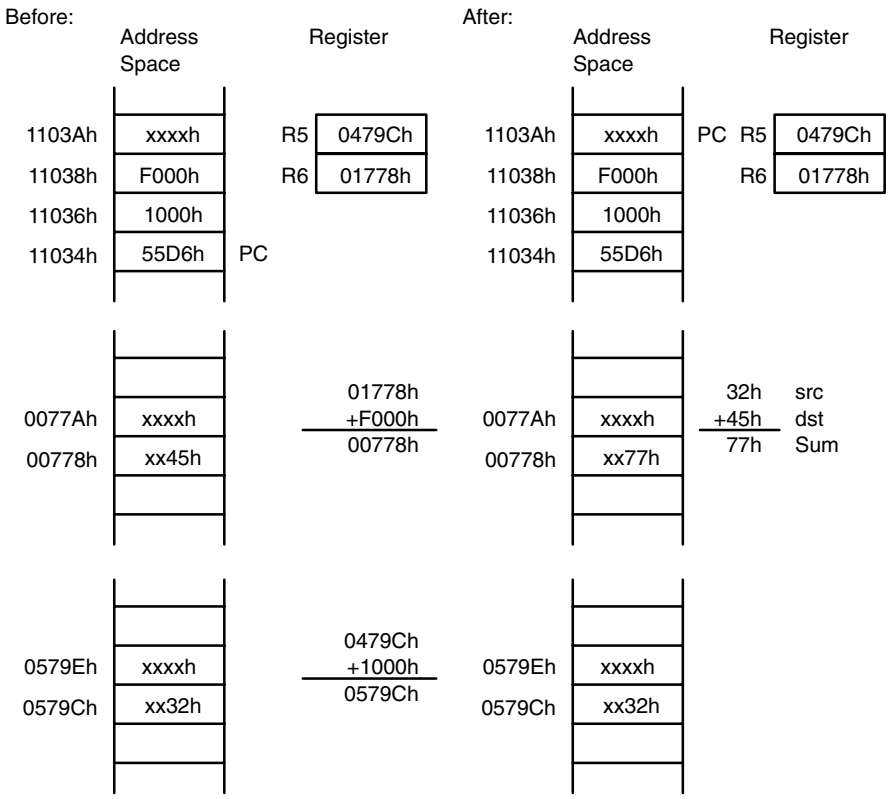
Comment: Valid for source and destination. The assembler calculates the register index and inserts it.

Example: `ADD.B 1000h(R5),0F000h(R6);`

The previous instruction adds the 8-bit data contained in source byte 1000h(R5) and the destination byte 0F000h(R6) and places the result into the destination byte. Source and destination bytes are both located in the lower 64 KB due to the cleared bits 19:16 of registers R5 and R6.

Source: The byte pointed to by R5 + 1000h results in address 0479Ch + 1000h = 0579Ch after truncation to a 16-bit address.

Destination: The byte pointed to by R6 + F000h results in address 01778h + F000h = 00778h after truncation to a 16-bit address.



MSP430 Instruction with Indexed Mode in Upper Memory

If the CPU register Rn points to an address above the lower 64-KB memory, the Rn bits 19:16 are used for the address calculation of the operand. The operand may be located in memory in the range Rn ±32 KB, because the index, X, is a signed 16-bit value. In this case, the address of the operand can overflow or underflow into the lower 64-KB memory space. See Figure 4–16 and Figure 4–17.

Figure 4–16. Indexed Mode in Upper Memory

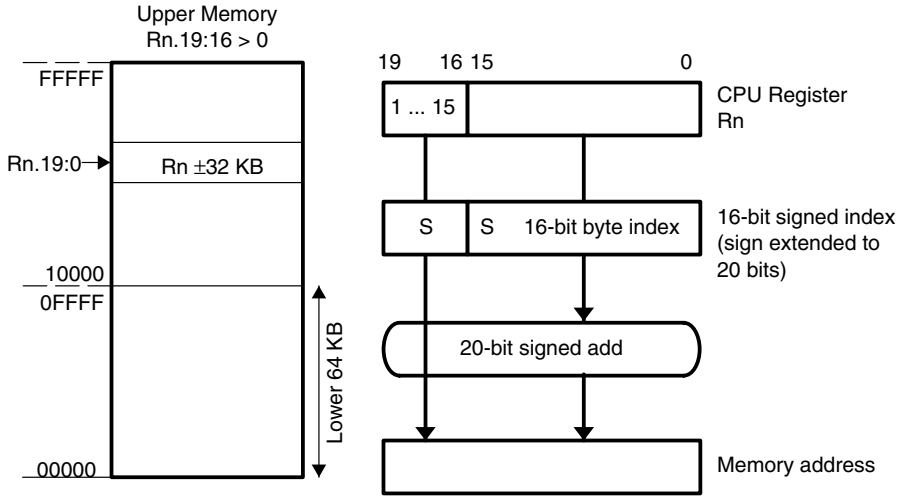
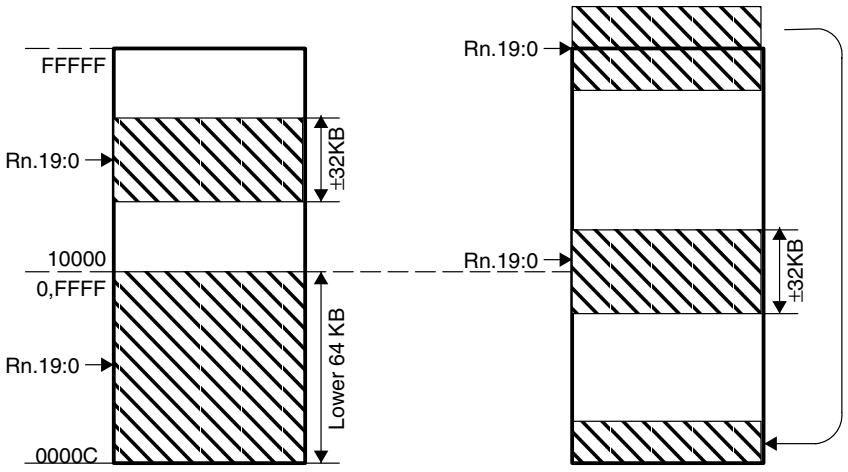


Figure 4–17. Overflow and Underflow for the Indexed Mode



Length: Two or three words

Operation: The sign-extended 16-bit index in the next word after the instruction is added to the 20 bits of the CPU register Rn. This delivers a 20-bit address, which points to an address in the range 0 to FFFFFh. The operand is the content of the addressed memory location.

Comment: Valid for source and destination. The assembler calculates the register index and inserts it.

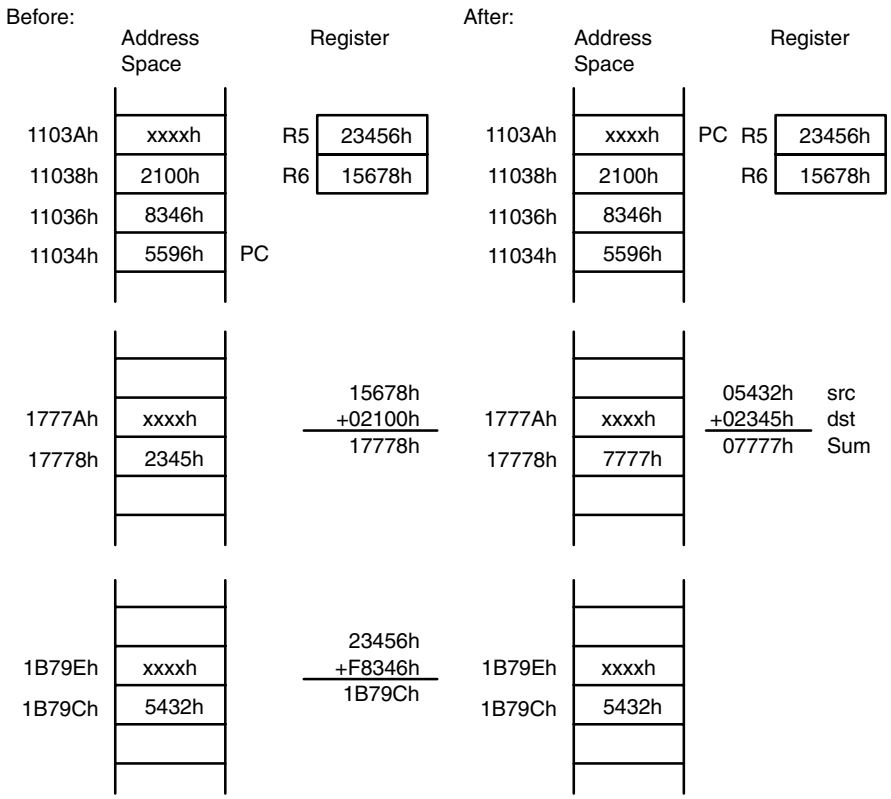
Example: `ADD.W  8346h(R5),2100h(R6);`

This instruction adds the 16-bit data contained in the source and the destination addresses and places the 16-bit result into the destination. Source and destination operand can be located in the entire address range.

Source: The word pointed to by R5 + 8346h. The negative index 8346h is sign-extended, which results in address 23456h + F8346h = 1B79Ch.

Destination: The word pointed to by R6 + 2100h results in address 15678h + 2100h = 17778h.

Figure 4–18. Example for the Indexed Mode



MSP430X Instruction with Indexed Mode

When using an MSP430X instruction with Indexed mode, the operand can be located anywhere in the range of Rn ± 19 bits.

Length: Three or four words

Operation: The operand address is the sum of the 20-bit CPU register content and the 20-bit index. The four MSBs of the index are contained in the extension word, the 16 LSBs are contained in the word following the instruction. The CPU register is not modified.

Comment: Valid for source and destination. The assembler calculates the register index and inserts it.

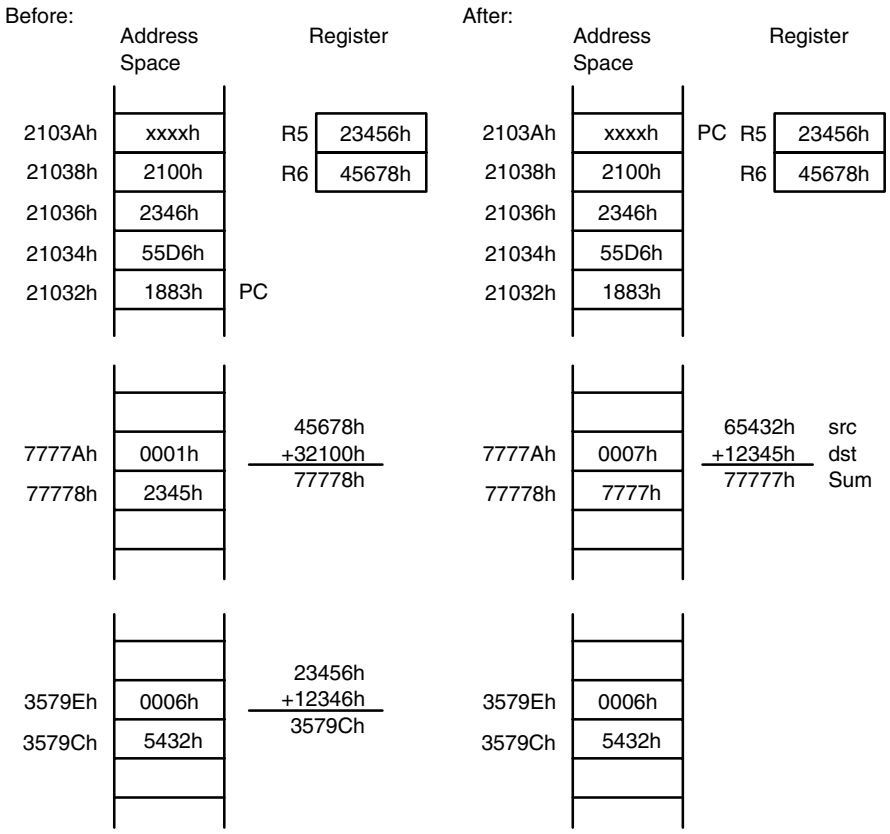
Example:
```
ADDX.A  12346h(R5),32100h(R6) ;
```

This instruction adds the 20-bit data contained in the source and the destination addresses and places the result into the destination.

Source: Two words pointed to by R5 + 12346h which results in address 23456h + 12346h = 3579Ch.

Destination: Two words pointed to by R6 + 32100h which results in address 45678h + 32100h = 77778h.

The extension word contains the MSBs of the source index and of the destination index and the A/L-bit for 20-bit data. The instruction word uses byte mode due to the 20-bit data length with bits A/L:B/W = 01.



4.4.3 Symbolic Mode

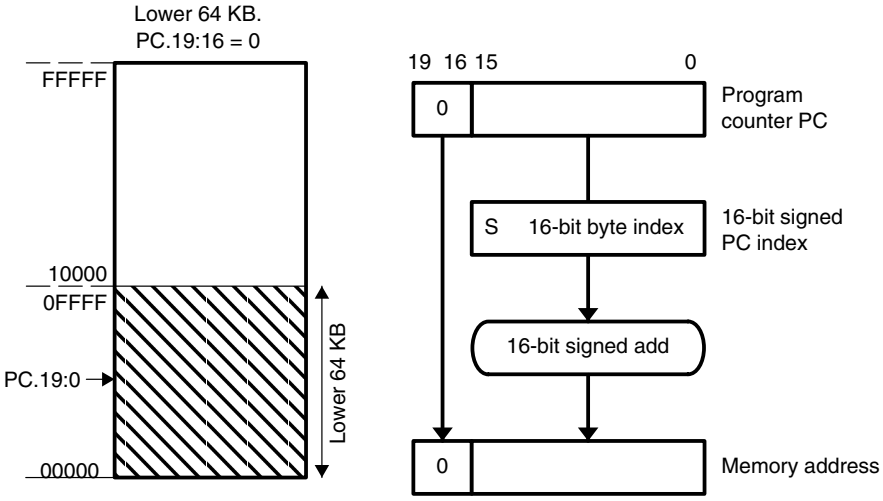
The Symbolic mode calculates the address of the operand by adding the signed index to the program counter. The Symbolic mode has three addressing possibilities:

- ❏ Symbolic mode in lower 64-KB memory
- ❏ MSP430 instruction with symbolic mode addressing memory above the lower 64-KB memory.
- ❏ MSP430X instruction with symbolic mode

Symbolic Mode in Lower 64 KB

If the PC points to an address in the lower 64 KB of the memory range, the calculated memory address bits 19:16 are cleared after the addition of the PC and the signed 16-bit index. This means, the calculated memory address is always located in the lower 64 KB and does not overflow or underflow out of the lower 64-KB memory space. The RAM and the peripheral registers can be accessed this way and existing MSP430 software is usable without modifications as shown in Figure 4–15.

Figure 4–19. Symbolic Mode Running in Lower 64 KB



Operation: The signed 16-bit index in the next word after the instruction is added temporarily to the PC. The resulting bits 19:16 are cleared giving a truncated 16-bit memory address, which points to an operand address in the range 00000h, to 0FFFFh. The operand is the content of the addressed memory location.

Length: Two or three words

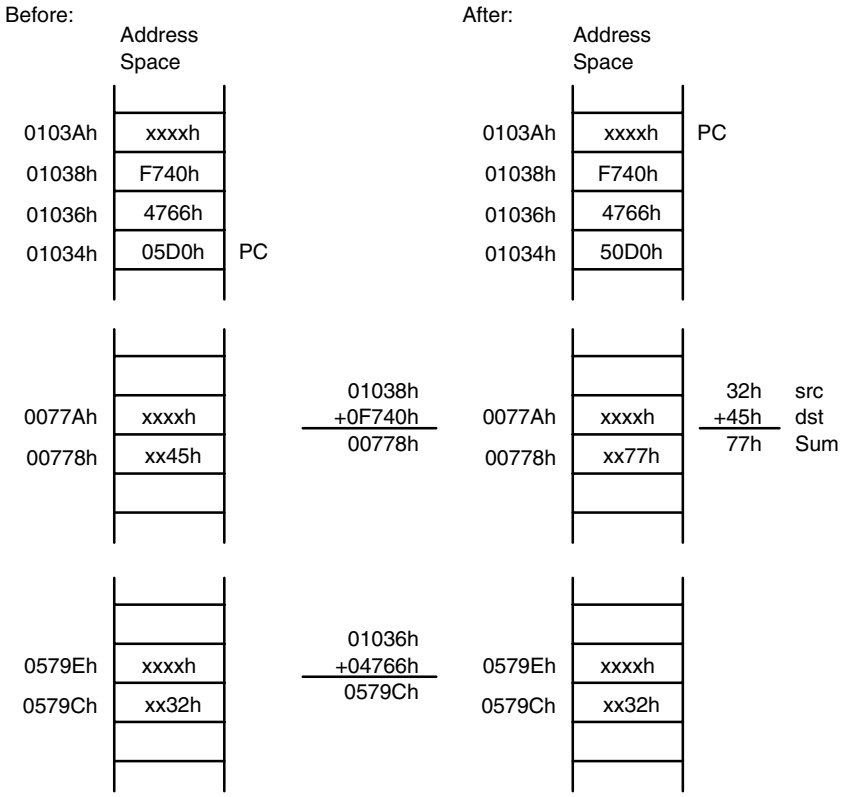
Comment: Valid for source and destination. The assembler calculates the PC index and inserts it.

Example:
```
ADD.B  EDE,TONI ;
```

The previous instruction adds the 8-bit data contained in source byte EDE and destination byte TONI and places the result into the destination byte TONI. Bytes EDE and TONI and the program are located in the lower 64 KB.

Source: Byte EDE located at address 0,579Ch, pointed to by PC + 4766h where the PC index 4766h is the result of 0579Ch – 01036h = 04766h. Address 01036h is the location of the index for this example.

Destination: Byte TONI located at address 00778h, pointed to by PC + F740h, is the truncated 16-bit result of 00778h – 1038h = FF740h. Address 01038h is the location of the index for this example.



MSP430 Instruction with Symbolic Mode in Upper Memory

If the PC points to an address above the lower 64-KB memory, the PC bits 19:16 are used for the address calculation of the operand. The operand may be located in memory in the range PC ±32 KB, because the index, X, is a signed 16-bit value. In this case, the address of the operand can overflow or underflow into the lower 64-KB memory space as shown in Figure 4–20 and Figure 4–21.

Figure 4–20. Symbolic Mode Running in Upper Memory

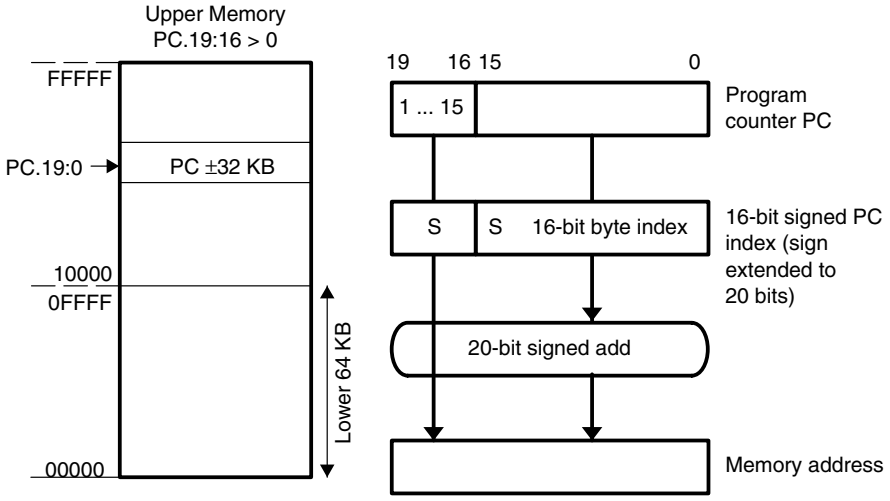
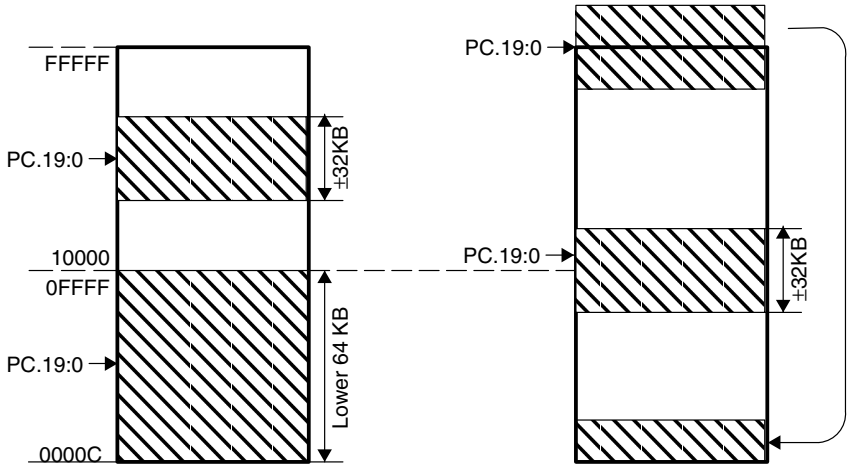


Figure 4–21. Overflow and Underflow for the Symbolic Mode



Length: Two or three words

Operation: The sign-extended 16-bit index in the next word after the instruction is added to the 20 bits of the PC. This delivers a 20-bit address, which points to an address in the range 0 to FFFFFh. The operand is the content of the addressed memory location.

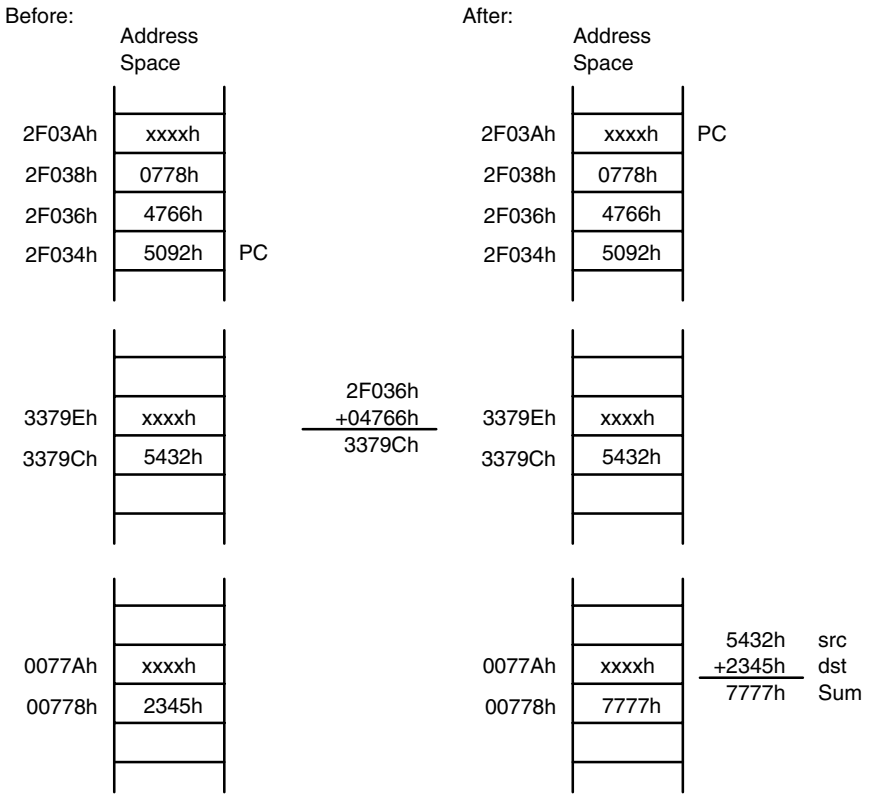
Comment: Valid for source and destination. The assembler calculates the PC index and inserts it

Example:
```
ADD.W  EDE,&TONI ;
```

This instruction adds the 16-bit data contained in source word EDE and destination word TONI and places the 16-bit result into the destination word TONI. For this example, the instruction is located at address 2,F034h.

Source: Word EDE at address 3379Ch, pointed to by PC + 4766h which is the 16-bit result of 3379Ch – 2F036h = 04766h. Address 2F036h is the location of the index for this example.

Destination: Word TONI located at address 00778h pointed to by the absolute address 00778h.



MSP430X Instruction with Symbolic Mode

When using an MSP430X instruction with Symbolic mode, the operand can be located anywhere in the range of PC ± 19 bits.

Length: Three or four words

Operation: The operand address is the sum of the 20-bit PC and the 20-bit index. The four MSBs of the index are contained in the extension word, the 16 LSBs are contained in the word following the instruction.

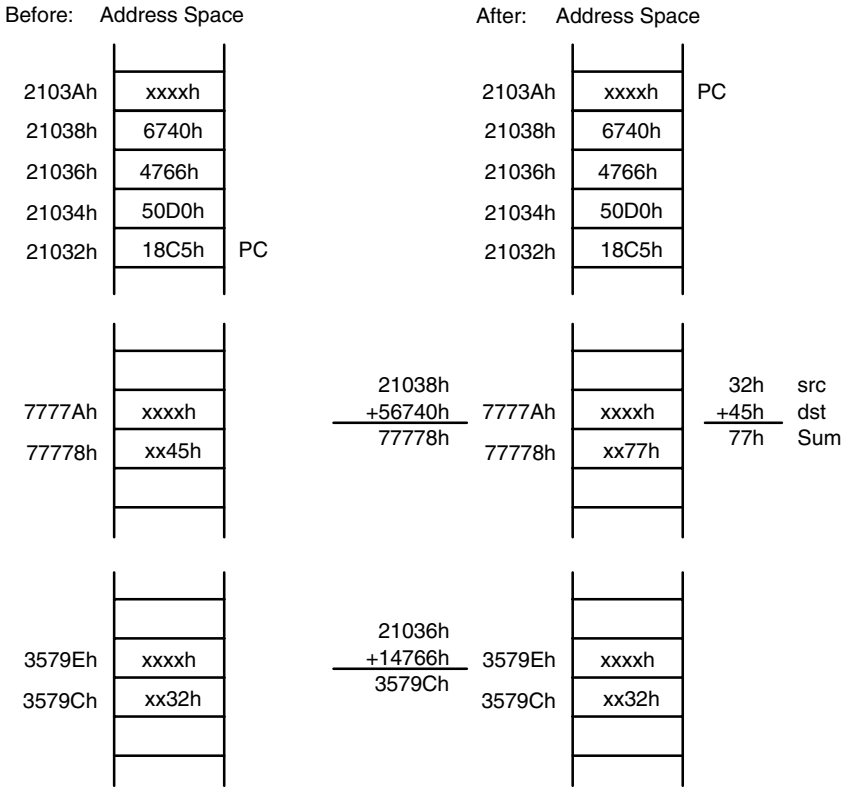
Comment: Valid for source and destination. The assembler calculates the register index and inserts it.

Example:
```
ADDX.B  EDE,TONI ;
```

The instruction adds the 8-bit data contained in source byte EDE and destination byte TONI and places the result into the destination byte TONI.

Source: Byte EDE located at address 3579Ch, pointed to by PC + 14766h, is the 20-bit result of 3579Ch - 21036h = 14766h. Address 21036h is the address of the index in this example.

Destination: Byte TONI located at address 77778h, pointed to by PC + 56740h, is the 20-bit result of 77778h - 21038h = 56740h. Address 21038h is the address of the index in this example..



4.4.4 Absolute Mode

The Absolute mode uses the contents of the word following the instruction as the address of the operand. The Absolute mode has two addressing possibilities:

- Absolute mode in lower 64-KB memory
- MSP430X instruction with Absolute mode

Absolute Mode in Lower 64 KB

If an MSP430 instruction is used with Absolute addressing mode, the absolute address is a 16-bit value and therefore points to an address in the lower 64 KB of the memory range. The address is calculated as an index from 0 and is stored in the word following the instruction The RAM and the peripheral registers can be accessed this way and existing MSP430 software is usable without modifications.

Length: Two or three words

Operation: The operand is the content of the addressed memory location.

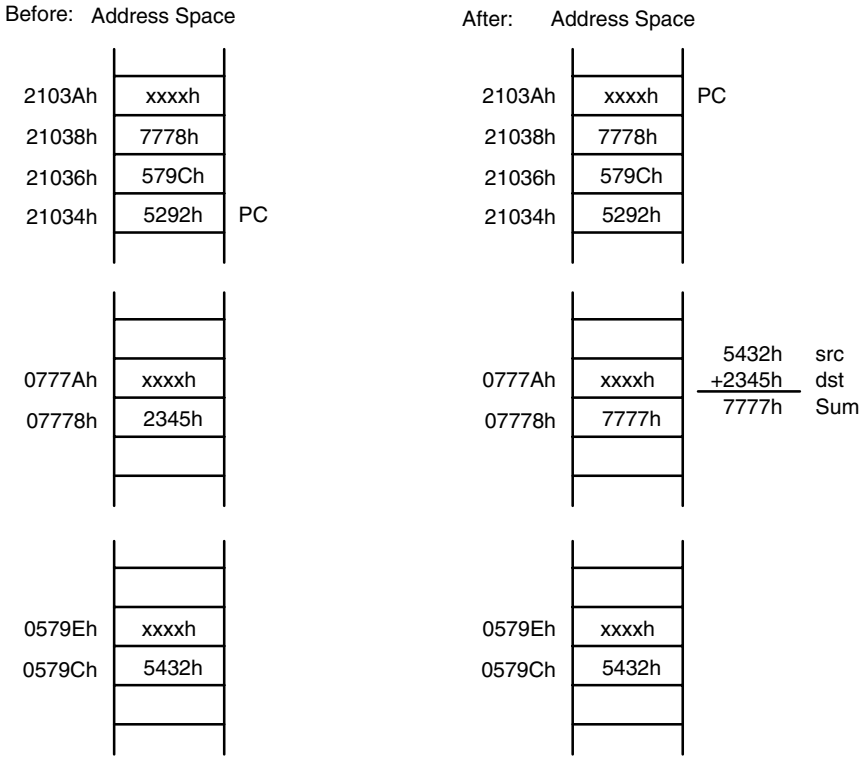
Comment: Valid for source and destination. The assembler calculates the index from 0 and inserts it

Example: `ADD.W  &EDE,&TONI ;`

This instruction adds the 16-bit data contained in the absolute source and destination addresses and places the result into the destination.

Source: Word at address EDE

Destination: Word at address TONI



MSP430X Instruction with Absolute Mode

If an MSP430X instruction is used with Absolute addressing mode, the absolute address is a 20-bit value and therefore points to any address in the memory range. The address value is calculated as an index from 0. The four MSBs of the index are contained in the extension word, and the 16 LSBs are contained in the word following the instruction.

Length: Three or four words

Operation: The operand is the content of the addressed memory location.

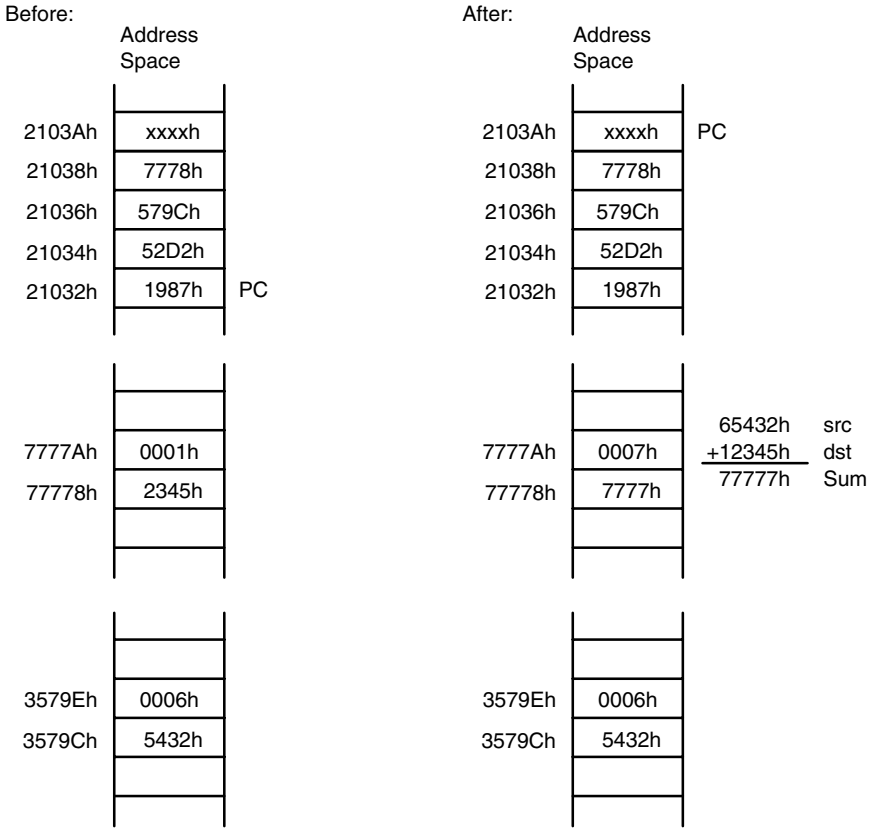
Comment: Valid for source and destination. The assembler calculates the index from 0 and inserts it

Example:
```
ADDX.A  &EDE,&TONI ;
```

This instruction adds the 20-bit data contained in the absolute source and destination addresses and places the result into the destination.

Source: Two words beginning with address EDE

Destination: Two words beginning with address TONI



4.4.5 Indirect Register Mode

The Indirect Register mode uses the contents of the CPU register Rsrc as the source operand. The Indirect Register mode always uses a 20-bit address.

Length: One, two, or three words

Operation: The operand is the content the addressed memory location. The source register Rsrc is not modified.

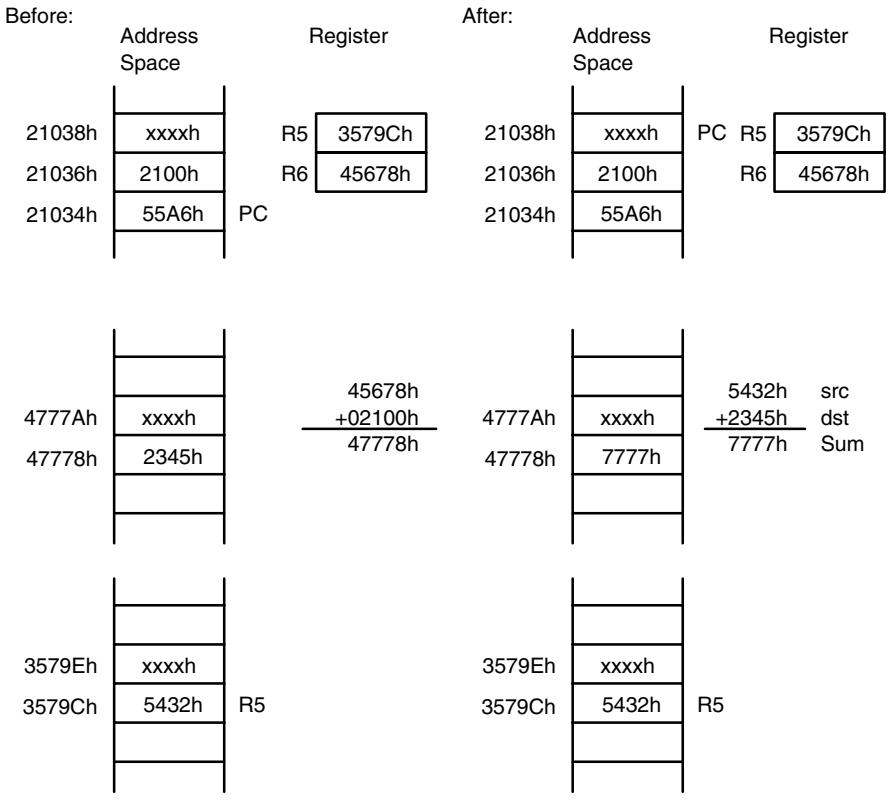
Comment: Valid only for the source operand. The substitute for the destination operand is 0(Rdst).

Example: `ADDX.W  @R5,2100h(R6)`

This instruction adds the two 16-bit operands contained in the source and the destination addresses and places the result into the destination.

Source: Word pointed to by R5. R5 contains address 3,579Ch for this example.

Destination: Word pointed to by R6 + 2100h which results in address 45678h + 2100h = 7778h.



4.4.6 Indirect, Autoincrement Mode

The Indirect Autoincrement mode uses the contents of the CPU register Rsrc as the source operand. Rsrc is then automatically incremented by 1 for byte instructions, by 2 for word instructions, and by 4 for address-word instructions immediately after accessing the source operand. If the same register is used for source and destination, it contains the incremented address for the destination access. Indirect Autoincrement mode always uses 20-bit addresses.

Length: One, two, or three words

Operation: The operand is the content of the addressed memory location.

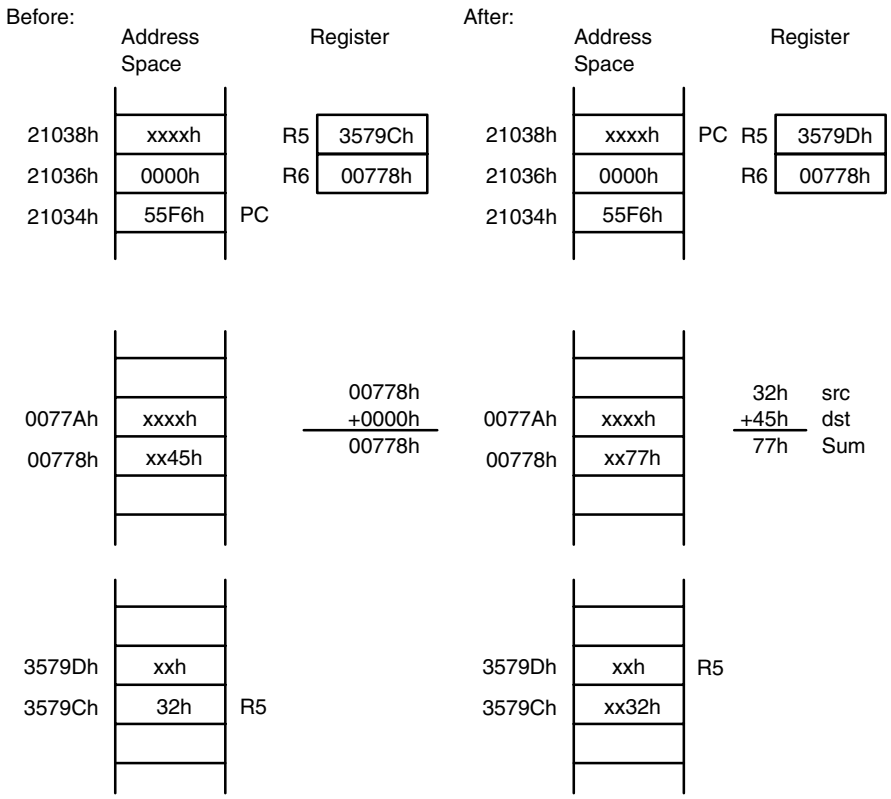
Comment: Valid only for the source operand.

Example: `ADD.B @R5+,0(R6)`

This instruction adds the 8-bit data contained in the source and the destination addresses and places the result into the destination.

Source: Byte pointed to by R5. R5 contains address 3,579Ch for this example.

Destination: Byte pointed to by R6 + 0h which results in address 0778h for this example.



4.4.7 Immediate Mode

The Immediate mode allows accessing constants as operands by including the constant in the memory location following the instruction. The program counter PC is used with the Indirect Autoincrement mode. The PC points to the immediate value contained in the next word. After the fetching of the immediate operand, the PC is incremented by 2 for byte, word, or address-word instructions. The Immediate mode has two addressing possibilities:

- 8- or 16-bit constants with MSP430 instructions
- 20-bit constants with MSP430X instruction

MSP430 Instructions with Immediate Mode

If an MSP430 instruction is used with Immediate addressing mode, the constant is an 8- or 16-bit value and is stored in the word following the instruction.

Length: Two or three words. One word less if a constant of the constant generator can be used for the immediate operand.

Operation: The 16-bit immediate source operand is used together with the 16-bit destination operand.

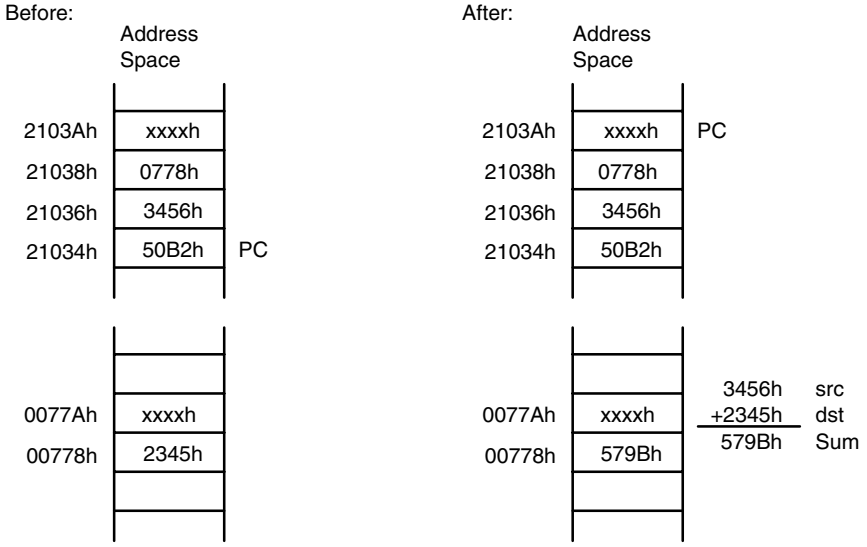
Comment: Valid only for the source operand.

Example: ADD `#3456h,&TONI`

This instruction adds the 16-bit immediate operand 3456h to the data in the destination address TONI.

Source: 16-bit immediate value 3456h.

Destination: Word at address TONI.



MSP430X Instructions with Immediate Mode

If an MSP430X instruction is used with immediate addressing mode, the constant is a 20-bit value. The 4 MSBs of the constant are stored in the extension word and the 16 LSBs of the constant are stored in the word following the instruction.

Length: Three or four words. One word less if a constant of the constant generator can be used for the immediate operand.

Operation: The 20-bit immediate source operand is used together with the 20-bit destination operand.

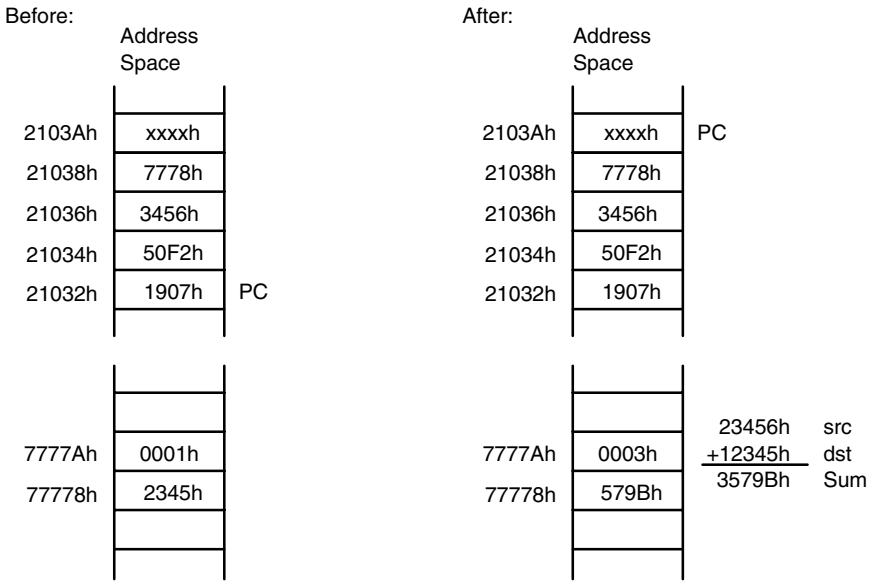
Comment: Valid only for the source operand.

Example:
```
ADDX.A  #23456h,&TONI ;
```

This instruction adds the 20-bit immediate operand 23456h to the data in the destination address TONI.

Source: 20-bit immediate value 23456h.

Destination: Two words beginning with address TONI.



4.5 MSP430 and MSP430X Instructions

MSP430 instructions are the 27 implemented instructions of the MSP430 CPU. These instructions are used throughout the 1-MB memory range unless their 16-bit capability is exceeded. The MSP430X instructions are used when the addressing of the operands or the data length exceeds the 16-bit capability of the MSP430 instructions.

There are three possibilities when choosing between an MSP430 and MSP430X instruction:

- To use only the MSP430 instructions: The only exceptions are the CALLA and the RETA instruction. This can be done if a few, simple rules are met:
  - Placement of all constants, variables, arrays, tables, and data in the lower 64 KB. This allows the use of MSP430 instructions with 16-bit addressing for all data accesses. No pointers with 20-bit addresses are needed.
  - Placement of subroutine constants immediately after the subroutine code. This allows the use of the symbolic addressing mode with its 16-bit index to reach addresses within the range of PC ±32 KB.
- To use only MSP430X instructions: The disadvantages of this method are the reduced speed due to the additional CPU cycles and the increased program space due to the necessary extension word for any double operand instruction.
- Use the best fitting instruction where needed

The following sections list and describe the MSP430 and MSP430X instructions.

4.5.1 MSP430 Instructions

The MSP430 instructions can be used, regardless if the program resides in the lower 64 KB or beyond it. The only exceptions are the instructions CALL and RET which are limited to the lower 64 KB address range. CALLA and RETA instructions have been added to the MSP430X CPU to handle subroutines in the entire address range with no code size overhead.

MSP430 Double Operand (Format I) Instructions

Figure 4–22 shows the format of the MSP430 double operand instructions. Source and destination words are appended for the Indexed, Symbolic, Absolute and Immediate modes. Table 4–4 lists the twelve MSP430 double operand instructions.

Figure 4–22. MSP430 Double Operand Instruction Format

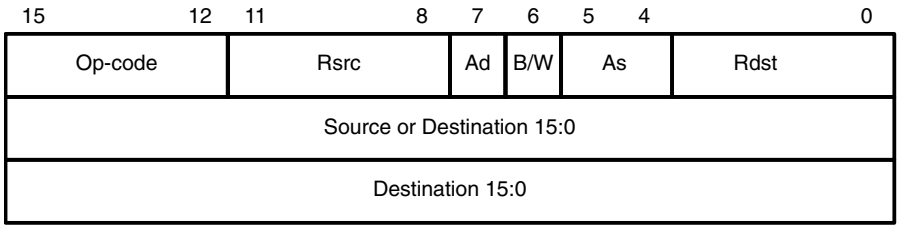


Table 4–4. MSP430 Double Operand Instructions

Mnemonic	S-Reg, D-Reg	Operation	Status Bits			
			V	N	Z	C
MOV(.B)	src,dst	src → dst	–	–	–	–
ADD(.B)	src,dst	src + dst → dst	*	*	*	*
ADDC(.B)	src,dst	src + dst + C → dst	*	*	*	*
SUB(.B)	src,dst	dst + .not.src + 1 → dst	*	*	*	*
SUBC(.B)	src,dst	dst + .not.src + C → dst	*	*	*	*
CMP(.B)	src,dst	dst – src	*	*	*	*
DADD(.B)	src,dst	src + dst + C → dst (decimally)	*	*	*	*
BIT(.B)	src,dst	src .and. dst	0	*	*	$\overline{Z}$
BIC(.B)	src,dst	.not.src .and. dst → dst	–	–	–	–
BIS(.B)	src,dst	src .or. dst → dst	–	–	–	–
XOR(.B)	src,dst	src .xor. dst → dst	*	*	*	$\overline{Z}$
AND(.B)	src,dst	src .and. dst → dst	0	*	*	$\overline{Z}$

* The status bit is affected

– The status bit is not affected

0 The status bit is cleared

1 The status bit is set

Single Operand (Format II) Instructions

Figure 4–23 shows the format for MSP430 single operand instructions, except RETI. The destination word is appended for the Indexed, Symbolic, Absolute and Immediate modes .Table 4–5 lists the seven single operand instructions.

Figure 4–23. MSP430 Single Operand Instructions

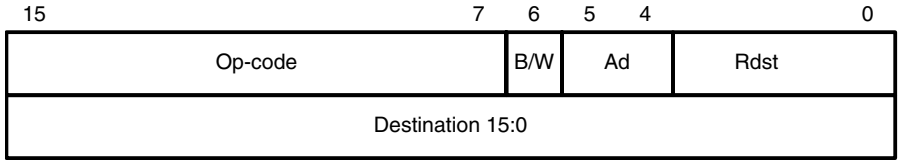


Table 4–5. MSP430 Single Operand Instructions

Mnemonic	S-Reg, D-Reg	Operation	Status Bits			
			V	N	Z	C
RRC(.B)	dst	C → MSB →.....LSB → C	*	*	*	*
RRA(.B)	dst	MSB → MSB →....LSB → C	0	*	*	*
PUSH(.B)	src	SP – 2 → SP, src → @SP	–	–	–	–
SWPB	dst	bit 15…bit 8 ⇔ bit 7…bit 0	–	–	–	–
CALL	dst	Call subroutine in lower 64 KB	–	–	–	–
RETI		TOS → SR, SP + 2 → SP	*	*	*	*
		TOS → PC,SP + 2 → SP				
SXT	dst	Register mode: bit 7 → bit 8 …bit 19 Other modes: bit 7 → bit 8 …bit 15	0	*	*	$\overline{Z}$

* The status bit is affected

– The status bit is not affected

0 The status bit is cleared

1 The status bit is set

Jumps

Figure 4–24 shows the format for MSP430 and MSP430X jump instructions. The signed 10-bit word offset of the jump instruction is multiplied by two, sign-extended to a 20-bit address, and added to the 20-bit program counter. This allows jumps in a range of -511 to +512 words relative to the program counter in the full 20-bit address space Jumps do not affect the status bits. Table 4–6 lists and describes the eight jump instructions.

Figure 4–24. Format of the Conditional Jump Instructions

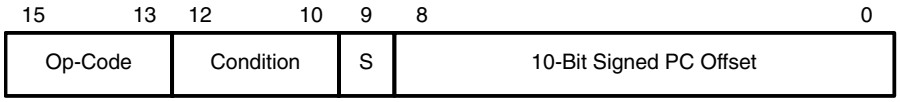


Table 4–6. Conditional Jump Instructions

Mnemonic	S-Reg, D-Reg	Operation
JEQ/JZ	Label	Jump to label if zero bit is set
JNE/JNZ	Label	Jump to label if zero bit is reset
JC	Label	Jump to label if carry bit is set
JNC	Label	Jump to label if carry bit is reset
JN	Label	Jump to label if negative bit is set
JGE	Label	Jump to label if (N .XOR. V) = 0
JL	Label	Jump to label if (N .XOR. V) = 1
JMP	Label	Jump to label unconditionally

Emulated Instructions

In addition to the MSP430 and MSP430X instructions, emulated instructions are instructions that make code easier to write and read, but do not have op-codes themselves. Instead, they are replaced automatically by the assembler with a core instruction. There is no code or performance penalty for using emulated instructions. The emulated instructions are listed in Table 4–7.

Table 4–7. Emulated Instructions

Instruction	Explanation	Emulation	V	N	Z	C
ADC(.B) dst	Add Carry to dst	ADDC(.B) #0,dst	*	*	*	*
BR dst	Branch indirectly dst	MOV dst,PC	-	-	-	-
CLR(.B) dst	Clear dst	MOV(.B) #0,dst	-	-	-	-
CLRC	Clear Carry bit	BIC #1,SR	-	-	-	0
CLRN	Clear Negative bit	BIC #4,SR	-	0	-	-
CLRZ	Clear Zero bit	BIC #2,SR	-	-	0	-
DADC(.B) dst	Add Carry to dst decimally	DADD(.B) #0,dst	*	*	*	*
DEC(.B) dst	Decrement dst by 1	SUB(.B) #1,dst	*	*	*	*
DECD(.B) dst	Decrement dst by 2	SUB(.B) #2,dst	*	*	*	*
DINT	Disable interrupt	BIC #8,SR	-	-	-	-
EINT	Enable interrupt	BIS #8,SR	-	-	-	-
INC(.B) dst	Increment dst by 1	ADD(.B) #1,dst	*	*	*	*
INCD(.B) dst	Increment dst by 2	ADD(.B) #2,dst	*	*	*	*
INV(.B) dst	Invert dst	XOR(.B) #-1,dst	*	*	*	*
NOP	No operation	MOV R3,R3	-	-	-	-
POP dst	Pop operand from stack	MOV @SP+,dst	-	-	-	-
RET	Return from subroutine	MOV @SP+,PC	-	-	-	-
RLA(.B) dst	Shift left dst arithmetically	ADD(.B) dst,dst	*	*	*	*
RLC(.B) dst	Shift left dst logically through Carry	ADDC(.B) dst,dst	*	*	*	*
SBC(.B) dst	Subtract Carry from dst	SUBC(.B) #0,dst	*	*	*	*
SETC	Set Carry bit	BIS #1,SR	-	-	-	1
SETN	Set Negative bit	BIS #4,SR	-	1	-	-
SETZ	Set Zero bit	BIS #2,SR	-	-	1	-
TST(.B) dst	Test dst (compare with 0)	CMP(.B) #0,dst	0	*	*	1

MSP430 Instruction Execution

The number of CPU clock cycles required for an instruction depends on the instruction format and the addressing modes used - not the instruction itself. The number of clock cycles refers to MCLK.

Instruction Cycles and Length for Interrupt, Reset, and Subroutines

Table 4–8 lists the length and the CPU cycles for reset, interrupts and subroutines.

Table 4–8. Interrupt, Return and Reset Cycles and Length

Action	Execution Time MCLK Cycles	Length of Instruction (Words)
Return from interrupt RETI	3†	1
Return from subroutine RET	3	1
Interrupt request service (cycles needed before 1st instruction)	5‡	-
WDT reset	4	-
Reset (RST/NMI)	4	-

† The cycle count in MSP430 CPU is 5.
‡ The cycle count in MSP430 CPU is 6.

Format-II (Single Operand) Instruction Cycles and Lengths

Table 4–9 lists the length and the CPU cycles for all addressing modes of the MSP430 single operand instructions.

Table 4–9. MSP430 Format-II Instruction Cycles and Length

	No. of Cycles			Length of Instruction	Example
Addressing Mode	RRA, RRC SWPB, SXT	PUSH	CALL	Length of Instruction	Example
Rn	1	3	3†	1	SWPB R5
@Rn	3	3†	4	1	RRC @R9
@Rn+	3	3†	4‡	1	SWPB @R10+
#N	n.a.	3†	4‡	2	CALL #LABEL
X(Rn)	4	4‡	4‡	2	CALL 2(R7)
EDE	4	4‡	4‡	2	PUSH EDE
&EDE	4	4‡	4‡	2	SXT &EDE

† The cycle count in MSP430 CPU is 4.
‡ The cycle count in MSP430 CPU is 5. Also, the cycle count is 5 for X(Rn) addressing mode, when Rn = SP.

Jump Instructions. Cycles and Lengths

All jump instructions require one code word, and take two CPU cycles to execute, regardless of whether the jump is taken or not.

Format-I (Double Operand) Instruction Cycles and Lengths

Table 4–10 lists the length and CPU cycles for all addressing modes of the MSP430 format-I instructions.

Table 4–10. MSP430 Format-I Instructions Cycles and Length

Addressing Mode		No. of Cycles	Length of Instruction	Example	
Src	Dst				
Rn	Rm	1	1	MOV	R5,R8
	PC	2	1	BR	R9
	x(Rm)	4†	2	ADD	R5,4(R6)
	EDE	4†	2	XOR	R8,EDE
	&EDE	4†	2	MOV	R5,&EDE
@Rn	Rm	2	1	AND	@R4,R5
	PC	3	1	BR	@R8
	x(Rm)	5†	2	XOR	@R5,8(R6)
	EDE	5†	2	MOV	@R5,EDE
	&EDE	5†	2	XOR	@R5,&EDE
@Rn+	Rm	2	1	ADD	@R5+,R6
	PC	3	1	BR	@R9+
	x(Rm)	5†	2	XOR	@R5,8(R6)
	EDE	5†	2	MOV	@R9+,EDE
	&EDE	5†	2	MOV	@R9+,&EDE
#N	Rm	2	2	MOV	#20,R9
	PC	3	2	BR	#2AEh
	x(Rm)	5†	3	MOV	#0300h,0(SP)
	EDE	5†	3	ADD	#33,EDE
	&EDE	5†	3	ADD	#33,&EDE
x(Rn)	Rm	3	2	MOV	2(R5),R7
	PC	3	2	BR	2(R6)
	TONI	6†	3	MOV	4(R7),TONI
	x(Rm)	6†	3	ADD	4(R4),6(R9)
	&TONI	6†	3	MOV	2(R4),&TONI
EDE	Rm	3	2	AND	EDE,R6
	PC	3	2	BR	EDE
	TONI	6†	3	CMP	EDE,TONI
	x(Rm)	6†	3	MOV	EDE,0(SP)
	&TONI	6†	3	MOV	EDE,&TONI
&EDE	Rm	3	2	MOV	&EDE,R8
	PC	3	2	BR	&EDE
	TONI	6†	3	MOV	&EDE,TONI
	x(Rm)	6†	3	MOV	&EDE,0(SP)
	&TONI	6†	3	MOV	&EDE,&TONI

† MOV, BIT, and CMP instructions execute in 1 fewer cycle

4.5.2 MSP430X Extended Instructions

The extended MSP430X instructions give the MSP430X CPU full access to its 20-bit address space. Most MSP430X instructions require an additional word of op-code called the extension word. Some extended instructions do not require an additional word and are noted in the instruction description. All addresses, indexes and immediate numbers have 20-bit values, when preceded by the extension word.

There are two types of extension word:

- Register/register mode for Format-I instructions and register mode for Format-II instructions.
- Extension word for all other address mode combinations.

Register Mode Extension Word

The register mode extension word is shown in Figure 4–25 and described in Table 4–11. An example is shown in Figure 4–27.

Figure 4–25. The Extension Word for Register Modes

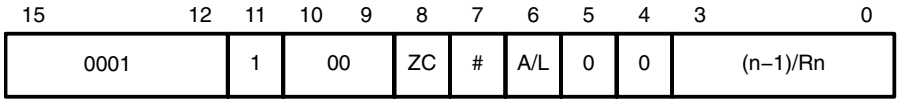


Table 4–11. Description of the Extension Word Bits for Register Mode

Bit	Description
15:11	Extension word op-code. Op-codes 1800h to 1FFFh are extension words.
10:9	Reserved
ZC	Zero carry bit. 0: The executed instruction uses the status of the carry bit C. 1: The executed instruction uses the carry bit as 0. The carry bit will be defined by the result of the final operation after instruction execution.
#	Repetition bit. 0: The number of instruction repetitions is set by extension-word bits 3:0. 1: The number of instructions repetitions is defined by the value of the four LSBs of Rn. See description for bits 3:0.
A/L	Data length extension bit. Together with the B/W-bits of the following MSP430 instruction, the AL bit defines the used data length of the instruction. A/L B/W Comment 0 0 Reserved 0 1 20-bit address-word 1 0 16-bit word 1 1 8-bit byte
5:4	Reserved
3:0	Repetition Count. # = 0: These four bits set the repetition count n. These bits contain n - 1. # = 1: These four bits define the CPU register whose bits 3:0 set the number of repetitions. Rn.3:0 contain n - 1.

Non-Register Mode Extension Word

The extension word for non-register modes is shown in Figure 4–26 and described in Table 4–12. An example is shown in Figure 4–28.

Figure 4–26. The Extension Word for Non-Register Modes

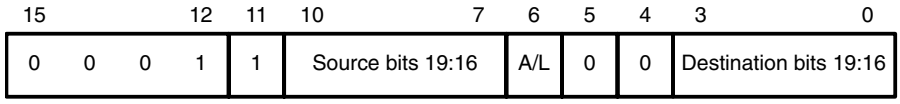


Table 4–12. Description of the Extension Word Bits for Non-Register Modes

Bit	Description
15:11	Extension word op-code. Op-codes 1800h to 1FFFh are extension words.
Source Bits 19:16	The four MSBs of the 20-bit source. Depending on the source addressing mode, these four MSBs may belong to an immediate operand, an index or to an absolute address.
A/L	Data length extension bit. Together with the B/W-bits of the following MSP430 instruction, the AL bit defines the used data length of the instruction.
	A/L B/W Comment
	0 0 Reserved
	0 1 20 bit address-word
	1 0 16 bit word
	1 1 8 bit byte
5:4	Reserved
Destination Bits 19:16	The four MSBs of the 20-bit destination. Depending on the destination addressing mode, these four MSBs may belong to an index or to an absolute address.

Note: B/W and A/L Bit Settings for SWPBX and SXTX

The B/W and A/L bit settings for SWPBX and SXTX are:

A/L	B/W	
0	0	SWPBX.A, SXTX.A
0	1	n.a.
1	0	SWPB.W, SXTX.W
1	1	n.a.

Figure 4–27. Example for an Extended Register/Register Instruction

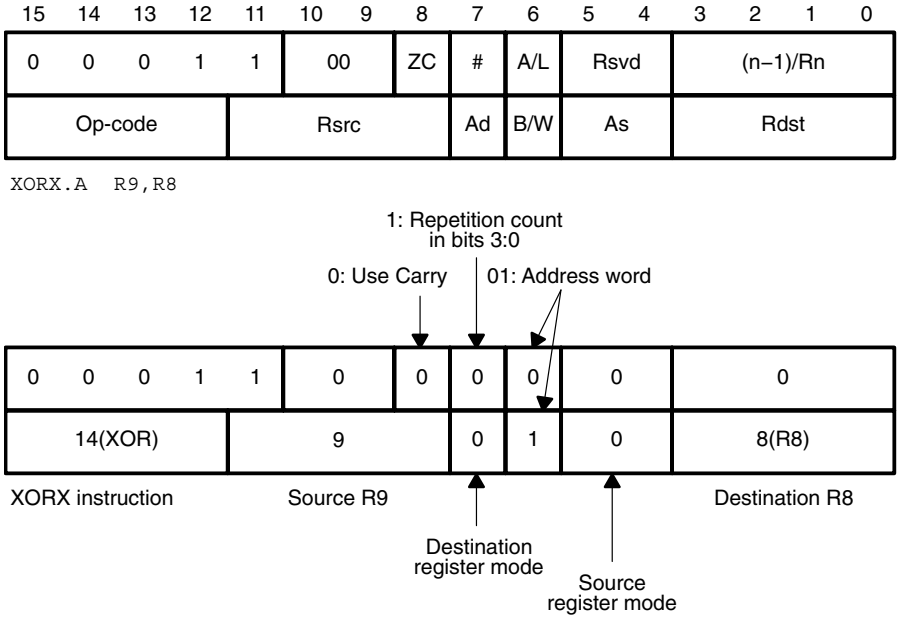
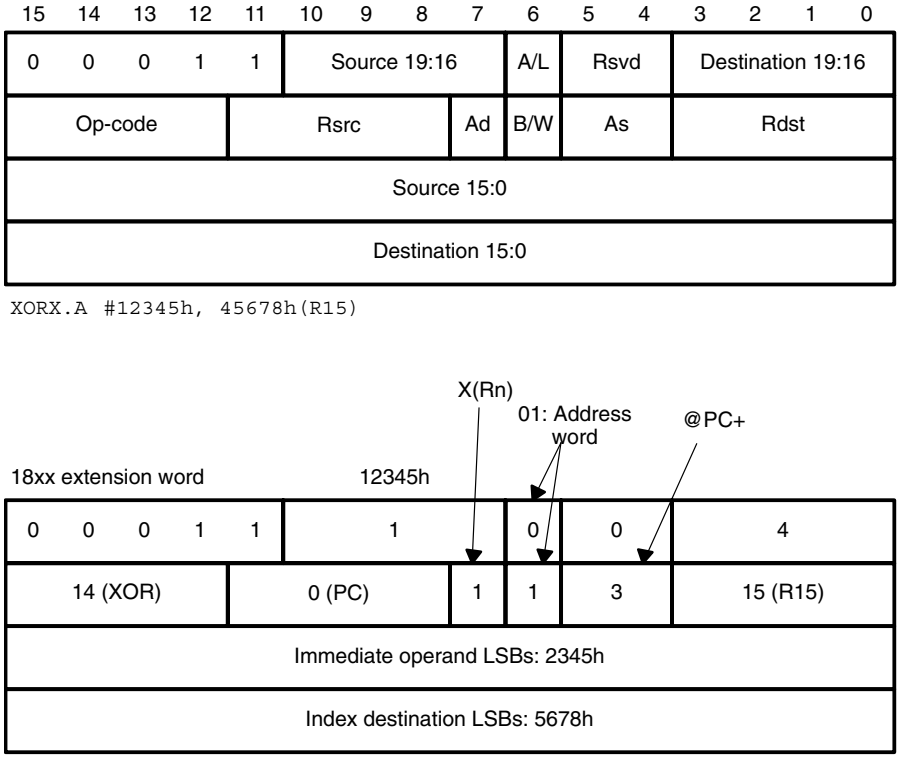


Figure 4–28. Example for an Extended Immediate/Indexed Instruction



Extended Double Operand (Format-I) Instructions

All twelve double-operand instructions have extended versions as listed in Table 4–13.

Table 4–13. Extended Double Operand Instructions

			Status Bits			
Mnemonic	**Operands**	**Operation**	V	N	Z	C
MOVX(.B,.A)	src,dst	src → dst	–	–	–	–
ADDX(.B,.A)	src,dst	src + dst → dst	*	*	*	*
ADDCX(.B,.A)	src,dst	src + dst + C → dst	*	*	*	*
SUBX(.B,.A)	src,dst	dst + .not.src + 1 → dst	*	*	*	*
SUBCX(.B,.A)	src,dst	dst + .not.src + C → dst	*	*	*	*
CMPX(.B,.A)	src,dst	dst – src	*	*	*	*
DADDX(.B,.A)	src,dst	src + dst + C → dst (decimal)	*	*	*	*
BITX(.B,.A)	src,dst	src .and. dst	0	*	*	$\overline{Z}$
BICX(.B,.A)	src,dst	.not.src .and. dst → dst	–	–	–	–
BISX(.B,.A)	src,dst	src .or. dst → dst	–	–	–	–
XORX(.B,.A)	src,dst	src .xor. dst → dst	*	*	*	$\overline{Z}$
ANDX(.B,.A)	src,dst	src .and. dst → dst	0	*	*	$\overline{Z}$

* The status bit is affected

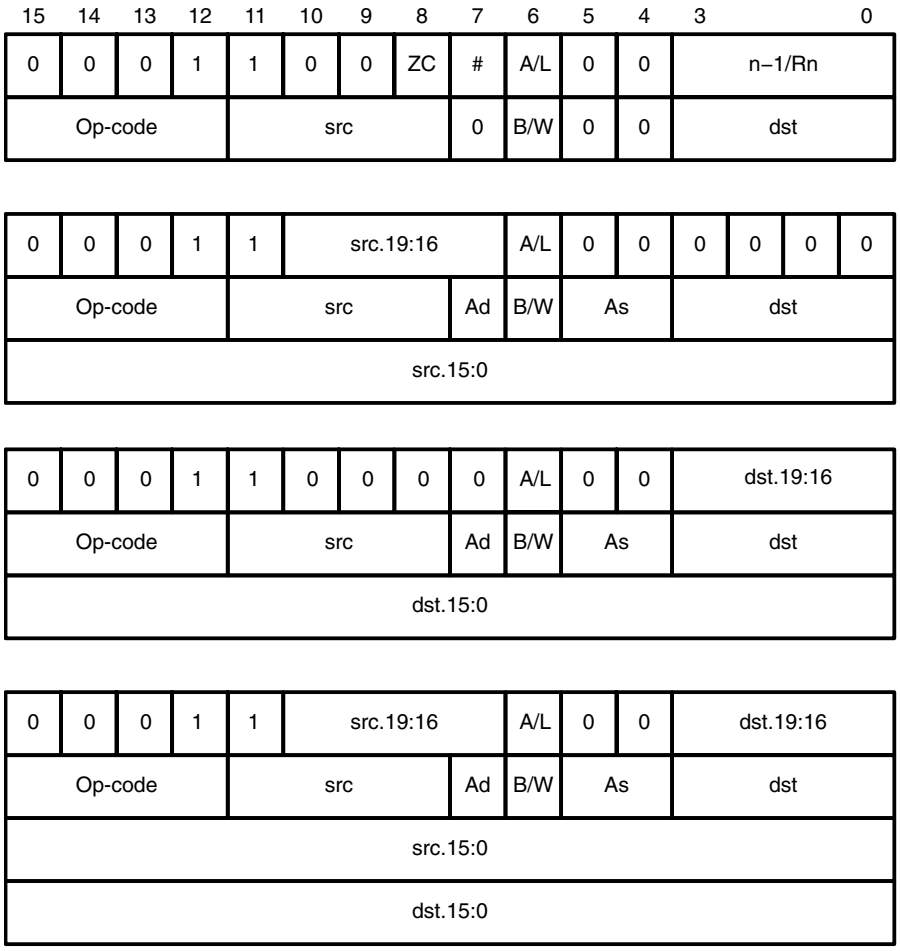
– The status bit is not affected

0 The status bit is cleared

1 The status bit is set

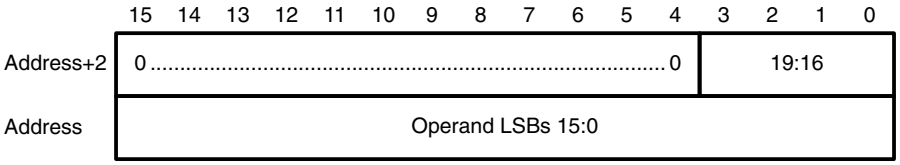
The four possible addressing combinations for the extension word for format-I instructions are shown in Figure 4–29.

Figure 4–29. Extended Format-I Instruction Formats



If the 20-bit address of a source or destination operand is located in memory, not in a CPU register, then two words are used for this operand as shown in Figure 4–30.

Figure 4–30. 20-Bit Addresses in Memory



Extended Single Operand (Format-II) Instructions

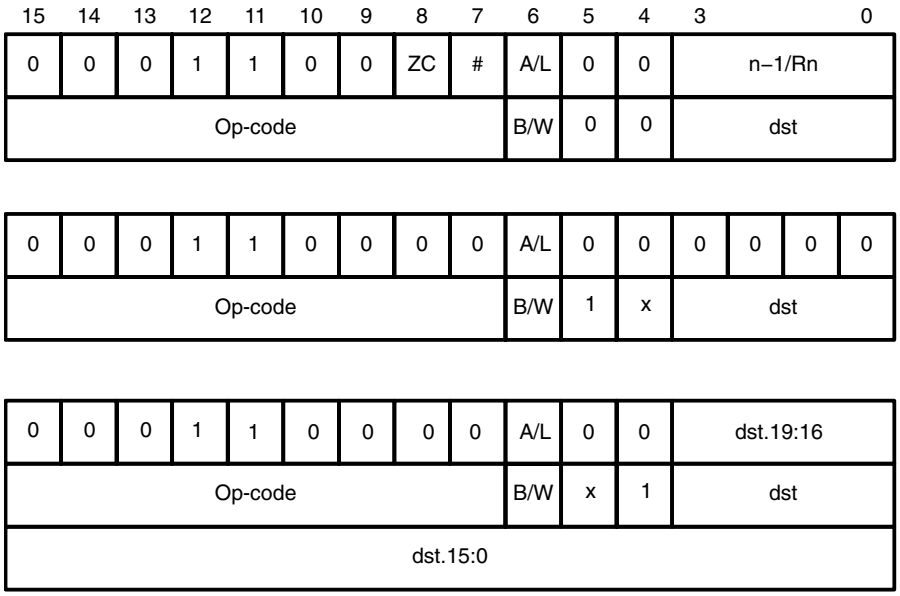
Extended MSP430X Format-II instructions are listed in Table 4–14.

Table 4–14. Extended Single-Operand Instructions

		Operation		Status Bits			
Mnemonic	**Operands**		**n**	**V**	**N**	**Z**	**C**
CALLA	dst	Call indirect to subroutine (20-bit address)		–	–	–	–
POPM.A	#n,Rdst	Pop n 20-bit registers from stack	1 – 16	–	–	–	–
POPM.W	#n,Rdst	Pop n 16-bit registers from stack	1 – 16	–	–	–	–
PUSHM.A	#n,Rsrc	Push n 20-bit registers to stack	1 – 16	–	–	–	–
PUSHM.W	#n,Rsrc	Push n 16-bit registers to stack	1 – 16				
PUSHX(.B,.A)	src	Push 8/16/20-bit source to stack		–	–	–	–
RRCM(.A)	#n,Rdst	Rotate right Rdst n bits through carry (16-/20-bit register)	1 – 4	0	*	*	*
RRUM(.A)	#n,Rdst	Rotate right Rdst n bits unsigned (16-/20-bit register)	1 – 4	0	*	*	*
RRAM(.A)	#n,Rdst	Rotate right Rdst n bits arithmetically (16-/20-bit register)	1 – 4	*	*	*	*
RLAM(.A)	#n,Rdst	Rotate left Rdst n bits arithmetically (16-/20-bit register)	1 – 4	*	*	*	*
RRCX(.B,.A)	dst	Rotate right dst through carry (8-/16-/20-bit data)	1	0	*	*	*
RRUX(.B,.A)	dst	Rotate right dst unsigned (8-/16-/20-bit)	1	0	*	*	*
RRAX(.B,.A)	dst	Rotate right dst arithmetically	1	*	*	*	*
SWPBX(.A)	dst	Exchange low byte with high byte	1	–	–	–	–
SXTX(.A)	Rdst	Bit7 → bit8 … bit19	1	0	*	*	*
SXTX(.A)	dst	Bit7 → bit8 … MSB	1	0	*	*	*

The three possible addressing mode combinations for format-II instructions are shown in Figure 4–31.

Figure 4–31. Extended Format-II Instruction Format



Extended Format II Instruction Format Exceptions

Exceptions for the Format II instruction formats are shown below.

Figure 4–32. PUSHM/POPM Instruction Format

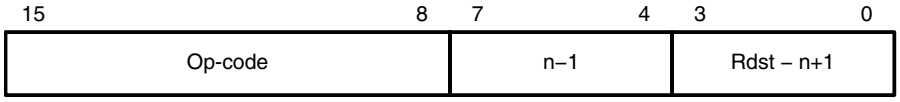


Figure 4–33. RRCM, RRAM, RRUM and RLAM Instruction Format

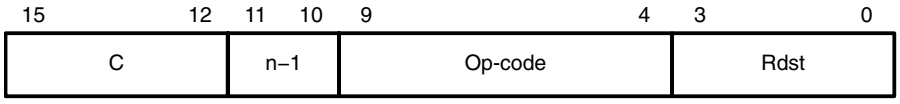


Figure 4−34. BRA Instruction Format

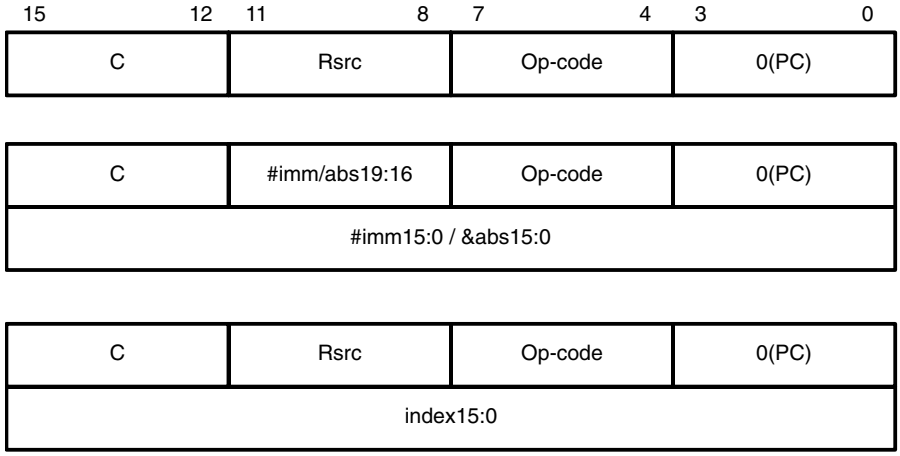
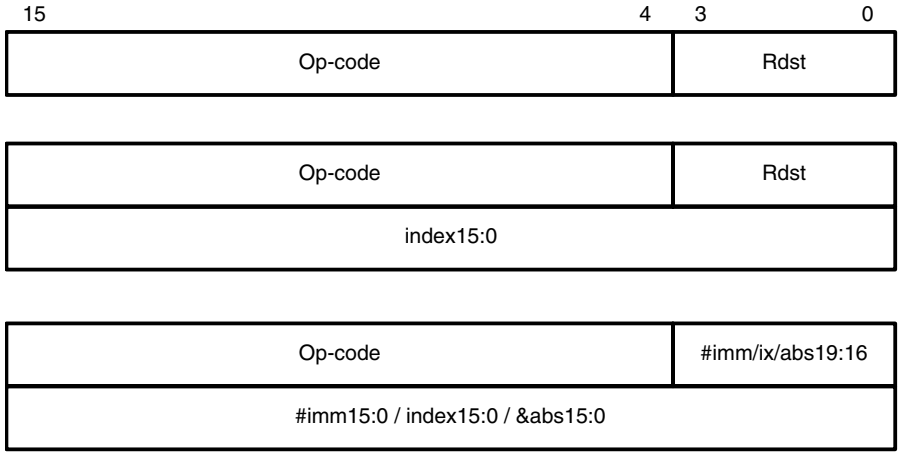


Figure 4−35. CALLA Instruction Format



Extended Emulated Instructions

The extended instructions together with the constant generator form the extended Emulated instructions. Table 4–15 lists the Emulated instructions.

Table 4–15. E*xtended Emulated Instructions*

Instruction	Explanation	Emulation
ADCX(.B,.A) dst	Add carry to dst	ADDCX(.B,.A) #0,dst
BRA dst	Branch indirect dst	MOVA dst,PC
RETA	Return from subroutine	MOVA @SP+,PC
CLRA Rdst	Clear Rdst	MOV #0,Rdst
CLRX(.B,.A) dst	Clear dst	MOVX(.B,.A) #0,dst
DADCX(.B,.A) dst	Add carry to dst decimally	DADDX(.B,.A) #0,dst
DECX(.B,.A) dst	Decrement dst by 1	SUBX(.B,.A) #1,dst
DECDA Rdst	Decrement dst by 2	SUBA #2,Rdst
DECDX(.B,.A) dst	Decrement dst by 2	SUBX(.B,.A) #2,dst
INCX(.B,.A) dst	Increment dst by 1	ADDX(.B,.A) #1,dst
INCDA Rdst	Increment Rdst by 2	ADDA #2,Rdst
INCDX(.B,.A) dst	Increment dst by 2	ADDX(.B,.A) #2,dst
INVX(.B,.A) dst	Invert dst	XORX(.B,.A) #-1,dst
RLAX(.B,.A) dst	Shift left dst arithmetically	ADDX(.B,.A) dst,dst
RLCX(.B,.A) dst	Shift left dst logically through carry	ADDCX(.B,.A) dst,dst
SBCX(.B,.A) dst	Subtract carry from dst	SUBCX(.B,.A) #0,dst
TSTA Rdst	Test Rdst (compare with 0)	CMPA #0,Rdst
TSTX(.B,.A) dst	Test dst (compare with 0)	CMPX(.B,.A) #0,dst
POPX dst	Pop to dst	MOVX(.B, .A) @SP+,dst

MSP430X Address Instructions

MSP430X address instructions are instructions that support 20-bit operands but have restricted addressing modes. The addressing modes are restricted to the register mode and the Immediate mode, except for the MOVA instruction as listed in Table 4–16. Restricting the addressing modes removes the need for the additional extension-word op-code improving code density and execution time. Address instructions should be used any time an MSP430X instruction is needed with the corresponding restricted addressing mode.

Table 4–16. Address Instructions, Operate on 20-bit Registers Data

			Status Bits			
Mnemonic	**Operands**	**Operation**	**V**	**N**	**Z**	**C**
ADDA	Rsrc,Rdst #imm20,Rdst	Add source to destination register	*	*	*	*
MOVA	Rsrc,Rdst #imm20,Rdst z16(Rsrc),Rdst EDE,Rdst &abs20,Rdst @Rsrc,Rdst @Rsrc+,Rdst Rsrc,z16(Rdst) Rsrc,&abs20	Move source to destination	-	-	-	-
CMPA	Rsrc,Rdst #imm20,Rdst	Compare source to destination register	*	*	*	*
SUBA	Rsrc,Rdst #imm20,Rdst	Subtract source from destination register	*	*	*	*

MSP430X Instruction Execution

The number of CPU clock cycles required for an MSP430X instruction depends on the instruction format and the addressing modes used — not the instruction itself. The number of clock cycles refers to MCLK.

MSP430X Format-II (Single-Operand) Instruction Cycles and Lengths

Table 4–17 lists the length and the CPU cycles for all addressing modes of the MSP430X extended single-operand instructions.

Table 4–17. MSP430X Format II Instruction Cycles and Length

	Execution Cycles/Length of Instruction (Words)						
Instruction	**Rn**	**@Rn**	**@Rn+**	**#N**	**X(Rn)**	**EDE**	**&EDE**
RRAM	n/1	–	–	–	–	–	–
RRCM	n/1	–	–	–	–	–	–
RRUM	n/1	–	–	–	–	–	–
RLAM	n/1	–	–	–	–	–	–
PUSHM	2+n/1	–	–	–	–	–	–
PUSHM.A	2+2n/1	–	–	–	–	–	–
POPM	2+n/1	–	–	–	–	–	–
POPM.A	2+2n/1	–	–	–	–	–	–
CALLA	4/1	5/1	5/1	4/2	6†/2	6/2	6/2
RRAX(.B)	1+n/2	4/2	4/2	–	5/3	5/3	5/3
RRAX.A	1+n/2	6/2	6/2	–	7/3	7/3	7/3
RRCX(.B)	1+n/2	4/2	4/2	–	5/3	5/3	5/3
RRCX.A	1+n/2	6/2	6/2	–	7/3	7/3	7/3
PUSHX(.B)	4/2	4/2	4/2	4/3	5†/3	5/3	5/3
PUSHX.A	5/2	6/2	6/2	6/3	7†/3	7/3	7/3
POPX(.B)	3/2	–	–	–	5/3	5/3	5/3
POPX.A	4/2	–	–	–	7/3	7/3	7/3

† Add one cycle when Rn = SP.

MSP430X Format-I (Double-Operand) Instruction Cycles and Lengths

Table 4–18 lists the length and CPU cycles for all addressing modes of the MSP430X extended format-I instructions.

Table 4–18. MSP430X Format-I Instruction Cycles and Length

Addressing Mode		No. of Cycles		Length of Instruction	
Source	**Destination**	**.B/.W**	**.A**	**.B/.W/.A**	**Examples**
Rn	Rm†	2	2	2	BITX.B R5,R8
	PC	3	3	2	ADDX R9,PC
	X(Rm)	5‡	7§	3	ANDX.A R5,4(R6)
	EDE	5‡	7§	3	XORX R8,EDE
	&EDE	5‡	7§	3	BITX.W R5,&EDE
@Rn	Rm	3	4	2	BITX @R5,R8
	PC	3	4	2	ADDX @R9,PC
	X(Rm)	6‡	9§	3	ANDX.A @R5,4(R6)
	EDE	6‡	9§	3	XORX @R8,EDE
	&EDE	6‡	9§	3	BITX.B @R5,&EDE
@Rn+	Rm	3	4	2	BITX @R5+,R8
	PC	4	5	2	ADDX.A @R9+,PC
	X(Rm)	6‡	9§	3	ANDX @R5+,4(R6)
	EDE	6‡	9§	3	XORX.B @R8+,EDE
	&EDE	6‡	9§	3	BITX @R5+,&EDE
#N	Rm	3	3	3	BITX #20,R8
	PC¶	4	4	3	ADDX.A #FE000h,PC
	X(Rm)	6‡	8§	4	ANDX #1234,4(R6)
	EDE	6‡	8§	4	XORX #A5A5h,EDE
	&EDE	6‡	8§	4	BITX.B #12,&EDE
X(Rn)	Rm	4	5	3	BITX 2(R5),R8
	PC¶	5	6	3	SUBX.A 2(R6),PC
	X(Rm)	7‡	10§	4	ANDX 4(R7),4(R6)
	EDE	7‡	10§	4	XORX.B 2(R6),EDE
	&EDE	7‡	10§	4	BITX 8(SP),&EDE
EDE	Rm	4	5	3	BITX.B EDE,R8
	PC¶	5	6	3	ADDX.A EDE,PC
	X(Rm)	7‡	10§	4	ANDX EDE,4(R6)
	EDE	7‡	10§	4	ANDX EDE,TONI
	&TONI	7‡	10§	4	BITX EDE,&TONI
&EDE	Rm	4	5	3	BITX &EDE,R8
	PC¶	5	6	3	ADDX.A &EDE,PC
	X(Rm)	7‡	10§	4	ANDX.B &EDE,4(R6)
	TONI	7‡	10§	4	XORX &EDE,TONI
	&TONI	7‡	10§	4	BITX &EDE,&TONI

† Repeat instructions require n+1 cycles where n is the number of times the instruction is executed.
‡ Reduce the cycle count by one for MOV, BIT, and CMP instructions.
§ Reduce the cycle count by two for MOV, BIT, and CMP instructions.
¶ Reduce the cycle count by one for MOV, ADD, and SUB instructions.

MSP430X Address Instruction Cycles and Lengths

Table 4–19 lists the length and the CPU cycles for all addressing modes of the MSP430X address instructions.

Table 4–19. Address Instruction Cycles and Length

Addressing Mode		Execution Time MCLK Cycles		Length of Instruction (Words)		
Source	Destination	MOVA BRA	CMPA ADDA SUBA	MOVA	CMPA ADDA SUBA	Example
Rn	Rn	1	1	1	1	CMPA R5,R8
	PC	2	2	1	1	SUBA R9,PC
	x(Rm)	4	-	2	-	MOVA R5,4(R6)
	EDE	4	-	2	-	MOVA R8,EDE
	&EDE	4	-	2	-	MOVA R5,&EDE
@Rn	Rm	3	-	1	-	MOVA @R5,R8
	PC	3	-	1	-	MOVA @R9,PC
@Rn+	Rm	3	-	1	-	MOVA @R5+,R8
	PC	3	-	1	-	MOVA @R9+,PC
#N	Rm	2	3	2	2	CMPA #20,R8
	PC	3	3	2	2	SUBA #FE000h,PC
x(Rn)	Rm	4	-	2	-	MOVA 2(R5),R8
	PC	4	-	2	-	MOVA 2(R6),PC
EDE	Rm	4	-	2	-	MOVA EDE,R8
	PC	4	-	2	-	MOVA EDE,PC
&EDE	Rm	4	-	2	-	MOVA &EDE,R8
	PC	4	-	2	-	MOVA &EDE,PC

4.6 Instruction Set Description

The instruction map of the MSP430X shows all available instructions:

	000	040	080	0C0	100	140	180	1C0	200	240	280	2C0	300	340	380	3C0
0xxx	MOVA, CMPA, ADDA, SUBA, RRCM, RRAM, RLAM, RRUM															
10xx	RRC	RRC.B	SWPB		RRA	RRA.B	SXT		PUSH	PUSH.B	CALL		RETI	CALLA		
14xx	PUSHM.A, POPM.A, PUSHM.W, POPM.W															
18xx 1Cxx	Extension Word For Format I and Format II Instructions															
20xx	JNE/JNZ															
24xx	JEQ/JZ															
28xx	JNC															
2Cxx	JC															
30xx	JN															
34xx	JGE															
38xx	JL															
3Cxx	JMP															
4xxx	MOV, MOV.B															
5xxx	ADD, ADD.B															
6xxx	ADDC, ADDC.B															
7xxx	SUBC, SUBC.B															
8xxx	SUB, SUB.B															
9xxx	CMP, CMP.B															
Axxx	DADD, DADD.B															
Bxxx	BIT, BIT.B															
Cxxx	BIC, BIC.B															
Dxxx	BIS, BIS.B															
Exxx	XOR, XOR.B															
Fxxx	AND, AND.B															

4.6.1 Extended Instruction Binary Descriptions

Detailed MSP430X instruction binary descriptions are shown below.

	Instruction Group				src or data.19:16	Instruction Identifier				dst	
Instruction	**15**			**12**	**11 8**	**7**			**4**	**3 0**	
MOVA	0	0	0	0	src	0	0	0	0	dst	MOVA @Rsrc,Rdst
	0	0	0	0	src	0	0	0	1	dst	MOVA @Rsrc+,Rdst
	0	0	0	0	&abs.19:16	0	0	1	0	dst	MOVA &abs20,Rdst
	&abs.15:0										
	0	0	0	0	src	0	0	1	1	dst	MOVA x(Rsrc),Rdst
	x.15:0										±15-bit index x
	0	0	0	0	src	0	1	1	0	&abs.19:16	MOVA Rsrc,&abs20
	&abs.15:0										
	0	0	0	0	src	0	1	1	1	dst	MOVA Rsrc,X(Rdst)
	x.15:0										±15-bit index x
	0	0	0	0	imm.19:16	1	0	0	0	dst	MOVA #imm20,Rdst
	imm.15:0										
CMPA	0	0	0	0	imm.19:16	1	0	0	1	dst	CMPA #imm20,Rdst
	imm.15:0										
ADDA	0	0	0	0	imm.19:16	1	0	1	0	dst	ADDA #imm20,Rdst
	imm.15:0										
SUBA	0	0	0	0	imm.19:16	1	0	1	1	dst	SUBA #imm20,Rdst
	imm.15:0										
MOVA	0	0	0	0	src	1	1	0	0	dst	MOVA Rsrc,Rdst
CMPA	0	0	0	0	src	1	1	0	1	dst	CMPA Rsrc,Rdst
ADDA	0	0	0	0	src	1	1	1	0	dst	ADDA Rsrc,Rdst
SUBA	0	0	0	0	src	1	1	1	1	dst	SUBA Rsrc,Rdst

	Instruction Group				Bit loc.	Inst. ID		Instruction Identifier				dst	
Instruction	**15**			**12**	**11 10**	**9**	**8**	**7**			**4**	**3 0**	
RRCM.A	0	0	0	0	n–1	0	0	0	1	0	0	dst	RRCM.A #n,Rdst
RRAM.A	0	0	0	0	n–1	0	1	0	1	0	0	dst	RRAM.A #n,Rdst
RLAM.A	0	0	0	0	n–1	1	0	0	1	0	0	dst	RLAM.A #n,Rdst
RRUM.A	0	0	0	0	n–1	1	1	0	1	0	0	dst	RRUM.A #n,Rdst
RRCM.W	0	0	0	0	n–1	0	0	0	1	0	1	dst	RRCM.W #n,Rdst
RRAM.W	0	0	0	0	n–1	0	1	0	1	0	1	dst	RRAM.W #n,Rdst
RLAM.W	0	0	0	0	n–1	1	0	0	1	0	1	dst	RLAM.W #n,Rdst
RRUM.W	0	0	0	0	n–1	1	1	0	1	0	1	dst	RRUM.W #n,Rdst

	Instruction Identifier												dst				
Instruction	**15**			**12**	**11**			**8**	**7**	**6**	**5**	**4**	**3**			**0**	
RETI	0	0	0	1	0	0	1	1	0	0	0	0	0	0	0	0	
CALLA	0	0	0	1	0	0	1	1	0	1	0	0	dst				CALLA Rdst
	0	0	0	1	0	0	1	1	0	1	0	1	dst				CALLA x(Rdst)
	x.15:0																
	0	0	0	1	0	0	1	1	0	1	1	0	dst				CALLA @Rdst
	0	0	0	1	0	0	1	1	0	1	1	1	dst				CALLA @Rdst+
	0	0	0	1	0	0	1	1	1	0	0	0	&abs.19:16				CALLA &abs20
	&abs.15:0																
	0	0	0	1	0	0	1	1	1	0	0	1	x.19:16				CALLA EDE
	x.15:0																CALLA x(PC)
	0	0	0	1	0	0	1	1	1	0	1	1	imm.19:16				CALLA #imm20
	imm.15:0																
Reserved	0	0	0	1	0	0	1	1	1	0	1	0	x	x	x	x	
Reserved	0	0	0	1	0	0	1	1	1	1	x	x	x	x	x	x	
PUSHM.A	0	0	0	1	0	1	0	0	n–1				dst				PUSHM.A #n,Rdst
PUSHM.W	0	0	0	1	0	1	0	1	n–1				dst				PUSHM.W #n,Rdst
POPM.A	0	0	0	1	0	1	1	0	n–1				dst–n+1				POPM.A #n,Rdst
POPM.W	0	0	0	1	0	1	1	1	n–1				dst–n+1				POPM.W #n,Rdst

4.6.2 MSP430 Instructions

The MSP430 instructions are listed and described on the following pages.

* **ADC[.W]** Add carry to destination
* **ADC.B** Add carry to destination

Syntax

```
ADC     dst   or   ADC.W   dst
ADC.B   dst
```

Operation dst + C –> dst

Emulation

```
ADDC    #0,dst
ADDC.B  #0,dst
```

Description The carry bit (C) is added to the destination operand. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if dst was incremented from 0FFFFh to 0000, reset otherwise
Set if dst was incremented from 0FFh to 00, reset otherwise
V: Set if an arithmetic overflow occurs, otherwise reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 16-bit counter pointed to by R13 is added to a 32-bit counter pointed to by R12.

```
ADD     @R13,0(R12)     ; Add LSDs
ADC     2(R12)          ; Add carry to MSD
```

Example The 8-bit counter pointed to by R13 is added to a 16-bit counter pointed to by R12.

```
ADD.B   @R13,0(R12)     ; Add LSDs
ADC.B   1(R12)          ; Add carry to MSD
```

ADD[.W] Add source word to destination word
ADD.B Add source byte to destination byte

Syntax

```
ADD     src,dst  or  ADD.W src,dst
ADD.B   src,dst
```

Operation src + dst → dst

Description The source operand is added to the destination operand. The previous content of the destination is lost.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise
V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Ten is added to the 16-bit counter CNTR located in lower 64 K.

```
ADD.W   #10,&CNTR       ; Add 10 to 16-bit counter
```

Example A table word pointed to by R5 (20-bit address in R5) is added to R6. The jump to label TONI is performed on a carry.

```
ADD.W   @R5,R6          ; Add table word to R6. R6.19:16 = 0
JC      TONI            ; Jump if carry
...                     ; No carry
```

Example A table byte pointed to by R5 (20-bit address) is added to R6. The jump to label TONI is performed if no carry occurs. The table pointer is auto-incremented by 1. R6.19:8 = 0

```
ADD.B   @R5+,R6         ; Add byte to R6. R5 + 1. R6: 000xxh
JNC     TONI            ; Jump if no carry
...                     ; Carry occurred
```

ADDC[.W] Add source word and carry to destination word
ADDC.B Add source byte and carry to destination byte

Syntax

ADDC src,dst or ADDC.W src,dst
ADDC.B src,dst

Operation

src + dst + C → dst

Description

The source operand and the carry bit C are added to the destination operand. The previous content of the destination is lost.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise
V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise.

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Constant value 15 and the carry of the previous instruction are added to the 16-bit counter CNTR located in lower 64 K.

```
ADDC.W  #15,&CNTR       ; Add 15 + C to 16-bit CNTR
```

Example

A table word pointed to by R5 (20-bit address) and the carry C are added to R6. The jump to label TONI is performed on a carry. R6.19:16 = 0

```
ADDC.W  @R5,R6          ; Add table word + C to R6
JC      TONI            ; Jump if carry
...                     ; No carry
```

Example

A table byte pointed to by R5 (20-bit address) and the carry bit C are added to R6. The jump to label TONI is performed if no carry occurs. The table pointer is auto-incremented by 1. R6.19:8 = 0

```
ADDC.B  @R5+,R6         ; Add table byte + C to R6. R5 + 1
JNC     TONI            ; Jump if no carry
...                     ; Carry occurred
```

AND[.W] Logical AND of source word with destination word
AND.B Logical AND of source byte with destination byte

Syntax

```
AND     src,dst  or   AND.W src,dst
AND.B   src,dst
```

Operation src .and. dst → dst

Description The source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if the result is not zero, reset otherwise. C = (.not. Z)
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The bits set in R5 (16-bit data) are used as a mask (AA55h) for the word TOM located in the lower 64 K. If the result is zero, a branch is taken to label TONI. R5.19:16 = 0

```
MOV     #AA55h,R5           ; Load 16-bit mask to R5
AND     R5,&TOM             ; TOM .and. R5 -> TOM
JZ      TONI                ; Jump if result 0
...                         ; Result > 0
```

or shorter:

```
AND     #AA55h,&TOM         ; TOM .and. AA55h -> TOM
JZ      TONI                ; Jump if result 0
```

Example A table byte pointed to by R5 (20-bit address) is logically ANDed with R6. R5 is incremented by 1 after the fetching of the byte. R6.19:8 = 0

```
AND.B   @R5+,R6             ; AND table byte with R6. R5 + 1
```

BIC[.W] Clear bits set in source word in destination word
BIC.B Clear bits set in source byte in destination byte

Syntax

BIC src,dst or BIC.W src,dst
BIC.B src,dst

Operation

(.not. src) .and. dst → dst

Description

The inverted source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected.

Status Bits

N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The bits 15:14 of R5 (16-bit data) are cleared. R5.19:16 = 0

```
BIC     #0C000h,R5          ; Clear R5.19:14 bits
```

Example

A table word pointed to by R5 (20-bit address) is used to clear bits in R7. R7.19:16 = 0

```
BIC.W   @R5,R7              ; Clear bits in R7 set in @R5
```

Example

A table byte pointed to by R5 (20-bit address) is used to clear bits in Port1.

```
BIC.B   @R5,&P1OUT          ; Clear I/O port P1 bits set in @R5
```

BIS[.W] Set bits set in source word in destination word
BIS.B Set bits set in source byte in destination byte

Syntax
BIS src,dst or BIS.W src,dst
BIS.B src,dst

Operation
src .or. dst → dst

Description
The source operand and the destination operand are logically ORed. The result is placed into the destination. The source operand is not affected.

Status Bits
N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits
OSCOFF, CPUOFF, and GIE are not affected.

Example
Bits 15 and 13 of R5 (16-bit data) are set to one. R5.19:16 = 0

```
BIS     #A000h,R5               ; Set R5 bits
```

Example
A table word pointed to by R5 (20-bit address) is used to set bits in R7. R7.19:16 = 0

```
BIS.W   @R5,R7                  ; Set bits in R7
```

Example
A table byte pointed to by R5 (20-bit address) is used to set bits in Port1. R5 is incremented by 1 afterwards.

```
BIS.B   @R5+,&P1OUT     ; Set I/O port P1 bits. R5 + 1
```

BIT[.W] Test bits set in source word in destination word
BIT.B Test bits set in source byte in destination byte

Syntax

BIT src,dst or BIT.W src,dst
BIT.B src,dst

Operation

src .and. dst

Description

The source operand and the destination operand are logically ANDed. The result affects only the status bits in SR.

Register Mode: the register bits Rdst.19:16 (.W) resp. Rdst. 19:8 (.B) are not cleared!

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if the result is not zero, reset otherwise. C = (.not. Z)
V: Reset

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Test if one – or both – of bits 15 and 14 of R5 (16-bit data) is set. Jump to label TONI if this is the case. R5.19:16 are not affected.

```
BIT     #C000h,R5       ; Test R5.15:14 bits
JNZ     TONI            ; At least one bit is set in R5
...                     ; Both bits are reset
```

Example

A table word pointed to by R5 (20-bit address) is used to test bits in R7. Jump to label TONI if at least one bit is set. R7.19:16 are not affected.

```
BIT.W   @R5,R7          ; Test bits in R7
JC      TONI            ; At least one bit is set
...                     ; Both are reset
```

Example

A table byte pointed to by R5 (20-bit address) is used to test bits in output Port1. Jump to label TONI if no bit is set. The next table byte is addressed.

```
BIT.B   @R5+,&P1OUT     ; Test I/O port P1 bits. R5 + 1
JNC     TONI            ; No corresponding bit is set
...                     ; At least one bit is set
```

*** BR, BRANCH** Branch to destination in lower 64K address space

Syntax BR dst

Operation dst –> PC

Emulation MOV dst,PC

Description An unconditional branch is taken to an address anywhere in the lower 64K address space. All source addressing modes can be used. The branch instruction is a word instruction.

Status Bits Status bits are not affected.

Example Examples for all addressing modes are given.

```
BR      #EXEC   ;Branch to label EXEC or direct branch (e.g. #0A4h)
                ; Core instruction MOV @PC+,PC

BR      EXEC    ; Branch to the address contained in EXEC
                ; Core instruction MOV X(PC),PC
                ; Indirect address

BR      &EXEC   ; Branch to the address contained in absolute
                ; address EXEC
                ; Core instruction MOV X(0),PC
                ; Indirect address

BR      R5      ; Branch to the address contained in R5
                ; Core instruction MOV R5,PC
                ; Indirect R5

BR      @R5     ; Branch to the address contained in the word
                ; pointed to by R5.
                ; Core instruction MOV @R5,PC
                ; Indirect, indirect R5

BR      @R5+    ; Branch to the address contained in the word pointed
                ; to by R5 and increment pointer in R5 afterwards.
                ; The next time—S/W flow uses R5 pointer—it can
                ; alter program execution due to access to
                ; next address in a table pointed to by R5
                ; Core instruction MOV @R5,PC
                ; Indirect, indirect R5 with autoincrement

BR      X(R5)   ; Branch to the address contained in the address
                ; pointed to by R5 + X (e.g. table with address
                ; starting at X). X can be an address or a label
                ; Core instruction MOV X(R5),PC
                ; Indirect, indirect R5 + X
```

CALL Call a Subroutine in lower 64 K

Syntax CALL dst

Operation
dst → tmp 16-bit dst is evaluated and stored
SP – 2 → SP
PC → @SP updated PC with return address to TOS
tmp → PC saved 16-bit dst to PC

Description A subroutine call is made from an address in the lower 64 K to a subroutine address in the lower 64 K. All seven source addressing modes can be used. The call instruction is a word instruction. The return is made with the RET instruction.

Status Bits
Not affected
PC.19:16: Cleared (address in lower 64 K)

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Examples Examples for all addressing modes are given.

Immediate Mode: Call a subroutine at label EXEC (lower 64 K) or call directly to address.

```
CALL    #EXEC           ; Start address EXEC
CALL    #0AA04h         ; Start address 0AA04h
```

Symbolic Mode: Call a subroutine at the 16-bit address contained in address EXEC. EXEC is located at the address (PC + X) where X is within PC±32 K.

```
CALL    EXEC            ; Start address at @EXEC. z16(PC)
```

Absolute Mode: Call a subroutine at the 16-bit address contained in absolute address EXEC in the lower 64 K.

```
CALL    &EXEC           ; Start address at @EXEC
```

Register Mode: Call a subroutine at the 16-bit address contained in register R5.15:0.

```
CALL    R5              ; Start address at R5
```

Indirect Mode: Call a subroutine at the 16-bit address contained in the word pointed to by register R5 (20-bit address).

```
CALL    @R5             ; Start address at @R5
```

*** CLR[.W]** Clear destination
* **CLR.B** Clear destination

Syntax

```
CLR     dst    or   CLR.W dst
CLR.B   dst
```

Operation 0 –> dst

Emulation

```
MOV     #0,dst
MOV.B   #0,dst
```

Description The destination operand is cleared.

Status Bits Status bits are not affected.

Example RAM word TONI is cleared.

```
CLR     TONI        ; 0 –> TONI
```

Example Register R5 is cleared.

```
CLR     R5
```

Example RAM byte TONI is cleared.

```
CLR.B   TONI        ; 0 –> TONI
```

*** CLRC** Clear carry bit

Syntax CLRC

Operation 0 –> C

Emulation BIC #1,SR

Description The carry bit (C) is cleared. The clear carry instruction is a word instruction.

Status Bits
N: Not affected
Z: Not affected
C: Cleared
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 16-bit decimal counter pointed to by R13 is added to a 32-bit counter pointed to by R12.

```
CLRC                ; C=0: defines start
DADD    @R13,0(R12) ; add 16-bit counter to low word of 32-bit counter
DADC    2(R12)      ; add carry to high word of 32-bit counter
```

*** CLRN** Clear negative bit

Syntax CLRN

Operation 0 → N
or
(.NOT.src .AND. dst –> dst)

Emulation BIC #4,SR

Description The constant 04h is inverted (0FFFBh) and is logically ANDed with the destination operand. The result is placed into the destination. The clear negative bit instruction is a word instruction.

Status Bits
N: Reset to 0
Z: Not affected
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The Negative bit in the status register is cleared. This avoids special treatment with negative numbers of the subroutine called.

```
        CLRN
        CALL    SUBR
        ......
        ......
SUBR    JN      SUBRET  ; If input is negative: do nothing and return
        ......
        ......
        ......
SUBRET  RET
```

*** CLRZ** Clear zero bit

Syntax CLRZ

Operation 0 → Z
or
(.NOT.src .AND. dst –> dst)

Emulation BIC #2,SR

Description The constant 02h is inverted (0FFFDh) and logically ANDed with the destination operand. The result is placed into the destination. The clear zero bit instruction is a word instruction.

Status Bits
N: Not affected
Z: Reset to 0
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The zero bit in the status register is cleared.

```
CLRZ
```

Indirect, Auto-Increment mode: Call a subroutine at the 16-bit address contained in the word pointed to by register R5 (20-bit address) and increment the 16-bit address in R5 afterwards by 2. The next time the software uses R5 as a pointer, it can alter the program execution due to access to the next word address in the table pointed to by R5.

```
CALL   @R5+            ; Start address at @R5. R5 + 2
```

Indexed mode: Call a subroutine at the 16-bit address contained in the 20-bit address pointed to by register (R5 + X), e.g. a table with addresses starting at X. The address is within the lower 64 KB. X is within ±32 KB.

```
CALL   X(R5)           ; Start address at @(R5+X). z16(R5)
```

CMP[.W] Compare source word and destination word
CMP.B Compare source byte and destination byte

Syntax

CMP src,dst or CMP.W src,dst
CMP.B src,dst

Operation

(.not.src) + 1 + dst or dst – src

Description

The source operand is subtracted from the destination operand. This is made by adding the 1's complement of the source + 1 to the destination. The result affects only the status bits in SR.

Register Mode: the register bits Rdst.19:16 (.W) resp. Rdst. 19:8 (.B) are not cleared.

Status Bits

N: Set if result is negative (src > dst), reset if positive (src = dst)
Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst)
C: Set if there is a carry from the MSB, reset otherwise
V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Compare word EDE with a 16-bit constant 1800h. Jump to label TONI if EDE equals the constant. The address of EDE is within PC ± 32 K.

```
CMP     #01800h,EDE     ; Compare word EDE with 1800h
JEQ     TONI            ; EDE contains 1800h
...                     ; Not equal
```

Example

A table word pointed to by (R5 + 10) is compared with R7. Jump to label TONI if R7 contains a lower, signed 16-bit number. R7.19:16 is not cleared. The address of the source operand is a 20-bit address in full memory range.

```
CMP.W 10(R5),R7         ; Compare two signed numbers
JL    TONI              ; R7 < 10(R5)
...                     ; R7 >= 10(R5)
```

Example

A table byte pointed to by R5 (20-bit address) is compared to the value in output Port1. Jump to label TONI if values are equal. The next table byte is addressed.

```
CMP.B  @R5+,&P1OUT      ; Compare P1 bits with table. R5 + 1
JEQ     TONI            ; Equal contents
...                     ; Not equal
```

*** DADC[.W]** Add carry decimally to destination
* **DADC.B** Add carry decimally to destination

Syntax

```
DADC      dst   or   DADC.W   src,dst
DADC.B    dst
```

Operation dst + C –> dst (decimally)

Emulation

```
DADD      #0,dst
DADD.B    #0,dst
```

Description The carry bit (C) is added decimally to the destination.

Status Bits

N: Set if MSB is 1
Z: Set if dst is 0, reset otherwise
C: Set if destination increments from 9999 to 0000, reset otherwise
Set if destination increments from 99 to 00, reset otherwise
V: Undefined

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The four-digit decimal number contained in R5 is added to an eight-digit decimal number pointed to by R8.

```
CLRC                ; Reset carry
                    ; next instruction's start condition is defined
DADD      R5,0(R8)  ; Add LSDs + C
DADC      2(R8)     ; Add carry to MSD
```

Example The two-digit decimal number contained in R5 is added to a four-digit decimal number pointed to by R8.

```
CLRC                ; Reset carry
                    ; next instruction's start condition is defined
DADD.B    R5,0(R8)  ; Add LSDs + C
DADC      1(R8)     ; Add carry to MSDs
```

DADD[.W] Add source word and carry decimally to destination word
DADD.B Add source byte and carry decimally to destination byte

Syntax

DADD src,dst or DADD.W src,dst
DADD.B src,dst

Operation

src + dst + C → dst (decimally)

Description

The source operand and the destination operand are treated as two (.B) or four (.W) binary coded decimals (BCD) with positive signs. The source operand and the carry bit C are added decimally to the destination operand. The source operand is not affected. The previous content of the destination is lost. The result is not defined for non-BCD numbers.

Status Bits

N: Set if MSB of result is 1 (word > 7999h, byte > 79h), reset if MSB is 0.
Z: Set if result is zero, reset otherwise
C: Set if the BCD result is too large (word > 9999h, byte > 99h), reset otherwise
V: Undefined

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Decimal 10 is added to the 16-bit BCD counter DECCNTR.

```
DADD  #10h,&DECCNTR  ; Add 10 to 4-digit BCD counter
```

Example

The eight-digit BCD number contained in 16-bit RAM addresses BCD and BCD+2 is added decimally to an eight-digit BCD number contained in R4 and R5 (BCD+2 and R5 contain the MSDs). The carry C is added, and cleared.

```
CLRC                    ; Clear carry
DADD.W  &BCD,R4         ; Add LSDs. R4.19:16 = 0
DADD.W  &BCD+2,R5       ; Add MSDs with carry. R5.19:16 = 0
JC      OVERFLOW        ; Result >9999,9999: go to error
                          routine
...                     ; Result ok
```

Example

The two-digit BCD number contained in word BCD (16-bit address) is added decimally to a two-digit BCD number contained in R4. The carry C is added, also. R4.19:8 = 0

```
CLRC                    ; Clear carry
DADD.B  &BCD,R4         ; Add BCD to R4 decimally.
                          R4: 0,00ddh
```

*** DEC[.W]** Decrement destination
*** DEC.B** Decrement destination

Syntax
DEC dst or DEC.W dst
DEC.B dst

Operation
dst – 1 –> dst

Emulation
SUB #1,dst
Emulation
SUB.B #1,dst

Description
The destination operand is decremented by one. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 1, reset otherwise
C: Reset if dst contained 0, set otherwise
V: Set if an arithmetic overflow occurs, otherwise reset.
Set if initial value of destination was 08000h, otherwise reset.
Set if initial value of destination was 080h, otherwise reset.

Mode Bits
OSCOFF, CPUOFF, and GIE are not affected.

Example
R10 is decremented by 1

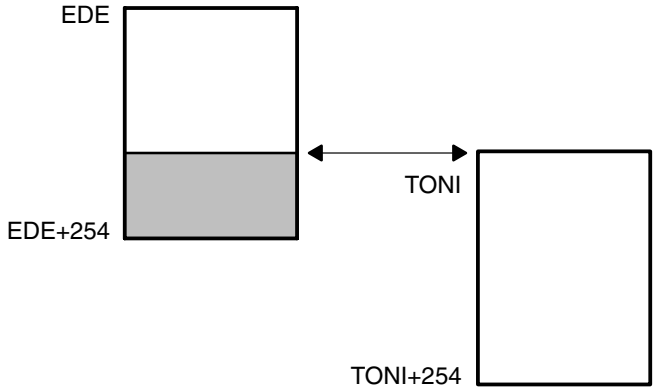
```
DEC     R10     ; Decrement R10
```

; Move a block of 255 bytes from memory location starting with EDE to memory location starting with ;TONI. Tables should not overlap: start of destination address TONI must not be within the range EDE ; to EDE+0FEh
;

```
        MOV     #EDE,R6
        MOV     #255,R10
L$1     MOV.B   @R6+,TONI–EDE–1(R6)
        DEC     R10
        JNZ     L$1
```

; Do not transfer tables using the routine above with the overlap shown in Figure 4–36.

Figure 4–36. Decrement Overlap



*** DECD[.W]** Double-decrement destination
*** DECD.B** Double-decrement destination

Syntax
DECD dst or DECD.W dst
DECD.B dst

Operation
dst – 2 –> dst

Emulation
SUB #2,dst
Emulation
SUB.B #2,dst

Description
The destination operand is decremented by two. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 2, reset otherwise
C: Reset if dst contained 0 or 1, set otherwise
V: Set if an arithmetic overflow occurs, otherwise reset.
Set if initial value of destination was 08001 or 08000h, otherwise reset.
Set if initial value of destination was 081 or 080h, otherwise reset.

Mode Bits
OSCOFF, CPUOFF, and GIE are not affected.

Example
R10 is decremented by 2.

```
        DECD    R10         ; Decrement R10 by two
```

```
; Move a block of 255 words from memory location starting with EDE to memory location
; starting with TONI
; Tables should not overlap: start of destination address TONI must not be within the
; range EDE to EDE+0FEh
;
        MOV     #EDE,R6
        MOV     #510,R10
L$1     MOV     @R6+,TONI–EDE–2(R6)
        DECD    R10
        JNZ     L$1
```

Example
Memory at location LEO is decremented by two.

```
        DECD.B  LEO         ; Decrement MEM(LEO)
```

Decrement status byte STATUS by two.

```
        DECD.B  STATUS
```

*** DINT** Disable (general) interrupts

Syntax DINT

Operation 0 → GIE
or
(0FFF7h .AND. SR → SR / .NOT.src .AND. dst –> dst)

Emulation BIC #8,SR

Description All interrupts are disabled.
The constant 08h is inverted and logically ANDed with the status register (SR). The result is placed into the SR.

Status Bits Status bits are not affected.

Mode Bits GIE is reset. OSCOFF and CPUOFF are not affected.

Example The general interrupt enable (GIE) bit in the status register is cleared to allow a nondisrupted move of a 32-bit counter. This ensures that the counter is not modified during the move by any interrupt.

```
DINT                    ; All interrupt events using the GIE bit are disabled
NOP
MOV     COUNTHI,R5      ; Copy counter
MOV     COUNTLO,R6
EINT                    ; All interrupt events using the GIE bit are enabled
```

Note: Disable Interrupt

If any code sequence needs to be protected from interruption, the DINT should be executed at least one instruction before the beginning of the uninterruptible sequence, or should be followed by a NOP instruction.

*** EINT** Enable (general) interrupts

Syntax EINT

Operation 1 → GIE
or
(0008h .OR. SR –> SR / .src .OR. dst –> dst)

Emulation BIS #8,SR

Description All interrupts are enabled.
The constant #08h and the status register SR are logically ORed. The result is placed into the SR.

Status Bits Status bits are not affected.

Mode Bits GIE is set. OSCOFF and CPUOFF are not affected.

Example The general interrupt enable (GIE) bit in the status register is set.

```
; Interrupt routine of ports P1.2 to P1.7
; P1IN is the address of the register where all port bits are read. P1IFG is the address of
; the register where all interrupt events are latched.
;
                PUSH.B  &P1IN
                BIC.B   @SP,&P1IFG  ; Reset only accepted flags
                EINT                ; Preset port 1 interrupt flags stored on stack
                                    ; other interrupts are allowed
                BIT     #Mask,@SP
                JEQ     MaskOK      ; Flags are present identically to mask: jump
                ......
MaskOK          BIC     #Mask,@SP
                ......
                INCD    SP          ; Housekeeping: inverse to PUSH instruction
                                    ; at the start of interrupt subroutine. Corrects
                                    ; the stack pointer.
                RETI
```

Note: Enable Interrupt

The instruction following the enable interrupt instruction (EINT) is always executed, even if an interrupt service request is pending when the interrupts are enable.

*** INC[.W]** Increment destination
*** INC.B** Increment destination

Syntax

INC dst or INC.W dst
INC.B dst

Operation

dst + 1 –> dst

Emulation

ADD #1,dst

Description

The destination operand is incremented by one. The original contents are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
C: Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
V: Set if dst contained 07FFFh, reset otherwise
Set if dst contained 07Fh, reset otherwise

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The status byte, STATUS, of a process is incremented. When it is equal to 11, a branch to OVFL is taken.

```
INC.B   STATUS
CMP.B   #11,STATUS
JEQ     OVFL
```

*** INCD[.W]** Double-increment destination
*** INCD.B** Double-increment destination

Syntax
```
INCD    dst    or  INCD.W    dst
INCD.B  dst
```

Operation dst + 2 –> dst

Emulation
```
ADD     #2,dst
```
Emulation
```
ADD.B   #2,dst
```

Example The destination operand is incremented by two. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFEh, reset otherwise
Set if dst contained 0FEh, reset otherwise
C: Set if dst contained 0FFFEh or 0FFFFh, reset otherwise
Set if dst contained 0FEh or 0FFh, reset otherwise
V: Set if dst contained 07FFEh or 07FFFh, reset otherwise
Set if dst contained 07Eh or 07Fh, reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The item on the top of the stack (TOS) is removed without using a register.

```
.......
PUSH    R5      ; R5 is the result of a calculation, which is stored
                ; in the system stack
INCD    SP      ; Remove TOS by double-increment from stack
                ; Do not use INCD.B, SP is a word-aligned
                ; register
RET
```

Example The byte on the top of the stack is incremented by two.

```
INCD.B  0(SP)   ; Byte on TOS is increment by two
```

*** INV[.W]** Invert destination
*** INV.B** Invert destination

Syntax
```
INV     dst
INV.B   dst
```

Operation .NOT.dst –> dst

Emulation
```
XOR     #0FFFFh,dst
```
Emulation
```
XOR.B   #0FFh,dst
```

Description The destination operand is inverted. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
C: Set if result is not zero, reset otherwise (= .NOT. Zero)
Set if result is not zero, reset otherwise (= .NOT. Zero)
V: Set if initial destination operand was negative, otherwise reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Content of R5 is negated (twos complement).
```
MOV     #00AEh,R5   ;                       R5 = 000AEh
INV     R5          ; Invert R5,            R5 = 0FF51h
INC     R5          ; R5 is now negated,    R5 = 0FF52h
```

Example Content of memory byte LEO is negated.
```
MOV.B   #0AEh,LEO   ;                       MEM(LEO) = 0AEh
INV.B   LEO         ; Invert LEO,           MEM(LEO) = 051h
INC.B   LEO         ; MEM(LEO) is negated,MEM(LEO) = 052h
```

JC Jump if carry
JHS Jump if Higher or Same (unsigned)

Syntax

```
JC      label
JHS     label
```

Operation

If C = 1: PC + (2 × Offset) → PC
If C = 0: execute the following instruction

Description

The carry bit C in the status register is tested. If it is set, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program counter PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If C is reset, the instruction after the jump is executed.

JC is used for the test of the carry bit C

JHS is used for the comparison of unsigned numbers

Status Bits Status bits are not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected

Example The state of the port 1 pin P1IN.1 bit defines the program flow.

```
BIT.B   #2,&P1IN        ; Port 1, bit 1 set? Bit -> C
JC      Label1          ; Yes, proceed at Label1
...                     ; No, continue
```

Example If R5 ≥ R6 (unsigned) the program continues at Label2

```
CMP     R6,R5           ; Is R5 ≥ R6? Info to C
JHS     Label2          ; Yes, C = 1
...                     ; No, R5 < R6. Continue
```

Example If R5 ≥ 12345h (unsigned operands) the program continues at Label2

```
CMPA    #12345h,R5      ; Is R5 ≥ 12345h? Info to C
JHS     Label2          ; Yes, 12344h < R5 <= F,FFFFh. C = 1
...                     ; No, R5 < 12345h. Continue
```

JEQ,JZ Jump if equal,Jump if zero

Syntax

JZ label

JEQ label

Operation

If Z = 1: PC + (2 × Offset) → PC
If Z = 0: execute following instruction

Description The Zero bit Z in the status register is tested. If it is set, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program counter PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If Z is reset, the instruction after the jump is executed.

JZ is used for the test of the Zero bit Z

JEQ is used for the comparison of operands

Status Bits Status bits are not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected

Example The state of the P2IN.0 bit defines the program flow

```
BIT.B   #1,&P2IN        ; Port 2, bit 0 reset?
JZ      Label1          ; Yes, proceed at Label1
...                     ; No, set, continue
```

Example If R5 = 15000h (20-bit data) the program continues at Label2

```
CMPA    #15000h,R5      ; Is R5 = 15000h? Info to SR
JEQ     Label2          ; Yes, R5 = 15000h. Z = 1
...                     ; No, R5 ≠ 15000h. Continue
```

Example R7 (20-bit counter) is incremented. If its content is zero, the program continues at Label4.

```
ADDA    #1,R7           ; Increment R7
JZ      Label4          ; Zero reached: Go to Label4
...                     ; R7 ≠ 0. Continue here.
```

JGE Jump if Greater or Equal (signed)

Syntax JGE label

Operation
If (N .xor. V) = 0: PC + (2 × Offset) → PC
If (N .xor. V) = 1: execute following instruction

Description The negative bit N and the overflow bit V in the status register are tested. If both bits are set or both are reset, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program counter PC. This means a jump in the range -511 to +512 words relative to the PC in full Memory range. If only one bit is set, the instruction after the jump is executed.

JGE is used for the comparison of signed operands: also for incorrect results due to overflow, the decision made by the JGE instruction is correct.

Note: JGE emulates the non-implemented JP (jump if positive) instruction if used after the instructions AND, BIT, RRA, SXTX and TST. These instructions clear the V-bit.

Status Bits Status bits are not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected

Example If byte EDE (lower 64 K) contains positive data, go to Label1. Software can run in the full memory range.

```
TST.B   &EDE    ; Is EDE positive? V <- 0
JGE     Label1  ; Yes, JGE emulates JP
...             ; No, 80h <= EDE <= FFh
```

Example If the content of R6 is greater than or equal to the memory pointed to by R7, the program continues a Label5. Signed data. Data and program in full memory range.

```
CMP     @R7,R6  ; Is R6 ≥ @R7?
JGE     Label5  ; Yes, go to Label5
...             ; No, continue here.
```

Example If R5 ≥ 12345h (signed operands) the program continues at Label2. Program in full memory range.

```
CMPA    #12345h,R5  ; Is R5 ≥ 12345h?
JGE     Label2      ; Yes, 12344h < R5 <= 7FFFFh.
...                 ; No, 80000h <= R5 < 12345h.
```

JL Jump if Less (signed)

Syntax JL label

Operation
If (N .xor. V) = 1: PC + (2 × Offset) → PC
If (N .xor. V) = 0: execute following instruction

Description The negative bit N and the overflow bit V in the status register are tested. If only one is set, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program counter PC. This means a jump in the range -511 to +512 words relative to the PC in full memory range. If both bits N and V are set or both are reset, the instruction after the jump is executed.

JL is used for the comparison of signed operands: also for incorrect results due to overflow, the decision made by the JL instruction is correct.

Status Bits Status bits are not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected

Example If byte EDE contains a smaller, signed operand than byte TONI, continue at Label1. The address EDE is within PC ± 32 K.

```
CMP.B   &TONI,EDE   ; Is EDE < TONI
JL      Label1      ; Yes
...                 ; No, TONI <= EDE
```

Example If the signed content of R6 is less than the memory pointed to by R7 (20-bit address) the program continues at Label Label5. Data and program in full memory range.

```
CMP     @R7,R6      ; Is R6 < @R7?
JL      Label5      ; Yes, go to Label5
...                 ; No, continue here.
```

Example If R5 < 12345h (signed operands) the program continues at Label2. Data and program in full memory range.

```
CMPA    #12345h,R5  ; Is R5 < 12345h?
JL      Label2      ; Yes, 80000h =< R5 < 12345h.
...                 ; No, 12344h < R5 =< 7FFFFh.
```

JMP Jump unconditionally

Syntax JMP label

Operation PC + (2 × Offset) → PC

Description The signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program counter PC. This means an unconditional jump in the range -511 to +512 words relative to the PC in the full memory. The JMP instruction may be used as a BR or BRA instruction within its limited range relative to the program counter.

Status Bits Status bits are not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected

Example The byte STATUS is set to 10. Then a jump to label MAINLOOP is made. Data in lower 64 K, program in full memory range.

```
MOV.B   #10,&STATUS  ; Set STATUS to 10
JMP     MAINLOOP     ; Go to main loop
```

Example The interrupt vector TAIV of Timer_A3 is read and used for the program flow. Program in full memory range, but interrupt handlers always starts in lower 64K.

```
ADD     &TAIV,PC     ; Add Timer_A interrupt vector to PC
RETI                 ; No Timer_A interrupt pending
JMP     IHCCR1       ; Timer block 1 caused interrupt
JMP     IHCCR2       ; Timer block 2 caused interrupt
RETI                 ; No legal interrupt, return
```

JN Jump if Negative

Syntax JN label

Operation
If N = 1: PC + (2 × Offset) → PC
If N = 0: execute following instruction

Description The negative bit N in the status register is tested. If it is set, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program counter PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If N is reset, the instruction after the jump is executed.

Status Bits Status bits are not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected

Example The byte COUNT is tested. If it is negative, program execution continues at Label0. Data in lower 64 K, program in full memory range.

```
TST.B   &COUNT   ; Is byte COUNT negative?
JN      Label0   ; Yes, proceed at Label0
...              ; COUNT ≥ 0
```

Example R6 is subtracted from R5. If the result is negative, program continues at Label2. Program in full memory range.

```
SUB     R6,R5    ; R5 – R6 -> R5
JN      Label2   ; R5 is negative: R6 > R5 (N = 1)
...              ; R5 ≥ 0. Continue here.
```

Example R7 (20-bit counter) is decremented. If its content is below zero, the program continues at Label4. Program in full memory range.

```
SUBA    #1,R7    ; Decrement R7
JN      Label4   ; R7 < 0: Go to Label4
...              ; R7 ≥ 0. Continue here.
```

JNC Jump if No carry
JLO Jump if lower (unsigned)

Syntax

```
JNC     label
JLO     label
```

Operation

If C = 0: PC + (2 × Offset) → PC
If C = 1: execute following instruction

Description

The carry bit C in the status register is tested. If it is reset, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program counter PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If C is set, the instruction after the jump is executed.

JNC is used for the test of the carry bit C

JLO is used for the comparison of unsigned numbers .

Status Bits Status bits are not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected

Example If byte EDE < 15 the program continues at Label2. Unsigned data. Data in lower 64 K, program in full memory range.

```
CMP.B   #15,&EDE    ; Is EDE < 15? Info to C
JLO     Label2      ; Yes, EDE < 15. C = 0
...                 ; No, EDE ≥ 15. Continue
```

Example The word TONI is added to R5. If no carry occurs, continue at Label0. The address of TONI is within PC ± 32 K.

```
ADD     TONI,R5     ; TONI + R5 -> R5. Carry -> C
JNC     Label0      ; No carry
...                 ; Carry = 1: continue here
```

JNZ Jump if Not Zero
JNE Jump if Not Equal

Syntax

```
JNZ     label
JNE     label
```

Operation

If Z = 0: PC + (2 × Offset) → PC
If Z = 1: execute following instruction

Description

The zero bit Z in the status register is tested. If it is reset, the signed 10-bit word offset contained in the instruction is multiplied by two, sign extended, and added to the 20-bit program counter PC. This means a jump in the range -511 to +512 words relative to the PC in the full memory range. If Z is set, the instruction after the jump is executed.

JNZ is used for the test of the Zero bit Z

JNE is used for the comparison of operands

Status Bits Status bits are not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected

Example The byte STATUS is tested. If it is not zero, the program continues at Label3. The address of STATUS is within PC ± 32 K.

```
TST.B   STATUS      ; Is STATUS = 0?
JNZ     Label3      ; No, proceed at Label3
...                 ; Yes, continue here
```

Example If word EDE ≠ 1500 the program continues at Label2. Data in lower 64 K, program in full memory range.

```
CMP     #1500,&EDE  ; Is EDE = 1500? Info to SR
JNE     Label2      ; No, EDE ≠ 1500.
...                 ; Yes, R5 = 1500. Continue
```

Example R7 (20-bit counter) is decremented. If its content is not zero, the program continues at Label4. Program in full memory range.

```
SUBA    #1,R7       ; Decrement R7
JNZ     Label4      ; Zero not reached: Go to Label4
...                 ; Yes, R7 = 0. Continue here.
```

MOV[.W] Move source word to destination word
MOV.B Move source byte to destination byte

Syntax

MOV src,dst or MOV.W src,dst
MOV.B src,dst

Operation

src → dst

Description

The source operand is copied to the destination. The source operand is not affected.

Status Bits

N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Move a 16-bit constant 1800h to absolute address-word EDE (lower 64 K).

```
MOV     #01800h,&EDE            ; Move 1800h to EDE
```

Example

The contents of table EDE (word data, 16-bit addresses) are copied to table TOM. The length of the tables is 030h words. Both tables reside in the lower 64K.

```
        MOV     #EDE,R10                ; Prepare pointer (16-bit address)
Loop    MOV     @R10+,TOM-EDE-2(R10)    ; R10 points to both tables.
                                        R10+2
        CMP     #EDE+60h,R10            ; End of table reached?
        JLO     Loop                    ; Not yet
        ...                             ; Copy completed
```

Example

The contents of table EDE (byte data, 16-bit addresses) are copied to table TOM. The length of the tables is 020h bytes. Both tables may reside in full memory range, but must be within R10 ±32 K.

```
        MOVA    #EDE,R10                ; Prepare pointer (20-bit)
        MOV     #20h,R9                 ; Prepare counter
Loop    MOV.B   @R10+,TOM-EDE-1(R10)    ; R10 points to both tables.
                                        ; R10+1
        DEC     R9                      ; Decrement counter
        JNZ     Loop                    ; Not yet done
        ...                             ; Copy completed
```

*** NOP**	No operation
Syntax	NOP
Operation	None
Emulation	MOV #0, R3
Description	No operation is performed. The instruction may be used for the elimination of instructions during the software check or for defined waiting times.
Status Bits	Status bits are not affected.

*** POP[.W]** Pop word from stack to destination
*** POP.B** Pop byte from stack to destination

Syntax
```
POP     dst
POP.B   dst
```

Operation
```
@SP  –> temp
SP + 2  –> SP
temp –> dst
```

Emulation
```
MOV     @SP+,dst    or    MOV.W    @SP+,dst
MOV.B   @SP+,dst
```

Description The stack location pointed to by the stack pointer (TOS) is moved to the destination. The stack pointer is incremented by two afterwards.

Status Bits Status bits are not affected.

Example The contents of R7 and the status register are restored from the stack.

```
POP     R7      ; Restore R7
POP     SR      ; Restore status register
```

Example The contents of RAM byte LEO is restored from the stack.

```
POP.B   LEO     ; The low byte of the stack is moved to LEO.
```

Example The contents of R7 is restored from the stack.

```
POP.B   R7      ; The low byte of the stack is moved to R7,
                ; the high byte of R7 is 00h
```

Example The contents of the memory pointed to by R7 and the status register are restored from the stack.

```
POP.B   0(R7)   ; The low byte of the stack is moved to the
                ; the byte which is pointed to by R7
                : Example:  R7 = 203h
                ;           Mem(R7) = low byte of system stack
                : Example:  R7 = 20Ah
                ;           Mem(R7) = low byte of system stack
POP     SR      ; Last word on stack moved to the SR
```

Note: The System Stack Pointer

The system stack pointer (SP) is always incremented by two, independent of the byte suffix.

PUSH[.W] Save a word on the stack
PUSH.B Save a byte on the stack

Syntax

PUSH dst or PUSH.W dst
PUSH.B dst

Operation

SP – 2 → SP
dst → @SP

Description

The 20-bit stack pointer SP is decremented by two. The operand is then copied to the RAM word addressed by the SP. A pushed byte is stored in the low byte, the high byte is not affected.

Status Bits

Not affected.

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Save the two 16-bit registers R9 and R10 on the stack.

```
PUSH    R9          ; Save R9 and R10 XXXXh
PUSH    R10         ; YYYYh
```

Example

Save the two bytes EDE and TONI on the stack. The addresses EDE and TONI are within PC ± 32 K.

```
PUSH.B  EDE         ; Save EDE xxXXh
PUSH.B  TONI        ; Save TONI   xxYYh
```

RET Return from subroutine

Syntax RET

Operation @SP → PC.15:0 Saved PC to PC.15:0. PC.19:16 ← 0
SP + 2 → SP

Description The 16-bit return address (lower 64 K), pushed onto the stack by a CALL instruction is restored to the PC. The program continues at the address following the subroutine call. The four MSBs of the program counter PC.19:16 are cleared.

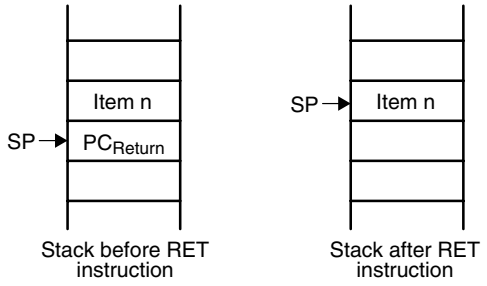
Status Bits Not affected
PC.19:16: Cleared

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Call a subroutine SUBR in the lower 64 K and return to the address in the lower 64K after the CALL

```
        CALL    #SUBR       ; Call subroutine starting at SUBR
        ...                 ; Return by RET to here
SUBR    PUSH    R14         ; Save R14 (16 bit data)
        ...                 ; Subroutine code
        POP     R14         ; Restore R14
        RET                 ; Return to lower 64 K
```

Figure 4–37. The Stack After a RET Instruction



RETI Return from interrupt

Syntax RETI

Operation

@SP → SR.15:0 Restore saved status register SR with PC.19:16
SP + 2 → SP
@SP → PC.15:0 Restore saved program counter PC.15:0
SP + 2 → SP House keeping

Description The status register is restored to the value at the beginning of the interrupt service routine. This includes the four MSBs of the program counter PC.19:16. The stack pointer is incremented by two afterwards.

The 20-bit PC is restored from PC.19:16 (from same stack location as the status bits) and PC.15:0. The 20-bit program counter is restored to the value at the beginning of the interrupt service routine. The program continues at the address following the last executed instruction when the interrupt was granted. The stack pointer is incremented by two afterwards.

Status Bits

N: restored from stack
Z: restored from stack
C: restored from stack
V: restored from stack

Mode Bits OSCOFF, CPUOFF, and GIE are restored from stack

Example Interrupt handler in the lower 64 K. A 20-bit return address is stored on the stack.

```
INTRPT PUSHM.A   #2,R14    ; Save R14 and R13 (20-bit data)
       ...                 ; Interrupt handler code
       POPM.A    #2,R14    ; Restore R13 and R14 (20-bit data)
       RETI                ; Return to 20-bit address in full memory range
```

*** RLA[.W]** Rotate left arithmetically
*** RLA.B** Rotate left arithmetically

Syntax
RLA dst or RLA.W dst
RLA.B dst

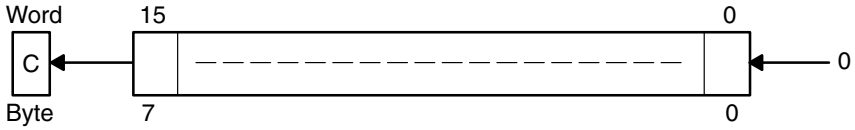
Operation
C <– MSB <– MSB–1 .... LSB+1 <– LSB <– 0

Emulation
ADD dst,dst
ADD.B dst,dst

Description
The destination operand is shifted left one position as shown in Figure 4–38. The MSB is shifted into the carry bit (C) and the LSB is filled with 0. The RLA instruction acts as a signed multiplication by 2.

An overflow occurs if dst ≥ 04000h and dst < 0C000h before operation is performed: the result has changed sign.

Figure 4–38. Destination Operand—Arithmetic Shift Left



An overflow occurs if dst ≥ 040h and dst < 0C0h before the operation is performed: the result has changed sign.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Loaded from the MSB
V: Set if an arithmetic overflow occurs:
the initial value is 04000h ≤ dst < 0C000h; reset otherwise
Set if an arithmetic overflow occurs:
the initial value is 040h ≤ dst < 0C0h; reset otherwise

Mode Bits
OSCOFF, CPUOFF, and GIE are not affected.

Example
R7 is multiplied by 2.

```
RLA     R7      ; Shift left R7  (× 2)
```

Example
The low byte of R7 is multiplied by 4.

```
RLA.B   R7      ; Shift left low byte of R7  (× 2)
RLA.B   R7      ; Shift left low byte of R7  (× 4)
```

Note: RLA Substitution

The assembler does not recognize the instruction:

RLA @R5+, RLA.B @R5+, or RLA(.B) @R5

It must be substituted by:

ADD @R5+,–2(R5) ADD.B @R5+,–1(R5) or ADD(.B) @R5,0(R5)

*** RLC[.W]** Rotate left through carry
*** RLC.B** Rotate left through carry

Syntax

RLC dst or RLC.W dst
RLC.B dst

Operation

C <– MSB <– MSB–1 .... LSB+1 <– LSB <– C

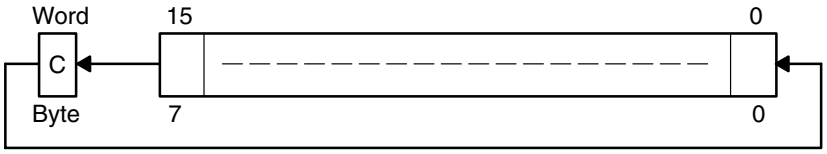
Emulation

ADDC dst,dst

Description

The destination operand is shifted left one position as shown in Figure 4–39. The carry bit (C) is shifted into the LSB and the MSB is shifted into the carry bit (C).

Figure 4–39. Destination Operand—Carry Left Shift



Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Loaded from the MSB
V: Set if an arithmetic overflow occurs
the initial value is 04000h ≤ dst < 0C000h; reset otherwise
Set if an arithmetic overflow occurs:
the initial value is 040h ≤ dst < 0C0h; reset otherwise

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

R5 is shifted left one position.

```
RLC     R5              ; (R5 x 2) + C –> R5
```

Example

The input P1IN.1 information is shifted into the LSB of R5.

```
BIT.B   #2,&P1IN        ; Information –> Carry
RLC     R5              ; Carry=P0in.1 –> LSB of R5
```

Example

The MEM(LEO) content is shifted left one position.

```
RLC.B   LEO             ; Mem(LEO) x 2 + C –> Mem(LEO)
```

Note: RLC and RLC.B Substitution

The assembler does not recognize the instruction:

RLC @R5+, RLC.B @R5+, or RLC(.B) @R5

It must be substituted by:

ADDC @R5+,–2(R5) ADDC.B @R5+,–1(R5) or ADDC(.B) @R5,0(R5)

RRA[.W] Rotate Right Arithmetically destination word
RRA.B Rotate Right Arithmetically destination byte

Syntax RRA.B dst or RRA.W dst

Operation MSB → MSB → MSB-1 . →... LSB+1 → LSB → C

Description The destination operand is shifted right arithmetically by one bit position as shown in Figure 4–40. The MSB retains its value (sign). RRA operates equal to a signed division by 2. The MSB is retained and shifted into the MSB-1. The LSB+1 is shifted into the LSB. The previous LSB is shifted into the carry bit C.

Status Bits
N: Set if result is negative (MSB = 1), reset otherwise (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Loaded from the LSB
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

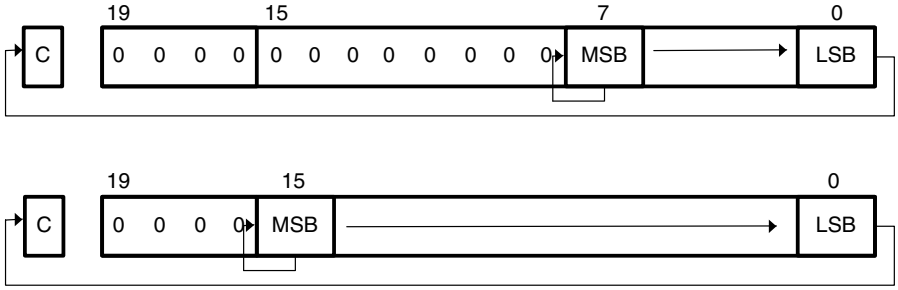
Example The signed 16-bit number in R5 is shifted arithmetically right one position.

```
RRA     R5              ; R5/2 -> R5
```

Example The signed RAM byte EDE is shifted arithmetically right one position.

```
RRA.B   EDE             ; EDE/2 -> EDE
```

Figure 4–40. Rotate Right Arithmetically RRA.B and RRA.W



RRC[.W] Rotate Right through carry destination word
RRC.B Rotate Right through carry destination byte

Syntax

RRC dst or RRC.W dst
RRC.B dst

Operation

C → MSB → MSB-1 → ... LSB+1 → LSB → C

Description

The destination operand is shifted right by one bit position as shown in Figure 4–41. The carry bit C is shifted into the MSB and the LSB is shifted into the carry bit C.

Status Bits

N: Set if result is negative (MSB = 1), reset otherwise (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Loaded from the LSB
V: Reset

Mode Bits

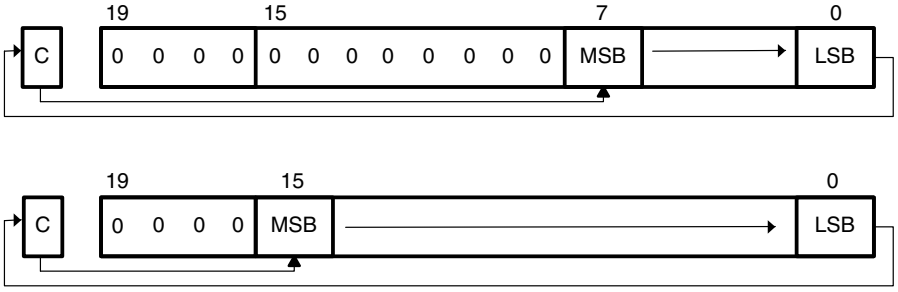
OSCOFF, CPUOFF, and GIE are not affected.

Example

RAM word EDE is shifted right one bit position. The MSB is loaded with 1.

```
SETC            ; Prepare carry for MSB
RRC     EDE     ; EDE = EDE » 1 + 8000h
```

Figure 4–41. Rotate Right through Carry RRC.B and RRC.W



*** SBC[.W]** Subtract source and borrow/.NOT. carry from destination
*** SBC.B** Subtract source and borrow/.NOT. carry from destination

Syntax

```
SBC     dst     or      SBC.W   dst
SBC.B   dst
```

Operation

dst + 0FFFFh + C –> dst
dst + 0FFh + C –> dst

Emulation

```
SUBC    #0,dst
SUBC.B  #0,dst
```

Description The carry bit (C) is added to the destination operand minus one. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise.
Set to 1 if no borrow, reset if borrow.
V: Set if an arithmetic overflow occurs, reset otherwise.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 16-bit counter pointed to by R13 is subtracted from a 32-bit counter pointed to by R12.

```
SUB     @R13,0(R12)     ; Subtract LSDs
SBC     2(R12)          ; Subtract carry from MSD
```

Example The 8-bit counter pointed to by R13 is subtracted from a 16-bit counter pointed to by R12.

```
SUB.B   @R13,0(R12)     ; Subtract LSDs
SBC.B   1(R12)          ; Subtract carry from MSD
```

Note: Borrow Implementation.

The borrow is treated as a .NOT. carry :

Borrow	Carry bit
Yes	0
No	1

*** SETC** Set carry bit

Syntax SETC

Operation 1 –> C

Emulation BIS #1,SR

Description The carry bit (C) is set.

Status Bits
N: Not affected
Z: Not affected
C: Set
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Emulation of the decimal subtraction:
Subtract R5 from R6 decimally
Assume that R5 = 03987h and R6 = 04137h

```
DSUB    ADD     #06666h,R5      ; Move content R5 from 0–9 to 6–0Fh
                                ; R5 = 03987h + 06666h = 09FEDh
        INV     R5              ; Invert this (result back to 0–9)
                                ; R5 = .NOT. R5 = 06012h
        SETC                    ; Prepare carry = 1
        DADD    R5,R6           ; Emulate subtraction by addition of:
                                ; (010000h – R5 – 1)
                                ; R6 = R6 + R5 + 1
                                ; R6 = 0150h
```

*** SETN**	Set negative bit
Syntax	SETN
Operation	1 –> N
Emulation	BIS #4,SR
Description	The negative bit (N) is set.
Status Bits	N: Set Z: Not affected C: Not affected V: Not affected
Mode Bits	OSCOFF, CPUOFF, and GIE are not affected.

*** SETZ**	Set zero bit
Syntax	SETZ
Operation	1 –> Z
Emulation	BIS #2,SR
Description	The zero bit (Z) is set.
Status Bits	N: Not affected Z: Set C: Not affected V: Not affected
Mode Bits	OSCOFF, CPUOFF, and GIE are not affected.

SUB[.W] Subtract source word from destination word
SUB.B Subtract source byte from destination byte

Syntax

SUB src,dst or SUB.W src,dst
SUB.B src,dst

Operation

(.not.src) + 1 + dst → dst or dst – src → dst

Description

The source operand is subtracted from the destination operand. This is made by adding the 1's complement of the source + 1 to the destination. The source operand is not affected, the result is written to the destination operand.

Status Bits

N: Set if result is negative (src > dst), reset if positive (src <= dst)
Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst)
C: Set if there is a carry from the MSB, reset otherwise
V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

A 16-bit constant 7654h is subtracted from RAM word EDE.

```
SUB     #7654h,&EDE   ; Subtract 7654h from EDE
```

Example

A table word pointed to by R5 (20-bit address) is subtracted from R7. Afterwards, if R7 contains zero, jump to label TONI. R5 is then auto-incremented by 2. R7.19:16 = 0.

```
SUB     @R5+,R7       ; Subtract table number from R7. R5 + 2
JZ      TONI          ; R7 = @R5 (before subtraction)
...                   ; R7 <> @R5 (before subtraction)
```

Example

Byte CNT is subtracted from byte R12 points to. The address of CNT is within PC ± 32 K. The address R12 points to is in full memory range.

```
SUB.B   CNT,0(R12)    ; Subtract CNT from @R12
```

SUBC[.W] Subtract source word with carry from destination word
SUBC.B Subtract source byte with carry from destination byte

Syntax

SUBC src,dst or SUBC.W src,dst
SUBC.B src,dst

Operation

(.not.src) + C + dst → dst or dst – (src – 1) + C → dst

Description

The source operand is subtracted from the destination operand. This is done by adding the 1's complement of the source + carry to the destination. The source operand is not affected, the result is written to the destination operand. Used for 32, 48, and 64-bit operands.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB, reset otherwise
V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

A 16-bit constant 7654h is subtracted from R5 with the carry from the previous instruction. R5.19:16 = 0

```
SUBC.W  #7654h,R5       ; Subtract 7654h + C from R5
```

Example

A 48-bit number (3 words) pointed to by R5 (20-bit address) is subtracted from a 48-bit counter in RAM, pointed to by R7. R5 points to the next 48-bit number afterwards. The address R7 points to is in full memory range.

```
SUB     @R5+,0(R7)      ; Subtract LSBs. R5 + 2
SUBC    @R5+,2(R7)      ; Subtract MIDs with C. R5 + 2
SUBC    @R5+,4(R7)      ; Subtract MSBs with C. R5 + 2
```

Example

Byte CNT is subtracted from the byte, R12 points to. The carry of the previous instruction is used. The address of CNT is in lower 64 K.

```
SUBC.B  &CNT,0(R12)     ; Subtract byte CNT from @R12
```

SWPB Swap bytes

Syntax SWPB dst

Operation dst.15:8 ⇔ dst.7:0

Description The high and the low byte of the operand are exchanged. PC.19:16 bits are cleared in register mode.

Status Bits Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Exchange the bytes of RAM word EDE (lower 64 K).

```
MOV     #1234h,&EDE     ; 1234h -> EDE
SWPB    &EDE            ; 3412h -> EDE
```

Figure 4–42. Swap Bytes in Memory

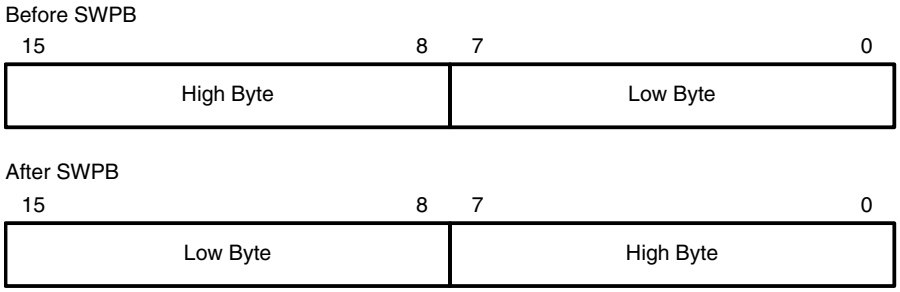
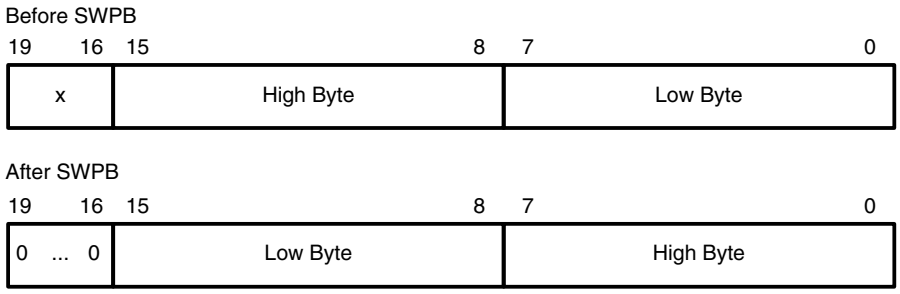


Figure 4–43. Swap Bytes in a Register



SXT Extend sign

Syntax SXT dst

Operation dst.7 → dst.15:8, dst.7 → dst.19:8 (Register Mode)

Description Register Mode: the sign of the low byte of the operand is extended into the bits Rdst.19:8

Rdst.7 = 0: Rdst.19:8 = 000h afterwards.

Rdst.7 = 1: Rdst.19:8 = FFFh afterwards.

Other Modes: the sign of the low byte of the operand is extended into the high byte.

dst.7 = 0: high byte = 00h afterwards.

dst.7 = 1: high byte = FFh afterwards.

Status Bits
N: Set if result is negative, reset otherwise
Z: Set if result is zero, reset otherwise
C: Set if result is not zero, reset otherwise (C = .not.Z)
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The signed 8-bit data in EDE (lower 64 K) is sign extended and added to the 16-bit signed data in R7.

```
MOV.B   &EDE,R5         ; EDE -> R5. 00XXh
SXT     R5              ; Sign extend low byte to R5.19:8
ADD     R5,R7           ; Add signed 16-bit values
```

Example The signed 8-bit data in EDE (PC ±32 K) is sign extended and added to the 20-bit data in R7.

```
MOV.B   EDE,R5          ; EDE -> R5. 00XXh
SXT     R5              ; Sign extend low byte to R5.19:8
ADDA    R5,R7           ; Add signed 20-bit values
```

*** TST[.W]** Test destination
*** TST.B** Test destination

Syntax

```
TST     dst    or   TST.W  dst
TST.B   dst
```

Operation

dst + 0FFFFh + 1
dst + 0FFh + 1

Emulation

```
CMP     #0,dst
CMP.B   #0,dst
```

Description The destination operand is compared with zero. The status bits are set according to the result. The destination is not affected.

Status Bits

N: Set if destination is negative, reset if positive
Z: Set if destination contains zero, reset otherwise
C: Set
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example R7 is tested. If it is negative, continue at R7NEG; if it is positive but not zero, continue at R7POS.

```
        TST     R7      ; Test R7
        JN      R7NEG   ; R7 is negative
        JZ      R7ZERO  ; R7 is zero
R7POS   .....           ; R7 is positive but not zero
R7NEG   .....           ; R7 is negative
R7ZERO  .....           ; R7 is zero
```

Example The low byte of R7 is tested. If it is negative, continue at R7NEG; if it is positive but not zero, continue at R7POS.

```
        TST.B   R7      ; Test low byte of R7
        JN      R7NEG   ; Low byte of R7 is negative
        JZ      R7ZERO  ; Low byte of R7 is zero
R7POS   .....           ; Low byte of R7 is positive but not zero
R7NEG   .....           ; Low byte of R7 is negative
R7ZERO  .....           ; Low byte of R7 is zero
```

XOR[.W] Exclusive OR source word with destination word
XOR.B Exclusive OR source byte with destination byte

Syntax

XOR dst or XOR.W dst
XOR.B dst

Operation

src .xor. dst → dst

Description

The source and destination operands are exclusively ORed. The result is placed into the destination. The source operand is not affected. The previous content of the destination is lost.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if result is not zero, reset otherwise (C = .not. Z)
V: Set if both operands are negative before execution, reset otherwise

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Toggle bits in word CNTR (16-bit data) with information (bit = 1) in address-word TONI. Both operands are located in lower 64 K.

```
XOR     &TONI,&CNTR     ; Toggle bits in CNTR
```

Example

A table word pointed to by R5 (20-bit address) is used to toggle bits in R6. R6.19:16 = 0.

```
XOR     @R5,R6          ; Toggle bits in R6
```

Example

Reset to zero those bits in the low byte of R7 that are different from the bits in byte EDE. R7.19:8 = 0. The address of EDE is within PC ± 32 K.

```
XOR.B   EDE,R7          ; Set different bits to 1 in R7.
INV.B   R7              ; Invert low byte of R7, high byte is 0h
```

4.6.3 Extended Instructions

The extended MSP430X instructions give the MSP430X CPU full access to its 20-bit address space. Some MSP430X instructions require an additional word of op-code called the extension word. All addresses, indexes, and immediate numbers have 20-bit values, when preceded by the extension word. The MSP430X extended instructions are listed and described in the following pages. For MSP430X instructions that do not require the extension word, it is noted in the instruction description.

* **ADCX.A**	Add carry to destination address-word
* **ADCX.[W]**	Add carry to destination word
* **ADCX.B**	Add carry to destination byte

Syntax

```
ADCX.A  dst
ADCX    dst    or    ADCX.W    dst
ADCX.B  dst
```

Operation

dst + C –> dst

Emulation

```
ADDCX.A  #0,dst
ADDCX    #0,dst
ADDCX.B  #0,dst
```

Description

The carry bit (C) is added to the destination operand. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise
V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The 40-bit counter, pointed to by R12 and R13, is incremented.

```
INCX.A    @R12    ; Increment lower 20 bits
ADCX.A    @R13    ; Add carry to upper 20 bits
```

ADDX.A Add source address-word to destination address-word
ADDX[.W] Add source word to destination word
ADDX.B Add source byte to destination byte

Syntax

```
ADDX.A   src,dst
ADDX     src,dst  or  ADDX.W   src,dst
ADDX.B   src,dst
```

Operation src + dst → dst

Description The source operand is added to the destination operand. The previous contents of the destination are lost. Both operands can be located in the full address space.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise
V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Ten is added to the 20-bit pointer CNTR located in two words CNTR (LSBs) and CNTR+2 (MSBs).

```
ADDX.A   #10,CNTR      ; Add 10 to 20-bit pointer
```

Example A table word (16-bit) pointed to by R5 (20-bit address) is added to R6. The jump to label TONI is performed on a carry.

```
ADDX.W   @R5,R6        ; Add table word to R6
JC       TONI          ; Jump if carry
...                    ; No carry
```

Example A table byte pointed to by R5 (20-bit address) is added to R6. The jump to label TONI is performed if no carry occurs. The table pointer is auto-incremented by 1.

```
ADDX.B   @R5+,R6       ; Add table byte to R6. R5 + 1. R6: 000xxh
JNC      TONI          ; Jump if no carry
...                    ; Carry occurred
```

Note: Use ADDA for the following two cases for better code density and execution.

```
ADDX.A   Rsrc,Rdst  or
ADDX.A   #imm20,Rdst
```

ADDCX.A Add source address-word and carry to destination address-word
ADDCX[.W] Add source word and carry to destination word
ADDCX.B Add source byte and carry to destination byte

Syntax

ADDCX.A src,dst
ADDCX src,dst or ADDCX.W src,dst
ADDCX.B src,dst

Operation

src + dst + C → dst

Description

The source operand and the carry bit C are added to the destination operand. The previous contents of the destination are lost. Both operands may be located in the full address space.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise
V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Constant 15 and the carry of the previous instruction are added to the 20-bit counter CNTR located in two words.

```
ADDCX.A     #15,&CNTR          ; Add 15 + C to 20-bit CNTR
```

Example

A table word pointed to by R5 (20-bit address) and the carry C are added to R6. The jump to label TONI is performed on a carry.

```
ADDCX.W     @R5,R6             ; Add table word + C to R6
JC          TONI               ; Jump if carry
...                            ; No carry
```

Example

A table byte pointed to by R5 (20-bit address) and the carry bit C are added to R6. The jump to label TONI is performed if no carry occurs. The table pointer is auto-incremented by 1.

```
ADDCX.B     @R5+,R6            ; Add table byte + C to R6. R5 + 1
JNC         TONI               ; Jump if no carry
...                            ; Carry occurred
```

ANDX.A Logical AND of source address-word with destination address-word
ANDX[.W] Logical AND of source word with destination word
ANDX.B Logical AND of source byte with destination byte

Syntax

ANDX.A src,dst
ANDX src,dst or ANDX.W src,dst
ANDX.B src,dst

Operation

src .and. dst → dst

Description

The source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected. Both operands may be located in the full address space.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if the result is not zero, reset otherwise. C = (.not. Z)
V: Reset

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The bits set in R5 (20-bit data) are used as a mask (AAA55h) for the address-word TOM located in two words. If the result is zero, a branch is taken to label TONI.

```
MOVA    #AAA55h,R5      ; Load 20-bit mask to R5
ANDX.A  R5,TOM          ; TOM .and. R5 -> TOM
JZ      TONI            ; Jump if result 0
...                     ; Result > 0
```

or shorter:

```
ANDX.A  #AAA55h,TOM     ; TOM .and. AAA55h -> TOM
JZ      TONI            ; Jump if result 0
```

Example

A table byte pointed to by R5 (20-bit address) is logically ANDed with R6. R6.19:8 = 0. The table pointer is auto-incremented by 1.

```
ANDX.B  @R5+,R6         ; AND table byte with R6. R5 + 1
```

BICX.A Clear bits set in source address-word in destination address-word
BICX[.W] Clear bits set in source word in destination word
BICX.B Clear bits set in source byte in destination byte

Syntax

BICX.A src,dst
BICX src,dst or BICX.W src,dst
BICX.B src,dst

Operation

(.not. src) .and. dst → dst

Description

The inverted source operand and the destination operand are logically ANDed. The result is placed into the destination. The source operand is not affected. Both operands may be located in the full address space.

Status Bits

N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The bits 19:15 of R5 (20-bit data) are cleared.

```
BICX.A      #0F8000h,R5          ; Clear R5.19:15 bits
```

Example

A table word pointed to by R5 (20-bit address) is used to clear bits in R7. R7.19:16 = 0

```
BICX.W      @R5,R7               ; Clear bits in R7
```

Example

A table byte pointed to by R5 (20-bit address) is used to clear bits in output Port1.

```
BICX.B      @R5,&P1OUT           ; Clear I/O port P1 bits
```

BISX.A Set bits set in source address-word in destination address-word
BISX[.W] Set bits set in source word in destination word
BISX.B Set bits set in source byte in destination byte

Syntax

```
BISX.A   src,dst
BISX     src,dst  or  BISX.W   src,dst
BISX.B   src,dst
```

Operation src .or. dst → dst

Description The source operand and the destination operand are logically ORed. The result is placed into the destination. The source operand is not affected. Both operands may be located in the full address space.

Status Bits

N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Bits 16 and 15 of R5 (20-bit data) are set to one.

```
BISX.A    #018000h,R5    ; Set R5.16:15 bits
```

Example A table word pointed to by R5 (20-bit address) is used to set bits in R7.

```
BISX.W    @R5,R7         ; Set bits in R7
```

Example A table byte pointed to by R5 (20-bit address) is used to set bits in output Port1.

```
BISX.B    @R5,&P1OUT     ; Set I/O port P1 bits
```

BITX.A Test bits set in source address-word in destination address-word
BITX[.W] Test bits set in source word in destination word
BITX.B Test bits set in source byte in destination byte

Syntax

BITX.A src,dst
BITX src,dst or BITX.W src,dst
BITX.B src,dst

Operation

src .and. dst

Description

The source operand and the destination operand are logically ANDed. The result affects only the status bits. Both operands may be located in the full address space.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if the result is not zero, reset otherwise. C = (.not. Z)
V: Reset

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Test if bit 16 or 15 of R5 (20-bit data) is set. Jump to label TONI if so.

```
BITX.A   #018000h,R5     ; Test R5.16:15 bits
JNZ      TONI            ; At least one bit is set
...                      ; Both are reset
```

Example

A table word pointed to by R5 (20-bit address) is used to test bits in R7. Jump to label TONI if at least one bit is set.

```
BITX.W   @R5,R7          ; Test bits in R7: C = .not.Z
JC       TONI            ; At least one is set
...                      ; Both are reset
```

Example

A table byte pointed to by R5 (20-bit address) is used to test bits in input Port1. Jump to label TONI if no bit is set. The next table byte is addressed.

```
BITX.B   @R5+,&P1IN      ; Test input P1 bits. R5 + 1
JNC      TONI            ; No corresponding input bit is set
...                      ; At least one bit is set
```

*** CLRX.A** Clear destination address-word
* **CLRX.[W]** Clear destination word
* **CLRX.B** Clear destination byte

Syntax

```
CLRX.A   dst
CLRX     dst    or   CLRX.W    dst
CLRX.B   dst
```

Operation 0 –> dst

Emulation

```
MOVX.A   #0,dst
MOVX     #0,dst
MOVX.B   #0,dst
```

Description The destination operand is cleared.

Status Bits Status bits are not affected.

Example RAM address-word TONI is cleared.

```
CLRX.A   TONI        ; 0 –> TONI
```

CMPX.A Compare source address-word and destination address-word
CMPX[.W] Compare source word and destination word
CMPX.B Compare source byte and destination byte

Syntax

```
CMPX.A   src,dst
CMPX     src,dst  or  CMPX.W   src,dst
CMPX.B   src,dst
```

Operation

(.not. src) + 1 + dst or dst – src

Description

The source operand is subtracted from the destination operand by adding the 1's complement of the source + 1 to the destination. The result affects only the status bits. Both operands may be located in the full address space.

Status Bits

N: Set if result is negative (src > dst), reset if positive (src <= dst)
Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst)
C: Set if there is a carry from the MSB, reset otherwise
V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Compare EDE with a 20-bit constant 18000h. Jump to label TONI if EDE equals the constant.

```
CMPX.A    #018000h,EDE    ; Compare EDE with 18000h
JEQ       TONI            ; EDE contains 18000h
...                       ; Not equal
```

Example

A table word pointed to by R5 (20-bit address) is compared with R7. Jump to label TONI if R7 contains a lower, signed, 16-bit number.

```
CMPX.W    @R5,R7          ; Compare two signed numbers
JL        TONI            ; R7 < @R5
...                       ; R7 >= @R5
```

Example

A table byte pointed to by R5 (20-bit address) is compared to the input in I/O Port1. Jump to label TONI if the values are equal. The next table byte is addressed.

```
CMPX.B    @R5+,&P1IN      ; Compare P1 bits with table. R5 + 1
JEQ       TONI            ; Equal contents
...                       ; Not equal
```

Note: Use CMPA for the following two cases for better density and execution.

```
CMPA      Rsrc,Rdst  or
CMPA      #imm20,Rdst
```

*** DADCX.A** Add carry decimally to destination address-word
* **DADCX[.W]** Add carry decimally to destination word
* **DADCX.B** Add carry decimally to destination byte

Syntax

```
DADCX.A   dst
DADCX     dst   or   DADCX.W   src,dst
DADCX.B   dst
```

Operation dst + C –> dst (decimally)

Emulation

```
DADDX.A   #0,dst
DADDX     #0,dst
DADDX.B   #0,dst
```

Description The carry bit (C) is added decimally to the destination.

Status Bits

N: Set if MSB of result is 1 (address-word > 79999h, word > 7999h, byte > 79h), reset if MSB is 0.
Z: Set if result is zero, reset otherwise.
C: Set if the BCD result is too large (address-word > 99999h, word > 9999h, byte > 99h), reset otherwise.
V: Undefined.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 40-bit counter, pointed to by R12 and R13, is incremented decimally.

```
DADDX.A   #1,0(R12)    ; Increment lower 20 bits
DADCX.A   0(R13)       ; Add carry to upper 20 bits
```

DADDX.A Add source address-word and carry decimally to destination address-word
DADDX[.W] Add source word and carry decimally to destination word
DADDX.B Add source byte and carry decimally to destination byte

Syntax

DADDX.A src,dst
DADDX src,dst or DADDX.W src,dst
DADDX.B src,dst

Operation

src + dst + C → dst (decimally)

Description

The source operand and the destination operand are treated as two (.B), four (.W), or five (.A) binary coded decimals (BCD) with positive signs. The source operand and the carry bit C are added decimally to the destination operand. The source operand is not affected. The previous contents of the destination are lost. The result is not defined for non-BCD numbers. Both operands may be located in the full address space.

Status Bits

N: Set if MSB of result is 1 (address-word > 79999h, word > 7999h, byte > 79h), reset if MSB is 0.
Z: Set if result is zero, reset otherwise.
C: Set if the BCD result is too large (address-word > 99999h, word > 9999h, byte > 99h), reset otherwise.
V: Undefined.

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Decimal 10 is added to the 20-bit BCD counter DECCNTR located in two words.

```
DADDX.A     #10h,&DECCNTR   ; Add 10 to 20-bit BCD counter
```

Example

The eight-digit BCD number contained in 20-bit addresses BCD and BCD+2 is added decimally to an eight-digit BCD number contained in R4 and R5 (BCD+2 and R5 contain the MSDs).

```
CLRC                        ; Clear carry
DADDX.W     BCD,R4          ; Add LSDs
DADDX.W     BCD+2,R5        ; Add MSDs with carry
JC          OVERFLOW        ; Result >99999999: go to error routine
...                         ;  Result ok
```

Example

The two-digit BCD number contained in 20-bit address BCD is added decimally to a two-digit BCD number contained in R4.

```
CLRC                        ; Clear carry
DADDX.B     BCD,R4          ; Add BCD to R4 decimally.
                            ; R4: 000ddh
```

*** DECX.A** Decrement destination address-word
*** DECX[.W]** Decrement destination word
*** DECX.B** Decrement destination byte

Syntax

```
DECX    dst
DECX    dst     or   DECX.W    dst
DECX.B  dst
```

Operation dst – 1 –> dst

Emulation

```
SUBX.A  #1,dst
SUBX    #1,dst
SUBX.B  #1,dst
```

Description The destination operand is decremented by one. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if dst contained 1, reset otherwise
C: Reset if dst contained 0, set otherwise
V: Set if an arithmetic overflow occurs, otherwise reset.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example RAM address-word TONI is decremented by 1

```
DECX.A  TONI    ; Decrement TONI
```

*** DECDX.A** Double-decrement destination address-word
*** DECDX[.W]** Double-decrement destination word
*** DECDX.B** Double-decrement destination byte

Syntax

```
DECDX.A   dst
DECDX     dst   or   DECDX.W   dst
DECDX.B   dst
```

Operation

dst – 2 –> dst

Emulation

```
SUBX.A   #2,dst
SUBX     #2,dst
SUBX.B   #2,dst
```

Description

The destination operand is decremented by two. The original contents are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if dst contained 2, reset otherwise
C: Reset if dst contained 0 or 1, set otherwise
V: Set if an arithmetic overflow occurs, otherwise reset.

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

RAM address-word TONI is decremented by 2.

```
DECDX.A   TONI        ; Decrement TONI by two
```

*** INCX.A** Increment destination address-word
*** INCX[.W]** Increment destination word
*** INCX.B** Increment destination byte

Syntax

```
INCX.A    dst
INCX      dst    or   INCX.W    dst
INCX.B    dst
```

Operation dst + 1 –> dst

Emulation

```
ADDX.A   #1,dst
ADDX     #1,dst
ADDX.B   #1,dst
```

Description The destination operand is incremented by one. The original contents are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFFFh, reset otherwise
Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
C: Set if dst contained 0FFFFFh, reset otherwise
Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
V: Set if dst contained 07FFFh, reset otherwise
Set if dst contained 07FFFh, reset otherwise
Set if dst contained 07Fh, reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example RAM address-word TONI is incremented by 1.

```
INCX.A    TONI      ; Increment TONI (20-bits)
```

*** INCDX.A** Double-increment destination address-word
*** INCDX[.W]** Double-increment destination word
*** INCDX.B** Double-increment destination byte

Syntax

```
INCDX.A   dst
INCDX     dst    or   INCDX.W   dst
INCDX.B   dst
```

Operation dst + 2 –> dst

Emulation

```
ADDX.A   #2,dst
ADDX     #2,dst
ADDX.B   #2,dst
```

Example The destination operand is incremented by two. The original contents are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFFEh, reset otherwise
Set if dst contained 0FFFEh, reset otherwise
Set if dst contained 0FEh, reset otherwise
C: Set if dst contained 0FFFFEh or 0FFFFFh, reset otherwise
Set if dst contained 0FFFEh or 0FFFFh, reset otherwise
Set if dst contained 0FEh or 0FFh, reset otherwise
V: Set if dst contained 07FFFEh or 07FFFFh, reset otherwise
Set if dst contained 07FFEh or 07FFFh, reset otherwise
Set if dst contained 07Eh or 07Fh, reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example RAM byte LEO is incremented by two; PC points to upper memory

```
INCDX.B   LEO          ; Increment LEO by two
```

*** INVX.A** Invert destination
*** INVX[.W]** Invert destination
*** INVX.B** Invert destination

Syntax

```
INVX.A   dst
INVX     dst   or   INVX.W    dst
INVX.B   dst
```

Operation .NOT.dst –> dst

Emulation

```
XORX.A   #0FFFFFh,dst
XORX     #0FFFFh,dst
XORX.B   #0FFh,dst
```

Description The destination operand is inverted. The original contents are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if dst contained 0FFFFFh, reset otherwise
Set if dst contained 0FFFFh, reset otherwise
Set if dst contained 0FFh, reset otherwise
C: Set if result is not zero, reset otherwise (= .NOT. Zero)
V: Set if initial destination operand was negative, otherwise reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example 20-bit content of R5 is negated (twos complement).

```
INVX.A   R5      ; Invert R5
INCX.A   R5      ; R5 is now negated
```

Example Content of memory byte LEO is negated. PC is pointing to upper memory

```
INVX.B   LEO     ; Invert LEO
INCX.B   LEO     ; MEM(LEO) is negated
```

MOVX.A Move source address-word to destination address-word
MOVX[.W] Move source word to destination word
MOVX.B Move source byte to destination byte

Syntax

```
MOVX.A  src,dst
MOVX    src,dst  or  MOVX.W  src,dst
MOVX.B  src,dst
```

Operation src → dst

Description The source operand is copied to the destination. The source operand is not affected. Both operands may be located in the full address space.

Status Bits

N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Move a 20-bit constant 18000h to absolute address-word EDE.

```
MOVX.A  #018000h,&EDE       ; Move 18000h to EDE
```

Example The contents of table EDE (word data, 20-bit addresses) are copied to table TOM. The length of the table is 030h words.

```
        MOVA    #EDE,R10            ; Prepare pointer (20-bit address)
Loop    MOVX.W  @R10+,TOM-EDE-2(R10) ; R10 points to both tables.
                                     R10+2
        CMPA    #EDE+60h,R10        ; End of table reached?
        JLO     Loop                ; Not yet
        ...                         ; Copy completed
```

Example The contents of table EDE (byte data, 20-bit addresses) are copied to table TOM. The length of the table is 020h bytes.

```
        MOVA    #EDE,R10            ; Prepare pointer (20-bit)
        MOV     #20h,R9             ; Prepare counter
Loop    MOVX.B  @R10+,TOM-EDE-1(R10) ; R10 points to both tables.
                                     ; R10+1
        DEC     R9                  ; Decrement counter
        JNZ     Loop                ; Not yet done
        ...                         ; Copy completed
```

Ten of the 28 possible addressing combinations of the MOVX.A instruction can use the MOVA instruction. This saves two bytes and code cycles. Examples for the addressing combinations are:

```
MOVX.A   Rsrc,Rdst        MOVA   Rsrc,Rdst        ; Reg/Reg
MOVX.A   #imm20,Rdst      MOVA   #imm20,Rdst      ; Immediate/Reg
MOVX.A   &abs20,Rdst      MOVA   &abs20,Rdst      ; Absolute/Reg
MOVX.A   @Rsrc,Rdst       MOVA   @Rsrc,Rdst       ; Indirect/Reg
MOVX.A   @Rsrc+,Rdst      MOVA   @Rsrc+,Rdst      ; Indirect,Auto/Reg
MOVX.A   Rsrc,&abs20      MOVA   Rsrc,&abs20      ; Reg/Absolute
```

The next four replacements are possible only if 16-bit indexes are sufficient for the addressing.

```
MOVX.A   z20(Rsrc),Rdst   MOVA   z16(Rsrc),Rdst  ; Indexed/Reg
MOVX.A   Rsrc,z20(Rdst)   MOVA   Rsrc,z16(Rdst)  ; Reg/Indexed
MOVX.A   symb20,Rdst      MOVA   symb16,Rdst     ; Symbolic/Reg
MOVX.A   Rsrc,symb20      MOVA   Rsrc,symb16     ; Reg/Symbolic
```

POPM.A Restore n CPU registers (20-bit data) from the stack
POPM[.W] Restore n CPU registers (16-bit data) from the stack

Syntax

POPM.A #n,Rdst $1 \le n \le 16$
POPM.W #n,Rdst or POPM #n,Rdst $1 \le n \le 16$

Operation

POPM.A: Restore the register values from stack to the specified CPU registers. The stack pointer SP is incremented by four for each register restored from stack. The 20-bit values from stack (2 words per register) are restored to the registers.

POPM.W: Restore the 16-bit register values from stack to the specified CPU registers. The stack pointer SP is incremented by two for each register restored from stack. The 16-bit values from stack (one word per register) are restored to the CPU registers.

Note : This does not use the extension word.

Description

POPM.A: The CPU registers pushed on the stack are moved to the extended CPU registers, starting with the CPU register (Rdst - n + 1). The stack pointer is incremented by ($n \times 4$) after the operation.

POPM.W: The 16-bit registers pushed on the stack are moved back to the CPU registers, starting with CPU register (Rdst - n + 1). The stack pointer is incremented by ($n \times 2$) after the instruction. The MSBs (Rdst.19:16) of the restored CPU registers are cleared

Status Bits Not affected, except SR is included in the operation

Mode Bits OSCOFF, CPUOFF, and GIE are not affected, except SR is included in the operation.

Example Restore the 20-bit registers R9, R10, R11, R12, R13 from the stack.

```
POPM.A    #5,R13          ; Restore R9, R10, R11, R12, R13
```

Example Restore the 16-bit registers R9, R10, R11, R12, R13 from the stack.

```
POPM.W    #5,R13          ; Restore R9, R10, R11, R12, R13
```

PUSHM.A Save n CPU registers (20-bit data) on the stack
PUSHM[.W] Save n CPU registers (16-bit words) on the stack

Syntax

PUSHM.A #n,Rdst $1 \le n \le 16$
PUSHM.W #n,Rdst or PUSHM #n,Rdst $1 \le n \le 16$

Operation

PUSHM.A: Save the 20-bit CPU register values on the stack. The stack pointer (SP) is decremented by four for each register stored on the stack. The MSBs are stored first (higher address).

PUSHM.W: Save the 16-bit CPU register values on the stack. The stack pointer is decremented by two for each register stored on the stack.

Description

PUSHM.A: The n CPU registers, starting with Rdst backwards, are stored on the stack. The stack pointer is decremented by $(n \times 4)$ after the operation. The data (Rn.19:0) of the pushed CPU registers is not affected.

PUSHM.W: The n registers, starting with Rdst backwards, are stored on the stack. The stack pointer is decremented by $(n \times 2)$ after the operation. The data (Rn.19:0) of the pushed CPU registers is not affected.

Note : This instruction does not use the extension word.

Status Bits Not affected.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Save the five 20-bit registers R9, R10, R11, R12, R13 on the stack.

```
PUSHM.A     #5,R13          ; Save R13, R12, R11, R10, R9
```

Example Save the five 16-bit registers R9, R10, R11, R12, R13 on the stack.

```
PUSHM.W     #5,R13          ; Save R13, R12, R11, R10, R9
```

*** POPX.A** Restore single address-word from the stack
*** POPX[.W]** Restore single word from the stack
*** POPX.B** Restore single byte from the stack

Syntax

```
POPX.A    dst
POPX      dst  or  POPX.W   dst
POPX.B    dst
```

Operation Restore the 8/16/20-bit value from the stack to the destination. 20-bit addresses are possible. The stack pointer SP is incremented by two (byte and word operands) and by four (address-word operand).

Emulation

```
MOVX(.B,.A)    @SP+,dst
```

Description The item on TOS is written to the destination operand. Register Mode, Indexed Mode, Symbolic Mode, and Absolute Mode are possible. The stack pointer is incremented by two or four.

Note: the stack pointer is incremented by two also for byte operations.

Status Bits Not affected.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Write the 16-bit value on TOS to the 20-bit address &EDE.

```
POPX.W    &EDE        ; Write word to address EDE
```

Example Write the 20-bit value on TOS to R9.

```
POPX.A    R9          ; Write address-word to R9
```

PUSHX.A Save a single address-word on the stack
PUSHX[.W] Save a single word on the stack
PUSHX.B Save a single byte on the stack

Syntax

PUSHX.A src
PUSHX src or PUSHX.W src
PUSHX.B src

Operation

Save the 8/16/20-bit value of the source operand on the TOS. 20-bit addresses are possible. The stack pointer (SP) is decremented by two (byte and word operands) or by four (address-word operand) before the write operation.

Description

The stack pointer is decremented by two (byte and word operands) or by four (address-word operand). Then the source operand is written to the TOS. All seven addressing modes are possible for the source operand.

Note : This instruction does not use the extension word.

Status Bits

Not affected.

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

Save the byte at the 20-bit address &EDE on the stack.

```
PUSHX.B     &EDE        ; Save byte at address EDE
```

Example

Save the 20-bit value in R9 on the stack.

```
PUSHX.A     R9          ; Save address-word in R9
```

RLAM.A Rotate Left Arithmetically the 20-bit CPU register content
RLAM[.W] Rotate Left Arithmetically the 16-bit CPU register content

Syntax

RLAM.A #n,Rdst 1 ≤ n ≤ 4
RLAM.W #n,Rdst or RLAM #n,Rdst 1 ≤ n ≤ 4

Operation

C ← MSB ← MSB-1 .... LSB+1 ← LSB ← 0

Description

The destination operand is shifted arithmetically left one, two, three, or four positions as shown in Figure 4–44. RLAM works as a multiplication (signed and unsigned) with 2, 4, 8, or 16. The word instruction RLAM.W clears the bits Rdst.19:16

Note : This instruction does not use the extension word.

Status Bits

N: Set if result is negative
.A: Rdst.19 = 1, reset if Rdst.19 = 0
.W: Rdst.15 = 1, reset if Rdst.15 = 0
Z: Set if result is zero, reset otherwise
C: Loaded from the MSB (n = 1), MSB-1 (n = 2), MSB-2 (n = 3), MSB-3 (n = 4)
V: Undefined

Mode Bits

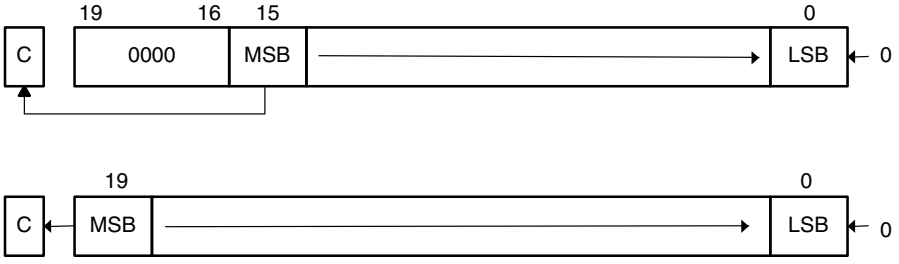
OSCOFF, CPUOFF, and GIE are not affected.

Example

The 20-bit operand in R5 is shifted left by three positions. It operates equal to an arithmetic multiplication by 8.

```
RLAM.A    #3,R5              ; R5 = R5 x 8
```

Figure 4–44. Rotate Left Arithmetically RLAM[.W] and RLAM.A



*** RLAX.A** Rotate left arithmetically address-word
*** RLAX[.W]** Rotate left arithmetically word
*** RLAX.B** Rotate left arithmetically byte

Syntax

```
RLAX.B  dst
RLAX    dst      or      RLAX.W   dst
RLAX.B  dst
```

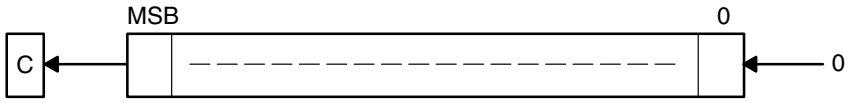
Operation C <– MSB <– MSB–1 .... LSB+1 <– LSB <– 0

Emulation

```
ADDX.A  dst,dst
ADDX    dst,dst
ADDX.B  dst,dst
```

Description The destination operand is shifted left one position as shown in Figure 4–45. The MSB is shifted into the carry bit (C) and the LSB is filled with 0. The RLAX instruction acts as a signed multiplication by 2.

Figure 4–45. Destination Operand—Arithmetic Shift Left



Status Bits
N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Loaded from the MSB
V: Set if an arithmetic overflow occurs:
the initial value is 040000h ≤ dst < 0C0000h; reset otherwise
Set if an arithmetic overflow occurs:
the initial value is 04000h ≤ dst < 0C000h; reset otherwise
Set if an arithmetic overflow occurs:
the initial value is 040h ≤ dst < 0C0h; reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 20-bit value in R7 is multiplied by 2.

```
RLAX.A      R7          ; Shift left R7 (20-bit)
```

*** RLCX.A** Rotate left through carry address-word
*** RLCX[.W]** Rotate left through carry word
*** RLCX.B** Rotate left through carry byte

Syntax

```
RLCX.A   dst
RLCX     dst        or        RLCX.W      dst
RLCX.B   dst
```

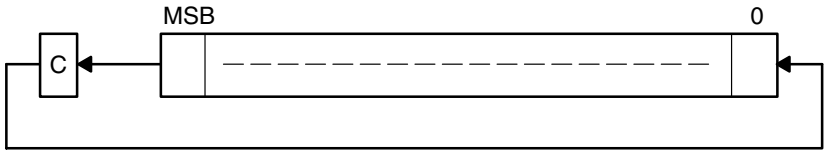
Operation C <– MSB <– MSB–1 .... LSB+1 <– LSB <– C

Emulation

```
ADDCX.A   dst,dst
ADDCX     dst,dst
ADDCX.B   dst,dst
```

Description The destination operand is shifted left one position as shown in Figure 4–46. The carry bit (C) is shifted into the LSB and the MSB is shifted into the carry bit (C).

Figure 4–46. Destination Operand—Carry Left Shift



Status Bits
N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Loaded from the MSB
V: Set if an arithmetic overflow occurs
the initial value is 040000h ≤ dst < 0C0000h; reset otherwise
Set if an arithmetic overflow occurs:
the initial value is 04000h ≤ dst < 0C000h; reset otherwise
Set if an arithmetic overflow occurs:
the initial value is 040h ≤ dst < 0C0h; reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 20-bit value in R5 is shifted left one position.

```
RLCX.A    R5              ; (R5 x 2) + C –> R5
```

Example The RAM byte LEO is shifted left one position. PC is pointing to upper memory

```
RLCX.B    LEO             ; RAM(LEO) x 2 + C –> RAM(LEO)
```

RRAM.A Rotate Right Arithmetically the 20-bit CPU register content
RRAM[.W] Rotate Right Arithmetically the 16-bit CPU register content

Syntax

RRAM.A #n,Rdst 1 ≤ n ≤ 4
RRAM.W #n,Rdst or RRAM #n,Rdst 1 ≤ n ≤ 4

Operation

MSB → MSB → MSB-1 …. LSB+1 → LSB → C

Description

The destination operand is shifted right arithmetically by one, two, three, or four bit positions as shown in Figure 4–47. The MSB retains its value (sign). RRAM operates equal to a signed division by 2/4/8/16. The MSB is retained and shifted into MSB-1. The LSB+1 is shifted into the LSB, and the LSB is shifted into the carry bit C. The word instruction RRAM.W clears the bits Rdst.19:16.

Note : This instruction does not use the extension word.

Status Bits

N: Set if result is negative
.A: Rdst.19 = 1, reset if Rdst.19 = 0
.W: Rdst.15 = 1, reset if Rdst.15 = 0
Z: Set if result is zero, reset otherwise
C: Loaded from the LSB (n = 1), LSB+1 (n = 2), LSB+2 (n = 3), or LSB+3 (n = 4)
V: Reset

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The signed 20-bit number in R5 is shifted arithmetically right two positions.

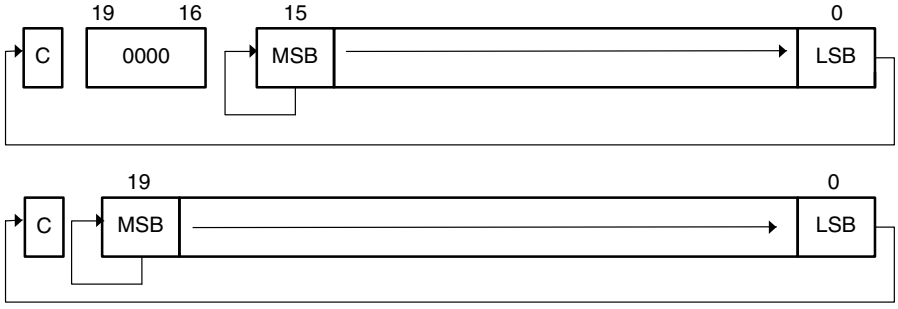
```
RRAM.A    #2,R5        ; R5/4 -> R5
```

Example

The signed 20-bit value in R15 is multiplied by 0.75. (0.5 + 0.25) x R15

```
PUSHM.A   #1,R15       ; Save extended R15 on stack
RRAM.A    #1,R15       ; R15 × 0.5 -> R15
ADDX.A    @SP+,R15     ; R15 × 0.5 + R15 = 1.5 × R15 -> R15
RRAM.A    #1,R15       ; (1.5 × R15) × 0.5 = 0.75 × R15 -> R15
```

Figure 4–47. Rotate Right Arithmetically RRAM[.W] and RRAM.A



RRAX.A Rotate Right Arithmetically the 20-bit operand
RRAX[.W] Rotate Right Arithmetically the 16-bit operand
RRAX.B Rotate Right Arithmetically the 8-bit operand

Syntax

```
RRAX.A   Rdst
RRAX.W   Rdst
RRAX     Rdst
RRAX.B   Rdst

RRAX.A   dst
RRAX.W   dst      or      RRAX  dst
RRAX.B   dst
```

Operation MSB → MSB → MSB-1 . ... LSB+1 → LSB → C

Description Register Mode for the destination: the destination operand is shifted right by one bit position as shown in Figure 4–48. The MSB retains its value (sign). The word instruction RRAX.W clears the bits Rdst.19:16, the byte instruction RRAX.B clears the bits Rdst.19:8. The MSB retains its value (sign), the LSB is shifted into the carry bit. RRAX here operates equal to a signed division by 2.

All other modes for the destination: the destination operand is shifted right arithmetically by one bit position as shown in Figure 4–49. The MSB retains its value (sign), the LSB is shifted into the carry bit. RRAX here operates equal to a signed division by 2. All addressing modes – with the exception of the Immediate Mode – are possible in the full memory.

Status Bits

N: Set if result is negative
  .A: dst.19 = 1, reset if dst.19 = 0
  .W: dst.15 = 1, reset if dst.15 = 0
  .B: dst.7 = 1, reset if dst.7 = 0
Z: Set if result is zero, reset otherwise
C: Loaded from LSB
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The signed 20-bit number in R5 is shifted arithmetically right four positions.

```
RPT     #4
RRAX.A  R5              ; R5/16 –> R5
```

Example The signed 8-bit value in EDE is multiplied by 0.5.

```
RRAX.B  &EDE            ; EDE/2 -> EDE
```

Figure 4–48. Rotate Right Arithmetically RRAX(.B,.A). Register Mode

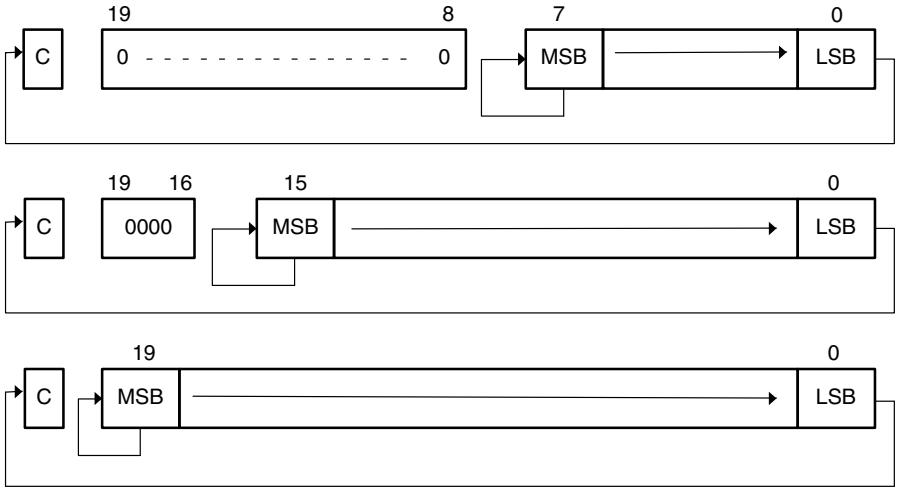
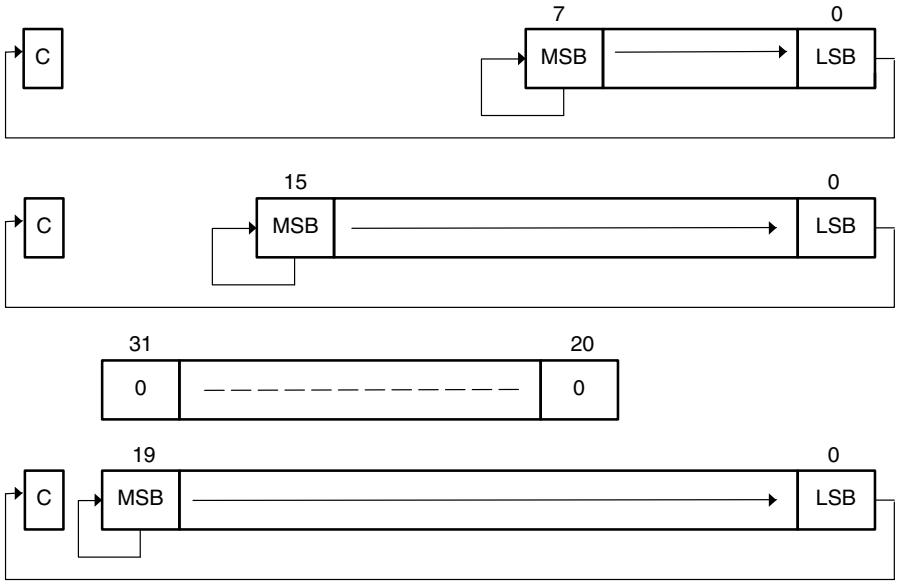


Figure 4–49. Rotate Right Arithmetically RRAX(.B,.A). Non-Register Mode



RRCM.A Rotate Right through carry the 20-bit CPU register content
RRCM[.W] Rotate Right through carry the 16-bit CPU register content

Syntax

RRCM.A #n,Rdst 1 ≤ n ≤ 4
RRCM.W #n,Rdst or RRCM #n,Rdst 1 ≤ n ≤ 4

Operation

C → MSB → MSB-1 → ... LSB+1 → LSB → C

Description

The destination operand is shifted right by one, two, three, or four bit positions as shown in Figure 4–50. The carry bit C is shifted into the MSB, the LSB is shifted into the carry bit. The word instruction RRCM.W clears the bits Rdst.19:16

Note : This instruction does not use the extension word.

Status Bits

N: Set if result is negative
.A: Rdst.19 = 1, reset if Rdst.19 = 0
.W: Rdst.15 = 1, reset if Rdst.15 = 0
Z: Set if result is zero, reset otherwise
C: Loaded from the LSB (n = 1), LSB+1 (n = 2), LSB+2 (n = 3) or LSB+3 (n = 4)
V: Reset

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The address-word in R5 is shifted right by three positions. The MSB-2 is loaded with 1.

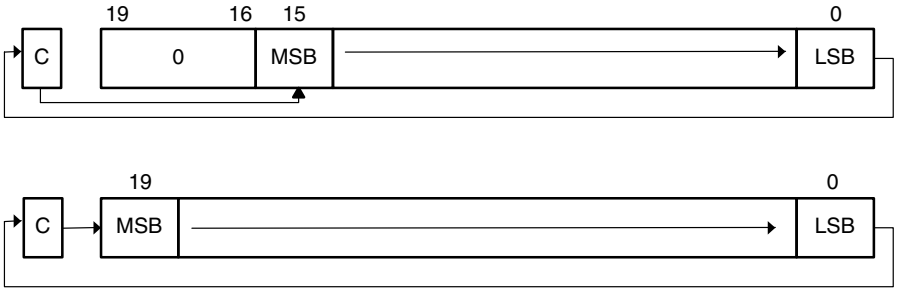
```
SETC            ; Prepare carry for MSB-2
RRCM.A  #3,R5   ; R5 = R5 » 3 + 20000h
```

Example

The word in R6 is shifted right by two positions. The MSB is loaded with the LSB. The MSB-1 is loaded with the contents of the carry flag.

```
RRCM.W  #2,R6   ; R6 = R6 » 2. R6.19:16 = 0
```

Figure 4–50. Rotate Right Through Carry RRCM[.W] and RRCM.A



RRCX.A Rotate Right through carry the 20-bit operand
RRCX[.W] Rotate Right through carry the 16-bit operand
RRCX.B Rotate Right through carry the 8-bit operand

Syntax

```
RRCX.A   Rdst
RRCX.W   Rdst
RRCX     Rdst
RRCX.B   Rdst

RRCX.A   dst
RRCX.W   dst      or      RRCX  dst
RRCX.B   dst
```

Operation C → MSB → MSB-1 → ... LSB+1 → LSB → C

Description Register Mode for the destination: the destination operand is shifted right by one bit position as shown in Figure 4–51. The word instruction RRCX.W clears the bits Rdst.19:16, the byte instruction RRCX.B clears the bits Rdst.19:8. The carry bit C is shifted into the MSB, the LSB is shifted into the carry bit.

All other modes for the destination: the destination operand is shifted right by one bit position as shown in Figure 4–52. The carry bit C is shifted into the MSB, the LSB is shifted into the carry bit. All addressing modes – with the exception of the Immediate Mode – are possible in the full memory.

Status Bits

N: Set if result is negative
.A: dst.19 = 1, reset if dst.19 = 0
.W: dst.15 = 1, reset if dst.15 = 0
.B: dst.7 = 1, reset if dst.7 = 0
Z: Set if result is zero, reset otherwise
C: Loaded from LSB
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 20-bit operand at address EDE is shifted right by one position. The MSB is loaded with 1.

```
SETC                    ; Prepare carry for MSB
RRCX.A      EDE         ; EDE = EDE » 1 + 80000h
```

Example The word in R6 is shifted right by twelve positions.

```
RPT         #12
RRCX.W      R6          ; R6 = R6 » 12. R6.19:16 = 0
```

Figure 4–51. Rotate Right Through Carry RRCX(.B,.A). Register Mode

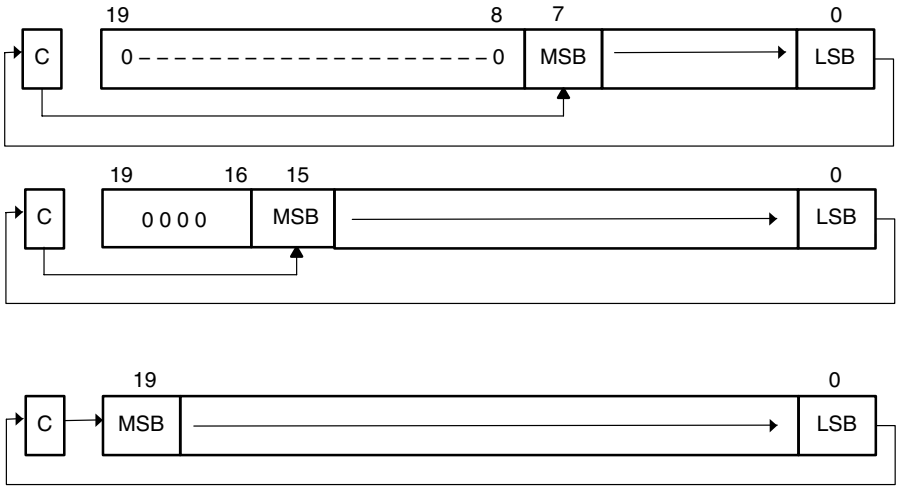
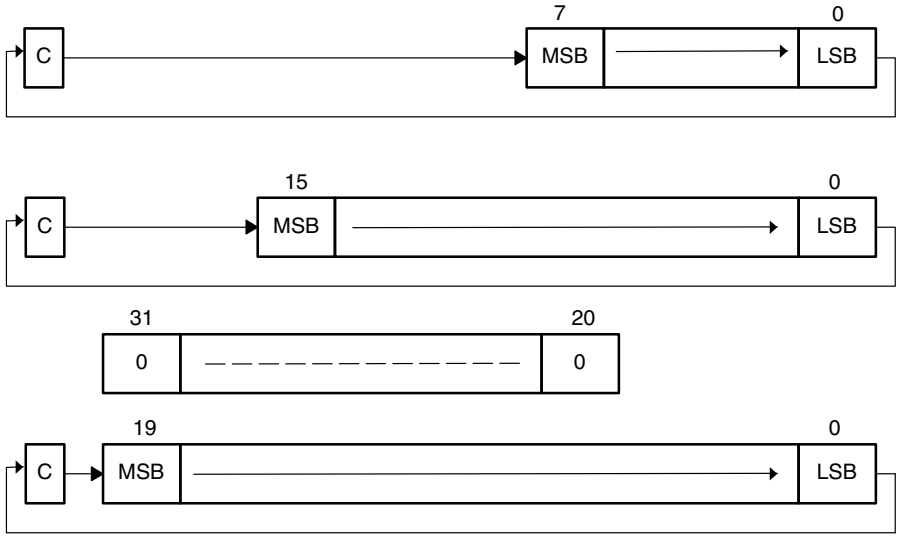


Figure 4–52. Rotate Right Through Carry RRCX(.B,.A). Non-Register Mode



RRUM.A Rotate Right Unsigned the 20-bit CPU register content
RRUM[.W] Rotate Right Unsigned the 16-bit CPU register content

Syntax

RRUM.A #n,Rdst $1 \le n \le 4$
RRUM.W #n,Rdst or RRUM #n,Rdst $1 \le n \le 4$

Operation

0 → MSB → MSB-1 . →... LSB+1 → LSB → C

Description

The destination operand is shifted right by one, two, three, or four bit positions as shown in Figure 4–53. Zero is shifted into the MSB, the LSB is shifted into the carry bit. RRUM works like an unsigned division by 2, 4, 8, or 16. The word instruction RRUM.W clears the bits Rdst.19:16.

Note : This instruction does not use the extension word.

Status Bits

N: Set if result is negative
.A: Rdst.19 = 1, reset if Rdst.19 = 0
.W: Rdst.15 = 1, reset if Rdst.15 = 0
Z: Set if result is zero, reset otherwise
C: Loaded from the LSB (n = 1), LSB+1 (n = 2), LSB+2 (n = 3) or LSB+3 (n = 4)
V: Reset

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

The unsigned address-word in R5 is divided by 16.

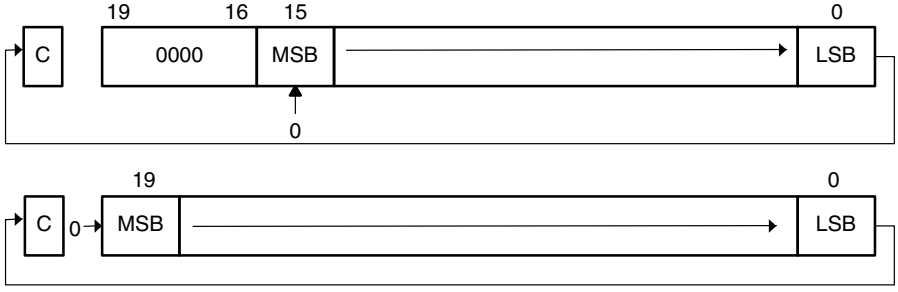
```
RRUM.A  #4,R5           ; R5 = R5 » 4. R5/16
```

Example

The word in R6 is shifted right by one bit. The MSB R6.15 is loaded with 0.

```
RRUM.W  #1,R6           ; R6 = R6/2. R6.19:15 = 0
```

Figure 4–53. Rotate Right Unsigned RRUM[.W] and RRUM.A



RRUX.A Rotate Right unsigned the 20-bit operand
RRUX[.W] Rotate Right unsigned the 16-bit operand
RRUX.B Rotate Right unsigned the 8-bit operand

Syntax

```
RRUX.A   Rdst
RRUX.W   Rdst
RRUX     Rdst
RRUX.B   Rdst
```

Operation C=0 → MSB → MSB-1 → ... LSB+1 → LSB → C

Description RRUX is valid for register Mode only: the destination operand is shifted right by one bit position as shown in Figure 4–54. The word instruction RRUX.W clears the bits Rdst.19:16. The byte instruction RRUX.B clears the bits Rdst.19:8. Zero is shifted into the MSB, the LSB is shifted into the carry bit.

Status Bits

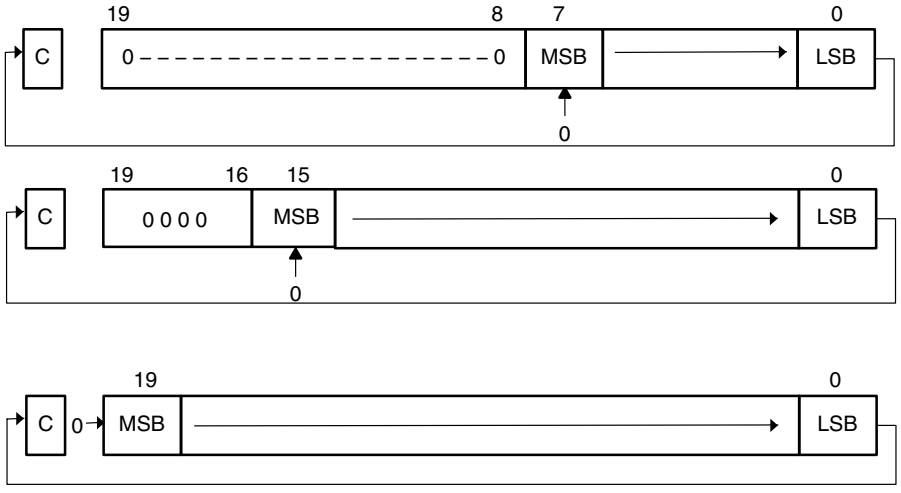
N: Set if result is negative
.A: dst.19 = 1, reset if dst.19 = 0
.W: dst.15 = 1, reset if dst.15 = 0
.B: dst.7 = 1, reset if dst.7 = 0
Z: Set if result is zero, reset otherwise
C: Loaded from LSB
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The word in R6 is shifted right by twelve positions.

```
RPT     #12
RRUX.W  R6          ; R6 = R6 » 12. R6.19:16 = 0
```

Figure 4–54. Rotate Right Unsigned RRUX(.B,.A). Register Mode



*** SBCX.A** Subtract source and borrow/.NOT. carry from destination address-word
*** SBCX[.W]** Subtract source and borrow/.NOT. carry from destination word
*** SBCX.B** Subtract source and borrow/.NOT. carry from destination byte

Syntax

```
SBCX.A  dst
SBCX    dst        or        SBCX.W  dst
SBCX.B  dst
```

Operation

dst + 0FFFFFh + C –> dst
dst + 0FFFFh + C –> dst
dst + 0FFh + C –> dst

Emulation

```
SUBCX.A     #0,dst
SUBCX       #0,dst
SUBCX.B     #0,dst
```

Description The carry bit (C) is added to the destination operand minus one. The previous contents of the destination are lost.

Status Bits

N: Set if result is negative, reset if positive
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB of the result, reset otherwise.
Set to 1 if no borrow, reset if borrow.
V: Set if an arithmetic overflow occurs, reset otherwise.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 8-bit counter pointed to by R13 is subtracted from a 16-bit counter pointed to by R12.

```
SUBX.B      @R13,0(R12)         ; Subtract LSDs
SBCX.B      1(R12)              ; Subtract carry from MSD
```

Note: Borrow Implementation.

The borrow is treated as a .NOT. carry :

Borrow	Carry bit
Yes	0
No	1

SUBX.A Subtract source address-word from destination address-word
SUBX[.W] Subtract source word from destination word
SUBX.B Subtract source byte from destination byte

Syntax

SUBX.A src,dst
SUBX src,dst or SUBX.W src,dst
SUBX.B src,dst

Operation

(.not. src) + 1 + dst → dst or dst – src → dst

Description

The source operand is subtracted from the destination operand. This is made by adding the 1's complement of the source + 1 to the destination. The source operand is not affected. The result is written to the destination operand. Both operands may be located in the full address space.

Status Bits

N: Set if result is negative (src > dst), reset if positive (src <= dst)
Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst)
C: Set if there is a carry from the MSB, reset otherwise
V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

A 20-bit constant 87654h is subtracted from EDE (LSBs) and EDE+2 (MSBs).

```
SUBX.A    #87654h,EDE   ; Subtract 87654h from EDE+2|EDE
```

Example

A table word pointed to by R5 (20-bit address) is subtracted from R7. Jump to label TONI if R7 contains zero after the instruction. R5 is auto-incremented by 2. R7.19:16 = 0

```
SUBX.W    @R5+,R7       ; Subtract table number from R7. R5 + 2
JZ        TONI          ; R7 = @R5 (before subtraction)
...                     ; R7 <> @R5 (before subtraction)
```

Example

Byte CNT is subtracted from the byte R12 points to in the full address space. Address of CNT is within PC ± 512 K.

```
SUBX.B    CNT,0(R12)    ; Subtract CNT from @R12
```

Note: Use SUBA for the following two cases for better density and execution.
SUBX.A Rsrc,Rdst or
SUBX.A #imm20,Rdst

SUBCX.A Subtract source address-word with carry from destination address-word
SUBCX[.W] Subtract source word with carry from destination word
SUBCX.B Subtract source byte with carry from destination byte

Syntax

SUBCX.A src,dst
SUBCX src,dst or SUBCX.W src,dst
SUBCX.B src,dst

Operation

(.not. src) + C + dst → dst or dst – (src – 1) + C → dst

Description

The source operand is subtracted from the destination operand. This is made by adding the 1's complement of the source + carry to the destination. The source operand is not affected, the result is written to the destination operand. Both operands may be located in the full address space.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if there is a carry from the MSB, reset otherwise
V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).

Mode Bits

OSCOFF, CPUOFF, and GIE are not affected.

Example

A 20-bit constant 87654h is subtracted from R5 with the carry from the previous instruction.

```
SUBCX.A   #87654h,R5        ; Subtract 87654h + C from R5
```

Example

A 48-bit number (3 words) pointed to by R5 (20-bit address) is subtracted from a 48-bit counter in RAM, pointed to by R7. R5 auto-increments to point to the next 48-bit number.

```
SUBX.W    @R5+,0(R7)        ; Subtract LSBs. R5 + 2
SUBCX.W   @R5+,2(R7)        ; Subtract MIDs with C. R5 + 2
SUBCX.W   @R5+,4(R7)        ; Subtract MSBs with C. R5 + 2
```

Example

Byte CNT is subtracted from the byte, R12 points to. The carry of the previous instruction is used. 20-bit addresses.

```
SUBCX.B   &CNT,0(R12)       ; Subtract byte CNT from @R12
```

SWPBX.A Swap bytes of lower word
SWPBX[.W] Swap bytes of word

Syntax

```
SWPBX.A    dst
SWPBX.W    dst      or      SWPBX      dst
```

Operation dst.15:8 ⇔ dst.7:0

Description Register Mode: Rn.15:8 are swapped with Rn.7:0. When the .A extension is used, Rn.19:16 are unchanged. When the .W extension is used, Rn.19:16 are cleared.
Other Modes: When the .A extension is used, bits 31:20 of the destination address are cleared, bits 19:16 are left unchanged, and bits 15:8 are swapped with bits 7:0. When the .W extension is used, bits 15:8 are swapped with bits 7:0 of the addressed word.

Status Bits Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Exchange the bytes of RAM address-word EDE.

```
MOVX.A     #23456h,&EDE     ; 23456h –> EDE
SWPBX.A    EDE              ; 25634h –> EDE
```

Example Exchange the bytes of R5.

```
MOVA       #23456h,R5       ; 23456h –> R5
SWPBX.W    R5               ; 05634h –> R5
```

Figure 4–55. Swap Bytes SWPBX.A Register Mode

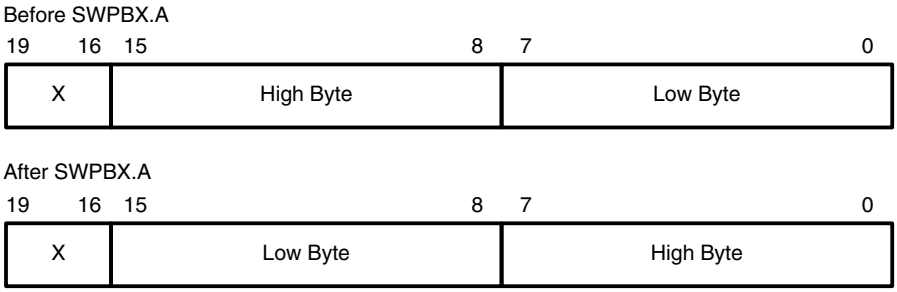


Figure 4−56. Swap Bytes SWPBX.A In Memory

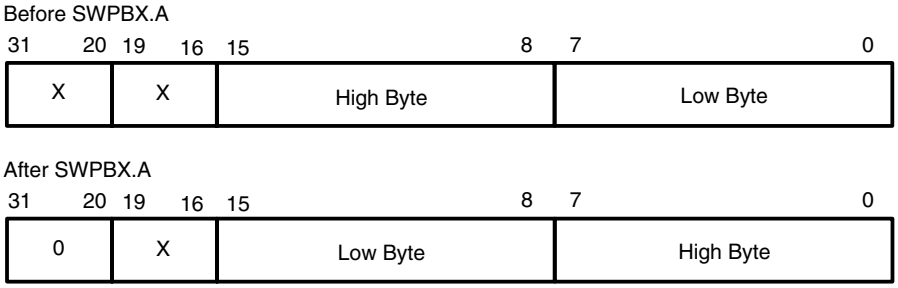


Figure 4−57. Swap Bytes SWPBX[.W] Register Mode

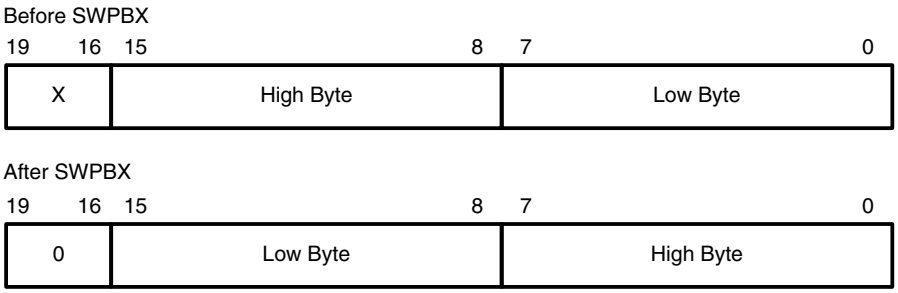
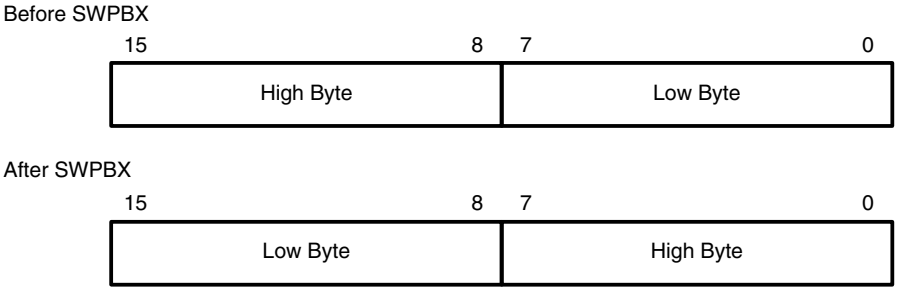


Figure 4−58. Swap Bytes SWPBX[.W] In Memory



SXTX.A Extend sign of lower byte to address-word
SXTX[.W] Extend sign of lower byte to word

Syntax
SXTX.A dst
SXTX.W dst or SXTX dst

Operation
dst.7 → dst.15:8, Rdst.7 → Rdst.19:8 (Register Mode)

Description
Register Mode:
The sign of the low byte of the operand (Rdst.7) is extended into the bits Rdst.19:8.

Other Modes:
SXTX.A: the sign of the low byte of the operand (dst.7) is extended into dst.19:8. The bits dst.31:20 are cleared.

SXTX[.W]: the sign of the low byte of the operand (dst.7) is extended into dst.15:8.

Status Bits
N: Set if result is negative, reset otherwise
Z: Set if result is zero, reset otherwise
C: Set if result is not zero, reset otherwise (C = .not.Z)
V: Reset

Mode Bits
OSCOFF, CPUOFF, and GIE are not affected.

Example
The signed 8-bit data in EDE.7:0 is sign extended to 20 bits: EDE.19:8. Bits 31:20 located in EDE+2 are cleared.

```
SXTX.A      &EDE                ; Sign extended EDE –> EDE+2/EDE
```

Figure 4–59. Sign Extend SXTX.A

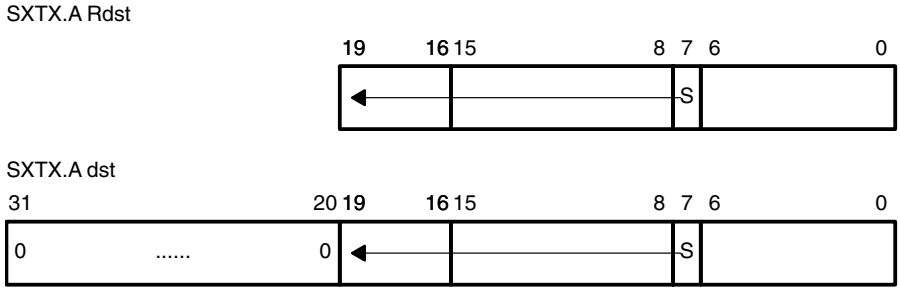
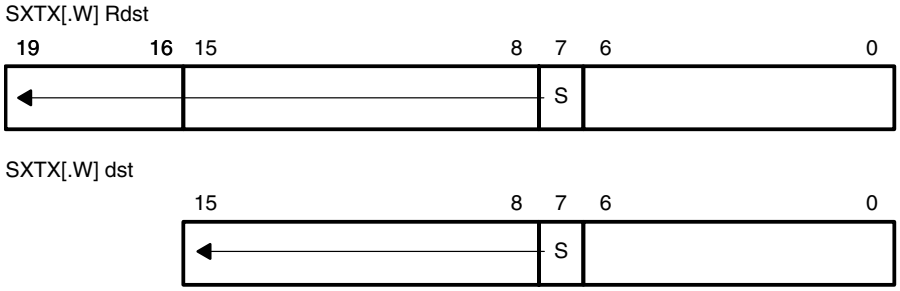


Figure 4−60. Sign Extend SXTX[.W]



*** TSTX.A** Test destination address-word
*** TSTX[.W]** Test destination word
*** TSTX.B** Test destination byte

Syntax

```
TSTX.A   dst
TSTX     dst    or   TST.W  dst
TST.B    dst
```

Operation

dst + 0FFFFFh + 1
dst + 0FFFFh + 1
dst + 0FFh + 1

Emulation

```
CMPX.A   #0,dst
CMPX     #0,dst
CMPX.B   #0,dst
```

Description The destination operand is compared with zero. The status bits are set according to the result. The destination is not affected.

Status Bits

N: Set if destination is negative, reset if positive
Z: Set if destination contains zero, reset otherwise
C: Set
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example RAM byte LEO is tested; PC is pointing to upper memory. If it is negative, continue at LEONEG; if it is positive but not zero, continue at LEOPOS.

```
            TSTX.B   LEO        ; Test LEO
            JN       LEONEG     ; LEO is negative
            JZ       LEOZERO    ; LEO is zero
LEOPOS      .....               ; LEO is positive but not zero
LEONEG      .....               ; LEO is negative
LEOZERO     .....               ; LEO is zero
```

XORX.A Exclusive OR source address-word with destination address-word
XORX[.W] Exclusive OR source word with destination word
XORX.B Exclusive OR source byte with destination byte

Syntax

```
XORX.A   src,dst
XORX     src,dst  or  XORX.W   src,dst
XORX.B   src,dst
```

Operation src .xor. dst → dst

Description The source and destination operands are exclusively ORed. The result is placed into the destination. The source operand is not affected. The previous contents of the destination are lost. Both operands may be located in the full address space.

Status Bits

N: Set if result is negative (MSB = 1), reset if positive (MSB = 0)
Z: Set if result is zero, reset otherwise
C: Set if result is not zero, reset otherwise (carry = .not. Zero)
V: Set if both operands are negative (before execution), reset otherwise.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Toggle bits in address-word CNTR (20-bit data) with information in address-word TONI (20-bit address).

```
XORX.A    TONI,&CNTR    ; Toggle bits in CNTR
```

Example A table word pointed to by R5 (20-bit address) is used to toggle bits in R6.

```
XORX.W    @R5,R6        ; Toggle bits in R6. R6.19:16 = 0
```

Example Reset to zero those bits in the low byte of R7 that are different from the bits in byte EDE (20-bit address).

```
XORX.B    EDE,R7        ; Set different bits to 1 in R7
INV.B     R7            ; Invert low byte of R7. R7.19:8 = 0.
```

4.6.4 Address Instructions

MSP430X address instructions are instructions that support 20-bit operands but have restricted addressing modes. The addressing modes are restricted to the Register mode and the Immediate mode, except for the MOVA instruction. Restricting the addressing modes removes the need for the additional extension-word op-code improving code density and execution time. The MSP430X address instructions are listed and described in the following pages.

ADDA Add 20-bit source to a 20-bit destination register

Syntax

```
ADDA    Rsrc,Rdst
ADDA    #imm20,Rdst
```

Operation src + Rdst → Rdst

Description The 20-bit source operand is added to the 20-bit destination CPU register. The previous contents of the destination are lost. The source operand is not affected.

Status Bits

- N: Set if result is negative (Rdst.19 = 1), reset if positive (Rdst.19 = 0)
- Z: Set if result is zero, reset otherwise
- C: Set if there is a carry from the 20-bit result, reset otherwise
- V: Set if the result of two positive operands is negative, or if the result of two negative numbers is positive, reset otherwise.

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example R5 is increased by 0A4320h. The jump to TONI is performed if a carry occurs.

```
ADDA    #0A4320h,R5     ; Add A4320h to 20-bit R5
JC      TONI            ; Jump on carry
...                     ; No carry occurred
```

*** BRA** Branch to destination

Syntax BRA dst

Operation dst → PC

Emulation MOVA dst,PC

Description An unconditional branch is taken to a 20-bit address anywhere in the full address space. All seven source addressing modes can be used. The branch instruction is an address-word instruction. If the destination address is contained in a memory location X, it is contained in two ascending words: X (LSBs) and (X + 2) (MSBs).

Status Bits
N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Examples Examples for all addressing modes are given.

Immediate Mode: Branch to label EDE located anywhere in the 20-bit address space or branch directly to address.

```
BRA     #EDE        ; MOVA    #imm20,PC
BRA     #01AA04h
```

Symbolic Mode: Branch to the 20-bit address contained in addresses EXEC (LSBs) and EXEC+2 (MSBs). EXEC is located at the address (PC + X) where X is within ±32 K. Indirect addressing.

```
BRA     EXEC        ; MOVA    z16(PC),PC
```

Note: if the 16-bit index is not sufficient, a 20-bit index may be used with the following instruction.

```
MOVX.A  EXEC,PC     ; 1M byte range with 20-bit index
```

Absolute Mode: Branch to the 20-bit address contained in absolute addresses EXEC (LSBs) and EXEC+2 (MSBs). Indirect addressing.

```
BRA     &EXEC       ; MOVA    &abs20,PC
```

Register Mode: Branch to the 20-bit address contained in register R5. Indirect R5.

```
BRA     R5          ; MOVA    R5,PC
```

Indirect Mode: Branch to the 20-bit address contained in the word pointed to by register R5 (LSBs). The MSBs have the address (R5 + 2). Indirect, indirect R5.

```
BRA     @R5             ; MOVA    @R5,PC
```

Indirect, Auto-Increment Mode: Branch to the 20-bit address contained in the words pointed to by register R5 and increment the address in R5 afterwards by 4. The next time the S/W flow uses R5 as a pointer, it can alter the program execution due to access to the next address in the table pointed to by R5. Indirect, indirect R5.

```
BRA     @R5+            ; MOVA    @R5+,PC. R5 + 4
```

Indexed Mode: Branch to the 20-bit address contained in the address pointed to by register (R5 + X) (e.g. a table with addresses starting at X). (R5 + X) points to the LSBs, (R5 + X + 2) points to the MSBs of the address. X is within R5 ± 32 K. Indirect, indirect (R5 + X).

```
BRA     X(R5)           ; MOVA    z16(R5),PC
```

Note: if the 16-bit index is not sufficient, a 20-bit index X may be used with the following instruction:

```
MOVX.A  X(R5),PC        ; 1M byte range with 20-bit index
```

CALLA Call a Subroutine

Syntax CALLA dst

Operation

dst	→	tmp	20-bit dst is evaluated and stored
SP – 2	→	SP	
PC.19:16	→	@SP	updated PC with return address to TOS (MSBs)
SP – 2	→	SP	
PC.15:0	→	@SP	updated PC to TOS (LSBs)
tmp	→	PC	saved 20-bit dst to PC

Description A subroutine call is made to a 20-bit address anywhere in the full address space. All seven source addressing modes can be used. The call instruction is an address-word instruction. If the destination address is contained in a memory location X, it is contained in two ascending words: X (LSBs) and (X + 2) (MSBs). Two words on the stack are needed for the return address. The return is made with the instruction RETA.

Status Bits

N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Examples Examples for all addressing modes are given.

Immediate Mode: Call a subroutine at label EXEC or call directly an address.

```
CALLA   #EXEC       ; Start address EXEC
CALLA   #01AA04h    ; Start address 01AA04h
```

Symbolic Mode: Call a subroutine at the 20-bit address contained in addresses EXEC (LSBs) and EXEC+2 (MSBs). EXEC is located at the address (PC + X) where X is within ±32 K. Indirect addressing.

```
CALLA   EXEC        ; Start address at @EXEC. z16(PC)
```

Absolute Mode: Call a subroutine at the 20-bit address contained in absolute addresses EXEC (LSBs) and EXEC+2 (MSBs). Indirect addressing.

```
CALLA   &EXEC       ; Start address at @EXEC
```

Register Mode: Call a subroutine at the 20-bit address contained in register R5. Indirect R5.

```
CALLA   R5          ; Start address at @R5
```

Indirect Mode: Call a subroutine at the 20-bit address contained in the word pointed to by register R5 (LSBs). The MSBs have the address (R5 + 2). Indirect, indirect R5.

```
CALLA      @R5             ; Start address at @R5
```

Indirect, Auto-Increment Mode: Call a subroutine at the 20-bit address contained in the words pointed to by register R5 and increment the 20-bit address in R5 afterwards by 4. The next time the S/W flow uses R5 as a pointer, it can alter the program execution due to access to the next word address in the table pointed to by R5. Indirect, indirect R5.

```
CALLA      @R5+            ; Start address at @R5. R5 + 4
```

Indexed Mode: Call a subroutine at the 20-bit address contained in the address pointed to by register (R5 + X) e.g. a table with addresses starting at X. (R5 + X) points to the LSBs, (R5 + X + 2) points to the MSBs of the word address. X is within R5 ±32 K. Indirect, indirect (R5 + X).

```
CALLA      X(R5)           ; Start address at @(R5+X). z16(R5)
```

*** CLRA** Clear 20-bit destination register

Syntax CLRA Rdst

Operation 0 –> Rdst

Emulation MOVA #0,Rdst

Description The destination register is cleared.

Status Bits Status bits are not affected.

Example The 20-bit value in R10 is cleared.

```
CLRA    R10         ; 0 –> R10
```

CMPA Compare the 20-bit source with a 20-bit destination register

Syntax
```
CMPA    Rsrc,Rdst
CMPA    #imm20,Rdst
```

Operation (.not. src) + 1 + Rdst or Rdst – src

Description The 20-bit source operand is subtracted from the 20-bit destination CPU register. This is made by adding the 1's complement of the source + 1 to the destination register. The result affects only the status bits.

Status Bits
- N: Set if result is negative (src > dst), reset if positive (src <= dst)
- Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst)
- C: Set if there is a carry from the MSB, reset otherwise
- V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example A 20-bit immediate operand and R6 are compared. If they are equal the program continues at label EQUAL.

```
CMPA    #12345h,R6      ; Compare R6 with 12345h
JEQ     EQUAL           ; R5 = 12345h
...                     ; Not equal
```

Example The 20-bit values in R5 and R6 are compared. If R5 is greater than (signed) or equal to R6, the program continues at label GRE.

```
CMPA    R6,R5           ; Compare R6 with R5 (R5 – R6)
JGE     GRE             ; R5 >= R6
...                     ; R5 < R6
```

*** DECDA**	Double-decrement 20-bit destination register
Syntax	DECDA Rdst
Operation	Rdst – 2 –> Rdst
Emulation	SUBA #2,Rdst
Description	The destination register is decremented by two. The original contents are lost.
Status Bits	N: Set if result is negative, reset if positive Z: Set if Rdst contained 2, reset otherwise C: Reset if Rdst contained 0 or 1, set otherwise V: Set if an arithmetic overflow occurs, otherwise reset.
Mode Bits	OSCOFF, CPUOFF, and GIE are not affected.
Example	The 20-bit value in R5 is decremented by 2

```
DECDA   R5          ; Decrement R5 by two
```

*** INCDA** Double-increment 20-bit destination register

Syntax INCDA Rdst

Operation dst + 2 –> dst

Emulation ADDA #2,Rdst

Example The destination register is incremented by two. The original contents are lost.

Status Bits
N: Set if result is negative, reset if positive
Z: Set if Rdst contained 0FFFFEh, reset otherwise
Set if Rdst contained 0FFFEh, reset otherwise
Set if Rdst contained 0FEh, reset otherwise
C: Set if Rdst contained 0FFFFEh or 0FFFFFh, reset otherwise
Set if Rdst contained 0FFFEh or 0FFFFh, reset otherwise
Set if Rdst contained 0FEh or 0FFh, reset otherwise
V: Set if Rdst contained 07FFFEh or 07FFFFh, reset otherwise
Set if Rdst contained 07FFEh or 07FFFh, reset otherwise
Set if Rdst contained 07Eh or 07Fh, reset otherwise

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 20-bit value in R5 is incremented by 2

```
INCDA   R5      ; Increment R5 by two
```

MOVA Move the 20-bit source to the 20-bit destination

Syntax

```
MOVA    Rsrc,Rdst
MOVA    #imm20,Rdst
MOVA    z16(Rsrc),Rdst
MOVA    EDE,Rdst
MOVA    &abs20,Rdst
MOVA    @Rsrc,Rdst
MOVA    @Rsrc+,Rdst
MOVA    Rsrc,z16(Rdst)
MOVA    Rsrc,&abs20
```

Operation

src → Rdst
Rsrc → dst

Description The 20-bit source operand is moved to the 20-bit destination. The source operand is not affected. The previous content of the destination is lost.

Status Bits Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Examples Copy 20-bit value in R9 to R8.

```
MOVA    R9,R8           ; R9 -> R8
```

Write 20-bit immediate value 12345h to R12.

```
MOVA    #12345h,R12     ; 12345h -> R12
```

Copy 20-bit value addressed by (R9 + 100h) to R8. Source operand in addresses (R9 + 100h) LSBs and (R9 + 102h) MSBs

```
MOVA    100h(R9),R8     ; Index: ± 32 K. 2 words transferred
```

Move 20-bit value in 20-bit absolute addresses EDE (LSBs) and EDE+2 (MSBs) to R12.

```
MOVA    &EDE,R12        ; &EDE -> R12. 2 words transferred
```

Move 20-bit value in 20-bit addresses EDE (LSBs) and EDE+2 (MSBs) to R12. PC index ±32 K.

```
MOVA    EDE,R12         ; EDE -> R12. 2 words transferred
```

Copy 20-bit value R9 points to (20 bit address) to R8. Source operand in addresses @R9 LSBs and @(R9 + 2) MSBs.

```
MOVA    @R9,R8          ; @R9 -> R8. 2 words transferred
```

Copy 20-bit value R9 points to (20 bit address) to R8. R9 is incremented by four afterwards. Source operand in addresses @R9 LSBs and @(R9 + 2) MSBs.

```
MOVA    @R9+,R8     ; @R9 -> R8. R9 + 4. 2 words transferred.
```

Copy 20-bit value in R8 to destination addressed by (R9 + 100h). Destination operand in addresses @(R9 + 100h) LSBs and @(R9 + 102h) MSBs.

```
MOVA    R8,100h(R9) ; Index: +- 32 K. 2 words transferred
```

Move 20-bit value in R13 to 20-bit absolute addresses EDE (LSBs) and EDE+2 (MSBs).

```
MOVA    R13,&EDE    ; R13 -> EDE. 2 words transferred
```

Move 20-bit value in R13 to 20-bit addresses EDE (LSBs) and EDE+2 (MSBs). PC index ±32 K.

```
MOVA    R13,EDE     ; R13 -> EDE. 2 words transferred
```

*** RETA** Return from subroutine

Syntax RETA

Operation

@SP → PC.15:0 LSBs (15:0) of saved PC to PC.15:0
SP + 2 → SP
@SP → PC.19:16 MSBs (19:16) of saved PC to PC.19:16
SP + 2 → SP

Emulation MOVA @SP+,PC

Description The 20-bit return address information, pushed onto the stack by a CALLA instruction, is restored to the program counter PC. The program continues at the address following the subroutine call. The status register bits SR.11:0 are not affected. This allows the transfer of information with these bits.

Status Bits

N: Not affected
Z: Not affected
C: Not affected
V: Not affected

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example Call a subroutine SUBR from anywhere in the 20-bit address space and return to the address after the CALLA.

```
        CALLA   #SUBR       ; Call subroutine starting at SUBR
        ...                 ; Return by RETA to here
SUBR    PUSHM.A #2,R14      ; Save R14 and R13 (20 bit data)
        ...                 ; Subroutine code
        POPM.A  #2,R14      ; Restore R13 and R14 (20 bit data)
        RETA                ; Return (to full address space)
```

*** TSTA** Test 20-bit destination register

Syntax TSTA Rdst

Operation
dst + 0FFFFFh + 1
dst + 0FFFFh + 1
dst + 0FFh + 1

Emulation CMPA #0,Rdst

Description The destination register is compared with zero. The status bits are set according to the result. The destination register is not affected.

Status Bits
N: Set if destination register is negative, reset if positive
Z: Set if destination register contains zero, reset otherwise
C: Set
V: Reset

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 20-bit value in R7 is tested. If it is negative, continue at R7NEG; if it is positive but not zero, continue at R7POS.

```
        TSTA    R7      ; Test R7
        JN      R7NEG   ; R7 is negative
        JZ      R7ZERO  ; R7 is zero
R7POS   .....           ; R7 is positive but not zero
R7NEG   .....           ; R7 is negative
R7ZERO  .....           ; R7 is zero
```

SUBA Subtract 20-bit source from 20-bit destination register

Syntax

```
SUBA    Rsrc,Rdst
SUBA    #imm20,Rdst
```

Operation (.not.src) + 1 + Rdst → Rdst or Rdst – src → Rdst

Description The 20-bit source operand is subtracted from the 20-bit destination register. This is made by adding the 1's complement of the source + 1 to the destination. The result is written to the destination register, the source is not affected.

Status Bits

N: Set if result is negative (src > dst), reset if positive (src <= dst)
Z: Set if result is zero (src = dst), reset otherwise (src ≠ dst)
C: Set if there is a carry from the MSB (Rdst.19), reset otherwise
V: Set if the subtraction of a negative source operand from a positive destination operand delivers a negative result, or if the subtraction of a positive source operand from a negative destination operand delivers a positive result, reset otherwise (no overflow).

Mode Bits OSCOFF, CPUOFF, and GIE are not affected.

Example The 20-bit value in R5 is subtracted from R6. If a carry occurs, the program continues at label TONI.

```
SUBA    R5,R6       ; R6 – R5 -> R6
JC      TONI        ; Carry occurred
...                 ; No carry
```

Chapter 5

Basic Clock Module+

The basic clock module+ provides the clocks for MSP430x2xx devices. This chapter describes the operation of the basic clock module+ of the MSP430x2xx device family.

Topic **Page**

5.1 Basic Clock Module+ Introduction

The basic clock module+ supports low system cost and ultralow-power consumption. Using three internal clock signals, the user can select the best balance of performance and low power consumption. The basic clock module+ can be configured to operate without any external components, with one external resistor, with one or two external crystals, or with resonators, under full software control.

The basic clock module+ includes three or four clock sources:

- LFXT1CLK: Low-frequency/high-frequency oscillator that can be used with low-frequency watch crystals or external clock sources of 32,768-Hz. or with standard crystals, resonators, or external clock sources in the 400-kHz to 16-MHz range.
- XT2CLK: Optional high-frequency oscillator that can be used with standard crystals, resonators, or external clock sources in the 400-kHz to 16-MHz range.
- DCOCLK: Internal digitally controlled oscillator (DCO).
- VLOCLK: Internal very low power, low frequency oscillator with 12-kHz typical frequency.

Three clock signals are available from the basic clock module+:

- ACLK: Auxiliary clock. ACLK is software selectable as LFXT1CLK or VLOCLK. ACLK is divided by 1, 2, 4, or 8. ACLK is software selectable for individual peripheral modules.
- MCLK: Master clock. MCLK is software selectable as LFXT1CLK, VLOCLK, XT2CLK (if available on-chip), or DCOCLK. MCLK is divided by 1, 2, 4, or 8. MCLK is used by the CPU and system.
- SMCLK: Sub-main clock. SMCLK is software selectable as LFXT1CLK, VLOCLK, XT2CLK (if available on-chip), or DCOCLK. SMCLK is divided by 1, 2, 4, or 8. SMCLK is software selectable for individual peripheral modules.

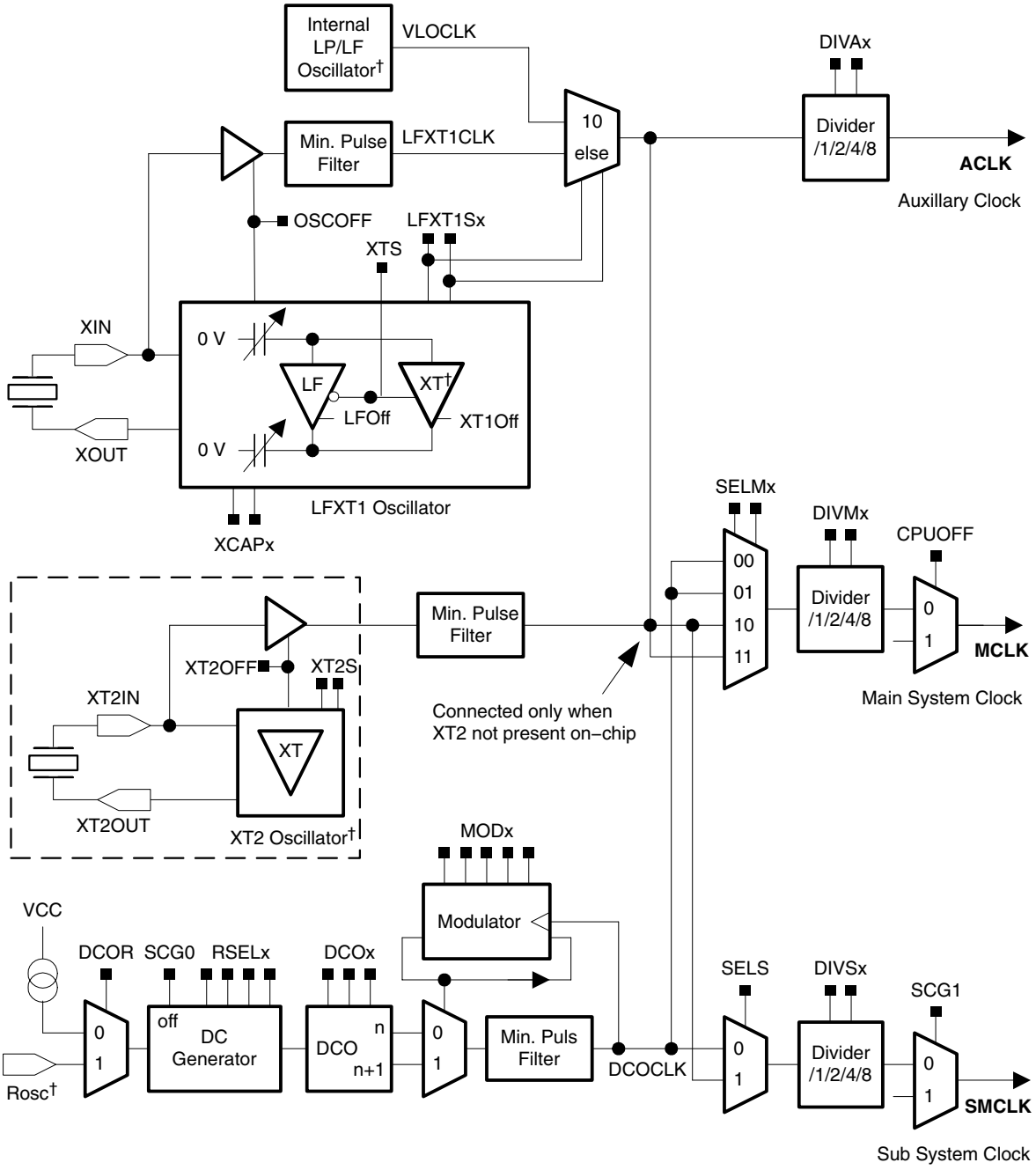
The block diagram of the basic clock module+ is shown in Figure 5–1.

Note: Device-Specific Clock Variations

All clock features are not available on all MSP430x2xx devices.

MSP430x20xx: LFXT1 does not support HF mode, XT2 is not present, R_{OSC} is not supported.
MSP430x21x1: Internal LP/LF oscillator is not present, XT2 is not present, R_{OSC} is not supported.
MSP430x21x2: XT2 is not present.
MSP430x22xx: MSP430x23x0: XT2 is not present.

Figure 5–1. Basic Clock Module+ Block Diagram



†Note: Device-Specific Clock Variations

All clock features are not available on all MSP430x2xx devices.

MSP430x20xx: LFXT1 does not support HF mode, XT2 is not present, R_{OSC} is not supported.
MSP430x21x1: Internal LP/LF oscillator is not present, XT2 is not present, R_{OSC} is not supported.
MSP430x21x2: XT2 is not present.
MSP430x22xx, MSP430x23x0: XT2 is not present.

5.2 Basic Clock Module+ Operation

After a PUC, MCLK and SMCLK are sourced from DCOCLK at ~1.1 MHz (see the device-specific data sheet for parameters) and ACLK is sourced from LFXT1CLK in LF mode with an internal load capacitance of 6pF.

Status register control bits SCG0, SCG1, OSCOFF, and CPUOFF configure the MSP430 operating modes and enable or disable portions of the basic clock module+. See Chapter *System Resets, Interrupts and Operating Modes*. The DCOCTL, BCSCTL1, BCSCTL2, and BCSCTL3 registers configure the basic clock module+.

The basic clock module+ can be configured or reconfigured by software at any time during program execution, for example:

```
BIS.B #RSEL2+RSEL1+RSEL0,&BCSCTL1 ; Select range 7
BIS.B #DCO2+DCO1+DCO0,&DCOCTL     ; Select max DCO tap
```

5.2.1 Basic Clock Module+ Features for Low-Power Applications

Conflicting requirements typically exist in battery-powered applications:

- Low clock frequency for energy conservation and time keeping
- High clock frequency for fast reaction to events and fast burst processing capability
- Clock stability over operating temperature and supply voltage

The basic clock module+ addresses the above conflicting requirements by allowing the user to select from the three available clock signals: ACLK, MCLK, and SMCLK. For optimal low-power performance, ACLK can be sourced from a low-power 32,768-Hz watch crystal, providing a stable time base for the system and low power stand-by operation, or from the internal low-frequency oscillator when crystal-accurate time keeping is not required.. The MCLK can be configured to operate from the on-chip DCO that can be activated when requested by interrupt-driven events. The SMCLK can be configured to operate from a crystal or the DCO, depending on peripheral requirements. A flexible clock distribution and divider system is provided to fine tune the individual clock requirements.

5.2.2 Internal Very Low Power, Low Frequency Oscillator

The internal very-low-power, low-frequency oscillator (VLO) provides a typical frequency of 12kHz (see device-specific data sheet for parameters) without requiring a crystal. VLOCLK source is selected by setting LFXT1Sx = 10 when XTS = 0. The OSCOFF bit disables the VLO for LPM4. The LFXT1 crystal oscillators are disabled when the VLO is selected reducing current consumption. The VLO consumes no power when not being used.

5.2.3 LFXT1 Oscillator

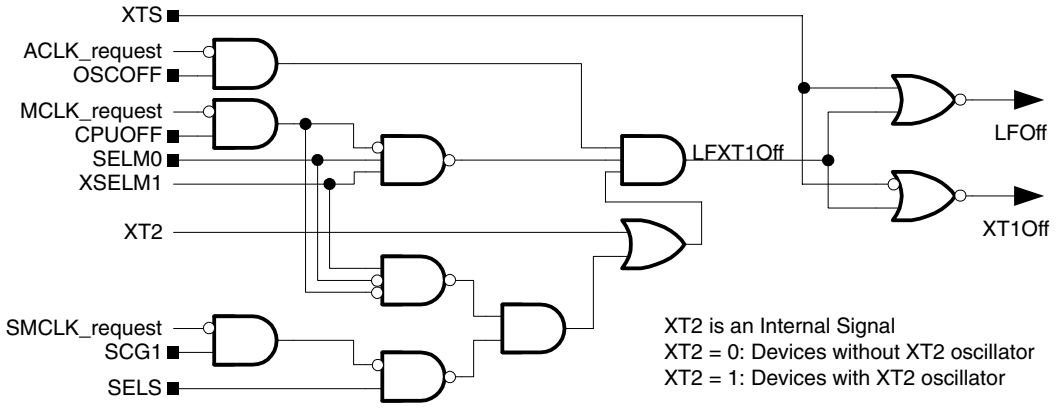
The LFXT1 oscillator supports ultralow-current consumption using a 32,768-Hz watch crystal in LF mode (XTS = 0). A watch crystal connects to XIN and XOUT without any other external components. The software-selectable XCAPx bits configure the internally provided load capacitance for the LFXT1 crystal in LF mode. This capacitance can be selected as 1pF, 6pF, 10pF or 12.5pF typical. Additional external capacitors can be added if necessary.

The LFXT1 oscillator also supports high-speed crystals or resonators when in HF mode (XTS = 1, XCAPx = 00). The high-speed crystal or resonator connects to XIN and XOUT and requires external capacitors on both terminals. These capacitors should be sized according to the crystal or resonator specifications. When LFXT1 is in HF mode, the LFXT1Sx bits select the range of operation.

LFXT1 may be used with an external clock signal on the XIN pin in either LF or HF mode when LFXT1Sx = 11, OSCOFF = 0 and XCAPx = 00. When used with an external signal, the external frequency must meet the data sheet parameters for the chosen mode. When the input frequency is below the specified lower limit, the LFXT1OF bit may be set preventing the CPU from being clocked with LFXT1CLK.

Software can disable LFXT1 by setting OSCOFF, if LFXT1CLK does not source SMCLK or MCLK, as shown in Figure 5–2.

Figure 5–2. Off Signals for the LFXT1 Oscillator



Note: LFXT1 Oscillator Characteristics

Low-frequency crystals often require hundreds of milliseconds to start up, depending on the crystal.

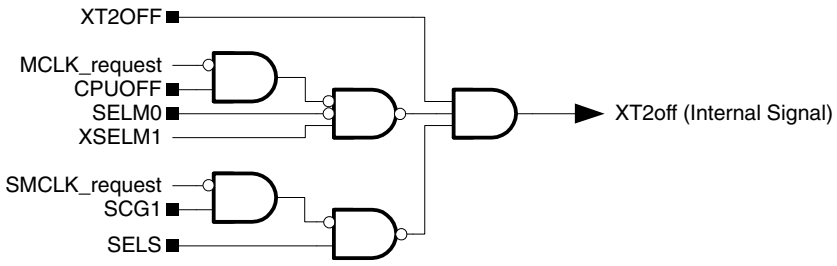
Ultralow-power oscillators such as the LFXT1 in LF mode should be guarded from noise coupling from other sources. The crystal should be placed as close as possible to the MSP430 with the crystal housing grounded and the crystal traces guarded with ground traces.

5.2.4 XT2 Oscillator

Some devices have a second crystal oscillator, XT2. XT2 sources XT2CLK and its characteristics are identical to LFXT1 in HF mode. The XT2Sx bits select the range of operation of XT2. The XT2OFF bit disables the XT2 oscillator if XT2CLK is not used for MCLK or SMCLK as shown in Figure 5–3.

XT2 may be used with external clock signals on the XT2IN pin when XT2Sx = 11 and XT2OFF = 0. When used with an external signal, the external frequency must meet the data sheet parameters for XT2. When the input frequency is below the specified lower limit, the XT2OF bit may be set preventing the CPU from being clocked with XT2CLK.

Figure 5–3. Off Signals for Oscillator XT2



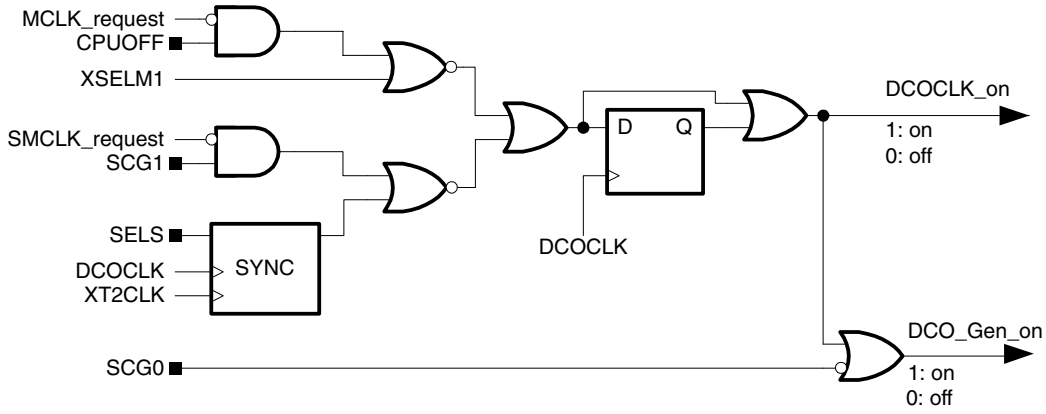
5.2.5 Digitally-Controlled Oscillator (DCO)

The DCO is an integrated digitally controlled oscillator. The DCO frequency can be adjusted by software using the DCOx, MODx, and RSELx bits.

Disabling the DCO

Software can disable DCOCLK by setting SCG0 when it is not used to source SMCLK or MCLK in active mode, as shown in Figure 5–4.

Figure 5–4. On/Off Control of DCO



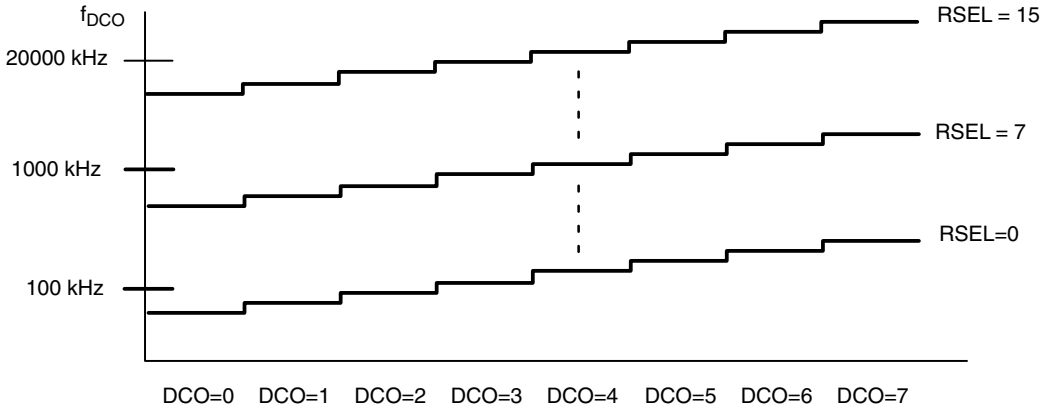
Adjusting the DCO frequency

After a PUC, RSELx = 7 and DCOx = 3, allowing the DCO to start at a mid-range frequency. MCLK and SMCLK are sourced from DCOCLK. Because the CPU executes code from MCLK, which is sourced from the fast-starting DCO, code execution typically begins from PUC in less than 2 μs. The typical DCOx and RSELx ranges and steps are shown in Figure 5–5.

The frequency of DCOCLK is set by the following functions:

- The four RSELx bits select one of sixteen nominal frequency ranges for the DCO. These ranges are defined for an individual device in the device-specific data sheet.
- The three DCOx bits divide the DCO range selected by the RSELx bits into 8 frequency steps, separated by approximately 10%.
- The five MODx bits, switch between the frequency selected by the DCOx bits and the next higher frequency set by DCOx+1. When DCOx = 07h, the MODx bits have no effect because the DCO is already at the highest setting for the selected RSELx range.

Figure 5–5. Typical DCOx Range and RSELx Steps



Each MSP430F2xx device has calibrated DCOCTL and BCSCTL1 register settings for specific frequencies stored in information memory segment A. To use the calibrated settings, the information is copied into the DCOCTL and BCSCTL1 registers. The calibrated settings affect the DCOx, MODx, and RSELx bits, and clear all other bits, except XT2OFF which remains set. The remaining bits of BCSCTL1 can be set or cleared as needed with `BIS.B` or `BIC.B` instructions.

```
; Set DCO to 1 MHz:
MOV.B  &CALBC1_1MHZ,&BCSCTL1 ; Set range
MOV.B  &CALDCO_1MHZ,&DCOCTL  ; Set DCO step + modulation
```

Using an External Resistor (R_{OSC}) for the DCO

Some MSP430F2xx devices provide the option to source the DCO current through an external resistor, R_{OSC}, tied to $DV_{CC,}$ when DCOR = 1. In this case, the DCO has the same characteristics as MSP430x1xx devices, and the RSELx setting is limited to 0 to 7 with the RSEL3 ignored. This option provides an additional method to tune the DCO frequency by varying the resistor value. See the device-specific data sheet for parameters.

5.2.6 DCO Modulator

The modulator mixes two DCO frequencies, f_{DCO} and f_{DCO+1} to produce an intermediate effective frequency between f_{DCO} and f_{DCO+1} and spread the clock energy, reducing electromagnetic interference (EMI). The modulator mixes f_{DCO} and f_{DCO+1} for 32 DCOCLK clock cycles and is configured with the MODx bits. When MODx = 0 the modulator is off.

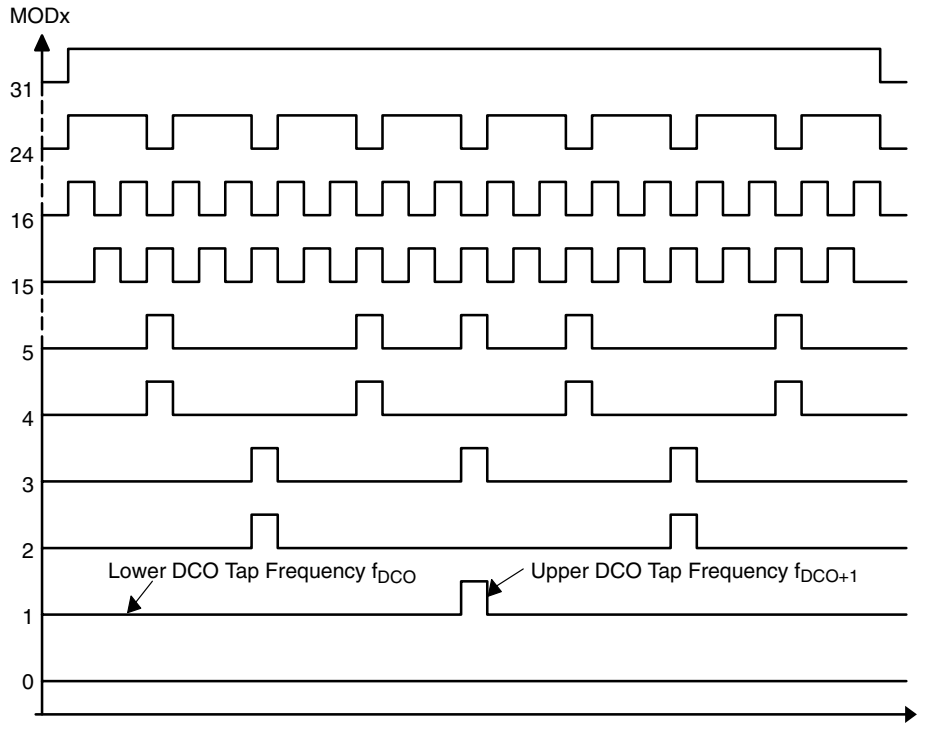
The modulator mixing formula is:

$$t = (32 - MODx) \times t_{DCO} + MODx \times t_{DCO+1}$$

Because f_{DCO} is lower than the effective frequency and f_{DCO+1} is higher than the effective frequency, the error of the effective frequency integrates to zero. It does not accumulate. The error of the effective frequency is zero every 32 DCOCLK cycles. Figure 5–6 illustrates the modulator operation.

The modulator settings and DCO control are configured with software. The DCOCLK can be compared to a stable frequency of known value and adjusted with the DCOx, RSELx, and MODx bits. See http://www.msp430.com for application notes and example code on configuring the DCO.

Figure 5–6. Modulator Patterns



5.2.7 Basic Clock Module+ Fail-Safe Operation

The basic clock module+ incorporates an oscillator-fault fail-safe feature. This feature detects an oscillator fault for LFXT1 and XT2 as shown in Figure 5–7 The available fault conditions are:

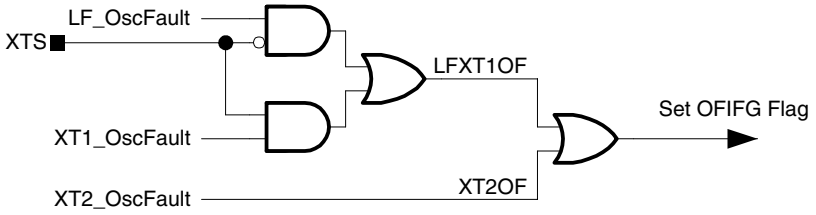
- Low-frequency oscillator fault (LFXT1OF) for LFXT1 in LF mode
- High-frequency oscillator fault (LFXT1OF) for LFXT1 in HF mode
- High-frequency oscillator fault (XT2OF) for XT2

The crystal oscillator fault bits LFXT1OF, and XT2OF are set if the corresponding crystal oscillator is turned on and not operating properly. The fault bits remain set as long as the fault condition exists and are automatically cleared if the enabled oscillators function normally.

The OFIFG oscillator-fault flag is set and latched at POR or when an oscillator fault (LFXT1OF, or XT2OF) is detected. When OFIFG is set, MCLK is sourced from the DCO, and if OFIE is set, the OFIFG requests an NMI interrupt. When the interrupt is granted, the OFIE is reset automatically. The OFIFG flag must be cleared by software. The source of the fault can be identified by checking the individual fault bits.

If a fault is detected for the crystal oscillator sourcing the MCLK, the MCLK is automatically switched to the DCO for its clock source. This does not change the SELMx bit settings. This condition must be handled by user software.

Figure 5–7. Oscillator-Fault Logic



Sourcing MCLK from a Crystal

After a PUC, the basic clock module+ uses DCOCLK for MCLK. If required, MCLK may be sourced from LFXT1 or XT2.

The sequence to switch the MCLK source from the DCO clock to the crystal clock (LFXT1CLK or XT2CLK) is:

1) Switch on the crystal oscillator and select appropriate mode

2) Clear the OFIFG flag

3) Wait at least 50 µs

4) Test OFIFG, and repeat steps 1-4 until OFIFG remains cleared.

```
; Select LFXT1 (HF mode) for MCLK
   BIC.W #OSCOFF,SR             ; Turn on osc.
   BIS.B #XTS,&BCSCTL1          ; HF mode
   MOV.B #LFXT1S0,&BCSCTL3      ; 1-3MHz Crystal
L1 BIC.B #OFIFG,&IFG1           ; Clear OFIFG
   MOV.W #0FFh,R15              ; Delay
L2 DEC.W R15                    ;
   JNZ   L2                     ;
   BIT.B #OFIFG,&IFG1           ; Re-test OFIFG
   JNZ   L1                     ; Repeat test if needed
   BIS.B #SELM1+SELM0,&BCSCTL2 ; Select LFXT1CLK
```

5.2.8 Synchronization of Clock Signals

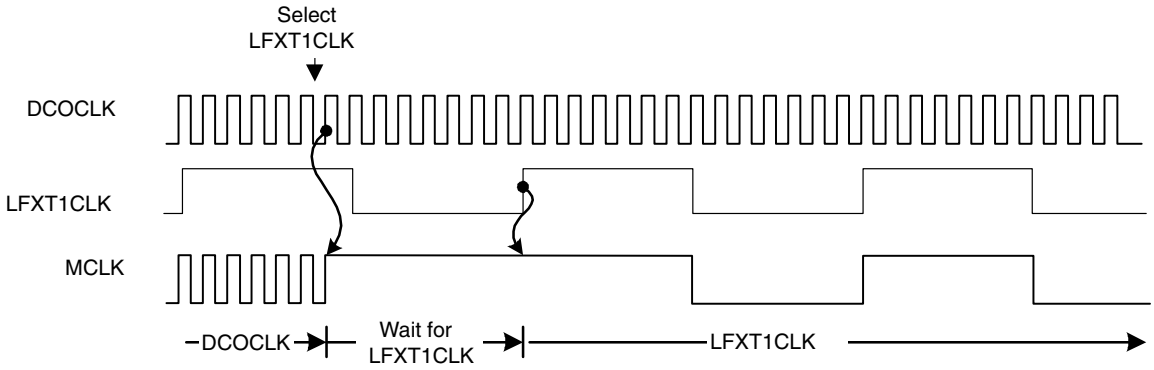
When switching MCLK or SMCLK from one clock source to another, the switch is synchronized to avoid critical race conditions as shown in Figure 5–8:

1) The current clock cycle continues until the next rising edge.

2) The clock remains high until the next rising edge of the new clock.

3) The new clock source is selected and continues with a full high period.

Figure 5–8. Switch MCLK from DCOCLK to LFXT1CLK



5.3 Basic Clock Module+ Registers

The basic clock module+ registers are listed in Table 5–1.

Table 5–1. Basic Clock module+ Registers

Register	Short Form	Register Type	Address	Initial State
DCO control register	DCOCTL	Read/write	056h	060h with PUC
Basic clock system control 1	BCSCTL1	Read/write	057h	087h with POR†
Basic clock system control 2	BCSCTL2	Read/write	058h	Reset with PUC
Basic clock system control 3	BCSCTL3	Read/write	053h	005h with PUC
SFR interrupt enable register 1	IE1	Read/write	000h	Reset with PUC
SFR interrupt flag register 1	IFG1	Read/write	002h	Reset with PUC

† Some of the register bits are also PUC initialized. See register summary.

DCOCTL, DCO Control Register

7	6	5	4	3	2	1	0
DCOx			MODx				
rw–0	rw–1	rw–1	rw–0	rw–0	rw–0	rw–0	rw–0

DCOx	Bits 7-5	DCO frequency select. These bits select which of the eight discrete DCO frequencies within the range defined by the RSELx setting is selected.
MODx	Bits 4-0	Modulator selection. These bits define how often the f_{DCO+1} frequency is used within a period of 32 DCOCLK cycles. During the remaining clock cycles (32–MOD) the f_{DCO} frequency is used. Not useable when DCOx=7.

BCSCTL1, Basic Clock System Control Register 1

7	6	5	4	3	2	1	0
XT2OFF	XTS†	DIVAx		RSELx			
rw–(1)	rw–(0)	rw–(0)	rw–(0)	rw–0	rw–1	rw–1	rw–1

† XTS = 1 is not supported in MSP430x20xx devices.

XT2OFF	Bit 7	XT2 off. This bit turns off the XT2 oscillator 0 XT2 is on 1 XT2 is off if it is not used for MCLK or SMCLK.
XTS	Bit 6	LFXT1 mode select. 0 Low frequency mode 1 High frequency mode
DIVAx	Bits 5-4	Divider for ACLK 00 /1 01 /2 10 /4 11 /8
RSELx	Bits 3-0	Range Select. Sixteen different frequency ranges are available. The lowest frequency range is selected by setting RSELx=0. RSEL3 is ignored when DCOR = 1.

BCSCTL2, Basic Clock System Control Register 2

7	6	5	4	3	2	1	0
SELMx		DIVMx		SELS	DIVSx		DCOR†
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

† Does not apply to MSP430x20xx or MSP430x21xx

SELMx	Bits 7-6	Select MCLK. These bits select the MCLK source. 00 DCOCLK 01 DCOCLK 10 XT2CLK when XT2 oscillator present on-chip. LFXT1CLK or VLOCLK when XT2 oscillator not present on-chip. 11 LFXT1CLK or VLOCLK
DIVMx	BitS 5-4	Divider for MCLK 00 /1 01 /2 10 /4 11 /8
SELS	Bit 3	Select SMCLK. This bit selects the SMCLK source. 0 DCOCLK 1 XT2CLK when XT2 oscillator present. LFXT1CLK or VLOCLK when XT2 oscillator not present
DIVSx	BitS 2-1	Divider for SMCLK 00 /1 01 /2 10 /4 11 /8
DCOR	Bit 0	DCO resistor select 0 Internal resistor 1 External resistor

BCSCTL3, Basic Clock System Control Register 3

7	6	5	4	3	2	1	0
XT2Sx		LFXT1Sx		XCAPx		XT2OF†	LFXT1OF
rw–0	rw–0	rw–0	rw–0	rw–0	rw–1	r0	r–(1)

† Does not apply to MSP430x2xx, MSP430x21xx, or MSP430x22xx devices

XT2Sx Bits 7-6 — XT2 range select. These bits select the frequency range for XT2.
- 00 0.4 – 1-MHz crystal or resonator
- 01 1 – 3-MHz crystal or resonator
- 10 3 – 16-MHz crystal or resonator
- 11 Digital external 0.4 – 16-MHz clock source

LFXT1Sx Bits 5-4 — Low-frequency clock select and LFXT1 range select. These bits select between LFXT1 and VLO when XTS = 0, and select the frequency range for LFXT1 when XTS = 1.

When XTS = 0:
- 00 32768 Hz Crystal on LFXT1
- 01 Reserved
- 10 VLOCLK (Reserved in MSP430x21x1 devices)
- 11 Digital external clock source

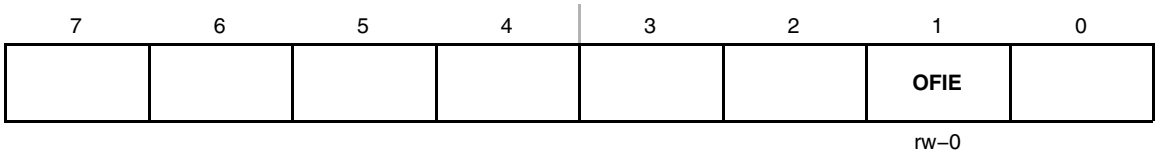
When XTS = 1 (Not applicable for MSP430x20xx devices)
- 00 0.4 – 1-MHz crystal or resonator
- 01 1 – 3-MHz crystal or resonator
- 10 3 – 16-MHz crystal or resonator
- 11 Digital external 0.4 – 16-MHz clock source

XCAPx Bits 3-2 — Oscillator capacitor selection. These bits select the effective capacitance seen by the LFXT1 crystal when XTS = 0. If XTS = 1 or if LFCT1Sx = 11 XCAPx should be 00.
- 00 ~1 pF
- 01 ~6 pF
- 10 ~10 pF
- 11 ~12.5 pF

XT2OF Bit 1 — XT2 oscillator fault
- 0 No fault condition present
- 1 Fault condition present

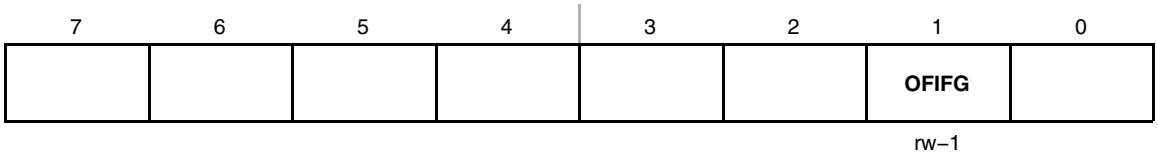
LFXT1OF Bit 0 — LFXT1 oscillator fault
- 0 No fault condition present
- 1 Fault condition present

IE1, Interrupt Enable Register 1



	Bits 7-2	These bits may be used by other modules. See device-specific data sheet.
OFIE	Bit 1	Oscillator fault interrupt enable. This bit enables the OFIFG interrupt. Because other bits in IE1 may be used for other modules, it is recommended to set or clear this bit using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions. 0 Interrupt not enabled 1 Interrupt enabled
	Bits 0	This bit may be used by other modules. See device-specific data sheet.

IFG1, Interrupt Flag Register 1



	Bits 7-2	These bits may be used by other modules. See device-specific data sheet.
OFIFG	Bit 1	Oscillator fault interrupt flag. Because other bits in IFG1 may be used for other modules, it is recommended to set or clear this bit using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions. 0 No interrupt pending 1 Interrupt pending
	Bits 0	This bit may be used by other modules. See device-specific data sheet.

Chapter 6

DMA Controller

The DMA controller module transfers data from one address to another without CPU intervention. This chapter describes the operation of the DMA controller of the MSP430x2xx device family.

Topic **Page**

6.1 DMA Introduction

The direct memory access (DMA) controller transfers data from one address to another, without CPU intervention, across the entire address range. For example, the DMA controller can move data from the ADC12 conversion memory to RAM.

Devices that contain a DMA controller may have one, two, or three DMA channels available. Therefore, depending on the number of DMA channels available, some features described in this chapter are not applicable to all devices.

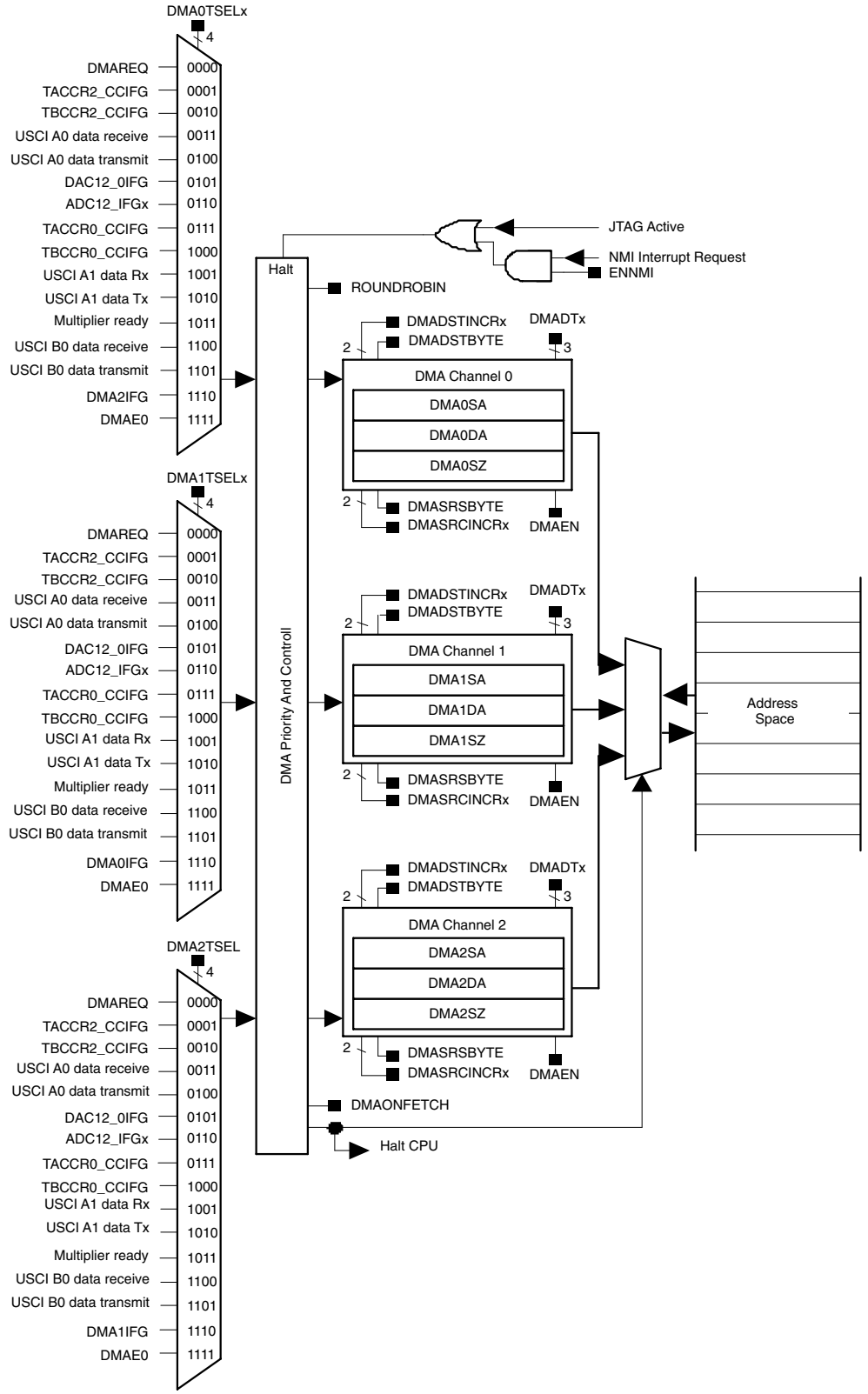
Using the DMA controller can increase the throughput of peripheral modules. It can also reduce system power consumption by allowing the CPU to remain in a low-power mode without having to awaken to move data to or from a peripheral.

The DMA controller features include:

- Up to three independent transfer channels
- Configurable DMA channel priorities
- Requires only two MCLK clock cycles per transfer
- Byte or word and mixed byte/word transfer capability
- Block sizes up to 65535 bytes or words
- Configurable transfer trigger selections
- Selectable edge or level-triggered transfer
- Four addressing modes
- Single, block, or burst-block transfer modes

The DMA controller block diagram is shown in Figure 6–1.

Figure 6–1. DMA Controller Block Diagram



6.2 DMA Operation

The DMA controller is configured with user software. The setup and operation of the DMA is discussed in the following sections.

6.2.1 DMA Addressing Modes

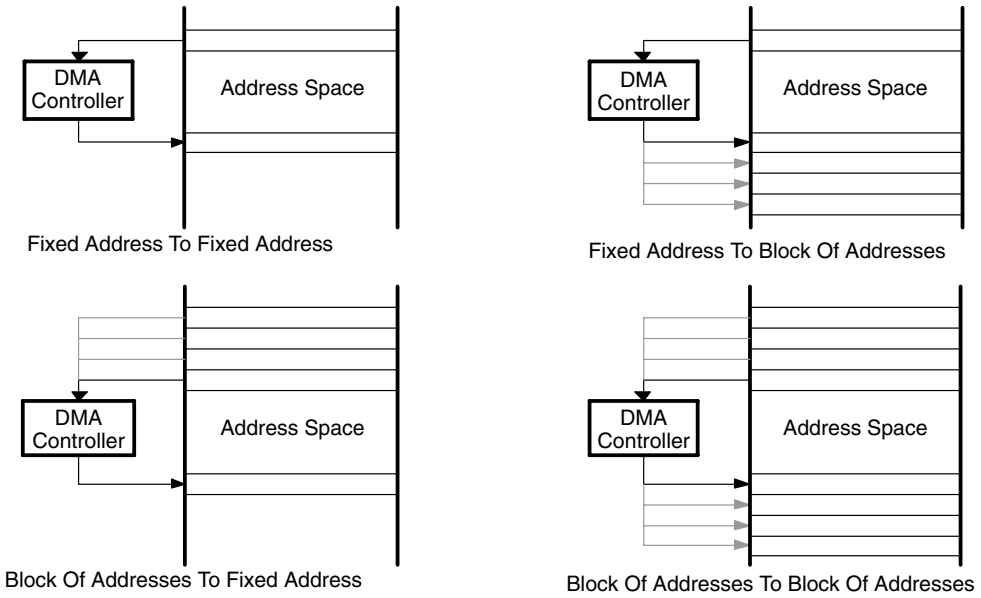
The DMA controller has four addressing modes. The addressing mode for each DMA channel is independently configurable. For example, channel 0 may transfer between two fixed addresses, while channel 1 transfers between two blocks of addresses. The addressing modes are shown in Figure 6–2. The addressing modes are:

- Fixed address to fixed address
- Fixed address to block of addresses
- Block of addresses to fixed address
- Block of addresses to block of addresses

The addressing modes are configured with the DMASRCINCRx and DMADSTINCRx control bits. The DMASRCINCRx bits select if the source address is incremented, decremented, or unchanged after each transfer. The DMADSTINCRx bits select if the destination address is incremented, decremented, or unchanged after each transfer.

Transfers may be byte-to-byte, word-to-word, byte-to-word, or word-to-byte. When transferring word-to-byte, only the lower byte of the source-word transfers. When transferring byte-to-word, the upper byte of the destination-word is cleared when the transfer occurs.

Figure 6–2. DMA Addressing Modes



6.2.2 DMA Transfer Modes

The DMA controller has six transfer modes selected by the DMADTx bits as listed in Table 6–1. Each channel is individually configurable for its transfer mode. For example, channel 0 may be configured in single transfer mode, while channel 1 is configured for burst-block transfer mode, and channel 2 operates in repeated block mode. The transfer mode is configured independently from the addressing mode. Any addressing mode can be used with any transfer mode.

Two types of data can be transferred selectable by the DMAxCTL DSTBYTE and SRCBYTE fields. The source and/or destination location can be either byte or word data. It is also possible to transfer byte to byte, word to word or any combination.

Table 6–1. DMA Transfer Modes

DMADTx	Transfer Mode	Description
000	Single transfer	Each transfer requires a trigger. DMAEN is automatically cleared when DMAxSZ transfers have been made.
001	Block transfer	A complete block is transferred with one trigger. DMAEN is automatically cleared at the end of the block transfer.
010, 011	Burst-block transfer	CPU activity is interleaved with a block transfer. DMAEN is automatically cleared at the end of the burst-block transfer.
100	Repeated single transfer	Each transfer requires a trigger. DMAEN remains enabled.
101	Repeated block transfer	A complete block is transferred with one trigger. DMAEN remains enabled.
110, 111	Repeated burst-block transfer	CPU activity is interleaved with a block transfer. DMAEN remains enabled.

Single Transfer

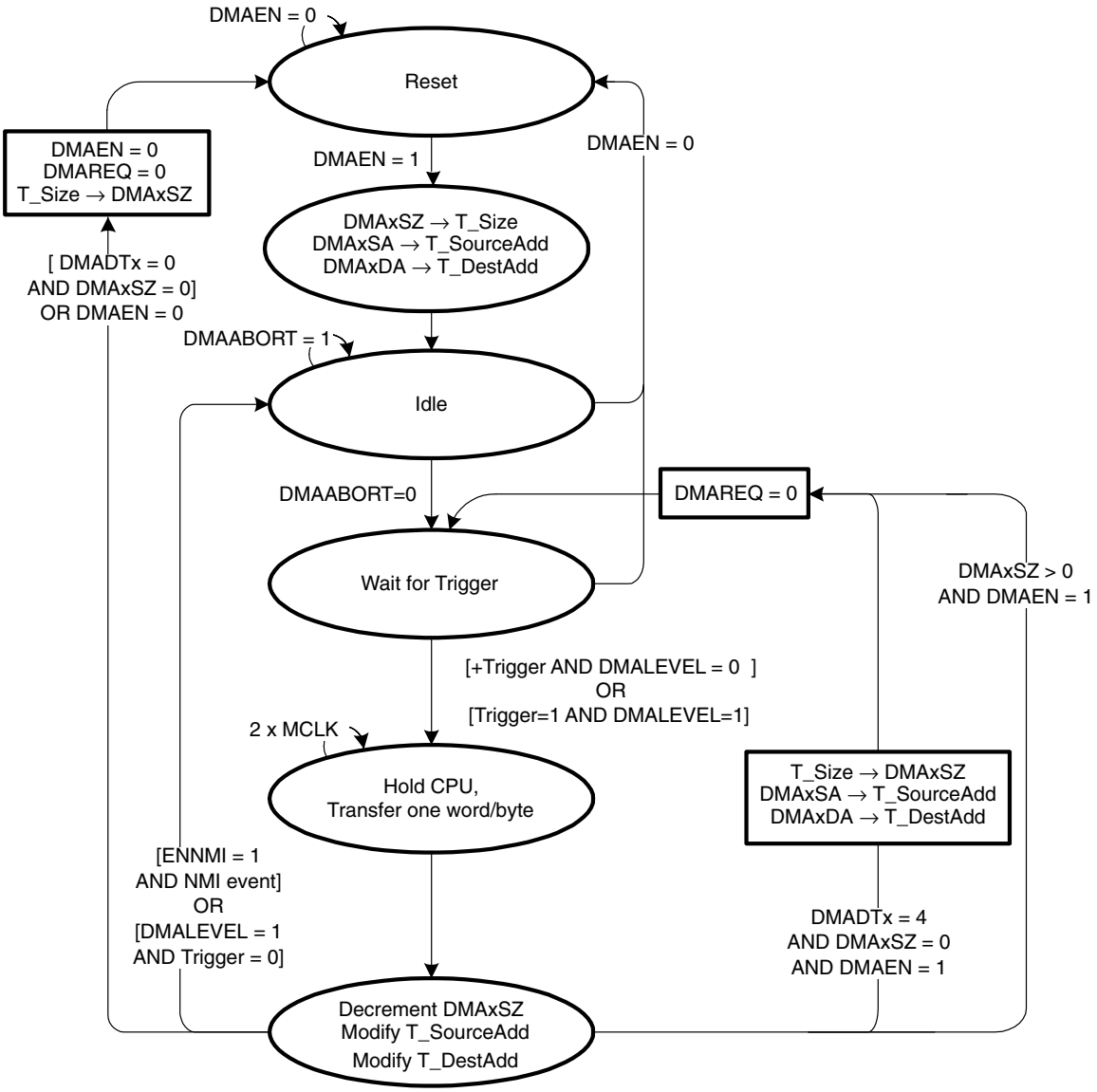
In single transfer mode, each byte/word transfer requires a separate trigger. The single transfer state diagram is shown in Figure 6–3.

The DMAxSZ register is used to define the number of transfers to be made. The DMADSTINCRx and DMASRCINCRx bits select if the destination address and the source address are incremented or decremented after each transfer. If DMAxSZ = 0, no transfers occur.

The DMAxSA, DMAxDA, and DMAxSZ registers are copied into temporary registers. The temporary values of DMAxSA and DMAxDA are incremented or decremented after each transfer. The DMAxSZ register is decremented after each transfer. When the DMAxSZ register decrements to zero it is reloaded from its temporary register and the corresponding DMAIFG flag is set. When DMADTx = 0, the DMAEN bit is cleared automatically when DMAxSZ decrements to zero and must be set again for another transfer to occur.

In repeated single transfer mode, the DMA controller remains enabled with DMAEN = 1, and a transfer occurs every time a trigger occurs.

Figure 6–3. DMA Single Transfer State Diagram



Block Transfers

In block transfer mode, a transfer of a complete block of data occurs after one trigger. When DMADTx = 1, the DMAEN bit is cleared after the completion of the block transfer and must be set again before another block transfer can be triggered. After a block transfer has been triggered, further trigger signals occurring during the block transfer are ignored. The block transfer state diagram is shown in Figure 6–4.

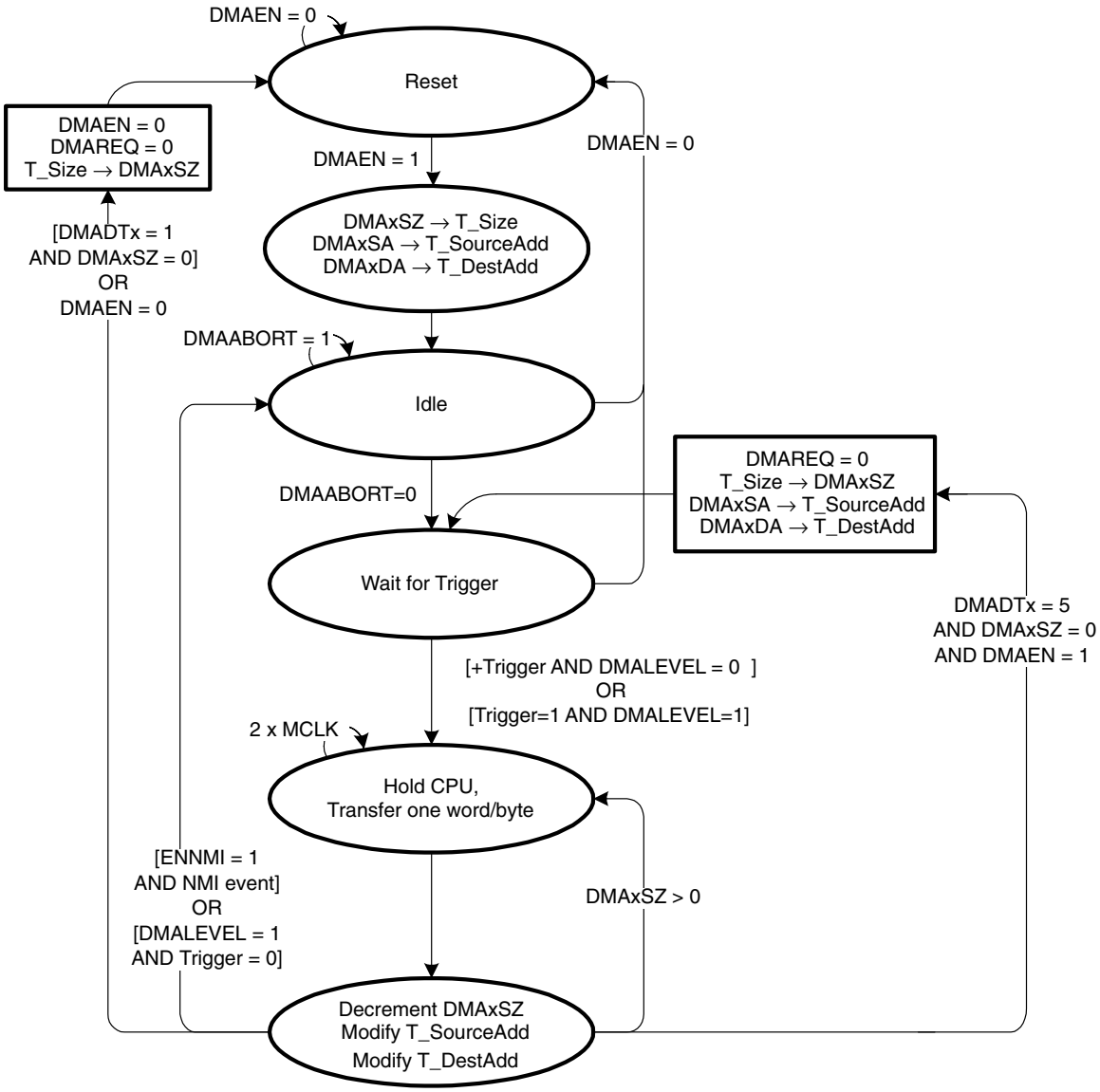
The DMAxSZ register is used to define the size of the block and the DMADSTINCRx and DMASRCINCRx bits select if the destination address and the source address are incremented or decremented after each transfer of the block. If DMAxSZ = 0, no transfers occur.

The DMAxSA, DMAxDA, and DMAxSZ registers are copied into temporary registers. The temporary values of DMAxSA and DMAxDA are incremented or decremented after each transfer in the block. The DMAxSZ register is decremented after each transfer of the block and shows the number of transfers remaining in the block. When the DMAxSZ register decrements to zero it is reloaded from its temporary register and the corresponding DMAIFG flag is set.

During a block transfer, the CPU is halted until the complete block has been transferred. The block transfer takes 2 x MCLK x DMAxSZ clock cycles to complete. CPU execution resumes with its previous state after the block transfer is complete.

In repeated block transfer mode, the DMAEN bit remains set after completion of the block transfer. The next trigger after the completion of a repeated block transfer triggers another block transfer.

Figure 6–4. DMA Block Transfer State Diagram



Burst-Block Transfers

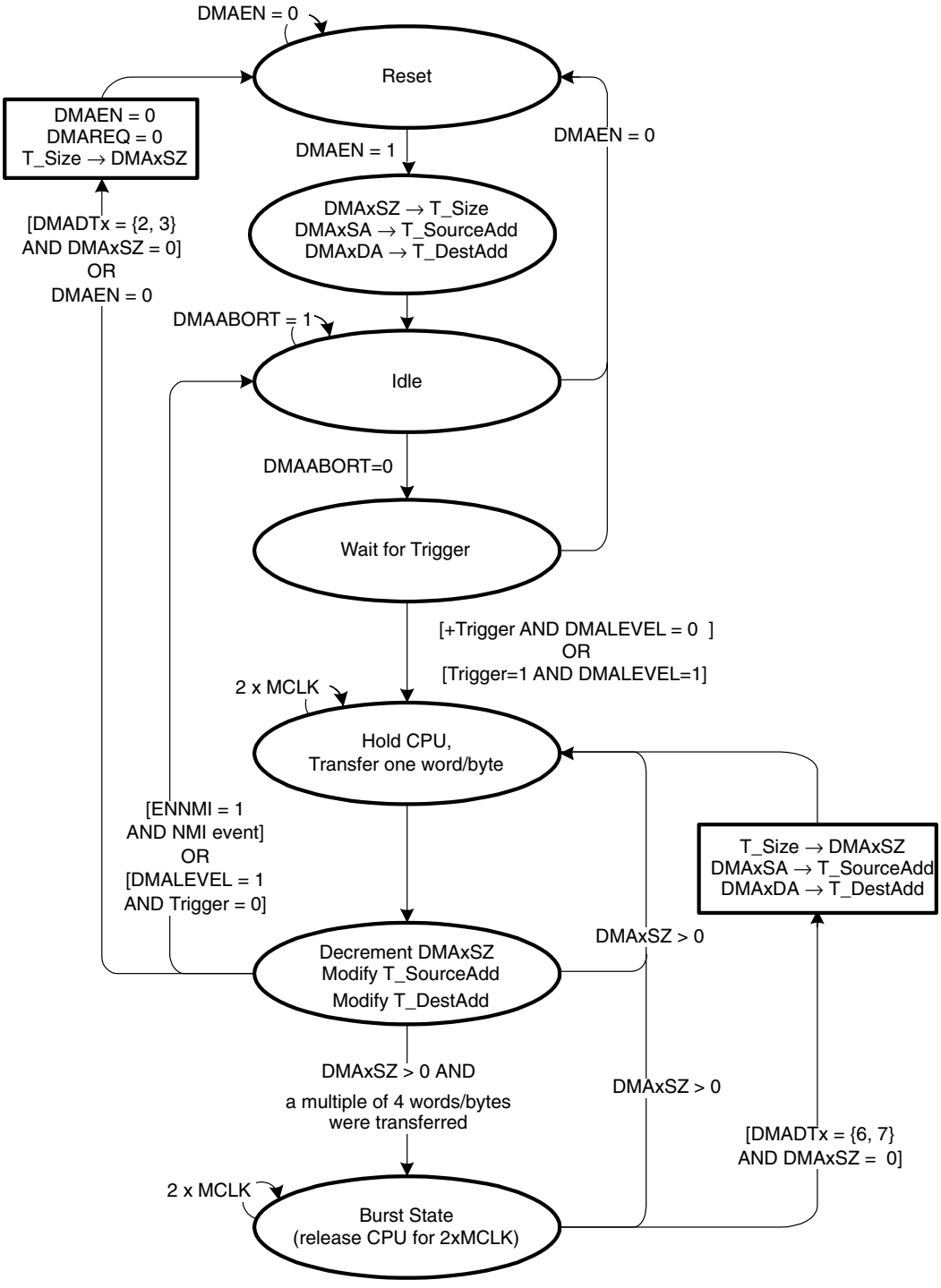
In burst-block mode, transfers are block transfers with CPU activity interleaved. The CPU executes 2 MCLK cycles after every four byte/word transfers of the block resulting in 20% CPU execution capacity. After the burst-block, CPU execution resumes at 100% capacity and the DMAEN bit is cleared. DMAEN must be set again before another burst-block transfer can be triggered. After a burst-block transfer has been triggered, further trigger signals occurring during the burst-block transfer are ignored. The burst-block transfer state diagram is shown in Figure 6–5.

The DMAxSZ register is used to define the size of the block and the DMADSTINCRx and DMASRCINCRx bits select if the destination address and the source address are incremented or decremented after each transfer of the block. If DMAxSZ = 0, no transfers occur.

The DMAxSA, DMAxDA, and DMAxSZ registers are copied into temporary registers. The temporary values of DMAxSA and DMAxDA are incremented or decremented after each transfer in the block. The DMAxSZ register is decremented after each transfer of the block and shows the number of transfers remaining in the block. When the DMAxSZ register decrements to zero it is reloaded from its temporary register and the corresponding DMAIFG flag is set.

In repeated burst-block mode the DMAEN bit remains set after completion of the burst-block transfer and no further trigger signals are required to initiate another burst-block transfer. Another burst-block transfer begins immediately after completion of a burst-block transfer. In this case, the transfers must be stopped by clearing the DMAEN bit, or by an NMI interrupt when ENNMI is set. In repeated burst-block mode the CPU executes at 20% capacity continuously until the repeated burst-block transfer is stopped.

Figure 6–5. DMA Burst-Block Transfer State Diagram



6.2.3 Initiating DMA Transfers

Each DMA channel is independently configured for its trigger source with the DMAxTSELx bits as described in Table 6–2.The DMAxTSELx bits should be modified only when the DMACTLx DMAEN bit is 0. Otherwise, unpredictable DMA triggers may occur.

When selecting the trigger, the trigger must not have already occurred, or the transfer will not take place. For example, if the TACCR2 CCIFG bit is selected as a trigger, and it is already set, no transfer will occur until the next time the TACCR2 CCIFG bit is set.

Edge-Sensitive Triggers

When DMALEVEL = 0, edge-sensitive triggers are used and the rising edge of the trigger signal initiates the transfer. In single-transfer mode, each transfer requires its own trigger. When using block or burst-block modes, only one trigger is required to initiate the block or burst-block transfer.

Level-Sensitive Triggers

When DMALEVEL = 1, level-sensitive triggers are used. For proper operation, level-sensitive triggers can only be used when external trigger DMAE0 is selected as the trigger. DMA transfers are triggered as long as the trigger signal is high and the DMAEN bit remains set.

The trigger signal must remain high for a block or burst-block transfer to complete. If the trigger signal goes low during a block or burst-block transfer, the DMA controller is held in its current state until the trigger goes back high or until the DMA registers are modified by software. If the DMA registers are not modified by software, when the trigger signal goes high again, the transfer resumes from where it was when the trigger signal went low.

When DMALEVEL = 1, transfer modes selected when DMADTx = {0, 1, 2, 3} are recommended because the DMAEN bit is automatically reset after the configured transfer.

Halting Executing Instructions for DMA Transfers

The DMAONFETCH bit controls when the CPU is halted for a DMA transfer. When DMAONFETCH = 0, the CPU is halted immediately and the transfer begins when a trigger is received. When DMAONFETCH = 1, the CPU finishes the currently executing instruction before the DMA controller halts the CPU and the transfer begins.

Note: DMAONFETCH Must Be Used When The DMA Writes To Flash

If the DMA controller is used to write to flash memory, the DMAONFETCH bit must be set. Otherwise, unpredictable operation can result.

Table 6–2. DMA Trigger Operation

DMAxTSELx	Operation
0000	A transfer is triggered when the DMAREQ bit is set. The DMAREQ bit is automatically reset when the transfer starts
0001	A transfer is triggered when the TACCR2 CCIFG flag is set. The TACCR2 CCIFG flag is automatically reset when the transfer starts. If the TACCR2 CCIE bit is set, the TACCR2 CCIFG flag will not trigger a transfer.
0010	A transfer is triggered when the TBCCR2 CCIFG flag is set. The TBCCR2 CCIFG flag is automatically reset when the transfer starts. If the TBCCR2 CCIE bit is set, the TBCCR2 CCIFG flag will not trigger a transfer.
0011	A transfer is triggered when serial interface receives new data. Devices with USCI_A0 module: A transfer is triggered when USCI_A0 receives new data. UCA0RXIFG is automatically reset when the transfer starts. If UCA0RXIE is set, the UCA0RXIFG flag will not trigger a transfer.
0100	A transfer is triggered when serial interface is ready to transmit new data. Devices with USCI_A0 module:A transfer is triggered when USCI_A0 is ready to transmit new data. UCA0TXIFG is automatically reset when the transfer starts. If UCA0TXIE is set, the UCA0TXIFG flag will not trigger a transfer.
0101	A transfer is triggered when the DAC12_0CTL DAC12IFG flag is set. The DAC12_0CTL DAC12IFG flag is automatically cleared when the transfer starts. If the DAC12_0CTL DAC12IE bit is set, the DAC12_0CTL DAC12IFG flag will not trigger a transfer.
0110	A transfer is triggered by an ADC12IFGx flag. When single-channel conversions are performed, the corresponding ADC12IFGx is the trigger. When sequences are used, the ADC12IFGx for the last conversion in the sequence is the trigger. A transfer is triggered when the conversion is completed and the ADC12IFGx is set. Setting the ADC12IFGx with software will not trigger a transfer. All ADC12IFGx flags are automatically reset when the associated ADC12MEMx register is accessed by the DMA controller.
0111	A transfer is triggered when the TACCR0 CCIFG flag is set. The TACCR0 CCIFG flag is automatically reset when the transfer starts. If the TACCR0 CCIE bit is set, the TACCR0 CCIFG flag will not trigger a transfer.
1000	A transfer is triggered when the TBCCR0 CCIFG flag is set. The TBCCR0 CCIFG flag is automatically reset when the transfer starts. If the TBCCR0 CCIE bit is set, the TBCCR0 CCIFG flag will not trigger a transfer.
1001	A transfer is triggered when the UCA1RXIFG flag is set. UCA1RXIFG is automatically reset when the transfer starts. If URXIE1 is set, the UCA1RXIFG flag will not trigger a transfer.
1010	A transfer is triggered when the UCA1TXIFG flag is set. UCA1TXIFG is automatically reset when the transfer starts. If UTXIE1 is set, the UCA1TXIFG flag will not trigger a transfer.
1011	A transfer is triggered when the hardware multiplier is ready for a new operand.
1100	No transfer is triggered. Devices with USCI_B0 module: A transfer is triggered when USCI_B0 receives new data. UCB0RXIFG is automatically reset when the transfer starts. If UCB0RXIE is set, the UCB0RXIFG flag will not trigger a transfer.
1101	No transfer is triggered. Devices with USCI_B0 module: A transfer is triggered when USCI_B0 is ready to transmit new data. UCB0TXIFG is automatically reset when the transfer starts. If UCB0TXIE is set, the UCB0TXIFG flag will not trigger a transfer.

Table 6–2. DMA Trigger Operation (continued)

DMAxTSELx	Operation
1110	A transfer is triggered when the DMAxIFG flag is set. DMA0IFG triggers channel 1, DMA1IFG triggers channel 2, and DMA2IFG triggers channel 0. None of the DMAxIFG flags are automatically reset when the transfer starts.
1111	A transfer is triggered by the external trigger DMAE0.

6.2.4 Stopping DMA Transfers

There are two ways to stop DMA transfers in progress:

- A single, block, or burst-block transfer may be stopped with an NMI interrupt, if the ENNMI bit is set in register DMACTL1.
- A burst-block transfer may be stopped by clearing the DMAEN bit.

6.2.5 DMA Channel Priorities

The default DMA channel priorities are DMA0–DMA1–DMA2. If two or three triggers happen simultaneously or are pending, the channel with the highest priority completes its transfer (single, block or burst-block transfer) first, then the second priority channel, then the third priority channel. Transfers in progress are not halted if a higher priority channel is triggered. The higher priority channel waits until the transfer in progress completes before starting.

The DMA channel priorities are configurable with the ROUNDROBIN bit. When the ROUNDROBIN bit is set, the channel that completes a transfer becomes the lowest priority. The *order* of the priority of the channels always stays the same, DMA0–DMA1–DMA2, for example:

DMA Priority	Transfer Occurs	New DMA Priority
DMA0 – DMA1 – DMA2	DMA1	DMA2 – DMA0 – DMA1
DMA2 – DMA0 – DMA1	DMA2	DMA0 – DMA1 – DMA2
DMA0 – DMA1 – DMA2	DMA0	DMA1 – DMA2 – DMA0

When the ROUNDROBIN bit is cleared the channel priority returns to the default priority.

6.2.6 DMA Transfer Cycle Time

The DMA controller requires one or two MCLK clock cycles to synchronize before each single transfer or complete block or burst-block transfer. Each byte/word transfer requires two MCLK cycles after synchronization, and one cycle of wait time after the transfer. Because the DMA controller uses MCLK, the DMA cycle time is dependent on the MSP430 operating mode and clock system setup.

If the MCLK source is active, but the CPU is off, the DMA controller will use the MCLK source for each transfer, without re-enabling the CPU. If the MCLK source is off, the DMA controller will temporarily restart MCLK, sourced with DCOCLK, for the single transfer or complete block or burst-block transfer. The CPU remains off, and after the transfer completes, MCLK is turned off. The maximum DMA cycle time for all operating modes is shown in Table 6–3.

Table 6–3. Maximum Single-Transfer DMA Cycle Time

CPU Operating Mode	Clock Source	Maximum DMA Cycle Time
Active mode	MCLK=DCOCLK	4 MCLK cycles
Active mode	MCLK=LFXT1CLK	4 MCLK cycles
Low-power mode LPM0/1	MCLK=DCOCLK	5 MCLK cycles
Low-power mode LPM3/4	MCLK=DCOCLK	5 MCLK cycles + 6 μs†
Low-power mode LPM0/1	MCLK=LFXT1CLK	5 MCLK cycles
Low-power mode LPM3	MCLK=LFXT1CLK	5 MCLK cycles
Low-power mode LPM4	MCLK=LFXT1CLK	5 MCLK cycles + 6 μs†

† The additional 6 μs are needed to start the DCOCLK. It is the $t_{(LPMx)}$ parameter in the data sheet.

6.2.7 Using DMA with System Interrupts

DMA transfers are not interruptible by system interrupts. System interrupts remain pending until the completion of the transfer. NMI interrupts can interrupt the DMA controller if the ENNMI bit is set.

System interrupt service routines are interrupted by DMA transfers. If an interrupt service routine or other routine must execute with no interruptions, the DMA controller should be disabled prior to executing the routine.

6.2.8 DMA Controller Interrupts

Each DMA channel has its own DMAIFG flag. Each DMAIFG flag is set in any mode, when the corresponding DMAxSZ register counts to zero. If the corresponding DMAIE and GIE bits are set, an interrupt request is generated.

All DMAIFG flags source only one DMA controller interrupt vector and, on some devices, the interrupt vector may be shared with other modules. Please refer to the device specific datasheet for further details. For these devices, software must check the DMAIFG and respective module flags to determine the source of the interrupt. The DMAIFG flags are not reset automatically and must be reset by software.

Additionally, some devices utilize the DMAIV register. All DMAIFG flags are prioritized, with DMA0IFG being the highest, and combined to source a single interrupt vector. The highest priority enabled interrupt generates a number in the DMAIV register. This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled DMA interrupts do not affect the DMAIV value.

Any access, read or write, of the DMAIV register automatically resets the highest pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. For example, assume that DMA0 has the highest priority. If the DMA0IFG and DMA2IFG flags are set when the interrupt service routine accesses the DMAIV register, DMA0IFG is reset automatically. After the RETI instruction of the interrupt service routine is executed, the DMA2IFG will generate another interrupt.

DMAIV Software Example

The following software example shows the recommended use of DMAIV and the handling overhead. The DMAIV value is added to the PC to automatically jump to the appropriate routine.

The numbers at the right margin show the necessary CPU cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself.

```
;Interrupt handler for DMA0IFG, DMA1IFG, DMA2IFG  Cycles
DMA_HND      ...           ; Interrupt latency         6
          ADD    &DMAIV,PC ; Add offset to Jump table  3
          RETI             ; Vector  0: No interrupt   5
          JMP    DMA0_HND  ; Vector  2: DMA channel 0  2
          JMP    DMA1_HND  ; Vector  4: DMA channel 1  2
          JMP    DMA2_HND  ; Vector  6: DMA channel 2  2
          RETI             ; Vector  8: Reserved       5
          RETI             ; Vector 10: Reserved       5
          RETI             ; Vector 12: Reserved       5
          RETI             ; Vector 14: Reserved       5

DMA2_HND                     ; Vector 6: DMA channel 2
          ...                ; Task starts here
          RETI               ; Back to main program      5

DMA1_HND                     ; Vector 4: DMA channel 1
          ...                ; Task starts here
          RETI               ; Back to main program      5

DMA0_HND                     ; Vector 2: DMA channel 0
          ...                ; Task starts here
          RETI               ; Back to main program      5
```

6.2.9 Using the USCI_B I²C Module with the DMA Controller

The USCI_B I²C module provides two trigger sources for the DMA controller. The USCI_B I²C module can trigger a transfer when new I²C data is received and when data is needed for transmit.

A transfer is triggered if UCB0RXIFG is set. The UCB0RXIFG is cleared automatically when the DMA controller acknowledges the transfer. If UCB0RXIE is set, UCB0RXIFG will not trigger a transfer.

A transfer is triggered if UCB0TXIFG is set. The UCB0TXIFG is cleared automatically when the DMA controller acknowledges the transfer. If UCB0TXIE is set, UCB0TXIFG will not trigger a transfer.

6.2.10 Using ADC12 with the DMA Controller

MSP430 devices with an integrated DMA controller can automatically move data from any ADC12MEMx register to another location. DMA transfers are done without CPU intervention and independently of any low-power modes. The DMA controller increases throughput of the ADC12 module, and enhances low-power applications allowing the CPU to remain off while data transfers occur.

DMA transfers can be triggered from any ADC12IFGx flag. When CONSEQx = {0,2} the ADC12IFGx flag for the ADC12MEMx used for the conversion can trigger a DMA transfer. When CONSEQx = {1,3}, the ADC12IFGx flag for the last ADC12MEMx in the sequence can trigger a DMA transfer. Any ADC12IFGx flag is automatically cleared when the DMA controller accesses the corresponding ADC12MEMx.

6.2.11 Using DAC12 With the DMA Controller

MSP430 devices with an integrated DMA controller can automatically move data to the DAC12_xDAT register. DMA transfers are done without CPU intervention and independently of any low-power modes. The DMA controller increases throughput to the DAC12 module, and enhances low-power applications allowing the CPU to remain off while data transfers occur.

Applications requiring periodic waveform generation can benefit from using the DMA controller with the DAC12. For example, an application that produces a sinusoidal waveform may store the sinusoid values in a table. The DMA controller can continuously and automatically transfer the values to the DAC12 at specific intervals creating the sinusoid with zero CPU execution. The DAC12_xCTL DAC12IFG flag is automatically cleared when the DMA controller accesses the DAC12_xDAT register.

6.2.12 Writing to Flash With the DMA Controller

MSP430 devices with an integrated DMA controller can automatically move data to the Flash memory. DMA transfers are done without CPU intervention and independent of any low-power modes. The DMA controller performs the move of the data word/byte to the Flash. The write timing control is done by the Flash controller. Write transfers to the Flash memory succeed if the Flash controller set–up is prior to the DMA transfer and if the Flash is not busy. To set up the Flash controller for write accesses, see Chapter 7, Flash Memory Controller.

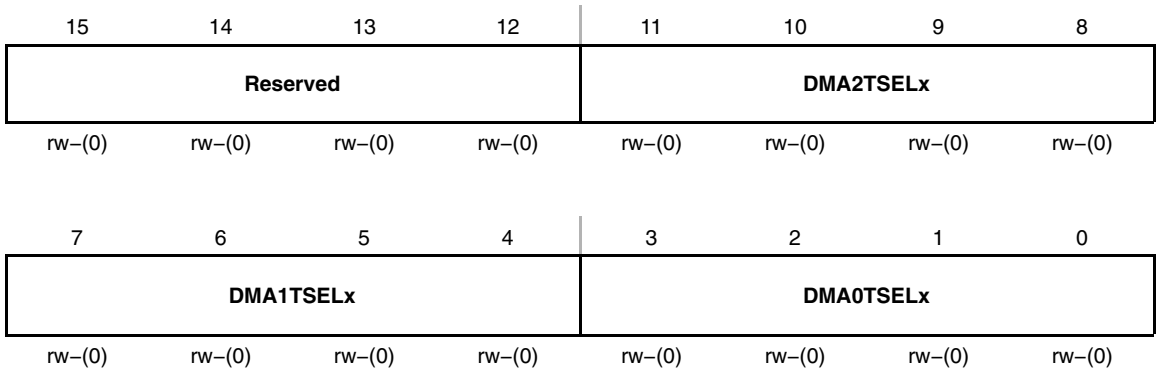
6.3 DMA Registers

The DMA registers are listed in Table 6–4.

Table 6–4. DMA Registers

Register	Short Form	Register Type	Address	Initial State
DMA control 0	DMACTL0	Read/write	0122h	Reset with POR
DMA control 1	DMACTL1	Read/write	0124h	Reset with POR
DMA interrupt vector	DMAIV	Read only	0126h	Reset with POR
DMA channel 0 control	DMA0CTL	Read/write	01D0h	Reset with POR
DMA channel 0 source address	DMA0SA	Read/write	01D2h	Unchanged
DMA channel 0 destination address	DMA0DA	Read/write	01D6h	Unchanged
DMA channel 0 transfer size	DMA0SZ	Read/write	01DAh	Unchanged
DMA channel 1 control	DMA1CTL	Read/write	01DCh	Reset with POR
DMA channel 1 source address	DMA1SA	Read/write	01DEh	Unchanged
DMA channel 1 destination address	DMA1DA	Read/write	01E2h	Unchanged
DMA channel 1 transfer size	DMA1SZ	Read/write	01E6h	Unchanged
DMA channel 2 control	DMA2CTL	Read/write	01E8h	Reset with POR
DMA channel 2 source address	DMA2SA	Read/write	01EAh	Unchanged
DMA channel 2 destination address	DMA2DA	Read/write	01EEh	Unchanged
DMA–channel 2 transfer size	DMA2SZ	Read/write	01F2h	Unchanged

DMACTL0, DMA Control Register 0



Reserved	Bits 15–12	Reserved
DMA2 TSELx	Bits 11–8	DMA trigger select. These bits select the DMA transfer trigger. 0000 DMAREQ bit (software trigger) 0001 TACCR2 CCIFG bit 0010 TBCCR2 CCIFG bit 0011 Serial data received UCA0RXIFG 0100 Serial data transmit ready UCA0TXIFG 0101 DAC12_0CTL DAC12IFG bit 0110 ADC12 ADC12IFGx bit 0111 TACCR0 CCIFG bit 1000 TBCCR0 CCIFG bit 1001 Serial data received UCA1RXIFG 1010 Serial data transmit ready UCA1TXIFG 1011 Multiplier ready 1100 Serial data received UCB0RXIFG 1101 Serial data transmit ready UCB0TXIFG 1110 DMA0IFG bit triggers DMA channel 1 DMA1IFG bit triggers DMA channel 2 DMA2IFG bit triggers DMA channel 0 1111 External trigger DMAE0
DMA1 TSELx	Bits 7–4	Same as DMA2TSELx
DMA0 TSELx	Bits 3–0	Same as DMA2TSELx

DMACTL1, DMA Control Register 1

15	14	13	12	11	10	9	8
0	**0**	**0**	**0**	**0**	**0**	**0**	**0**
r0	r0	r0	r0	r0	r0	r0	r0

7	6	5	4	3	2	1	0
0	**0**	**0**	**0**	**0**	**DMA ONFETCH**	**ROUND ROBIN**	**ENNMI**
r0	r0	r0	r0	r0	rw–(0)	rw–(0)	rw–(0)

Reserved Bits 15–3 Reserved. Read only. Always read as 0.

DMA ONFETCH Bit 2 DMA on fetch
- 0 The DMA transfer occurs immediately
- 1 The DMA transfer occurs on next instruction fetch after the trigger

ROUND ROBIN Bit 1 Round robin. This bit enables the round-robin DMA channel priorities.
- 0 DMA channel priority is DMA0 – DMA1 – DMA2
- 1 DMA channel priority changes with each transfer

ENNMI Bit 0 Enable NMI. This bit enables the interruption of a DMA transfer by an NMI interrupt. When an NMI interrupts a DMA transfer, the current transfer is completed normally, further transfers are stopped, and DMAABORT is set.
- 0 NMI interrupt does not interrupt DMA transfer
- 1 NMI interrupt interrupts a DMA transfer

DMAxCTL, DMA Channel x Control Register

15	14	13	12	11	10	9	8
Reserved	DMADTx			DMADSTINCRx		DMASRCINCRx	
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

7	6	5	4	3	2	1	0
DMA DSTBYTE	DMA SRCBYTE	DMALEVEL	DMAEN	DMAIFG	DMAIE	DMA ABORT	DMAREQ
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

Reserved Bit 15 Reserved

DMADTx Bits 14–12 DMA Transfer mode.
000 Single transfer
001 Block transfer
010 Burst-block transfer
011 Burst-block transfer
100 Repeated single transfer
101 Repeated block transfer
110 Repeated burst-block transfer
111 Repeated burst-block transfer

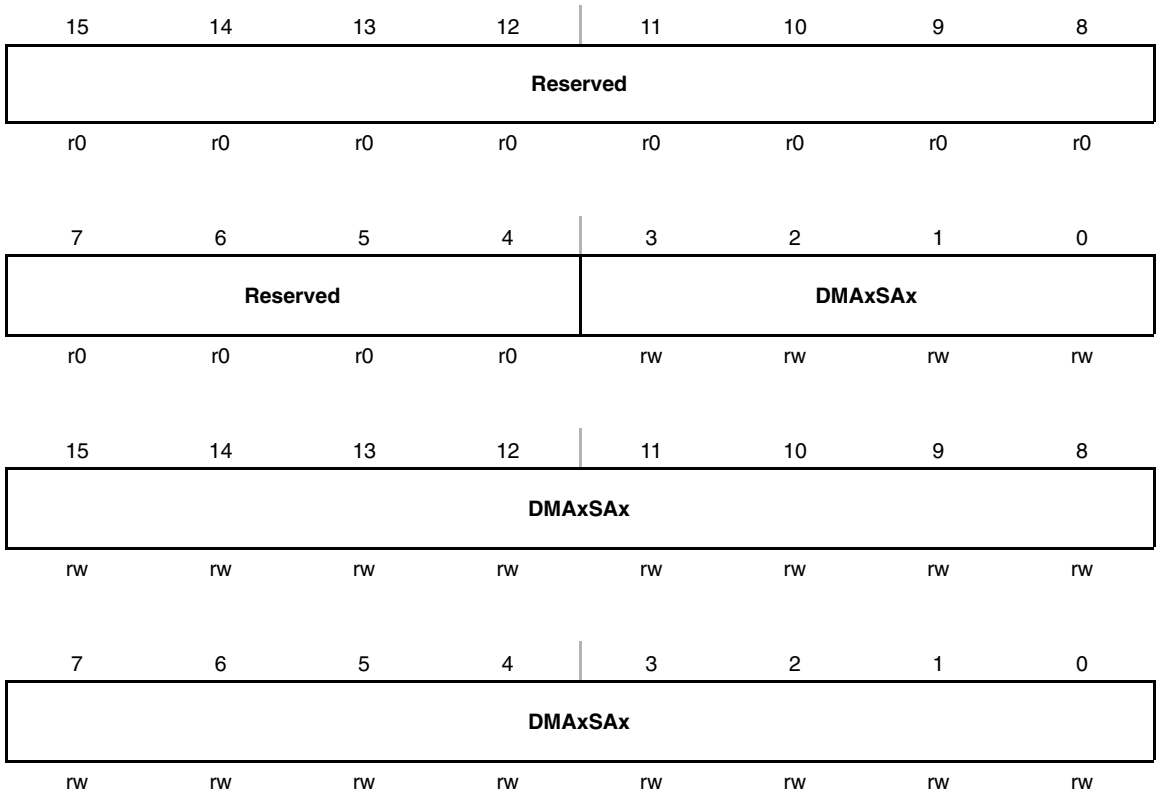
DMA DSTINCRx Bits 11–10 DMA destination increment. This bit selects automatic incrementing or decrementing of the destination address after each byte or word transfer. When DMADSTBYTE=1, the destination address increments/decrements by one. When DMADSTBYTE=0, the destination address increments/decrements by two. The DMAxDA is copied into a temporary register and the temporary register is incremented or decremented. DMAxDA is not incremented or decremented.
00 Destination address is unchanged
01 Destination address is unchanged
10 Destination address is decremented
11 Destination address is incremented

DMA SRCINCRx Bits 9–8 DMA source increment. This bit selects automatic incrementing or decrementing of the source address for each byte or word transfer. When DMASRCBYTE=1, the source address increments/decrements by one. When DMASRCBYTE=0, the source address increments/decrements by two. The DMAxSA is copied into a temporary register and the temporary register is incremented or decremented. DMAxSA is not incremented or decremented.
00 Source address is unchanged
01 Source address is unchanged
10 Source address is decremented
11 Source address is incremented

DMA DSTBYTE Bit 7 DMA destination byte. This bit selects the destination as a byte or word.
0 Word
1 Byte

DMA SRCBYTE	Bit 6	DMA source byte. This bit selects the source as a byte or word. 0 Word 1 Byte
DMA LEVEL	Bit 5	DMA level. This bit selects between edge-sensitive and level-sensitive triggers. 0 Edge sensitive (rising edge) 1 Level sensitive (high level)
DMAEN	Bit 4	DMA enable 0 Disabled 1 Enabled
DMAIFG	Bit 3	DMA interrupt flag 0 No interrupt pending 1 Interrupt pending
DMAIE	Bit 2	DMA interrupt enable 0 Disabled 1 Enabled
DMA ABORT	Bit 1	DMA Abort. This bit indicates if a DMA transfer was interrupt by an NMI. 0 DMA transfer not interrupted 1 DMA transfer was interrupted by NMI
DMAREQ	Bit 0	DMA request. Software-controlled DMA start. DMAREQ is reset automatically. 0 No DMA start 1 Start DMA

DMAxSA, DMA Source Address Register

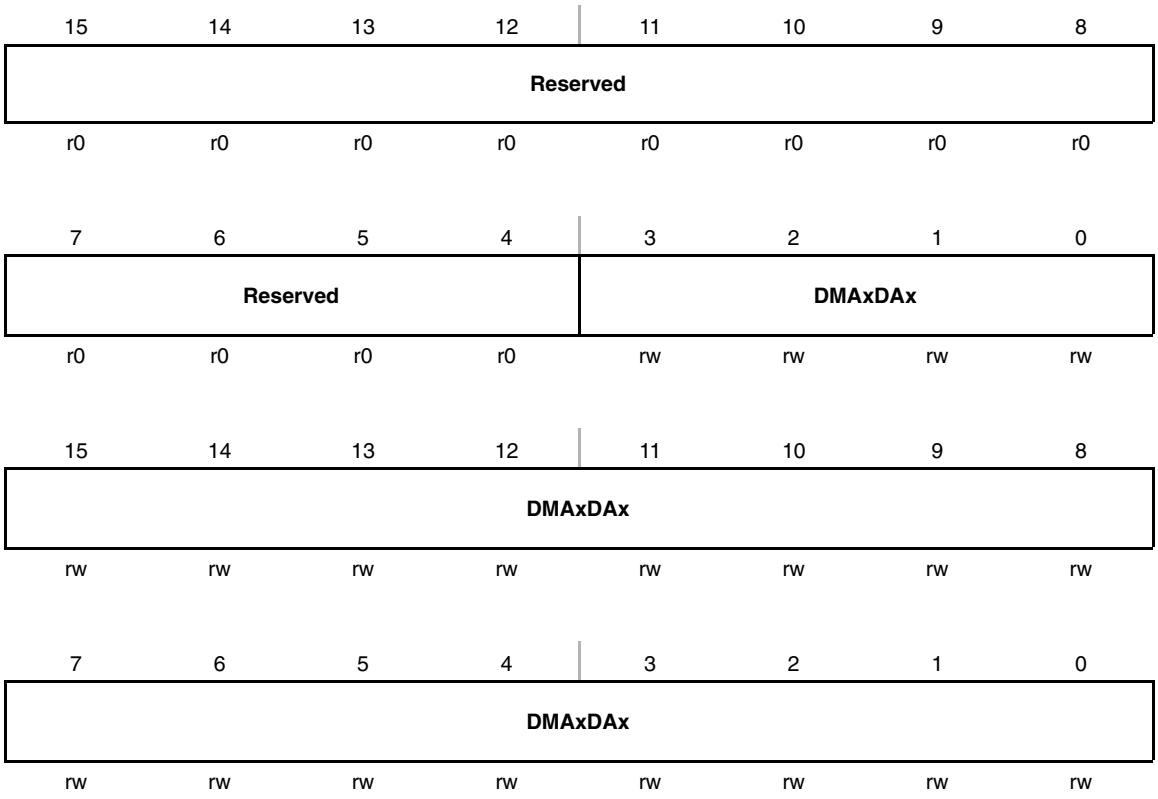


DMAxSA Bits 15–0 **DMA source address** The source address register points to the DMA source address for single transfers or the first source address for block transfers. The source address register remains unchanged during block and burst-block transfers.

Devices that have addressable memory range 64 KB or below contain a single word for the DMAxSA. The upper word is automatically cleared when writing using word operations. Reads from this location are always read as zero.

Devices that have addressable memory range beyond 64 KB contain an additional word for the source address. Bits 15–4 of this additional word are reserved and always read as zero. When writing to DMAxSA with word formats, this additional word is automatically cleared. Reads of this additional word using word formats, are always read as zero.

DMAxDA, DMA Destination Address Register

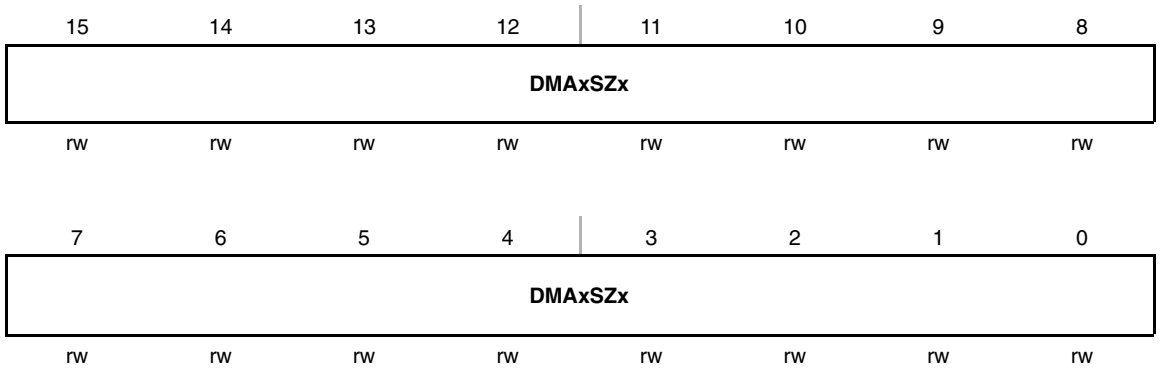


DMAxDA Bits 15–0 **DMA destination address** The destination address register points to the DMA destination address for single transfers or the first destination address for block transfers. The destination address register remains unchanged during block and burst-block transfers.

Devices that have addressable memory range 64 KB or below contain a single word for the DMAxDA.

Devices that have addressable memory range beyond 64 KB contain an additional word for the destination address. Bits 15–4 of this additional word are reserved and always read as zero. When writing to DMAxDA with word formats, this additional word is automatically cleared. Reads of this additional word using word formats, are always read as zero.

DMAxSZ, DMA Size Address Register



DMAxSZx Bits 15–0 DMA size. The DMA size register defines the number of byte/word data per block transfer. DMAxSZ register decrements with each word or byte transfer. When DMAxSZ decrements to 0, it is immediately and automatically reloaded with its previously initialized value.

00000h Transfer is disabled
00001h One byte or word to be transferred
00002h Two bytes or words have to be transferred
:
0FFFFh 65535 bytes or words have to be transferred

DMAIV, DMA Interrupt Vector Register

15	14	13	12	11	10	9	8
0	**0**	**0**	**0**	**0**	**0**	**0**	**0**
r0	r0	r0	r0	r0	r0	r0	r0

7	6	5	4	3	2	1	0
0	**0**	**0**	**0**	**DMAIVx**			**0**
r0	r0	r0	r0	r–(0)	r–(0)	r–(0)	r0

DMAIVx Bits 15-0 DMA interrupt vector value

DMAIV Contents	Interrupt Source	Interrupt Flag	Interrupt Priority
00h	No interrupt pending	–	
02h	DMA channel 0	DMA0IFG	Highest
04h	DMA channel 1	DMA1IFG	
06h	DMA channel 2	DMA2IFG	
08h	Reserved	–	
0Ah	Reserved	–	
0Ch	Reserved	–	
0Eh	Reserved	–	Lowest

Chapter 7

Flash Memory Controller

This chapter describes the operation of the MSP430x2xx flash memory controller.

Topic **Page**

7.1 Flash Memory Introduction

The MSP430 flash memory is bit–, byte-, and word-addressable and programmable. The flash memory module has an integrated controller that controls programming and erase operations. The controller has four registers, a timing generator, and a voltage generator to supply program and erase voltages.

MSP430 flash memory features include:

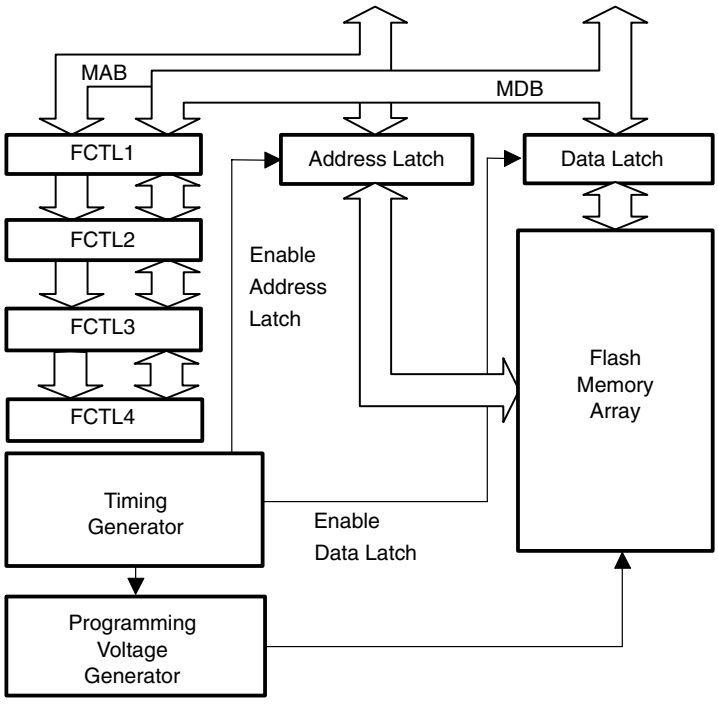
- Internal programming voltage generation
- Bit, byte or word programmable
- Ultralow-power operation
- Segment erase and mass erase
- Marginal 0 and marginal 1 read mode (optional, please refer to device specific data sheet)

The block diagram of the flash memory and controller is shown in Figure 7–1.

Note: Minimum V_{CC} During Flash Write or Erase

The minimum V_{CC} voltage during a flash write or erase operation is 2.2 V. If V_{CC} falls below 2.2 V during a write or erase, the result of the write or erase will be unpredictable.

Figure 7–1. Flash Memory Module Block Diagram



7.2 Flash Memory Segmentation

MSP430 flash memory is partitioned into segments. Single bits, bytes, or words can be written to flash memory, but the segment is the smallest size of flash memory that can be erased.

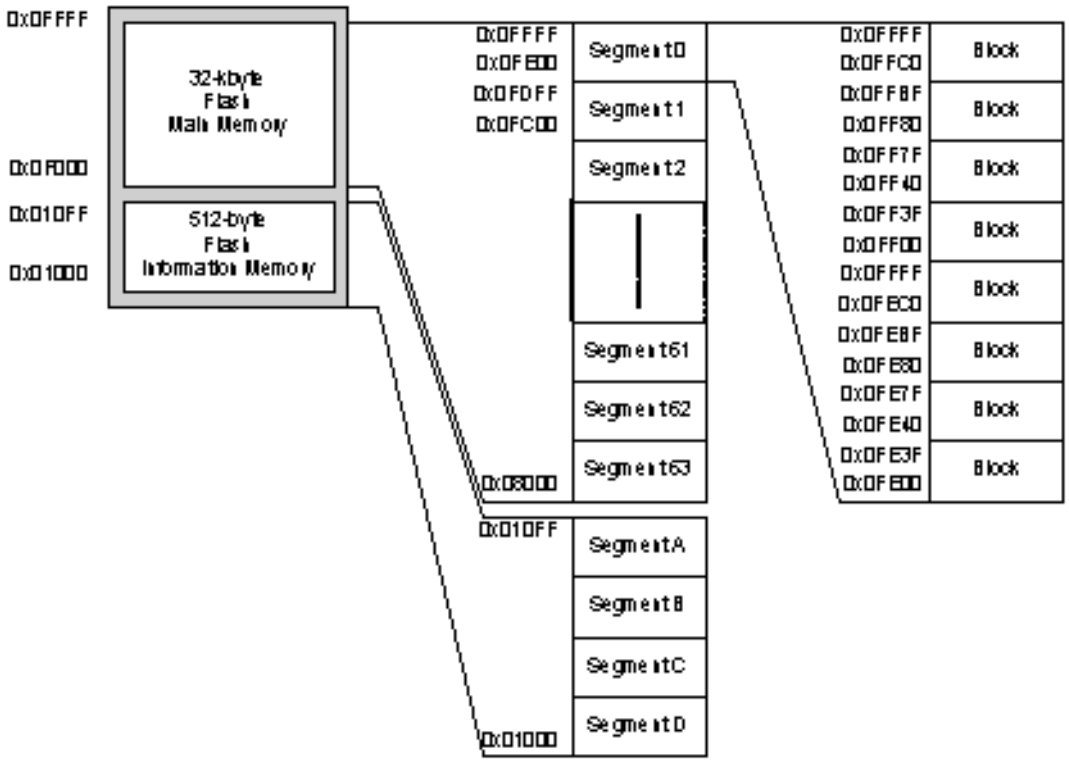
The flash memory is partitioned into main and information memory sections. There is no difference in the operation of the main and information memory sections. Code or data can be located in either section. The differences between the two sections are the segment size and the physical addresses.

The information memory has four 64-byte segments. The main memory has two or more 512-byte segments. See the device-specific data sheet for the complete memory map of a device.

The segments are further divided into blocks.

Figure 7–2 shows the flash segmentation using an example of 32-KB flash that has eight main segments and four information segments.

Figure 7–2. Flash Memory Segments, 32-KB Example



7.2.1 SegmentA

SegmentA of the information memory is locked separately from all other segments with the LOCKA bit. When LOCKA = 1, SegmentA cannot be written or erased and all information memory is protected from erasure during a mass erase or production programming. When LOCKA = 0, SegmentA can be erased and written as any other flash memory segment, and all information memory is erased during a mass erase or production programming.

The state of the LOCKA bit is toggled when a 1 is written to it. Writing a 0 to LOCKA has no effect. This allows existing flash programming routines to be used unchanged.

```
; Unlock SegmentA
   BIT    #LOCKA,&FCTL3              ; Test LOCKA
   JZ     SEGA_UNLOCKED              ; Already unlocked?
   MOV    #FWKEY+LOCKA,&FCTL3        ; No, unlock SegmentA
SEGA_UNLOCKED                        ; Yes, continue
; SegmentA is unlocked


; Lock SegmentA
   BIT    #LOCKA,&FCTL3              ; Test LOCKA
   JNZ    SEGALOCKED                 ; Already locked?
   MOV    #FWKEY+LOCKA,&FCTL3        ; No, lock SegmentA
SEGA_LOCKED                          ; Yes, continue
; SegmentA is locked
```

7.3 Flash Memory Operation

The default mode of the flash memory is read mode. In read mode, the flash memory is not being erased or written, the flash timing generator and voltage generator are off, and the memory operates identically to ROM.

MSP430 flash memory is in-system programmable (ISP) without the need for additional external voltage. The CPU can program its own flash memory. The flash memory write/erase modes are selected with the BLKWRT, WRT, MERAS, and ERASE bits and are:

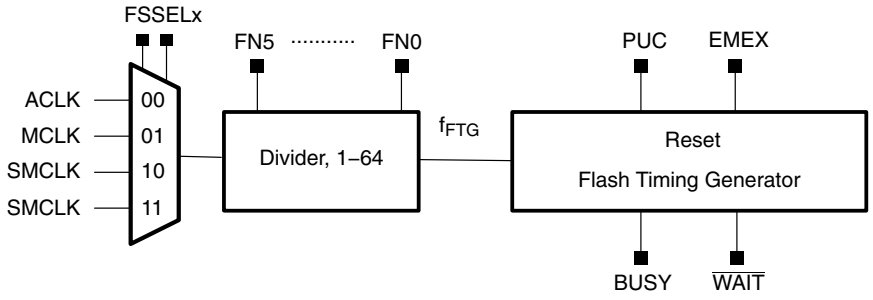
- Byte/word write
- Block write
- Segment Erase
- Mass Erase (all main memory segments)
- All Erase (all segments)

Reading or writing to flash memory while it is being programmed or erased is prohibited. If CPU execution is required during the write or erase, the code to be executed must be in RAM. Any flash update can be initiated from within flash memory or RAM.

7.3.1 Flash Memory Timing Generator

Write and erase operations are controlled by the flash timing generator shown in Figure 7–3. The flash timing generator operating frequency, f_{FTG}, must be in the range from ~ 257 kHz to ~ 476 kHz (see device-specific data sheet).

Figure 7–3. Flash Memory Timing Generator Block Diagram



Flash Timing Generator Clock Selection

The flash timing generator can be sourced from ACLK, SMCLK, or MCLK. The selected clock source should be divided using the FNx bits to meet the frequency requirements for f_{FTG}. If the f_{FTG} frequency deviates from the specification during the write or erase operation, the result of the write or erase may be unpredictable, or the flash memory may be stressed above the limits of reliable operation.

If a clock failure is detected during a write or erase operation, the operation is aborted, the FAIL flag is set, and the result of the operation is unpredictable.

While a write or erase operation is active the selected clock source can not be disabled by putting the MSP430 into a low-power mode. The selected clock source will remain active until the operation is completed before being disabled.

7.3.2 Erasing Flash Memory

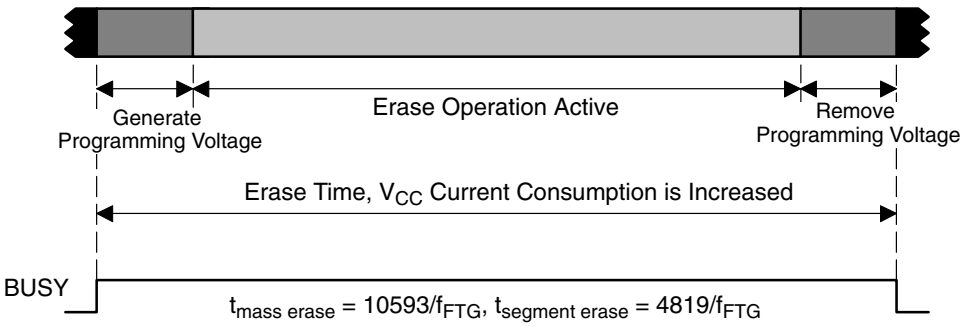
The erased level of a flash memory bit is 1. Each bit can be programmed from 1 to 0 individually but to reprogram from 0 to 1 requires an erase cycle. The smallest amount of flash that can be erased is a segment. There are three erase modes selected with the ERASE and MERAS bits listed in Table 7–1.

Table 7–1. Erase Modes

MERAS	ERASE	Erase Mode
0	1	Segment erase
1	0	Mass erase (all main memory segments)
1	1	LOCKA = 0: Erase main and information flash memory. LOCKA = 1: Erase only main flash memory.

Any erase is initiated by a dummy write into the address range to be erased. The dummy write starts the flash timing generator and the erase operation. Figure 7–4 shows the erase cycle timing. The BUSY bit is set immediately after the dummy write and remains set throughout the erase cycle. BUSY, MERAS, and ERASE are automatically cleared when the cycle completes. The erase cycle timing is not dependent on the amount of flash memory present on a device. Erase cycle times are equivalent for all MSP430F2xx devices.

Figure 7–4. Erase Cycle Timing



A dummy write to an address not in the range to be erased does not start the erase cycle, does not affect the flash memory, and is not flagged in any way. This errant dummy write is ignored.

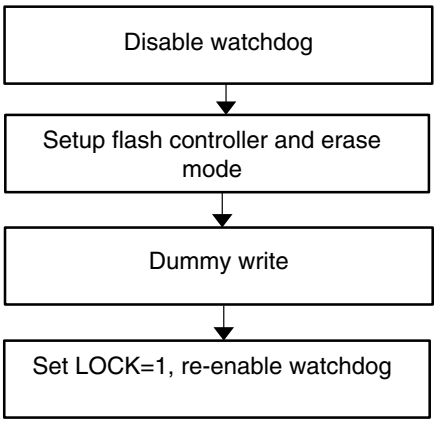
Initiating an Erase from Within Flash Memory

Any erase cycle can be initiated from within flash memory or from RAM. When a flash segment erase operation is initiated from within flash memory, all timing is controlled by the flash controller, and the CPU is held while the erase cycle completes. After the erase cycle completes, the CPU resumes code execution with the instruction following the dummy write.

When initiating an erase cycle from within flash memory, it is possible to erase the code needed for execution after the erase. If this occurs, CPU execution will be unpredictable after the erase cycle.

The flow to initiate an erase from flash is shown in Figure 7–5.

Figure 7–5. Erase Cycle from Within Flash Memory



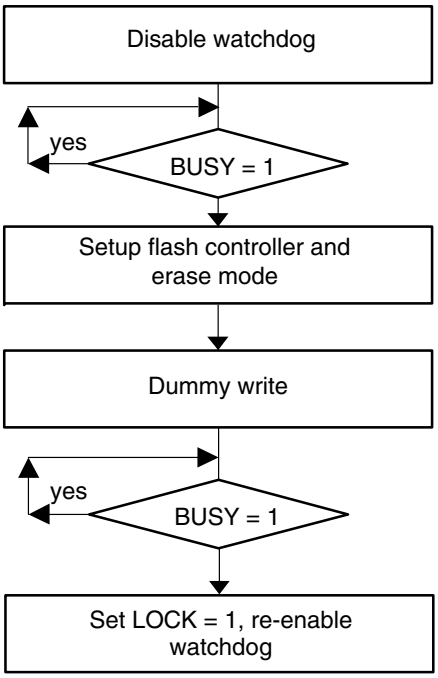

```
; Segment Erase from flash. 514 kHz < SMCLK < 952 kHz
; Assumes ACCVIE = NMIIE = OFIE = 0.
   MOV    #WDTPW+WDTHOLD,&WDTCTL    ; Disable WDT
   MOV    #FWKEY+FSSEL1+FN0,&FCTL2  ; SMCLK/2
   MOV    #FWKEY,&FCTL3             ; Clear LOCK
   MOV    #FWKEY+ERASE,&FCTL1       ; Enable segment erase
   CLR    &0FC10h                   ; Dummy write, erase S1
   MOV    #FWKEY+LOCK,&FCTL3        ; Done, set LOCK
   ...                              ; Re-enable WDT?
```

Initiating an Erase from RAM

Any erase cycle may be initiated from RAM. In this case, the CPU is not held and can continue to execute code from RAM. The BUSY bit must be polled to determine the end of the erase cycle before the CPU can access any flash address again. If a flash access occurs while BUSY=1, it is an access violation, ACCVIFG will be set, and the erase results will be unpredictable.

The flow to initiate an erase from flash from RAM is shown in Figure 7–6.

Figure 7–6. Erase Cycle from Within RAM




```
; Segment Erase from RAM. 514 kHz < SMCLK < 952 kHz
; Assumes ACCVIE = NMIIE = OFIE = 0.
   MOV    #WDTPW+WDTHOLD,&WDTCTL    ; Disable WDT
L1 BIT    #BUSY,&FCTL3              ; Test BUSY
   JNZ    L1                        ; Loop while busy
   MOV    #FWKEY+FSSEL1+FN0,&FCTL2  ; SMCLK/2
   MOV    #FWKEY,&FCTL3             ; Clear LOCK
   MOV    #FWKEY+ERASE,&FCTL1       ; Enable erase
   CLR    &0FC10h                   ; Dummy write, erase S1
L2 BIT    #BUSY,&FCTL3              ; Test BUSY
   JNZ    L2                        ; Loop while busy
   MOV    #FWKEY+LOCK,&FCTL3        ; Done, set LOCK
   ...                              ; Re-enable WDT?
```

7.3.3 Writing Flash Memory

The write modes, selected by the WRT and BLKWRT bits, are listed in Table 7–1.

Table 7–2. Write Modes

BLKWRT	WRT	Write Mode
0	1	Byte/word write
1	1	Block write

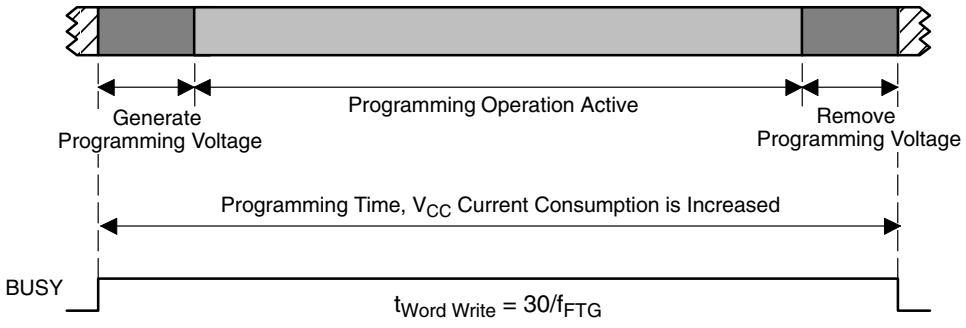
Both write modes use a sequence of individual write instructions, but using the block write mode is approximately twice as fast as byte/word mode, because the voltage generator remains on for the complete block write. Any instruction that modifies a destination can be used to modify a flash location in either byte/word mode or block write mode. A flash word (low + high byte) must not be written more than twice between erasures. Otherwise, damage can occur.

The BUSY bit is set while a write operation is active and cleared when the operation completes. If the write operation is initiated from RAM, the CPU must not access flash while BUSY=1. Otherwise, an access violation occurs, ACCVIFG is set, and the flash write is unpredictable.

Byte/Word Write

A byte/word write operation can be initiated from within flash memory or from RAM. When initiating from within flash memory, all timing is controlled by the flash controller, and the CPU is held while the write completes. After the write completes, the CPU resumes code execution with the instruction following the write. The byte/word write timing is shown in Figure 7–7.

Figure 7–7. Byte/Word Write Timing



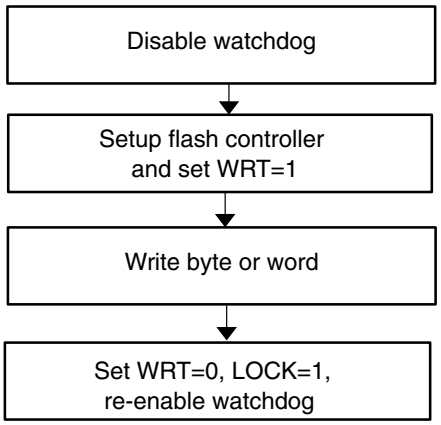
When a byte/word write is executed from RAM, the CPU continues to execute code from RAM. The BUSY bit must be zero before the CPU accesses flash again, otherwise an access violation occurs, ACCVIFG is set, and the write result is unpredictable.

In byte/word mode, the internally-generated programming voltage is applied to the complete 64-byte block, each time a byte or word is written, for 27 of the 30 f_{FTG} cycles. With each byte or word write, the amount of time the block is subjected to the programming voltage accumulates. The cumulative programming time, $t_{CPT,}$ must not be exceeded for any block. If the cumulative programming time is met, the block must be erased before performing any further writes to any address within the block. See the device-specific data sheet for specifications.

Initiating a Byte/Word Write from Within Flash Memory

The flow to initiate a byte/word write from flash is shown in Figure 7–8.

Figure 7–8. Initiating a Byte/Word Write from Flash

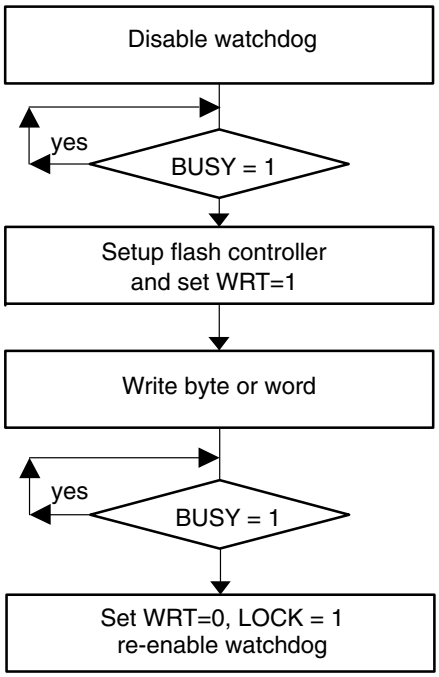



```
; Byte/word write from flash. 514 kHz < SMCLK < 952 kHz
; Assumes 0FF1Eh is already erased
; Assumes ACCVIE = NMIIE = OFIE = 0.
   MOV    #WDTPW+WDTHOLD,&WDTCTL    ; Disable WDT
   MOV    #FWKEY+FSSEL1+FN0,&FCTL2  ; SMCLK/2
   MOV    #FWKEY,&FCTL3             ; Clear LOCK
   MOV    #FWKEY+WRT,&FCTL1         ; Enable write
   MOV    #0123h,&0FF1Eh            ; 0123h    -> 0FF1Eh
   MOV    #FWKEY,&FCTL1             ; Done. Clear WRT
   MOV    #FWKEY+LOCK,&FCTL3        ; Set LOCK
   ...                              ; Re-enable WDT?
```

Initiating a Byte/Word Write from RAM

The flow to initiate a byte/word write from RAM is shown in Figure 7–9.

Figure 7–9. Initiating a Byte/Word Write from RAM



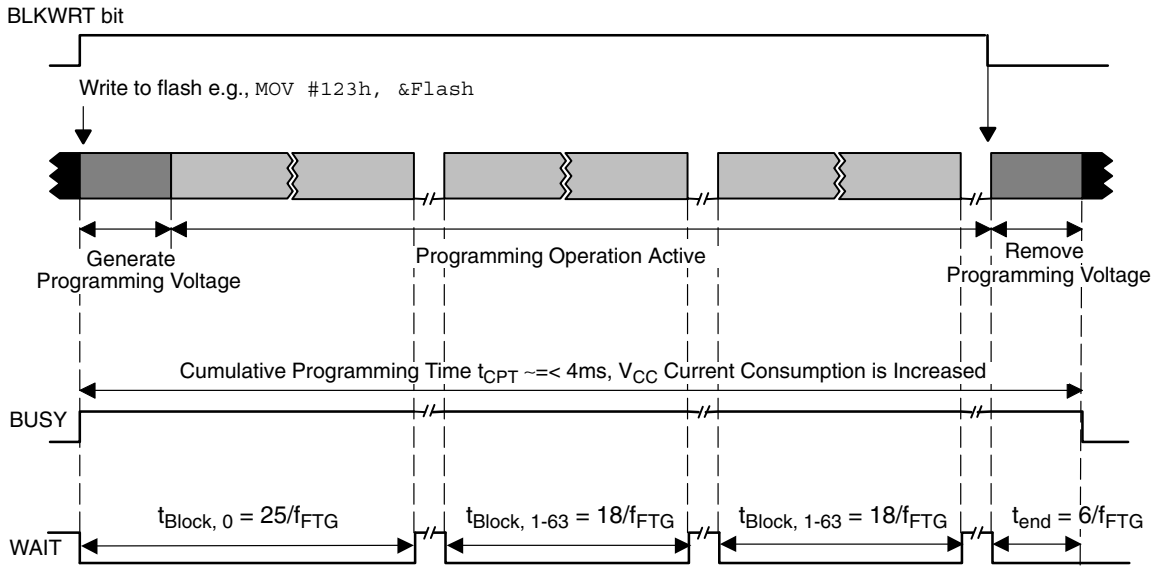

```
; Byte/word write from RAM. 514 kHz < SMCLK < 952 kHz
; Assumes 0FF1Eh is already erased
; Assumes ACCVIE = NMIIE = OFIE = 0.
   MOV   #WDTPW+WDTHOLD,&WDTCTL   ; Disable WDT
L1 BIT   #BUSY,&FCTL3             ; Test BUSY
   JNZ   L1                       ; Loop while busy
   MOV   #FWKEY+FSSEL1+FN0,&FCTL2 ; SMCLK/2
   MOV   #FWKEY,&FCTL3            ; Clear LOCK
   MOV   #FWKEY+WRT,&FCTL1        ; Enable write
   MOV   #0123h,&0FF1Eh           ; 0123h -> 0FF1Eh
L2 BIT   #BUSY,&FCTL3             ; Test BUSY
   JNZ   L2                       ; Loop while busy
   MOV   #FWKEY,&FCTL1            ; Clear WRT
   MOV   #FWKEY+LOCK,&FCTL3       ; Set LOCK
   ...                            ; Re-enable WDT?
```

Block Write

The block write can be used to accelerate the flash write process when many sequential bytes or words need to be programmed. The flash programming voltage remains on for the duration of writing the 64-byte block. The cumulative programming time t_{CPT} must not be exceeded for any block during a block write.

A block write cannot be initiated from within flash memory. The block write must be initiated from RAM only. The BUSY bit remains set throughout the duration of the block write. The WAIT bit must be checked between writing each byte or word in the block. When WAIT is set the next byte or word of the block can be written. When writing successive blocks, the BLKWRT bit must be cleared after the current block is complete. BLKWRT can be set initiating the next block write after the required flash recovery time given by t_{end}. BUSY is cleared following each block write completion indicating the next block can be written. Figure 7–10 shows the block write timing.

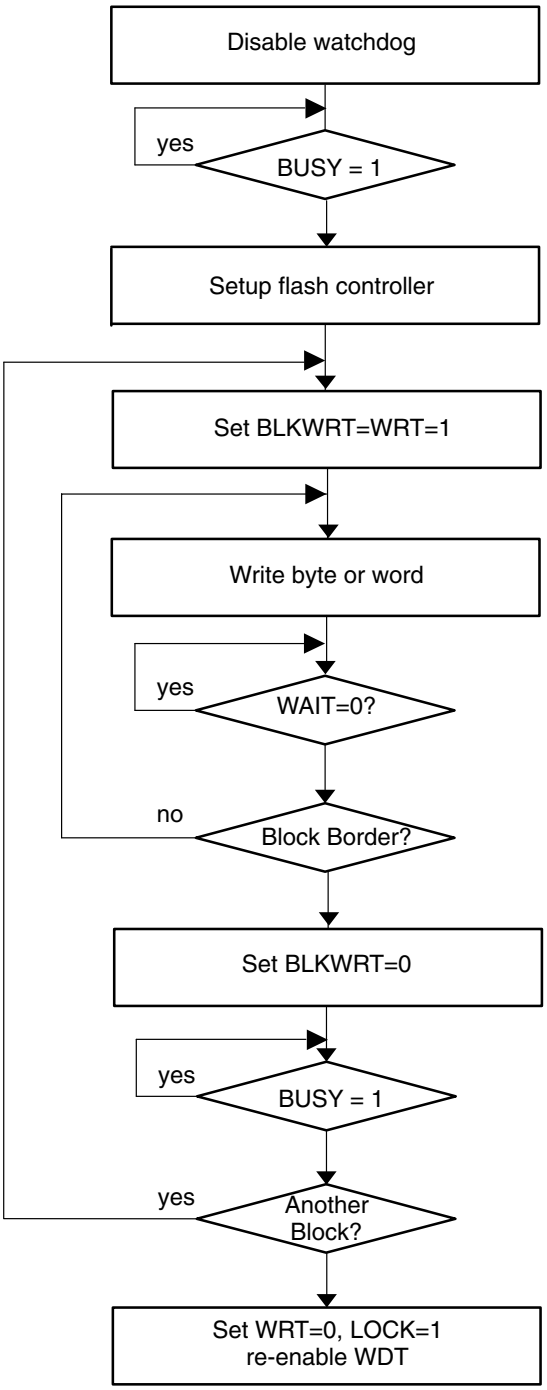
Figure 7–10. Block-Write Cycle Timing



Block Write Flow and Example

A block write flow is shown in Figure 7–8 and the following example.

Figure 7–11. Block Write Flow



```
; Write one block starting at 0F000h.
; Must be executed from RAM, Assumes Flash is already erased.
; 514 kHz < SMCLK < 952 kHz
; Assumes ACCVIE = NMIIE = OFIE = 0.
   MOV    #32,R5                    ; Use as write counter
   MOV    #0F000h,R6                ; Write pointer
   MOV    #WDTPW+WDTHOLD,&WDTCTL    ; Disable WDT
L1 BIT    #BUSY,&FCTL3              ; Test BUSY
   JNZ    L1                        ; Loop while busy
   MOV    #FWKEY+FSSEL1+FN0,&FCTL2  ; SMCLK/2
   MOV    #FWKEY,&FCTL3             ; Clear LOCK
   MOV    #FWKEY+BLKWRT+WRT,&FCTL1  ; Enable block write
L2 MOV    Write_Value,0(R6)         ; Write location
L3 BIT    #WAIT,&FCTL3              ; Test WAIT
   JZ     L3                        ; Loop while WAIT=0
   INCD   R6                        ; Point to next word
   DEC    R5                        ; Decrement write counter
   JNZ    L2                        ; End of block?
   MOV    #FWKEY,&FCTL1             ; Clear WRT,BLKWRT
L4 BIT    #BUSY,&FCTL3              ; Test BUSY
   JNZ    L4                        ; Loop while busy
   MOV    #FWKEY+LOCK,&FCTL3        ; Set LOCK
   ...                              ; Re-enable WDT if needed
```

7.3.4 Flash Memory Access During Write or Erase

When any write or any erase operation is initiated from RAM and while BUSY=1, the CPU may not read or write to or from any flash location. Otherwise, an access violation occurs, ACCVIFG is set, and the result is unpredictable. Also if a write to flash is attempted with WRT=0, the ACCVIFG interrupt flag is set, and the flash memory is unaffected.

When a byte/word write or any erase operation is initiated from within flash memory, the flash controller returns op-code 03FFFh to the CPU at the next instruction fetch. Op-code 03FFFh is the `JMP PC` instruction. This causes the CPU to loop until the flash operation is finished. When the operation is finished and BUSY=0, the flash controller allows the CPU to fetch the proper op-code and program execution resumes.

The flash access conditions while BUSY=1 are listed in Table 7–3.

Table 7–3. Flash Access While BUSY = 1

Flash Operation	Flash Access	WAIT	Result
Any erase, or Byte/word write	Read	0	ACCVIFG = 0. 03FFFh is the value read
	Write	0	ACCVIFG = 1. Write is ignored
	Instruction fetch	0	ACCVIFG = 0. CPU fetches 03FFFh. This is the `JMP PC` instruction.
Block write	Any	0	ACCVIFG = 1, LOCK = 1
	Read	1	ACCVIFG = 0, 03FFFh is the value read
	Write	1	ACCVIFG = 0, Write is written
	Instruction fetch	1	ACCVIFG = 1, LOCK = 1

Interrupts are automatically disabled during any flash operation when EEI = 0 and EEIEX = 0 and on MSP430x20xx devices where EEI and EEIEX are not present. After the flash operation has completed, interrupts are automatically re-enabled. Any interrupt that occurred during the operation will have its associated flag set, and will generate an interrupt request when re-enabled.

When EEIEX = 1 and GIE = 1, an interrupt will immediately abort any flash operation and the FAIL flag will be set. When EEI = 1, GIE = 1, and EEIEX = 0, a segment erase will be interrupted by a pending interrupt every 32 f_{FTG} cycles. After servicing the interrupt, the segment erase is continued for at least 32 f_{FTG} cycles or until it is complete. During the servicing of the interrupt, the BUSY bit remains set but the flash memory can be accessed by the CPU without causing an access violation occurs. Nested interrupts and using the RETI instruction inside interrupt service routines are not supported.

The watchdog timer (in watchdog mode) should be disabled before a flash erase cycle. A reset will abort the erase and the result will be unpredictable. After the erase cycle has completed, the watchdog may be re-enabled.

7.3.5 Stopping a Write or Erase Cycle

Any write or erase operation can be stopped before its normal completion by setting the emergency exit bit EMEX. Setting the EMEX bit stops the active operation immediately and stops the flash controller. All flash operations cease, the flash returns to read mode, and all bits in the FCTL1 register are reset. The result of the intended operation is unpredictable.

7.3.6 Marginal Read Mode

The marginal read mode can be used to verify the integrity of the flash memory contents. This feature is implemented in selected 2xx devices; see the device-specific data sheet for availability. During marginal read mode marginally programmed flash memory bit locations can be detected. Events that could produce this situation include improper f_{FTG} settings, or violation of minimum V_{CC} during erase/program operations. One method for identifying such memory locations would be to periodically perform a checksum calculation over a section of flash memory (for example, a flash segment) and repeating this procedure with the marginal read mode enabled. If they do not match, it could indicate an insufficiently programmed flash memory location. It is possible to refresh the affected Flash memory segment by disabling marginal read mode, copying to RAM, erasing the flash segment, and writing back to it from RAM.

The program checking the flash memory contents must be executed from RAM. Executing code from flash will automatically disable the marginal read mode. The marginal read modes are controlled by the MRG0 and MRG1 register bits. Setting MRG1 is used to detect insufficiently programmed flash cells containing a “1” (erased bits). Setting MRG0 is used to detect insufficiently programmed flash cells containing a “0” (programmed bits). Only one of these bits should be set at a time. Therefore, a full marginal read check will require two passes of checking the flash memory content’s integrity. During marginal read mode, the flash access speed (MCLK) must be limited to 1 MHz (see the device-specific data sheet).

7.3.7 Configuring and Accessing the Flash Memory Controller

The FCTLx registers are 16-bit, password-protected, read/write registers. Any read or write access must use word instructions and write accesses must include the write password 0A5h in the upper byte. Any write to any FCTLx register with any value other than 0A5h in the upper byte is a security key violation, sets the KEYV flag and triggers a PUC system reset. Any read of any FCTLx registers reads 096h in the upper byte.

Any write to FCTL1 during an erase or byte/word write operation is an access violation and sets ACCVIFG. Writing to FCTL1 is allowed in block write mode when WAIT=1, but writing to FCTL1 in block write mode when WAIT = 0 is an access violation and sets ACCVIFG.

Any write to FCTL2 when the BUSY = 1 is an access violation.

Any FCTLx register may be read when BUSY = 1. A read will not cause an access violation.

7.3.8 Flash Memory Controller Interrupts

The flash controller has two interrupt sources, KEYV, and ACCVIFG. ACCVIFG is set when an access violation occurs. When the ACCVIE bit is re-enabled after a flash write or erase, a set ACCVIFG flag will generate an interrupt request. ACCVIFG sources the NMI interrupt vector, so it is not necessary for GIE to be set for ACCVIFG to request an interrupt. ACCVIFG may also be checked by software to determine if an access violation occurred. ACCVIFG must be reset by software.

The key violation flag KEYV is set when any of the flash control registers are written with an incorrect password. When this occurs, a PUC is generated immediately resetting the device.

7.3.9 Programming Flash Memory Devices

There are three options for programming an MSP430 flash device. All options support in-system programming:

- ❏ Program via JTAG
- ❏ Program via the Bootstrap Loader
- ❏ Program via a custom solution

Programming Flash Memory via JTAG

MSP430 devices can be programmed via the JTAG port. The JTAG interface requires four signals (5 signals on 20- and 28-pin devices), ground and optionally V_{CC} and $\overline{RST}$/NMI.

The JTAG port is protected with a fuse. Blowing the fuse completely disables the JTAG port and is not reversible. Further access to the device via JTAG is not possible For more details see the Application report *Programming a Flash-Based MSP430 Using the JTAG Interface* at www.msp430.com.

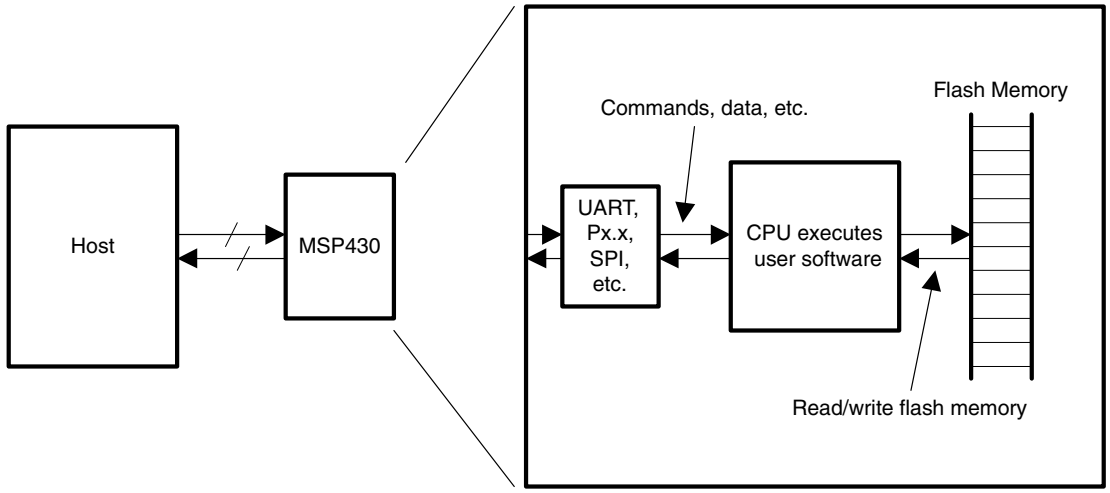
Programming Flash Memory via the Bootstrap loader (BSL)

Most MSP430 flash devices contain a bootstrap loader. Refer to the device specific data sheet for implementation details. The BSL enables users to read or program the flash memory or RAM using a UART serial interface. Access to the MSP430 flash memory via the BSL is protected by a 256-bit, user-defined password. For more details see the Application report *Features of the MSP430 Bootstrap Loader* at www.ti.com/msp430.

Programming Flash Memory via a Custom Solution

The ability of the MSP430 CPU to write to its own flash memory allows for in-system and external custom programming solutions as shown in Figure 7–12. The user can choose to provide data to the MSP430 through any means available (UART, SPI, etc.). User-developed software can receive the data and program the flash memory. Since this type of solution is developed by the user, it can be completely customized to fit the application needs for programming, erasing, or updating the flash memory.

Figure 7–12. User-Developed Programming Solution



7.4 Flash Memory Registers

The flash memory registers are listed in Table 7–4.

Table 7–4. Flash Memory Registers

Register	Short Form	Register Type	Address	Initial State
Flash memory control register 1	FCTL1	Read/write	0x0128	0x9600 with PUC
Flash memory control register 2	FCTL2	Read/write	0x012A	0x9642 with PUC
Flash memory control register 3	FCTL3	Read/write	0x012C	0x9658 with PUC†
Flash memory control register 4‡	FCTL4	Read/write	0x01BE	0x0000 with PUC
Interrupt Enable 1	IE1	Read/write	0x0000	Reset with PUC
Interrupt Flag 1	IFG1	Read/write	0x0002	

† KEYV is reset with POR
‡ Not present in all MSP430x2xx devices. See device specific data sheet.

FCTL1, Flash Memory Control Register

15	14	13	12	11	10	9	8
FRKEY, Read as 096h FWKEY, Must be written as 0A5h							

7	6	5	4	3	2	1	0
BLKWRT	WRT	Reserved	EEIEX†	EEI†	MERAS	ERASE	Reserved
rw–0	rw–0	r0	rw–0	rw–0	rw–0	rw–0	r0

† Not present on MSP430x20xx Devices

FRKEY/ FWKEY Bits 15-8 FCTLx password. Always read as 096h. Must be written as 0A5h or a PUC will be generated.

BLKWRT Bit 7 Block write mode. WRT must also be set for block write mode. BLKWRT is automatically reset when EMEX is set.
0 Block-write mode is off
1 Block-write mode is on

WRT Bit 6 Write. This bit is used to select any write mode. WRT is automatically reset when EMEX is set.
0 Write mode is off
1 Write mode is on

Reserved Bit 5 Reserved. Always read as 0.

EEIEX Bit 4 Enable Emergency Interrupt Exit. Setting this bit enables an interrupt to cause an emergency exit from a flash operation when GIE = 1. EEIEX is automatically reset when EMEX is set.
0 Exit interrupt disabled.
1 Exit on interrupt enabled.

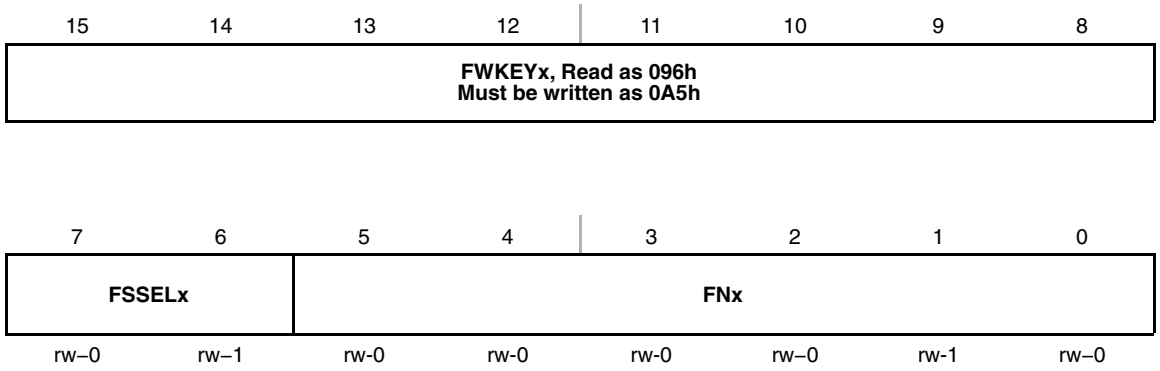
EEI Bits 3 Enable Erase Interrupts. Setting this bit allows a segment erase to be interrupted by an interrupt request. After the interrupt is serviced the erase cycle is resumed.
0 Interrupts during segment erase disabled.
1 Interrupts during segment erase enabled.

MERAS Bit 2
ERASE Bit 1 Mass erase and erase. These bits are used together to select the erase mode. MERAS and ERASE are automatically reset when EMEX is set.

MERAS	ERASE	Erase Cycle
0	0	No erase
0	1	Erase individual segment only
1	0	Erase all main memory segments
1	1	LOCKA = 0: Erase main and information flash memory. LOCKA = 1: Erase only main flash memory.

Reserved Bit 0 Reserved. Always read as 0.

FCTL2, Flash Memory Control Register



FWKEYx	Bits 15-8	FCTLx password. Always read as 096h. Must be written as 0A5h or a PUC will be generated.
FSSELx	Bits 7–6	Flash controller clock source select 00 ACLK 01 MCLK 10 SMCLK 11 SMCLK
FNx	Bits 5-0	Flash controller clock divider. These six bits select the divider for the flash controller clock. The divisor value is FNx + 1. For example, when FNx = 00h, the divisor is 1. When FNx = 03Fh, the divisor is 64.

FCTL3, Flash Memory Control Register FCTL3

15	14	13	12	11	10	9	8
FWKEYx, Read as 096h Must be written as 0A5h							

7	6	5	4	3	2	1	0
FAIL	LOCKA	EMEX	LOCK	WAIT	ACCVIFG	KEYV	BUSY
r(w)–0	r(w)–1	rw-0	rw-1	r-1	rw–0	rw-(0)	r(w)–0

FWKEYx Bits 15-8 FCTLx password. Always read as 096h. Must be written as 0A5h or a PUC will be generated.

FAIL Bit 7 Operation failure. This bit is set if the f_{FTG} clock source fails, or a flash operation is aborted from an interrupt when EEIEX = 1. FAIL must be reset with software.
0 No failure
1 Failure

LOCKA Bit 6 SegmentA and Info lock. Write a 1 to this bit to change its state. Writing 0 has no effect.
0 Segment A unlocked and all information memory is erased during a mass erase.
1 Segment A locked and all information memory is protected from erasure during a mass erase.

EMEX Bit 5 Emergency exit
0 No emergency exit
1 Emergency exit

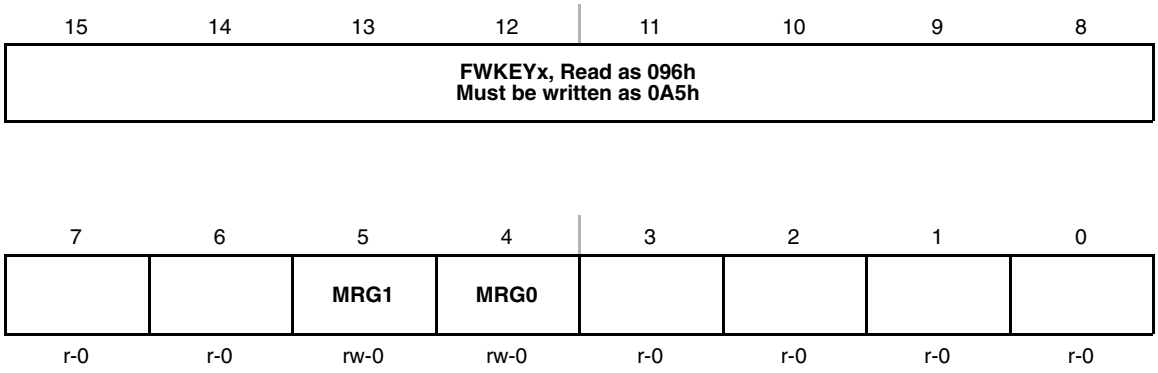
LOCK Bit 4 Lock. This bit unlocks the flash memory for writing or erasing. The LOCK bit can be set anytime during a byte/word write or erase operation and the operation will complete normally. In the block write mode if the LOCK bit is set while BLKWRT=WAIT=1, then BLKWRT and WAIT are reset and the mode ends normally.
0 Unlocked
1 Locked

WAIT Bit 3 Wait. Indicates the flash memory is being written to.
0 The flash memory is not ready for the next byte/word write
1 The flash memory is ready for the next byte/word write

ACCVIFG Bit 2 Access violation interrupt flag
0 No interrupt pending
1 Interrupt pending

KEYV	Bit 1	Flash security key violation. This bit indicates an incorrect FCTLx password was written to any flash control register and generates a PUC when set. KEYV must be reset with software. 0 FCTLx password was written correctly 1 FCTLx password was written incorrectly
BUSY	Bit 0	Busy. This bit indicates the status of the flash timing generator. 0 Not Busy 1 Busy

FCTL4, Flash Memory Control Register FCTL4 (optional, refer to device-specific data sheet)



FWKEYx Bits 15-8 FCTLx password. Always read as 096h. Must be written as 0A5h or a PUC will be generated.

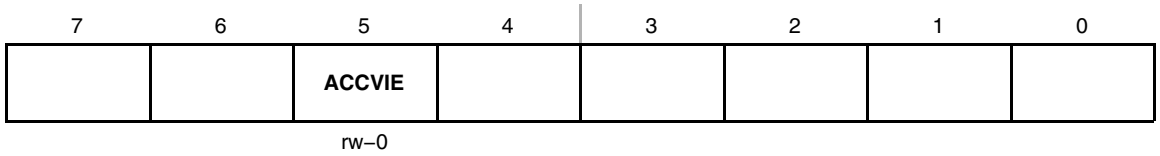
Reserved Bits 7–6 Reserved. Always read as 0.

MRG1 Bit 5 Marginal read 1 mode. This bit enables the marginal 1 read mode. The marginal read 1 bit is cleared if the CPU starts execution from the flash memory. If both MRG1 and MRG0 are set MRG1 is active and MRG0 is ignored.
0 Marginal 1 read mode is disabled.
1 Marginal 1 read mode is enabled.

MRG0 Bit 4 Marginal read 0 mode. This bit enables the marginal 0 read mode. The marginal mode 0 is cleared if the CPU starts execution from the flash memory. If both MRG1 and MRG0 are set MRG1 is active and MRG0 is ignored.
0 Marginal 0 read mode is disabled.
1 Marginal 0 read mode is enabled.

Reserved Bits 3–0 Reserved. Always read as 0.

IE1, Interrupt Enable Register 1



	Bits 7–6, 4-0	These bits may be used by other modules. See the device-specific data sheet.
ACCVIE	Bit 5	Flash memory access violation interrupt enable. This bit enables the ACCVIFG interrupt. Because other bits in IE1 may be used for other modules, it is recommended to set or clear this bit using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions. 0 Interrupt not enabled 1 Interrupt enabled

Chapter 8

Digital I/O

This chapter describes the operation of the digital I/O ports.

Topic **Page**

8.1 Digital I/O Introduction

MSP430 devices have up to eight digital I/O ports implemented, P1 to P7. Each port has eight I/O pins. Every I/O pin is individually configurable for input or output direction, and each I/O line can be individually read or written to.

Ports P1 and P2 have interrupt capability. Each interrupt for the P1 and P2 I/O lines can be individually enabled and configured to provide an interrupt on a rising edge or falling edge of an input signal. All P1 I/O lines source a single interrupt vector, and all P2 I/O lines source a different, single interrupt vector.

The digital I/O features include:

- Independently programmable individual I/Os
- Any combination of input or output
- Individually configurable P1 and P2 interrupts
- Independent input and output data registers
- Individually configurable pullup or pulldown resistors

8.2 Digital I/O Operation

The digital I/O is configured with user software. The setup and operation of the digital I/O is discussed in the following sections.

8.2.1 Input Register PxIN

Each bit in each PxIN register reflects the value of the input signal at the corresponding I/O pin when the pin is configured as I/O function.

Bit = 0: The input is low

Bit = 1: The input is high

Note: Writing to Read-Only Registers PxIN

Writing to these read-only registers results in increased current consumption while the write attempt is active.

8.2.2 Output Registers PxOUT

Each bit in each PxOUT register is the value to be output on the corresponding I/O pin when the pin is configured as I/O function, output direction, and the pull-up/down resistor is disabled.

Bit = 0: The output is low

Bit = 1: The output is high

If the pin's pull–up/down resistor is enabled, the corresponding bit in the PxOUT register selects pull-up or pull-down.

Bit = 0: The pin is pulled down

Bit = 1: The pin is pulled up

8.2.3 Direction Registers PxDIR

Each bit in each PxDIR register selects the direction of the corresponding I/O pin, regardless of the selected function for the pin. PxDIR bits for I/O pins that are selected for other functions must be set as required by the other function.

Bit = 0: The port pin is switched to input direction

Bit = 1: The port pin is switched to output direction

8.2.4 Pullup/Pulldown Resistor Enable Registers PxREN

Each bit in each PxREN register enables or disables the pullup/pulldown resistor of the corresponding I/O pin. The corresponding bit in the PxOUT register selects if the pin is pulled up or pulled down.

Bit = 0: Pullup/pulldown resistor disabled

Bit = 1: Pullup/pulldown resistor enabled

8.2.5 Function Select Registers PxSEL and PxSEL2

Port pins are often multiplexed with other peripheral module functions. See the device-specific data sheet to determine pin functions. Each PxSEL and PxSEL2 bit is used to select the pin function – I/O port or peripheral module function.

PxSEL2	PxSEL	Pin Function
0	0	I/O function is selected.
0	1	Primary peripheral module function is selected.
1	0	Reserved. See device-specific data sheet.
1	1	Secondary peripheral module function is selected.

Setting PxSELx = 1 does not automatically set the pin direction. Other peripheral module functions may require the PxDIRx bits to be configured according to the direction needed for the module function. See the pin schematics in the device-specific data sheet.

Note: Setting PxREN = 1 When PxSEL = 1

On some I/O ports on the MSP430F261x and MSP430F2416/7/8/9, enabling the pullup/pulldown resistor (PxREN = 1) while the module function is selected (PxSEL = 1) does not disable the logic output driver. This combination is not recommended and may result in unwanted current flow through the internal resistor. See the device-specific data sheet pin schematics for more information.

```
;Output ACLK on P2.0 on MSP430F21x1
   BIS.B #01h,&P2SEL  ; Select ACLK function for pin
   BIS.B #01h,&P2DIR  ; Set direction to output *Required*
```

Note: P1 and P2 Interrupts Are Disabled When PxSEL = 1

When any P1SELx or P2SELx bit is set, the corresponding pin's interrupt function is disabled. Therefore, signals on these pins will not generate P1 or P2 interrupts, regardless of the state of the corresponding P1IE or P2IE bit.

When a port pin is selected as an input to a peripheral, the input signal to the peripheral is a latched representation of the signal at the device pin. While PxSELx = 1, the internal input signal follows the signal at the pin. However, if the PxSELx = 0, the input to the peripheral maintains the value of the input signal at the device pin before the PxSELx bit was reset.

8.2.6 P1 and P2 Interrupts

Each pin in ports P1 and P2 have interrupt capability, configured with the PxIFG, PxIE, and PxIES registers. All P1 pins source a single interrupt vector, and all P2 pins source a different single interrupt vector. The PxIFG register can be tested to determine the source of a P1 or P2 interrupt.

Interrupt Flag Registers P1IFG, P2IFG

Each PxIFGx bit is the interrupt flag for its corresponding I/O pin and is set when the selected input signal edge occurs at the pin. All PxIFGx interrupt flags request an interrupt when their corresponding PxIE bit and the GIE bit are set. Each PxIFG flag must be reset with software. Software can also set each PxIFG flag, providing a way to generate a software initiated interrupt.

Bit = 0: No interrupt is pending

Bit = 1: An interrupt is pending

Only transitions, not static levels, cause interrupts. If any PxIFGx flag becomes set during a Px interrupt service routine, or is set after the `RETI` instruction of a Px interrupt service routine is executed, the set PxIFGx flag generates another interrupt. This ensures that each transition is acknowledged.

Note: PxIFG Flags When Changing PxOUT or PxDIR

Writing to P1OUT, P1DIR, P2OUT, or P2DIR can result in setting the corresponding P1IFG or P2IFG flags.

Interrupt Edge Select Registers P1IES, P2IES

Each PxIES bit selects the interrupt edge for the corresponding I/O pin.

Bit = 0: The PxIFGx flag is set with a low-to-high transition

Bit = 1: The PxIFGx flag is set with a high-to-low transition

Note: Writing to PxIESx

Writing to P1IES, or P2IES can result in setting the corresponding interrupt flags.

PxIESx	PxINx	PxIFGx
0 → 1	0	May be set
0 → 1	1	Unchanged
1 → 0	0	Unchanged
1 → 0	1	May be set

Interrupt Enable P1IE, P2IE

Each PxIE bit enables the associated PxIFG interrupt flag.

Bit = 0: The interrupt is disabled.

Bit = 1: The interrupt is enabled.

8.2.7 Configuring Unused Port Pins

Unused I/O pins should be configured as I/O function, output direction, and left unconnected on the PC board, to prevent a floating input and reduce power consumption. The value of the PxOUT bit is irrelevant, since the pin is unconnected. Alternatively, the integrated pullup/pulldown resistor can be enabled by setting the PxREN bit of the unused pin to prevent the floating input. See chapter *System Resets, Interrupts, and Operating Modes* for termination of unused pins.

8.3 Digital I/O Registers

The digital I/O registers are listed in Table 8–1.

Table 8–1. Digital I/O Registers

Port	Register	Short Form	Address	Register Type	Initial State
P1	Input	P1IN	020h	Read only	–
	Output	P1OUT	021h	Read/write	Unchanged
	Direction	P1DIR	022h	Read/write	Reset with PUC
	Interrupt Flag	P1IFG	023h	Read/write	Reset with PUC
	Interrupt Edge Select	P1IES	024h	Read/write	Unchanged
	Interrupt Enable	P1IE	025h	Read/write	Reset with PUC
	Port Select	P1SEL	026h	Read/write	Reset with PUC
	Port Select 2	P1SEL2	041h	Read/write	Reset with PUC
	Resistor Enable	P1REN	027h	Read/write	Reset with PUC
P2	Input	P2IN	028h	Read only	–
	Output	P2OUT	029h	Read/write	Unchanged
	Direction	P2DIR	02Ah	Read/write	Reset with PUC
	Interrupt Flag	P2IFG	02Bh	Read/write	Reset with PUC
	Interrupt Edge Select	P2IES	02Ch	Read/write	Unchanged
	Interrupt Enable	P2IE	02Dh	Read/write	Reset with PUC
	Port Select	P2SEL	02Eh	Read/write	0C0h with PUC
	Port Select 2	P2SEL2	042h	Read/write	Reset with PUC
	Resistor Enable	P2REN	02Fh	Read/write	Reset with PUC
P3	Input	P3IN	018h	Read only	–
	Output	P3OUT	019h	Read/write	Unchanged
	Direction	P3DIR	01Ah	Read/write	Reset with PUC
	Port Select	P3SEL	01Bh	Read/write	Reset with PUC
	Port Select 2	P3SEL2	043h	Read/write	Reset with PUC
	Resistor Enable	P3REN	010h	Read/write	Reset with PUC
P4	Input	P4IN	01Ch	Read only	–
	Output	P4OUT	01Dh	Read/write	Unchanged
	Direction	P4DIR	01Eh	Read/write	Reset with PUC
	Port Select	P4SEL	01Fh	Read/write	Reset with PUC
	Port Select 2	P4SEL2	044h	Read/write	Reset with PUC
	Resistor Enable	P4REN	011h	Read/write	Reset with PUC
P5	Input	P5IN	030h	Read only	–
	Output	P5OUT	031h	Read/write	Unchanged
	Direction	P5DIR	032h	Read/write	Reset with PUC
	Port Select	P5SEL	033h	Read/write	Reset with PUC
	Port Select 2	P5SEL2	045h	Read/write	Reset with PUC
	Resistor Enable	P5REN	012h	Read/write	Reset with PUC

P6	Input	P6IN	034h	Read only	–
	Output	P6OUT	035h	Read/write	Unchanged
	Direction	P6DIR	036h	Read/write	Reset with PUC
	Port Select	P6SEL	037h	Read/write	Reset with PUC
	Port Select 2	P6SEL2	046h	Read/write	Reset with PUC
	Resistor Enable	P6REN	013h	Read/write	Reset with PUC
P7	Input	P7IN	038h	Read only	–
	Output	P7OUT	03Ah	Read/write	Unchanged
	Direction	P7DIR	03Ch	Read/write	Reset with PUC
	Port Select	P7SEL	03Eh	Read/write	Reset with PUC
	Port Select 2	P7SEL2	047h	Read/write	Reset with PUC
	Resistor Enable	P7REN	014h	Read/write	Reset with PUC
P8	Input	P8IN	039h	Read only	–
	Output	P8OUT	03Bh	Read/write	Unchanged
	Direction	P8DIR	03Dh	Read/write	Reset with PUC
	Port Select	P8SEL	03Fh	Read/write	Reset with PUC
	Port Select 2	P8SEL2	048h	Read/write	Reset with PUC
	Resistor Enable	P8REN	015h	Read/write	Reset with PUC

Chapter 9

Supply Voltage Supervisor

This chapter describes the operation of the SVS. The SVS is implemented in selected MSP430x2xx devices.

Topic **Page**

9.1 SVS Introduction

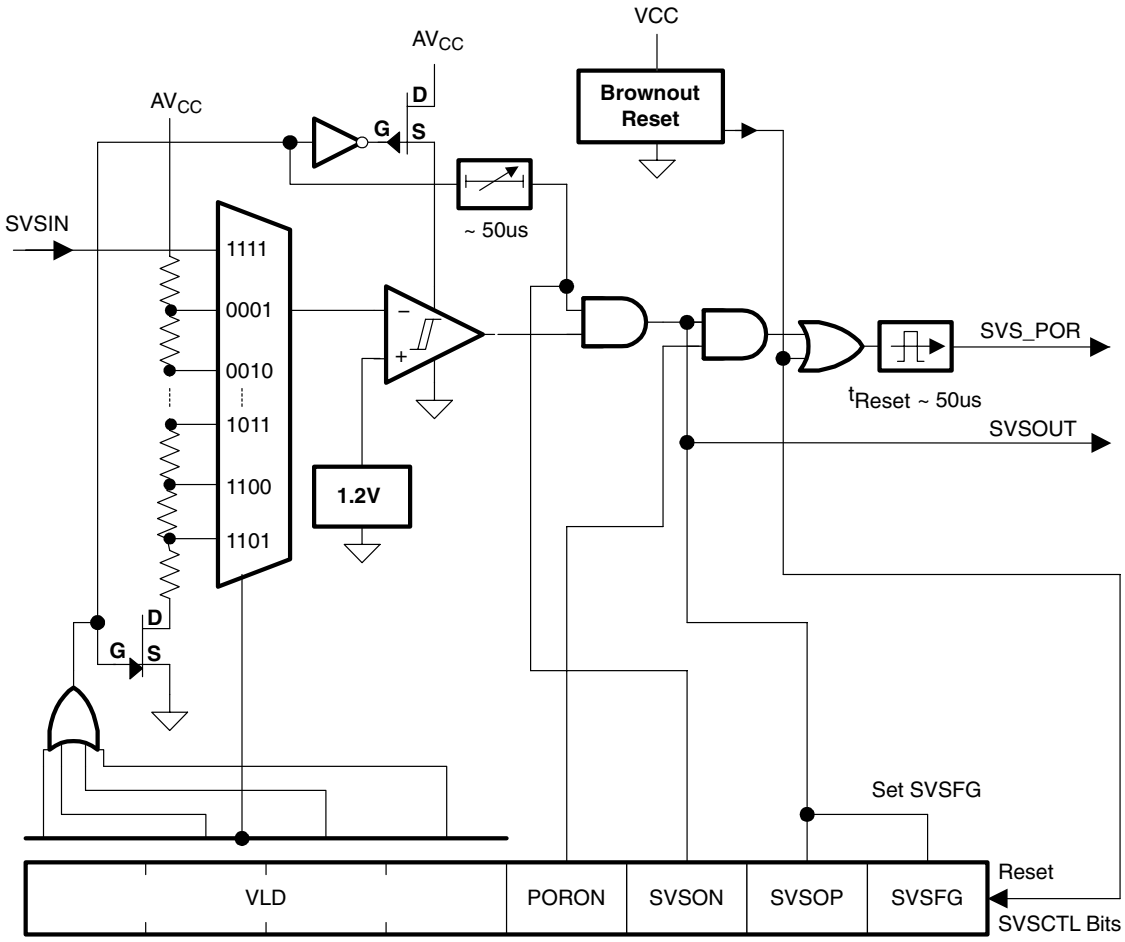
The supply voltage supervisor (SVS) is used to monitor the AV_{CC} supply voltage or an external voltage. The SVS can be configured to set a flag or generate a POR reset when the supply voltage or external voltage drops below a user-selected threshold.

The SVS features include:

- AV_{CC} monitoring
- Selectable generation of POR
- Output of SVS comparator accessible by software
- Low-voltage condition latched and accessible by software
- 14 selectable threshold levels
- External channel to monitor external voltage

The SVS block diagram is shown in Figure 9–1.

Figure 9–1. SVS Block Diagram



9.2 SVS Operation

The SVS detects if the AV_{CC} voltage drops below a selectable level. It can be configured to provide a POR or set a flag, when a low-voltage condition occurs. The SVS is disabled after a brownout reset to conserve current consumption.

9.2.1 Configuring the SVS

The VLDx bits are used to enable/disable the SVS and select one of 14 threshold levels ($V_{(SVS\_IT-)}$) for comparison with AV_{CC}. The SVS is off when VLDx = 0 and on when VLDx > 0. The SVSON bit does not turn on the SVS. Instead, it reflects the on/off state of the SVS and can be used to determine when the SVS is on.

When VLDx = 1111, the external SVSIN channel is selected. The voltage on SVSIN is compared to an internal level of approximately 1.25 V.

9.2.2 SVS Comparator Operation

A low-voltage condition exists when AV_{CC} drops below the selected threshold or when the external voltage drops below its 1.25-V threshold. Any low-voltage condition sets the SVSFG bit.

The PORON bit enables or disables the device-reset function of the SVS. If PORON = 1, a POR is generated when SVSFG is set. If PORON = 0, a low-voltage condition sets SVSFG, but does not generate a POR.

The SVSFG bit is latched. This allows user software to determine if a low-voltage condition occurred previously. The SVSFG bit must be reset by user software. If the low-voltage condition is still present when SVSFG is reset, it will be immediately set again by the SVS.

9.2.3 Changing the VLDx Bits

When the VLDx bits are changed from zero to any non-zero value there is a automatic settling delay $t_{d(SVSon)}$ implemented that allows the SVS circuitry to settle. The $t_{d(SVSon)}$ delay is approximately 50 µs. During this delay, the SVS will not flag a low-voltage condition or reset the device, and the SVSON bit is cleared. Software can test the SVSON bit to determine when the delay has elapsed and the SVS is monitoring the voltage properly. Writing to SVSCTL while SVSON = 0 will abort the SVS automatic settling delay, $t_{d(SVSon)}$, and switch the SVS to active mode immediately. In doing so, the SVS circuitry might not be settled, resulting in unpredictable behavior.

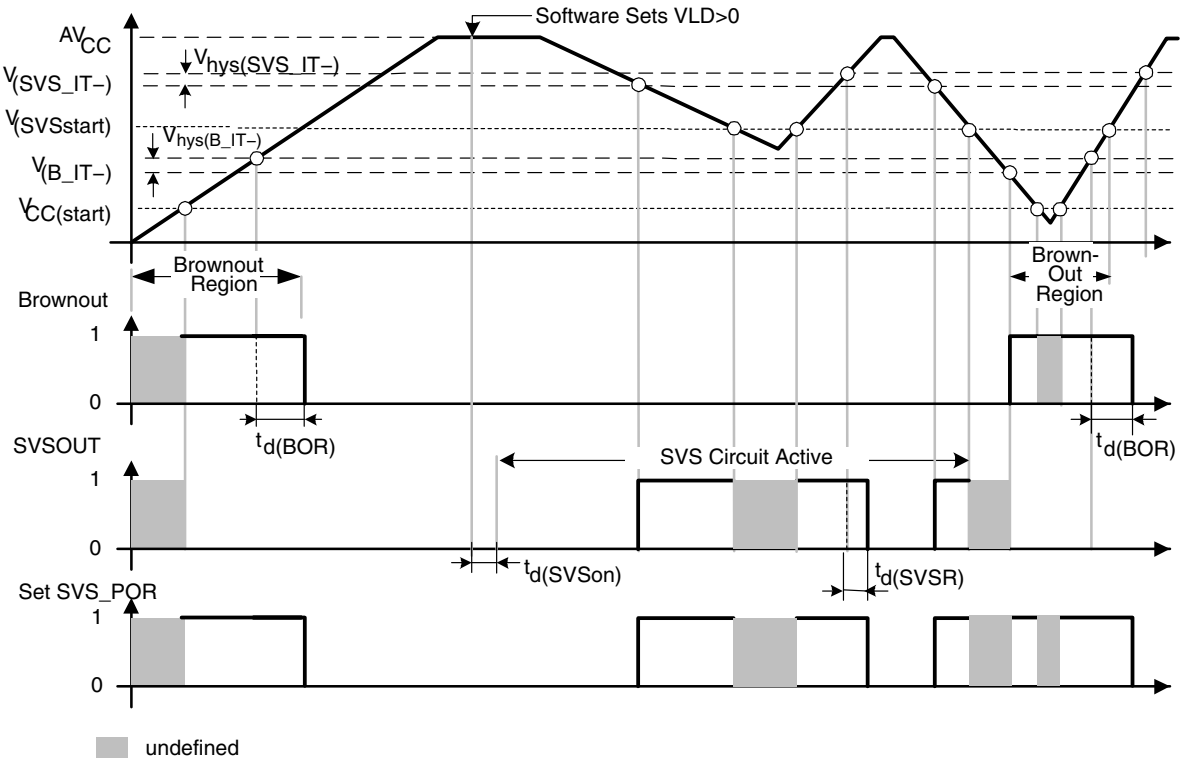
When the VLDx bits are changed from any non-zero value to any other non-zero value the circuitry requires the time t_{settle} to settle. The settling time t_{settle} is a maximum of ~12 µs. See the device-specific data sheet. There is no automatic delay implemented that prevents SVSFG to be set or to prevent a reset of the device. The recommended flow to switch between levels is shown in the following code.

```
; Enable SVS for the first time:
   MOV.B    #080h,&SVSCTL   ; Level 2.8V, do not cause POR
; ...

; Change SVS level
   MOV.B    #000h,&SVSCTL   ; Temporarily disable SVS
   MOV.B    #018h,&SVSCTL   ; Level 1.9V, cause POR
; ...
```

9.2.4 SVS Operating Range

Each SVS level has hysteresis to reduce sensitivity to small supply voltage changes when AV_{CC} is close to the threshold. The SVS operation and SVS/Brownout interoperation are shown in Figure 9–2.

Figure 9–2. Operating Levels for SVS and Brownout/Reset Circuit



9.3 SVS Registers

The SVS registers are listed in Table 9–1.

Table 9–1. SVS Registers

Register	Short Form	Register Type	Address	Initial State
SVS Control Register	SVSCTL	Read/write	056h	Reset with BOR

SVSCTL, SVS Control Register

7	6	5	4	3	2	1	0
VLDx				PORON	SVSON	SVSOP	SVSFG
rw–0†	rw–0†	rw–0†	rw–0†	rw–0†	r†	r†	rw–0†

† Reset by a brownout reset only, not by a POR or PUC.

VLDx Bits 7-4 Voltage level detect. These bits turn on the SVS and select the nominal SVS threshold voltage level. See the device–specific data sheet for parameters.
0000 SVS is off
0001 1.9 V
0010 2.1 V
0011 2.2 V
0100 2.3 V
0101 2.4 V
0110 2.5 V
0111 2.65 V
1000 2.8 V
1001 2.9 V
1010 3.05
1011 3.2 V
1100 3.35 V
1101 3.5 V
1110 3.7 V
1111 Compares external input voltage SVSIN to 1.25 V.

PORON Bit 3 POR on. This bit enables the SVSFG flag to cause a POR device reset.
0 SVSFG does not cause a POR
1 SVSFG causes a POR

SVSON Bit 2 SVS on. This bit reflects the status of SVS operation. This bit DOES NOT turn on the SVS. The SVS is turned on by setting VLDx > 0.
0 SVS is Off
1 SVS is On

SVSOP Bit 1 SVS output. This bit reflects the output value of the SVS comparator.
0 SVS comparator output is low
1 SVS comparator output is high

SVSFG Bit 0 SVS flag. This bit indicates a low voltage condition. SVSFG remains set after a low voltage condition until reset by software.
0 No low voltage condition occurred
1 A low condition is present or has occurred

Chapter 10

Watchdog Timer+

The watchdog timer+ (WDT+) is a 16-bit timer that can be used as a watchdog or as an interval timer. This chapter describes the WDT+ The WDT+ is implemented in all MSP430x2xx devices.

Topic **Page**

10.1 Watchdog Timer+ Introduction

The primary function of the watchdog timer+ (WDT+) module is to perform a controlled system restart after a software problem occurs. If the selected time interval expires, a system reset is generated. If the watchdog function is not needed in an application, the module can be configured as an interval timer and can generate interrupts at selected time intervals.

Features of the watchdog timer+ module include:

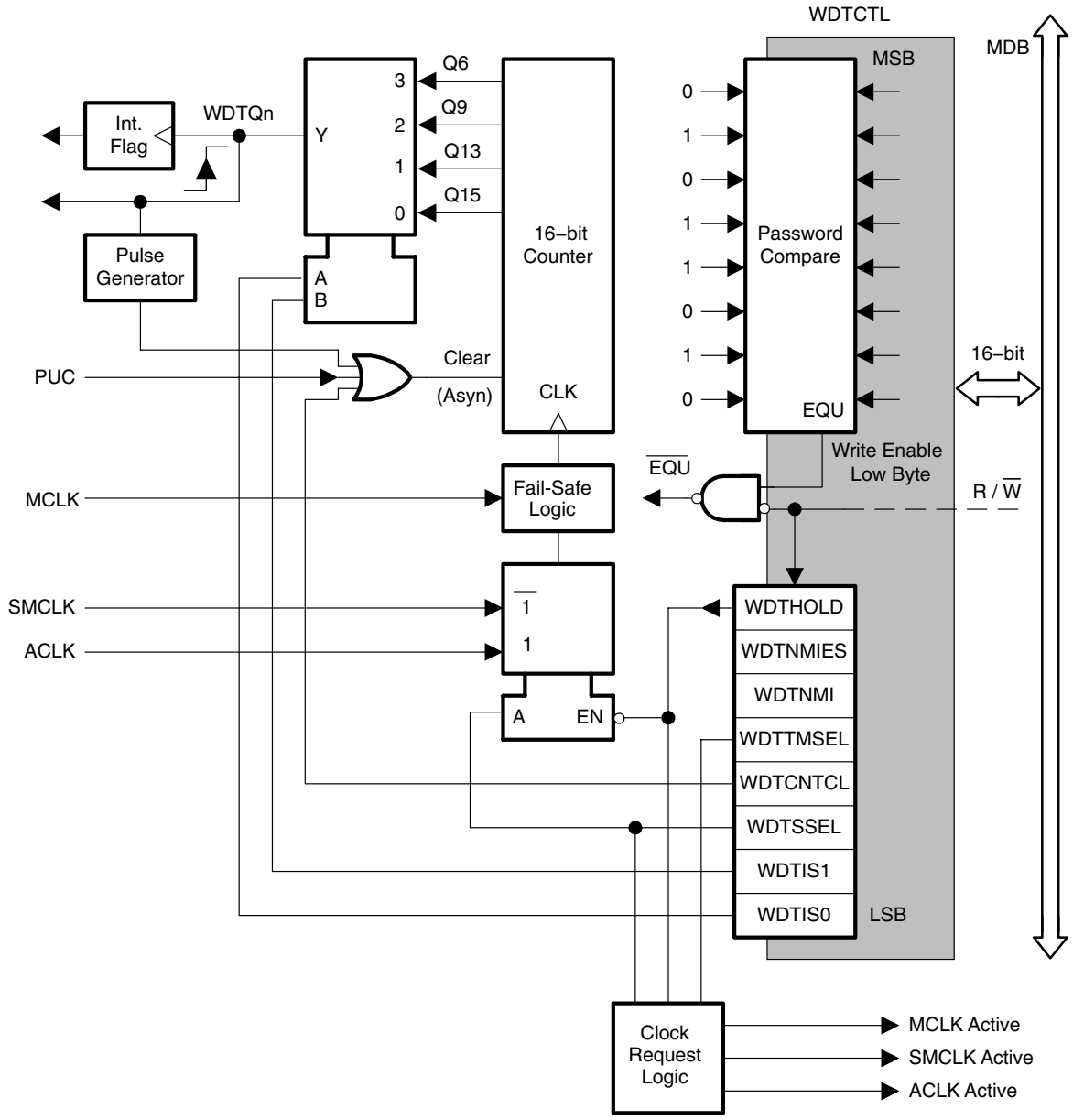
- Four software-selectable time intervals
- Watchdog mode
- Interval mode
- Access to WDT+ control register is password protected
- Control of $\overline{\text{RST}}$/NMI pin function
- Selectable clock source
- Can be stopped to conserve power
- Clock fail-safe feature

The WDT+ block diagram is shown in Figure 10–1.

Note: Watchdog Timer+ Powers Up Active

After a PUC, the WDT+ module is automatically configured in the watchdog mode with an initial 32768 clock cycle reset interval using the DCOCLK. The user must setup or halt the WDT+ prior to the expiration of the initial reset interval.

Figure 10−1. Watchdog Timer+ Block Diagram



10.2 Watchdog Timer+ Operation

The WDT+ module can be configured as either a watchdog or interval timer with the WDTCTL register. The WDTCTL register also contains control bits to configure the $\overline{\text{RST}}$/NMI pin. WDTCTL is a 16-bit, password-protected, read/write register. Any read or write access must use word instructions and write accesses must include the write password 05Ah in the upper byte. Any write to WDTCTL with any value other than 05Ah in the upper byte is a security key violation and triggers a PUC system reset regardless of timer mode. Any read of WDTCTL reads 069h in the upper byte. The WDT+ counter clock should be slower or equal than the system (MCLK) frequency.

10.2.1 Watchdog timer+ Counter

The watchdog timer+ counter (WDTCNT) is a 16-bit up-counter that is not directly accessible by software. The WDTCNT is controlled and time intervals selected through the watchdog timer+ control register WDTCTL.

The WDTCNT can be sourced from ACLK or SMCLK. The clock source is selected with the WDTSSEL bit.

10.2.2 Watchdog Mode

After a PUC condition, the WDT+ module is configured in the watchdog mode with an initial 32768 cycle reset interval using the DCOCLK. The user must setup, halt, or clear the WDT+ prior to the expiration of the initial reset interval or another PUC will be generated. When the WDT+ is configured to operate in watchdog mode, either writing to WDTCTL with an incorrect password, or expiration of the selected time interval triggers a PUC. A PUC resets the WDT+ to its default condition and configures the $\overline{\text{RST}}$/NMI pin to reset mode.

10.2.3 Interval Timer Mode

Setting the WDTTMSEL bit to 1 selects the interval timer mode. This mode can be used to provide periodic interrupts. In interval timer mode, the WDTIFG flag is set at the expiration of the selected time interval. A PUC is not generated in interval timer mode at expiration of the selected timer interval and the WDTIFG enable bit WDTIE remains unchanged.

When the WDTIE bit and the GIE bit are set, the WDTIFG flag requests an interrupt. The WDTIFG interrupt flag is automatically reset when its interrupt request is serviced, or may be reset by software. The interrupt vector address in interval timer mode is different from that in watchdog mode.

Note: Modifying the Watchdog timer+

The WDT+ interval should be changed together with WDTCNTCL = 1 in a single instruction to avoid an unexpected immediate PUC or interrupt.

The WDT+ should be halted before changing the clock source to avoid a possible incorrect interval.

10.2.4 Watchdog Timer+ Interrupts

The WDT+ uses two bits in the SFRs for interrupt control.

- The WDT+ interrupt flag, WDTIFG, located in IFG1.0
- The WDT+ interrupt enable, WDTIE, located in IE1.0

When using the WDT+ in the watchdog mode, the WDTIFG flag sources a reset vector interrupt. The WDTIFG can be used by the reset interrupt service routine to determine if the watchdog caused the device to reset. If the flag is set, then the watchdog timer+ initiated the reset condition either by timing out or by a security key violation. If WDTIFG is cleared, the reset was caused by a different source.

When using the WDT+ in interval timer mode, the WDTIFG flag is set after the selected time interval and requests a WDT+ interval timer interrupt if the WDTIE and the GIE bits are set. The interval timer interrupt vector is different from the reset vector used in watchdog mode. In interval timer mode, the WDTIFG flag is reset automatically when the interrupt is serviced, or can be reset with software.

10.2.5 Watchdog Timer+ Clock Fail-Safe Operation

The WDT+ module provides a fail-safe clocking feature assuring the clock to the WDT+ cannot be disabled while in watchdog mode. This means the low-power modes may be affected by the choice for the WDT+ clock. For example, if ACLK is the WDT+ clock source, LPM4 will not be available, because the WDT+ will prevent ACLK from being disabled. Also, if ACLK or SMCLK fail while sourcing the WDT+, the WDT+ clock source is automatically switched to MCLK. In this case, if MCLK is sourced from a crystal, and the crystal has failed, the fail-safe feature will activate the DCO and use it as the source for MCLK.

When the WDT+ module is used in interval timer mode, there is no fail-safe feature for the clock source.

10.2.6 Operation in Low-Power Modes

The MSP430 devices have several low-power modes. Different clock signals are available in different low-power modes. The requirements of the user's application and the type of clocking used determine how the WDT+ should be configured. For example, the WDT+ should not be configured in watchdog mode with SMCLK as its clock source if the user wants to use low-power mode 3 because the WDT+ will keep SMCLK enabled for its clock source, increasing the current consumption of LPM3. When the watchdog timer+ is not required, the WDTHOLD bit can be used to hold the WDTCNT, reducing power consumption.

10.2.7 Software Examples

Any write operation to WDTCTL must be a word operation with 05Ah (WDTPW) in the upper byte:

```
; Periodically clear an active watchdog
      MOV #WDTPW+WDTCNTCL,&WDTCTL
;
; Change watchdog timer+ interval
      MOV #WDTPW+WDTCNTL+WDTSSEL,&WDTCTL
;
; Stop the watchdog
      MOV #WDTPW+WDTHOLD,&WDTCTL
;
; Change WDT+ to interval timer mode, clock/8192 interval
      MOV #WDTPW+WDTCNTCL+WDTTMSEL+WDTIS0,&WDTCTL
```

10.3 Watchdog Timer+ Registers

The WDT+ registers are listed in Table 10–1.

Table 10–1. Watchdog timer+ Registers

Register	Short Form	Register Type	Address	Initial State
Watchdog timer+ control register	WDTCTL	Read/write	0120h	06900h with PUC
SFR interrupt enable register 1	IE1	Read/write	0000h	Reset with PUC
SFR interrupt flag register 1	IFG1	Read/write	0002h	Reset with PUC†

† WDTIFG is reset with POR

WDTCTL, Watchdog Timer+ Register

15	14	13	12	11	10	9	8
Read as 069h WDTPW, must be written as 05Ah							

7	6	5	4	3	2	1	0
WDTHOLD	**WDTNMIES**	**WDTNMI**	**WDTTMSEL**	**WDTCNTCL**	**WDTSSEL**	**WDTISx**	
rw–0	rw–0	rw–0	rw–0	r0(w)	rw–0	rw–0	rw–0

WDTPW Bits 15-8 Watchdog timer+ password. Always read as 069h. Must be written as 05Ah, or a PUC will be generated.

WDTHOLD Bit 7 Watchdog timer+ hold. This bit stops the watchdog timer+. Setting WDTHOLD = 1 when the WDT+ is not in use conserves power.
0 Watchdog timer+ is not stopped
1 Watchdog timer+ is stopped

WDTNMIES Bit 6 Watchdog timer+ NMI edge select. This bit selects the interrupt edge for the NMI interrupt when WDTNMI = 1. Modifying this bit can trigger an NMI. Modify this bit when WDTIE = 0 to avoid triggering an accidental NMI.
0 NMI on rising edge
1 NMI on falling edge

WDTNMI Bit 5 Watchdog timer+ NMI select. This bit selects the function for the $\overline{\text{RST}}$/NMI pin.
0 Reset function
1 NMI function

WDTTMSEL Bit 4 Watchdog timer+ mode select
0 Watchdog mode
1 Interval timer mode

WDTCNTCL Bit 3 Watchdog timer+ counter clear. Setting WDTCNTCL = 1 clears the count value to 0000h. WDTCNTCL is automatically reset.
0 No action
1 WDTCNT = 0000h

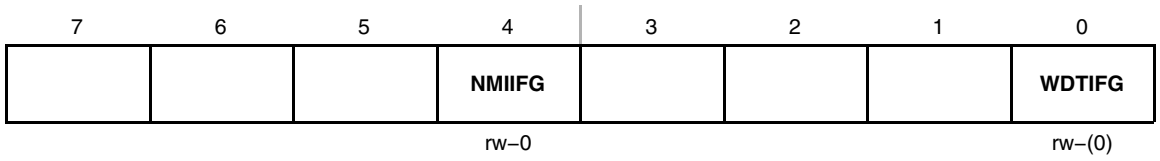
WDTSSEL Bit 2 Watchdog timer+ clock source select
0 SMCLK
1 ACLK

WDTISx Bits 1-0 Watchdog timer+ interval select. These bits select the watchdog timer+ interval to set the WDTIFG flag and/or generate a PUC.
00 Watchdog clock source /32768
01 Watchdog clock source /8192
10 Watchdog clock source /512
11 Watchdog clock source /64

IE1, Interrupt Enable Register 1

	Bits 7-5	These bits may be used by other modules. See device-specific data sheet.
NMIIE	Bit 4	NMI interrupt enable. This bit enables the NMI interrupt. Because other bits in IE1 may be used for other modules, it is recommended to set or clear this bit using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions. 0 Interrupt not enabled 1 Interrupt enabled
	Bits 3-1	These bits may be used by other modules. See device-specific data sheet.
WDTIE	Bit 0	Watchdog timer+ interrupt enable. This bit enables the WDTIFG interrupt for interval timer mode. It is not necessary to set this bit for watchdog mode. Because other bits in IE1 may be used for other modules, it is recommended to set or clear this bit using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions. 0 Interrupt not enabled 1 Interrupt enabled

IFG1, Interrupt Flag Register 1



	Bits 7-5	These bits may be used by other modules. See device-specific data sheet.
NMIIFG	Bit 4	NMI interrupt flag. NMIIFG must be reset by software. Because other bits in IFG1 may be used for other modules, it is recommended to clear NMIIFG by using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions. 0 No interrupt pending 1 Interrupt pending
	Bits 3-1	These bits may be used by other modules. See device-specific data sheet.
WDTIFG	Bit 0	Watchdog timer+ interrupt flag. In watchdog mode, WDTIFG remains set until reset by software. In interval mode, WDTIFG is reset automatically by servicing the interrupt, or can be reset by software. Because other bits in IFG1 may be used for other modules, it is recommended to clear WDTIFG by using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions. 0 No interrupt pending 1 Interrupt pending

Chapter 11

Hardware Multiplier

This chapter describes the hardware multiplier. The hardware multiplier is implemented in some MSP430x2xx devices.

Topic **Page**

11.1 Hardware Multiplier Introduction

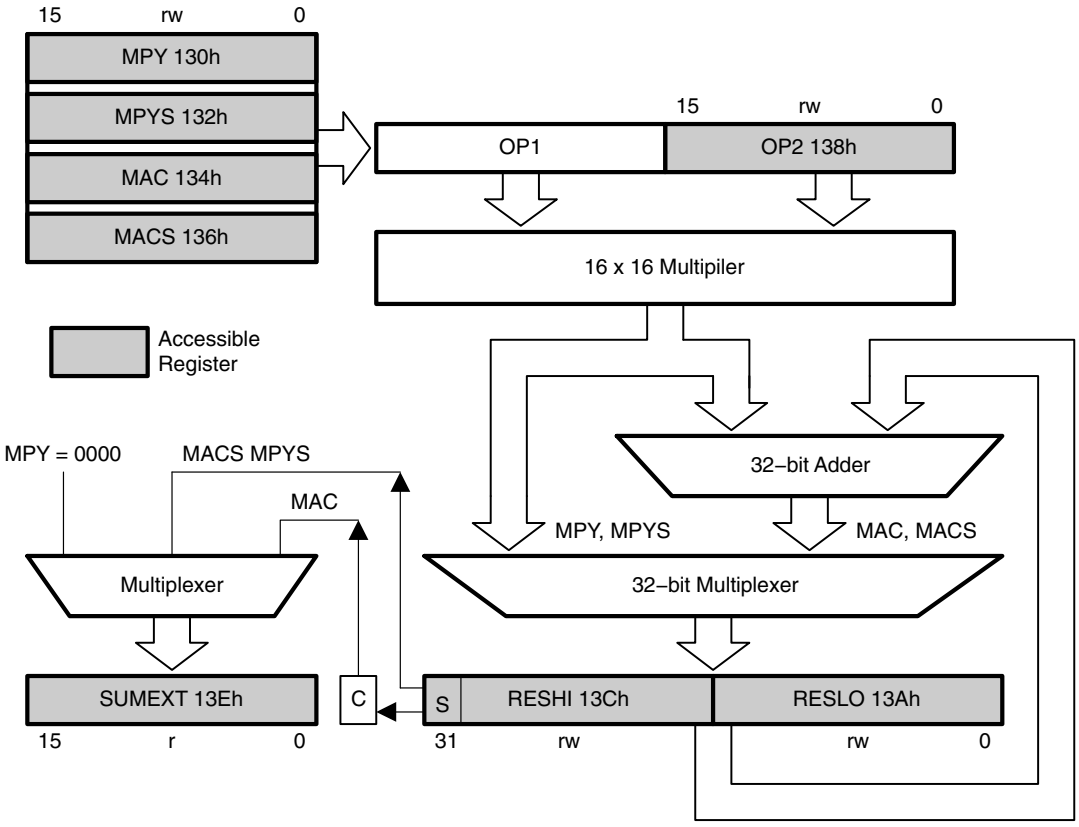
The hardware multiplier is a peripheral and is not part of the MSP430 CPU. This means, its activities do not interfere with the CPU activities. The multiplier registers are peripheral registers that are loaded and read with CPU instructions.

The hardware multiplier supports:

- Unsigned multiply
- Signed multiply
- Unsigned multiply accumulate
- Signed multiply accumulate
- 16×16 bits, 16× 8 bits, 8× 16 bits, 8× 8 bits

The hardware multiplier block diagram is shown in Figure 11–1.

Figure 11–1. Hardware Multiplier Block Diagram



11.2 Hardware Multiplier Operation

The hardware multiplier supports unsigned multiply, signed multiply, unsigned multiply accumulate, and signed multiply accumulate operations. The type of operation is selected by the address the first operand is written to.

The hardware multiplier has two 16-bit operand registers, OP1 and OP2, and three result registers, RESLO, RESHI, and SUMEXT. RESLO stores the low word of the result, RESHI stores the high word of the result, and SUMEXT stores information about the result. The result is ready in three MCLK cycles and can be read with the next instruction after writing to OP2, except when using an indirect addressing mode to access the result. When using indirect addressing for the result, a `NOP` is required before the result is ready.

11.2.1 Operand Registers

The operand one register OP1 has four addresses, shown in Table 11–1, used to select the multiply mode. Writing the first operand to the desired address selects the type of multiply operation but does not start any operation. Writing the second operand to the operand two register OP2 initiates the multiply operation. Writing OP2 starts the selected operation with the values stored in OP1 and OP2. The result is written into the three result registers RESLO, RESHI, and SUMEXT.

Repeated multiply operations may be performed without reloading OP1 if the OP1 value is used for successive operations. It is not necessary to re-write the OP1 value to perform the operations.

Table 11–1. OP1 addresses

OP1 Address	Register Name	Operation
0130h	MPY	Unsigned multiply
0132h	MPYS	Signed multiply
0134h	MAC	Unsigned multiply accumulate
0136h	MACS	Signed multiply accumulate

11.2.2 Result Registers

The result low register RESLO holds the lower 16-bits of the calculation result. The result high register RESHI contents depend on the multiply operation and are listed in Table 11–2.

Table 11–2. RESHI Contents

Mode	RESHI Contents
MPY	Upper 16-bits of the result
MPYS	The MSB is the sign of the result. The remaining bits are the upper 15-bits of the result. Two's complement notation is used for the result.
MAC	Upper 16-bits of the result
MACS	Upper 16-bits of the result. Two's complement notation is used for the result.

The sum extension registers SUMEXT contents depend on the multiply operation and are listed in Table 11–3.

Table 11–3. SUMEXT Contents

Mode	SUMEXT
MPY	SUMEXT is always 0000h
MPYS	SUMEXT contains the extended sign of the result 00000h Result was positive or zero 0FFFFh Result was negative
MAC	SUMEXT contains the carry of the result 0000h No carry for result 0001h Result has a carry
MACS	SUMEXT contains the extended sign of the result 00000h Result was positive or zero 0FFFFh Result was negative

MACS Underflow and Overflow

The multiplier does not automatically detect underflow or overflow in the MACS mode. The accumulator range for positive numbers is 0 to 7FFF FFFFh and for negative numbers is 0FFFF FFFFh to 8000 0000h. An underflow occurs when the sum of two negative numbers yields a result that is in the range for a positive number. An overflow occurs when the sum of two positive numbers yields a result that is in the range for a negative number. In both of these cases, the SUMEXT register contains the sign of the result, 0FFFFh for overflow and 0000h for underflow. User software must detect and handle these conditions appropriately.

11.2.3 Software Examples

Examples for all multiplier modes follow. All 8×8 modes use the absolute address for the registers because the assembler will not allow .B access to word registers when using the labels from the standard definitions file.

There is no sign extension necessary in software. Accessing the multiplier with a byte instruction during a signed operation will automatically cause a sign extension of the byte within the multiplier module.

```
; 16x16 Unsigned Multiply
   MOV   #01234h,&MPY ; Load first operand
   MOV   #05678h,&OP2 ; Load second operand
;  ...                ; Process results

; 8x8 Unsigned Multiply. Absolute addressing.
   MOV.B #012h,&0130h ; Load first operand
   MOV.B #034h,&0138h ; Load 2nd operand
;  ...                ; Process results

; 16x16 Signed Multiply
   MOV   #01234h,&MPYS ; Load first operand
   MOV   #05678h,&OP2 ; Load 2nd operand
;  ...                ; Process results

; 8x8 Signed Multiply. Absolute addressing.
   MOV.B #012h,&0132h ; Load first operand
   MOV.B #034h,&0138h ; Load 2nd operand
;  ...                ; Process results

; 16x16 Unsigned Multiply Accumulate
   MOV   #01234h,&MAC ; Load first operand
   MOV   #05678h,&OP2 ; Load 2nd operand
;  ...                ; Process results

; 8x8 Unsigned Multiply Accumulate. Absolute addressing
   MOV.B #012h,&0134h ; Load first operand
   MOV.B #034h,&0138h ; Load 2nd operand
;  ...                ; Process results

; 16x16 Signed Multiply Accumulate
   MOV   #01234h,&MACS ; Load first operand
   MOV   #05678h,&OP2 ; Load 2nd operand
;  ...                ; Process results

; 8x8 Signed Multiply Accumulate. Absolute addressing
   MOV.B #012h,&0136h ; Load first operand
   MOV.B #034h,R5     ; Temp. location for 2nd operand
   MOV   R5,&OP2      ; Load 2nd operand
;  ...                ; Process results
```

11.2.4 Indirect Addressing of RESLO

When using indirect or indirect autoincrement addressing mode to access the result registers, At least one instruction is needed between loading the second operand and accessing one of the result registers:

```
; Access multiplier results with indirect addressing
   MOV   #RESLO,R5    ; RESLO address in R5 for indirect
   MOV   &OPER1,&MPY  ; Load 1st operand
   MOV   &OPER2,&OP2  ; Load 2nd operand
   NOP                ; Need one cycle
   MOV   @R5+,&xxx    ; Move RESLO
   MOV   @R5,&xxx     ; Move RESHI
```

11.2.5 Using Interrupts

If an interrupt occurs after writing OP1, but before writing OP2, and the multiplier is used in servicing that interrupt, the original multiplier mode selection is lost and the results are unpredictable. To avoid this, disable interrupts before using the hardware multiplier or do not use the multiplier in interrupt service routines.

```
; Disable interrupts before using the hardware multiplier
   DINT            ; Disable interrupts
   NOP             ; Required for DINT
   MOV   #xxh,&MPY ; Load 1st operand
   MOV   #xxh,&OP2 ; Load 2nd operand
   EINT            ; Interrupts may be enable before
                   ; Process results
```

11.3 Hardware Multiplier Registers

The hardware multiplier registers are listed in Table 11–4.

Table 11–4. Hardware Multiplier Registers

Register	Short Form	Register Type	Address	Initial State
Operand one - multiply	MPY	Read/write	0130h	Unchanged
Operand one - signed multiply	MPYS	Read/write	0132h	Unchanged
Operand one - multiply accumulate	MAC	Read/write	0134h	Unchanged
Operand one - signed multiply accumulate	MACS	Read/write	0136h	Unchanged
Operand two	OP2	Read/write	0138h	Unchanged
Result low word	RESLO	Read/write	013Ah	Undefined
Result high word	RESHI	Read/write	013Ch	Undefined
Sum extension register	SUMEXT	Read	013Eh	Undefined

Chapter 12

Timer_A

Timer_A is a 16-bit timer/counter with multiple capture/compare registers. This chapter describes the operation of the Timer_A of the MSP430 2xx device family.

Topic **Page**

12.1 Timer_A Introduction

Timer_A is a 16-bit timer/counter with three capture/compare registers. Timer_A can support multiple capture/compares, PWM outputs, and interval timing. Timer_A also has extensive interrupt capabilities. Interrupts may be generated from the counter on overflow conditions and from each of the capture/compare registers.

Timer_A features include:

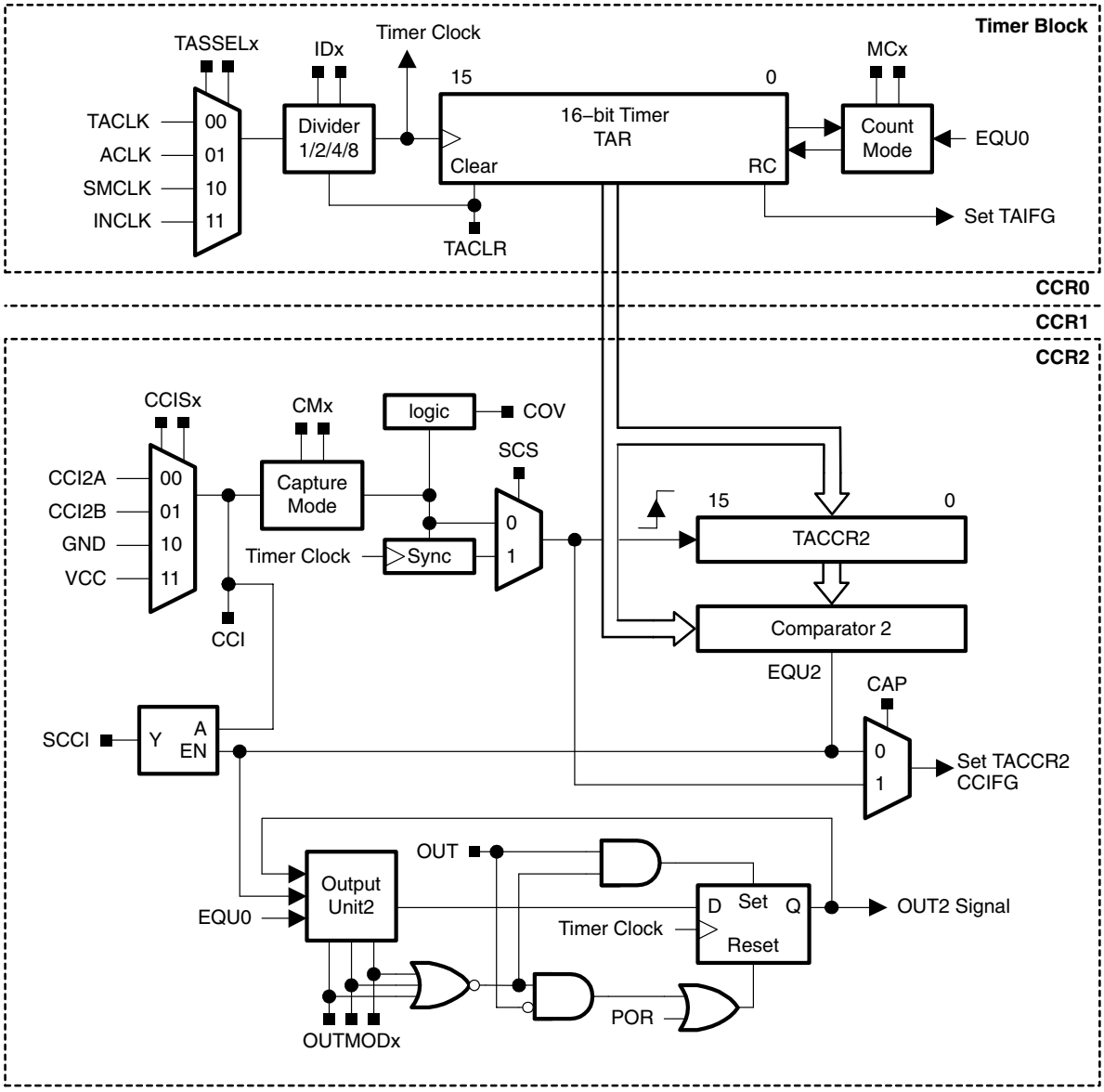
- ❑ Asynchronous 16-bit timer/counter with four operating modes
- ❑ Selectable and configurable clock source
- ❑ Two or three configurable capture/compare registers
- ❑ Configurable outputs with PWM capability
- ❑ Asynchronous input and output latching
- ❑ Interrupt vector register for fast decoding of all Timer_A interrupts

The block diagram of Timer_A is shown in Figure 12–1.

Note: Use of the Word *Count*

C*ount* is used throughout this chapter. It means the counter must be in the process of counting for the action to take place. If a particular value is directly written to the counter, then an associated action will not take place.

Figure 12–1. Timer_A Block Diagram



12.2 Timer_A Operation

The Timer_A module is configured with user software. The setup and operation of Timer_A is discussed in the following sections.

12.2.1 16-Bit Timer Counter

The 16-bit timer/counter register, TAR, increments or decrements (depending on mode of operation) with each rising edge of the clock signal. TAR can be read or written with software. Additionally, the timer can generate an interrupt when it overflows.

TAR may be cleared by setting the TACLR bit. Setting TACLR also clears the clock divider and count direction for up/down mode.

Note: Modifying Timer_A Registers

It is recommended to stop the timer before modifying its operation (with exception of the interrupt enable, interrupt flag, and TACLR) to avoid errant operating conditions.

When the timer clock is asynchronous to the CPU clock, any read from TAR should occur while the timer is not operating or the results may be unpredictable. Alternatively, the timer may be read multiple times while operating, and a majority vote taken in software to determine the correct reading. Any write to TAR will take effect immediately.

Clock Source Select and Divider

The timer clock can be sourced from ACLK, SMCLK, or externally via TACLK or INCLK. The clock source is selected with the TASSELx bits. The selected clock source may be passed directly to the timer or divided by 2, 4, or 8, using the IDx bits. The timer clock divider is reset when TACLR is set.

12.2.2 Starting the Timer

The timer may be started, or restarted in the following ways:

- The timer counts when MCx > 0 and the clock source is active.
- When the timer mode is either up or up/down, the timer may be stopped by writing 0 to TACCR0. The timer may then be restarted by writing a nonzero value to TACCR0. In this scenario, the timer starts incrementing in the up direction from zero.

12.2.3 Timer Mode Control

The timer has four modes of operation as described in Table 12–1: stop, up, continuous, and up/down. The operating mode is selected with the MCx bits.

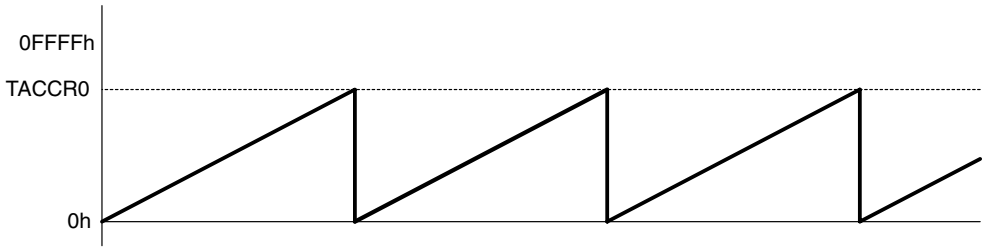
Table 12–1. Timer Modes

MCx	Mode	Description
00	Stop	The timer is halted.
01	Up	The timer repeatedly counts from zero to the value of TACCR0.
10	Continuous	The timer repeatedly counts from zero to 0FFFFh.
11	Up/down	The timer repeatedly counts from zero up to the value of TACCR0 and back down to zero.

Up Mode

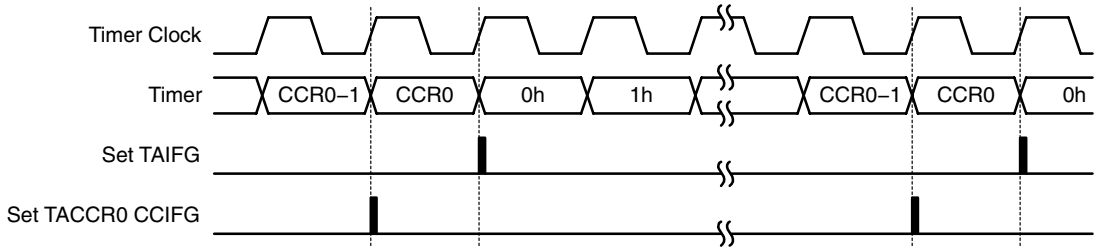
The up mode is used if the timer period must be different from 0FFFFh counts. The timer repeatedly counts up to the value of compare register TACCR0, which defines the period, as shown in Figure 12–2. The number of timer counts in the period is TACCR0+1. When the timer value equals TACCR0 the timer restarts counting from zero. If up mode is selected when the timer value is greater than TACCR0, the timer immediately restarts counting from zero.

Figure 12–2. Up Mode



The TACCR0 CCIFG interrupt flag is set when the timer *counts* to the TACCR0 value. The TAIFG interrupt flag is set when the timer *counts* from TACCR0 to zero. Figure 12–3 shows the flag set cycle.

Figure 12–3. Up Mode Flag Setting



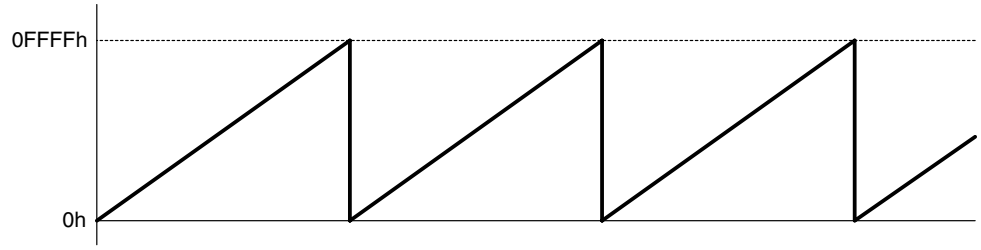
Changing the Period Register TACCR0

When changing TACCR0 while the timer is running, if the new period is greater than or equal to the old period, or greater than the current count value, the timer counts up to the new period. If the new period is less than the current count value, the timer rolls to zero. However, one additional count may occur before the counter rolls to zero.

Continuous Mode

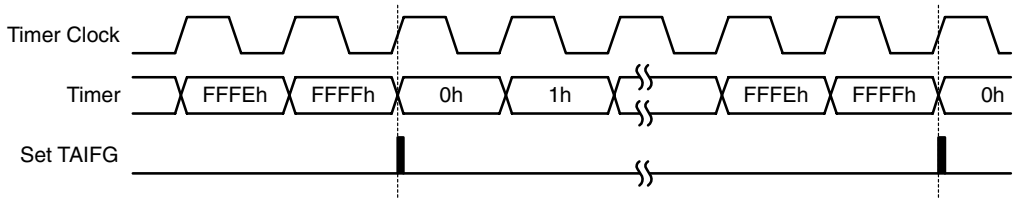
In the continuous mode, the timer repeatedly counts up to 0FFFFh and restarts from zero as shown in Figure 12–4. The capture/compare register TACCR0 works the same way as the other capture/compare registers.

Figure 12–4. Continuous Mode



The TAIFG interrupt flag is set when the timer *counts* from 0FFFFh to zero. Figure 12–5 shows the flag set cycle.

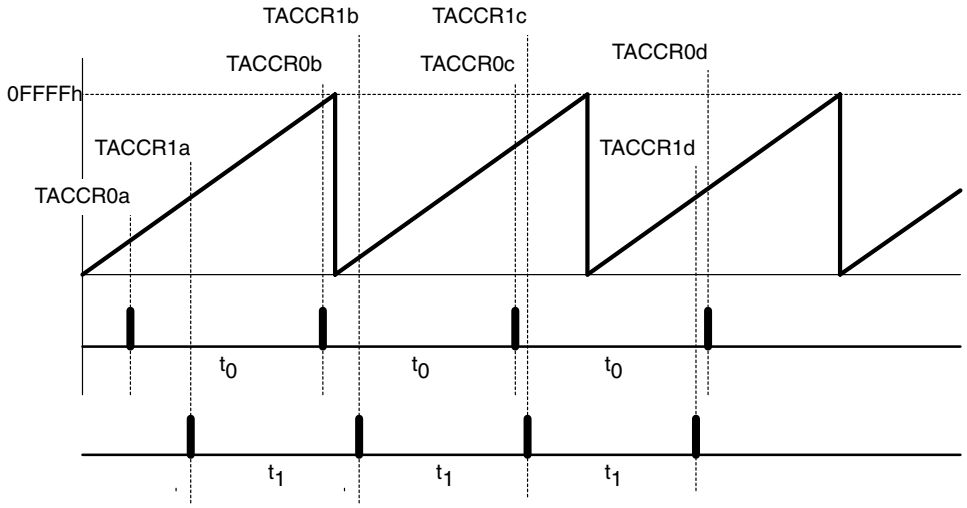
Figure 12–5. Continuous Mode Flag Setting



Use of the Continuous Mode

The continuous mode can be used to generate independent time intervals and output frequencies. Each time an interval is completed, an interrupt is generated. The next time interval is added to the TACCRx register in the interrupt service routine. Figure 12–6 shows two separate time intervals t_0 and t_1 being added to the capture/compare registers. In this usage, the time interval is controlled by hardware, not software, without impact from interrupt latency. Up to three independent time intervals or output frequencies can be generated using all three capture/compare registers.

Figure 12–6. Continuous Mode Time Intervals

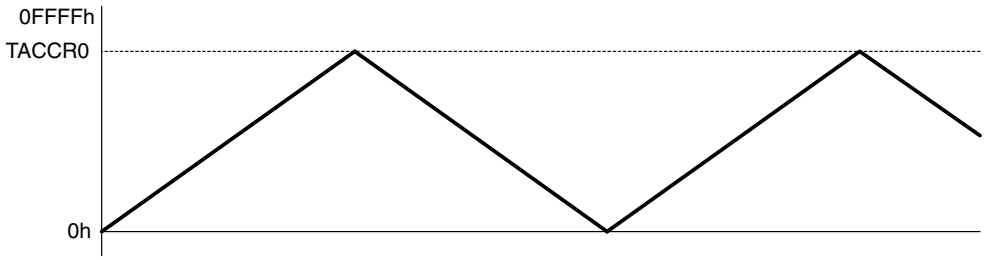


Time intervals can be produced with other modes as well, where TACCR0 is used as the period register. Their handling is more complex since the sum of the old TACCRx data and the new period can be higher than the TACCR0 value. When the previous TACCRx value plus t_x is greater than the TACCR0 data, TACCR0 + 1 must be subtracted to obtain the correct time interval.

Up/Down Mode

The up/down mode is used if the timer period must be different from 0FFFFh counts, and if a symmetrical pulse generation is needed. The timer repeatedly counts up to the value of compare register TACCR0 and back down to zero, as shown in Figure 12–7. The period is twice the value in TACCR0.

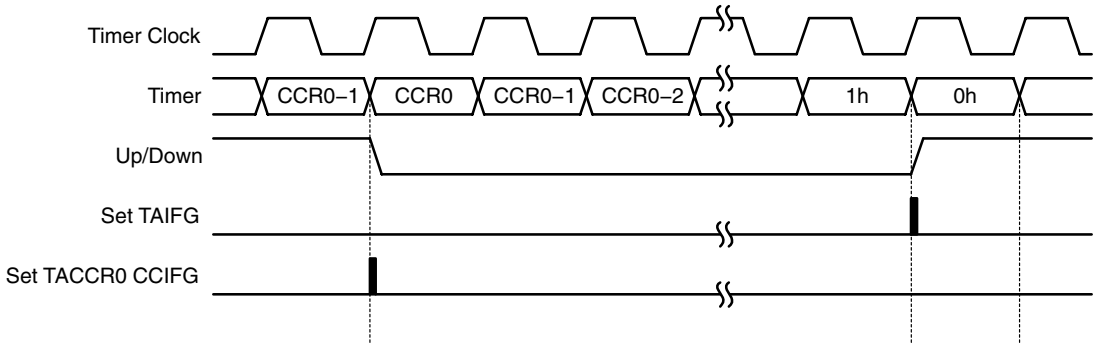
Figure 12–7. Up/Down Mode



The count direction is latched. This allows the timer to be stopped and then restarted in the same direction it was counting before it was stopped. If this is not desired, the TACLR bit must be set to clear the direction. The TACLR bit also clears the TAR value and the timer clock divider.

In up/down mode, the TACCR0 CCIFG interrupt flag and the TAIFG interrupt flag are set only once during a period, separated by 1/2 the timer period. The TACCR0 CCIFG interrupt flag is set when the timer *counts* from TACCR0 – 1 to TACCR0, and TAIFG is set when the timer completes *counting* down from 0001h to 0000h. Figure 12–8 shows the flag set cycle.

Figure 12–8. Up/Down Mode Flag Setting



Changing the Period Register TACCR0

When changing TACCR0 while the timer is running, and counting in the down direction, the timer continues its descent until it reaches zero. The value in TACCR0 is latched into TACL0 immediately, however the new period takes effect after the counter counts down to zero.

When the timer is counting in the up direction, and the new period is greater than or equal to the old period, or greater than the current count value, the timer counts up to the new period before counting down. When the timer is counting in the up direction, and the new period is less than the current count value, the timer begins counting down. However, one additional count may occur before the counter begins counting down.

Use of the Up/Down Mode

The up/down mode supports applications that require dead times between output signals (See section *Timer_A Output Unit*). For example, to avoid overload conditions, two outputs driving an H-bridge must never be in a high state simultaneously. In the example shown in Figure 12–9 the t_{dead} is:

$$t_{dead} = t_{timer} \times (TACCR1 - TACCR2)$$

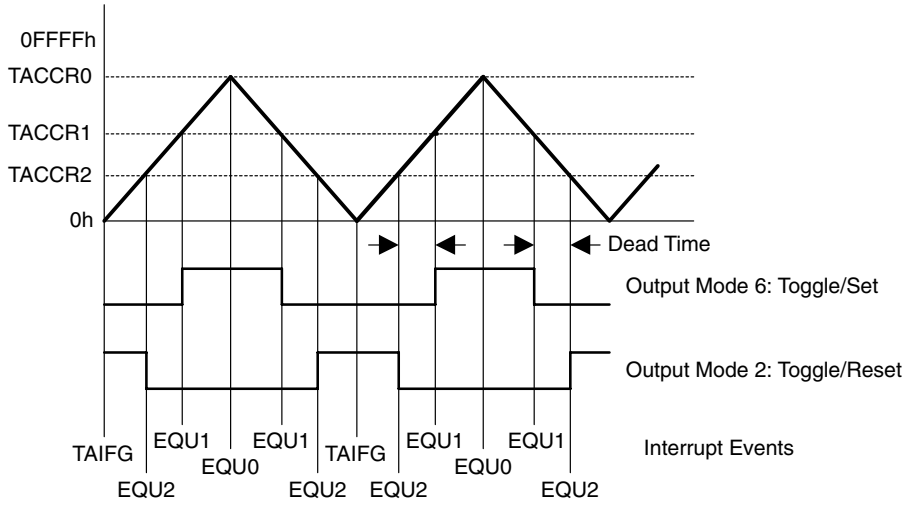
With: t_{dead} Time during which both outputs need to be inactive

t_{timer} Cycle time of the timer clock

TACCRx Content of capture/compare register x

The TACCRx registers are not buffered. They update immediately when written to. Therefore, any required dead time will not be maintained automatically.

Figure 12–9. Output Unit in Up/Down Mode



12.2.4 Capture/Compare Blocks

Two or three identical capture/compare blocks, TACCRx, are present in Timer_A. Any of the blocks may be used to capture the timer data, or to generate time intervals.

Capture Mode

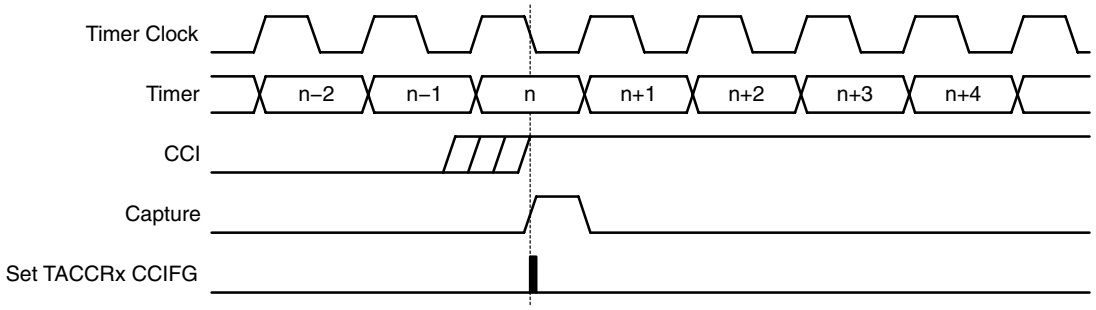
The capture mode is selected when CAP = 1. Capture mode is used to record time events. It can be used for speed computations or time measurements. The capture inputs CCIxA and CCIxB are connected to external pins or internal signals and are selected with the CCISx bits. The CMx bits select the capture edge of the input signal as rising, falling, or both. A capture occurs on the selected edge of the input signal. If a capture occurs:

- The timer value is copied into the TACCRx register
- The interrupt flag CCIFG is set

The input signal level can be read at any time via the CCI bit. MSP430x2xx family devices may have different signals connected to CCIxA and CCIxB. See the device-specific data sheet for the connections of these signals.

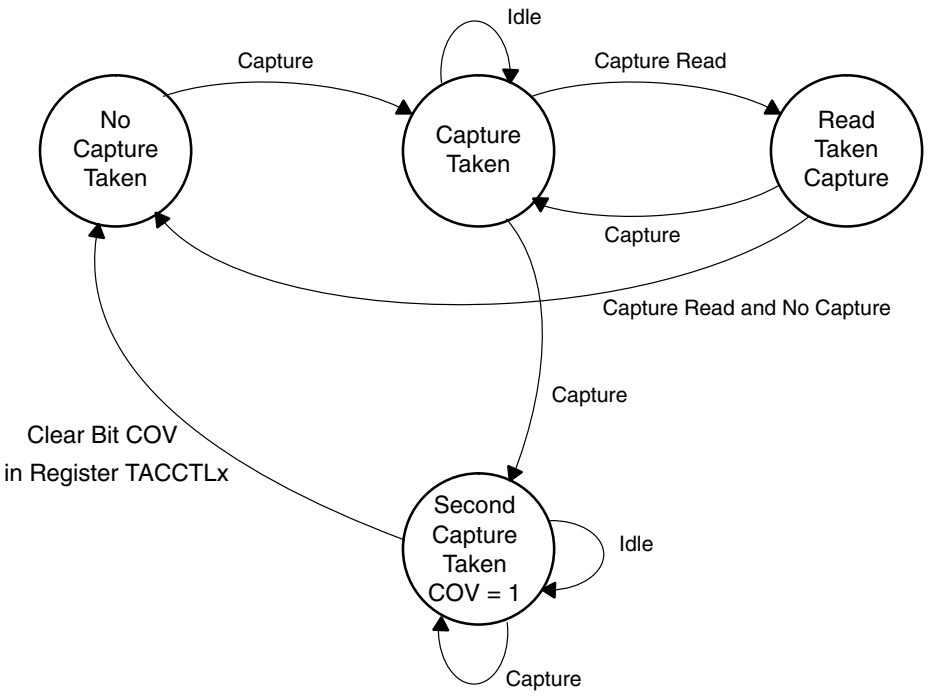
The capture signal can be asynchronous to the timer clock and cause a race condition. Setting the SCS bit will synchronize the capture with the next timer clock. Setting the SCS bit to synchronize the capture signal with the timer clock is recommended. This is illustrated in Figure 12–10.

Figure 12–10. Capture Signal (SCS = 1)



Overflow logic is provided in each capture/compare register to indicate if a second capture was performed before the value from the first capture was read. Bit COV is set when this occurs as shown in Figure 12–11. COV must be reset with software.

Figure 12–11. Capture Cycle



Capture Initiated by Software

Captures can be initiated by software. The CMx bits can be set for capture on both edges. Software then sets CCIS1 = 1 and toggles bit CCIS0 to switch the capture signal between V_{CC} and GND, initiating a capture each time CCIS0 changes state:

```
MOV    #CAP+SCS+CCIS1+CM_3,&TACCTLx ; Setup TACCTLx
XOR    #CCIS0,&TACCTLx              ; TACCTLx = TAR
```

Compare Mode

The compare mode is selected when CAP = 0. The compare mode is used to generate PWM output signals or interrupts at specific time intervals. When TAR *counts* to the value in a TACCRx:

- ❏ Interrupt flag CCIFG is set
- ❏ Internal signal EQUx = 1
- ❏ EQUx affects the output according to the output mode
- ❏ The input signal CCI is latched into SCCI

12.2.5 Output Unit

Each capture/compare block contains an output unit. The output unit is used to generate output signals such as PWM signals. Each output unit has eight operating modes that generate signals based on the EQU0 and EQUx signals.

Output Modes

The output modes are defined by the OUTMODx bits and are described in Table 12–2. The OUTx signal is changed with the rising edge of the timer clock for all modes except mode 0. Output modes 2, 3, 6, and 7 are not useful for output unit 0, because EQUx = EQU0.

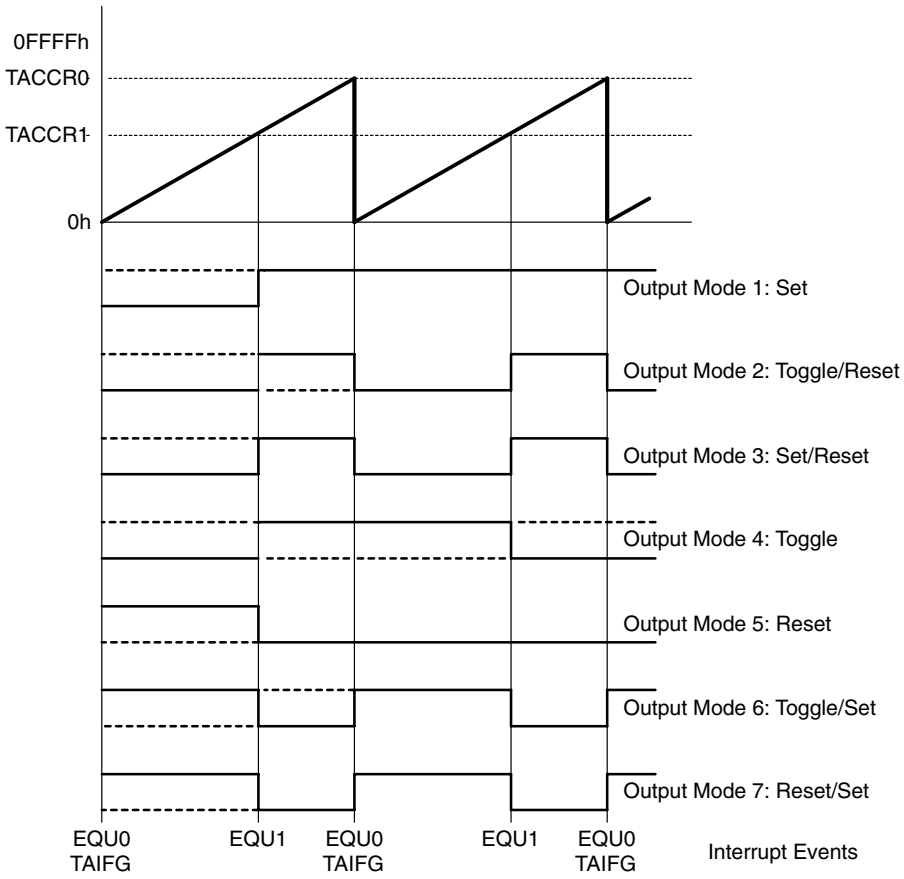
Table 12–2. Output Modes

OUTMODx	Mode	Description
000	Output	The output signal OUTx is defined by the OUTx bit. The OUTx signal updates immediately when OUTx is updated.
001	Set	The output is set when the timer *counts* to the TACCRx value. It remains set until a reset of the timer, or until another output mode is selected and affects the output.
010	Toggle/Reset	The output is toggled when the timer *counts* to the TACCRx value. It is reset when the timer *counts* to the TACCR0 value.
011	Set/Reset	The output is set when the timer *counts* to the TACCRx value. It is reset when the timer *counts* to the TACCR0 value.
100	Toggle	The output is toggled when the timer *counts* to the TACCRx value. The output period is double the timer period.
101	Reset	The output is reset when the timer *counts* to the TACCRx value. It remains reset until another output mode is selected and affects the output.
110	Toggle/Set	The output is toggled when the timer *counts* to the TACCRx value. It is set when the timer *counts* to the TACCR0 value.
111	Reset/Set	The output is reset when the timer *counts* to the TACCRx value. It is set when the timer *counts* to the TACCR0 value.

Output Example—Timer in Up Mode

The OUTx signal is changed when the timer *counts* up to the TACCRx value, and rolls from TACCR0 to zero, depending on the output mode. An example is shown in Figure 12–12 using TACCR0 and TACCR1.

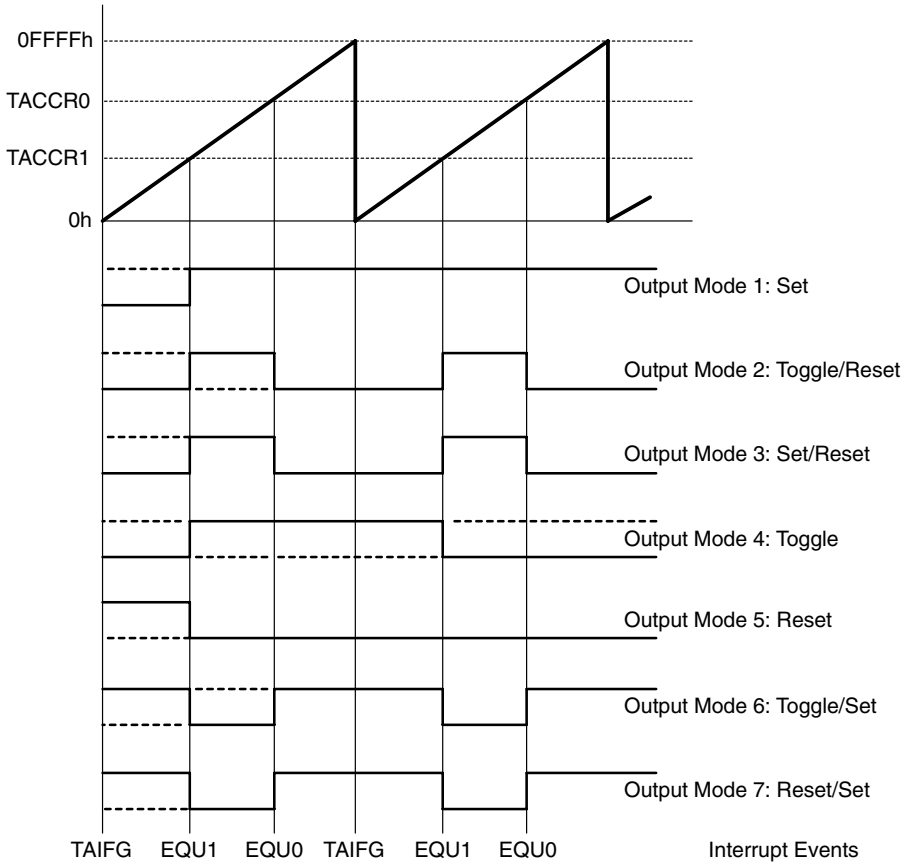
Figure 12–12. Output Example—Timer in Up Mode



Output Example—Timer in Continuous Mode

The OUTx signal is changed when the timer reaches the TACCRx and TACCR0 values, depending on the output mode. An example is shown in Figure 12–13 using TACCR0 and TACCR1.

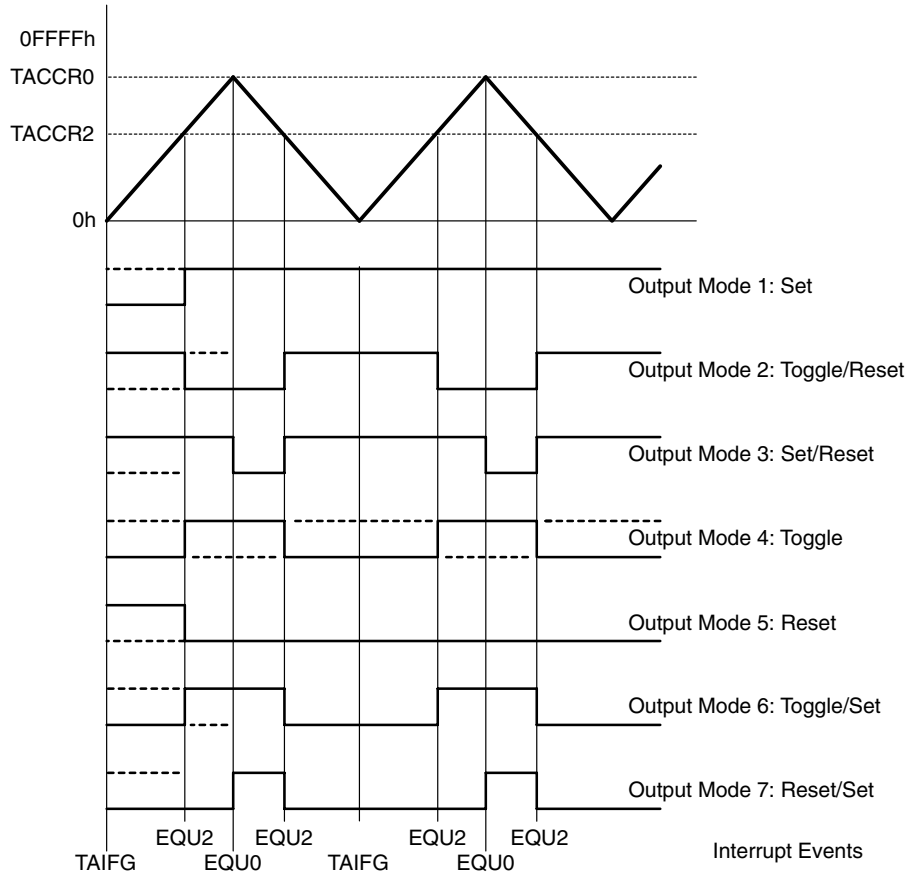
Figure 12–13. Output Example—Timer in Continuous Mode



Output Example—Timer in Up/Down Mode

The OUTx signal changes when the timer equals TACCRx in either count direction and when the timer equals TACCR0, depending on the output mode. An example is shown in Figure 12–14 using TACCR0 and TACCR2.

Figure 12–14. Output Example—Timer in Up/Down Mode



Note: ***Switching Between Output Modes***

When switching between output modes, one of the OUTMODx bits should remain set during the transition, unless switching to mode 0. Otherwise, output glitching can occur because a NOR gate decodes output mode 0. A safe method for switching between output modes is to use output mode 7 as a transition state:

```
BIS    #OUTMOD_7,&TACCTLx ; Set output mode=7
BIC    #OUTMODx,&TACCTLx  ; Clear unwanted bits
```

12.2.6 Timer_A Interrupts

Two interrupt vectors are associated with the 16-bit Timer_A module:

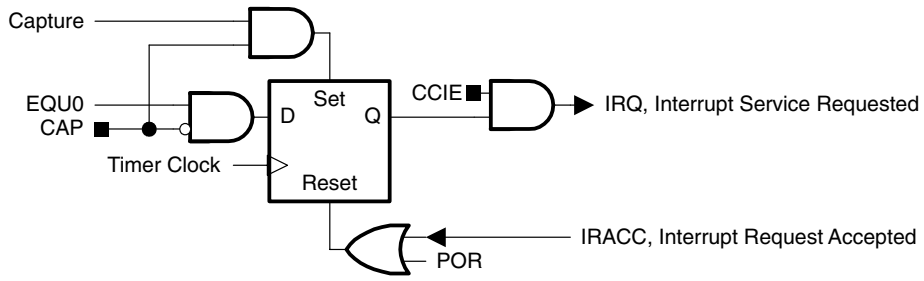
- TACCR0 interrupt vector for TACCR0 CCIFG
- TAIV interrupt vector for all other CCIFG flags and TAIFG

In capture mode any CCIFG flag is set when a timer value is captured in the associated TACCRx register. In compare mode, any CCIFG flag is set if TAR *counts* to the associated TACCRx value. Software may also set or clear any CCIFG flag. All CCIFG flags request an interrupt when their corresponding CCIE bit and the GIE bit are set.

TACCR0 Interrupt

The TACCR0 CCIFG flag has the highest Timer_A interrupt priority and has a dedicated interrupt vector as shown in Figure 12–15. The TACCR0 CCIFG flag is automatically reset when the TACCR0 interrupt request is serviced.

Figure 12–15. Capture/Compare TACCR0 Interrupt Flag



TAIV, Interrupt Vector Generator

The TACCR1 CCIFG, TACCR2 CCIFG, and TAIFG flags are prioritized and combined to source a single interrupt vector. The interrupt vector register TAIV is used to determine which flag requested an interrupt.

The highest priority enabled interrupt generates a number in the TAIV register (see register description). This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled Timer_A interrupts do not affect the TAIV value.

Any access, read or write, of the TAIV register automatically resets the highest pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. For example, if the TACCR1 and TACCR2 CCIFG flags are set when the interrupt service routine accesses the TAIV register, TACCR1 CCIFG is reset automatically. After the `RETI` instruction of the interrupt service routine is executed, the TACCR2 CCIFG flag will generate another interrupt.

TAIV Software Example

The following software example shows the recommended use of TAIV and the handling overhead. The TAIV value is added to the PC to automatically jump to the appropriate routine.

The numbers at the right margin show the necessary CPU cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself. The latencies are:

- Capture/compare block TACCR0 — 11 cycles
- Capture/compare blocks TACCR1, TACCR2 — 16 cycles
- Timer overflow TAIFG — 14 cycles

```
; Interrupt handler for TACCR0 CCIFG.                Cycles
CCIFG_0_HND
;         ...       ; Start of handler Interrupt latency  6
          RETI                                             5

; Interrupt handler for TAIFG, TACCR1 and TACCR2 CCIFG.

TA_HND    ...                ; Interrupt latency          6
          ADD    &TAIV,PC    ; Add offset to Jump table   3
          RETI               ; Vector 0: No interrupt     5
          JMP    CCIFG_1_HND ; Vector 2: TACCR1           2
          JMP    CCIFG_2_HND ; Vector 4: TACCR2           2
          RETI               ; Vector 6: Reserved         5
          RETI               ; Vector 8: Reserved         5

TAIFG_HND                    ; Vector 10: TAIFG Flag
          ...                ; Task starts here
          RETI                                           5

CCIFG_2_HND                  ; Vector 4: TACCR2
          ...                ; Task starts here
          RETI               ; Back to main program       5

CCIFG_1_HND                  ; Vector 2: TACCR1
          ...                ; Task starts here
          RETI               ; Back to main program       5
```

12.3 Timer_A Registers

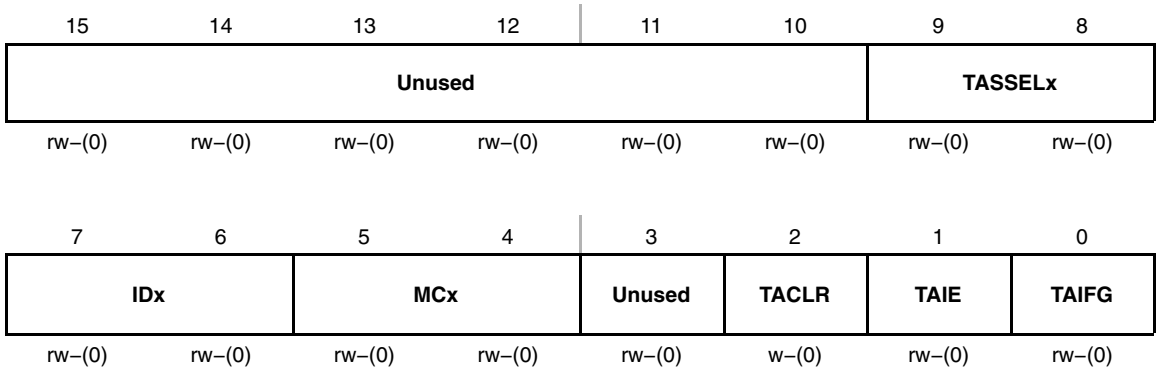
The Timer_A registers are listed in Table 12–3.

Table 12–3. Timer_A Registers

Register	Short Form	Register Type	Address	Initial State
Timer_A control	TACTL	Read/write	0160h	Reset with POR
Timer_A counter	TAR	Read/write	0170h	Reset with POR
Timer_A capture/compare control 0	TACCTL0	Read/write	0162h	Reset with POR
Timer_A capture/compare 0	TACCR0	Read/write	0172h	Reset with POR
Timer_A capture/compare control 1	TACCTL1	Read/write	0164h	Reset with POR
Timer_A capture/compare 1	TACCR1	Read/write	0174h	Reset with POR
Timer_A capture/compare control 2	TACCTL2†	Read/write	0166h	Reset with POR
Timer_A capture/compare 2	TACCR2†	Read/write	0176h	Reset with POR
Timer_A interrupt vector	TAIV	Read only	012Eh	Reset with POR

† Not present on MSP430x20xx Devices

TACTL, Timer_A Control Register



Unused Bits 15-10 Unused

TASSELx Bits 9-8 Timer_A clock source select
- 00 TACLK
- 01 ACLK
- 10 SMCLK
- 11 INCLK

IDx Bits 7-6 Input divider. These bits select the divider for the input clock.
- 00 /1
- 01 /2
- 10 /4
- 11 /8

MCx Bits 5-4 Mode control. Setting MCx = 00h when Timer_A is not in use conserves power.
- 00 Stop mode: the timer is halted.
- 01 Up mode: the timer counts up to TACCR0.
- 10 Continuous mode: the timer counts up to 0FFFFh.
- 11 Up/down mode: the timer counts up to TACCR0 then down to 0000h.

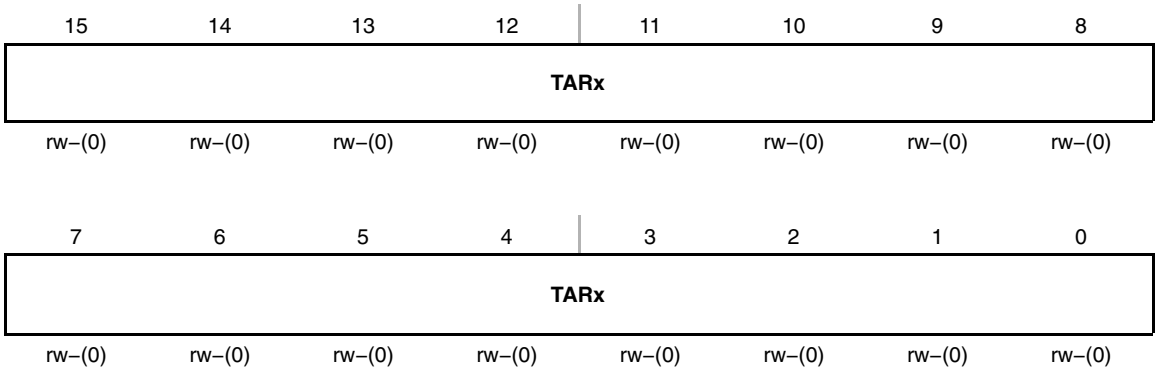
Unused Bit 3 Unused

TACLR Bit 2 Timer_A clear. Setting this bit resets TAR, the clock divider, and the count direction. The TACLR bit is automatically reset and is always read as zero.

TAIE Bit 1 Timer_A interrupt enable. This bit enables the TAIFG interrupt request.
- 0 Interrupt disabled
- 1 Interrupt enabled

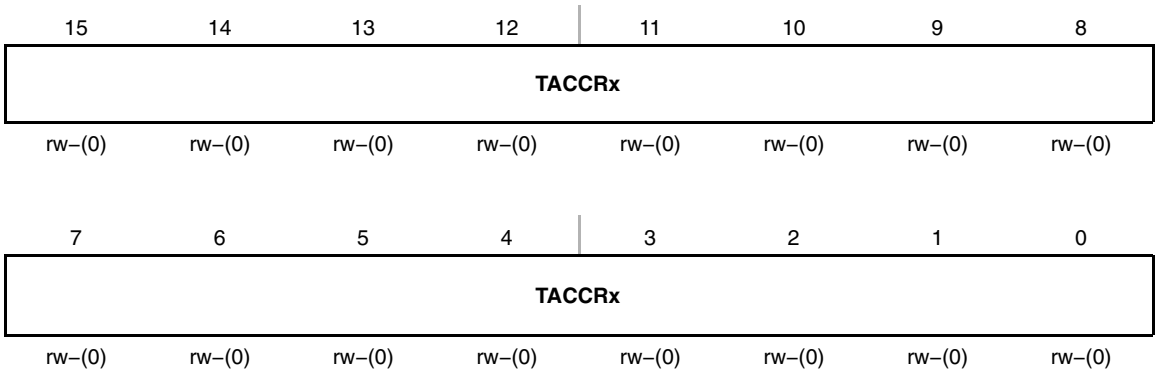
TAIFG Bit 0 Timer_A interrupt flag
- 0 No interrupt pending
- 1 Interrupt pending

TAR, Timer_A Register



TARx	Bits 15-0	Timer_A register. The TAR register is the count of Timer_A.

TACCRx, Timer_A Capture/Compare Register x



TACCRx	Bits 15-0	Timer_A capture/compare register. Compare mode: TACCRx holds the data for the comparison to the timer value in the Timer_A Register, TAR. Capture mode: The Timer_A Register, TAR, is copied into the TACCRx register when a capture is performed.

TACCTLx, Capture/Compare Control Register

15	14	13	12	11	10	9	8
CMx		CCISx		SCS	SCCI	Unused	CAP
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	r	r0	rw–(0)

7	6	5	4	3	2	1	0
OUTMODx			CCIE	CCI	OUT	COV	CCIFG
rw–(0)	rw–(0)	rw–(0)	rw–(0)	r	rw–(0)	rw–(0)	rw–(0)

CMx Bit 15-14 Capture mode
- 00 No capture
- 01 Capture on rising edge
- 10 Capture on falling edge
- 11 Capture on both rising and falling edges

CCISx Bit 13-12 Capture/compare input select. These bits select the TACCRx input signal. See the device-specific data sheet for specific signal connections.
- 00 CCIxA
- 01 CCIxB
- 10 GND
- 11 V_{CC}

SCS Bit 11 Synchronize capture source. This bit is used to synchronize the capture input signal with the timer clock.
- 0 Asynchronous capture
- 1 Synchronous capture

SCCI Bit 10 Synchronized capture/compare input. The selected CCI input signal is latched with the EQUx signal and can be read via this bit

Unused Bit 9 Unused. Read only. Always read as 0.

CAP Bit 8 Capture mode
- 0 Compare mode
- 1 Capture mode

OUTMODx Bits 7-5 Output mode. Modes 2, 3, 6, and 7 are not useful for TACCR0 because EQUx = EQU0.
- 000 OUT bit value
- 001 Set
- 010 Toggle/reset
- 011 Set/reset
- 100 Toggle
- 101 Reset
- 110 Toggle/set
- 111 Reset/set

CCIE Bit 4 Capture/compare interrupt enable. This bit enables the interrupt request of the corresponding CCIFG flag.
0 Interrupt disabled
1 Interrupt enabled

CCI Bit 3 Capture/compare input. The selected input signal can be read by this bit.

OUT Bit 2 Output. For output mode 0, this bit directly controls the state of the output.
0 Output low
1 Output high

COV Bit 1 Capture overflow. This bit indicates a capture overflow occurred. COV must be reset with software.
0 No capture overflow occurred
1 Capture overflow occurred

CCIFG Bit 0 Capture/compare interrupt flag
0 No interrupt pending
1 Interrupt pending

TAIV, Timer_A Interrupt Vector Register

15	14	13	12	11	10	9	8
0	**0**	**0**	**0**	**0**	**0**	**0**	**0**
r0	r0	r0	r0	r0	r0	r0	r0

7	6	5	4	3	2	1	0
0	**0**	**0**	**0**	**TAIVx**			**0**
r0	r0	r0	r0	r–(0)	r–(0)	r–(0)	r0

TAIVx Bits 15-0 Timer_A Interrupt Vector value

TAIV Contents	Interrupt Source	Interrupt Flag	Interrupt Priority
00h	No interrupt pending	–	
02h	Capture/compare 1	TACCR1 CCIFG	Highest
04h	Capture/compare 2†	TACCR2 CCIFG	
06h	Reserved	–	
08h	Reserved	–	
0Ah	Timer overflow	TAIFG	
0Ch	Reserved	–	
0Eh	Reserved	–	Lowest

† Not Implemented in MSP430x20xx, devices

Chapter 13

Timer_B

Timer_B is a 16-bit timer/counter with multiple capture/compare registers. This chapter describes the operation of the Timer_B of the MSP430 2xx device family.

Topic **Page**

13.1 Timer_B Introduction

Timer_B is a 16-bit timer/counter with three or seven capture/compare registers. Timer_B can support multiple capture/compares, PWM outputs, and interval timing. Timer_B also has extensive interrupt capabilities. Interrupts may be generated from the counter on overflow conditions and from each of the capture/compare registers.

Timer_B features include :

- ❑ Asynchronous 16-bit timer/counter with four operating modes and four selectable lengths
- ❑ Selectable and configurable clock source
- ❑ Three or seven configurable capture/compare registers
- ❑ Configurable outputs with PWM capability
- ❑ Double-buffered compare latches with synchronized loading
- ❑ Interrupt vector register for fast decoding of all Timer_B interrupts

The block diagram of Timer_B is shown in Figure 13–1.

Note: Use of the Word *Count*

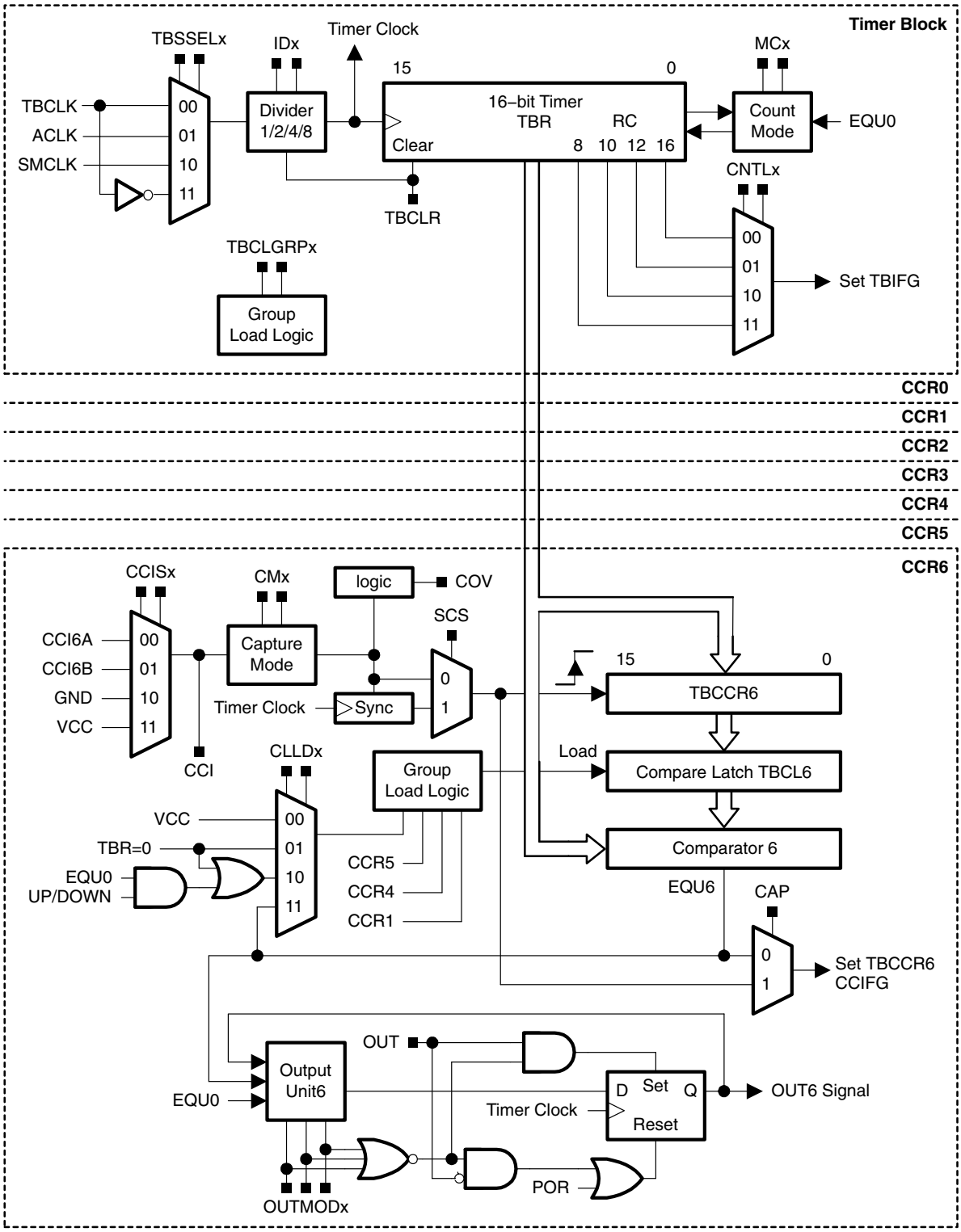
C*ount* is used throughout this chapter. It means the counter must be in the process of counting for the action to take place. If a particular value is directly written to the counter, then an associated action does not take place.

13.1.1 Similarities and Differences From Timer_A

Timer_B is identical to Timer_A with the following exceptions:

- ❑ The length of Timer_B is programmable to be 8, 10, 12, or 16 bits.
- ❑ Timer_B TBCCRx registers are double-buffered and can be grouped.
- ❑ All Timer_B outputs can be put into a high-impedance state.
- ❑ The SCCI bit function is not implemented in Timer_B.

Figure 13–1. Timer_B Block Diagram



13.2 Timer_B Operation

The Timer_B module is configured with user software. The setup and operation of Timer_B is discussed in the following sections.

13.2.1 16-Bit Timer Counter

The 16-bit timer/counter register, TBR, increments or decrements (depending on mode of operation) with each rising edge of the clock signal. TBR can be read or written with software. Additionally, the timer can generate an interrupt when it overflows.

TBR may be cleared by setting the TBCLR bit. Setting TBCLR also clears the clock divider and count direction for up/down mode.

Note: Modifying Timer_B Registers

It is recommended to stop the timer before modifying its operation (with exception of the interrupt enable, interrupt flag, and TBCLR) to avoid errant operating conditions.

When the timer clock is asynchronous to the CPU clock, any read from TBR should occur while the timer is not operating or the results may be unpredictable. Alternatively, the timer may be read multiple times while operating, and a majority vote taken in software to determine the correct reading. Any write to TBR will take effect immediately.

TBR Length

Timer_B is configurable to operate as an 8-, 10-, 12-, or 16-bit timer with the CNTLx bits. The maximum count value, $TBR_{(max)}$, for the selectable lengths is 0FFh, 03FFh, 0FFFh, and 0FFFFh, respectively. Data written to the TBR register in 8-, 10-, and 12-bit mode is right-justified with leading zeros.

Clock Source Select and Divider

The timer clock can be sourced from ACLK, SMCLK, or externally via TBCLK (TBCLK or inverted TBCLK). The clock source is selected with the TBSSELx bits. The selected clock source may be passed directly to the timer or divided by 2,4, or 8, using the IDx bits. The clock divider is reset when TBCLR is set.

13.2.2 Starting the Timer

The timer may be started or restarted in the following ways:

- The timer counts when MCx > 0 and the clock source is active.
- When the timer mode is either up or up/down, the timer may be stopped by loading 0 to TBCL0. The timer may then be restarted by loading a nonzero value to TBCL0. In this scenario, the timer starts incrementing in the up direction from zero.

13.2.3 Timer Mode Control

The timer has four modes of operation as described in Table 13–1: stop, up, continuous, and up/down. The operating mode is selected with the MCx bits.

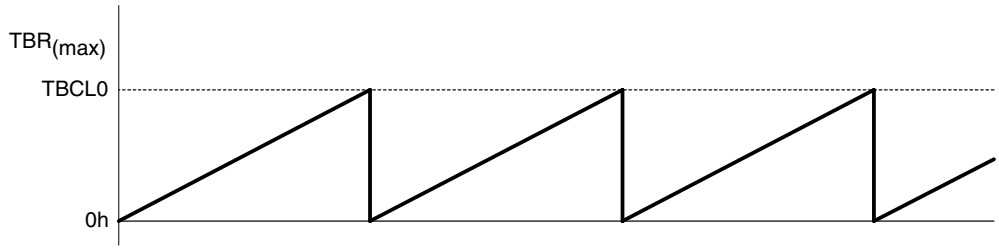
Table 13–1. Timer Modes

MCx	Mode	Description
00	Stop	The timer is halted.
01	Up	The timer repeatedly counts from zero to the value of compare register TBCL0.
10	Continuous	The timer repeatedly counts from zero to the value selected by the CNTLx bits.
11	Up/down	The timer repeatedly counts from zero up to the value of TBCL0 and then back down to zero.

Up Mode

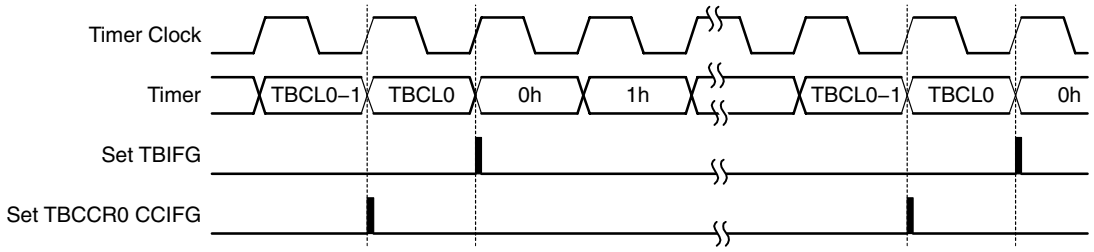
The up mode is used if the timer period must be different from $TBR_{(max)}$ counts. The timer repeatedly counts up to the value of compare latch TBCL0, which defines the period, as shown in Figure 13–2. The number of timer counts in the period is TBCL0+1. When the timer value equals TBCL0 the timer restarts counting from zero. If up mode is selected when the timer value is greater than TBCL0, the timer immediately restarts counting from zero.

Figure 13–2. Up Mode



The TBCCR0 CCIFG interrupt flag is set when the timer *counts* to the TBCL0 value. The TBIFG interrupt flag is set when the timer *counts* from TBCL0 to zero. Figure 13–3 shows the flag set cycle.

Figure 13–3. Up Mode Flag Setting



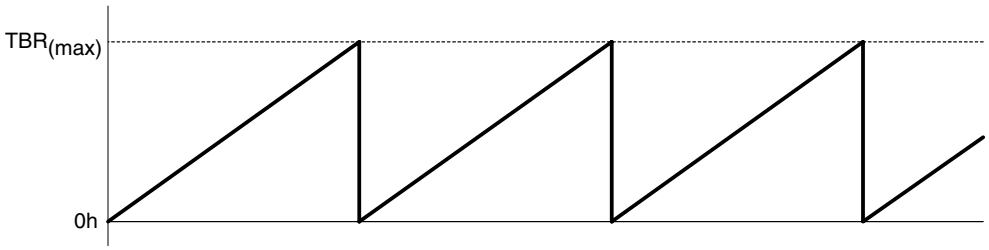
Changing the Period Register TBCL0

When changing TBCL0 while the timer is running and when the TBCL0 load event is *immediate*, CLLD0 = 00, if the new period is greater than or equal to the old period, or greater than the current count value, the timer counts up to the new period. If the new period is less than the current count value, the timer rolls to zero. However, one additional count may occur before the counter rolls to zero.

Continuous Mode

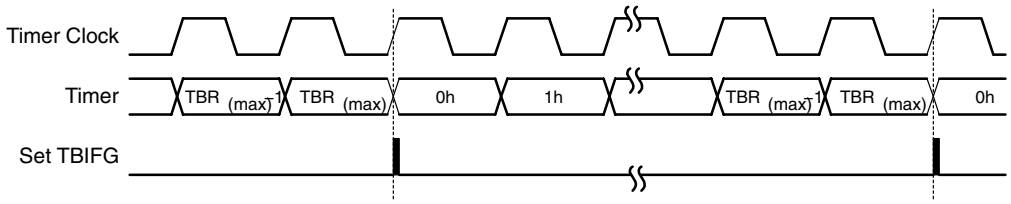
In continuous mode the timer repeatedly counts up to $TBR_{(max)}$ and restarts from zero as shown in Figure 13–4. The compare latch TBCL0 works the same way as the other capture/compare registers.

Figure 13–4. Continuous Mode



The TBIFG interrupt flag is set when the timer *counts* from $TBR_{(max)}$ to zero. Figure 13–5 shows the flag set cycle.

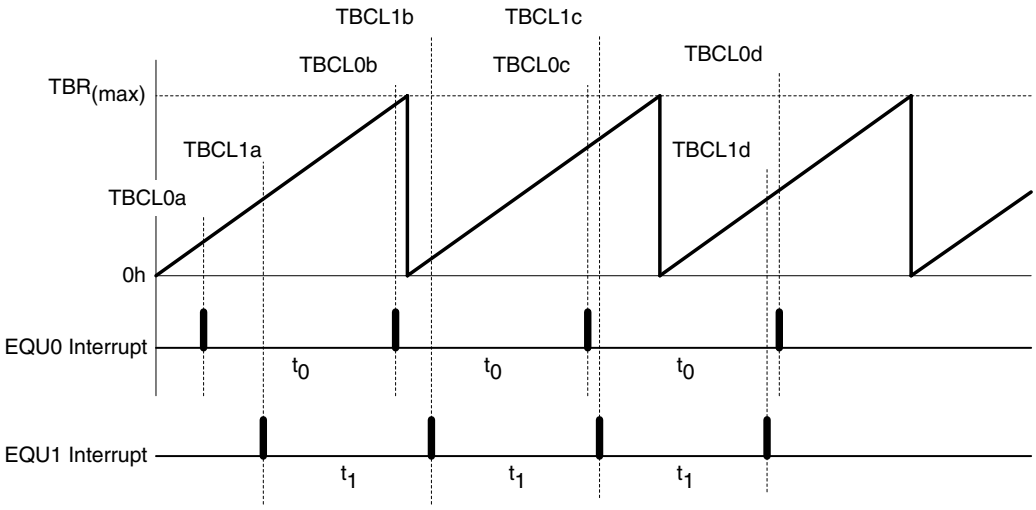
Figure 13–5. Continuous Mode Flag Setting



Use of the Continuous Mode

The continuous mode can be used to generate independent time intervals and output frequencies. Each time an interval is completed, an interrupt is generated. The next time interval is added to the TBCLx latch in the interrupt service routine. Figure 13–6 shows two separate time intervals t_0 and t_1 being added to the capture/compare registers. The time interval is controlled by hardware, not software, without impact from interrupt latency. Up to three (Timer_B3) or 7 (Timer_B7) independent time intervals or output frequencies can be generated using capture/compare registers.

Figure 13–6. Continuous Mode Time Intervals



Time intervals can be produced with other modes as well, where TBCL0 is used as the period register. Their handling is more complex since the sum of the old TBCLx data and the new period can be higher than the TBCL0 value. When the sum of the previous TBCLx value plus t_x is greater than the TBCL0 data, TBCL0 + 1 must be subtracted to obtain the correct time interval.

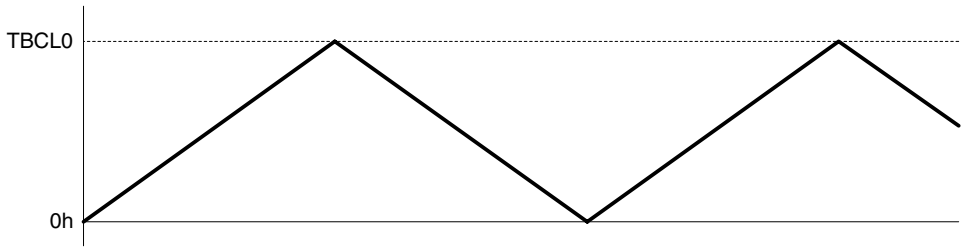
Up/Down Mode

The up/down mode is used if the timer period must be different from $TBR_{(max)}$ counts, and if a symmetrical pulse generation is needed. The timer repeatedly counts up to the value of compare latch TBCL0, and back down to zero, as shown in Figure 13–7. The period is twice the value in TBCL0.

Note: TBCL0 > TBR(max)

If TBCL0 > $TBR_{(max)}$, the counter operates as if it were configured for continuous mode. It does not count down from $TBR_{(max)}$ to zero.

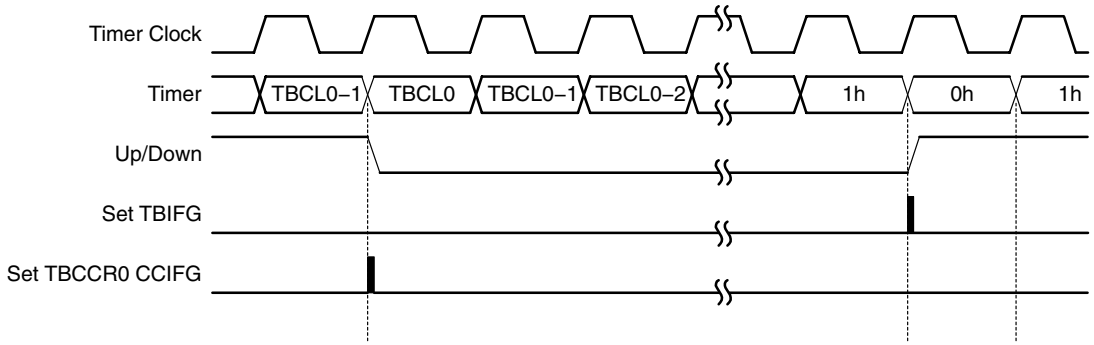
Figure 13–7. Up/Down Mode



The count direction is latched. This allows the timer to be stopped and then restarted in the same direction it was counting before it was stopped. If this is not desired, the TBCLR bit must be used to clear the direction. The TBCLR bit also clears the TBR value and the clock divider.

In up/down mode, the TBCCR0 CCIFG interrupt flag and the TBIFG interrupt flag are set only once during the period, separated by 1/2 the timer period. The TBCCR0 CCIFG interrupt flag is set when the timer *counts* from TBCL0–1 to TBCL0, and TBIFG is set when the timer completes *counting* down from 0001h to 0000h. Figure 13–8 shows the flag set cycle.

Figure 13–8. Up/Down Mode Flag Setting



Changing the Value of Period Register TBCL0

When changing TBCL0 while the timer is running, and counting in the down direction, and when the TBCL0 load event is *immediate*, the timer continues its descent until it reaches zero. The value in TBCCR0 is latched into TBCL0 immediately; however, the new period takes effect after the counter counts down to zero.

If the timer is counting in the up direction when the new period is latched into TBCL0, and the new period is greater than or equal to the old period, or greater than the current count value, the timer counts up to the new period before counting down. When the timer is counting in the up direction, and the new period is less than the current count value when TBCL0 is loaded, the timer begins counting down. However, one additional count may occur before the counter begins counting down.

Use of the Up/Down Mode

The up/down mode supports applications that require dead times between output signals (see section *Timer_B Output Unit*). For example, to avoid overload conditions, two outputs driving an H-bridge must never be in a high state simultaneously. In the example shown in Figure 13–9 the t_{dead} is:

$$t_{dead} = t_{timer} \times (TBCL1 - TBCL3)$$

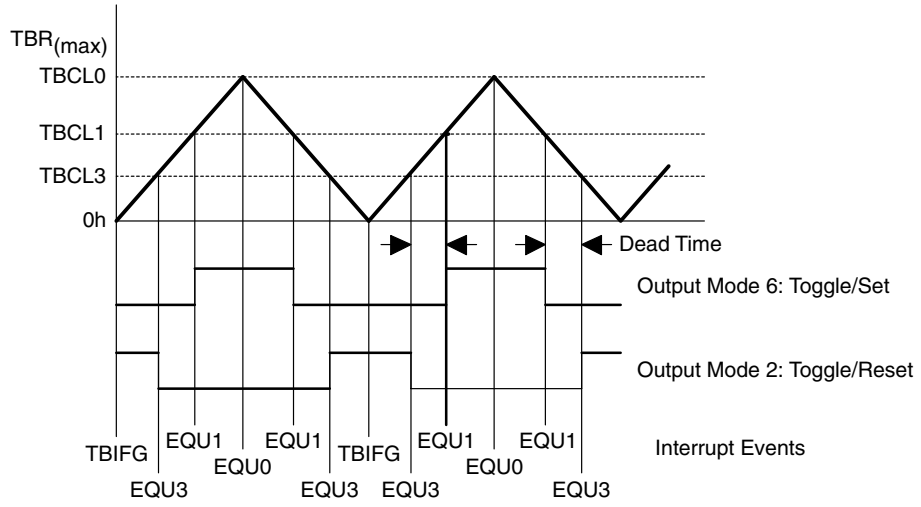
With: t_{dead} Time during which both outputs need to be inactive

t_{timer} Cycle time of the timer clock

TBCLx Content of compare latch x

The ability to simultaneously load grouped compare latches assures the dead times.

Figure 13–9. Output Unit in Up/Down Mode



13.2.4 Capture/Compare Blocks

Three or seven identical capture/compare blocks, TBCCRx, are present in Timer_B. Any of the blocks may be used to capture the timer data or to generate time intervals.

Capture Mode

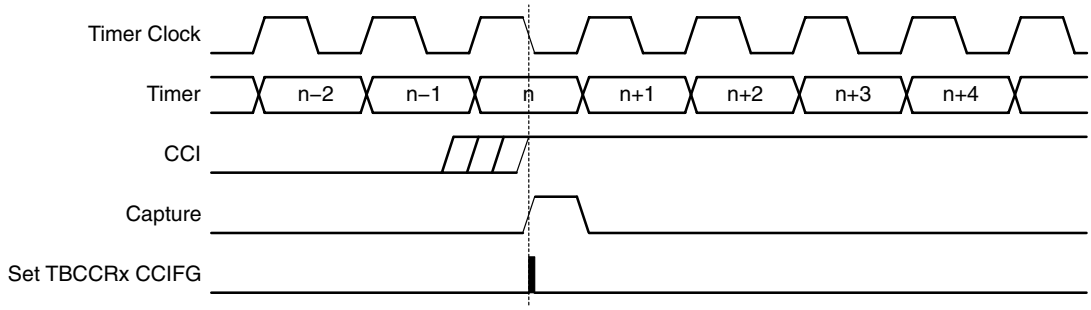
The capture mode is selected when CAP = 1. Capture mode is used to record time events. It can be used for speed computations or time measurements. The capture inputs CCIxA and CCIxB are connected to external pins or internal signals and are selected with the CCISx bits. The CMx bits select the capture edge of the input signal as rising, falling, or both. A capture occurs on the selected edge of the input signal. If a capture is performed:

- The timer value is copied into the TBCCRx register
- The interrupt flag CCIFG is set

The input signal level can be read at any time via the CCI bit. MSP430x2xx family devices may have different signals connected to CCIxA and CCIxB. Refer to the device-specific data sheet for the connections of these signals.

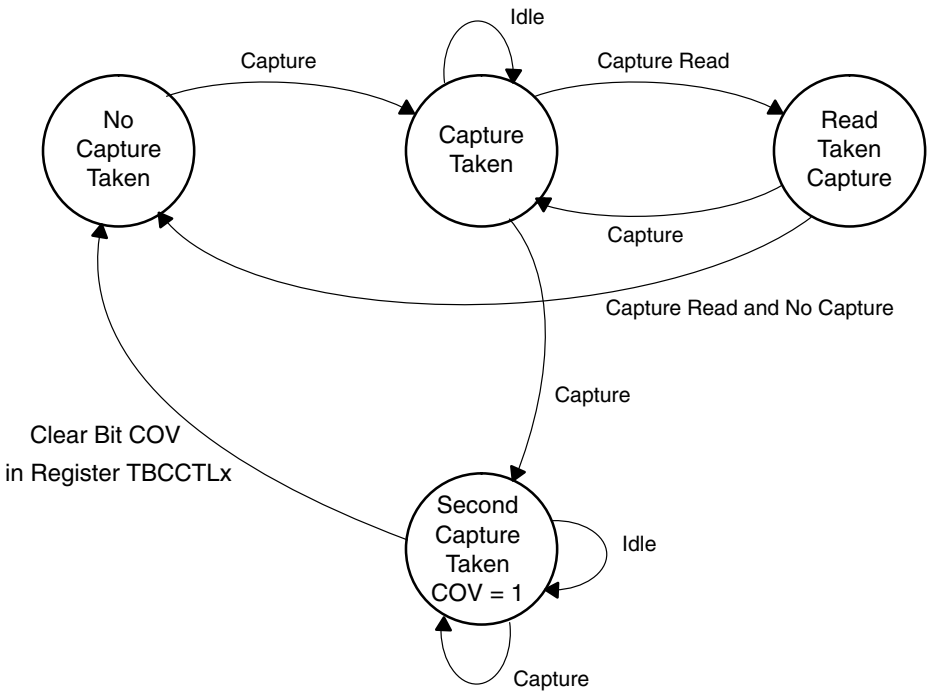
The capture signal can be asynchronous to the timer clock and cause a race condition. Setting the SCS bit will synchronize the capture with the next timer clock. Setting the SCS bit to synchronize the capture signal with the timer clock is recommended. This is illustrated in Figure 13–10.

Figure 13–10. Capture Signal (SCS=1)



Overflow logic is provided in each capture/compare register to indicate if a second capture was performed before the value from the first capture was read. Bit COV is set when this occurs as shown in Figure 13–11. COV must be reset with software.

Figure 13–11. Capture Cycle



Capture Initiated by Software

Captures can be initiated by software. The CMx bits can be set for capture on both edges. Software then sets bit CCIS1=1 and toggles bit CCIS0 to switch the capture signal between V_{CC} and GND, initiating a capture each time CCIS0 changes state:

```
MOV    #CAP+SCS+CCIS1+CM_3,&TBCCTLx ; Setup TBCCTLx
XOR    #CCIS0,&TBCCTLx              ; TBCCTLx = TBR
```

Compare Mode

The compare mode is selected when CAP = 0. Compare mode is used to generate PWM output signals or interrupts at specific time intervals. When TBR *counts* to the value in a TBCLx:

- Interrupt flag CCIFG is set
- Internal signal EQUx = 1
- EQUx affects the output according to the output mode

Compare Latch TBCLx

The TBCCRx compare latch, TBCLx, holds the data for the comparison to the timer value in compare mode. TBCLx is buffered by TBCCRx. The buffered compare latch gives the user control over when a compare period updates. The user cannot directly access TBCLx. Compare data is written to each TBCCRx and automatically transferred to TBCLx. The timing of the transfer from TBCCRx to TBCLx is user-selectable with the CLLDx bits as described in Table 13–2.

Table 13–2. TBCLx Load Events

CLLDx	Description
00	New data is transferred from TBCCRx to TBCLx immediately when TBCCRx is written to.
01	New data is transferred from TBCCRx to TBCLx when TBR *counts* to 0
10	New data is transferred from TBCCRx to TBCLx when TBR *counts* to 0 for up and continuous modes. New data is transferred to from TBCCRx to TBCLx when TBR *counts* to the old TBCL0 value or to 0 for up/down mode
11	New data is transferred from TBCCRx to TBCLx when TBR *counts* to the old TBCLx value.

Grouping Compare Latches

Multiple compare latches may be grouped together for simultaneous updates with the TBCLGRPx bits. When using groups, the CLLDx bits of the lowest numbered TBCCRx in the group determine the load event for each compare latch of the group, except when TBCLGRP = 3, as shown in Table 13–3. The CLLDx bits of the controlling TBCCRx must not be set to zero. When the CLLDx bits of the controlling TBCCRx are set to zero, all compare latches update immediately when their corresponding TBCCRx is written; no compare latches are grouped.

Two conditions must exist for the compare latches to be loaded when grouped. First, all TBCCRx registers of the group must be updated, even when new TBCCRx data = old TBCCRx data. Second, the load event must occur.

Table 13–3. Compare Latch Operating Modes

TBCLGRPx	Grouping	Update Control
00	None	Individual
01	TBCL1+TBCL2 TBCL3+TBCL4 TBCL5+TBCL6	TBCCR1 TBCCR3 TBCCR5
10	TBCL1+TBCL2+TBCL3 TBCL4+TBCL5+TBCL6	TBCCR1 TBCCR4
11	TBCL0+TBCL1+TBCL2+ TBCL3+TBCL4+TBCL5+TBCL6	TBCCR1

13.2.5 Output Unit

Each capture/compare block contains an output unit. The output unit is used to generate output signals such as PWM signals. Each output unit has eight operating modes that generate signals based on the EQU0 and EQUx signals. The TBOUTH pin function can be used to put all Timer_B outputs into a high-impedance state. When the TBOUTH pin function is selected for the pin, and when the pin is pulled high, all Timer_B outputs are in a high-impedance state.

Output Modes

The output modes are defined by the OUTMODx bits and are described in Table 13–4. The OUTx signal is changed with the rising edge of the timer clock for all modes except mode 0. Output modes 2, 3, 6, and 7 are not useful for output unit 0 because EQUx = EQU0.

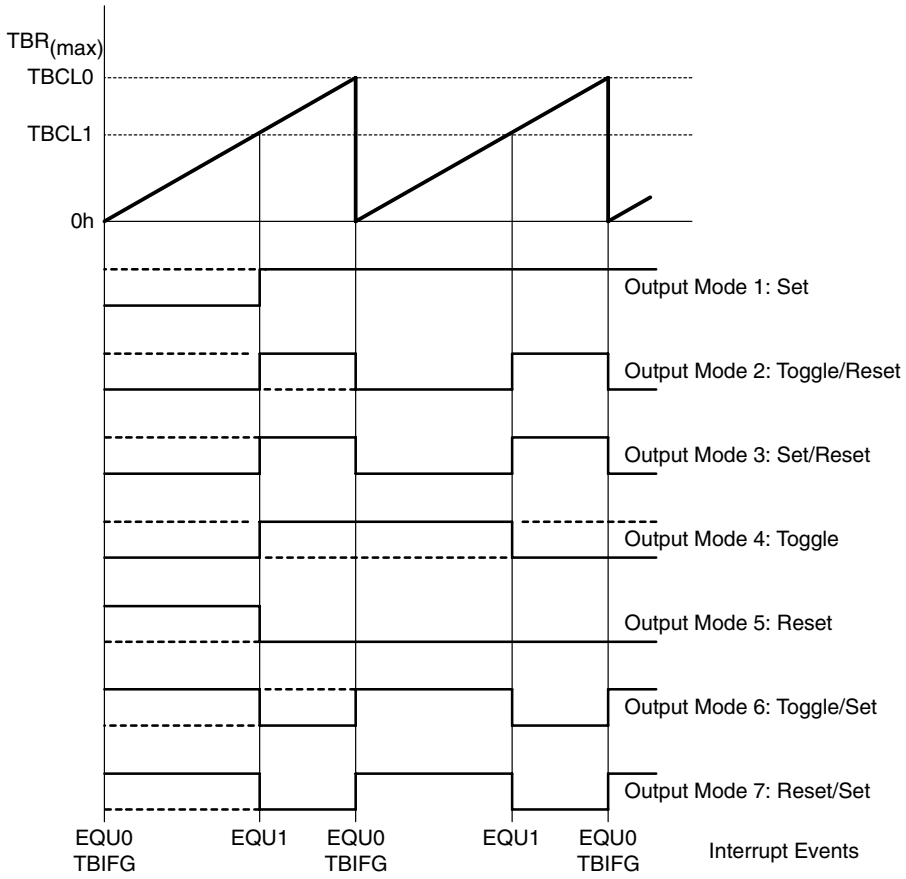
Table 13–4. Output Modes

OUTMODx	Mode	Description
000	Output	The output signal OUTx is defined by the OUTx bit. The OUTx signal updates immediately when OUTx is updated.
001	Set	The output is set when the timer *counts* to the TBCLx value. It remains set until a reset of the timer, or until another output mode is selected and affects the output.
010	Toggle/Reset	The output is toggled when the timer *counts* to the TBCLx value. It is reset when the timer *counts* to the TBCL0 value.
011	Set/Reset	The output is set when the timer *counts* to the TBCLx value. It is reset when the timer *counts* to the TBCL0 value.
100	Toggle	The output is toggled when the timer *counts* to the TBCLx value. The output period is double the timer period.
101	Reset	The output is reset when the timer *counts* to the TBCLx value. It remains reset until another output mode is selected and affects the output.
110	Toggle/Set	The output is toggled when the timer *counts* to the TBCLx value. It is set when the timer *counts* to the TBCL0 value.
111	Reset/Set	The output is reset when the timer *counts* to the TBCLx value. It is set when the timer *counts* to the TBCL0 value.

Output Example—Timer in Up Mode

The OUTx signal is changed when the timer *counts* up to the TBCLx value, and rolls from TBCL0 to zero, depending on the output mode. An example is shown in Figure 13–12 using TBCL0 and TBCL1.

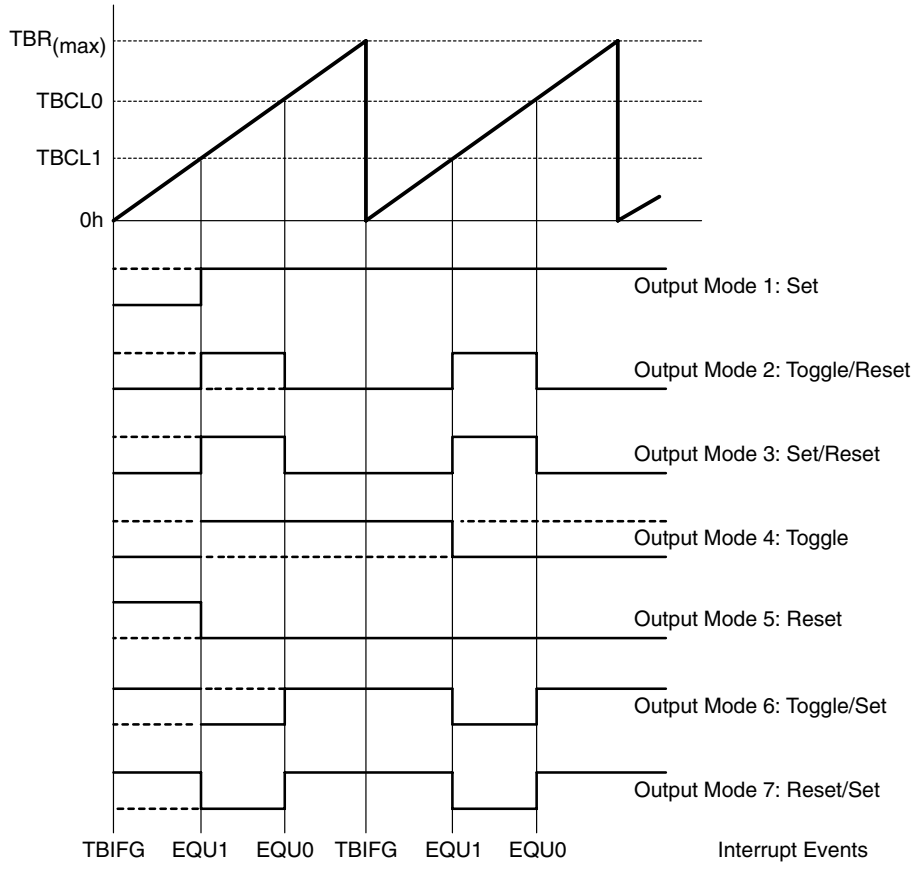
Figure 13–12. Output Example—Timer in Up Mode



Output Example—Timer in Continuous Mode

The OUTx signal is changed when the timer reaches the TBCLx and TBCL0 values, depending on the output mode, An example is shown in Figure 13–13 using TBCL0 and TBCL1.

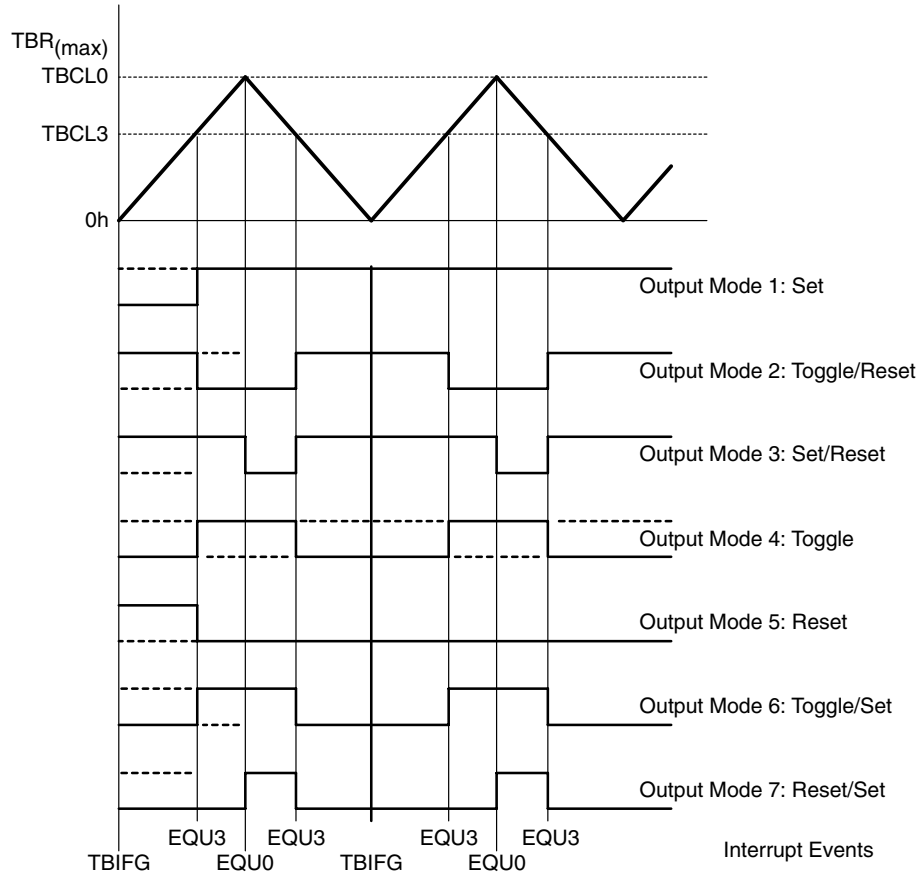
Figure 13–13. Output Example—Timer in Continuous Mode



Output Example – Timer in Up/Down Mode

The OUTx signal changes when the timer equals TBCLx in either count direction and when the timer equals TBCL0, depending on the output mode. An example is shown in Figure 13–14 using TBCL0 and TBCL3.

Figure 13–14. Output Example—Timer in Up/Down Mode



Note: ***Switching Between Output Modes***

When switching between output modes, one of the OUTMODx bits should remain set during the transition, unless switching to mode 0. Otherwise, output glitching can occur because a NOR gate decodes output mode 0. A safe method for switching between output modes is to use output mode 7 as a transition state:

```
BIS    #OUTMOD_7,&TBCCTLx ; Set output mode=7
BIC    #OUTMODx,&TBCCTLx  ; Clear unwanted bits
```

13.2.6 Timer_B Interrupts

Two interrupt vectors are associated with the 16-bit Timer_B module:

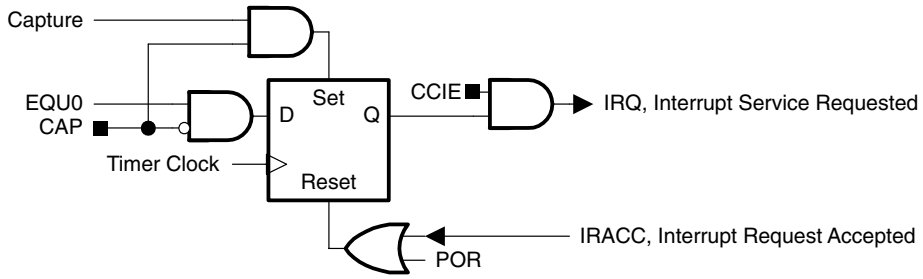
- TBCCR0 interrupt vector for TBCCR0 CCIFG
- TBIV interrupt vector for all other CCIFG flags and TBIFG

In capture mode, any CCIFG flag is set when a timer value is captured in the associated TBCCRx register. In compare mode, any CCIFG flag is set when TBR *counts* to the associated TBCLx value. Software may also set or clear any CCIFG flag. All CCIFG flags request an interrupt when their corresponding CCIE bit and the GIE bit are set.

TBCCR0 Interrupt Vector

The TBCCR0 CCIFG flag has the highest Timer_B interrupt priority and has a dedicated interrupt vector as shown in Figure 13–15. The TBCCR0 CCIFG flag is automatically reset when the TBCCR0 interrupt request is serviced.

Figure 13–15. Capture/Compare TBCCR0 Interrupt Flag



TBIV, Interrupt Vector Generator

The TBIFG flag and TBCCRx CCIFG flags (excluding TBCCR0 CCIFG) are prioritized and combined to source a single interrupt vector. The interrupt vector register TBIV is used to determine which flag requested an interrupt.

The highest priority enabled interrupt (excluding TBCCR0 CCIFG) generates a number in the TBIV register (see register description). This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled Timer_B interrupts do not affect the TBIV value.

Any access, read or write, of the TBIV register automatically resets the highest pending interrupt flag. If another interrupt flag is set, another interrupt is immediately generated after servicing the initial interrupt. For example, if the TBCCR1 and TBCCR2 CCIFG flags are set when the interrupt service routine accesses the TBIV register, TBCCR1 CCIFG is reset automatically. After the `RETI` instruction of the interrupt service routine is executed, the TBCCR2 CCIFG flag will generate another interrupt.

TBIV, Interrupt Handler Examples

The following software example shows the recommended use of TBIV and the handling overhead. The TBIV value is added to the PC to automatically jump to the appropriate routine.

The numbers at the right margin show the necessary CPU clock cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself. The latencies are:

- ❏ Capture/compare block CCR0 — 11 cycles
- ❏ Capture/compare blocks CCR1 to CCR6 — 16 cycles
- ❏ Timer overflow TBIFG — 14 cycles

The following software example shows the recommended use of TBIV for Timer_B3.

```
; Interrupt handler for TBCCR0 CCIFG.                Cycles
CCIFG_0_HND
          ...       ; Start of handler Interrupt latency  6
          RETI                                            5


; Interrupt handler for TBIFG, TBCCR1 and TBCCR2 CCIFG.
TB_HND    ...                 ; Interrupt latency         6
          ADD    &TBIV,PC     ; Add offset to Jump table  3
          RETI                ; Vector  0: No interrupt   5
          JMP    CCIFG_1_HND  ; Vector  2: Module 1       2
          JMP    CCIFG_2_HND  ; Vector  4: Module 2       2
          RETI                ; Vector  6
          RETI                ; Vector  8
          RETI                ; Vector 10
          RETI                ; Vector 12

TBIFG_HND                     ; Vector 14: TIMOV Flag
          ...                 ; Task starts here
          RETI                                            5

CCIFG_2_HND                   ; Vector 4: Module 2
          ...                 ; Task starts here
          RETI                ; Back to main program      5

; The Module 1 handler shows a way to look if any other
; interrupt is pending: 5 cycles have to be spent, but
; 9 cycles may be saved if another interrupt is pending
CCIFG_1_HND                   ; Vector 6: Module 3
          ...                 ; Task starts here
          JMP    TB_HND       ; Look for pending ints     2
```

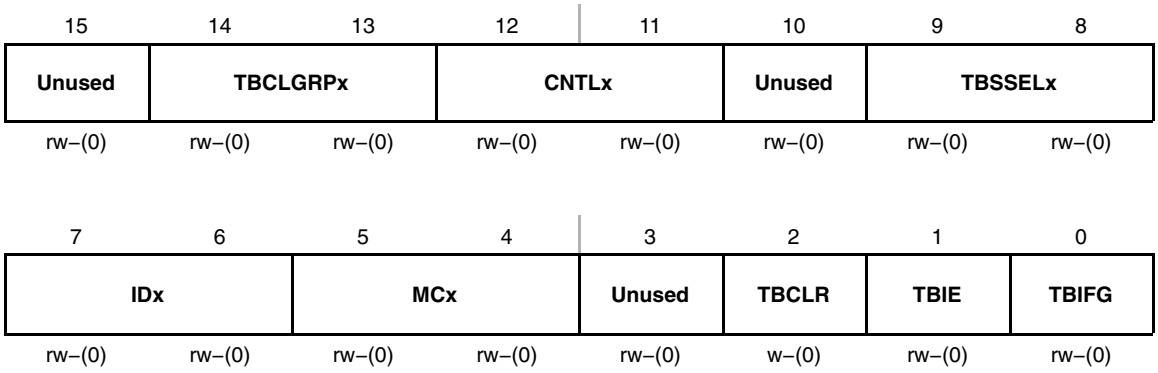
13.3 Timer_B Registers

The Timer_B registers are listed in Table 13–5:

Table 13–5. Timer_B Registers

Register	Short Form	Register Type	Address	Initial State
Timer_B control	TBCTL	Read/write	0180h	Reset with POR
Timer_B counter	TBR	Read/write	0190h	Reset with POR
Timer_B capture/compare control 0	TBCCTL0	Read/write	0182h	Reset with POR
Timer_B capture/compare 0	TBCCR0	Read/write	0192h	Reset with POR
Timer_B capture/compare control 1	TBCCTL1	Read/write	0184h	Reset with POR
Timer_B capture/compare 1	TBCCR1	Read/write	0194h	Reset with POR
Timer_B capture/compare control 2	TBCCTL2	Read/write	0186h	Reset with POR
Timer_B capture/compare 2	TBCCR2	Read/write	0196h	Reset with POR
Timer_B capture/compare control 3	TBCCTL3	Read/write	0188h	Reset with POR
Timer_B capture/compare 3	TBCCR3	Read/write	0198h	Reset with POR
Timer_B capture/compare control 4	TBCCTL4	Read/write	018Ah	Reset with POR
Timer_B capture/compare 4	TBCCR4	Read/write	019Ah	Reset with POR
Timer_B capture/compare control 5	TBCCTL5	Read/write	018Ch	Reset with POR
Timer_B capture/compare 5	TBCCR5	Read/write	019Ch	Reset with POR
Timer_B capture/compare control 6	TBCCTL6	Read/write	018Eh	Reset with POR
Timer_B capture/compare 6	TBCCR6	Read/write	019Eh	Reset with POR
Timer_B interrupt vector	TBIV	Read only	011Eh	Reset with POR

Timer_B Control Register TBCTL



15	14	13	12	11	10	9	8
Unused	TBCLGRPx		CNTLx		Unused	TBSSELx	
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

7	6	5	4	3	2	1	0
IDx		MCx		Unused	TBCLR	TBIE	TBIFG
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	w–(0)	rw–(0)	rw–(0)

Unused Bit 15 Unused

TBCLGRP Bit 14-13 TBCLx group
- 00 Each TBCLx latch loads independently
- 01 TBCL1+TBCL2 (TBCCR1 CLLDx bits control the update)
  TBCL3+TBCL4 (TBCCR3 CLLDx bits control the update)
  TBCL5+TBCL6 (TBCCR5 CLLDx bits control the update)
  TBCL0 independent
- 10 TBCL1+TBCL2+TBCL3 (TBCCR1 CLLDx bits control the update)
  TBCL4+TBCL5+TBCL6 (TBCCR4 CLLDx bits control the update)
  TBCL0 independent
- 11 TBCL0+TBCL1+TBCL2+TBCL3+TBCL4+TBCL5+TBCL6
  (TBCCR1 CLLDx bits control the update)

CNTLx Bits 12-11 Counter Length
- 00 16-bit, $TBR_{(max)}$ = 0FFFFh
- 01 12-bit, $TBR_{(max)}$ = 0FFFh
- 10 10-bit, $TBR_{(max)}$ = 03FFh
- 11 8-bit, $TBR_{(max)}$ = 0FFh

Unused Bit 10 Unused

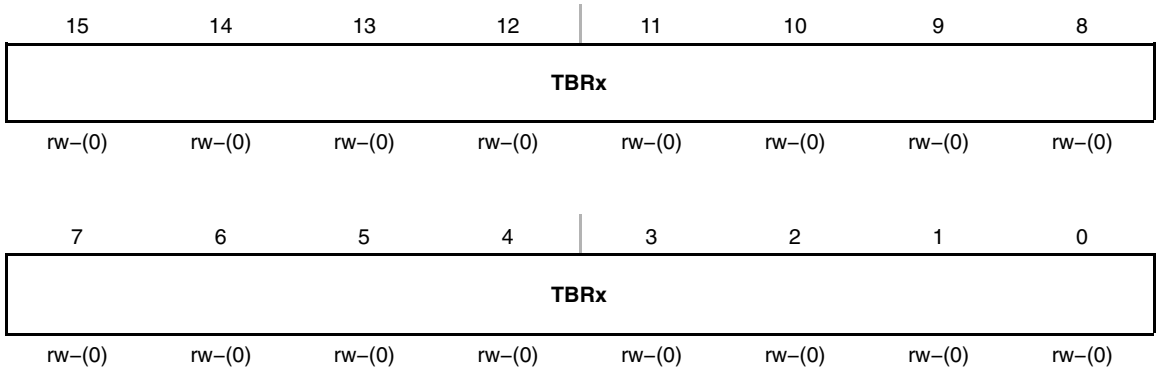
TBSSELx Bits 9-8 Timer_B clock source select.
- 00 TBCLK
- 01 ACLK
- 10 SMCLK
- 11 Inverted TBCLK

IDx Bits 7-6 Input divider. These bits select the divider for the input clock.
- 00 /1
- 01 /2
- 10 /4
- 11 /8

MCx Bits 5-4 Mode control. Setting MCx = 00h when Timer_B is not in use conserves power.
- 00 Stop mode: the timer is halted
- 01 Up mode: the timer counts up to TBCL0
- 10 Continuous mode: the timer counts up to the value set by CNTLx
- 11 Up/down mode: the timer counts up to TBCL0 and down to 0000h

Unused	Bit 3	Unused
TBCLR	Bit 2	Timer_B clear. Setting this bit resets TBR, the clock divider, and the count direction. The TBCLR bit is automatically reset and is always read as zero.
TBIE	Bit 1	Timer_B interrupt enable. This bit enables the TBIFG interrupt request. 0 Interrupt disabled 1 Interrupt enabled
TBIFG	Bit 0	Timer_B interrupt flag. 0 No interrupt pending 1 Interrupt pending

TBR, Timer_B Register



TBRx	Bits 15-0	Timer_B register. The TBR register is the count of Timer_B.

TBCCRx, Timer_B Capture/Compare Register x

TBCCRx	Bits	Timer_B capture/compare register.
	15-0	Compare mode: Compare data is written to each TBCCRx and automatically transferred to TBCLx. TBCLx holds the data for the comparison to the timer value in the Timer_B Register, TBR. Capture mode: The Timer_B Register, TBR, is copied into the TBCCRx register when a capture is performed.

TBCCTLx, Capture/Compare Control Register

15	14	13	12	11	10	9	8
CMx		CCISx		SCS	CLLDx		CAP
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	r–(0)	rw–(0)

7	6	5	4	3	2	1	0
OUTMODx			CCIE	CCI	OUT	COV	CCIFG
rw–(0)	rw–(0)	rw–(0)	rw–(0)	r	rw–(0)	rw–(0)	rw–(0)

CMx Bit 15-14 Capture mode
- 00 No capture
- 01 Capture on rising edge
- 10 Capture on falling edge
- 11 Capture on both rising and falling edges

CCISx Bit 13-12 Capture/compare input select. These bits select the TBCCRx input signal. See the device-specific data sheet for specific signal connections.
- 00 CCIxA
- 01 CCIxB
- 10 GND
- 11 V_{CC}

SCS Bit 11 Synchronize capture source. This bit is used to synchronize the capture input signal with the timer clock.
- 0 Asynchronous capture
- 1 Synchronous capture

CLLDx Bit 10-9 Compare latch load. These bits select the compare latch load event.
- 00 TBCLx loads on write to TBCCRx
- 01 TBCLx loads when TBR *counts* to 0
- 10 TBCLx loads when TBR *counts* to 0 (up or continuous mode)
  TBCLx loads when TBR *counts* to TBCL0 or to 0 (up/down mode)
- 11 TBCLx loads when TBR *counts* to TBCLx

CAP Bit 8 Capture mode
- 0 Compare mode
- 1 Capture mode

OUTMODx Bits 7-5 Output mode. Modes 2, 3, 6, and 7 are not useful for TBCL0 because EQUx = EQU0.
- 000 OUT bit value
- 001 Set
- 010 Toggle/reset
- 011 Set/reset
- 100 Toggle
- 101 Reset
- 110 Toggle/set
- 111 Reset/set

CCIE	Bit 4	Capture/compare interrupt enable. This bit enables the interrupt request of the corresponding CCIFG flag. 0 Interrupt disabled 1 Interrupt enabled
CCI	Bit 3	Capture/compare input. The selected input signal can be read by this bit.
OUT	Bit 2	Output. For output mode 0, this bit directly controls the state of the output. 0 Output low 1 Output high
COV	Bit 1	Capture overflow. This bit indicates a capture overflow occurred. COV must be reset with software. 0 No capture overflow occurred 1 Capture overflow occurred
CCIFG	Bit 0	Capture/compare interrupt flag 0 No interrupt pending 1 Interrupt pending

TBIV, Timer_B Interrupt Vector Register

15	14	13	12	11	10	9	8
0	**0**	**0**	**0**	**0**	**0**	**0**	**0**
r0	r0	r0	r0	r0	r0	r0	r0

7	6	5	4	3	2	1	0
0	**0**	**0**	**0**	**TBIVx**			**0**
r0	r0	r0	r0	r–(0)	r–(0)	r–(0)	r0

TBIVx Bits 15-0 Timer_B interrupt vector value

TBIV Contents	Interrupt Source	Interrupt Flag	Interrupt Priority
00h	No interrupt pending	–	
02h	Capture/compare 1	TBCCR1 CCIFG	Highest
04h	Capture/compare 2	TBCCR2 CCIFG	
06h	Capture/compare 3†	TBCCR3 CCIFG	
08h	Capture/compare 4†	TBCCR4 CCIFG	
0Ah	Capture/compare 5†	TBCCR5 CCIFG	
0Ch	Capture/compare 6†	TBCCR6 CCIFG	
0Eh	Timer overflow	TBIFG	Lowest

† Not available on all devices

Chapter 14

Universal Serial Interface

The Universal Serial Interface (USI) module provides SPI and I^2C serial communication with one hardware module. This chapter discusses both modes. The USI module is implemented in the MSP430x20xx devices.

Topic **Page**

14.1 USI Introduction

The USI module provides the basic functionality to support synchronous serial communication. In its simplest form, it is an 8- or 16-bit shift register that can be used to output data streams, or when combined with minimal software, can implement serial communication. In addition, the USI includes built-in hardware functionality to ease the implementation of SPI and I^2C communication. The USI module also includes interrupts to further reduce the necessary software overhead for serial communication and to maintain the ultralow-power capabilities of the MSP430.

The USI module features include:

- Three-wire SPI mode support
- I^2C mode support
- Variable data length
- Slave operation in LPM4 – no internal clock required
- Selectable MSB or LSB data order
- START and STOP detection for I^2C mode with automatic SCL control
- Arbitration lost detection in master mode
- Programmable clock generation
- Selectable clock polarity and phase control

Figure 14–1 shows the USI module in SPI mode. Figure 14–2 shows the USI module in I2C mode.

Figure 14−1. USI Block Diagram: SPI Mode

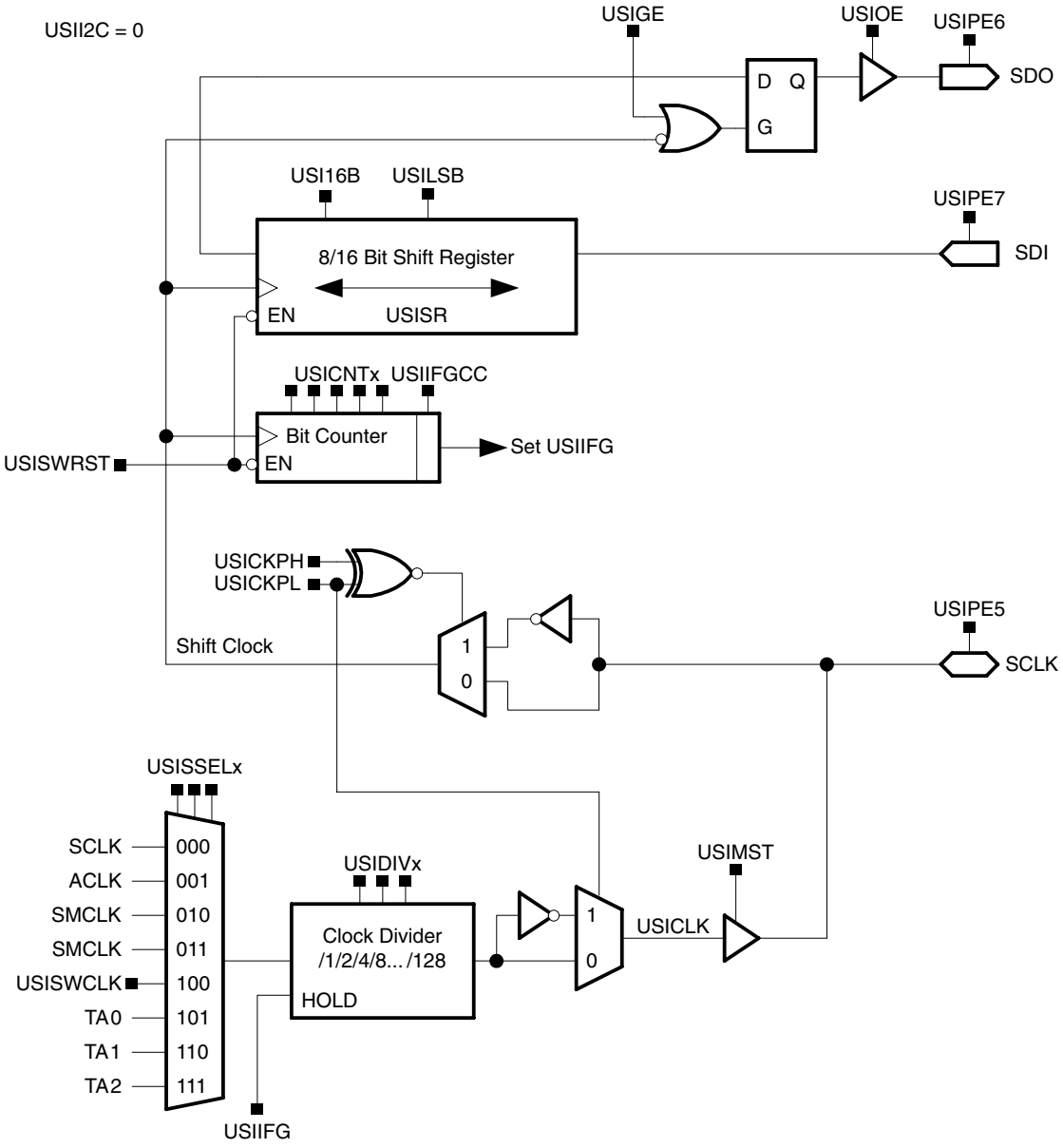
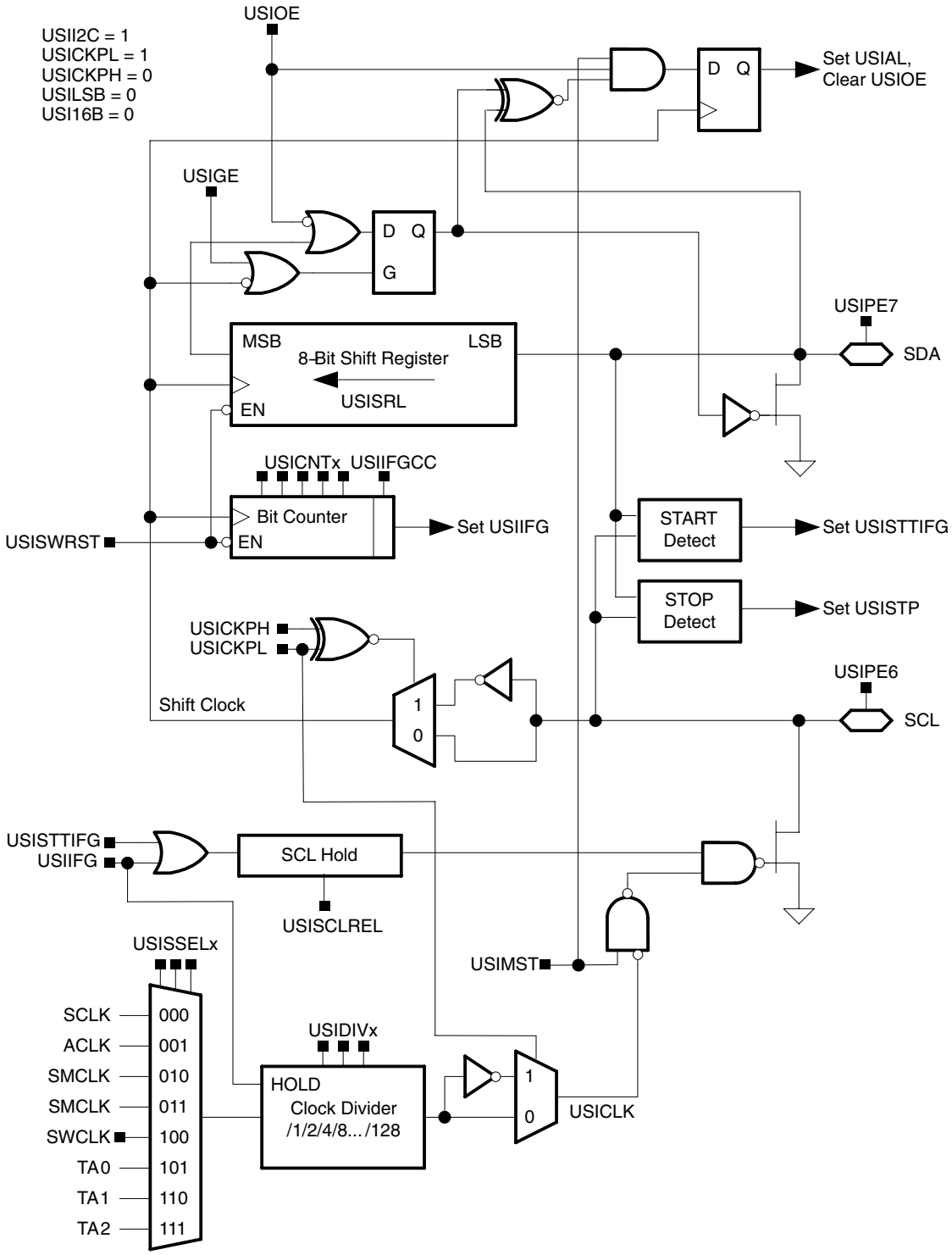


Figure 14–2. USI Block Diagram: I2C Mode



14.2 USI Operation

The USI module is a shift register and bit counter that includes logic to support SPI and I^2C communication. The USI shift register, USISR, is directly accessible by software and contains the data to be transmitted or the data that has been received.

The bit counter counts the number of sampled bits and sets the USI interrupt flag USIIFG when the USICNTx value becomes zero - either by decrementing or by directly writing zero to the USICNTx bits. Writing USICNTx with a value > 0 automatically clears USIIFG when USIIFGCC = 0, otherwise USIIFG is not affected. The USICNTx bits stop decrementing when they become 0. They will not underflow to 0FFh.

Both the counter and the shift register are driven by the same shift clock. On a rising shift clock edge, USICNTx decrements and USISR samples the next bit input. The latch connected to the shift register's output delays the change of the output to the falling edge of shift clock. It can be made transparent by setting the USIGE bit. This setting will immediately output the MSB or LSB of USISR to the SDO pin, depending on the USILSB bit.

14.2.1 USI Initialization

While the USI software reset bit, USISWRST, is set, the flags USIIFG, USISTTIFG, USISTP, and USIAL will be held in their reset state. USISR and USICNTx are not clocked and their contents are not affected. In I^2C mode, the SCL line is also released to the idle state by the USI hardware.

To activate USI port functionality the corresponding USIPEx bits in the USI control register must be set. This will select the USI function for the pin and maintains the PxIN and PxIFG functions for the pin as well. With this feature, the port input levels can be read via the PxIN register by software and the incoming data stream can generate port interrupts on data transitions. This is useful, for example, to generate a port interrupt on a START edge.

14.2.2 USI Clock Generation

The USI clock generator contains a clock selection multiplexer, a divider, and the ability to select the clock polarity as shown in the block diagrams Figure 15–1 and Figure 14–2.

The clock source can be selected from the internal clocks ACLK or SMCLK, from an external clock SCLK, as well as from the capture/compare outputs of Timer_A. In addition, it is possible to clock the module by software using the USISWCLK bit when USISSELx = 100.

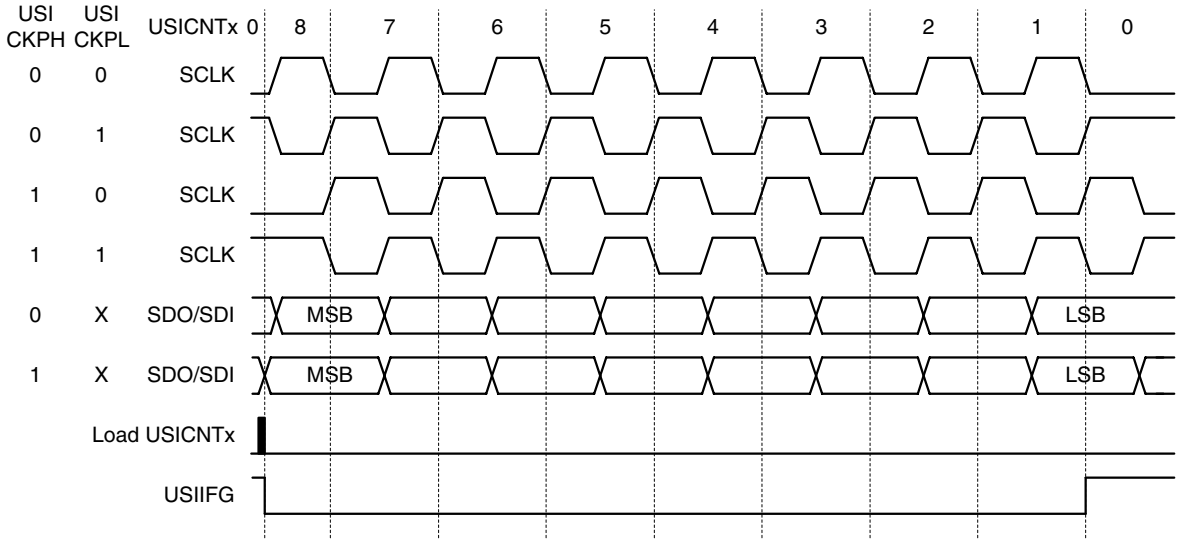
The USIDIVx bits can be used to divide the selected clock by a power of 2 up to 128. The generated clock, USICLK, is stopped when USIIFG = 1 or when the module operates in slave mode.

The USICKPL bit is used to select the polarity of USICLK. When USICKPL = 0, the inactive level of USICLK is low. When USICKPL = 1 the inactive level of USICLK is high.

14.2.3 SPI Mode

The USI module is configured in SPI mode when USII2C = 0. Control bit USICKPL selects the inactive level of the SPI clock while USICKPH selects the clock edge on which SDO is updated and SDI is sampled. Figure 14–3 shows the clock/data relationship for an 8-bit, MSB-first transfer. USIPE5, USIPE6, and USIPE7 must be set to enable the SCLK, SDO, and SDI port functions.

Figure 14–3. SPI Timing



SPI Master Mode

The USI module is configured as SPI master by setting the master bit USIMST and clearing the I2C bit USII2C. Since the master provides the clock to the slave(s) an appropriate clock source needs to be selected and SCLK configured as output. When USIPE5 = 1, SCLK is automatically configured as an output.

When USIIFG = 0 and USICNTx > 0, clock generation is enabled and the master will begin clocking in/out data using USISR.

Received data must be read from the shift register before new data is written into it for transmission. In a typical application, the USI software will read received data from USISR, write new data to be transmitted to USISR, and enable the module for the next transfer by writing the number of bits to be transferred to USICNTx.

SPI Slave Mode

The USI module is configured as SPI slave by clearing the USIMST and the USII2C bits. In this mode, when USIPE5 = 1 SCLK is automatically configured as an input and the USI receives the clock externally from the master.

If the USI is to transmit data, the shift register must be loaded with the data before the master provides the first clock edge. The output must be enabled by setting USIOE. When USICKPH = 1, the MSB will be visible on SDO immediately after loading the shift register.

The SDO pin can be disabled by clearing the USIOE bit. This is useful if the slave is not addressed in an environment with multiple slaves on the bus.

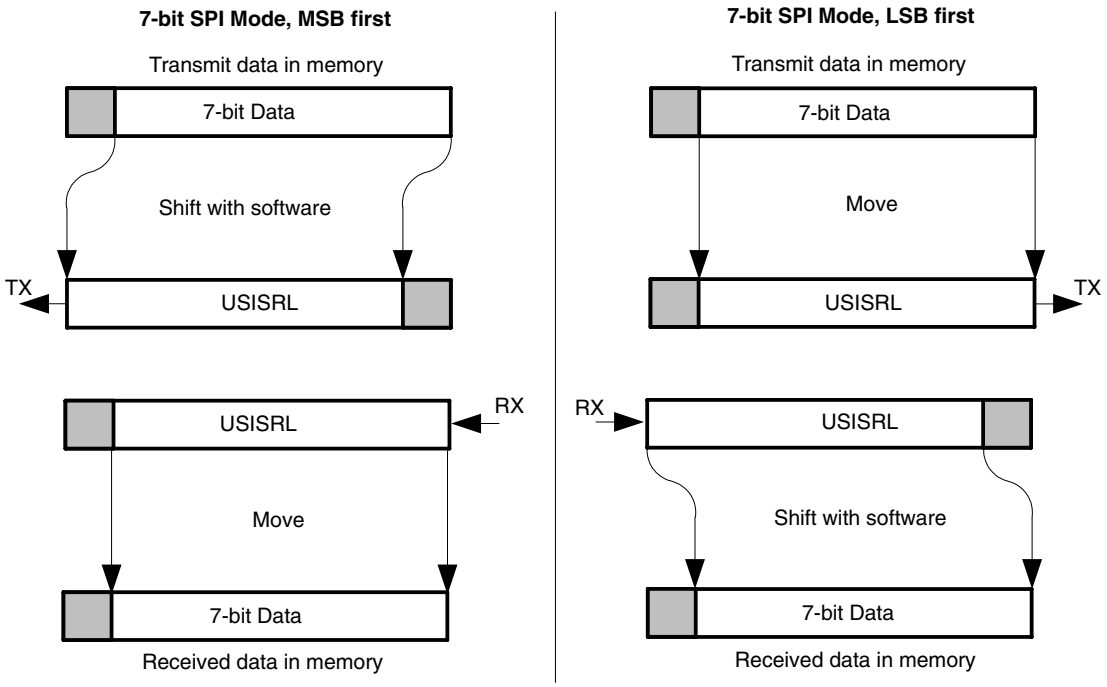
Once all bits are received, the data must be read from USISR and new data loaded into USISR before the next clock edge from the master. In a typical application, after receiving data, the USI software will read the USISR register, write new data to USISR to be transmitted, and enable the USI module for the next transfer by writing the number of bits to be transferred to USICNTx.

USISR Operation

The 16-bit USISR is made up of two 8-bit registers, USISRL and USISRH. Control bit USI16B selects the number of bits of USISR that are used for data transmit and receive. When USI16B = 0, only the lower 8 bits, USISRL, are used.

To transfer < 8 bits, the data must be loaded into USISRL such that unused bits are not shifted out. The data must be MSB- or LSB-aligned depending on USILSB. Figure 14–4 shows an example of 7-bit data handling.

Figure 14–4. Data adjustments for 7-bit SPI Data



When USI16B = 1, all 16 bits are used for data handling. When using USISR to access both USISRL and USISRH, the data needs to be properly adjusted when < 16 bits are used in the same manner as shown in Figure 14–4.

SPI Interrupts

There is one interrupt vector associated with the USI module, and one interrupt flag, USIIFG, relevant for SPI operation. When USIIE and the GIE bit are set, the interrupt flag will generate an interrupt request.

USIIFG is set when USICNTx becomes zero, either by counting or by directly writing 0 to the USICNTx bits. USIIFG is cleared by writing a value > 0 to the USICNTx bits when USIIFGCC = 0, or directly by software.

14.2.4 I²C Mode

The USI module is configured in I²C mode when USII2C =1, USICKPL = 1, and USICKPH = 0. For I²C data compatibility, USILSB and USI16B must be cleared. USIPE6 and USIPE7 must be set to enable the SCL and SDA port functions.

I²C *Master Mode*

To configure the USI module as an I²C master the USIMST bit must be set. In master mode, clocks are generated by the USI module and output to the SCL line while USIIFG = 0. When USIIFG = 1, the SCL will stop at the idle, or high, level. Multi-master operation is supported as described in the Arbitration section.

The master supports slaves that are holding the SCL line low only when USIDIVx > 0. When USIDIVx is set to /1 clock division (USIDIVx = 0), connected slaves must not hold the SCL line low during data transmission. Otherwise the communication may fail.

I²C *Slave Mode*

To configure the USI module as an I²C slave the USIMST bit must be cleared. In slave mode, SCL is held low if USIIFG = 1, USISTTIFG = 1 or if USICNTx = 0. USISTTIFG must be cleared by software after the slave is setup and ready to receive the slave address from a master.

I²C *Transmitter*

In transmitter mode, data is first loaded into USISRL. The output is enabled by setting USIOE and the transmission is started by writing 8 into USICNTx. This clears USIIFG and SCL is generated in master mode or released from being held low in slave mode. After the transmission of all 8 bits, USIIFG is set, and the clock signal on SCL is stopped in master mode or held low at the next low phase in slave mode.

To receive the I²C acknowledgement bit, the USIOE bit is cleared with software and USICNTx is loaded with 1. This clears USIIFG and one bit is received into USISRL. When USIIFG becomes set again, the LSB of USISRL is the received acknowledge bit and can be tested in software.

```
; Receive ACK/NACK
   BIC.B  #USIOE,&USICTL0     ; SDA input
   MOV.B  #01h,&USICNT        ; USICNTx = 1
TEST_USIIFG
   BIT.B  #USIIFG,&USICTL1    ; Test USIIFG
   JZ     TEST_USIIFG
   BIT.B  #01h,&USISRL        ; Test received ACK bit
   JNZ    HANDLE_NACK         ; Handle if NACK
...Else, handle ACK
```

I²C *Receiver*

In I²C receiver mode the output must be disabled by clearing USIOE and the USI module is prepared for reception by writing 8 into USICNTx. This clears USIIFG and SCL is generated in master mode or released from being held low in slave mode. The USIIFG bit will be set after 8 clocks. This stops the clock signal on SCL in master mode or holds SCL low at the next low phase in slave mode.

To transmit an acknowledge or no-acknowledge bit, the MSB of the shift register is loaded with 0 or 1, the USIOE bit is set with software to enable the output, and 1 is written to the USICNTx bits. As soon as the MSB bit is shifted out, USIIFG will be become set and the module can be prepared for the reception of the next I²C data byte.

```
; Generate ACK
   BIS.B  #USIOE,&USICTL0     ; SDA output
   MOV.B  #00h,&USISRL        ; MSB = 0
   MOV.B  #01h,&USICNT        ; USICNTx = 1
TEST_USIIFG
   BIT.B  #USIIFG,&USICTL1    ; Test USIIFG
   JZ     TEST_USIIFG
...continue...

; Generate NACK
   BIS.B  #USIOE,&USICTL0     ; SDA output
   MOV.B #0FFh,&USISRL        ; MSB = 1
   MOV.B  #01h,&USICNT        ; USICNTx = 1
TEST_USIIFG
   BIT.B  #USIIFG,&USICTL1    ; Test USIIFG
   JZ     TEST_USIIFG
...continue...
```

START Condition

A START condition is a high-to-low transition on SDA while SCL is high. The START condition can be generated by setting the MSB of the shift register to 0. Setting the USIGE and USIOE bits makes the output latch transparent and the MSB of the shift register is immediately presented to SDA and pulls the line low. Clearing USIGE resumes the clocked-latch function and holds the 0 on SDA until data is shifted out with SCL.

```
; Generate START
   MOV.B  #000h,&USISRL          ; MSB = 0
   BIS.B  #USIGE+USIOE,&USICTL0  ; Latch/SDA output enabled
   BIC.B  #USIGE,&USICTL0        ; Latch disabled
...continue...
```

STOP Condition

A STOP condition is a low-to-high transition on SDA while SCL is high. To finish the acknowledgment bit and pull SDA low to prepare the STOP condition generation requires clearing the MSB in the shift register and loading 1 into USICNTx. This will generate a low pulse on SCL and during the low phase SDA is pulled low. SCL stops in the idle, or high, state since the module is in master mode. To generate the low-to-high transition, the MSB is set in the shift register and USICNTx is loaded with 1. Setting the USIGE and USIOE bits makes the output latch transparent and the MSB of USISRL releases SDA to the idle state. Clearing USIGE stores the MSB in the output latch and the output is disabled by clearing USIOE. SDA remains high until a START condition is generated because of the external pullup.

```
; Generate STOP
   BIS.B  #USIOE,&USICTL0  ; SDA=output
   MOV.B  #000H,&USISRL    ; MSB = 0
   MOV.B  #001H,&USICNT    ; USICNT = 1 for one clock
TEST_USIIFG
   BIT.B  #USIIFG,&USICTL1 ; Test USIIFG
   JZ  TEST_USIIFG         ;
   MOV.B  #0FFH,&USISRL    ; USISRL = 1 to drive SDA high
   BIS.B  #USIGE,&USICTL0  ; Transparent latch enabled
   BIC.B  #USIGE+USIOE,&USICTL; Latch/SDA output disabled
...continue...
```

Releasing SCL

Setting the USISCLREL bit will release SCL if it is being held low by the USI module without requiring USIIFG to be cleared. The USISCLREL bit will be cleared automatically if a START condition is received and the SCL line will be held low on the next clock.

In slave operation this bit should be used to prevent SCL from being held low when the slave has detected that it was not addressed by the master. On the next START condition USISCLREL will be cleared and the USISTTIFG will be set.

Arbitration

The USI module can detect a lost arbitration condition in multi-master I^{2}C systems. The I^{2}C arbitration procedure uses the data presented on SDA by the competing transmitters. The first master transmitter that generates a logic high loses arbitration to the opposing master generating a logic low. The loss of arbitration is detected in the USI module by comparing the value presented to the bus and the value read from the bus. If the values are not equal arbitration is lost and the arbitration lost flag, USIAL, is set. This also clears the output enable bit USIOE and the USI module no longer drives the bus. In this case, user software must check the USIAL flag together with USIIFG and configure the USI to slave receiver when arbitration is lost. The USIAL flag must be cleared by software.

To prevent other faster masters from generating clocks during the arbitration procedure SCL is held low if another master on the bus drives SCL low and USIIFG or USISTTIFG is set, or if USICNTx = 0.

I^{2}C *Interrupts*

There is one interrupt vector associated with the USI module with two interrupt flags relevant for I2C operation, USIIFG and USISTTIFG. Each interrupt flag has its own interrupt enable bit, USIIE and USISTTIE. When an interrupt is enabled, and the GIE bit is set, a set interrupt flag will generate an interrupt request.

USIIFG is set when USICNTx becomes zero, either by counting or by directly writing 0 to the USICNTx bits. USIIFG is cleared by writing a value > 0 to the USICNTx bits when USIIFGCC = 0, or directly by software.

USISTTIFG is set when a START condition is detected. The USISTTIFG flag must be cleared by software.

The reception of a STOP condition is indicated with the USISTP flag but there is no interrupt function associated with the USISTP flag. USISTP is cleared by writing a value > 0 to the USICNTx bits when USIIFGCC = 0 or directly by software.

14.3 USI Registers

The USI registers are listed in Table 14–1.

Table 14–1. USI Registers

Register	Short Form	Register Type	Address	Initial State
USI control register 0	USICTL0	Read/write	078h	01h with PUC
USI control register 1	USICTL1	Read/write	079h	01h with PUC
USI clock control	USICKCTL	Read/write	07Ah	Reset with PUC
USI bit counter	USICNT	Read/write	07Bh	Reset with PUC
USI low byte shift register	USISRL	Read/write	07Ch	Unchanged
USI high byte shift register	USISRH	Read/write	07Dh	Unchanged

The USI registers can be accessed with word instructions as shown in Table 14–2.

Table 14–2. Word Access to USI Registers

Register	Short Form	High–Byte Register	Low–Byte Register	Address
USI control register	USICTL	USICTL1	USICTL0	078h
USI clock and counter control register	USICCTL	USICNT	USICKCTL	07Ah
USI shift register	USISR	USISRH	USISRL	07Ch

USICTL0, USI Control Register 0

7	6	5	4	3	2	1	0
USIPE7	**USIPE6**	**USIPE5**	**USILSB**	**USIMST**	**USIGE**	**USIOE**	**USISWRST**
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–1

USIPE7 Bit 7 USI SDI/SDA port enable
Input in SPI mode, input or open drain output in I2C mode.
0 USI function disabled
1 USI function enabled

USIPE6 Bit 6 USI SDO/SCL port enable
Output in SPI mode, input or open drain output in I2C mode.
0 USI function disabled
1 USI function enabled

USIPE5 Bit 5 USI SCLK port enable
Input in SPI slave mode, or I2C mode, output in SPI master mode.
0 USI function disabled
1 USI function enabled

USILSB Bit 4 LSB first select. This bit controls the direction of the receive and transmit shift register.
0 MSB first
1 LSB first

USIMST Bit 3 Master select
0 Slave mode
1 Master mode

USIGE Bit 2 Output latch control
0 Output latch enable depends on shift clock
1 Output latch always enabled and transparent

USIOE Bit 1 Data output enable
0 Output disabled
1 Output enabled

USISWRST Bit 0 USI software reset
0 USI released for operation.
1 USI logic held in reset state.

USICTL1, USI Control Register 1

7	6	5	4	3	2	1	0
USICKPH	**USII2C**	**USISTTIE**	**USIIE**	**USIAL**	**USISTP**	**USISTTIFG**	**USIIFG**
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–1

USICKPH Bit 7 Clock phase select
- 0 Data is changed on the first SCLK edge and captured on the following edge.
- 1 Data is captured on the first SCLK edge and changed on the following edge.

USII2C Bit 6 I2C mode enable
- 0 I2C mode disabled
- 1 I2C mode enabled

USISTTIE Bit 5 START condition interrupt-enable
- 0 Interrupt on START condition disabled
- 1 Interrupt on START condition enabled

USIIE Bit 4 USI counter interrupt enable
- 0 Interrupt disabled
- 1 Interrupt enabled

USIAL Bit 3 Arbitration lost
- 0 No arbitration lost condition
- 1 Arbitration lost

USISTP Bit 2 STOP condition received. USISTP is automatically cleared if USICNTx is loaded with a value > 0 when USIIFGCC = 0.
- 0 No STOP condition received
- 1 STOP condition received

USISTTIFG Bit 1 START condition interrupt flag
- 0 No START condition received. No interrupt pending.
- 1 START condition received. Interrupt pending.

USIIFG Bit 0 USI counter interrupt flag. Set when the USICNTx = 0. Automatically cleared if USICNTx is loaded with a value > 0 when USIIFGCC = 0.
- 0 No interrupt pending
- 1 Interrupt pending

USICKCTL, USI Clock Control Register

7	6	5	4	3	2	1	0
USIDIVx			**USISSELx**			**USICKPL**	**USISWCLK**
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

USIDIVx Bits 7–5 Clock divider select
- 000 Divide by 1
- 001 Divide by 2
- 010 Divide by 4
- 011 Divide by 8
- 100 Divide by 16
- 101 Divide by 32
- 110 Divide by 64
- 111 Divide by 128

USISSELx Bits 4–2 Clock source select. Not used in slave mode.
- 000 SCLK (Not used in SPI mode)
- 001 ACLK
- 010 SMCLK
- 011 SMCLK
- 100 USISWCLK bit
- 101 TACCR0
- 110 TACCR1
- 111 TACCR2 (Reserved on MSP430F20xx devices)

USICKPL Bit 1 Clock polarity select
- 0 Inactive state is low
- 1 Inactive state is high

USISWCLK Bit 0 Software clock
- 0 Input clock is low
- 1 Input clock is high

USICNT, USI Bit Counter Register

7	6	5	4	3	2	1	0
USISCLREL	**USI16B**	**USIIFGCC**	**USICNTx**				
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

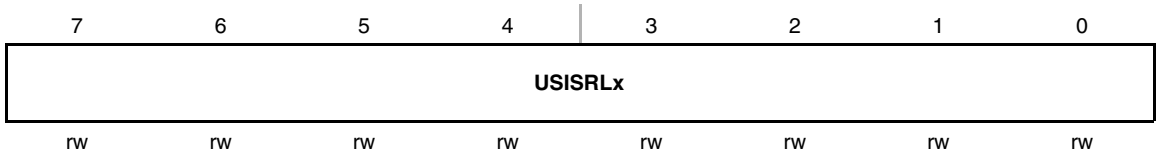
USISCLREL Bit 7 SCL release. The SCL line is released from low to idle. USISCLREL is cleared if a START condition is detected.
- 0 SCL line is held low if USIIFG is set
- 1 SCL line is released

USI16B Bit 6 16-bit shift register enable
- 0 8-bit shift register mode. Low byte register USISRL is used.
- 1 16-bit shift register mode. Both high and low byte registers USISRL and USISRH are used. USISR addresses all 16 bits simultaneously.

USIIFGCC Bit 5 USI interrupt flag clear control. When USIIFGCC = 1 the USIIFG will not be cleared automatically when USICNTx is written with a value > 0.
- 0 USIIFG automatically cleared on USICNTx update
- 1 USIIFG is not cleared automatically

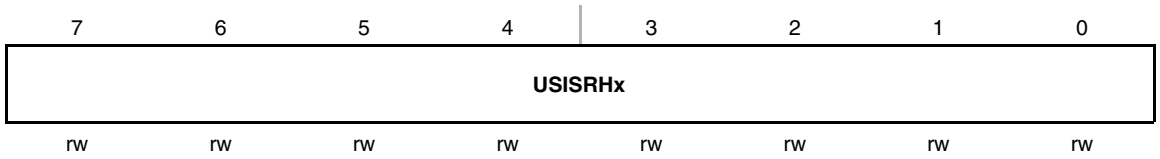
USICNTx Bits 4–0 USI bit count
The USICNTx bits set the number of bits to be received or transmitted.

USISRL, USI Low Byte Shift Register



USISRLx	Bits 7–0	Contents of the USI low byte shift register

USISRH, USI High Byte Shift Register



USISRHx	Bits 7–0	Contents of the USI high byte shift register. Ignored when USI16B = 0.

Chapter 15

Universal Serial Communication Interface, UART Mode

The universal serial communication interface (USCI) supports multiple serial communication modes with one hardware module. This chapter discusses the operation of the asynchronous UART mode.

Topic **Page**

15.1 USCI Overview

The universal serial communication interface (USCI) modules support multiple serial communication modes. Different USCI modules support different modes. Each different USCI module is named with a different letter. For example, USCI_A is different from USCI_B, etc. If more than one identical USCI module is implemented on one device, those modules are named with incrementing numbers. For example, if one device has two USCI_A modules, they are named USCI_A0 and USCI_A1. See the device-specific data sheet to determine which USCI modules, if any, are implemented on which devices.

The USCI_Ax modules support:

- UART mode
- Pulse shaping for IrDA communications
- Automatic baud rate detection for LIN communications
- SPI mode

The USCI_Bx modules support:

- I^2C mode
- SPI mode

15.2 USCI Introduction: UART Mode

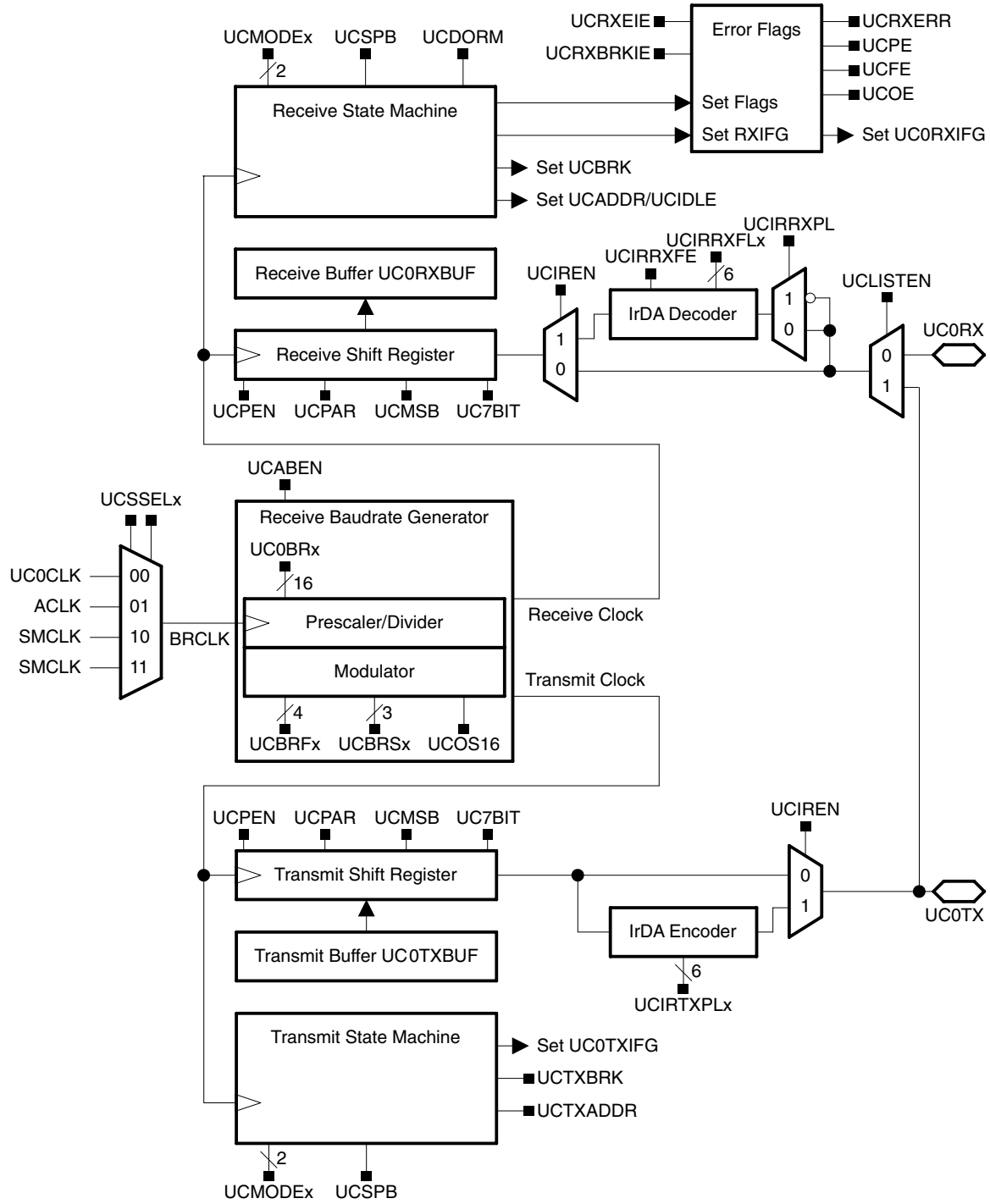
In asynchronous mode, the USCI_Ax modules connect the MSP430 to an external system via two external pins, UCAxRXD and UCAxTXD. UART mode is selected when the UCSYNC bit is cleared.

UART mode features include:

- 7- or 8-bit data with odd, even, or non-parity
- Independent transmit and receive shift registers
- Separate transmit and receive buffer registers
- LSB-first or MSB-first data transmit and receive
- Built-in idle-line and address-bit communication protocols for multiprocessor systems
- Receiver start-edge detection for auto-wake up from LPMx modes
- Programmable baud rate with modulation for fractional baud rate support
- Status flags for error detection and suppression
- Status flags for address detection
- Independent interrupt capability for receive and transmit

Figure 15–1 shows the USCI_Ax when configured for UART mode.

Figure 15−1. USCI_Ax Block Diagram: UART Mode (UCSYNC = 0)



15.3 USCI Operation: UART Mode

In UART mode, the USCI transmits and receives characters at a bit rate asynchronous to another device. Timing for each character is based on the selected baud rate of the USCI. The transmit and receive functions use the same baud rate frequency.

15.3.1 USCI Initialization and Reset

The USCI is reset by a PUC or by setting the UCSWRST bit. After a PUC, the UCSWRST bit is automatically set, keeping the USCI in a reset condition. When set, the UCSWRST bit resets the UCAxRXIE, UCAxTXIE, UCAxRXIFG, UCRXERR, UCBRK, UCPE, UCOE, UCFE, UCSTOE and UCBTOE bits and sets the UCAxTXIFG bit. Clearing UCSWRST releases the USCI for operation.

Note: Initializing or Re-Configuring the USCI Module

The recommended USCI initialization/re-configuration process is:

1) Set UCSWRST (`BIS.B #UCSWRST,&UCAxCTL1`)

2) Initialize all USCI registers with UCSWRST = 1 (including UCAxCTL1)

3) Configure ports.

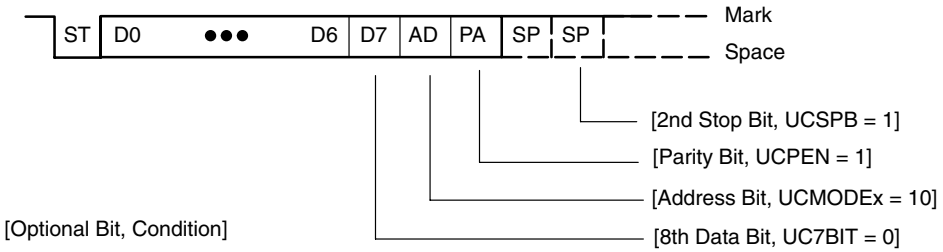
4) Clear UCSWRST via software (`BIC.B #UCSWRST,&UCAxCTL1`)

5) Enable interrupts (optional) via UCAxRXIE and/or UCAxTXIE

15.3.2 Character Format

The UART character format, shown in Figure 15–2, consists of a start bit, seven or eight data bits, an even/odd/no parity bit, an address bit (address-bit mode), and one or two stop bits. The UCMSB bit controls the direction of the transfer and selects LSB or MSB first. LSB-first is typically required for UART communication.

Figure 15–2. Character Format



15.3.3 Asynchronous Communication Formats

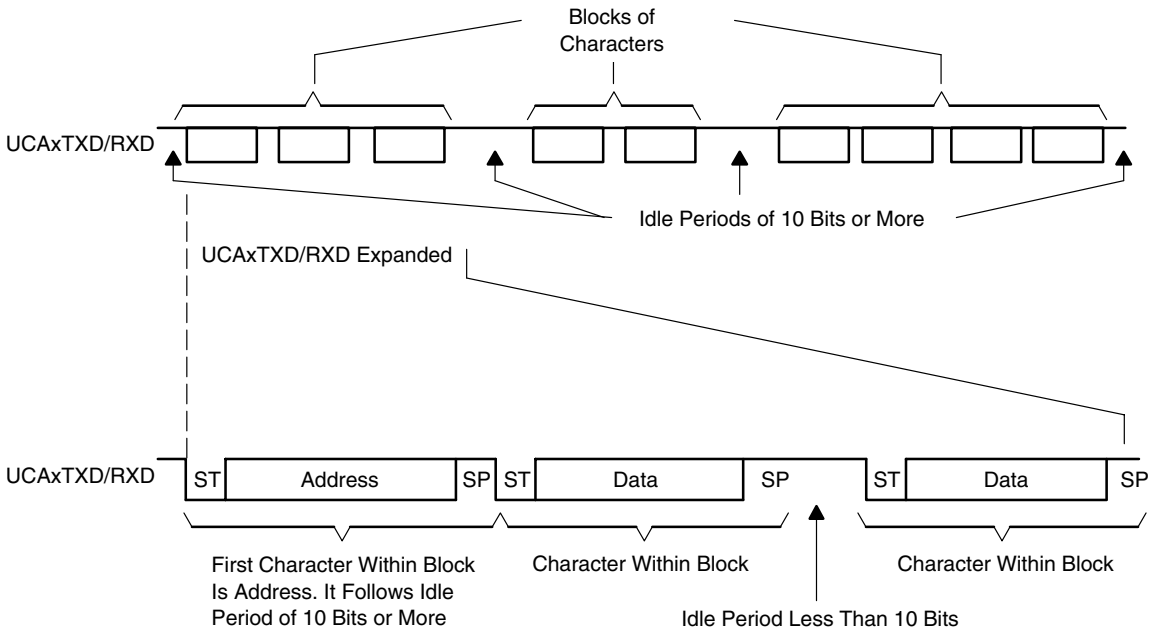
When two devices communicate asynchronously, no multiprocessor format is required for the protocol. When three or more devices communicate, the USCI supports the idle-line and address-bit multiprocessor communication formats.

Idle-Line Multiprocessor Format

When UCMODEx = 01, the idle-line multiprocessor format is selected. Blocks of data are separated by an idle time on the transmit or receive lines as shown in Figure 15–3. An idle receive line is detected when 10 or more continuous ones (marks) are received after the one or two stop bits of a character. The baud rate generator is switched off after reception of an idle line until the next start edge is detected. When an idle line is detected the UCIDLE bit is set.

The first character received after an idle period is an address character. The UCIDLE bit is used as an address tag for each block of characters. In idle-line multiprocessor format, this bit is set when a received character is an address

Figure 15–3. Idle-Line Format



The UCDORM bit is used to control data reception in the idle-line multiprocessor format. When UCDORM = 1, all non-address characters are assembled but not transferred into the UCAxRXBUF, and interrupts are not generated. When an address character is received, the character is transferred into UCAxRXBUF, UCAxRXIFG is set, and any applicable error flag is set when UCRXEIE = 1. When UCRXEIE = 0 and an address character is received but has a framing error or parity error, the character is not transferred into UCAxRXBUF and UCAxRXIFG is not set.

If an address is received, user software can validate the address and must reset UCDORM to continue receiving data. If UCDORM remains set, only address characters will be received. When UCDORM is cleared during the reception of a character the receive interrupt flag will be set after the reception completed. The UCDORM bit is not modified by the USCI hardware automatically.

For address transmission in idle-line multiprocessor format, a precise idle period can be generated by the USCI to generate address character identifiers on UCAxTXD. The double-buffered UCTXADDR flag indicates if the next character loaded into UCAxTXBUF is preceded by an idle line of 11 bits. UCTXADDR is automatically cleared when the start bit is generated.

Transmitting an Idle Frame

The following procedure sends out an idle frame to indicate an address character followed by associated data:

1) Set UCTXADDR, then write the address character to UCAxTXBUF. UCAxTXBUF must be ready for new data (UCAxTXIFG = 1).

   This generates an idle period of exactly 11 bits followed by the address character. UCTXADDR is reset automatically when the address character is transferred from UCAxTXBUF into the shift register.

2) Write desired data characters to UCAxTXBUF. UCAxTXBUF must be ready for new data (UCAxTXIFG = 1).

   The data written to UCAxTXBUF is transferred to the shift register and transmitted as soon as the shift register is ready for new data.

   The idle-line time must not be exceeded between address and data transmission or between data transmissions. Otherwise, the transmitted data will be misinterpreted as an address.

Address-Bit Multiprocessor Format

When UCMODEx = 10, the address-bit multiprocessor format is selected. Each processed character contains an extra bit used as an address indicator shown in Figure 15–4. The first character in a block of characters carries a set address bit which indicates that the character is an address. The USCI UCADDR bit is set when a received character has its address bit set and is transferred to UCAxRXBUF.

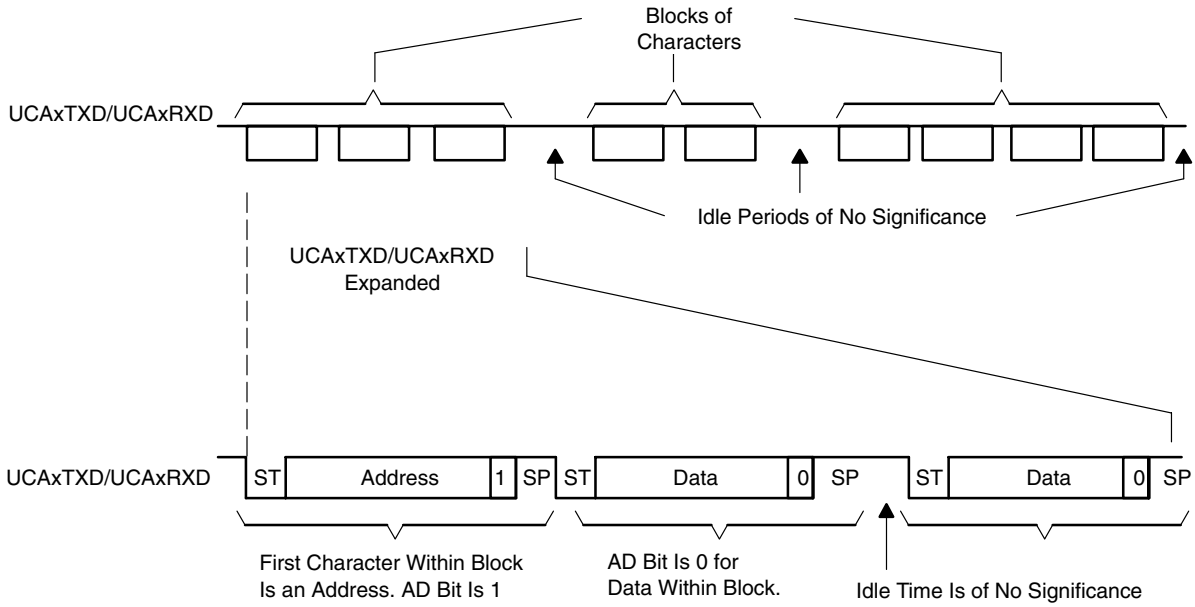
The UCDORM bit is used to control data reception in the address-bit multiprocessor format. When UCDORM is set, data characters with address bit = 0 are assembled by the receiver but are not transferred to UCAxRXBUF and no interrupts are generated. When a character containing a set address bit is received, the character is transferred into UCAxRXBUF, UCAxRXIFG is set, and any applicable error flag is set when UCRXEIE = 1. When UCRXEIE = 0 and a character containing a set address bit is received, but has a framing error or parity error, the character is not transferred into UCAxRXBUF and UCAxRXIFG is not set.

If an address is received, user software can validate the address and must reset UCDORM to continue receiving data. If UCDORM remains set, only address characters with address bit = 1 will be received. The UCDORM bit is not modified by the USCI hardware automatically.

When UCDORM = 0 all received characters will set the receive interrupt flag UCAxRXIFG. If UCDORM is cleared during the reception of a character the receive interrupt flag will be set after the reception is completed.

For address transmission in address-bit multiprocessor mode, the address bit of a character is controlled by the UCTXADDR bit. The value of the UCTXADDR bit is loaded into the address bit of the character transferred from UCAxTXBUF to the transmit shift register. UCTXADDR is automatically cleared when the start bit is generated.

Figure 15–4. Address-Bit Multiprocessor Format



Break Reception and Generation

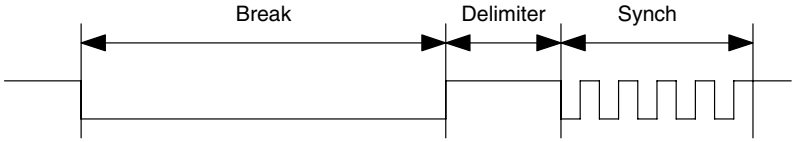
When UCMODEx = 00, 01, or 10 the receiver detects a break when all data, parity, and stop bits are low, regardless of the parity, address mode, or other character settings. When a break is detected, the UCBRK bit is set. If the break interrupt enable bit, UCBRKIE, is set, the receive interrupt flag UCAxRXIFG will also be set. In this case, the value in UCAxRXBUF is 0h since all data bits were zero.

To transmit a break set the UCTXBRK bit, then write 0h to UCAxTXBUF. UCAxTXBUF must be ready for new data (UCAxTXIFG = 1). This generates a break with all bits low. UCTXBRK is automatically cleared when the start bit is generated.

15.3.4 Automatic Baud Rate Detection

When UCMODEx = 11 UART mode with automatic baud rate detection is selected. For automatic baud rate detection, a data frame is preceded by a synchronization sequence that consists of a break and a synch field. A break is detected when 11 or more continuous zeros (spaces) are received. If the length of the break exceeds 22 bit times the break timeout error flag UCBTOE is set. The synch field follows the break as shown in Figure 15–5.

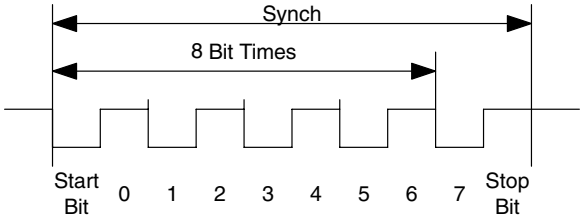
Figure 15–5. Auto Baud Rate Detection – Break/Synch Sequence



For LIN conformance the character format should be set to 8 data bits, LSB first, no parity and one stop bit. No address bit is available.

The synch field consists of the data 055h inside a byte field as shown in Figure 15–6. The synchronization is based on the time measurement between the first falling edge and the last falling edge of the pattern. The transmit baud rate generator is used for the measurement if automatic baud rate detection is enabled by setting UCABDEN. Otherwise, the pattern is received but not measured. The result of the measurement is transferred into the baud rate control registers UCAxBR0, UCAxBR1, and UCAxMCTL. If the length of the synch field exceeds the measurable time the synch timeout error flag UCSTOE is set.

Figure 15–6. Auto Baud Rate Detection – Synch Field



The UCDORM bit is used to control data reception in this mode. When UCDORM is set, all characters are received but not transferred into the UCAxRXBUF, and interrupts are not generated. When a break/synch field is detected the UCBRK flag is set. The character following the break/synch field is transferred into UCAxRXBUF and the UCAxRXIFG interrupt flag is set. Any applicable error flag is also set. If the UCBRKIE bit is set, reception of the break/synch sets the UCAxRXIFG. The UCBRK bit is reset by user software or by reading the receive buffer UCAxRXBUF.

When a break/synch field is received, user software must reset UCDORM to continue receiving data. If UCDORM remains set, only the character after the next reception of a break/synch field will be received. The UCDORM bit is not modified by the USCI hardware automatically.

When UCDORM = 0 all received characters will set the receive interrupt flag UCAxRXIFG. If UCDORM is cleared during the reception of a character the receive interrupt flag will be set after the reception is complete.

The automatic baud rate detection mode can be used in a full-duplex communication system with some restrictions. The USCI can not transmit data while receiving the break/sync field and if a 0h byte with framing error is received any data transmitted during this time gets corrupted. The latter case can be discovered by checking the received data and the UCFE bit.

Transmitting a Break/Synch Field

The following procedure transmits a break/synch field:

1) Set UCTXBRK with UMODEx = 11.

2) Write 055h to UCAxTXBUF. UCAxTXBUF must be ready for new data (UCAxTXIFG = 1).

   This generates a break field of 13 bits followed by a break delimiter and the synch character. The length of the break delimiter is controlled with the UCDELIMx bits. UCTXBRK is reset automatically when the synch character is transferred from UCAxTXBUF into the shift register.

3) Write desired data characters to UCAxTXBUF. UCAxTXBUF must be ready for new data (UCAxTXIFG = 1).

   The data written to UCAxTXBUF is transferred to the shift register and transmitted as soon as the shift register is ready for new data.

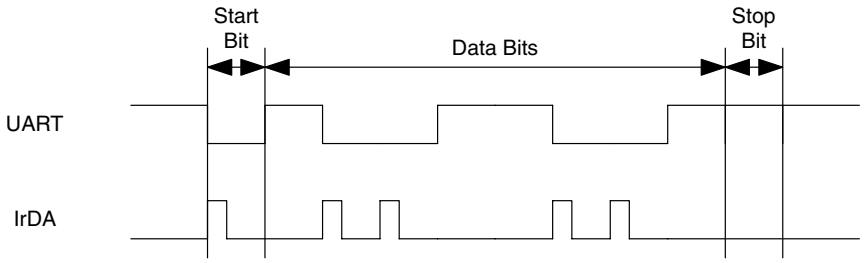
15.3.5 IrDA Encoding and Decoding

When UCIREN is set the IrDA encoder and decoder are enabled and provide hardware bit shaping for IrDA communication.

IrDA Encoding

The encoder sends a pulse for every zero bit in the transmit bit stream coming from the UART as shown in Figure 15–7. The pulse duration is defined by UCIRTXPLx bits specifying the number of half clock periods of the clock selected by UCIRTXCLK.

Figure 15–7. UART vs. IrDA Data Format



To set the pulse time of 3/16 bit period required by the IrDA standard the BITCLK16 clock is selected with UCIRTXCLK = 1 and the pulse length is set to 6 half clock cycles with UCIRTXPLx = 6 – 1 = 5.

When UCIRTXCLK = 0, the pulse length t_{PULSE} is based on BRCLK and is calculated as follows:

$$UCIRTXPLx = t_{PULSE} \cdot 2 \cdot f_{BRCLK} - 1$$

When the pulse length is based on BRCLK the prescaler UCBRx must to be set to a value greater or equal to 5.

IrDA Decoding

The decoder detects high pulses when UCIRRXPL = 0. Otherwise it detects low pulses. In addition to the analog deglitch filter an additional programmable digital filter stage can be enabled by setting UCIRRXFE. When UCIRRXFE is set, only pulses longer than the programmed filter length are passed. Shorter pulses are discarded. The equation to program the filter length UCIRRXFLx is:

$$UCIRRXFLx = (t_{PULSE} - t_{WAKE}) \cdot 2 \cdot f_{BRCLK} - 4$$

where:

t_{PULSE}: Minimum receive pulse width

t_{WAKE}: Wake time from any low power mode. Zero when MSP430 is in active mode.

15.3.6 Automatic Error Detection

Glitch suppression prevents the USCI from being accidentally started. Any pulse on UCAxRXD shorter than the deglitch time t_τ (approximately 150 ns) will be ignored. See the device-specific data sheet for parameters.

When a low period on UCAxRXD exceeds t_τ a majority vote is taken for the start bit. If the majority vote fails to detect a valid start bit the USCI halts character reception and waits for the next low period on UCAxRXD. The majority vote is also used for each bit in a character to prevent bit errors.

The USCI module automatically detects framing errors, parity errors, overrun errors, and break conditions when receiving characters. The bits UCFE, UCPE, UCOE, and UCBRK are set when their respective condition is detected. When the error flags UCFE, UCPE or UCOE are set, UCRXERR is also set. The error conditions are described in Table 15–1.

Table 15–1. Receive Error Conditions

Error Condition	Error Flag	Description
Framing error	UCFE	A framing error occurs when a low stop bit is detected. When two stop bits are used, both stop bits are checked for framing error. When a framing error is detected, the UCFE bit is set.
Parity error	UCPE	A parity error is a mismatch between the number of 1s in a character and the value of the parity bit. When an address bit is included in the character, it is included in the parity calculation. When a parity error is detected, the UCPE bit is set.
Receive overrun	UCOE	An overrun error occurs when a character is loaded into UCAxRXBUF before the prior character has been read. When an overrun occurs, the UCOE bit is set.
Break condition	UCBRK	When not using automatic baud rate detection, a break is detected when all data, parity, and stop bits are low. When a break condition is detected, the UCBRK bit is set. A break condition can also set the interrupt flag UCAxRXIFG if the break interrupt enable UCBRKIE bit is set.

When UCRXEIE = 0 and a framing error, or parity error is detected, no character is received into UCAxRXBUF. When UCRXEIE = 1, characters are received into UCAxRXBUF and any applicable error bit is set.

When UCFE, UCPE, UCOE, UCBRK, or UCRXERR is set, the bit remains set until user software resets it or UCAxRXBUF is read. UCOE must be reset by reading UCAxRXBUF. Otherwise it will not function properly. To detect overflows reliably, the following flow is recommended. After a character is received and UCAxRXIFG is set, first read UCAxSTAT to check the error flags including the overflow flag UCOE. Read UCAxRXBUF next. This will clear all

error flags except UCOE, if UCAxRXBUF was overwritten between the read access to UCAxSTAT and to UCAxRXBUF. The UCOE flag should be checked after reading UCAxRXBUF to detect this condition. Note that, in this case, the UCRXERR flag is not set.

15.3.7 USCI Receive Enable

The USCI module is enabled by clearing the UCSWRST bit and the receiver is ready and in an idle state. The receive baud rate generator is in a ready state but is not clocked nor producing any clocks.

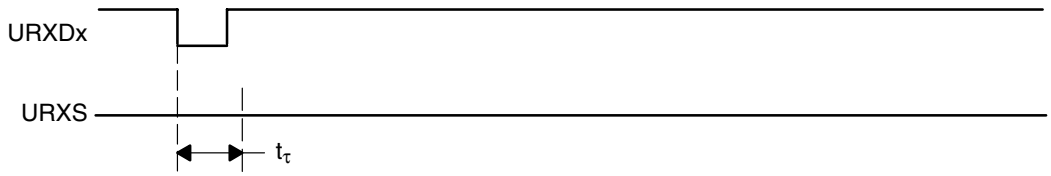
The falling edge of the start bit enables the baud rate generator and the UART state machine checks for a valid start bit. If no valid start bit is detected the UART state machine returns to its idle state and the baud rate generator is turned off again. If a valid start bit is detected a character will be received.

When the idle-line multiprocessor mode is selected with UCMODEx = 01 the UART state machine checks for an idle line after receiving a character. If a start bit is detected another character is received. Otherwise the UCIDLE flag is set after 10 ones are received and the UART state machine returns to its idle state and the baud rate generator is turned off.

Receive Data Glitch Suppression

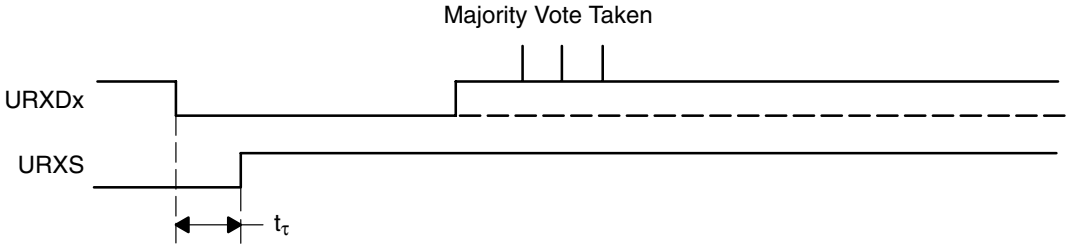
Glitch suppression prevents the USCI from being accidentally started. Any glitch on UCAxRXD shorter than the deglitch time t_τ (approximately 150 ns) will be ignored by the USCI and further action will be initiated as shown in Figure 15–8. See the device-specific data sheet for parameters.

Figure 15–8. Glitch Suppression, USCI Receive Not Started



When a glitch is longer than $t_{\tau,}$ or a valid start bit occurs on UCAxRXD, the USCI receive operation is started and a majority vote is taken as shown in Figure 15–9. If the majority vote fails to detect a start bit the USCI halts character reception.

Figure 15–9. Glitch Suppression, USCI Activated



15.3.8 USCI Transmit Enable

The USCI module is enabled by clearing the UCSWRST bit and the transmitter is ready and in an idle state. The transmit baud rate generator is ready but is not clocked nor producing any clocks.

A transmission is initiated by writing data to UCAxTXBUF. When this occurs, the baud rate generator is enabled and the data in UCAxTXBUF is moved to the transmit shift register on the next BITCLK after the transmit shift register is empty. UCAxTXIFG is set when new data can be written into UCAxTXBUF.

Transmission continues as long as new data is available in UCAxTXBUF at the end of the previous byte transmission. If new data is not in UCAxTXBUF when the previous byte has transmitted, the transmitter returns to its idle state and the baud rate generator is turned off.

15.3.9 UART Baud Rate Generation

The USCI baud rate generator is capable of producing standard baud rates from non-standard source frequencies. It provides two modes of operation selected by the UCOS16 bit.

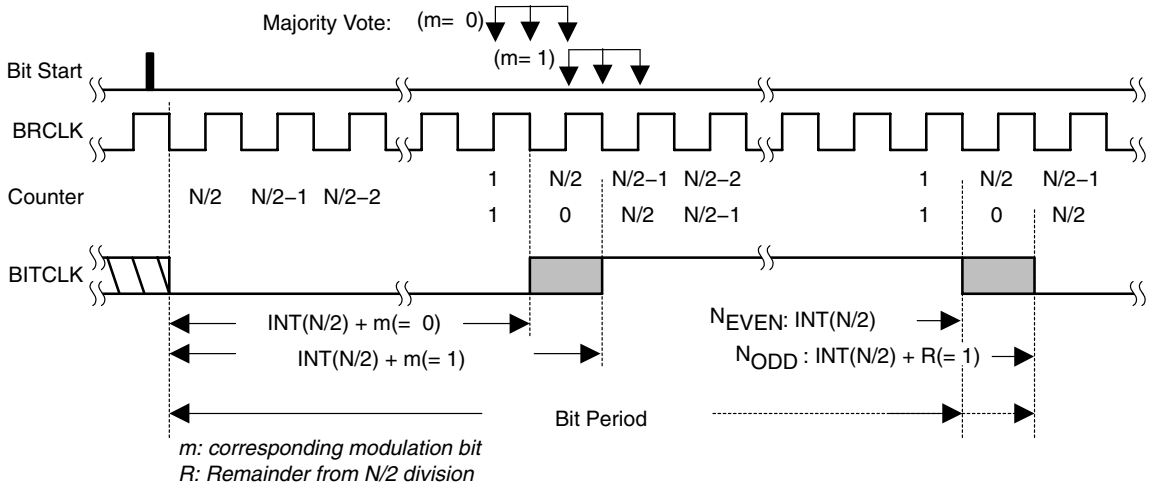
Low-Frequency Baud Rate Generation

The low-frequency mode is selected when UCOS16 = 0. This mode allows generation of baud rates from low frequency clock sources (e.g. 9600 baud from a 32768Hz crystal). By using a lower input frequency the power consumption of the module is reduced. Using this mode with higher frequencies and higher prescaler settings will cause the majority votes to be taken in an increasingly smaller window and thus decrease the benefit of the majority vote.

In low-frequency mode the baud rate generator uses one prescaler and one modulator to generate bit clock timing. This combination supports fractional divisors for baud rate generation. In this mode, the maximum USCI baud rate is one-third the UART source clock frequency BRCLK.

Timing for each bit is shown in Figure 15–10. For each bit received, a majority vote is taken to determine the bit value. These samples occur at the N/2 – 1/2, N/2, and N/2 + 1/2 BRCLK periods, where N is the number of BRCLKs per BITCLK.

Figure 15–10. BITCLK Baud Rate Timing with UCOS16 = 0



Modulation is based on the UCBRSx setting as shown in Table 15–2. A 1 in the table indicates that m = 1 and the corresponding BITCLK period is one BRCLK period longer than a BITCLK period with m = 0. The modulation wraps around after 8 bits but restarts with each new start bit.

Table 15–2. BITCLK Modulation Pattern

UCBRSx	Bit 0 (Start Bit)	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
0	0	0	0	0	0	0	0	0
1	0	1	0	0	0	0	0	0
2	0	1	0	0	0	1	0	0
3	0	1	0	1	0	1	0	0
4	0	1	0	1	0	1	0	1
5	0	1	1	1	0	1	0	1
6	0	1	1	1	0	1	1	1
7	0	1	1	1	1	1	1	1

Oversampling Baud Rate Generation

The oversampling mode is selected when UCOS16 = 1. This mode supports sampling a UART bit stream with higher input clock frequencies. This results in majority votes that are always 1/16 of a bit clock period apart. This mode also easily supports IrDA pulses with a 3/16 bit-time when the IrDA encoder and decoder are enabled.

This mode uses one prescaler and one modulator to generate the BITCLK16 clock that is 16 times faster than the BITCLK. An additional divider and modulator stage generates BITCLK from BITCLK16. This combination supports fractional divisions of both BITCLK16 and BITCLK for baud rate generation. In this mode, the maximum USCI baud rate is 1/16 the UART source clock frequency BRCLK. When UCBRx is set to 0 or 1 the first prescaler and modulator stage is bypassed and BRCLK is equal to BITCLK16.

Modulation for BITCLK16 is based on the UCBRFx setting as shown in Table 15–3. A 1 in the table indicates that the corresponding BITCLK16 period is one BRCLK period longer than the periods m=0. The modulation restarts with each new bit timing.

Modulation for BITCLK is based on the UCBRSx setting as shown in Table 15–2 as previously described.

Table 15–3. BITCLK16 Modulation Pattern

UCBRFx	No. of BITCLK16 Clocks after last falling BITCLK edge															
	0	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
00h	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
01h	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
02h	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1
03h	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1
04h	0	1	1	0	0	0	0	0	0	0	0	0	0	0	1	1
05h	0	1	1	1	0	0	0	0	0	0	0	0	0	0	1	1
06h	0	1	1	1	0	0	0	0	0	0	0	0	0	1	1	1
07h	0	1	1	1	1	0	0	0	0	0	0	0	0	1	1	1
08h	0	1	1	1	1	0	0	0	0	0	0	0	1	1	1	1
09h	0	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1
0Ah	0	1	1	1	1	1	0	0	0	0	0	1	1	1	1	1
0Bh	0	1	1	1	1	1	1	0	0	0	0	1	1	1	1	1
0Ch	0	1	1	1	1	1	1	0	0	0	1	1	1	1	1	1
0Dh	0	1	1	1	1	1	1	1	0	0	1	1	1	1	1	1
0Eh	0	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1
0Fh	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

15.3.10 Setting a Baud Rate

For a given BRCLK clock source, the baud rate used determines the required division factor N:

$$N = \frac{f_{BRCLK}}{Baudrate}$$

The division factor N is often a non-integer value thus at least one divider and one modulator stage is used to meet the factor as closely as possible.

If N is equal or greater than 16 the oversampling baud rate generation mode can be chosen by setting UCOS16.

Low-Frequency Baud Rate Mode Setting

In the low-frequency mode, the integer portion of the divisor is realized by the prescaler:

UCBRx = INT(N)

and the fractional portion is realized by the modulator with the following nominal formula:

UCBRSx = round((N – INT(N)) * 8)

Incrementing or decrementing the UCBRSx setting by one count may give a lower maximum bit error for any given bit. To determine if this is the case, a detailed error calculation must be performed for each bit for each UCBRSx setting.

Oversampling Baud Rate Mode Setting

In the oversampling mode the prescaler is set to:

UCBRx = INT(N/16).

and the first stage modulator is set to:

UCBRFx = round(((N/16) – INT(N/16)) * 16)

When greater accuracy is required, the UCBRSx modulator can also be implemented with values from 0 – 7. To find the setting that gives the lowest maximum bit error rate for any given bit, a detailed error calculation must be performed for all settings of UCBRSx from 0 – 7 with the initial UCBRFx setting and with the UCBRFx setting incremented and decremented by one.

15.3.11 Transmit Bit Timing

The timing for each character is the sum of the individual bit timings. Using the modulation features of the baud rate generator reduces the cumulative bit error. The individual bit error can be calculated using the following steps.

Low-Frequency Baud Rate Mode Bit Timing

In low-frequency mode, calculate the length of bit i $T_{bit,TX}[i]$ based on the UCBRx and UCBRSx settings:

$$T_{bit,TX}[i] = \frac{1}{f_{BRCLK}}(UCBRx + m_{UCBRSx}[i])$$

where:

$m_{UCBRSx}[i]$: Modulation of bit i from Table 15–2

Oversampling Baud Rate Mode Bit Timing

In oversampling baud rate mode calculate the length of bit i $T_{bit,TX}[i]$ based on the baud rate generator UCBRx, UCBRFx and UCBRSx settings:

$$T_{bit,TX}[i] = \frac{1}{f_{BRCLK}}\left((16 + m_{UCBRSx}[i]) \cdot UCBRx + \sum_{j=0}^{15} m_{UCBRFx}[j]\right)$$

where:

$\sum_{j=0}^{15} m_{UCBRFx}[j]$: Sum of ones from the corresponding row in Table 15–3

$m_{UCBRSx}[i]$: Modulation of bit i from Table 15–2

This results in an end-of-bit time $t_{bit,TX}[i]$ equal to the sum of all previous and the current bit times:

$$t_{bit,TX}[i] = \sum_{j=0}^{i} T_{bit,TX}[j]$$

To calculate bit error, this time is compared to the ideal bit time $t_{bit,ideal,TX}[i]$:

$$t_{bit,ideal,TX}[i] = \frac{1}{Baudrate}(i + 1)$$

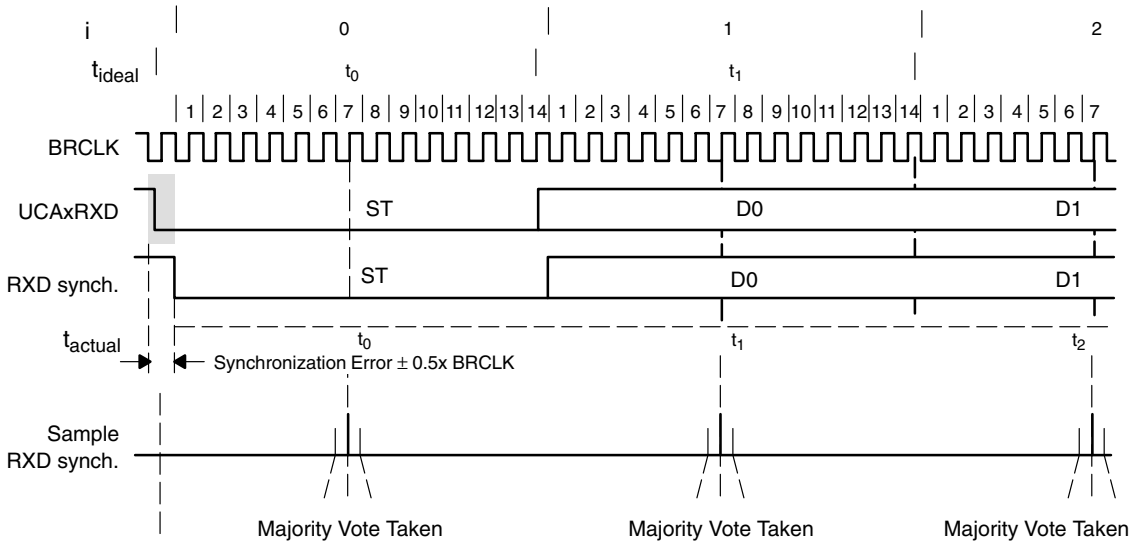
This results in an error normalized to one ideal bit time (1/baudrate):

$$Error_{TX}[i] = \left(t_{bit,TX}[i] - t_{bit,ideal,TX}[i]\right) \cdot Baudrate \cdot 100\%$$

15.3.12 Receive Bit Timing

Receive timing error consists of two error sources. The first is the bit-to-bit timing error similar to the transmit bit timing error. The second is the error between a start edge occurring and the start edge being accepted by the USCI module. Figure 15–11 shows the asynchronous timing errors between data on the UCAxRXD pin and the internal baud-rate clock. This results in an additional synchronization error. The synchronization error t_{SYNC} is between –0.5 BRCLKs and +0.5 BRCLKs independent of the selected baud rate generation mode.

Figure 15–11. Receive Error



The ideal sampling time $t_{bit,ideal,RX}[i]$ is in the middle of a bit period:

$$t_{bit,ideal,RX}[i] = \frac{1}{\text{Baudrate}}(i + 0.5)$$

The real sampling time $t_{bit,RX}[i]$ is equal to the sum of all previous bits according to the formulas shown in the transmit timing section, plus one half BITCLK for the current bit i, plus the synchronization error t_{SYNC}.

This results in the following $t_{bit,RX}[i]$ for the low-frequency baud rate mode

$$t_{bit,RX}[i] = t_{SYNC} + \sum_{j=0}^{i-1} T_{bit,RX}[j] + \frac{1}{f_{BRCLK}}\left(\text{INT}(\frac{1}{2}\text{UCBRx}) + m_{UCBRSx}[i]\right)$$

where:

$$T_{bit,RX}[i] = \frac{1}{f_{BRCLK}}(\text{UCBRx} + m_{UCBRSx}[i])$$

$m_{UCBRSx}[i]$: Modulation of bit i from Table 15–2

For the oversampling baud rate mode the sampling time $t_{bit,RX}[i]$ of bit i is calculated by:

$$t_{bit,RX}[i] = t_{SYNC} + \sum_{j=0}^{i-1} T_{bit,RX}[j] + \frac{1}{f_{BRCLK}} \left((8 + m_{UCBRSx}[i]) \cdot UCBRx + \sum_{j=0}^{7+m_{UCBRSx}[i]} m_{UCBRFx}[j] \right)$$

where:

$$T_{bit,RX}[i] = \frac{1}{f_{BRCLK}} \left((16 + m_{UCBRSx}[i]) \cdot UCBRx + \sum_{j=0}^{15} m_{UCBRFx}[j] \right)$$

$\sum_{j=0}^{7+m_{UCBRSx}[i]} m_{UCBRFx}[j]$: Sum of ones from columns 0 – 7 + $m_{UCBRSx}[i]$ from the corresponding row in Table 15–3

$m_{UCBRSx}[i]$: Modulation of bit i from Table 15–2

This results in an error normalized to one ideal bit time (1/baudrate) according to the following formula:

$$Error_{RX}[i] = \left(t_{bit,RX}[i] - t_{bit,ideal,RX}[i] \right) \cdot Baudrate \cdot 100\%$$

15.3.13 Typical Baud Rates and Errors

Standard baud rate data for UCBRx, UCBRSx and UCBRFx are listed in Table 15–4 and Table 15–5 for a 32768-Hz crystal sourcing ACLK and typical SMCLK frequencies. Ensure that the selected BRCLK frequency does not exceed the device-specific maximum USCI input frequency (see the device-specific data sheet).

The receive error is the accumulated time versus the ideal scanning time in the middle of each bit. The worst case error is given for the reception of an 8-bit character with parity and one stop bit including synchronization error.

The transmit error is the accumulated timing error versus the ideal time of the bit period. The worst case error is given for the transmission of an 8-bit character with parity and stop bit.

Table 15–4. Commonly Used Baud Rates, Settings, and Errors, UCOS16 = 0

BRCLK frequency [Hz]	Baud Rate [Baud]	UCBRx	UCBRSx	UCBRFx	Max. TX Error [%]		Max. RX Error [%]	
32,768	**1200**	27	2	0	–2.8	1.4	–5.9	2.0
32,768	**2400**	13	6	0	–4.8	6.0	–9.7	8.3
32,768	**4800**	6	7	0	–12.1	5.7	–13.4	19.0
32,768	**9600**	3	3	0	–21.1	15.2	–44.3	21.3
1,048,576	**9600**	109	2	0	–0.2	0.7	–1.0	0.8
1,048,576	**19200**	54	5	0	–1.1	1.0	–1.5	2.5
1,048,576	**38400**	27	2	0	–2.8	1.4	–5.9	2.0
1,048,576	**56000**	18	6	0	–3.9	1.1	–4.6	5.7
1,048,576	**115200**	9	1	0	–1.1	10.7	–11.5	11.3
1,048,576	**128000**	8	1	0	–8.9	7.5	–13.8	14.8
1,048,576	**256000**	4	1	0	–2.3	25.4	–13.4	38.8
1,000,000	**9600**	104	1	0	–0.5	0.6	–0.9	1.2
1,000,000	**19200**	52	0	0	–1.8	0	–2.6	0.9
1,000,000	**38400**	26	0	0	–1.8	0	–3.6	1.8
1,000,000	**56000**	17	7	0	–4.8	0.8	–8.0	3.2
1,000,000	**115200**	8	6	0	–7.8	6.4	–9.7	16.1
1,000,000	**128000**	7	7	0	–10.4	6.4	–18.0	11.6
1,000,000	**256000**	3	7	0	–29.6	0	–43.6	5.2
4,000,000	**9600**	416	6	0	–0.2	0.2	–0.2	0.4
4,000,000	**19200**	208	3	0	–0.2	0.5	–0.3	0.8
4,000,000	**38400**	104	1	0	–0.5	0.6	–0.9	1.2
4,000,000	**56000**	71	4	0	–0.6	1.0	–1.7	1.3
4,000,000	**115200**	34	6	0	–2.1	0.6	–2.5	3.1
4,000,000	**128000**	31	2	0	–0.8	1.6	–3.6	2.0
4,000,000	**256000**	15	5	0	–4.0	3.2	–8.4	5.2
8,000,000	**9600**	833	2	0	–0.1	0	–0.2	0.1
8,000,000	**19200**	416	6	0	–0.2	0.2	–0.2	0.4
8,000,000	**38400**	208	3	0	–0.2	0.5	–0.3	0.8
8,000,000	**56000**	142	7	0	–0.6	0.1	–0.7	0.8
8,000,000	**115200**	69	4	0	–0.6	0.8	–1.8	1.1
8,000,000	**128000**	62	4	0	–0.8	0	–1.2	1.2
8,000,000	**256000**	31	2	0	–0.8	1.6	–3.6	2.0

Table 15–4. Commonly Used Baud Rates, Settings, and Errors, UCOS16 = 0 (Continued)

12,000,000	**9600**	1250	0	0	0	0	–0.05	0.05
12,000,000	**19200**	625	0	0	0	0	–0.2	0
12,000,000	**38400**	312	4	0	–0.2	0	–0.2	0.2
12,000,000	**56000**	214	2	0	–0.3	0.2	–0.4	0.5
12,000,000	**115200**	104	1	0	–0.5	0.6	–0.9	1.2
12,000,000	**128000**	93	6	0	–0.8	0	–1.5	0.4
12,000,000	**256000**	46	7	0	–1.9	0	–2.0	2.0
16,000,000	**9600**	1666	6	0	–0.05	0.05	–0.05	0.1
16,000,000	**19200**	833	2	0	–0.1	0.05	–0.2	0.1
16,000,000	**38400**	416	6	0	–0.2	0.2	–0.2	0.4
16,000,000	**56000**	285	6	0	–0.3	0.1	–0.5	0.2
16,000,000	**115200**	138	7	0	–0.7	0	–0.8	0.6
16,000,000	**128000**	125	0	0	0	0	–0.8	0
16,000,000	**256000**	62	4	0	–0.8	0	–1.2	1.2

Table 15–5. Commonly Used Baud Rates, Settings, and Errors, UCOS16 = 1

BRCLK frequency [Hz]	Baud Rate [Baud]	UCBRx	UCBRSx	UCBRFx	Max. TX Error [%]		Max. RX Error [%]	
1,048,576	**9600**	6	0	13	–2.3	0	–2.2	0.8
1,048,576	**19200**	3	1	6	–4.6	3.2	–5.0	4.7
1,000,000	**9600**	6	0	8	–1.8	0	–2.2	0.4
1,000,000	**19200**	3	0	4	–1.8	0	–2.6	0.9
1,000,000	**57600**	1	7	0	–34.4	0	–33.4	0
4,000,000	**9600**	26	0	1	0	0.9	0	1.1
4,000,000	**19200**	13	0	0	–1.8	0	–1.9	0.2
4,000,000	**38400**	6	0	8	–1.8	0	–2.2	0.4
4,000,000	**57600**	4	5	3	–3.5	3.2	–1.8	6.4
4,000,000	**115200**	2	3	2	–2.1	4.8	–2.5	7.3
4,000,000	**230400**	1	7	0	–34.4	0	–33.4	0
8,000,000	**9600**	52	0	1	–0.4	0	–0.4	0.1
8,000,000	**19200**	26	0	1	0	0.9	0	1.1
8,000,000	**38400**	13	0	0	–1.8	0	–1.9	0.2
8,000,000	**57600**	8	0	11	0	0.88	0	1.6
8,000,000	**115200**	4	5	3	–3.5	3.2	–1.8	6.4
8,000,000	**230400**	2	3	2	–2.1	4.8	–2.5	7.3
8,000,000	**460800**	1	7	0	–34.4	0	–33.4	0
12,000,000	**9600**	78	0	2	0	0	–0.05	0.05
12,000,000	**19200**	39	0	1	0	0	0	0.2
12,000,000	**38400**	19	0	8	–1.8	0	–1.8	0.1
12,000,000	**57600**	13	0	0	–1.8	0	–1.9	0.2
12,000,000	**115200**	6	0	8	–1.8	0	–2.2	0.4
12,000,000	**230400**	3	0	4	–1.8	0	–2.6	0.9
16,000,000	**9600**	104	0	3	0	0.2	0	0.3
16,000,000	**19200**	52	0	1	–0.4	0	–0.4	0.1
16,000,000	**38400**	26	0	1	0	0.9	0	1.1
16,000,000	**57600**	17	0	6	0	0.9	–0.1	1.0
16,000,000	**115200**	8	0	11	0	0.9	0	1.6
16,000,000	**230400**	4	5	3	–3.5	3.2	–1.8	6.4
16,000,000	**460800**	2	3	2	–2.1	4.8	–2.5	7.3

15.3.14 Using the USCI Module in UART Mode with Low Power Modes

The USCI module provides automatic clock activation for SMCLK for use with low-power modes. When SMCLK is the USCI clock source, and is inactive because the device is in a low-power mode, the USCI module automatically activates it when needed, regardless of the control-bit settings for the clock source. The clock remains active until the USCI module returns to its idle condition. After the USCI module returns to the idle condition, control of the clock source reverts to the settings of its control bits. Automatic clock activation is not provided for ACLK.

When the USCI module activates an inactive clock source, the clock source becomes active for the whole device and any peripheral configured to use the clock source may be affected. For example, a timer using SMCLK will increment while the USCI module forces SMCLK active.

15.3.15 USCI Interrupts

The USCI has one interrupt vector for transmission and one interrupt vector for reception.

USCI Transmit Interrupt Operation

The UCAxTXIFG interrupt flag is set by the transmitter to indicate that UCAxTXBUF is ready to accept another character. An interrupt request is generated if UCAxTXIE and GIE are also set. UCAxTXIFG is automatically reset if a character is written to UCAxTXBUF.

UCAxTXIFG is set after a PUC or when UCSWRST = 1. UCAxTXIE is reset after a PUC or when UCSWRST = 1.

USCI Receive Interrupt Operation

The UCAxRXIFG interrupt flag is set each time a character is received and loaded into UCAxRXBUF. An interrupt request is generated if UCAxRXIE and GIE are also set. UCAxRXIFG and UCAxRXIE are reset by a system reset PUC signal or when UCSWRST = 1. UCAxRXIFG is automatically reset when UCAxRXBUF is read.

Additional interrupt control features include:

- When UCAxRXEIE = 0 erroneous characters will not set UCAxRXIFG.
- When UCDORM = 1, non-address characters will not set UCAxRXIFG in multiprocessor modes. In plain UART mode, no characters will set UCAxRXIFG.
- When UCBRKIE = 1 a break condition will set the UCBRK bit and the UCAxRXIFG flag.

USCI Interrupt Usage

USCI_Ax and USCI_Bx share the same interrupt vectors. The receive interrupt flags UCAxRXIFG and UCBxRXIFG are routed to one interrupt vector, the transmit interrupt flags UCAxTXIFG and UCBxTXIFG share another interrupt vector.

Shared Interrupt Vectors Software Example

The following software example shows an extract of an interrupt service routine to handle data receive interrupts from USCI_A0 in either UART or SPI mode and USCI_B0 in SPI mode.

```
USCIA0_RX_USCIB0_RX_ISR
   BIT.B #UCA0RXIFG, &IFG2  ; USCI_A0 Receive Interrupt?
   JNZ   USCIA0_RX_ISR
USCIB0_RX_ISR?
   ; Read UCB0RXBUF (clears UCB0RXIFG)
   ...
   RETI
USCIA0_RX_ISR
   ; Read UCA0RXBUF (clears UCA0RXIFG)
   ...
   RETI
```

The following software example shows an extract of an interrupt service routine to handle data transmit interrupts from USCI_A0 in either UART or SPI mode and USCI_B0 in SPI mode.

```
USCIA0_TX_USCIB0_TX_ISR
   BIT.B #UCA0TXIFG, &IFG2  ; USCI_A0 Transmit Interrupt?
   JNZ   USCIA0_TX_ISR
USCIB0_TX_ISR
   ; Write UCB0TXBUF (clears UCB0TXIFG)
   ...
   RETI
USCIA0_TX_ISR
   ; Write UCA0TXBUF  (clears UCA0TXIFG)
   ...
   RETI
```

15.4 USCI Registers: UART Mode

The USCI registers applicable in UART mode are listed in Table 15–6 and Table 15–7.

Table 15–6. USCI_A0 Control and Status Registers

Register	Short Form	Register Type	Address	Initial State
USCI_A0 control register 0	UCA0CTL0	Read/write	060h	Reset with PUC
USCI_A0 control register 1	UCA0CTL1	Read/write	061h	001h with PUC
USCI_A0 Baud rate control register 0	UCA0BR0	Read/write	062h	Reset with PUC
USCI_A0 baud rate control register 1	UCA0BR1	Read/write	063h	Reset with PUC
USCI_A0 modulation control register	UCA0MCTL	Read/write	064h	Reset with PUC
USCI_A0 status register	UCA0STAT	Read/write	065h	Reset with PUC
USCI_A0 receive buffer register	UCA0RXBUF	Read	066h	Reset with PUC
USCI_A0 transmit buffer register	UCA0TXBUF	Read/write	067h	Reset with PUC
USCI_A0 Auto baud control register	UCA0ABCTL	Read/write	05Dh	Reset with PUC
USCI_A0 IrDA transmit control register	UCA0IRTCTL	Read/write	05Eh	Reset with PUC
USCI_A0 IrDA receive control register	UCA0IRRCTL	Read/write	05Fh	Reset with PUC
SFR interrupt enable register 2	IE2	Read/write	001h	Reset with PUC
SFR interrupt flag register 2	IFG2	Read/write	003h	00Ah with PUC

Note: Modifying SFR bits

To avoid modifying control bits of other modules, it is recommended to set or clear the IEx and IFGx bits using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions.

Table 15–7. USCI_A1 Control and Status Registers

Register	Short Form	Register Type	Address	Initial State
USCI_A1 control register 0	UCA1CTL0	Read/write	0D0h	Reset with PUC
USCI_A1 control register 1	UCA1CTL1	Read/write	0D1h	001h with PUC
USCI_A1 baud rate control register 0	UCA1BR0	Read/write	0D2h	Reset with PUC
USCI_A1 baud rate control register 1	UCA1BR1	Read/write	0D3h	Reset with PUC
USCI_A1 modulation control register	UCA10MCTL	Read/write	0D4h	Reset with PUC
USCI_A1 status register	UCA1STAT	Read/write	0D5h	Reset with PUC
USCI_A1 receive buffer register	UCA1RXBUF	Read	0D6h	Reset with PUC
USCI_A1 transmit buffer register	UCA1TXBUF	Read/write	0D7h	Reset with PUC
USCI_A1 auto baud control register	UCA1ABCTL	Read/write	0CDh	Reset with PUC
USCI_A1 IrDA transmit control register	UCA1IRTCTL	Read/write	0CEh	Reset with PUC
USCI_A1 IrDA receive control register	UCA1IRRCTL	Read/write	0CFh	Reset with PUC
USCI_A1/B1 interrupt enable register	UC1IE	Read/write	006h	Reset with PUC
USCI_A1/B1 interrupt flag register	UC1IFG	Read/write	007h	00Ah with PUC

UCAxCTL0, USCI_Ax Control Register 0

7	6	5	4	3	2	1	0
UCPEN	**UCPAR**	**UCMSB**	**UC7BIT**	**UCSPB**	**UCMODEx**		**UCSYNC=0**
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

UCPEN Bit 7 Parity enable
- 0 Parity disabled.
- 1 Parity enabled. Parity bit is generated (UCAxTXD) and expected (UCAxRXD). In address-bit multiprocessor mode, the address bit is included in the parity calculation.

UCPAR Bit 6 Parity select. UCPAR is not used when parity is disabled.
- 0 Odd parity
- 1 Even parity

UCMSB Bit 5 MSB first select. Controls the direction of the receive and transmit shift register.
- 0 LSB first
- 1 MSB first

UC7BIT Bit 4 Character length. Selects 7-bit or 8-bit character length.
- 0 8-bit data
- 1 7-bit data

UCSPB Bit 3 Stop bit select. Number of stop bits.
- 0 One stop bit
- 1 Two stop bits

UCMODEx Bits 2–1 USCI mode. The UCMODEx bits select the asynchronous mode when UCSYNC = 0.
- 00 UART Mode.
- 01 Idle-Line Multiprocessor Mode.
- 10 Address-Bit Multiprocessor Mode.
- 11 UART Mode with automatic baud rate detection.

UCSYNC Bit 0 Synchronous mode enable
- 0 Asynchronous mode
- 1 Synchronous Mode

UCAxCTL1, USCI_Ax Control Register 1

7	6	5	4	3	2	1	0
UCSSELx		UCRXEIE	UCBRKIE	UCDORM	UCTXADDR	UCTXBRK	UCSWRST
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–1

UCSSELx Bits 7-6 USCI clock source select. These bits select the BRCLK source clock.
- 00 UCLK
- 01 ACLK
- 10 SMCLK
- 11 SMCLK

UCRXEIE Bit 5 Receive erroneous-character interrupt-enable
- 0 Erroneous characters rejected and UCAxRXIFG is not set
- 1 Erroneous characters received will set UCAxRXIFG

UCBRKIE Bit 4 Receive break character interrupt-enable
- 0 Received break characters do not set UCAxRXIFG.
- 1 Received break characters set UCAxRXIFG.

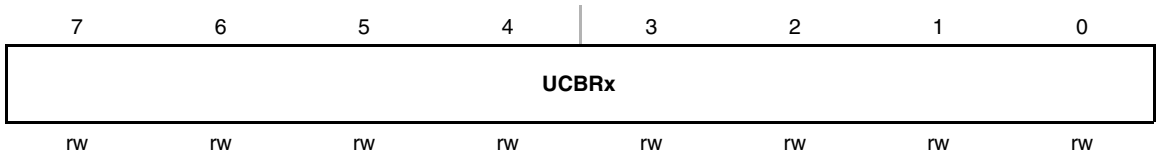
UCDORM Bit 3 Dormant. Puts USCI into sleep mode.
- 0 Not dormant. All received characters will set UCAxRXIFG.
- 1 Dormant. Only characters that are preceded by an idle-line or with address bit set will set UCAxRXIFG. In UART mode with automatic baud rate detection only the combination of a break and synch field will set UCAxRXIFG.

UCTXADDR Bit 2 Transmit address. Next frame to be transmitted will be marked as address depending on the selected multiprocessor mode.
- 0 Next frame transmitted is data
- 1 Next frame transmitted is an address

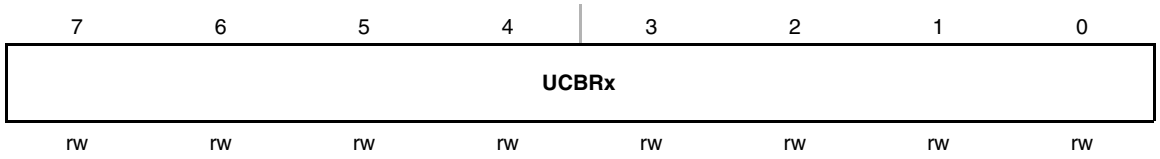
UCTXBRK Bit 1 Transmit break. Transmits a break with the next write to the transmit buffer. In UART mode with automatic baud rate detection 055h must be written into UCAxTXBUF to generate the required break/synch fields. Otherwise 0h must be written into the transmit buffer.
- 0 Next frame transmitted is not a break
- 1 Next frame transmitted is a break or a break/synch

UCSWRST Bit 0 Software reset enable
- 0 Disabled. USCI reset released for operation.
- 1 Enabled. USCI logic held in reset state.

UCAxBR0, USCI_Ax Baud Rate Control Register 0

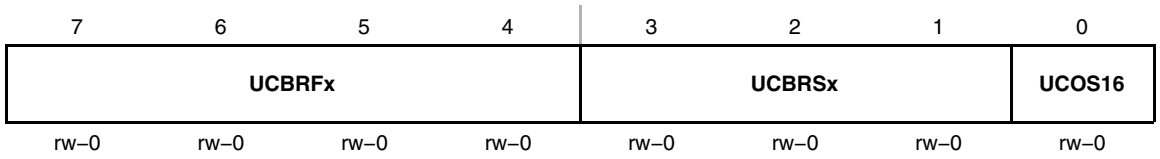


UCAxBR1, USCI_Ax Baud Rate Control Register 1



UCBRx Clock prescaler setting of the Baud rate generator. The 16-bit value of (UCAxBR0 + UCAxBR1 × 256) forms the prescaler value.

UCAxMCTL, USCI_Ax Modulation Control Register



UCBRFx Bits 7–4 First modulation stage select. These bits determine the modulation pattern for BITCLK16 when UCOS16 = 1. Ignored with UCOS16 = 0. Table 15–3 shows the modulation pattern.

UCBRSx Bits 3–1 Second modulation stage select. These bits determine the modulation pattern for BITCLK. Table 15–2 shows the modulation pattern.

UCOS16 Bit 0 Oversampling mode enabled
0 Disabled
1 Enabled

UCAxSTAT, USCI_Ax Status Register

7	6	5	4	3	2	1	0
UCLISTEN	**UCFE**	**UCOE**	**UCPE**	**UCBRK**	**UCRXERR**	**UCADDR UCIDLE**	**UCBUSY**
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	r–0

UCLISTEN Bit 7 Listen enable. The UCLISTEN bit selects loopback mode.
0 Disabled
1 Enabled. UCAxTXD is internally fed back to the receiver.

UCFE Bit 6 Framing error flag
0 No error
1 Character received with low stop bit

UCOE Bit 5 Overrun error flag. This bit is set when a character is transferred into UCAxRXBUF before the previous character was read. UCOE is cleared automatically when UCxRXBUF is read, and must not be cleared by software. Otherwise, it will not function correctly.
0 No error
1 Overrun error occurred

UCPE Bit 4 Parity error flag. When UCPEN = 0, UCPE is read as 0.
0 No error
1 Character received with parity error

UCBRK Bit 3 Break detect flag
0 No break condition
1 Break condition occurred

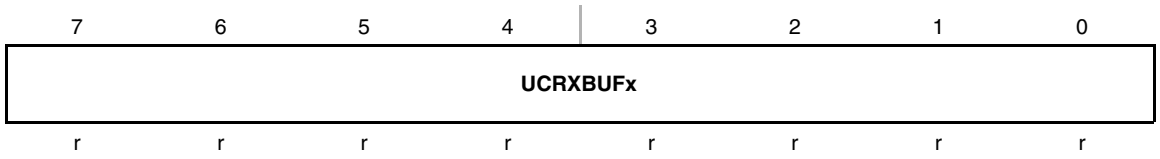
UCRXERR Bit 2 Receive error flag. This bit indicates a character was received with error(s). When UCRXERR = 1, on or more error flags (UCFE, UCPE, UCOE) is also set. UCRXERR is cleared when UCAxRXBUF is read.
0 No receive errors detected
1 Receive error detected

UCADDR Bit 1 Address received in address-bit multiprocessor mode.
0 Received character is data
1 Received character is an address

UCIDLE Idle line detected in idle-line multiprocessor mode.
0 No idle line detected
1 Idle line detected

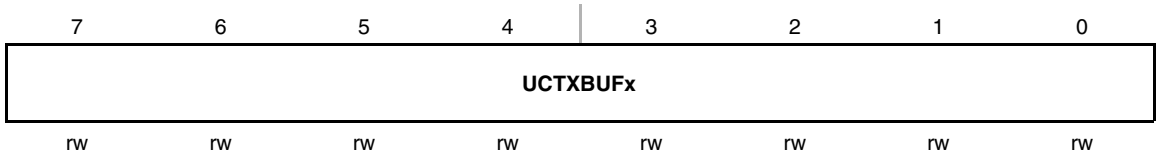
UCBUSY Bit 0 USCI busy. This bit indicates if a transmit or receive operation is in progress.
0 USCI inactive
1 USCI transmitting or receiving

UCAxRXBUF, USCI_Ax Receive Buffer Register



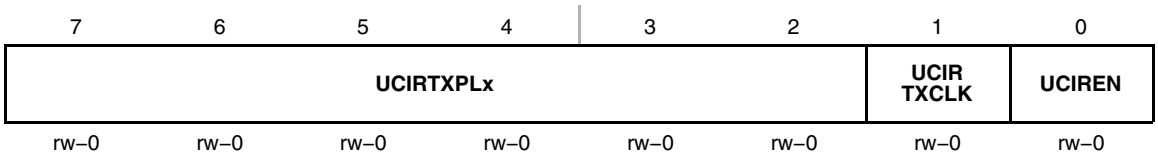
UCRXBUFx Bits 7–0 The receive-data buffer is user accessible and contains the last received character from the receive shift register. Reading UCAxRXBUF resets the receive-error bits, the UCADDR or UCIDLE bit, and UCAxRXIFG. In 7-bit data mode, UCAxRXBUF is LSB justified and the MSB is always reset.

UCAxTXBUF, USCI_Ax Transmit Buffer Register



UCTXBUFx Bits 7–0 The transmit data buffer is user accessible and holds the data waiting to be moved into the transmit shift register and transmitted on UCAxTXD. Writing to the transmit data buffer clears UCAxTXIFG. The MSB of UCAxTXBUF is not used for 7-bit data and is reset.

UCAxIRTCTL, USCI_Ax IrDA Transmit Control Register

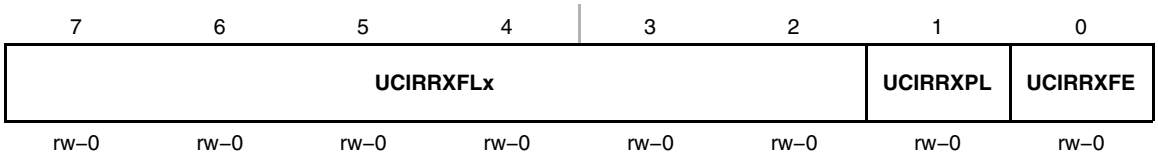


UCIRTXPLx Bits 7–2 Transmit pulse length
Pulse Length t_{PULSE} = (UCIRTXPLx + 1) / (2 * $f_{IRTXCLK}$)

UCIRTXCLK Bit 1 IrDA transmit pulse clock select
0 BRCLK
1 BITCLK16 when UCOS16 = 1. Otherwise, BRCLK

UCIREN Bit 0 IrDA encoder/decoder enable.
0 IrDA encoder/decoder disabled
1 IrDA encoder/decoder enabled

UCAxIRRCTL, USCI_Ax IrDA Receive Control Register



UCIRRXFLx Bits 7–2 Receive filter length. The minimum pulse length for receive is given by:
t_{MIN} = (UCIRRXFLx + 4) / (2 * $f_{IRTXCLK}$)

UCIRRXPL Bit 1 IrDA receive input UCAxRXD polarity
0 IrDA transceiver delivers a high pulse when a light pulse is seen
1 IrDA transceiver delivers a low pulse when a light pulse is seen

UCIRRXFE Bit 0 IrDA receive filter enabled
0 Receive filter disabled
1 Receive filter enabled

UCAxABCTL, USCI_Ax Auto Baud Rate Control Register

7	6	5	4	3	2	1	0
Reserved		UCDELIMx		UCSTOE	UCBTOE	Reserved	UCABDEN
r–0	r–0	rw–0	rw–0	rw–0	rw–0	r–0	rw–0

Reserved Bits 7-6 Reserved

UCDELIMx Bits 5–4 Break/synch delimiter length
- 00 1 bit time
- 01 2 bit times
- 10 3 bit times
- 11 4 bit times

UCSTOE Bit 3 Synch field time out error
- 0 No error
- 1 Length of synch field exceeded measurable time.

UCBTOE Bit 2 Break time out error
- 0 No error
- 1 Length of break field exceeded 22 bit times.

Reserved Bit 1 Reserved

UCABDEN Bit 0 Automatic baud rate detect enable
- 0 Baud rate detection disabled. Length of break and synch field is not measured.
- 1 Baud rate detection enabled. Length of break and synch field is measured and baud rate settings are changed accordingly.

IE2, Interrupt Enable Register 2

7	6	5	4	3	2	1	0
						UCA0TXIE	UCA0RXIE
						rw–0	rw–0

	Bits 7-2	These bits may be used by other modules (see the device-specific data sheet).
UCA0TXIE	Bit 1	USCI_A0 transmit interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCA0RXIE	Bit 0	USCI_A0 receive interrupt enable 0 Interrupt disabled 1 Interrupt enabled

IFG2, Interrupt Flag Register 2

7	6	5	4	3	2	1	0
						UCA0 TXIFG	UCA0 RXIFG
						rw–1	rw–0

	Bits 7-2	These bits may be used by other modules (see the device-specific data sheet).
UCA0 TXIFG	Bit 1	USCI_A0 transmit interrupt flag. UCA0TXIFG is set when UCA0TXBUF is empty. 0 No interrupt pending 1 Interrupt pending
UCA0 RXIFG	Bit 0	USCI_A0 receive interrupt flag. UCA0RXIFG is set when UCA0RXBUF has received a complete character. 0 No interrupt pending 1 Interrupt pending

UC1IE, USCI_A1 Interrupt Enable Register

7	6	5	4	3	2	1	0
Unused	Unused	Unused	Unused			UCA1TXIE	UCA1RXIE
rw–0	rw–0	rw–0	rw–0			rw–0	rw–0

Unused	Bits 7-4	Unused
	Bits 3-2	These bits may be used by other USCI modules (see the device-specific data sheet).
UCA1TXIE	Bit 1	USCI_A1 transmit interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCA1RXIE	Bit 0	USCI_A1 receive interrupt enable 0 Interrupt disabled 1 Interrupt enabled

UC1IFG, USCI_A1 Interrupt Flag Register

7	6	5	4	3	2	1	0
Unused	Unused	Unused	Unused			UCA1 TXIFG	UCA1 RXIFG
rw–0	rw–0	rw–0	rw–0			rw–1	rw–0

Unused	Bits 7-4	Unused
	Bits 3-2	These bits may be used by other USCI modules (see the device-specific data sheet).
UCA1 TXIFG	Bit 1	USCI_A1 transmit interrupt flag. UCA1TXIFG is set when UCA1TXBUF is empty. 0 No interrupt pending 1 Interrupt pending
UCA1 RXIFG	Bit 0	USCI_A1 receive interrupt flag. UCA1RXIFG is set when UCA1RXBUF has received a complete character. 0 No interrupt pending 1 Interrupt pending

Chapter 16

Universal Serial Communication Interface, SPI Mode

The universal serial communication interface (USCI) supports multiple serial communication modes with one hardware module. This chapter discusses the operation of the synchronous peripheral interface or SPI mode.

Topic **Page**

16.1 USCI Overview

The universal serial communication interface (USCI) modules support multiple serial communication modes. Different USCI modules support different modes. Each different USCI module is named with a different letter. For example, USCI_A is different from USCI_B, etc. If more than one identical USCI module is implemented on one device, those modules are named with incrementing numbers. For example, if one device has two USCI_A modules, they are named USCI_A0 and USCI_A1. See the device-specific data sheet to determine which USCI modules, if any, are implemented on which devices.

The USCI_Ax modules support:

- UART mode
- Pulse shaping for IrDA communications
- Automatic baud rate detection for LIN communications
- SPI mode

The USCI_Bx modules support:

- I^2C mode
- SPI mode

16.2 USCI Introduction: SPI Mode

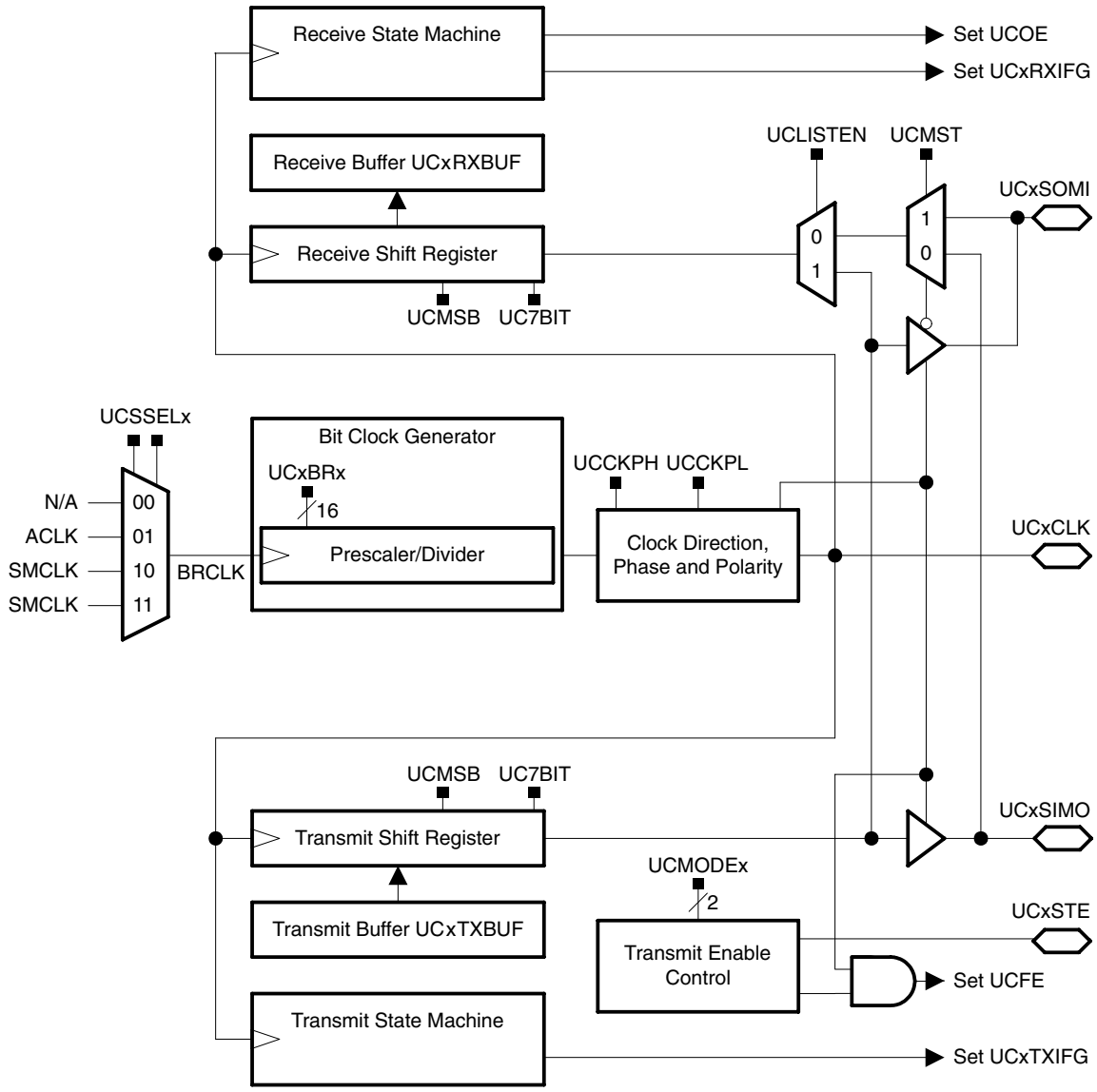
In synchronous mode, the USCI connects the MSP430 to an external system via three or four pins: UCxSIMO, UCxSOMI, UCxCLK, and UCxSTE. SPI mode is selected when the UCSYNC bit is set and SPI mode (3-pin or 4-pin) is selected with the UCMODEx bits.

SPI mode features include:

- 7- or 8-bit data length
- LSB-first or MSB-first data transmit and receive
- 3-pin and 4-pin SPI operation
- Master or slave modes
- Independent transmit and receive shift registers
- Separate transmit and receive buffer registers
- Continuous transmit and receive operation
- Selectable clock polarity and phase control
- Programmable clock frequency in master mode
- Independent interrupt capability for receive and transmit
- Slave operation in LPM4

Figure 16–1 shows the USCI when configured for SPI mode.

Figure 16−1. USCI Block Diagram: SPI Mode



16.3 USCI Operation: SPI Mode

In SPI mode, serial data is transmitted and received by multiple devices using a shared clock provided by the master. An additional pin, UCxSTE, is provided to enable a device to receive and transmit data and is controlled by the master.

Three or four signals are used for SPI data exchange:

- UCxSIMO — Slave in, master out
  Master mode: UCxSIMO is the data output line.
  Slave mode: UCxSIMO is the data input line.
- UCxSOMI — Slave out, master in
  Master mode: UCxSOMI is the data input line.
  Slave mode: UCxSOMI is the data output line.
- UCxCLK — USCI SPI clock
  Master mode: UCxCLK is an output.
  Slave mode: UCxCLK is an input.
- UCxSTE — Slave transmit enable. Used in 4-pin mode to allow multiple masters on a single bus. Not used in 3-pin mode. Table 16–1 describes the UCxSTE operation.

Table 16–1. UCxSTE Operation

UCMODEx	UCxSTE Active State	UCxSTE	Slave	Master
01	high	0	inactive	active
		1	active	inactive
10	low	0	active	inactive
		1	inactive	active

16.3.1 USCI Initialization and Reset

The USCI is reset by a PUC or by the UCSWRST bit. After a PUC, the UCSWRST bit is automatically set, keeping the USCI in a reset condition. When set, the UCSWRST bit resets the UCxRXIE, UCxTXIE, UCxRXIFG, UCOE, and UCFE bits and sets the UCxTXIFG flag. Clearing UCSWRST releases the USCI for operation.

Note: Initializing or Re-Configuring the USCI Module

The recommended USCI initialization/re-configuration process is:

1) Set UCSWRST (`BIS.B #UCSWRST,&UCxCTL1`)

2) Initialize all USCI registers with UCSWRST=1 (including UCxCTL1)

3) Configure ports

4) Clear UCSWRST via software (`BIC.B #UCSWRST,&UCxCTL1`)

5) Enable interrupts (optional) via UCxRXIE and/or UCxTXIE

16.3.2 Character Format

The USCI module in SPI mode supports 7- and 8-bit character lengths selected by the UC7BIT bit. In 7-bit data mode, UCxRXBUF is LSB justified and the MSB is always reset. The UCMSB bit controls the direction of the transfer and selects LSB or MSB first.

Note: Default Character Format

The default SPI character transmission is LSB first. For communication with other SPI interfaces it MSB-first mode may be required.

Note: Character Format for Figures

Figures throughout this chapter use MSB first format.

16.3.3 Master Mode

Figure 16–2. USCI Master and External Slave

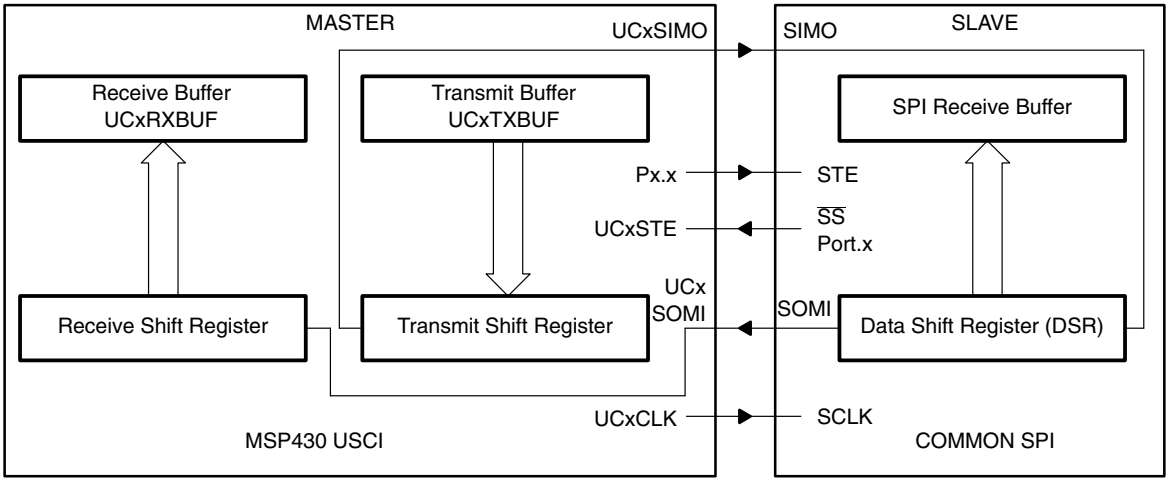


Figure 16–2 shows the USCI as a master in both 3-pin and 4-pin configurations. The USCI initiates data transfer when data is moved to the transmit data buffer UCxTXBUF. The UCxTXBUF data is moved to the TX shift register when the TX shift register is empty, initiating data transfer on UCxSIMO starting with either the most-significant or least-significant bit depending on the UCMSB setting. Data on UCxSOMI is shifted into the receive shift register on the opposite clock edge. When the character is received, the receive data is moved from the RX shift register to the received data buffer UCxRXBUF and the receive interrupt flag, UCxRXIFG, is set, indicating the RX/TX operation is complete.

A set transmit interrupt flag, UCxTXIFG, indicates that data has moved from UCxTXBUF to the TX shift register and UCxTXBUF is ready for new data. It does not indicate RX/TX completion.

To receive data into the USCI in master mode, data must be written to UCxTXBUF because receive and transmit operations operate concurrently.

Four-Pin SPI Master Mode

In 4-pin master mode, UCxSTE is used to prevent conflicts with another master and controls the master as described in Table 16–1. When UCxSTE is in the master-inactive state:

- UCxSIMO and UCxCLK are set to inputs and no longer drive the bus
- The error bit UCFE is set indicating a communication integrity violation to be handled by the user.
- The internal state machines are reset and the shift operation is aborted.

If data is written into UCxTXBUF while the master is held inactive by UCxSTE, it will be transmit as soon as UCxSTE transitions to the master-active state. If an active transfer is aborted by UCxSTE transitioning to the master-inactive state, the data must be re-written into UCxTXBUF to be transferred when UCxSTE transitions back to the master-active state. The UCxSTE input signal is not used in 3-pin master mode.

16.3.4 Slave Mode

Figure 16–3. USCI Slave and External Master

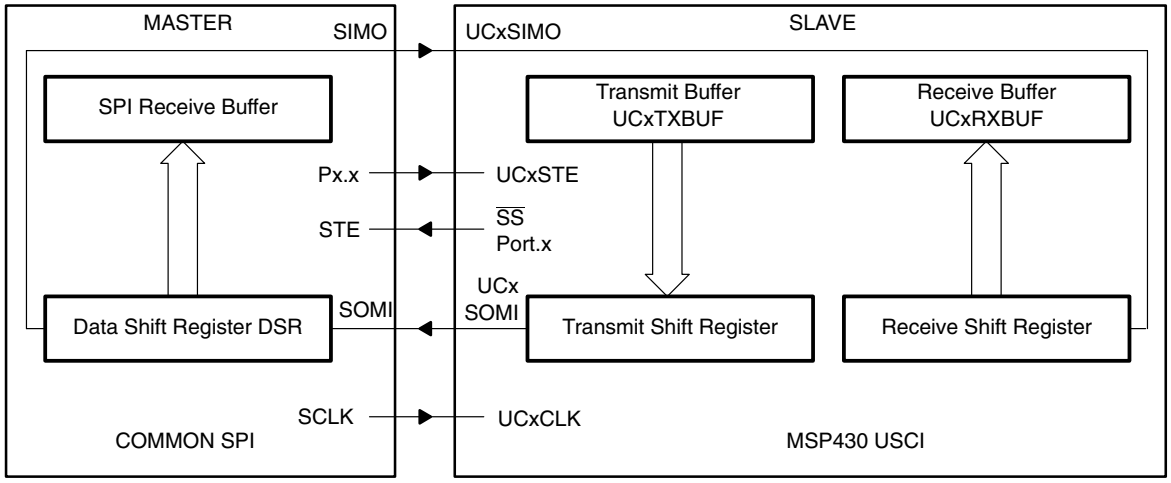


Figure 16–3 shows the USCI as a slave in both 3-pin and 4-pin configurations. UCxCLK is used as the input for the SPI clock and must be supplied by the external master. The data-transfer rate is determined by this clock and not by the internal bit clock generator. Data written to UCxTXBUF and moved to the TX shift register before the start of UCxCLK is transmitted on UCxSOMI. Data on UCxSIMO is shifted into the receive shift register on the opposite edge of UCxCLK and moved to UCxRXBUF when the set number of bits are received. When data is moved from the RX shift register to UCxRXBUF, the UCxRXIFG interrupt flag is set, indicating that data has been received. The overrun error bit, UCOE, is set when the previously received data is not read from UCxRXBUF before new data is moved to UCxRXBUF.

Four-Pin SPI Slave Mode

In 4-pin slave mode, UCxSTE is used by the slave to enable the transmit and receive operations and is provided by the SPI master. When UCxSTE is in the slave-active state, the slave operates normally. When UCxSTE is in the slave-inactive state:

- Any receive operation in progress on UCxSIMO is halted
- UCxSOMI is set to the input direction
- The shift operation is halted until the UCxSTE line transitions into the slave transmit active state.

The UCxSTE input signal is not used in 3-pin slave mode.

16.3.5 SPI Enable

When the USCI module is enabled by clearing the UCSWRST bit it is ready to receive and transmit. In master mode the bit clock generator is ready, but is not clocked nor producing any clocks. In slave mode the bit clock generator is disabled and the clock is provided by the master.

A transmit or receive operation is indicated by UCBUSY = 1.

A PUC or set UCSWRST bit disables the USCI immediately and any active transfer is terminated.

Transmit Enable

In master mode, writing to UCxTXBUF activates the bit clock generator and the data will begin to transmit.

In slave mode, transmission begins when a master provides a clock and, in 4-pin mode, when the UCxSTE is in the slave-active state.

Receive Enable

The SPI receives data when a transmission is active. Receive and transmit operations operate concurrently.

16.3.6 Serial Clock Control

UCxCLK is provided by the master on the SPI bus. When UCMST = 1, the bit clock is provided by the USCI bit clock generator on the UCxCLK pin. The clock used to generate the bit clock is selected with the UCSSELx bits. When UCMST = 0, the USCI clock is provided on the UCxCLK pin by the master, the bit clock generator is not used, and the UCSSELx bits are don't care. The SPI receiver and transmitter operate in parallel and use the same clock source for data transfer.

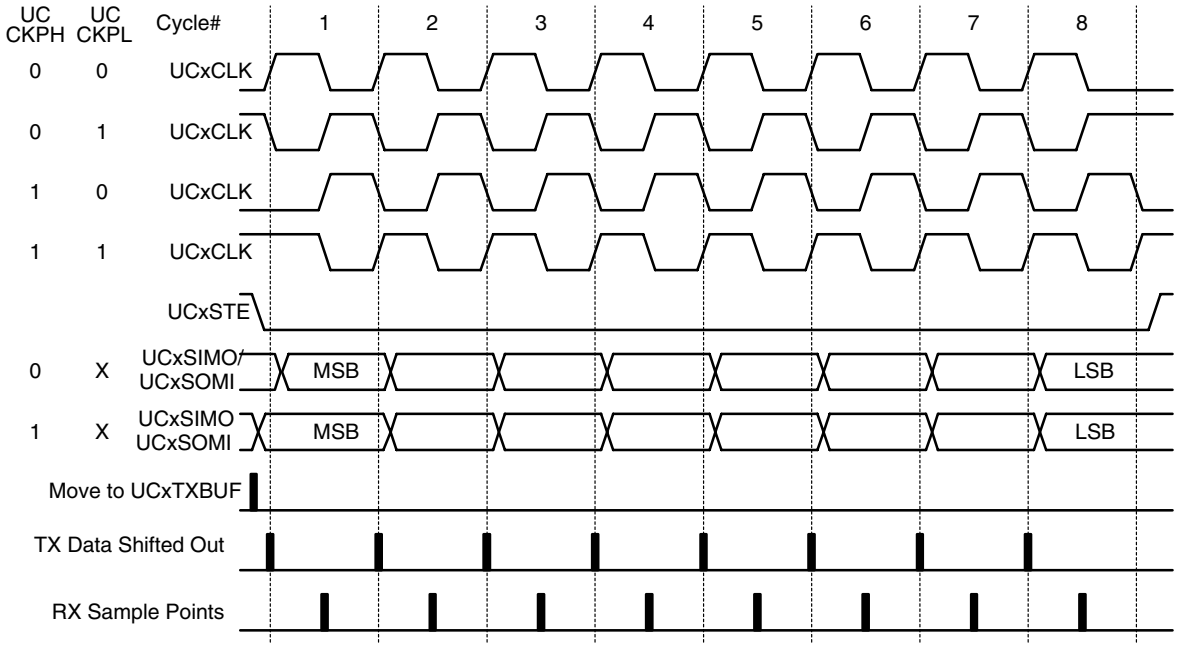
The 16-bit value of UCBRx in the bit rate control registers UCxxBR1 and UCxxBR0 is the division factor of the USCI clock source, BRCLK. The maximum bit clock that can be generated in master mode is BRCLK. Modulation is not used in SPI mode and UCAxMCTL should be cleared when using SPI mode for USCI_A. The UCAxCLK/UCBxCLK frequency is given by:

$$f_{BitClock} = \frac{f_{BRCLK}}{UCBRx}$$

Serial Clock Polarity and Phase

The polarity and phase of UCxCLK are independently configured via the UCCKPL and UCCKPH control bits of the USCI. Timing for each case is shown in Figure 16–4.

Figure 16–4. USCI SPI Timing with UCMSB = 1



16.3.7 Using the SPI Mode with Low Power Modes

The USCI module provides automatic clock activation for SMCLK for use with low-power modes. When SMCLK is the USCI clock source, and is inactive because the device is in a low-power mode, the USCI module automatically activates it when needed, regardless of the control-bit settings for the clock source. The clock remains active until the USCI module returns to its idle condition. After the USCI module returns to the idle condition, control of the clock source reverts to the settings of its control bits. Automatic clock activation is not provided for ACLK.

When the USCI module activates an inactive clock source, the clock source becomes active for the whole device and any peripheral configured to use the clock source may be affected. For example, a timer using SMCLK will increment while the USCI module forces SMCLK active.

In SPI slave mode no internal clock source is required because the clock is provided by the external master. It is possible to operate the USCI in SPI slave mode while the device is in LPM4 and all clock sources are disabled. The receive or transmit interrupt can wake up the CPU from any low power mode.

16.3.8 SPI Interrupts

The USCI has one interrupt vector for transmission and one interrupt vector for reception.

SPI Transmit Interrupt Operation

The UCxTXIFG interrupt flag is set by the transmitter to indicate that UCxTXBUF is ready to accept another character. An interrupt request is generated if UCxTXIE and GIE are also set. UCxTXIFG is automatically reset if a character is written to UCxTXBUF. UCxTXIFG is set after a PUC or when UCSWRST = 1. UCxTXIE is reset after a PUC or when UCSWRST = 1.

Note: Writing to UCxTXBUF in SPI Mode

Data written to UCxTXBUF when UCxTXIFG = 0 may result in erroneous data transmission.

SPI Receive Interrupt Operation

The UCxRXIFG interrupt flag is set each time a character is received and loaded into UCxRXBUF. An interrupt request is generated if UCxRXIE and GIE are also set. UCxRXIFG and UCxRXIE are reset by a system reset PUC signal or when UCSWRST = 1. UCxRXIFG is automatically reset when UCxRXBUF is read.

USCI Interrupt Usage

USCI_Ax and USCI_Bx share the same interrupt vectors. The receive interrupt flags UCAxRXIFG and UCBxRXIFG are routed to one interrupt vector, the transmit interrupt flags UCAxTXIFG and UCBxTXIFG share another interrupt vector.

Shared Interrupt Vectors Software Example

The following software example shows an extract of an interrupt service routine to handle data receive interrupts from USCI_A0 in either UART or SPI mode and USCI_B0 in SPI mode.

```
USCIA0_RX_USCIB0_RX_ISR
   BIT.B #UCA0RXIFG, &IFG2  ; USCI_A0 Receive Interrupt?
   JNZ   USCIA0_RX_ISR
USCIB0_RX_ISR?
   ; Read UCB0RXBUF (clears UCB0RXIFG)
   ...
   RETI
USCIA0_RX_ISR
   ; Read UCA0RXBUF (clears UCA0RXIFG)
   ...
   RETI
```

The following software example shows an extract of an interrupt service routine to handle data transmit interrupts from USCI_A0 in either UART or SPI mode and USCI_B0 in SPI mode.

```
USCIA0_TX_USCIB0_TX_ISR
   BIT.B #UCA0TXIFG, &IFG2  ; USCI_A0 Transmit Interrupt?
   JNZ   USCIA0_TX_ISR
USCIB0_TX_ISR
   ; Write UCB0TXBUF (clears UCB0TXIFG)
   ...
   RETI
USCIA0_TX_ISR
   ; Write UCA0TXBUF  (clears UCA0TXIFG)
   ...
   RETI
```

16.4 USCI Registers: SPI Mode

The USCI registers applicable in SPI mode for USCI_A0 and USCI_B0 are listed in Table 16–2. Registers applicable in SPI mode for USCI_A1 and USCI_B1 are listed in Table 16–3.

Table 16–2. USCI_A0 and USCI_B0 Control and Status Registers

Register	Short Form	Register Type	Address	Initial State
USCI_A0 control register 0	UCA0CTL0	Read/write	060h	Reset with PUC
USCI_A0 control register 1	UCA0CTL1	Read/write	061h	001h with PUC
USCI_A0 baud rate control register 0	UCA0BR0	Read/write	062h	Reset with PUC
USCI_A0 baud rate control register 1	UCA0BR1	Read/write	063h	Reset with PUC
USCI_A0 modulation control register	UCA0MCTL	Read/write	064h	Reset with PUC
USCI_A0 status register	UCA0STAT	Read/write	065h	Reset with PUC
USCI_A0 receive buffer register	UCA0RXBUF	Read	066h	Reset with PUC
USCI_A0 transmit buffer register	UCA0TXBUF	Read/write	067h	Reset with PUC
USCI_B0 control register 0	UCB0CTL0	Read/write	068h	001h with PUC
USCI_B0 control register 1	UCB0CTL1	Read/write	069h	001h with PUC
USCI_B0 bit rate control register 0	UCB0BR0	Read/write	06Ah	Reset with PUC
USCI_B0 bit rate control register 1	UCB0BR1	Read/write	06Bh	Reset with PUC
USCI_B0 status register	UCB0STAT	Read/write	06Dh	Reset with PUC
USCI_B0 receive buffer register	UCB0RXBUF	Read	06Eh	Reset with PUC
USCI_B0 transmit buffer register	UCB0TXBUF	Read/write	06Fh	Reset with PUC
SFR interrupt enable register 2	IE2	Read/write	001h	Reset with PUC
SFR interrupt flag register 2	IFG2	Read/write	003h	00Ah with PUC

Note: Modifying SFR bits

To avoid modifying control bits of other modules, it is recommended to set or clear the IEx and IFGx bits using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions.

Table 16–3. USCI_A1 and USCI_B1 Control and Status Registers

Register	Short Form	Register Type	Address	Initial State
USCI_A1 control register 0	UCA1CTL0	Read/write	0D0h	Reset with PUC
USCI_A1 control register 1	UCA1CTL1	Read/write	0D1h	001h with PUC
USCI_A1 baud rate control register 0	UCA1BR0	Read/write	0D2h	Reset with PUC
USCI_A1 baud rate control register 1	UCA1BR1	Read/write	0D3h	Reset with PUC
USCI_A1 modulation control register	UCA10MCTL	Read/write	0D4h	Reset with PUC
USCI_A1 status register	UCA1STAT	Read/write	0D5h	Reset with PUC
USCI_A1 receive buffer register	UCA1RXBUF	Read	0D6h	Reset with PUC
USCI_A1 transmit buffer register	UCA1TXBUF	Read/write	0D7h	Reset with PUC
USCI_B1 control register 0	UCB1CTL0	Read/write	0D8h	001h with PUC
USCI_B1 control register 1	UCB1CTL1	Read/write	0D9h	001h with PUC
USCI_B1 bit rate control register 0	UCB1BR0	Read/write	0DAh	Reset with PUC
USCI_B1 bit rate control register 1	UCB1BR1	Read/write	0DBh	Reset with PUC
USCI_B1 status register	UCB1STAT	Read/write	0DDh	Reset with PUC
USCI_B1 receive buffer register	UCB1RXBUF	Read	0DEh	Reset with PUC
USCI_B1 transmit buffer register	UCB1TXBUF	Read/write	0DFh	Reset with PUC
USCI_A1/B1 interrupt enable register	UC1IE	Read/write	006h	Reset with PUC
USCI_A1/B1 interrupt flag register	UC1IFG	Read/write	007h	00Ah with PUC

UCAxCTL0, USCI_Ax Control Register 0
UCBxCTL0, USCI_Bx Control Register 0

7	6	5	4	3	2	1	0
UCCKPH	**UCCKPL**	**UCMSB**	**UC7BIT**	**UCMST**	**UCMODEx**		**UCSYNC=1**
rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	rw-0	

UCCKPH Bit 7 Clock phase select.
- 0 Data is changed on the first UCLK edge and captured on the following edge.
- 1 Data is captured on the first UCLK edge and changed on the following edge.

UCCKPL Bit 6 Clock polarity select.
- 0 The inactive state is low.
- 1 The inactive state is high.

UCMSB Bit 5 MSB first select. Controls the direction of the receive and transmit shift register.
- 0 LSB first
- 1 MSB first

UC7BIT Bit 4 Character length. Selects 7-bit or 8-bit character length.
- 0 8-bit data
- 1 7-bit data

UCMST Bit 3 Master mode select
- 0 Slave mode
- 1 Master mode

UCMODEx Bits 2-1 USCI mode. The UCMODEx bits select the synchronous mode when UCSYNC = 1.
- 00 3-Pin SPI
- 01 4-Pin SPI with UCxSTE active high: slave enabled when UCxSTE = 1
- 10 4-Pin SPI with UCxSTE active low: slave enabled when UCxSTE = 0
- 11 I^2C Mode

UCSYNC Bit 0 Synchronous mode enable
- 0 Asynchronous mode
- 1 Synchronous Mode

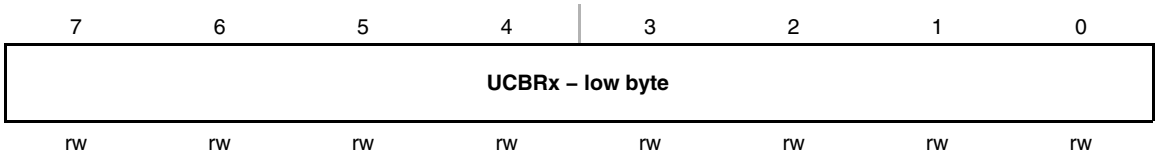
UCAxCTL1, USCI_Ax Control Register 1
UCBxCTL1, USCI_Bx Control Register 1

7	6	5	4	3	2	1	0
UCSSELx		Unused					UCSWRST
rw-0	rw-0	rw-0† r0‡	rw-0	rw-0	rw-0	rw-0	rw-1

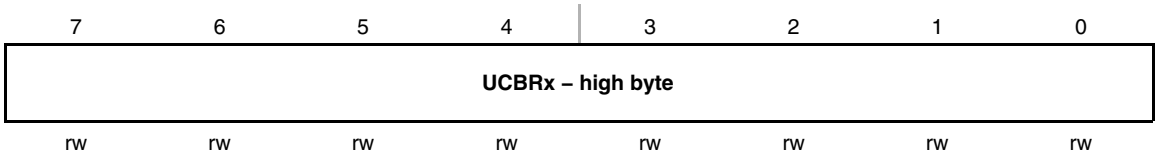
† UCAxCTL1 (USCI_Ax)
‡ UCBxCTL1 (USCI_Bx)

UCSSELx	Bits 7-6	USCI clock source select. These bits select the BRCLK source clock in master mode. UCxCLK is always used in slave mode. 00 NA 01 ACLK 10 SMCLK 11 SMCLK
Unused	Bits 5-1	Unused
UCSWRST	Bit 0	Software reset enable 0 Disabled. USCI reset released for operation. 1 Enabled. USCI logic held in reset state.

UCAxBR0, USCI_Ax Bit Rate Control Register 0
UCBxBR0, USCI_Bx Bit Rate Control Register 0



UCAxBR1, USCI_Ax Bit Rate Control Register 1
UCBxBR1, USCI_Bx Bit Rate Control Register 1



UCBRx Bit clock prescaler setting.
The 16-bit value of (UCxxBR0 + UCxxBR1 × 256) forms the prescaler value.

UCAxSTAT, USCI_Ax Status Register
UCBxSTAT, USCI_Bx Status Register

7	6	5	4	3	2	1	0
UCLISTEN	**UCFE**	**UCOE**	**Unused**	**Unused**	**Unused**	**Unused**	**UCBUSY**
rw-0	rw-0	rw-0	rw-0† r0‡	rw-0	rw-0	rw-0	r-0

† UCAxSTAT (USCI_Ax)
‡ UCBxSTAT (USCI_Bx)

UCLISTEN Bit 7 Listen enable. The UCLISTEN bit selects loopback mode.
0 Disabled
1 Enabled. The transmitter output is internally fed back to the receiver.

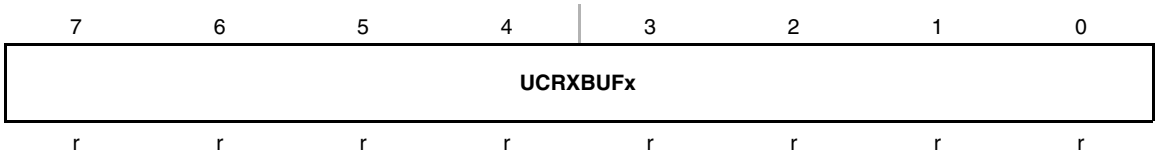
UCFE Bit 6 Framing error flag. This bit indicates a bus conflict in 4-wire master mode. UCFE is not used in 3-wire master or any slave mode.
0 No error
1 Bus conflict occurred

UCOE Bit 5 Overrun error flag. This bit is set when a character is transferred into UCxRXBUF before the previous character was read. UCOE is cleared automatically when UCxRXBUF is read, and must not be cleared by software. Otherwise, it will not function correctly.
0 No error
1 Overrun error occurred

Unused Bits 4–1 Unused

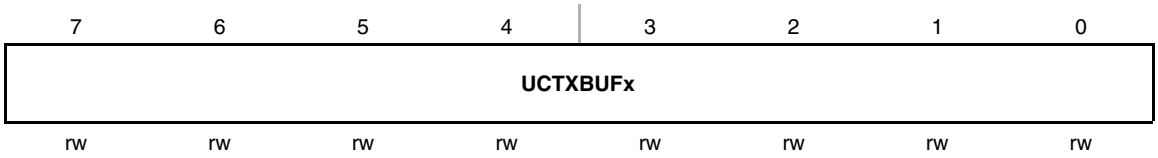
UCBUSY Bit 0 USCI busy. This bit indicates if a transmit or receive operation is in progress.
0 USCI inactive
1 USCI transmitting or receiving

UCAxRXBUF, USCI_Ax Receive Buffer Register
UCBxRXBUF, USCI_Bx Receive Buffer Register



UCRXBUFx Bits 7-0 The receive-data buffer is user accessible and contains the last received character from the receive shift register. Reading UCxRXBUF resets the receive-error bits, and UCxRXIFG. In 7-bit data mode, UCxRXBUF is LSB justified and the MSB is always reset.

UCAxTXBUF, USCI_Ax Transmit Buffer Register
UCBxTXBUF, USCI_Bx Transmit Buffer Register



UCTXBUFx Bits 7-0 The transmit data buffer is user accessible and holds the data waiting to be moved into the transmit shift register and transmitted. Writing to the transmit data buffer clears UCxTXIFG. The MSB of UCxTXBUF is not used for 7-bit data and is reset.

IE2, Interrupt Enable Register 2

7	6	5	4	3	2	1	0
				UCB0TXIE	UCB0RXIE	UCA0TXIE	UCA0RXIE
				rw-0	rw-0	rw-0	rw-0

	Bits 7-4	These bits may be used by other modules (see the device-specific data sheet).
UCB0TXIE	Bit 3	USCI_B0 transmit interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCB0RXIE	Bit 2	USCI_B0 receive interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCA0TXIE	Bit 1	USCI_A0 transmit interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCA0RXIE	Bit 0	USCI_A0 receive interrupt enable 0 Interrupt disabled 1 Interrupt enabled

IFG2, Interrupt Flag Register 2

7	6	5	4	3	2	1	0
				UCB0 TXIFG	UCB0 RXIFG	UCA0 TXIFG	UCA0 RXIFG
				rw-1	rw-0	rw-1	rw-0

	Bits 7-4	These bits may be used by other modules (see the device-specific data sheet).
UCB0 TXIFG	Bit 3	USCI_B0 transmit interrupt flag. UCB0TXIFG is set when UCB0TXBUF is empty. 0 No interrupt pending 1 Interrupt pending
UCB0 RXIFG	Bit 2	USCI_B0 receive interrupt flag. UCB0RXIFG is set when UCB0RXBUF has received a complete character. 0 No interrupt pending 1 Interrupt pending
UCA0 TXIFG	Bit 1	USCI_A0 transmit interrupt flag. UCA0TXIFG is set when UCA0TXBUF empty. 0 No interrupt pending 1 Interrupt pending
UCA0 RXIFG	Bit 0	USCI_A0 receive interrupt flag. UCA0RXIFG is set when UCA0RXBUF has received a complete character. 0 No interrupt pending 1 Interrupt pending

UC1IE, USCI_A1/USCI_B1 Interrupt Enable Register

7	6	5	4	3	2	1	0
Unused	**Unused**	**Unused**	**Unused**	**UCB1TXIE**	**UCB1RXIE**	**UCA1TXIE**	**UCA1RXIE**
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

Unused Bits 7-4 Unused

UCB1TXIE Bit 3 USCI_B1 transmit interrupt enable
0 Interrupt disabled
1 Interrupt enabled

UCB1RXIE Bit 2 USCI_B1 receive interrupt enable
0 Interrupt disabled
1 Interrupt enabled

UCA1TXIE Bit 1 USCI_A1 transmit interrupt enable
0 Interrupt disabled
1 Interrupt enabled

UCA1RXIE Bit 0 USCI_A1 receive interrupt enable
0 Interrupt disabled
1 Interrupt enabled

UC1IFG, USCI_A1/USCI_B1 Interrupt Flag Register

7	6	5	4	3	2	1	0
Unused	**Unused**	**Unused**	**Unused**	**UCB1 TXIFG**	**UCB1 RXIFG**	**UCA1 TXIFG**	**UCA1 RXIFG**
rw–0	rw–0	rw–0	rw–0	rw–1	rw–0	rw–1	rw–0

Unused Bits 7-4 Unused

UCB1 TXIFG Bit 3 USCI_B1 transmit interrupt flag. UCB1TXIFG is set when UCB1TXBUF is empty.
0 No interrupt pending
1 Interrupt pending

UCB1 RXIFG Bit 2 USCI_B1 receive interrupt flag. UCB1RXIFG is set when UCB1RXBUF has received a complete character.
0 No interrupt pending
1 Interrupt pending

UCA1 TXIFG Bit 1 USCI_A1 transmit interrupt flag. UCA1TXIFG is set when UCA1TXBUF empty.
0 No interrupt pending
1 Interrupt pending

UCA1 RXIFG Bit 0 USCI_A1 receive interrupt flag. UCA1RXIFG is set when UCA1RXBUF has received a complete character.
0 No interrupt pending
1 Interrupt pending

Chapter 17

Universal Serial Communication Interface, I²C Mode

The universal serial communication interface (USCI) supports multiple serial communication modes with one hardware module. This chapter discusses the operation of the I²C mode.

Topic **Page**

17.1 USCI Overview

The universal serial communication interface (USCI) modules support multiple serial communication modes. Different USCI modules support different modes. Each different USCI module is named with a different letter. For example, USCI_A is different from USCI_B, etc. If more than one identical USCI module is implemented on one device, those modules are named with incrementing numbers. For example, if one device has two USCI_A modules, they are named USCI_A0 and USCI_A1. See the device-specific data sheet to determine which USCI modules, if any, are implemented on which devices.

The USCI_Ax modules support:

- UART mode
- Pulse shaping for IrDA communications
- Automatic baud rate detection for LIN communications
- SPI mode

The USCI_Bx modules support:

- I^2C mode
- SPI mode

17.2 USCI Introduction: I2C Mode

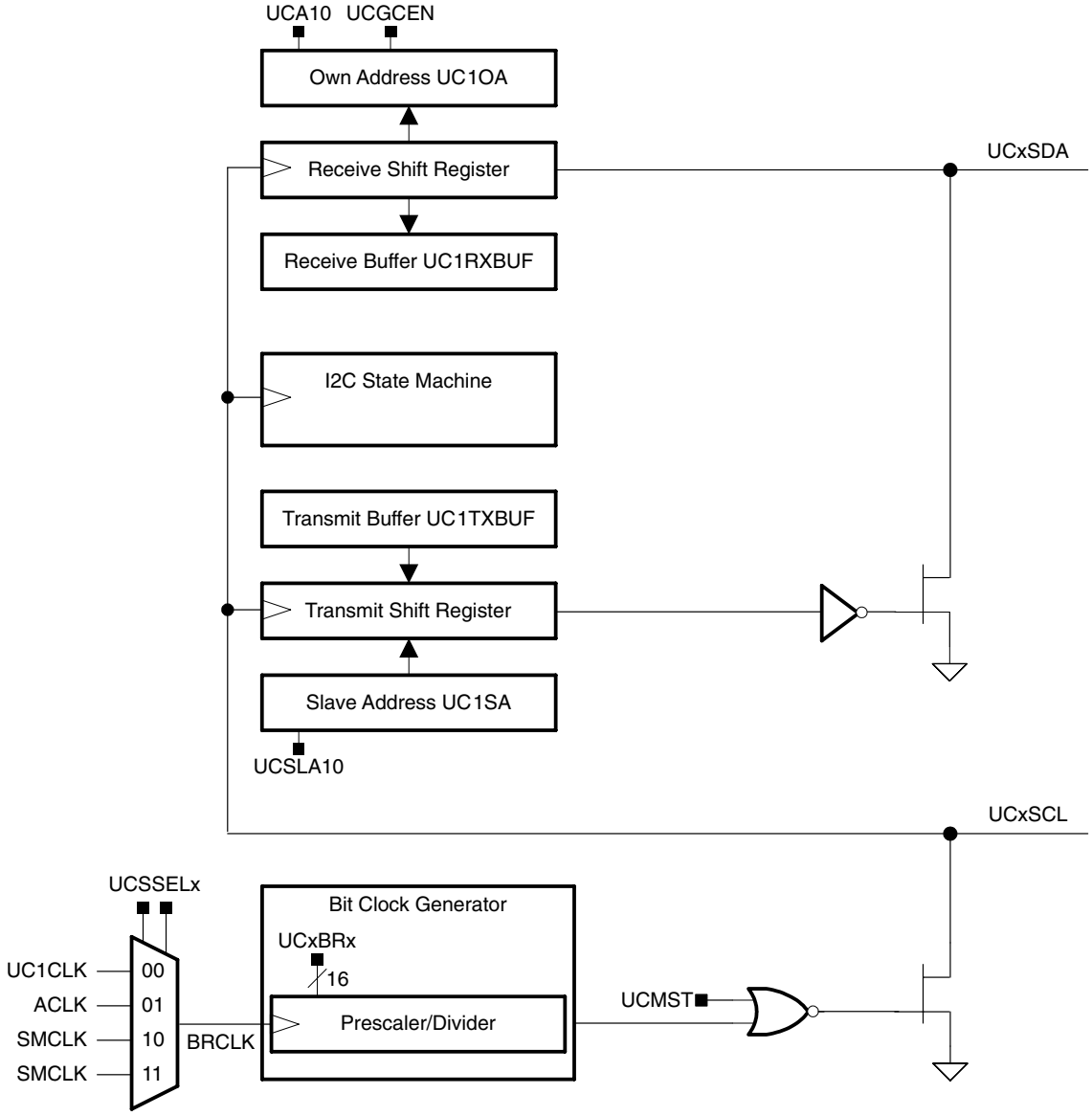
In I2C mode, the USCI module provides an interface between the MSP430 and I2C-compatible devices connected by way of the two-wire I2C serial bus. External components attached to the I2C bus serially transmit and/or receive serial data to/from the USCI module through the 2-wire I2C interface.

The I2C mode features include:

- Compliance to the Philips Semiconductor I2C specification v2.1
  - 7-bit and 10-bit device addressing modes
  - General call
  - START/RESTART/STOP
  - Multi-master transmitter/receiver mode
  - Slave receiver/transmitter mode
  - Standard mode up to100 kbps and fast mode up to 400 kbps support
- Programmable UCxCLK frequency in master mode
- Designed for low power
- Slave receiver START detection for auto-wake up from LPMx modes
- Slave operation in LPM4

Figure 17–1 shows the USCI when configured in I2C mode.

Figure 17–1. USCI Block Diagram: I2C Mode

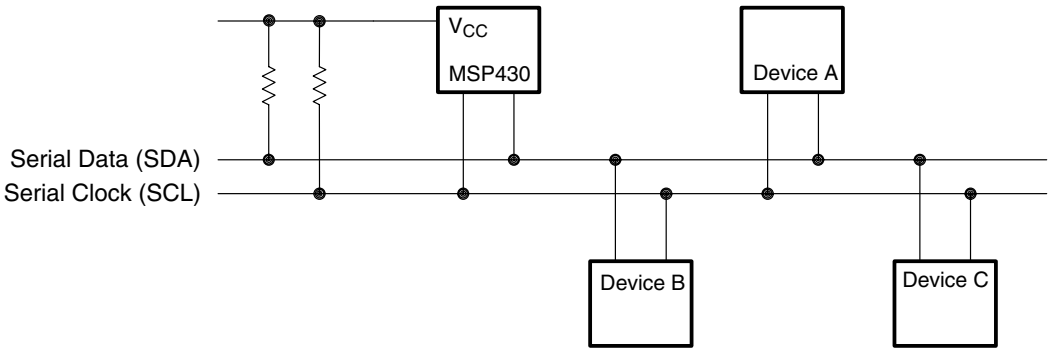


17.3 USCI Operation: I2C Mode

The I2C mode supports any slave or master I2C-compatible device. Figure 17–2 shows an example of an I2C bus. Each I2C device is recognized by a unique address and can operate as either a transmitter or a receiver. A device connected to the I2C bus can be considered as the master or the slave when performing data transfers. A master initiates a data transfer and generates the clock signal SCL. Any device addressed by a master is considered a slave.

I2C data is communicated using the serial data pin (SDA) and the serial clock pin (SCL). Both SDA and SCL are bidirectional, and must be connected to a positive supply voltage using a pullup resistor.

Figure 17–2. I2C Bus Connection Diagram



Note: SDA and SCL Levels

The MSP430 SDA and SCL pins must not be pulled up above the MSP430 V_{CC} level.

17.3.1 USCI Initialization and Reset

The USCI is reset by a PUC or by setting the UCSWRST bit. After a PUC, the UCSWRST bit is automatically set, keeping the USCI in a reset condition. To select I2C operation the UCMODEx bits must be set to 11. After module initialization, it is ready for transmit or receive operation. Clearing UCSWRST releases the USCI for operation.

Configuring and reconfiguring the USCI module should be done when UCSWRST is set to avoid unpredictable behavior. Setting UCSWRST in I2C mode has the following effects:

- I2C communication stops
- SDA and SCL are high impedance
- UCBxI2CSTAT, bits 6-0 are cleared
- UCBxTXIE and UCBxRXIE are cleared
- UCBxTXIFG and UCBxRXIFG are cleared
- All other bits and registers remain unchanged.

Note: Initializing or Reconfiguring the USCI Module

The recommended USCI initialization/re-configuration process is:

1) Set UCSWRST (`BIS.B #UCSWRST,&UCxCTL1`)

2) Initialize all USCI registers with UCSWRST=1 (including UCxCTL1)

3) Configure ports.

4) Clear UCSWRST via software (`BIC.B #UCSWRST,&UCxCTL1`)

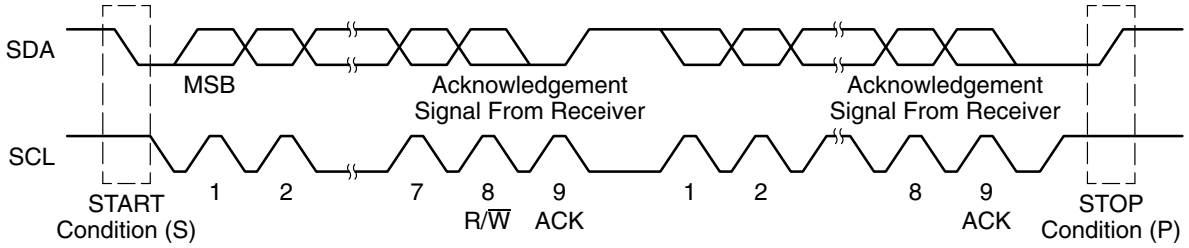
5) Enable interrupts (optional) via UCxRXIE and/or UCxTXIE

17.3.2 I2C Serial Data

One clock pulse is generated by the master device for each data bit transferred. The I2C mode operates with byte data. Data is transferred most significant bit first as shown in Figure 17–3.

The first byte after a START condition consists of a 7-bit slave address and the R/$\overline{W}$ bit. When R/$\overline{W}$ = 0, the master transmits data to a slave. When R/$\overline{W}$ = 1, the master receives data from a slave. The ACK bit is sent from the receiver after each byte on the 9th SCL clock.

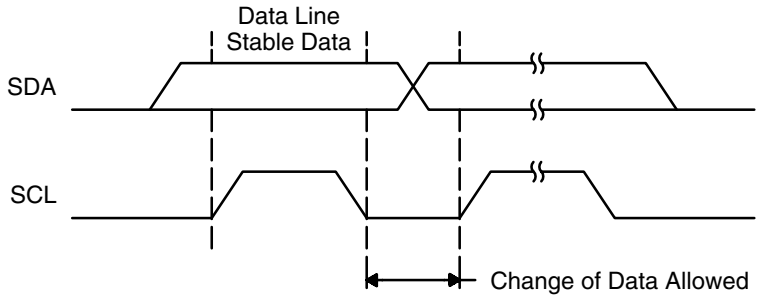
Figure 17–3. I2C Module Data Transfer



START and STOP conditions are generated by the master and are shown in Figure 17–3. A START condition is a high-to-low transition on the SDA line while SCL is high. A STOP condition is a low-to-high transition on the SDA line while SCL is high. The bus busy bit, UCBBUSY, is set after a START and cleared after a STOP.

Data on SDA must be stable during the high period of SCL as shown in Figure 17–4. The high and low state of SDA can only change when SCL is low, otherwise START or STOP conditions will be generated.

Figure 17–4. Bit Transfer on the I2C Bus



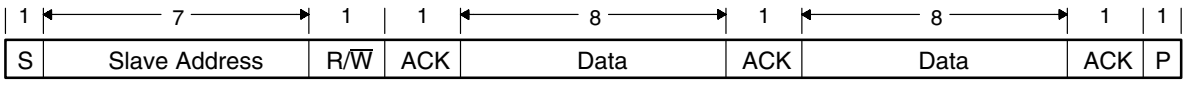
17.3.3 I2C Addressing Modes

The I2C mode supports 7-bit and 10-bit addressing modes.

7-Bit Addressing

In the 7-bit addressing format, shown in Figure 17–5, the first byte is the 7-bit slave address and the R/$\overline{W}$ bit. The ACK bit is sent from the receiver after each byte.

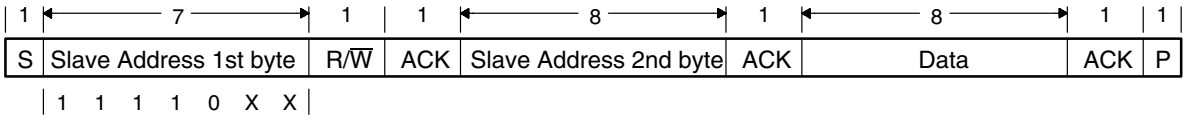
Figure 17–5. I2C Module 7-Bit Addressing Format



10-Bit Addressing

In the 10-bit addressing format, shown in Figure 17–6, the first byte is made up of 11110b plus the two MSBs of the 10-bit slave address and the R/$\overline{W}$ bit. The ACK bit is sent from the receiver after each byte. The next byte is the remaining 8 bits of the 10-bit slave address, followed by the ACK bit and the 8-bit data.

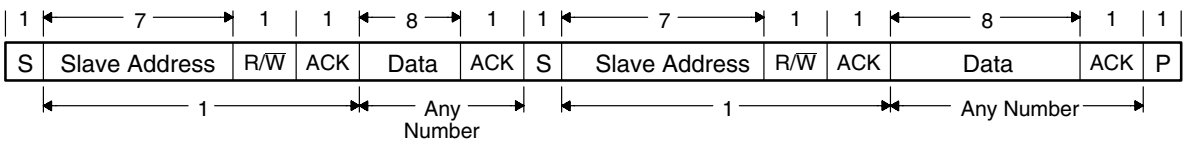
Figure 17–6. I2C Module 10-Bit Addressing Format



Repeated Start Conditions

The direction of data flow on SDA can be changed by the master, without first stopping a transfer, by issuing a repeated START condition. This is called a RESTART. After a RESTART is issued, the slave address is again sent out with the new data direction specified by the R/$\overline{W}$ bit. The RESTART condition is shown in Figure 17–7.

Figure 17–7. I2C Module Addressing Format with Repeated START Condition



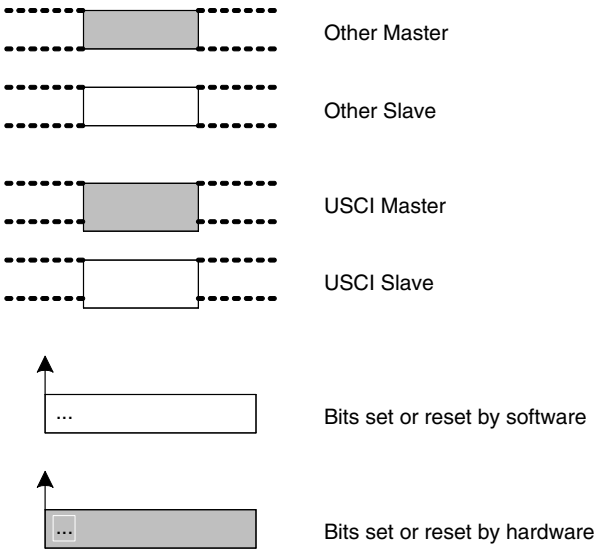
17.3.4 I2C Module Operating Modes

In I2C mode the USCI module can operate in master transmitter, master receiver, slave transmitter, or slave receiver mode. The modes are discussed in the following sections. Time lines are used to illustrate the modes.

Figure 17–8 shows how to interpret the time line figures. Data transmitted by the master is represented by grey rectangles, data transmitted by the slave by white rectangles. Data transmitted by the USCI module, either as master or slave, is shown by rectangles that are taller than the others.

Actions taken by the USCI module are shown in grey rectangles with an arrow indicating where in the the data stream the action occurs. Actions that must be handled with software are indicated with white rectangles with an arrow pointing to where in the data stream the action must take place.

Figure 17–8. I2C Time line Legend



Slave Mode

The USCI module is configured as an I2C slave by selecting the I2C mode with UCMODEx = 11 and UCSYNC = 1 and clearing the UCMST bit.

Initially the USCI module must to be configured in receiver mode by clearing the UCTR bit to receive the I2C address. Afterwards, transmit and receive operations are controlled automatically depending on the R/W bit received together with the slave address.

The USCI slave address is programmed with the UCBxI2COA register. When UCA10 = 0, 7-bit addressing is selected. When UCA10 = 1, 10-bit addressing is selected. The UCGCEN bit selects if the slave responds to a general call.

When a START condition is detected on the bus, the USCI module will receive the transmitted address and compare it against its own address stored in UCBxI2COA. The UCSTTIFG flag is set when address received matches the USCI slave address.

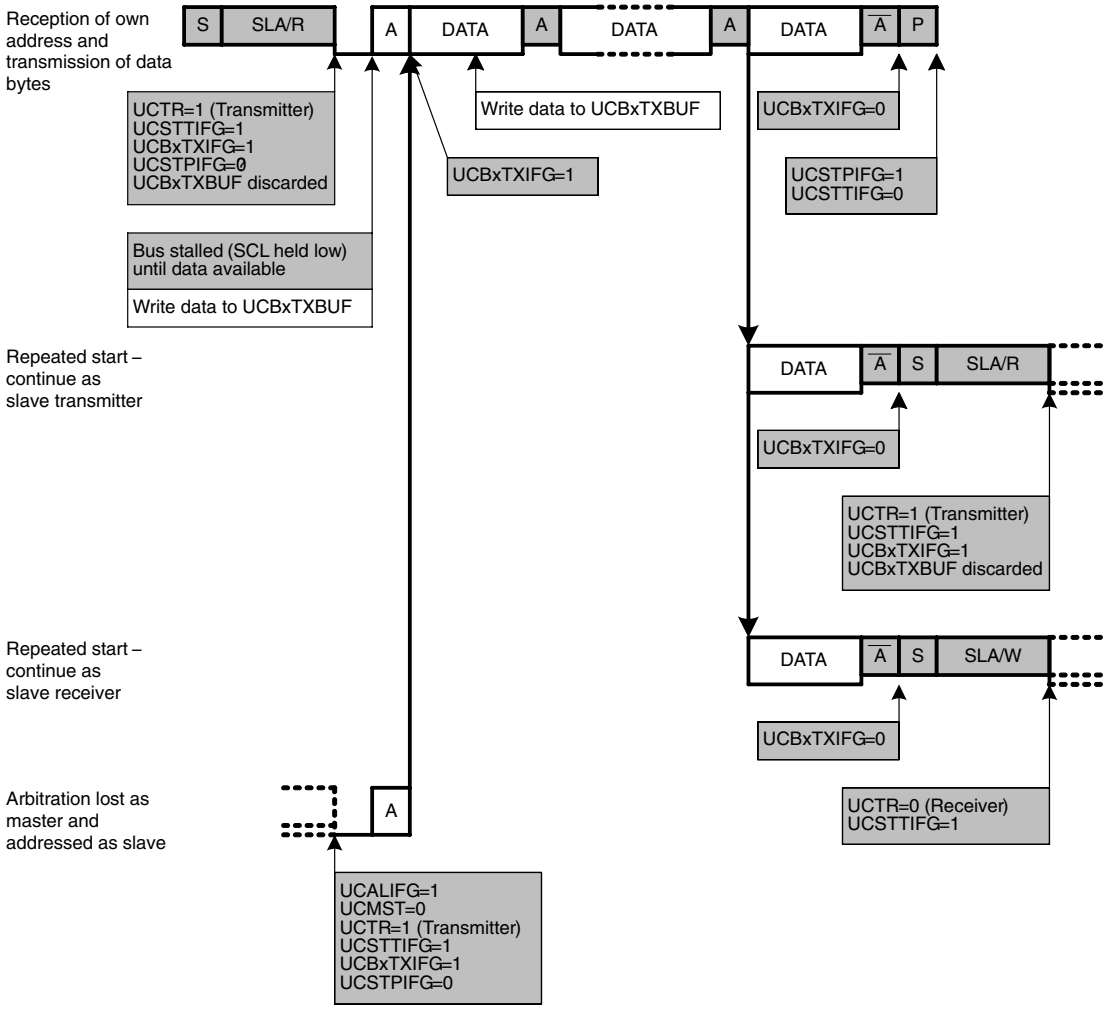
I2C Slave Transmitter Mode

Slave transmitter mode is entered when the slave address transmitted by the master is identical to its own address with a set R/$\overline{W}$ bit. The slave transmitter shifts the serial data out on SDA with the clock pulses that are generated by the master device. The slave device does not generate the clock, but it will hold SCL low while intervention of the CPU is required after a byte has been transmitted.

If the master requests data from the slave the USCI module is automatically configured as a transmitter and UCTR and UCBxTXIFG become set. The SCL line is held low until the first data to be sent is written into the transmit buffer UCBxTXBUF. Then the address is acknowledged, the UCSTTIFG flag is cleared, and the data is transmitted. As soon as the data is transferred into the shift register the UCBxTXIFG is set again. After the data is acknowledged by the master the next data byte written into UCBxTXBUF is transmitted or if the buffer is empty the bus is stalled during the acknowledge cycle by holding SCL low until new data is written into UCBxTXBUF. If the master sends a NACK succeeded by a STOP condition the UCSTPIFG flag is set. If the NACK is succeeded by a repeated START condition the USCI I2C state machine returns to its address-reception state.

Figure 17–9 illustrates the slave transmitter operation.

Figure 17–9. I2C Slave Transmitter Mode



I2C Slave Receiver Mode

Slave receiver mode is entered when the slave address transmitted by the master is identical to its own address and a cleared R/$\overline{W}$ bit is received. In slave receiver mode, serial data bits received on SDA are shifted in with the clock pulses that are generated by the master device. The slave device does not generate the clock, but it can hold SCL low if intervention of the CPU is required after a byte has been received.

If the slave should receive data from the master the USCI module is automatically configured as a receiver and UCTR is cleared. After the first data byte is received the receive interrupt flag UCBxRXIFG is set. The USCI module automatically acknowledges the received data and can receive the next data byte.

If the previous data wasn not read from the receive buffer UCBxRXBUF at the end of a reception, the bus is stalled by holding SCL low. As soon as UCBxRXBUF is read the new data is transferred into UCBxRXBUF, an acknowledge is sent to the master, and the next data can be received.

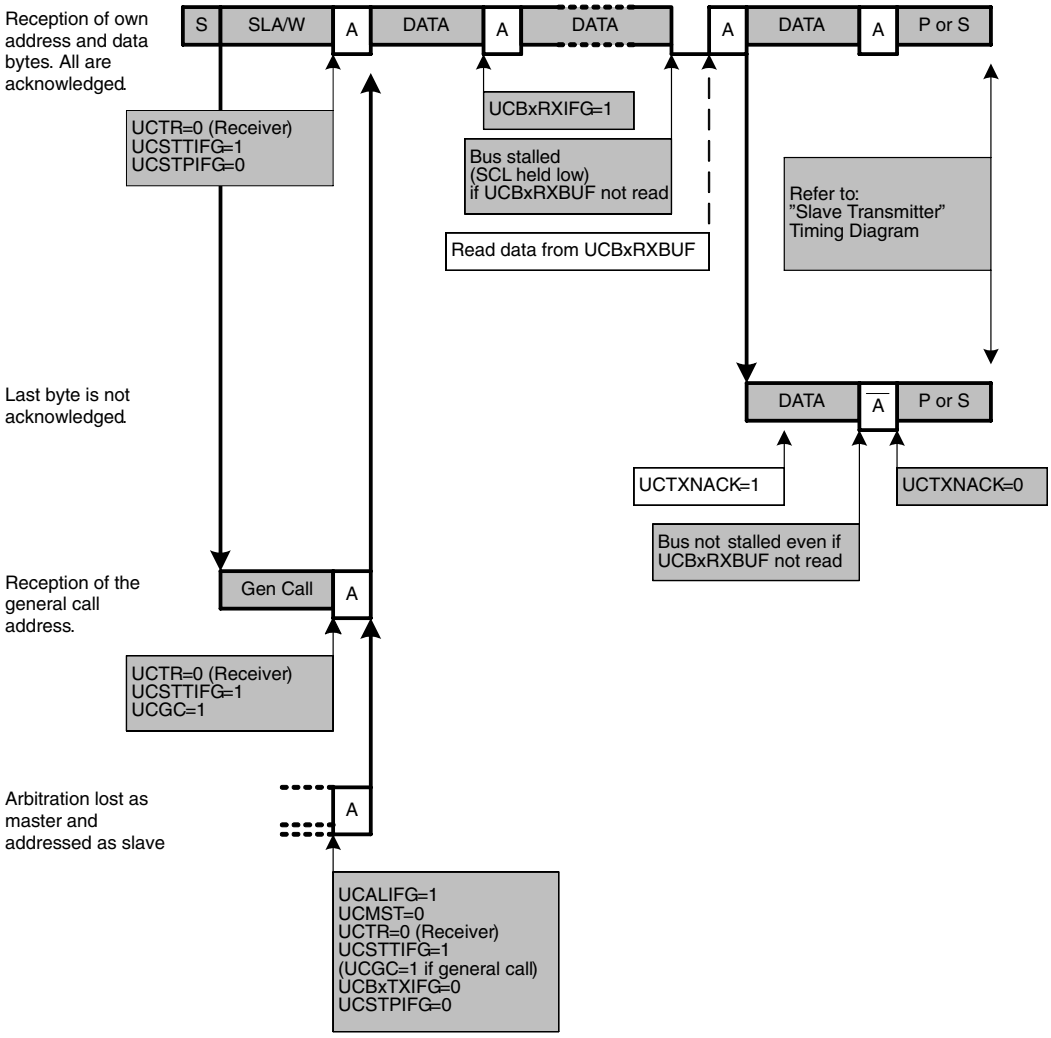
Setting the UCTXNACK bit causes a NACK to be transmitted to the master during the next acknowledgment cycle. A NACK is sent even if UCBxRXBUF is not ready to receive the latest data. If the UCTXNACK bit is set while SCL is held low the bus will be released, a NACK is transmitted immediately, and UCBxRXBUF is loaded with the last received data. Since the previous data was not read that data will be lost. To avoid loss of data the UCBxRXBUF needs to be read before UCTXNACK is set**.**

When the master generates a STOP condition the UCSTPIFG flag is set.

If the master generates a repeated START condition the USCI I2C state machine returns to its address reception state.

Figure 17–10 illustrates the the I2C slave receiver operation.

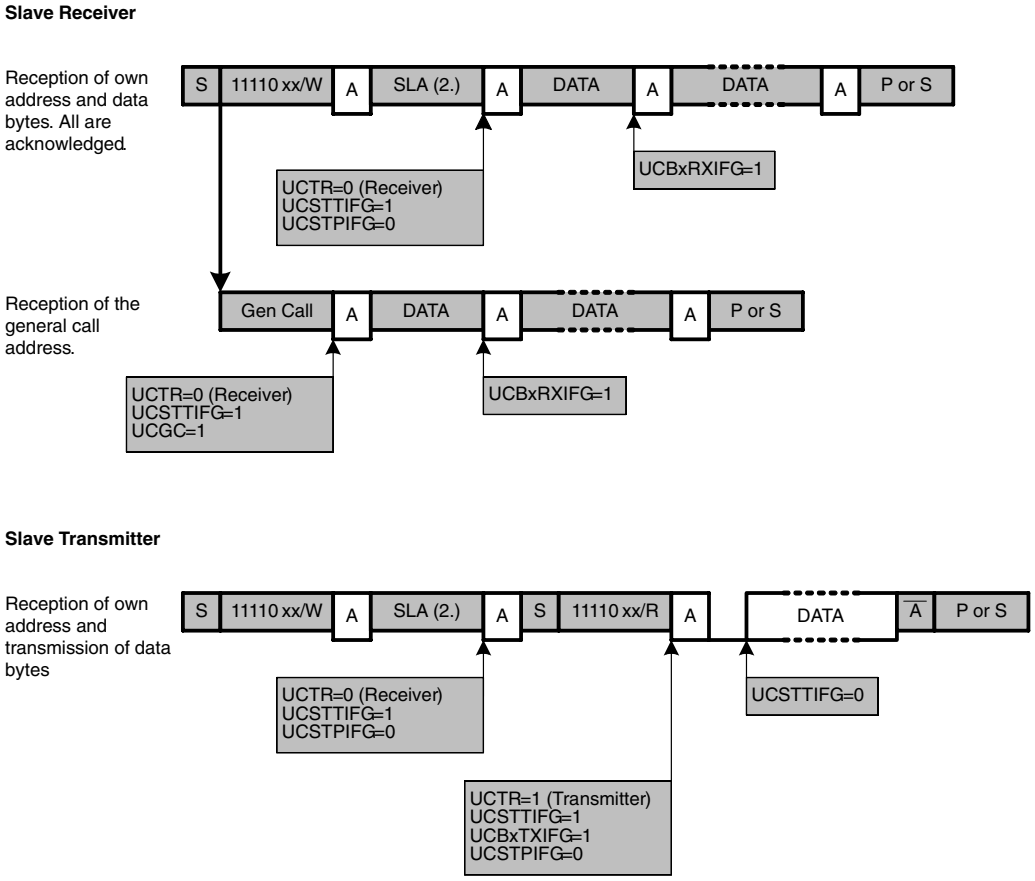
Figure 17–10. I2C Slave Receiver Mode



I2C Slave 10-bit Addressing Mode

The 10-bit addressing mode is selected when UCA10 = 1 and is as shown in Figure 17–11. In 10-bit addressing mode, the slave is in receive mode after the full address is received. The USCI module indicates this by setting the UCSTTIFG flag while the UCTR bit is cleared. To switch the slave into transmitter mode the master sends a repeated START condition together with the first byte of the address but with the R/W bit set. This will set the UCSTTIFG flag if it was previously cleared by software and the USCI modules switches to transmitter mode with UCTR = 1.

Figure 17–11. I2C Slave 10-bit Addressing Mode



Master Mode

The USCI module is configured as an I2C master by selecting the I2C mode with UCMODEx = 11 and UCSYNC = 1 and setting the UCMST bit. When the master is part of a multi-master system, UCMM must be set and its own address must be programmed into the UCBxI2COA register. When UCA10 = 0, 7-bit addressing is selected. When UCA10 = 1, 10-bit addressing is selected. The UCGCEN bit selects if the USCI module responds to a general call.

I2C Master Transmitter Mode

After initialization, master transmitter mode is initiated by writing the desired slave address to the UCBxI2CSA register, selecting the size of the slave address with the UCSLA10 bit, setting UCTR for transmitter mode, and setting UCTXSTT to generate a START condition.

The USCI module checks if the bus is available, generates the START condition, and transmits the slave address. The UCBxTXIFG bit is set when the START condition is generated and the first data to be transmitted can be written into UCBxTXBUF. As soon as the slave acknowledges the address the UCTXSTT bit is cleared.

The data written into UCBxTXBUF is transmitted if arbitration is not lost during transmission of the slave address. UCBxTXIFG is set again as soon as the data is transferred from the buffer into the shift register. If there is no data loaded to UCBxTXBUF before the acknowledge cycle, the bus is held during the acknowledge cycle with SCL low until data is written into UCBxTXBUF. Data is transmitted or the bus is held as long as the UCTXSTP bit or UCTXSTT bit is not set.

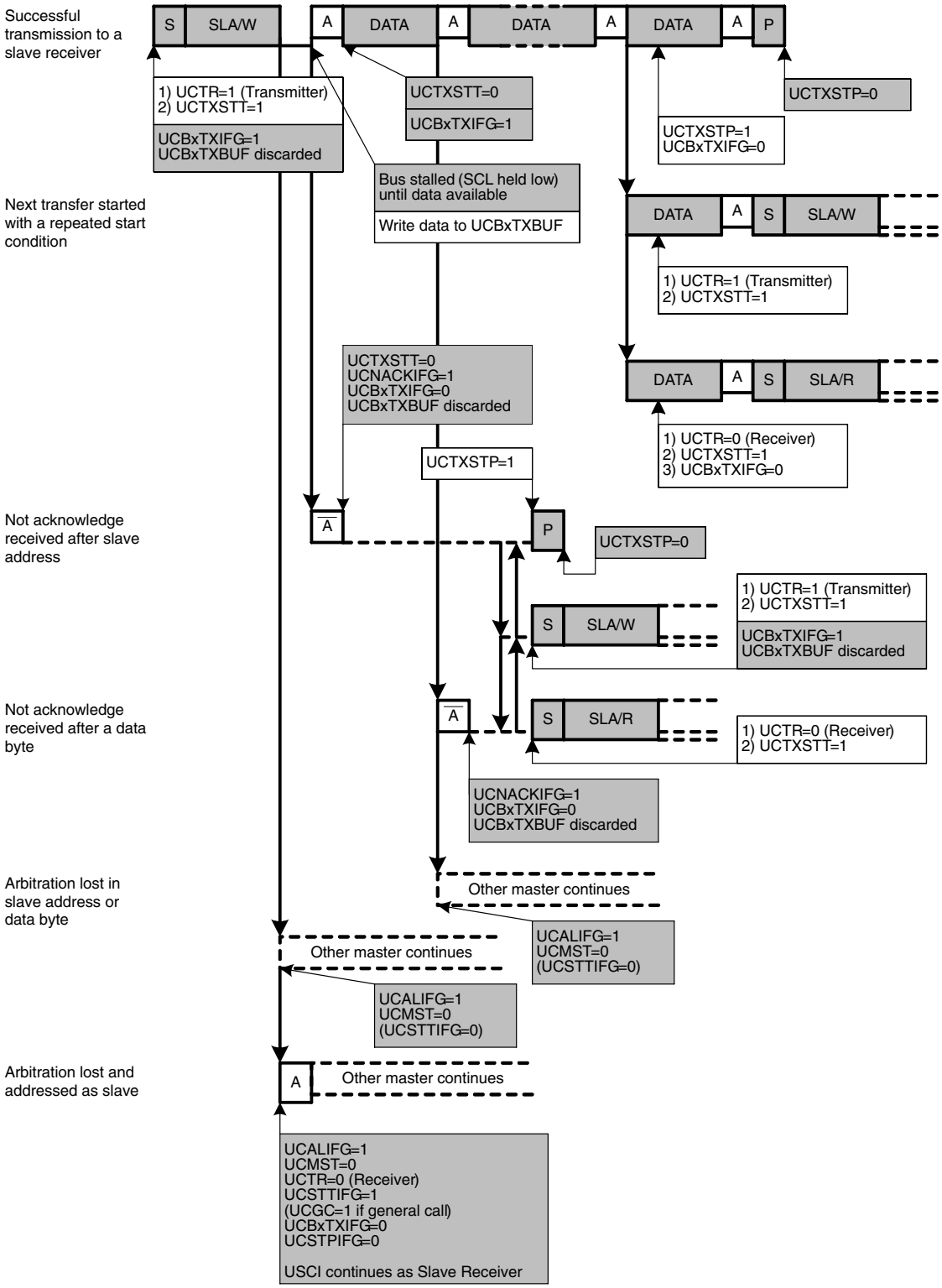
Setting UCTXSTP will generate a STOP condition after the next acknowledge from the slave. If UCTXSTP is set during the transmission of the slave's address or while the USCI module waits for data to be written into UCBxTXBUF, a STOP condition is generated even if no data was transmitted to the slave. When transmitting a single byte of data, the UCTXSTP bit must be set while the byte is being transmitted, or anytime after transmission begins, without writing new data into UCBxTXBUF. Otherwise, only the address will be transmitted. When the data is transferred from the buffer to the shift register, UCBxTXIFG will become set indicating data transmission has begun and the UCTXSTP bit may be set.

Setting UCTXSTT will generate a repeated START condition. In this case, UCTR may be set or cleared to configure transmitter or receiver, and a different slave address may be written into UCBxI2CSA if desired.

If the slave does not acknowledge the transmitted data the not-acknowledge interrupt flag UCNACKIFG is set. The master must react with either a STOP condition or a repeated START condition. If data was already written into UCBxTXBUF it will be discarded. If this data should be transmitted after a repeated START it must be written into UCBxTXBUF again. Any set UCTXSTT is discarded, too. To trigger a repeated start UCTXSTT needs to be set again.

Figure 17–12 illustrates the I2C master transmitter operation.

Figure 17–12. I2C Master Transmitter Mode



I2C Master Receiver Mode

After initialization, master receiver mode is initiated by writing the desired slave address to the UCBxI2CSA register, selecting the size of the slave address with the UCSLA10 bit, clearing UCTR for receiver mode, and setting UCTXSTT to generate a START condition.

The USCI module checks if the bus is available, generates the START condition, and transmits the slave address. As soon as the slave acknowledges the address the UCTXSTT bit is cleared.

After the acknowledge of the address from the slave the first data byte from the slave is received and acknowledged and the UCBxRXIFG flag is set. Data is received from the slave ss long as UCTXSTP or UCTXSTT is not set. If UCBxRXBUF is not read the master holds the bus during reception of the last data bit and until the UCBxRXBUF is read.

If the slave does not acknowledge the transmitted address the not-acknowledge interrupt flag UCNACKIFG is set. The master must react with either a STOP condition or a repeated START condition.

Setting the UCTXSTP bit will generate a STOP condition. After setting UCTXSTP, a NACK followed by a STOP condition is generated after reception of the data from the slave, or immediately if the USCI module is currently waiting for UCBxRXBUF to be read.

If a master wants to receive a single byte only, the UCTXSTP bit must be set while the byte is being received. For this case, the UCTXSTT may be polled to determine when it is cleared:

```
          BIS.B  #UCTXSTT,&UCBOCTL1 ;Transmit START cond.
POLL_STT  BIT.B  #UCTXSTT,&UCBOCTL1 ;Poll UCTXSTT bit
          JC     POLL_STT           ;When cleared,
          BIS.B  #UCTXSTP,&UCB0CTL1 ;transmit STOP cond.
```

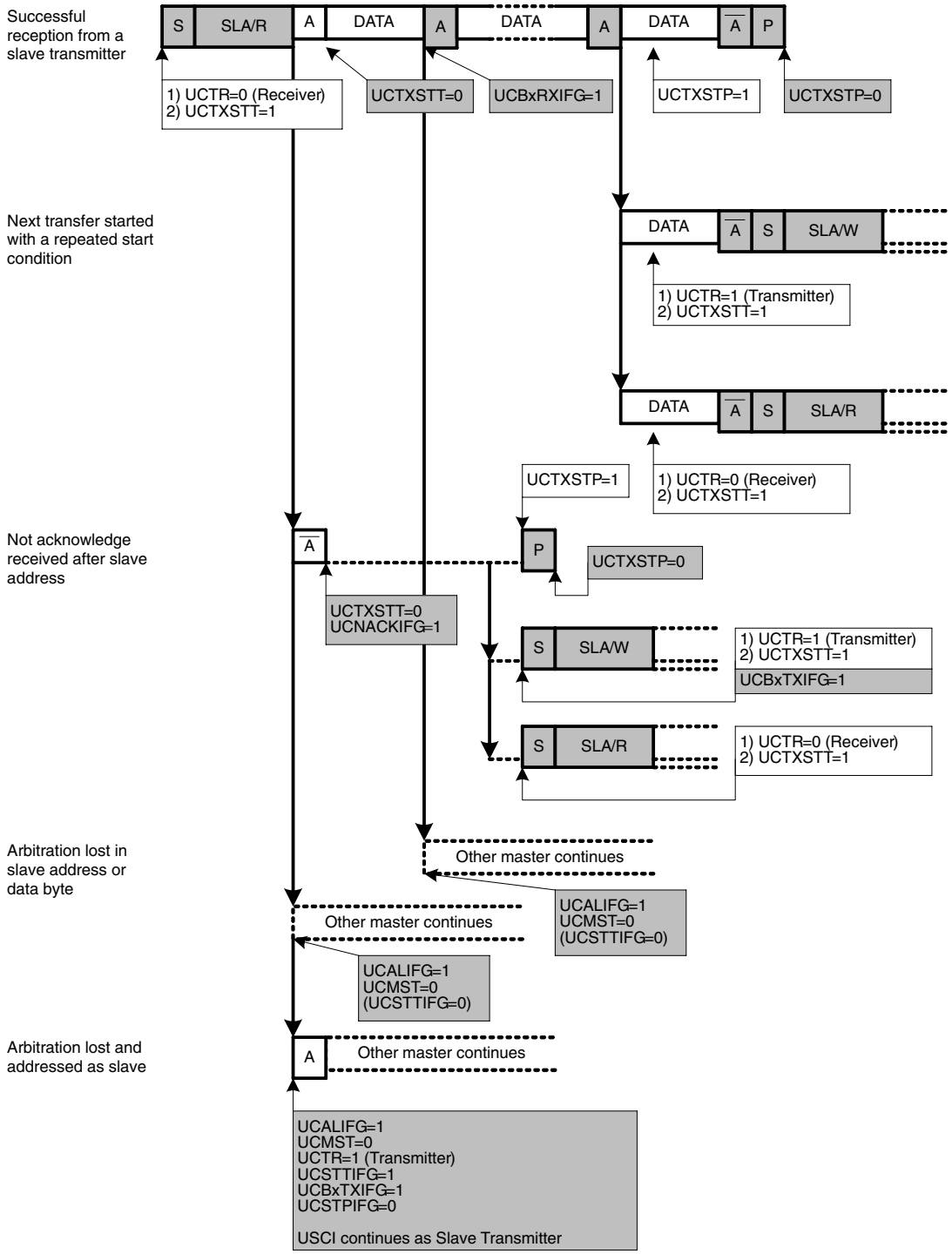
Setting UCTXSTT will generate a repeated START condition. In this case, UCTR may be set or cleared to configure transmitter or receiver, and a different slave address may be written into UCBxI2CSA if desired.

Figure 17–13 illustrates the I2C master receiver operation.

Note: Consecutive Master Transactions Without Repeated Start

When performing multiple consecutive I2C master transactions without the repeated start feature, the current transaction must be completed before the next one is initiated. This can be done by ensuring that the transmit stop condition flag UCTXSTP is cleared before the next I2C transaction is initiated with setting UCTXSTT = 1. Otherwise, the current transaction might be affected.

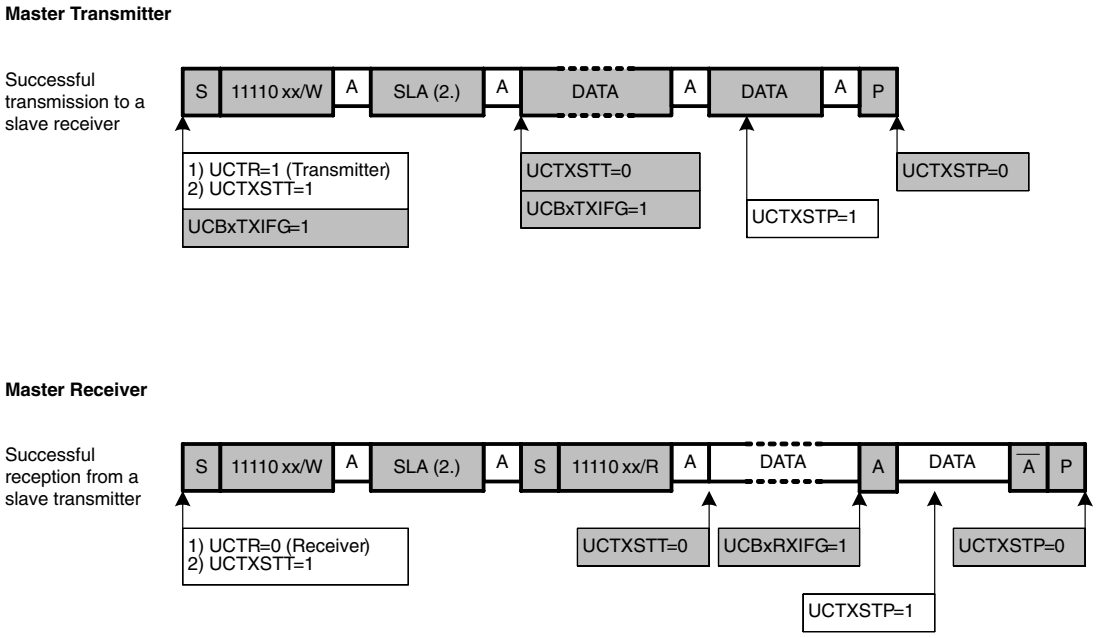
Figure 17–13. I2C Master Receiver Mode



I2C Master 10-bit Addressing Mode

The 10-bit addressing mode is selected when UCSLA10 = 1 and is shown in Figure 17–14.

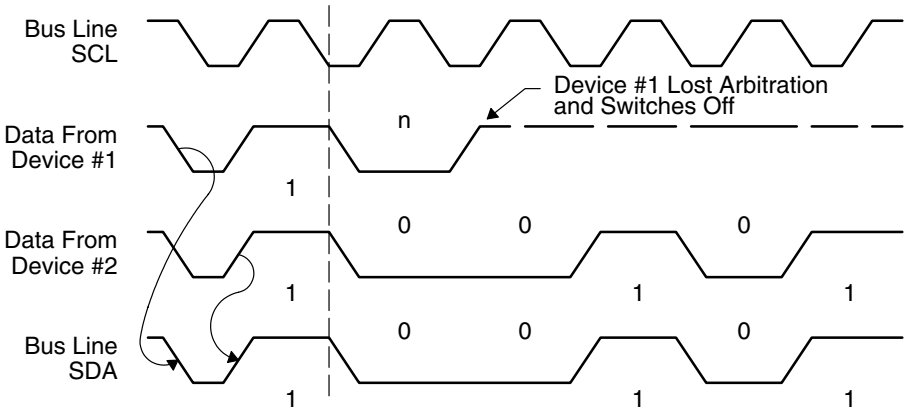
Figure 17–14. I2C Master 10-bit Addressing Mode



Arbitration

If two or more master transmitters simultaneously start a transmission on the bus, an arbitration procedure is invoked. Figure 17–15 illustrates the arbitration procedure between two devices. The arbitration procedure uses the data presented on SDA by the competing transmitters. The first master transmitter that generates a logic high is overruled by the opposing master generating a logic low. The arbitration procedure gives priority to the device that transmits the serial data stream with the lowest binary value. The master transmitter that lost arbitration switches to the slave receiver mode, and sets the arbitration lost flag UCALIFG. If two or more devices send identical first bytes, arbitration continues on the subsequent bytes.

Figure 17–15. Arbitration Procedure Between Two Master Transmitters



If the arbitration procedure is in progress when a repeated START condition or STOP condition is transmitted on SDA, the master transmitters involved in arbitration must send the repeated START condition or STOP condition at the same position in the format frame. Arbitration is not allowed between:

- A repeated START condition and a data bit
- A STOP condition and a data bit
- A repeated START condition and a STOP condition

17.3.5 I²C Clock Generation and Synchronization

The I²C clock SCL is provided by the master on the I²C bus. When the USCI is in master mode, BITCLK is provided by the USCI bit clock generator and the clock source is selected with the UCSSELx bits. In slave mode the bit clock generator is not used and the UCSSELx bits are don't care.

The 16-bit value of UCBRx in registers UCBxBR1 and UCBxBR0 is the division factor of the USCI clock source, BRCLK. The maximum bit clock that can be used in single master mode is $f_{BRCLK}/4$. In multi-master mode the maximum bit clock is $f_{BRCLK}/8$. The BITCLK frequency is given by:

$$f_{BitClock} = \frac{f_{BRCLK}}{UCBRx}$$

The minimum high and low periods of the generated SCL are

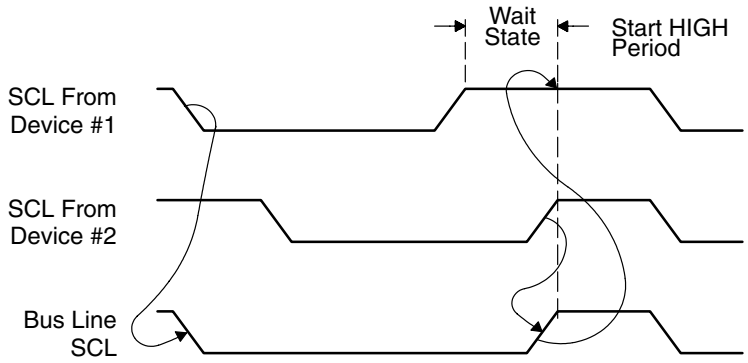
$$t_{LOW,MIN} = t_{HIGH,MIN} = \frac{UCBRx/2}{f_{BRCLK}} \quad \text{when UCBRx is even and}$$

$$t_{LOW,MIN} = t_{HIGH,MIN} = \frac{(UCBRx - 1)/2}{f_{BRCLK}} \quad \text{when UCBRx is odd.}$$

The USCI clock source frequency and the prescaler setting UCBRx must to be chosen such that the minimum low and high period times of the I²C specification are met.

During the arbitration procedure the clocks from the different masters must be synchronized. A device that first generates a low period on SCL overrules the other devices forcing them to start their own low periods. SCL is then held low by the device with the longest low period. The other devices must wait for SCL to be released before starting their high periods. Figure 17–16 illustrates the clock synchronization. This allows a slow slave to slow down a fast master.

Figure 17–16. Synchronization of Two I²C Clock Generators During Arbitration



Clock Stretching

The USCI module supports clock stretching and also makes use of this feature as described in the operation mode sections.

The UCSCLLOW bit can be used to observe if another device pulls SCL low while the USCI module already released SCL due to the following conditions:

- USCI is acting as master and a connected slave drives SCL low.
- USCI is acting as master and another master drives SCL low during arbitration.

The UCSCLLOW bit is also active if the USCI holds SCL low because it is waiting as transmitter for data being written into UCBxTXBUF or as receiver for the data being read from UCBxRXBUF.

The UCSCLLOW bit might get set for a short time with each rising SCL edge because the logic observes the external SCL and compares it to the internally generated SCL.

17.3.6 Using the USCI Module in I2C Mode with Low-Power Modes

The USCI module provides automatic clock activation for SMCLK for use with low-power modes. When SMCLK is the USCI clock source, and is inactive because the device is in a low-power mode, the USCI module automatically activates it when needed, regardless of the control-bit settings for the clock source. The clock remains active until the USCI module returns to its idle condition. After the USCI module returns to the idle condition, control of the clock source reverts to the settings of its control bits. Automatic clock activation is not provided for ACLK.

When the USCI module activates an inactive clock source, the clock source becomes active for the whole device and any peripheral configured to use the clock source may be affected. For example, a timer using SMCLK will increment while the USCI module forces SMCLK active.

In I2C slave mode no internal clock source is required because the clock is provided by the external master. It is possible to operate the USCI in I2C slave mode while the device is in LPM4 and all internal clock sources are disabled. The receive or transmit interrupts can wake up the CPU from any low power mode.

17.3.7 USCI Interrupts in I2C Mode

Their are two interrupt vectors for the USCI module in I2C mode. One interrupt vector is associated with the transmit and receive interrupt flags. The other interrupt vector is associated with the four state change interrupt flags. Each interrupt flag has its own interrupt enable bit. When an interrupt is enabled, and the GIE bit is set, the interrupt flag will generate an interrupt request. DMA transfers are controlled by the UCBxTXIFG and UCBxRXIFG flags on devices with a DMA controller.

I2C Transmit Interrupt Operation

The UCBxTXIFG interrupt flag is set by the transmitter to indicate that UCBxTXBUF is ready to accept another character. An interrupt request is generated if UCBxTXIE and GIE are also set. UCBxTXIFG is automatically reset if a character is written to UCBxTXBUF or if a NACK is received. UCBxTXIFG is set when UCSWRST = 1 and the I2C mode is selected. UCBxTXIE is reset after a PUC or when UCSWRST = 1.

I2C Receive Interrupt Operation

The UCBxRXIFG interrupt flag is set when a character is received and loaded into UCBxRXBUF. An interrupt request is generated if UCBxRXIE and GIE are also set. UCBxRXIFG and UCBxRXIE are reset after a PUC signal or when UCSWRST = 1. UCxRXIFG is automatically reset when UCxRXBUF is read.

I2C State Change Interrupt Operation.

Table 17–1 Describes the I2C state change interrupt flags.

Table 17–1. I2C State Change Interrupt Flags

Interrupt Flag	Interrupt Condition
UCALIFG	Arbitration-lost. Arbitration can be lost when two or more transmitters start a transmission simultaneously, or when the USCI operates as master but is addressed as a slave by another master in the system. The UCALIFG flag is set when arbitration is lost. When UCALIFG is set the UCMST bit is cleared and the I2C controller becomes a slave.
UCNACKIFG	Not-acknowledge interrupt. This flag is set when an acknowledge is expected but is not received. UCNACKIFG is automatically cleared when a START condition is received.
UCSTTIFG	Start condition detected interrupt. This flag is set when the I2C module detects a START condition together with its own address while in slave mode. UCSTTIFG is used in slave mode only and is automatically cleared when a STOP condition is received.
UCSTPIFG	Stop condition detected interrupt. This flag is set when the I2C module detects a STOP condition while in slave mode. UCSTPIFG is used in slave mode only and is automatically cleared when a START condition is received.

Interrupt Vector Assignment

USCI_Ax and USCI_Bx share the same interrupt vectors. In I2C mode the state change interrupt flags UCSTTIFG, UCSTPIFG, UCIFG, UCALIFG from USCI_Bx and UCAxRXIFG from USCI_Ax are routed to one interrupt vector. The I2C transmit and receive interrupt flags UCBxTXIFG and UCBxRXIFG from USCI_Bx and UCAxTXIFG from USCI_Ax share another interrupt vector.

Shared Interrupt Vectors Software Example

The following software example shows an extract of the interrupt service routine to handle data receive interrupts from USCI_A0 in either UART or SPI mode and state change interrupts from USCI_B0 in I2C mode.

```
USCIA0_RX_USCIB0_I2C_STATE_ISR
   BIT.B #UCA0RXIFG, &IFG2  ; USCI_A0 Receive Interrupt?
   JNZ   USCIA0_RX_ISR
USCIB0_I2C_STATE_ISR
   ; Decode I2C state changes ...
   ; Decode I2C state changes ...
   ...
   RETI
USCIA0_RX_ISR
   ; Read UCA0RXBUF ... - clears UCA0RXIFG
   ...
   RETI
```

The following software example shows an extract of the interrupt service routine that handles data transmit interrupts from USCI_A0 in either UART or SPI mode and the data transfer interrupts from USCI_B0 in I2C mode.

```
USCIA0_TX_USCIB0_I2C_DATA_ISR
   BIT.B #UCA0TXIFG, &IFG2  ; USCI_A0 Transmit Interrupt?
   JNZ   USCIA0_TX_ISR
USCIB0_I2C_DATA_ISR
   BIT.B #UCB0RXIFG, &IFG2
   JNZ   USCIB0_I2C_RX
USCIB0_I2C_TX
   ; Write UCB0TXBUF... - clears UCB0TXIFG
   ...
   RETI
USCIB0_I2C_RX
   ; Read UCB0RXBUF... - clears UCB0RXIFG
   ...
   RETI
USCIA0_TX_ISR
   ; Write UCA0TXBUF ... - clears UCA0TXIFG
   ...
   RETI
```

17.4 USCI Registers: I2C Mode

The USCI registers applicable in I2C mode for USCI_B0 are listed in Table 17–2 and for USCI_B1 in Table 17–3.

Table 17–2. USCI_B0 Control and Status Registers

Register	Short Form	Register Type	Address	Initial State
USCI_B0 control register 0	UCB0CTL0	Read/write	068h	001h with PUC
USCI_B0 control register 1	UCB0CTL1	Read/write	069h	001h with PUC
USCI_B0 bit rate control register 0	UCB0BR0	Read/write	06Ah	Reset with PUC
USCI_B0 bit rate control register 1	UCB0BR1	Read/write	06Bh	Reset with PUC
USCI_B0 I2C interrupt enable register	UCB0I2CIE	Read/write	06Ch	Reset with PUC
USCI_B0 status register	UCB0STAT	Read/write	06Dh	Reset with PUC
USCI_B0 receive buffer register	UCB0RXBUF	Read	06Eh	Reset with PUC
USCI_B0 transmit buffer register	UCB0TXBUF	Read/write	06Fh	Reset with PUC
USCI_B0 I2C own address register	UCB0I2COA	Read/write	0118h	Reset with PUC
USCI_B0 I2C slave address register	UCB0I2CSA	Read/write	011Ah	Reset with PUC
SFR interrupt enable register 2	IE2	Read/write	001h	Reset with PUC
SFR interrupt flag register 2	IFG2	Read/write	003h	00Ah with PUC

Note: Modifying SFR bits

To avoid modifying control bits of other modules, it is recommended to set or clear the IEx and IFGx bits using `BIS.B` or `BIC.B` instructions, rather than `MOV.B` or `CLR.B` instructions.

Table 17–3. USCI_B1 Control and Status Registers

Register	Short Form	Register Type	Address	Initial State
USCI_B1 control register 0	UCB1CTL0	Read/write	0D8h	Reset with PUC
USCI_B1 control register 1	UCB1CTL1	Read/write	0D9h	001h with PUC
USCI_B1 baud rate control register 0	UCB1BR0	Read/write	0DAh	Reset with PUC
USCI_B1 baud rate control register 1	UCB1BR1	Read/write	0DBh	Reset with PUC
USCI_B1 I2C Interrupt enable register	UCB1I2CIE	Read/write	0DCh	Reset with PUC
USCI_B1 status register	UCB1STAT	Read/write	0DDh	Reset with PUC
USCI_B1 receive buffer register	UCB1RXBUF	Read	0DEh	Reset with PUC
USCI_B1 transmit buffer register	UCB1TXBUF	Read/write	0DFh	Reset with PUC
USCI_B1 I2C own address register	UCB1I2COA	Read/write	017Ch	Reset with PUC
USCI_B1 I2C slave address register	UCB1I2CSA	Read/write	017Eh	Reset with PUC
USCI_A1/B1 interrupt enable register	UC1IE	Read/write	006h	Reset with PUC
USCI_A1/B1 interrupt flag register	UC1IFG	Read/write	007h	00Ah with PUC

UCBxCTL0, USCI_Bx Control Register 0

7	6	5	4	3	2	1	0
UCA10	**UCSLA10**	**UCMM**	**Unused**	**UCMST**	**UCMODEx=11**		**UCSYNC=1**
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	r–1

UCA10 Bit 7 Own addressing mode select
- 0 Own address is a 7-bit address
- 1 Own address is a 10-bit address

UCSLA10 Bit 6 Slave addressing mode select
- 0 Address slave with 7-bit address
- 1 Address slave with 10-bit address

UCMM Bit 5 Multi-master environment select
- 0 Single master environment. There is no other master in the system. The address compare unit is disabled.
- 1 Multi master environment

Unused Bit 4 Unused

UCMST Bit 3 Master mode select. When a master looses arbitration in a multi-master environment (UCMM = 1) the UCMST bit is automatically cleared and the module acts as slave.
- 0 Slave mode
- 1 Master mode

UCMODEx Bits 2–1 USCI Mode. The UCMODEx bits select the synchronous mode when UCSYNC = 1.
- 00 3-pin SPI
- 01 4-pin SPI (master/slave enabled if STE = 1)
- 10 4-pin SPI (master/slave enabled if STE = 0)
- 11 I²C mode

UCSYNC Bit 0 Synchronous mode enable
- 0 Asynchronous mode
- 1 Synchronous mode

UCBxCTL1, USCI_Bx Control Register 1

7	6	5	4	3	2	1	0
UCSSELx		Unused	UCTR	UCTXNACK	UCTXSTP	UCTXSTT	UCSWRST
rw–0	rw–0	r0	rw–0	rw–0	rw–0	rw–0	rw–1

UCSSELx Bits 7-6 USCI clock source select. These bits select the BRCLK source clock.
00 UCLKI
01 ACLK
10 SMCLK
11 SMCLK

Unused Bit 5 Unused

UCTR Bit 4 Transmitter/Receiver
0 Receiver
1 Transmitter

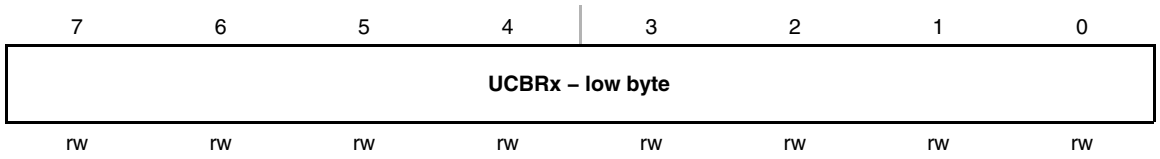
UCTXNACK Bit 3 Transmit a NACK. UCTXNACK is automatically cleared after a NACK is transmitted.
0 Acknowledge normally
1 Generate NACK

UCTXSTP Bit 2 Transmit STOP condition in master mode. Ignored in slave mode. In master receiver mode the STOP condition is preceded by a NACK. UCTXSTP is automatically cleared after STOP is generated.
0 No STOP generated
1 Generate STOP

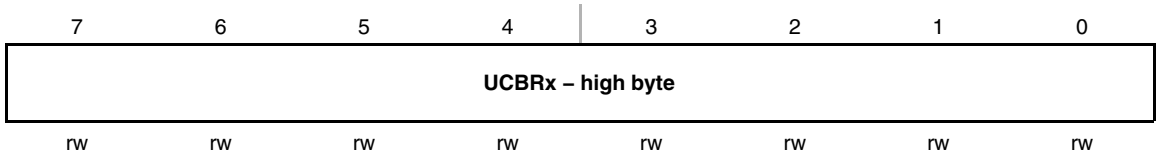
UCTXSTT Bit 1 Transmit START condition in master mode. Ignored in slave mode. In master receiver mode a repeated START condition is preceded by a NACK. UCTXSTT is automatically cleared after START condition and address information is transmitted.
Ignored in slave mode.
0 Do not generate START condition
1 Generate START condition

UCSWRST Bit 0 Software reset enable
0 Disabled. USCI reset released for operation.
1 Enabled. USCI logic held in reset state.

UCBxBR0, USCI_Bx Baud Rate Control Register 0



UCBxBR1, USCI_Bx Baud Rate Control Register 1



UCBRx	Bit clock prescaler setting. The 16-bit value of (UCBxBR0 + UCBxBR1 × 256} forms the prescaler value.

UCBxSTAT, USCI_Bx Status Register

7	6	5	4	3	2	1	0
Unused	UC SCLLOW	UCGC	UCBBUSY	UCNACK IFG	UCSTPIFG	UCSTTIFG	UCALIFG
rw–0	r–0	rw–0	r–0	rw–0	rw–0	rw–0	rw–0

Unused Bit 7 Unused.

UC SCLLOW Bit 6 SCL low
0 SCL is not held low
1 SCL is held low

UCGC Bit 5 General call address received. UCGC is automatically cleared when a START condition is received.
0 No general call address received
1 General call address received

UCBBUSY Bit 4 Bus busy
0 Bus inactive
1 Bus busy

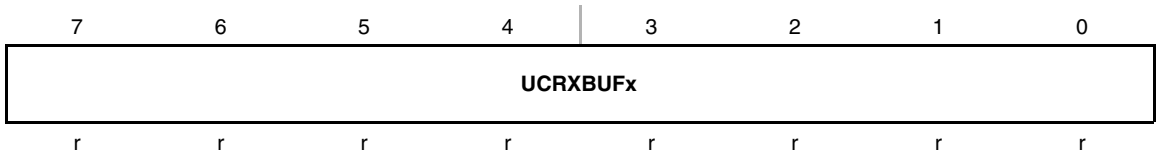
UCNACK IFG Bit 3 Not-acknowledge received interrupt flag. UCNACKIFG is automatically cleared when a START condition is received.
0 No interrupt pending
1 Interrupt pending

UCSTPIFG Bit 2 Stop condition interrupt flag. UCSTPIFG is automatically cleared when a START condition is received.
0 No interrupt pending
1 Interrupt pending

UCSTTIFG Bit 1 Start condition interrupt flag. UCSTTIFG is automatically cleared if a STOP condition is received.
0 No interrupt pending
1 Interrupt pending

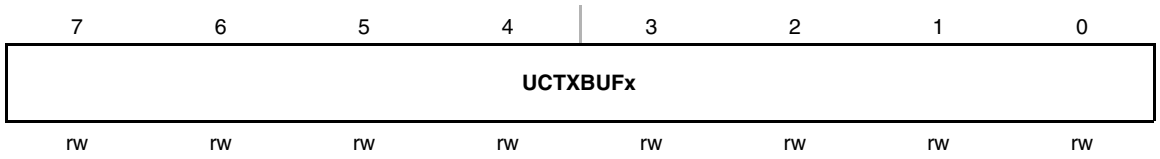
UCALIFG Bit 0 Arbitration lost interrupt flag
0 No interrupt pending
1 Interrupt pending

UCBxRXBUF, USCI_Bx Receive Buffer Register



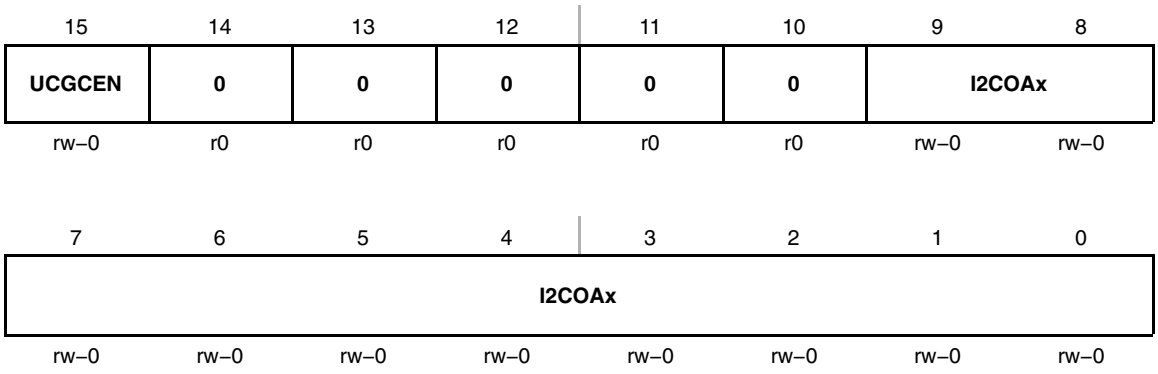
UCRXBUFx	Bits 7–0	The receive-data buffer is user accessible and contains the last received character from the receive shift register. Reading UCBxRXBUF resets UCBxRXIFG.

UCBxTXBUF, USCI_Bx Transmit Buffer Register



UCTXBUFx	Bits 7–0	The transmit data buffer is user accessible and holds the data waiting to be moved into the transmit shift register and transmitted. Writing to the transmit data buffer clears UCBxTXIFG.

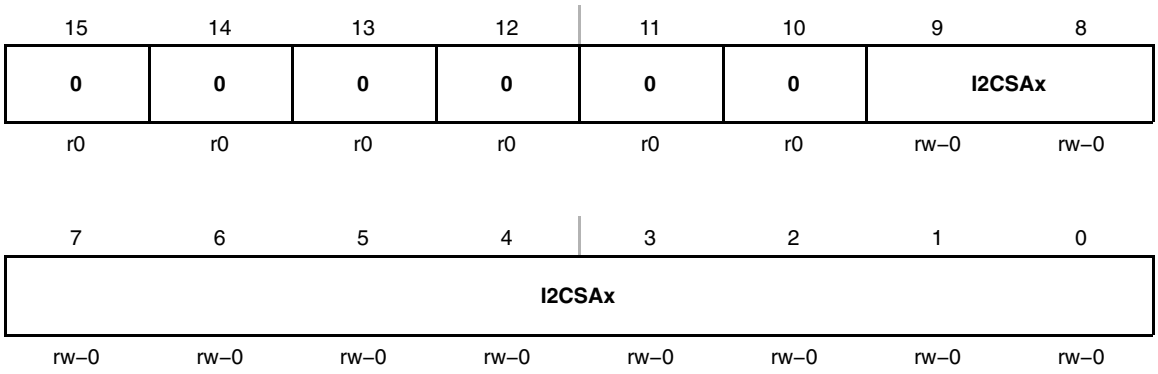
UCBxI2COA, USCIBx I2C Own Address Register



UCGCEN Bit 15 General call response enable
0 Do not respond to a general call
1 Respond to a general call

I2COAx Bits 9-0 I2C own address. The I2COAx bits contain the local address of the USCI_Bx I2C controller. The address is right-justified. In 7-bit addressing mode Bit 6 is the MSB, Bits 9-7 are ignored. In 10-bit addressing mode Bit 9 is the MSB.

UCBxI2CSA, USCI_Bx I2C Slave Address Register



I2CSAx Bits 9-0 I2C slave address. The I2CSAx bits contain the slave address of the external device to be addressed by the USCI_Bx module. It is only used in master mode. The address is right-justified. In 7-bit slave addressing mode Bit 6 is the MSB, Bits 9-7 are ignored. In 10-bit slave addressing mode Bit 9 is the MSB.

UCBxI2CIE, USCI_Bx I²C Interrupt Enable Register

7	6	5	4	3	2	1	0
Reserved				UCNACKIE	UCSTPIE	UCSTTIE	UCALIE
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

Reserved	Bits 7–4	Reserved
UCNACKIE	Bit 3	Not-acknowledge interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCSTPIE	Bit 2	Stop condition interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCSTTIE	Bit 1	Start condition interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCALIE	Bit 0	Arbitration lost interrupt enable 0 Interrupt disabled 1 Interrupt enabled

IE2, Interrupt Enable Register 2

7	6	5	4	3	2	1	0
				UCB0TXIE	UCB0RXIE		
				rw–0	rw–0		

	Bits 7-4	These bits may be used by other modules (see the device-specific data sheet).
UCB0TXIE	Bit 3	USCI_B0 transmit interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCB0RXIE	Bit 2	USCI_B0 receive interrupt enable 0 Interrupt disabled 1 Interrupt enabled
	Bits 1-0	These bits may be used by other modules (see the device-specific data sheet).

IFG2, Interrupt Flag Register 2

7	6	5	4	3	2	1	0
				UCB0 TXIFG	UCB0 RXIFG		
				rw–1	rw–0		

	Bits 7-4	These bits may be used by other modules (see the device-specific data sheet).
UCB0 TXIFG	Bit 3	USCI_B0 transmit interrupt flag. UCB0TXIFG is set when UCB0TXBUF is empty. 0 No interrupt pending 1 Interrupt pending
UCB0 RXIFG	Bit 2	USCI_B0 receive interrupt flag. UCB0RXIFG is set when UCB0RXBUF has received a complete character. 0 No interrupt pending 1 Interrupt pending
	Bits 1-0	These bits may be used by other modules (see the device-specific data sheet).

UC1IE, USCI_B1 Interrupt Enable Register

7	6	5	4	3	2	1	0
Unused	Unused	Unused	Unused	UCB1TXIE	UCB1RXIE		
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0		

Unused	Bits 7-4	Unused
UCB1TXIE	Bit 3	USCI_B1 transmit interrupt enable 0 Interrupt disabled 1 Interrupt enabled
UCB1RXIE	Bit 2	USCI_B1 receive interrupt enable 0 Interrupt disabled 1 Interrupt enabled
	Bits 1-0	These bits may be used by other USCI modules (see the device-specific data sheet).

UC1IFG, USCI_B1 Interrupt Flag Register

7	6	5	4	3	2	1	0
Unused	Unused	Unused	Unused	UCB1 TXIFG	UCB1 RXIFG		
rw–0	rw–0	rw–0	rw–0	rw–1	rw–0		

Unused	Bits 7-4	Unused.
UCB1 TXIFG	Bit 3	USCI_B1 transmit interrupt flag. UCB1TXIFG is set when UCB1TXBUF is empty. 0 No interrupt pending 1 Interrupt pending
UCB1 RXIFG	Bit 2	USCI_B1 receive interrupt flag. UCB1RXIFG is set when UCB1RXBUF has received a complete character. 0 No interrupt pending 1 Interrupt pending
	Bits 1-0	These bits may be used by other modules (see the device-specific data sheet).

Chapter 18

OA

The OA is a general purpose operational amplifier. This chapter describes the OA. Two OA modules are implemented in the MSP430x22x4 devices.

Topic **Page**

18.1 OA Introduction

The OA operational amplifiers support front-end analog signal conditioning prior to analog-to-digital conversion.

Features of the OA include:

- Single supply, low-current operation
- Rail-to-rail output
- Programmable settling time vs. power consumption
- Software selectable configurations
- Software selectable feedback resistor ladder for PGA implementations

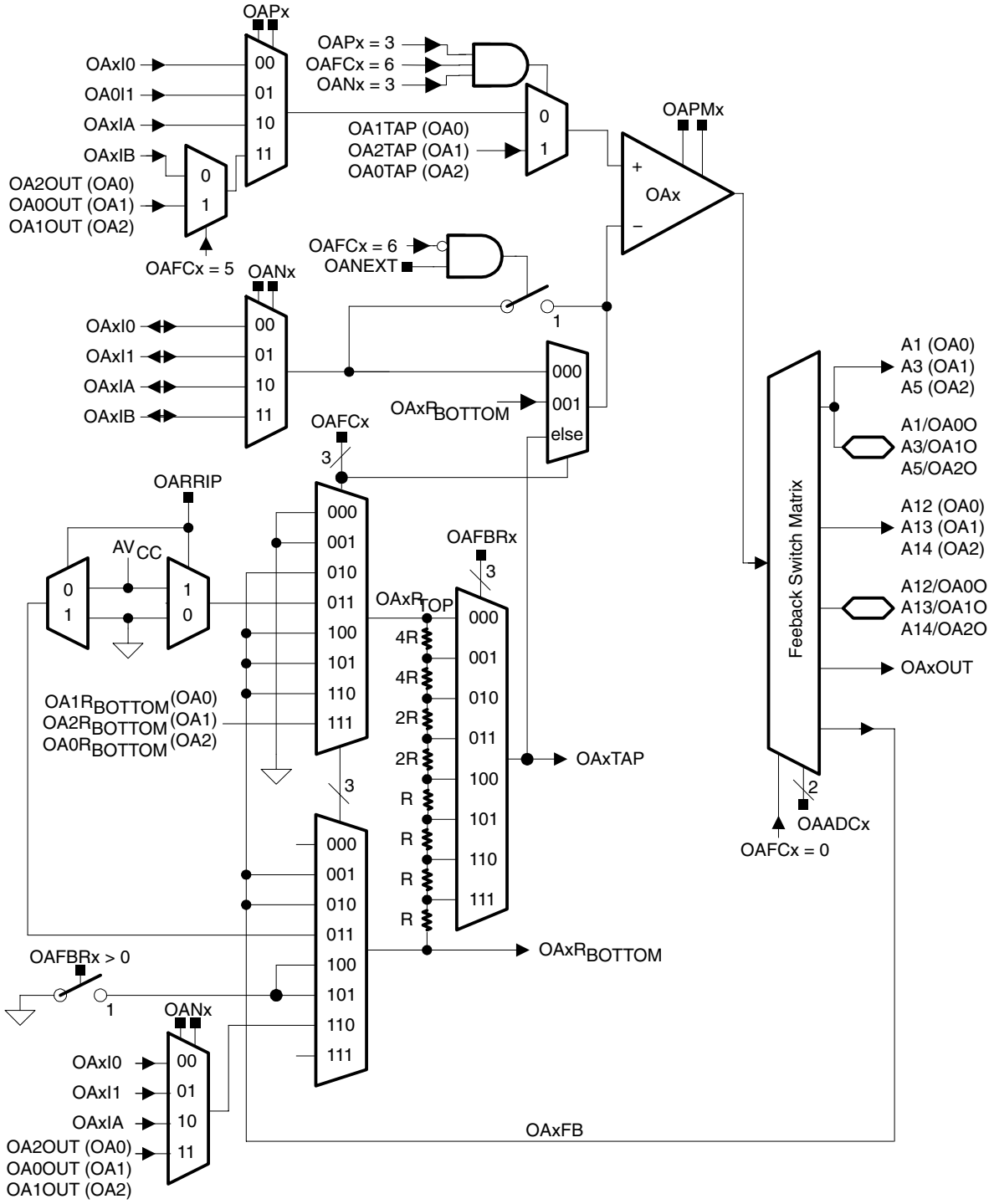
Note: Multiple OA Modules

Some devices may integrate more than one OA module. In the case where more than one OA is present on a device, the multiple OA modules operate identically.

Throughout this chapter, nomenclature appears such as OAxCTL0 to describe register names. When this occurs, the x is used to indicate which OA module is being discussed. In cases where operation is identical, the register is simply referred to as OAxCTL0.

The block diagram of the OA module is shown in Figure 18–1.

Figure 18–1. OA Block Diagram



18.2 OA Operation

The OA module is configured with user software. The setup and operation of the OA is discussed in the following sections.

18.2.1 OA Amplifier

The OA is a configurable, low-current, rail-to-rail output operational amplifier. It can be configured as an inverting amplifier, or a non-inverting amplifier, or can be combined with other OA modules to form differential amplifiers. The output slew rate of the OA can be configured for optimized settling time vs. power consumption with the OAPMx bits. When OAPMx = 00 the OA is off and the output is high-impedance. When OAPMx > 0, the OA is on. See the device-specific data sheet for parameters.

18.2.2 OA Input

The OA has configurable input selection. The signals for the + and – inputs are individually selected with the OANx and OAPx bits and can be selected as external signals or internal signals. OAxI0 and OAxI1 are external signals provided for each OA module. OA0I1 provides a non-inverting input that is tied together internally for all OA modules. OAxIA and OAxIB provide device-dependent inputs. Refer to the device data sheet for signal connections.

When the external inverting input is not needed for a mode, setting the OANEXT bit makes the internal inverting input externally available.

18.2.3 OA Output and Feedback Routing

The OA has configurable output selection controlled by the OAADCx bits and the OAFCx bits. The OA output signals can be routed to ADC12 inputs A12 (OA0), A13 (OA1), or A14 (OA2) internally, or can be routed to these ADC inputs and their external pins. The OA output signals can also be routed to ADC inputs A1 (OA0), A3 (OA1), or A5 (OA2) and the corresponding external pin. The OA output is also connected to an internal R-ladder with the OAFCx bits. The R-ladder tap is selected with the OAFBRx bits to provide programmable gain amplifier functionality.

Table 18–1 shows the OA output and feedback routing configurations. When OAFCx = 0 the OA is in general-purpose mode and feedback is achieved externally to the device. When OAFCx > 0 and when OAADCx = 00 or 11, the output of the OA is kept internal to the device. When OAFCx > 0 and OAADCx = 01 or 10, the OA output is routed both internally and externally.

Table 18–1. OA Output Configurations

OAFCx	OAADCx	OA Output and Feedback Routing
= 0	x0	OAxOUT connected to external pins and ADC input A1, A3, or A5.
= 0	x1	OAxOUT connected to external pins and ADC input A12, A13, or A14.
> 0	00	OAxOUT used for internal routing only.
> 0	01	OAxOUT connected to external pins and ADC input A12, A13, or A14.
> 0	10	OAxOUT connected to external pins and ADC input A1, A3, or A5.
> 0	11	OAxOUT connected internally to ADC input A12, A13 , or A14. External A12, A13, or A14 pin connections are disconnected from the ADC.

18.2.4 OA Configurations

The OA can be configured for different amplifier functions with the OAFCx bits as listed in Table 18–2.

Table 18–2. OA Mode Select

OAFCx	OA Mode
000	General-purpose opamp
001	Unity gain buffer for three-opamp differential amplifier
010	Unity gain buffer
011	Comparator
100	Non-inverting PGA amplifier
101	Cascaded non-inverting PGA amplifier
110	Inverting PGA amplifier
111	Differential amplifier

General Purpose Opamp Mode

In this mode the feedback resistor ladder is isolated from the OAx and the OAxCTL0 bits define the signal routing. The OAx inputs are selected with the OAPx and OANx bits. The OAx output is connected to the ADC12 input channel as selected by the OAxCTL0 bits.

Unity Gain Mode for Differential Amplifier

In this mode the output of the OAx is connected to the inverting input of the OAx providing a unity gain buffer. The non-inverting input is selected by the OAPx bits. The external connection for the inverting input is disabled and the OANx bits are don't care. The output of the OAx is also routed through the resistor ladder as part of the three-opamp differential amplifier. This mode is only for construction of the three-opamp differential amplifier.

Unity Gain Mode

In this mode the output of the OAx is connected to the inverting input of the OAx providing a unity gain buffer. The non-inverting input is selected by the OAPx bits. The external connection for the inverting input is disabled and the OANx bits are don't care. The OAx output is connected to the ADC12 input channel as selected by the OAxCTL0 bits.

Comparator Mode

In this mode the output of the OAx is isolated from the resistor ladder. R_{TOP} is connected to AV_{SS} and R_{BOTTOM} is connected to AV_{CC} when OARRIP = 0. When OARRIP = 1, the connection of the resistor ladder is reversed. R_{TOP} is connected to AV_{CC} and R_{BOTTOM} is connected to $AV_{SS.}$ The OAxTAP signal is connected to the inverting input of the OAx providing a comparator with a programmable threshold voltage selected by the OAFBRx bits. The non-inverting input is selected by the OAPx bits. Hysteresis can be added by an external positive feedback resistor. The external connection for the inverting input is disabled and the OANx bits are don't care. The OAx output is connected to the ADC12 input channel as selected by the OAxCTL0 bits.

Non-Inverting PGA Mode

In this mode the output of the OAx is connected to R_{TOP} and R_{BOTTOM} is connected to AV_{SS}. The OAxTAP signal is connected to the inverting input of the OAx providing a non-inverting amplifier configuration with a programmable gain of [1+OAxTAP ratio]. The OAxTAP ratio is selected by the OAFBRx bits. If the OAFBRx bits = 0, the gain is unity. The non-inverting input is selected by the OAPx bits. The external connection for the inverting input is disabled and the OANx bits are don't care. The OAx output is connected to the ADC12 input channel as selected by the OAxCTL0 bits.

Cascaded Non-Inverting PGA Mode

This mode allows internal routing of the OA signals to cascade two or three OA in non-inverting mode. In this mode the non-inverting input of the OAx is connected to OA2OUT (OA0), OA0OUT (OA1), or OA1OUT (OA2) when OAPx = 11. The OAx outputs are connected to the ADC12 input channel as selected by the OAxCTL0 bits.

Inverting PGA Mode

In this mode the output of the OAx is connected to R_{TOP} and R_{BOTTOM} is connected to an analog multiplexer that multiplexes the OAxI0, OAxI1, OAxIA, or the output of one of the remaining OAs, selected with the OANx bits. The OAxTAP signal is connected to the inverting input of the OAx providing an inverting amplifier with a gain of –OAxTAP ratio. The OAxTAP ratio is selected by the OAFBRx bits. The non-inverting input is selected by the OAPx bits. The OAx output is connected to the ADC12 input channel as selected by the OAxCTL0 bits.

Note: Using OAx Negative Input Simultaneously as ADC Input

When the pin connected to the negative input multiplexer is also used as an input to the ADC, conversion errors up to 5mV may be observed due to internal wiring voltage drops.

Differential Amplifier Mode

This mode allows internal routing of the OA signals for a two-opamp or three-opamp instrumentation amplifier. Figure 18–2 shows a two-opamp configuration with OA0 and OA1. In this mode the output of the OAx is connected to R_{TOP} by routing through another OAx in the Inverting PGA mode. R_{BOTTOM} is unconnected providing a unity gain buffer. This buffer is combined with one or two remaining OAx to form the differential amplifier. The OAx output is connected to the ADC12 input channel as selected by the OAxCTL0 bits.

Figure 18–2 shows an example of a two-opamp differential amplifier using OA0 and OA1. The control register settings and are shown in Table 18–3. The gain for the amplifier is selected by the OAFBRx bits for OA1 and is shown in Table 18–4. The OAx interconnections are shown in Figure 18–3.

Table 18–3. Two-Opamp Differential Amplifier Control Register Settings

Register	Settings (binary)
OA0CTL0	xx xx xx 0 0
OA0CTL1	000 111 0 x
OA1CTL0	11 xx xx x x
OA1CTL1	xxx 110 0 x

Table 18–4. Two-Opamp Differential Amplifier Gain Settings

OA1 OAFBRx	Gain
000	0
001	1/3
010	1
011	1 2/3
100	3
101	4 1/3
110	7
111	15

Figure 18–2. Two-Opamp Differential Amplifier

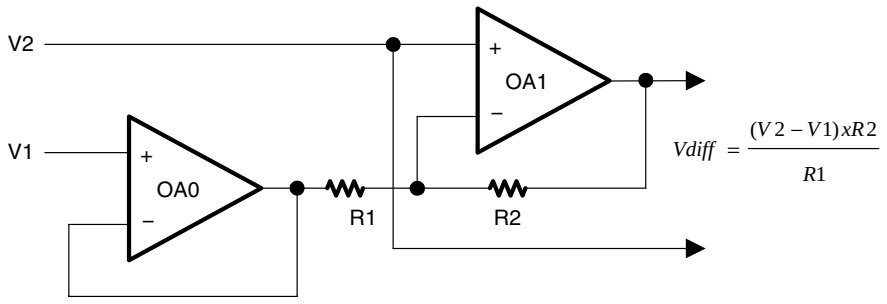


Figure 18–3. Two-Opamp Differential Amplifier OAx Interconnections

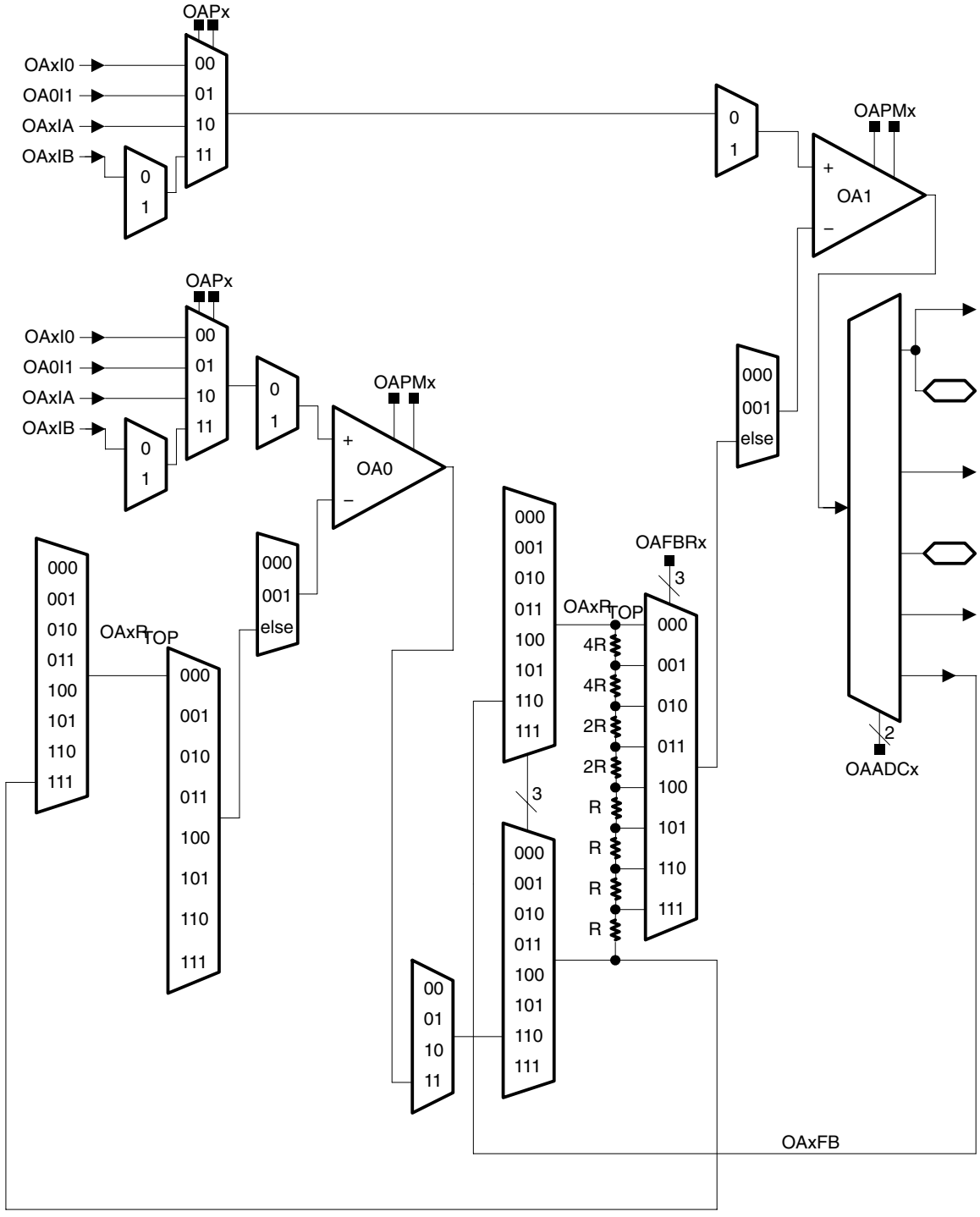


Figure 18–4 shows an example of a three-opamp differential amplifier using OA0, OA1 and OA2 (Three opamps are not available on all devices. See device-specific data sheet for implementation.). The control register settings are shown in Table 18–5. The gain for the amplifier is selected by the OAFBRx bits of OA0 and OA2. The OAFBRx settings for both OA0 and OA2 must be equal. The gain settings are shown in Table 18–6. The OAx interconnections are shown in Figure 18–5.

Table 18–5. Three-Opamp Differential Amplifier Control Register Settings

Register	Settings (binary)
OA0CTL0	xx xx xx 0 0
OA0CTL1	xxx 001 0 x
OA1CTL0	xx xx xx 0 0
OA1CTL1	000 111 0 x
OA2CTL0	11 11 xx x x
OA2CTL1	xxx 110 0 x

Table 18–6. Three-Opamp Differential Amplifier Gain Settings

OA0/OA2 OAFBRx	Gain
000	0
001	1/3
010	1
011	1 2/3
100	3
101	4 1/3
110	7
111	15

Figure 18–4. Three-Opamp Differential Amplifier

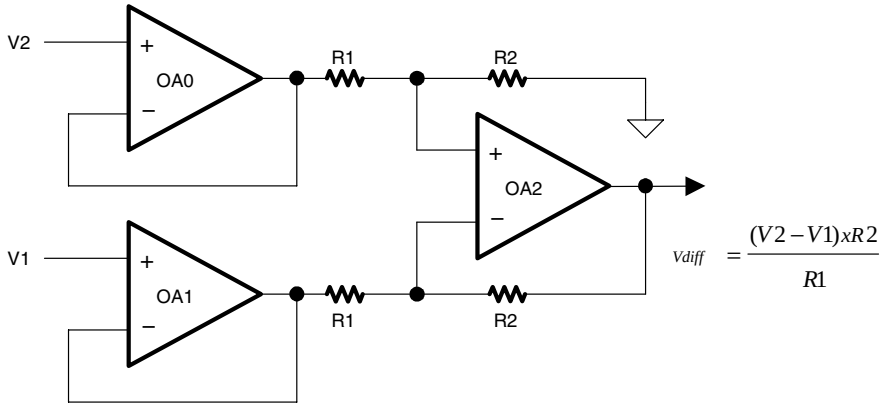
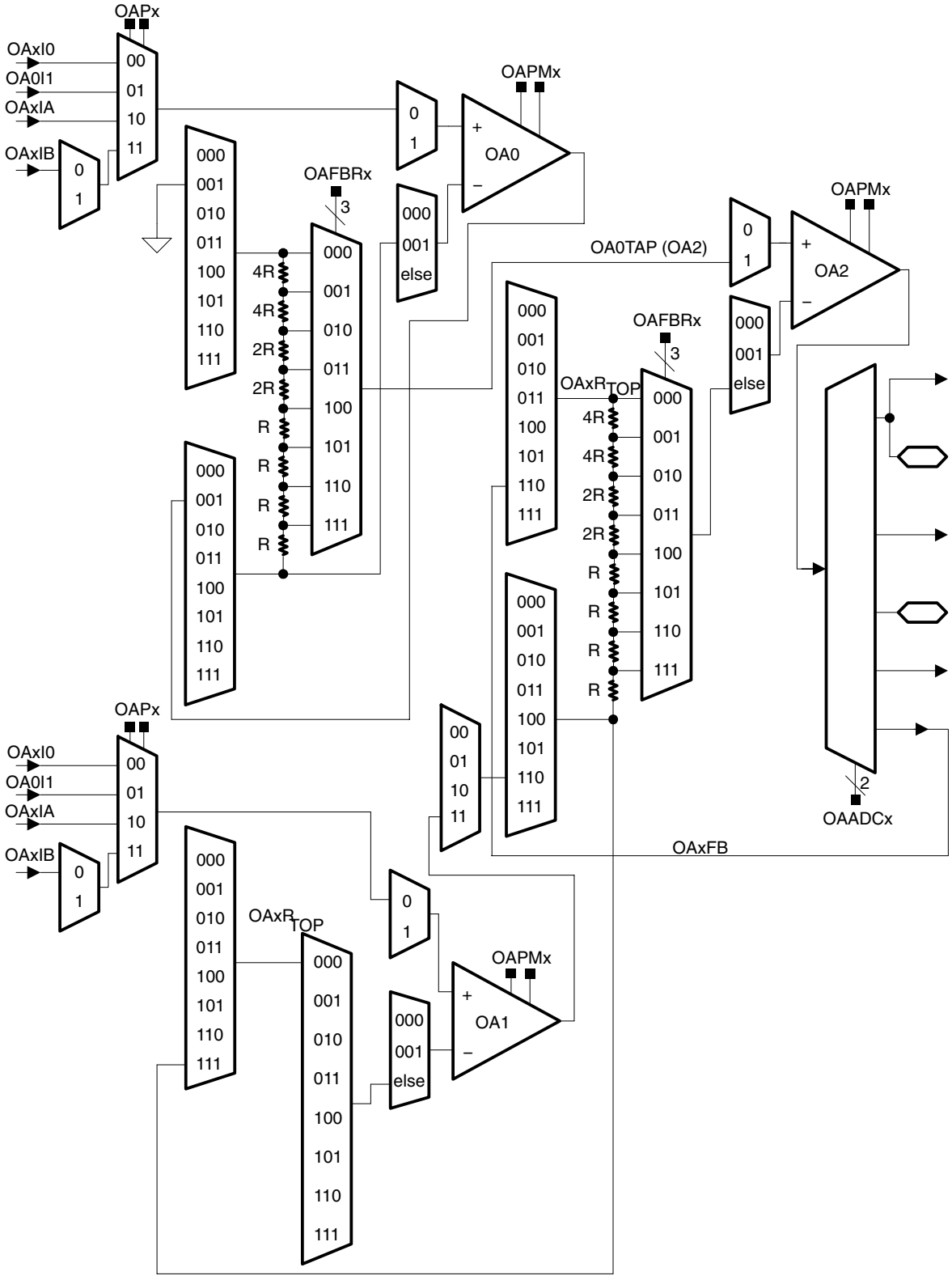


Figure 18–5. Three-Opamp Differential Amplifier OAx Interconnections



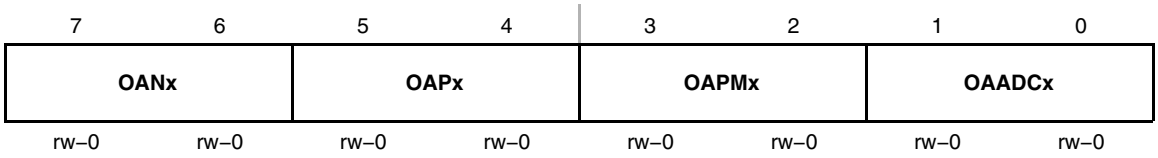
18.3 OA Registers

The OA registers are listed in Table 18–7.

Table 18–7. OA Registers

Register	Short Form	Register Type	Address	Initial State
OA0 control register 0	OA0CTL0	Read/write	0C0h	Reset with POR
OA0 control register 1	OA0CTL1	Read/write	0C1h	Reset with POR
OA1 control register 0	OA1CTL0	Read/write	0C2h	Reset with POR
OA1 control register 1	OA1CTL1	Read/write	0C3h	Reset with POR
OA2 control register 0	OA2CTL0	Read/write	0C4h	Reset with POR
OA2 control register 1	OA2CTL1	Read/write	0C5h	Reset with POR

OAxCTL0, Opamp Control Register 0



OANx Bits 7-6 Inverting input select. These bits select the input signal for the OA inverting input.
- 00 OAxI0
- 01 OAxI1
- 10 OAxIA (see the device-specific data sheet for connected signal)
- 11 OAxIB (see the device-specific data sheet for connected signal)

OAPx Bits 5-4 Non-inverting input select. These bits select the input signal for the OA non-inverting input.
- 00 OAxI0
- 01 OA0I1
- 10 OAxIA (see the device-specific data sheet for connected signal)
- 11 OAxIB (see the device-specific data sheet for connected signal)

OAPMx Bits 3-2 Slew rate select. These bits select the slew rate vs. current consumption for the OA.
- 00 Off, output high Z
- 01 Slow
- 10 Medium
- 11 Fast

OAADCx Bits 1–0 OA output select. These bits, together with the OAFCx bits, control the routing of the OAx output when OAPMx > 0.

When OAFCx = 0:
- 00 OAxOUT connected to external pins and ADC input A1, A3, or A5
- 01 OAxOUT connected to external pins and ADC input A12, A13, or A14
- 10 OAxOUT connected to external pins and ADC input A1, A3, or A5
- 11 OAxOUT connected to external pins and ADC input A12, A13, or A14

When OAFCx > 0:
- 00 OAxOUT used for internal routing only
- 01 OAxOUT connected to external pins and ADC input A12, A13, or A14
- 10 OAxOUT connected to external pins and ADC input A1, A3, or A5
- 11 OAxOUT connected internally to ADC input A12, A13 , or A14. External A12, A13, or A14 pin connections are disconnected from the ADC.

OAxCTL1, Opamp Control Register 1

7	6	5	4	3	2	1	0
OAFBRx			OAFCx			OANEXT	OARRIP
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

OAFBRx Bits 7-5 OAx feedback resistor select
- 000 Tap 0 – 0R/16R
- 001 Tap 1 – 4R/12R
- 010 Tap 2 – 8R/8R
- 011 Tap 3 – 10R/6R
- 100 Tap 4 – 12R/4R
- 101 Tap 5 – 13R/3R
- 110 Tap 6 – 14R/2R
- 111 Tap 7 – 15R/1R

OAFCx Bits 4-2 OAx function control. This bit selects the function of OAx
- 000 General purpose opamp
- 001 Unity gain buffer for three-opamp differential amplifier
- 010 Unity gain buffer
- 011 Comparator
- 100 Non-inverting PGA amplifier
- 101 Cascaded non-inverting PGA amplifier
- 110 Inverting PGA amplifier
- 111 Differential amplifier

OANEXT Bit 1 OAx inverting input externally available. This bit, when set, connects the inverting OAx input to the external pin when the integrated resistor network is used.
- 0 OAx inverting input not externally available
- 1 OAx inverting input externally available

OARRIP Bit 0 OAx reverse resistor connection in comparator mode
- 0 R_{TOP} is connected to AV_{SS} and R_{BOTTOM} is connected to AV_{CC} when OAFCx = 3
- 1 R_{TOP} is connected to AV_{CC} and R_{BOTTOM} is connected to AV_{SS} when OAFCx = 3.

Chapter 19

Comparator_A+

Comparator_A+ is an analog voltage comparator. This chapter describes the operation of the Comparator_A+ of the 2xx family.

Topic **Page**

19.1 Comparator_A+ Introduction

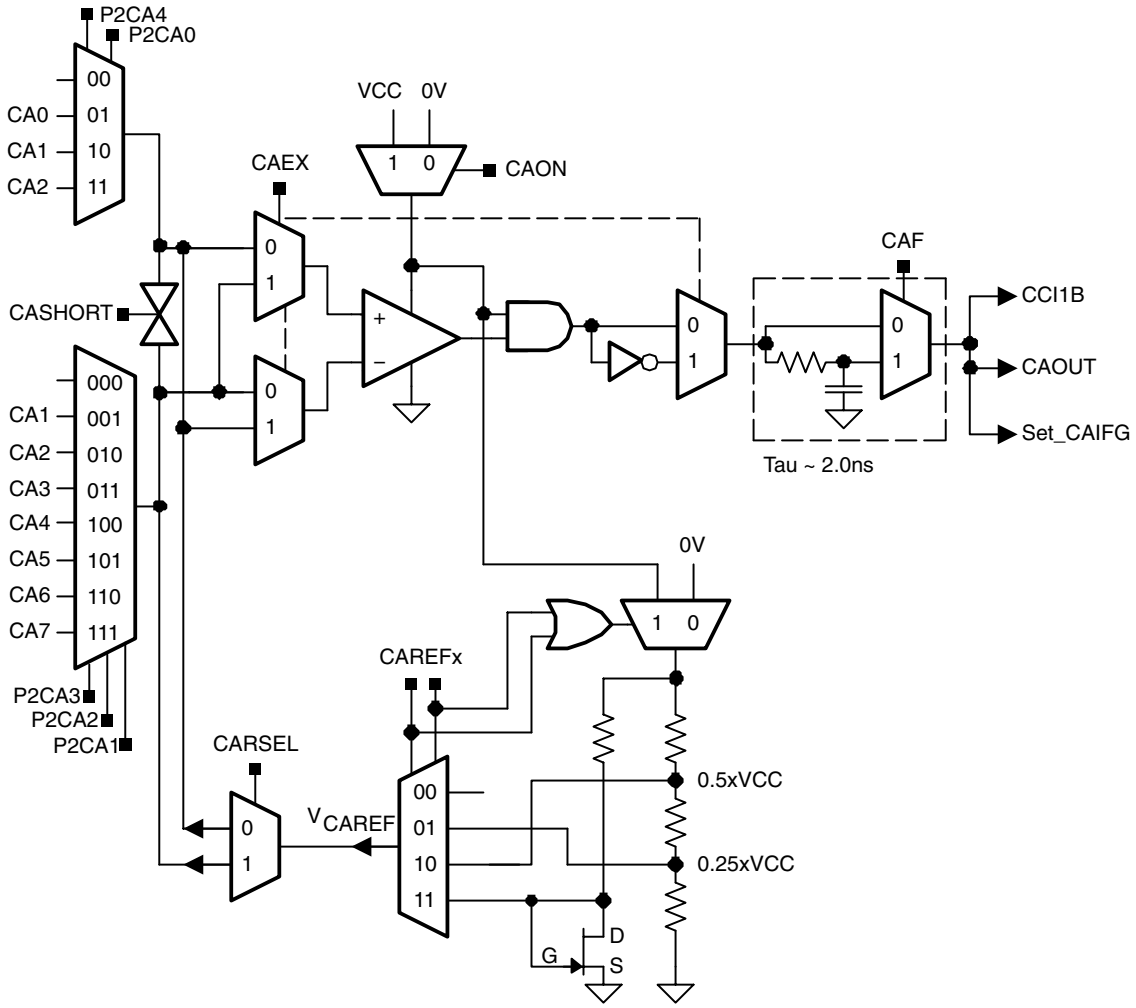
The Comparator_A+ module supports precision slope analog-to-digital conversions, supply voltage supervision, and monitoring of external analog signals.

Features of Comparator_A+ include:

- Inverting and non-inverting terminal input multiplexer
- Software selectable RC-filter for the comparator output
- Output provided to Timer_A capture input
- Software control of the port input buffer
- Interrupt capability
- Selectable reference voltage generator
- Comparator and reference generator can be powered down
- Input Multiplexer

The Comparator_A+ block diagram is shown in Figure 19–1.

Figure 19–1. Comparator_A+ Block Diagram



19.2 Comparator_A+ Operation

The Comparator_A+ module is configured with user software. The setup and operation of Comparator_A+ is discussed in the following sections.

19.2.1 Comparator

The comparator compares the analog voltages at the + and – input terminals. If the + terminal is more positive than the – terminal, the comparator output CAOUT is high. The comparator can be switched on or off using control bit CAON. The comparator should be switched off when not in use to reduce current consumption. When the comparator is switched off, the CAOUT is always low.

19.2.2 Input Analog Switches

The analog input switches connect or disconnect the two comparator input terminals to associated port pins using the P2CAx bits. Both comparator terminal inputs can be controlled individually. The P2CAx bits allow:

- ❑ Application of an external signal to the + and – terminals of the comparator
- ❑ Routing of an internal reference voltage to an associated output port pin

Internally, the input switch is constructed as a T-switch to suppress distortion in the signal path.

Note: Comparator Input Connection

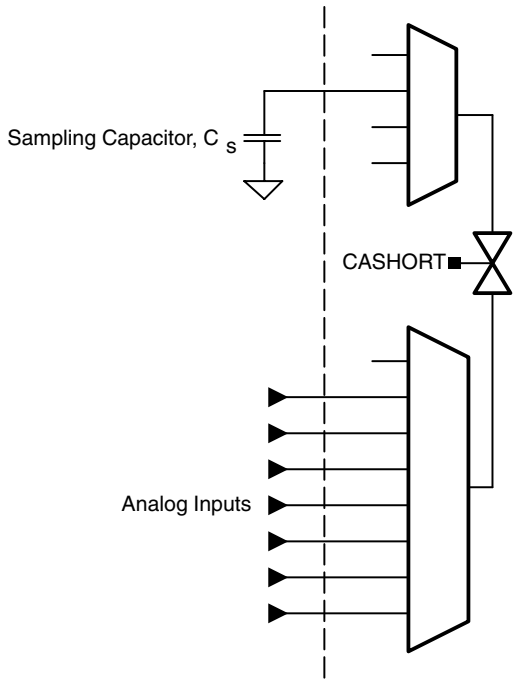
When the comparator is on, the input terminals should be connected to a signal, power, or ground. Otherwise, floating levels may cause unexpected interrupts and increased current consumption.

The CAEX bit controls the input multiplexer, exchanging which input signals are connected to the comparator's + and – terminals. Additionally, when the comparator terminals are exchanged, the output signal from the comparator is inverted. This allows the user to determine or compensate for the comparator input offset voltage.

19.2.3 Input Short Switch

The CASHORT bit shorts the comparator_A+ inputs. This can be used to build a simple sample-and-hold for the comparator as shown in Figure 19–2.

Figure 19–2. Comparator_A+ Sample–And–Hold



The required sampling time is proportional to the size of the sampling capacitor (C_S), the resistance of the input switches in series with the short switch (R_i), and the resistance of the external source (R_S). The total internal resistance (R_I) is typically in the range of 2 – 10 kΩ. The sampling capacitor C_S should be greater than 100pF. The time constant, Tau, to charge the sampling capacitor C_S can be calculated with the following equation:

$Tau = (R_I + R_S) \times C_S$

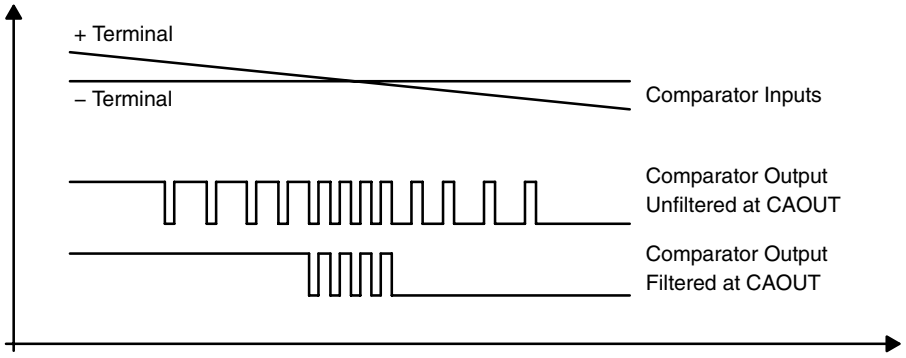
Depending on the required accuracy 3 to 10 Tau should be used as a sampling time. With 3 Tau the sampling capacitor is charged to approximately 95% of the input signals voltage level, with 5 Tau it is charge to more than 99% and with 10 Tau the sampled voltage is sufficient for 12–bit accuracy.

19.2.4 Output Filter

The output of the comparator can be used with or without internal filtering. When control bit CAF is set, the output is filtered with an on-chip RC-filter.

Any comparator output oscillates if the voltage difference across the input terminals is small. Internal and external parasitic effects and cross coupling on and between signal lines, power supply lines, and other parts of the system are responsible for this behavior as shown in Figure 19–3. The comparator output oscillation reduces accuracy and resolution of the comparison result. Selecting the output filter can reduce errors associated with comparator oscillation.

Figure 19–3. RC-Filter Response at the Output of the Comparator



19.2.5 Voltage Reference Generator

The voltage reference generator is used to generate V_{CAREF}, which can be applied to either comparator input terminal. The CAREFx bits control the output of the voltage generator. The CARSEL bit selects the comparator terminal to which V_{CAREF} is applied. If external signals are applied to both comparator input terminals, the internal reference generator should be turned off to reduce current consumption. The voltage reference generator can generate a fraction of the device's V_{CC} or a fixed transistor threshold voltage of ~ 0.55 V.

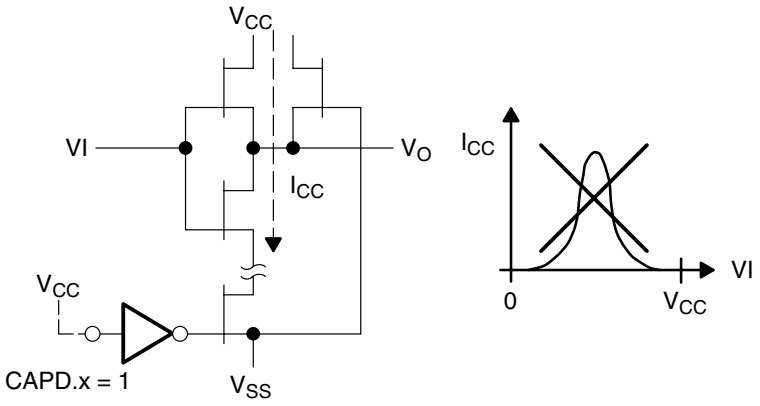
19.2.6 Comparator_A+, Port Disable Register CAPD

The comparator input and output functions are multiplexed with the associated I/O port pins, which are digital CMOS gates. When analog signals are applied to digital CMOS gates, parasitic current can flow from V_{CC} to GND. This parasitic current occurs if the input voltage is near the transition level of the gate. Disabling the port pin buffer eliminates the parasitic current flow and therefore reduces overall current consumption.

The CAPDx bits, when set, disable the corresponding P2 input and output buffers as shown in Figure 19–4. When current consumption is critical, any port pin connected to analog signals should be disabled with its CAPDx bit.

Selecting an input pin to the comparator multiplexer with the P2CAx bits automatically disables the input and output buffers for that pin, regardless of the state of the associated CAPDx bit.

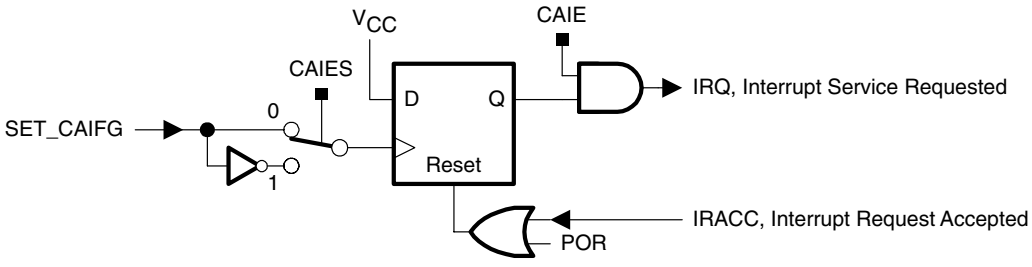
Figure 19–4. Transfer Characteristic and Power Dissipation in a CMOS Inverter/Buffer



19.2.7 Comparator_A+ Interrupts

One interrupt flag and one interrupt vector are associated with the Comparator_A+ as shown in Figure 19–5. The interrupt flag CAIFG is set on either the rising or falling edge of the comparator output, selected by the CAIES bit. If both the CAIE and the GIE bits are set, then the CAIFG flag generates an interrupt request. The CAIFG flag is automatically reset when the interrupt request is serviced or may be reset with software.

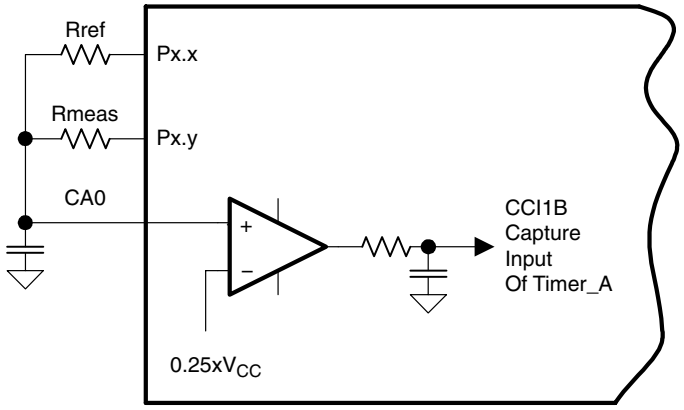
Figure 19–5. Comparator_A+ Interrupt System



19.2.8 Comparator_A+ Used to Measure Resistive Elements

The Comparator_A+ can be optimized to precisely measure resistive elements using single slope analog-to-digital conversion. For example, temperature can be converted into digital data using a thermistor, by comparing the thermistor's capacitor discharge time to that of a reference resistor as shown in Figure 19–6. A reference resister Rref is compared to Rmeas.

Figure 19–6. Temperature Measurement System



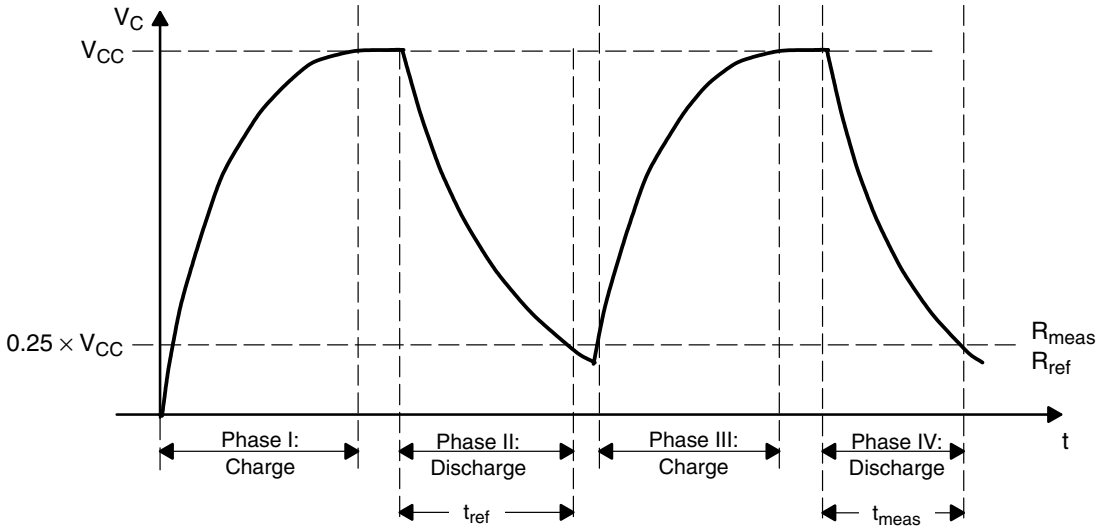
The MSP430 resources used to calculate the temperature sensed by Rmeas are:

- Two digital I/O pins to charge and discharge the capacitor.
- I/O set to output high (V_{CC}) to charge capacitor, reset to discharge.
- I/O switched to high-impedance input with CAPDx set when not in use.
- One output charges and discharges the capacitor via Rref.
- One output discharges capacitor via Rmeas.
- The + terminal is connected to the positive terminal of the capacitor.
- The – terminal is connected to a reference level, for example 0.25 x V_{CC}.
- The output filter should be used to minimize switching noise.
- CAOUT used to gate Timer_A CCI1B, capturing capacitor discharge time.

More than one resistive element can be measured. Additional elements are connected to CA0 with available I/O pins and switched to high impedance when not being measured.

The thermistor measurement is based on a ratiometric conversion principle. The ratio of two capacitor discharge times is calculated as shown in Figure 19–7.

Figure 19–7. Timing for Temperature Measurement Systems



The V_{CC} voltage and the capacitor value should remain constant during the conversion, but are not critical since they cancel in the ratio:

$$\frac{N_{meas}}{N_{ref}} = \frac{-R_{meas} \times C \times ln \frac{V_{ref}}{V_{CC}}}{-R_{ref} \times C \times ln \frac{V_{ref}}{V_{CC}}}$$

$$\frac{N_{meas}}{N_{ref}} = \frac{R_{meas}}{R_{ref}}$$

$$R_{meas} = R_{ref} \times \frac{N_{meas}}{N_{ref}}$$

19.3 Comparator_A+ Registers

The Comparator_A+ registers are listed in Table 19−1:

Table 19−1. Comparator_A+ Registers

Register	Short Form	Register Type	Address	Initial State
Comparator_A+ control register 1	CACTL1	Read/write	059h	Reset with POR
Comparator_A+ control register 2	CACTL2	Read/write	05Ah	Reset with POR
Comparator_A+ port disable	CAPD	Read/write	05Bh	Reset with POR

CACTL1, Comparator_A+ Control Register 1

7	6	5	4	3	2	1	0
CAEX	**CARSEL**	**CAREFx**		**CAON**	**CAIES**	**CAIE**	**CAIFG**
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

CAEX Bit 7 Comparator_A+ exchange. This bit exchanges the comparator inputs and inverts the comparator output.

CARSEL Bit 6 Comparator_A+ reference select. This bit selects which terminal the V_{CAREF} is applied to.
When CAEX = 0:
0 V_{CAREF} is applied to the + terminal
1 V_{CAREF} is applied to the – terminal
When CAEX = 1:
0 V_{CAREF} is applied to the – terminal
1 V_{CAREF} is applied to the + terminal

CAREF Bits 5-4 Comparator_A+ reference. These bits select the reference voltage V_{CAREF}.
00 Internal reference off. An external reference can be applied.
01 $0.25*V_{CC}$
10 $0.50*V_{CC}$
11 Diode reference is selected

CAON Bit 3 Comparator_A+ on. This bit turns on the comparator. When the comparator is off it consumes no current. The reference circuitry is enabled or disabled independently.
0 Off
1 On

CAIES Bit 2 Comparator_A+ interrupt edge select
0 Rising edge
1 Falling edge

CAIE Bit 1 Comparator_A+ interrupt enable
0 Disabled
1 Enabled

CAIFG Bit 0 The Comparator_A+ interrupt flag
0 No interrupt pending
1 Interrupt pending

CACTL2, Comparator_A+, Control Register

7	6	5	4	3	2	1	0
CASHORT	**P2CA4**	**P2CA3**	**P2CA2**	**P2CA1**	**P2CA0**	**CAF**	**CAOUT**
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	r–(0)

CASHORT Bit 7 Input short. This bit shorts the + and – input terminals.
0 Inputs not shorted.
1 Inputs shorted.

P2CA4 Bit 6 Input select. This bit together with P2CA0 selects the + terminal input when CAEX = 0 and the – terminal input when CAEX = 1.

P2CA3
P2CA2
P2CA1 Bits 5-3 Input select. These bits select the – terminal input when CAEX = 0 and the + terminal input when CAEX = 1.
000 No connection
001 CA1
010 CA2
011 CA3
100 CA4
101 CA5
110 CA6
111 CA7

P2CA0 Bit 2 Input select. This bit, together with P2CA4, selects the + terminal input when CAEX = 0 and the – terminal input when CAEX = 1.
00 No connection
01 CA0
10 CA1
11 CA2

CAF Bit 1 Comparator_A+ output filter
0 Comparator_A+ output is not filtered
1 Comparator_A+ output is filtered

CAOUT Bit 0 Comparator_A+ output. This bit reflects the value of the comparator output. Writing this bit has no effect.

CAPD, Comparator_A+, Port Disable Register

7	6	5	4	3	2	1	0
CAPD7	**CAPD6**	**CAPD5**	**CAPD4**	**CAPD3**	**CAPD2**	**CAPD1**	**CAPD0**
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

CAPDx Bits 7-0 Comparator_A+ port disable. These bits individually disable the input buffer for the pins of the port associated with Comparator_A+. For example, if CA0 is on pin P2.3, the CAPDx bits can be used to individually enable or disable each P2.x pin buffer. CAPD0 disables P2.0, CAPD1 disables P2.1, etc.

0 The input buffer is enabled.

1 The input buffer is disabled.

Chapter 20

ADC10

The ADC10 module is a high-performance 10-bit analog-to-digital converter. This chapter describes the operation of the ADC10 module of the 2xx family.

Topic **Page**

20.1 ADC10 Introduction

The ADC10 module supports fast, 10-bit analog-to-digital conversions. The module implements a 10-bit SAR core, sample select control, reference generator, and data transfer controller (DTC).

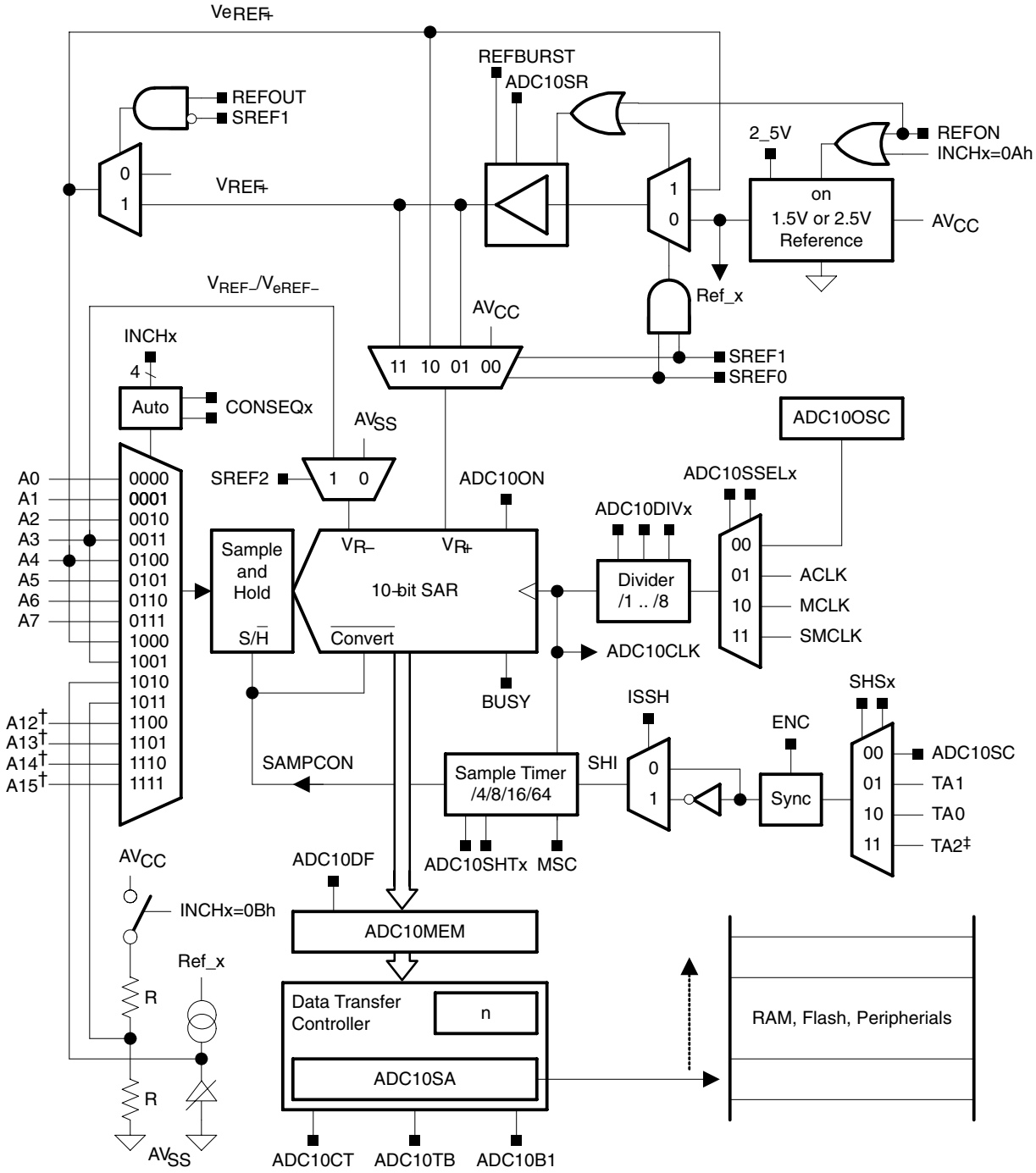
The DTC allows ADC10 samples to be converted and stored anywhere in memory without CPU intervention. The module can be configured with user software to support a variety of applications.

ADC10 features include:

- Greater than 200 ksps maximum conversion rate
- Monotonic 10-bit converter with no missing codes
- Sample-and-hold with programmable sample periods
- Conversion initiation by software or Timer_A
- Software selectable on-chip reference voltage generation (1.5 V or 2.5 V)
- Software selectable internal or external reference
- Eight external input channels (twelve on MSP430x22xx devices)
- Conversion channels for internal temperature sensor, V_{CC}, and external references
- Selectable conversion clock source
- Single-channel, repeated single-channel, sequence, and repeated sequence conversion modes
- ADC core and reference voltage can be powered down separately
- Data transfer controller for automatic storage of conversion results

The block diagram of ADC10 is shown in Figure 20–1.

Figure 20−1. ADC10 Block Diagram



†MSP430x22xx devices only. Channels A12-A15 tied to channel A11 in other devices
‡TA1 on MSP430x20x2 devices

20.2 ADC10 Operation

The ADC10 module is configured with user software. The setup and operation of the ADC10 is discussed in the following sections.

20.2.1 10-Bit ADC Core

The ADC core converts an analog input to its 10-bit digital representation and stores the result in the ADC10MEM register. The core uses two programmable/selectable voltage levels (V_{R+} and V_{R-}) to define the upper and lower limits of the conversion. The digital output (N_{ADC}) is full scale (03FFh) when the input signal is equal to or higher than V_{R+}, and zero when the input signal is equal to or lower than V_{R-}. The input channel and the reference voltage levels (V_{R+} and V_{R-}) are defined in the conversion-control memory. Conversion results may be in straight binary format or 2s-complement format. The conversion formula for the ADC result when using straight binary format is:

$$N_{ADC} = 1023 \times \frac{Vin - V_{R-}}{V_{R+} - V_{R-}}$$

The ADC10 core is configured by two control registers, ADC10CTL0 and ADC10CTL1. The core is enabled with the ADC10ON bit. With few exceptions the ADC10 control bits can only be modified when ENC = 0. ENC must be set to 1 before any conversion can take place.

Conversion Clock Selection

The ADC10CLK is used both as the conversion clock and to generate the sampling period. The ADC10 source clock is selected using the ADC10SSELx bits and can be divided from 1-8 using the ADC10DIVx bits. Possible ADC10CLK sources are SMCLK, MCLK, ACLK and an internal oscillator ADC10OSC .

The ADC10OSC, generated internally, is in the 5-MHz range, but varies with individual devices, supply voltage, and temperature. See the device-specific data sheet for the ADC10OSC specification.

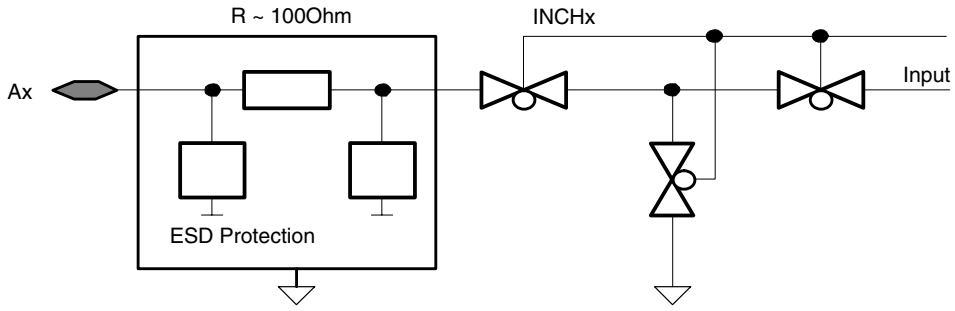
The user must ensure that the clock chosen for ADC10CLK remains active until the end of a conversion. If the clock is removed during a conversion, the operation will not complete, and any result will be invalid.

20.2.2 ADC10 Inputs and Multiplexer

The eight external and four internal analog signals are selected as the channel for conversion by the analog input multiplexer. The input multiplexer is a break-before-make type to reduce input-to-input noise injection resulting from channel switching as shown in Figure 20–2. The input multiplexer is also a T-switch to minimize the coupling between channels. Channels that are not selected are isolated from the A/D and the intermediate node is connected to analog ground (V_{SS}) so that the stray capacitance is grounded to help eliminate crosstalk.

The ADC10 uses the charge redistribution method. When the inputs are internally switched, the switching action may cause transients on the input signal. These transients decay and settle before causing errant conversion.

Figure 20–2. Analog Multiplexer



Analog Port Selection

The ADC10 external inputs Ax, Ve_{REF+}, and V_{REF-} share terminals with general purpose I/O ports, which are digital CMOS gates (see device-specific data sheet). When analog signals are applied to digital CMOS gates, parasitic current can flow from V_{CC} to GND. This parasitic current occurs if the input voltage is near the transition level of the gate. Disabling the port pin buffer eliminates the parasitic current flow and therefore reduces overall current consumption. The ADC10AEx bits provide the ability to disable the port pin input and output buffers.

```
; P2.3 on MSP430x22xx device configured for analog input
   BIS.B #08h,&ADC10AE0  ; P2.3 ADC10 function and enable
```

20.2.3 Voltage Reference Generator

The ADC10 module contains a built-in voltage reference with two selectable voltage levels. Setting REFON = 1 enables the internal reference. When REF2_5V = 1, the internal reference is 2.5 V. When REF2_5V = 0, the reference is 1.5 V. The internal reference voltage may be used internally and, when REFOUT = 0, externally on pin V_{REF+}.

External references may be supplied for V_{R+} and V_{R-} through pins A4 and A3 respectively. When external references are used, or when V_{CC} is used as the reference, the internal reference may be turned off to save power.

An external positive reference Ve_{REF+} can be buffered by setting SREF0 = 1 and SREF1 = 1. This allows using an external reference with a large internal resistance at the cost of the buffer current. When REFBURST = 1 the increased current consumption is limited to the sample and conversion period.

External storage capacitance is not required for the ADC10 reference source as on the ADC12.

Internal Reference Low-Power Features

The ADC10 internal reference generator is designed for low power applications. The reference generator includes a band-gap voltage source and a separate buffer. The current consumption of each is specified separately in the device-specific data sheet. When REFON = 1, both are enabled and when REFON = 0 both are disabled. The total settling time when REFON becomes set is $\leq$ 30 μs.

When REFON = 1, but no conversion is active, the buffer is automatically disabled and automatically re-enabled when needed. When the buffer is disabled, it consumes no current. In this case, the band-gap voltage source remains enabled.

When REFOUT = 1, the REFBURST bit controls the operation of the internal reference buffer. When REFBURST = 0, the buffer will be on continuously, allowing the reference voltage to be present outside the device continuously. When REFBURST = 1, the buffer is automatically disabled when the ADC10 is not actively converting, and automatically re-enabled when needed.

The internal reference buffer also has selectable speed vs. power settings. When the maximum conversion rate is below 50 ksps, setting ADC10SR = 1 reduces the current consumption of the buffer approximately 50%.

20.2.4 Auto Power-Down

The ADC10 is designed for low power applications. When the ADC10 is not actively converting, the core is automatically disabled and automatically re-enabled when needed. The ADC10OSC is also automatically enabled when needed and disabled when not needed. When the core or oscillator is disabled, it consumes no current.

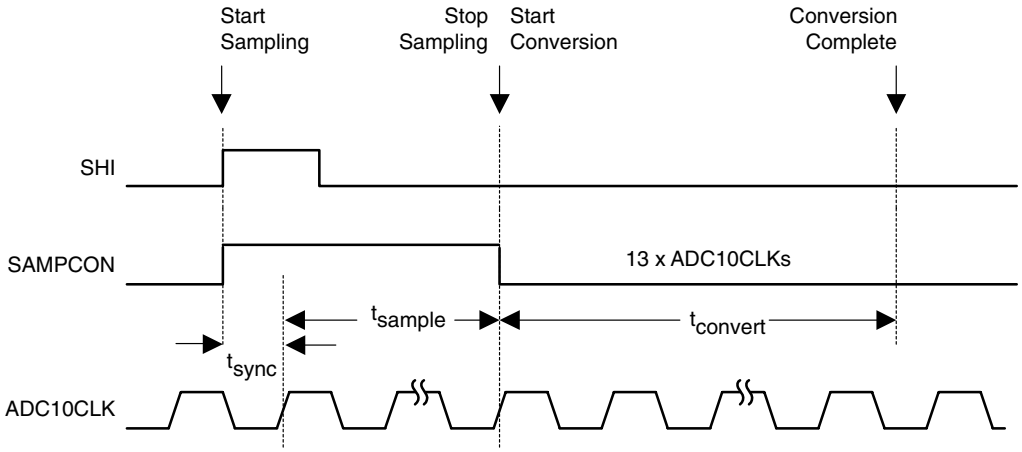
20.2.5 Sample and Conversion Timing

An analog-to-digital conversion is initiated with a rising edge of sample input signal SHI. The source for SHI is selected with the SHSx bits and includes the following:

- The ADC10SC bit
- The Timer_A Output Unit 1
- The Timer_A Output Unit 0
- The Timer_A Output Unit 2

The polarity of the SHI signal source can be inverted with the ISSH bit. The SHTx bits select the sample period t_{sample} to be 4, 8, 16, or 64 ADC10CLK cycles. The sampling timer sets SAMPCON high for the selected sample period after synchronization with ADC10CLK. Total sampling time is t_{sample} plus t_{sync}.The high-to-low SAMPCON transition starts the analog-to-digital conversion, which requires 13 ADC10CLK cycles as shown in Figure 20–3.

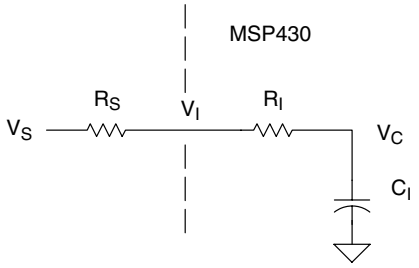
Figure 20–3. Sample Timing



Sample Timing Considerations

When SAMPCON = 0 all Ax inputs are high impedance. When SAMPCON = 1, the selected Ax input can be modeled as an RC low-pass filter during the sampling time t_{sample}, as shown below in Figure 20–4. An internal MUX-on input resistance R_I (max. 2 kΩ) in series with capacitor C_I (max. 27 pF) is seen by the source. The capacitor C_I voltage V_C must be charged to within ½ LSB of the source voltage V_S for an accurate 10-bit conversion.

Figure 20–4. Analog Input Equivalent Circuit



V_I = Input voltage at pin Ax
V_S = External source voltage
R_S = External source resistance
R_I = Internal MUX-on input resistance
C_I = Input capacitance
V_C = Capacitance-charging voltage

The resistance of the source R_S and R_I affect t_{sample}.The following equations can be used to calculate the minimum sampling time for a 10-bit conversion.

$$t_{sample} > (R_S + R_I) \times \ln(2^{11}) \times C_I$$

Substituting the values for R_I and C_I given above, the equation becomes:

$$t_{sample} > (R_S + 2k) \times 7.625 \times 27pF$$

For example, if R_S is 10 kΩ, t_{sample} must be greater than 2.47 μs.

When the reference buffer is used in burst mode, the sampling time must be greater than the sampling time calculated and the settling time of the buffer, $t_{REFBURST}$:

$$t_{sample} > \begin{cases} (R_S + R_I) \times \ln(2^{11}) \times C_I \\ t_{REFBURST} \end{cases}$$

For example, if V_{Ref} is 1.5 V and R_S is 10 kΩ, t_{sample} must be greater than 2.47 μs when ADC10SR = 0, or 2.5 μs when ADC10SR = 1. See the device-specific data sheet for parameters.

To calculate the buffer settling time when using an external reference, the formula is:

$$t_{REFBURST} = SR \times V_{Ref} - 0.5\mu s$$

Where:

SR: Buffer slew rate
(~1 μs/V when ADC10SR = 0 and ~2 μs/V when ADC10SR = 1)
Vref: External reference voltage

20.2.6 Conversion Modes

The ADC10 has four operating modes selected by the CONSEQx bits as discussed in Table 20–1.

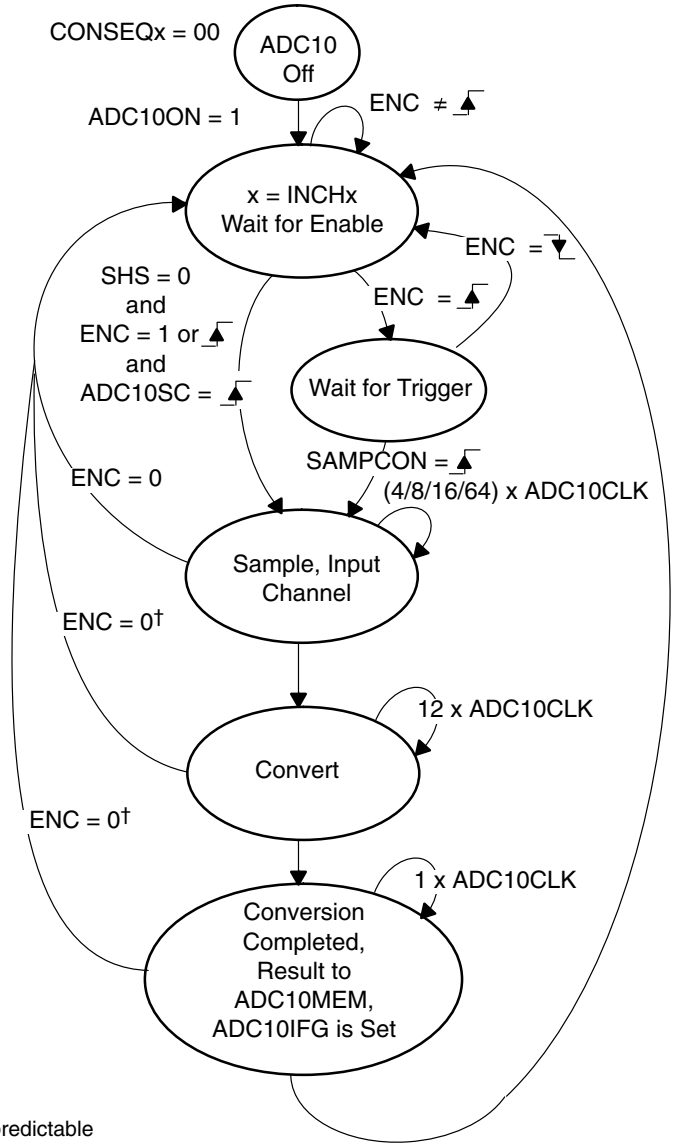
Table 20–1. Conversion Mode Summary

CONSEQx	Mode	Operation
00	Single channel single-conversion	A single channel is converted once.
01	Sequence-of-channels	A sequence of channels is converted once.
10	Repeat single channel	A single channel is converted repeatedly.
11	Repeat sequence-of-channels	A sequence of channels is converted repeatedly.

Single-Channel Single-Conversion Mode

A single channel selected by INCHx is sampled and converted once. The ADC result is written to ADC10MEM. Figure 20–5 shows the flow of the single-channel, single-conversion mode. When ADC10SC triggers a conversion, successive conversions can be triggered by the ADC10SC bit. When any other trigger source is used, ENC must be toggled between each conversion.

Figure 20–5. Single-Channel Single-Conversion Mode

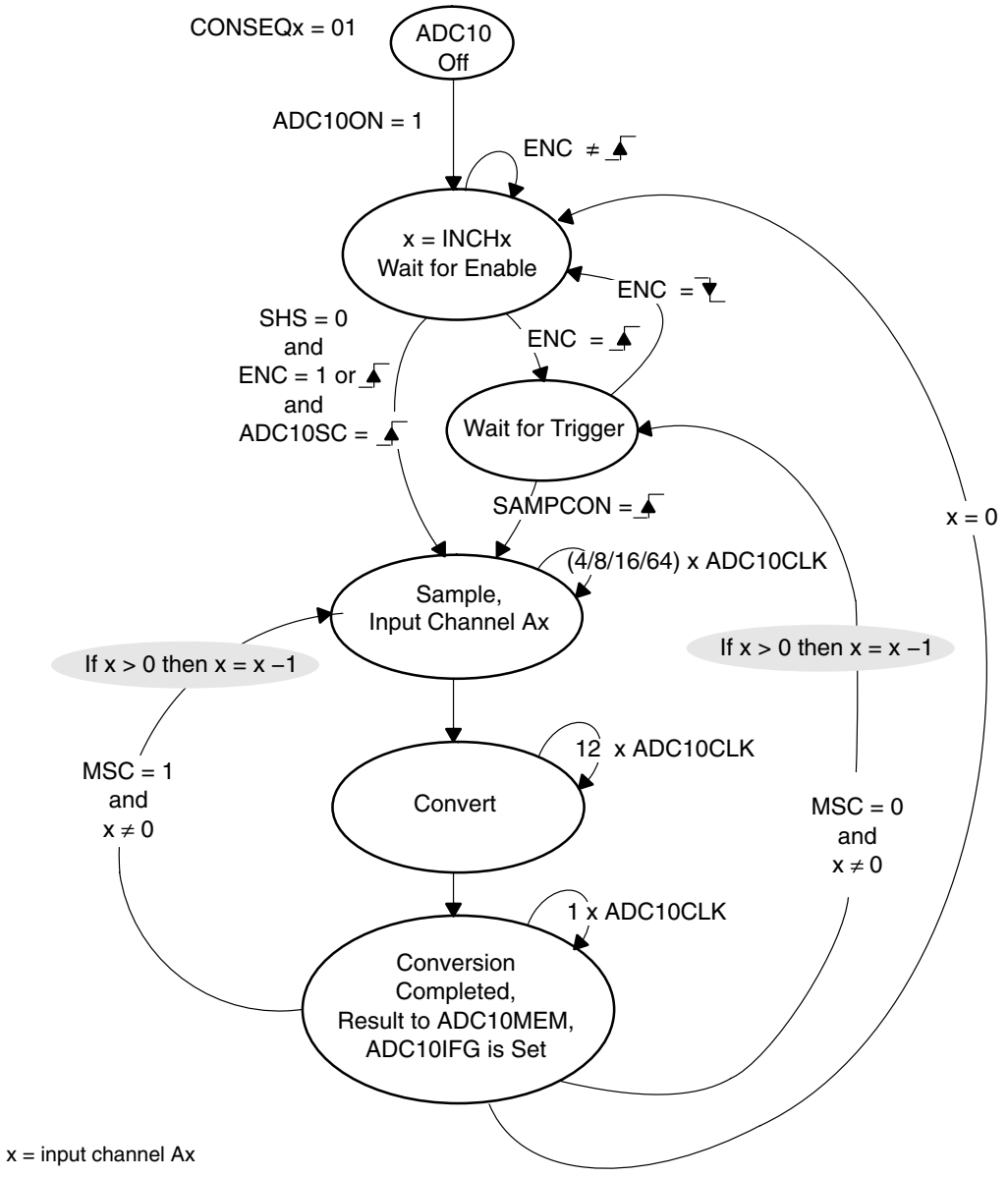


x = input channel Ax
† Conversion result is unpredictable

Sequence-of-Channels Mode

A sequence of channels is sampled and converted once. The sequence begins with the channel selected by INCHx and decrements to channel A0. Each ADC result is written to ADC10MEM. The sequence stops after conversion of channel A0. Figure 20–6 shows the sequence-of-channels mode. When ADC10SC triggers a sequence, successive sequences can be triggered by the ADC10SC bit . When any other trigger source is used, ENC must be toggled between each sequence.

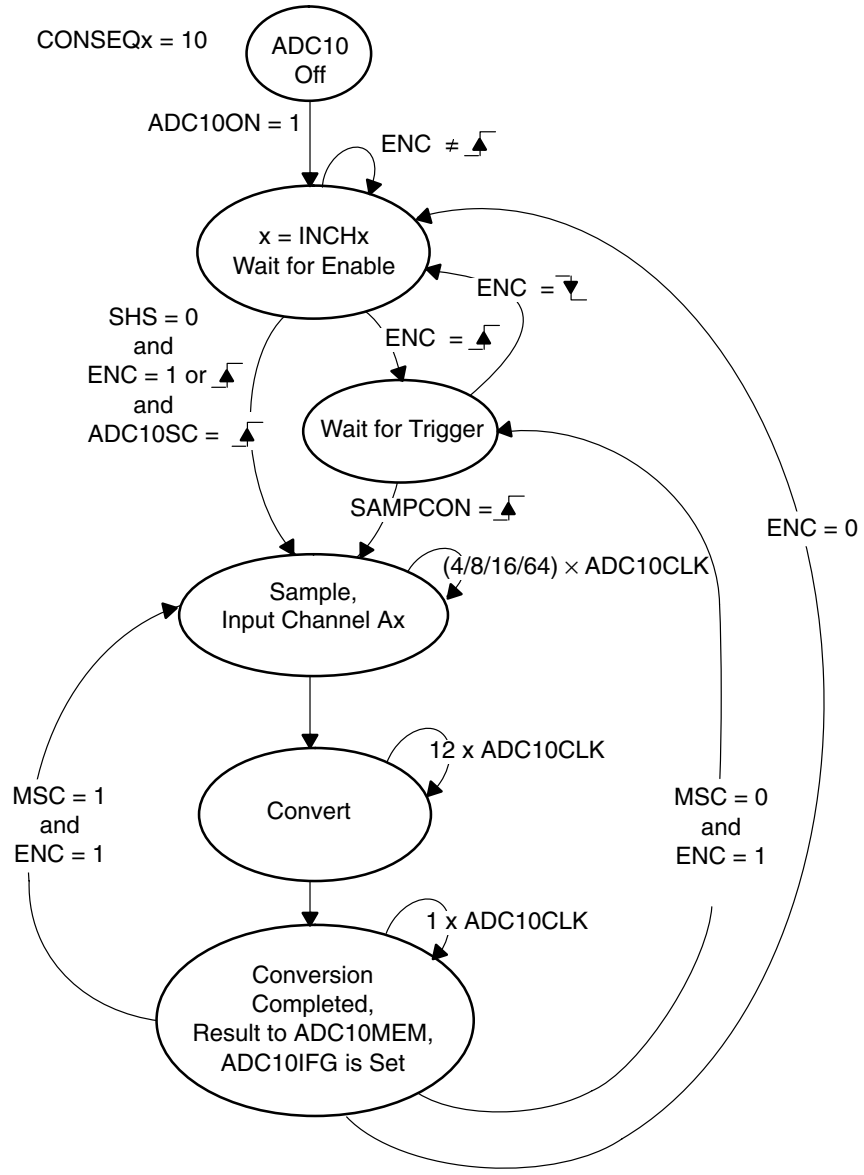
Figure 20–6. Sequence-of-Channels Mode



Repeat-Single-Channel Mode

A single channel selected by INCHx is sampled and converted continuously. Each ADC result is written to ADC10MEM. Figure 20–7 shows the repeat-single-channel mode.

Figure 20–7. Repeat-Single-Channel Mode

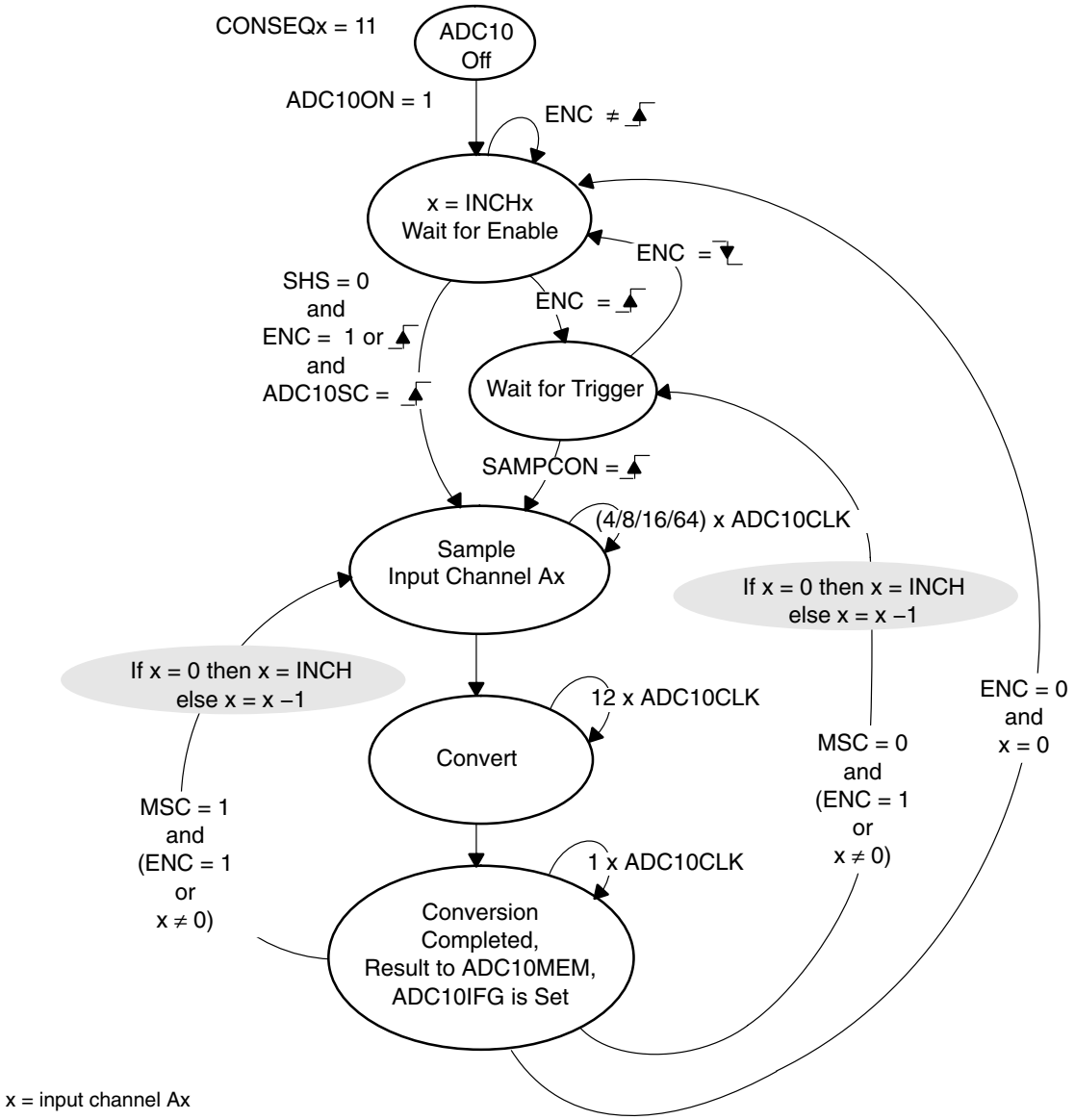


x = input channel Ax

Repeat-Sequence-of-Channels Mode

A sequence of channels is sampled and converted repeatedly. The sequence begins with the channel selected by INCHx and decrements to channel A0. Each ADC result is written to ADC10MEM. The sequence ends after conversion of channel A0, and the next trigger signal re-starts the sequence. Figure 20–8 shows the repeat-sequence-of-channels mode.

Figure 20–8. Repeat-Sequence-of-Channels Mode



Using the MSC Bit

To configure the converter to perform successive conversions automatically and as quickly as possible, a multiple sample and convert function is available. When MSC = 1 and CONSEQx > 0 the first rising edge of the SHI signal triggers the first conversion. Successive conversions are triggered automatically as soon as the prior conversion is completed. Additional rising edges on SHI are ignored until the sequence is completed in the single-sequence mode or until the ENC bit is toggled in repeat-single-channel, or repeated-sequence modes. The function of the ENC bit is unchanged when using the MSC bit.

Stopping Conversions

Stopping ADC10 activity depends on the mode of operation. The recommended ways to stop an active conversion or conversion sequence are:

- Resetting ENC in single-channel single-conversion mode stops a conversion immediately and the results are unpredictable. For correct results, poll the ADC10BUSY bit until reset before clearing ENC.
- Resetting ENC during repeat-single-channel operation stops the converter at the end of the current conversion.
- Resetting ENC during a sequence or repeat sequence mode stops the converter at the end of the sequence.
- Any conversion mode may be stopped immediately by setting the CONSEQx=0 and resetting the ENC bit. Conversion data is unreliable.

20.2.7 ADC10 Data Transfer Controller

The ADC10 includes a data transfer controller (DTC) to automatically transfer conversion results from ADC10MEM to other on-chip memory locations. The DTC is enabled by setting the ADC10DTC1 register to a nonzero value.

When the DTC is enabled, each time the ADC10 completes a conversion and loads the result to ADC10MEM, a data transfer is triggered. No software intervention is required to manage the ADC10 until the predefined amount of conversion data has been transferred. Each DTC transfer requires one CPU MCLK. To avoid any bus contention during the DTC transfer, the CPU is halted, if active, for the one MCLK required for the transfer.

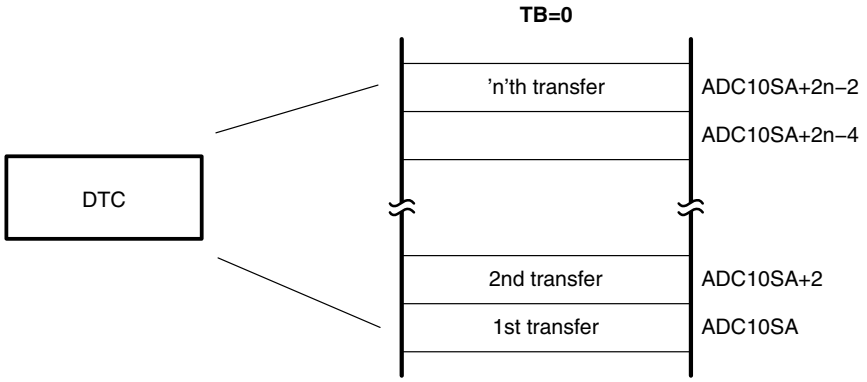
A DTC transfer must not be initiated while the ADC10 is busy. Software must ensure that no active conversion or sequence is in progress when the DTC is configured：

```
; ADC10 activity test
          BIC.W  #ENC,&ADC10CTL0 ;
busy_test BIT.W  #BUSY,&ADC10CTL1;
          JNZ    busy_test       ;
          MOV.W  #xxx,&ADC10SA   ; Safe
          MOV.B  #xx,&ADC10DTC1  ;
; continue setup
```

One-Block Transfer Mode

The one-block mode is selected if the ADC10TB is reset. The value n in ADC10DTC1 defines the total number of transfers for a block. The block start address is defined anywhere in the MSP430 address range using the 16-bit register ADC10SA. The block ends at ADC10SA+2n–2. The one-block transfer mode is shown in Figure 20–9.

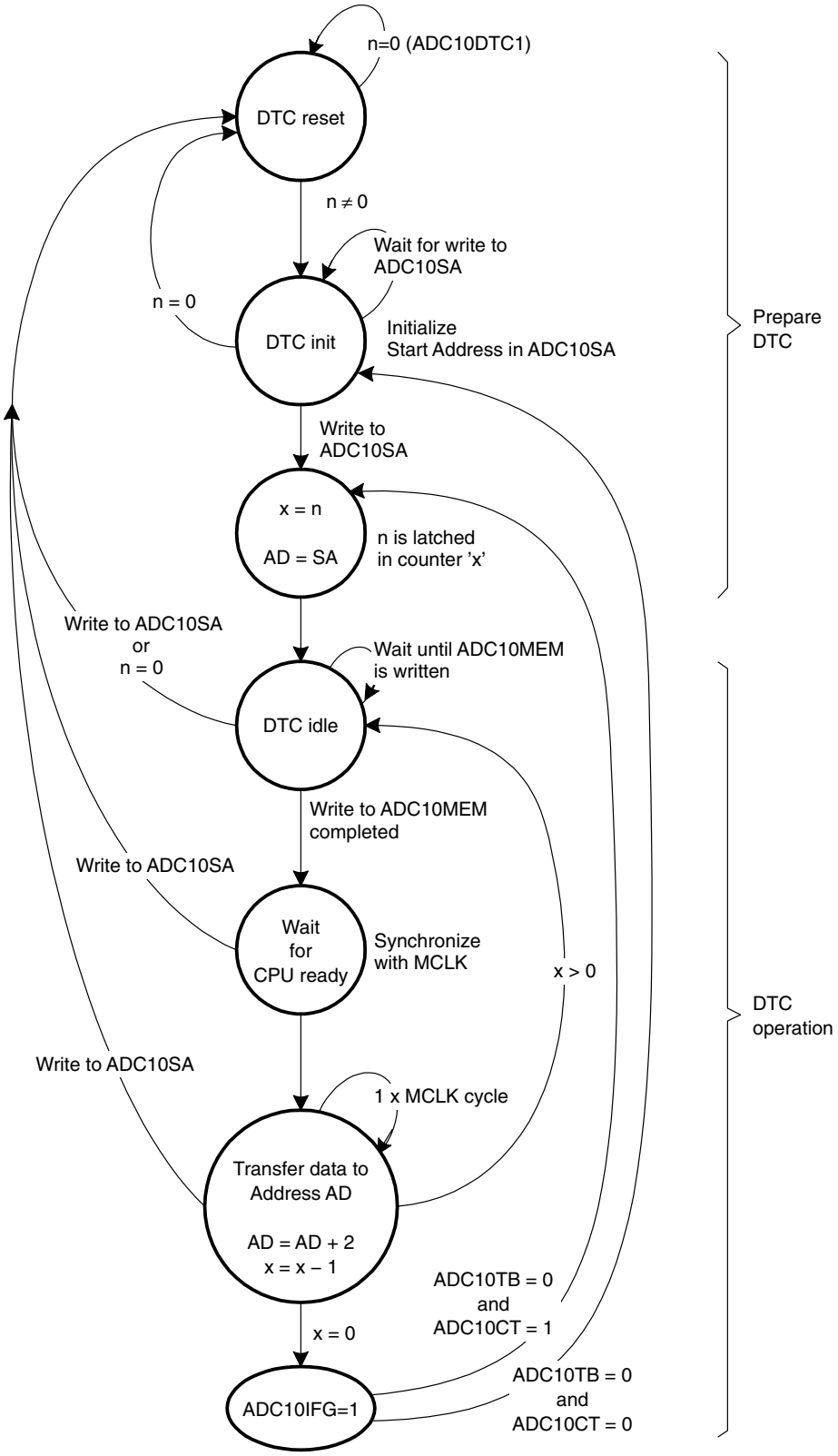
Figure 20–9. One-Block Transfer



The internal address pointer is initially equal to ADC10SA and the internal transfer counter is initially equal to 'n'. The internal pointer and counter are not visible to software. The DTC transfers the word-value of ADC10MEM to the address pointer ADC10SA. After each DTC transfer, the internal address pointer is incremented by two and the internal transfer counter is decremented by one.

The DTC transfers continue with each loading of ADC10MEM, until the internal transfer counter becomes equal to zero. No additional DTC transfers will occur until a write to ADC10SA. When using the DTC in the one-block mode, the ADC10IFG flag is set only after a complete block has been transferred. Figure 20–10 shows a state diagram of the one-block mode.

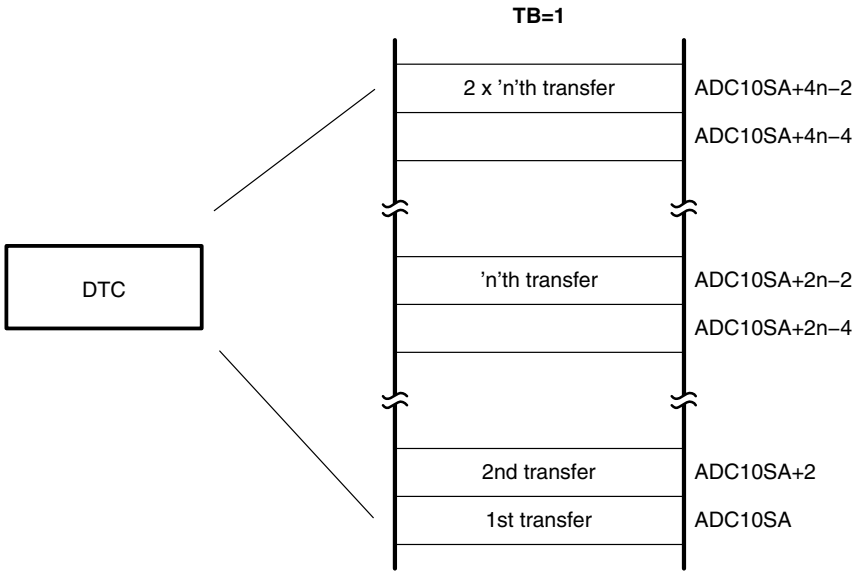
Figure 20−10. State Diagram for Data Transfer Control in One-Block Transfer Mode



Two-Block Transfer Mode

The two-block mode is selected if the ADC10TB bit is set. The value n in ADC10DTC1 defines the number of transfers for one block. The address range of the first block is defined anywhere in the MSP430 address range with the 16-bit register ADC10SA. The first block ends at ADC10SA+2n–2. The address range for the second block is defined as SA+2n to SA+4n–2. The two-block transfer mode is shown in Figure 20–11.

Figure 20–11. Two-Block Transfer

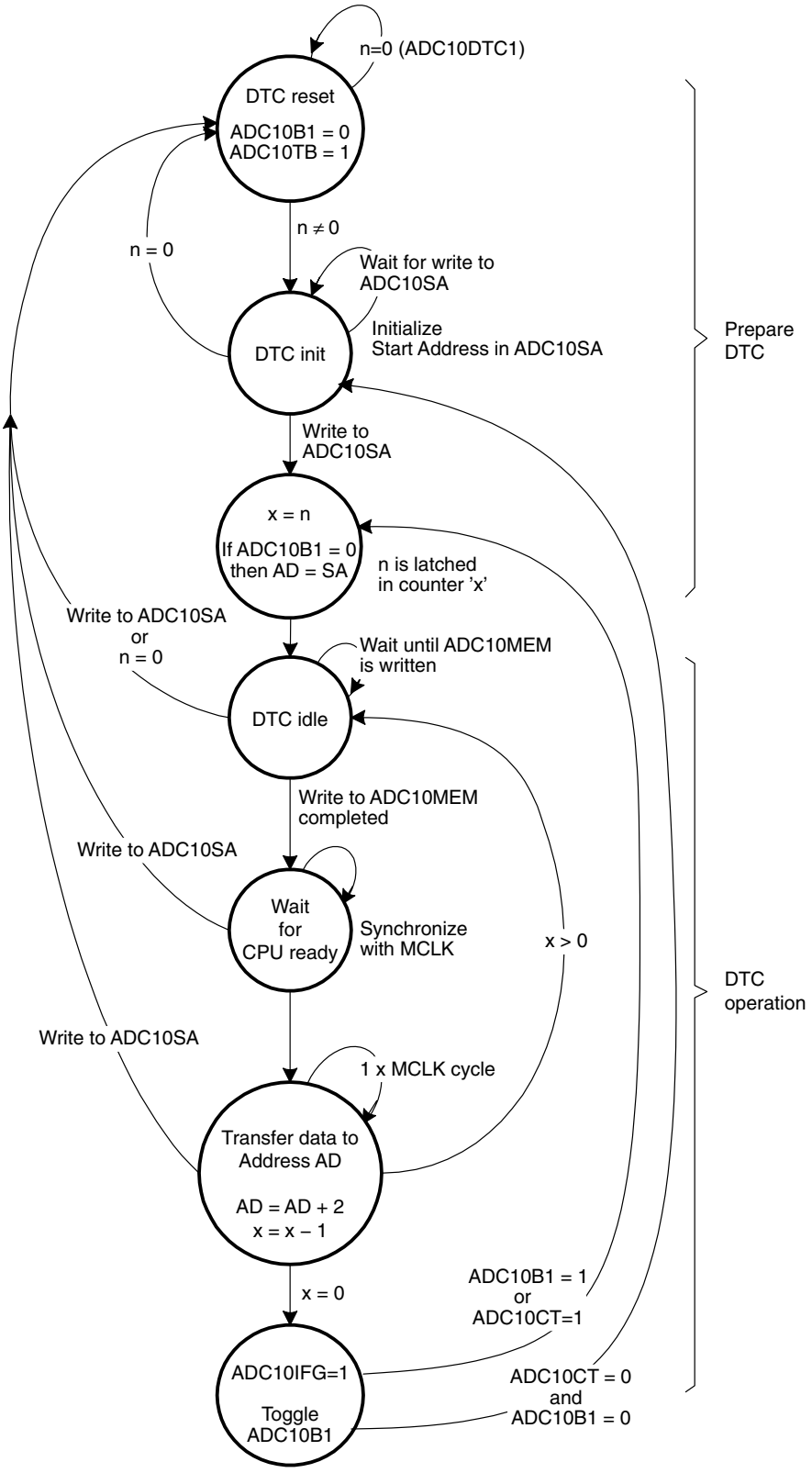


The internal address pointer is initially equal to ADC10SA and the internal transfer counter is initially equal to 'n'. The internal pointer and counter are not visible to software. The DTC transfers the word-value of ADC10MEM to the address pointer ADC10SA. After each DTC transfer the internal address pointer is incremented by two and the internal transfer counter is decremented by one.

The DTC transfers continue, with each loading of ADC10MEM, until the internal transfer counter becomes equal to zero. At this point, block one is full and both the ADC10IFG flag the ADC10B1 bit are set. The user can test the ADC10B1 bit to determine that block one is full.

The DTC continues with block two. The internal transfer counter is automatically reloaded with 'n'. At the next load of the ADC10MEM, the DTC begins transferring conversion results to block two. After n transfers have completed, block two is full. The ADC10IFG flag is set and the ADC10B1 bit is cleared. User software can test the cleared ADC10B1 bit to determine that block two is full. Figure 20–12 shows a state diagram of the two-block mode.

Figure 20−12. State Diagram for Data Transfer Control in Two-Block Transfer Mode



Continuous Transfer

A continuous transfer is selected if ADC10CT bit is set. The DTC will not stop after block one in (one-block mode) or block two (two-block mode) has been transferred. The internal address pointer and transfer counter are set equal to ADC10SA and n respectively. Transfers continue starting in block one. If the ADC10CT bit is reset, DTC transfers cease after the current completion of transfers into block one (in the one-block mode) or block two (in the two-block mode) have been transfer.

DTC Transfer Cycle Time

For each ADC10MEM transfer, the DTC requires one or two MCLK clock cycles to synchronize, one for the actual transfer (while the CPU is halted), and one cycle of wait time. Because the DTC uses MCLK, the DTC cycle time is dependent on the MSP430 operating mode and clock system setup.

If the MCLK source is active, but the CPU is off, the DTC uses the MCLK source for each transfer, without re-enabling the CPU. If the MCLK source is off, the DTC temporarily restarts MCLK, sourced with DCOCLK, only during a transfer. The CPU remains off and after the DTC transfer, MCLK is again turned off. The maximum DTC cycle time for all operating modes is show in Table 20–2.

Table 20–2. Maximum DTC Cycle Time

CPU Operating Mode	Clock Source	Maximum DTC Cycle Time
Active mode	MCLK=DCOCLK	3 MCLK cycles
Active mode	MCLK=LFXT1CLK	3 MCLK cycles
Low-power mode LPM0/1	MCLK=DCOCLK	4 MCLK cycles
Low-power mode LPM3/4	MCLK=DCOCLK	4 MCLK cycles + 2 μs†
Low-power mode LPM0/1	MCLK=LFXT1CLK	4 MCLK cycles
Low-power mode LPM3	MCLK=LFXT1CLK	4 MCLK cycles
Low-power mode LPM4	MCLK=LFXT1CLK	4 MCLK cycles + 2 μs†

† The additional 2 μs are needed to start the DCOCLK. See the device-specific data sheet for parameters.

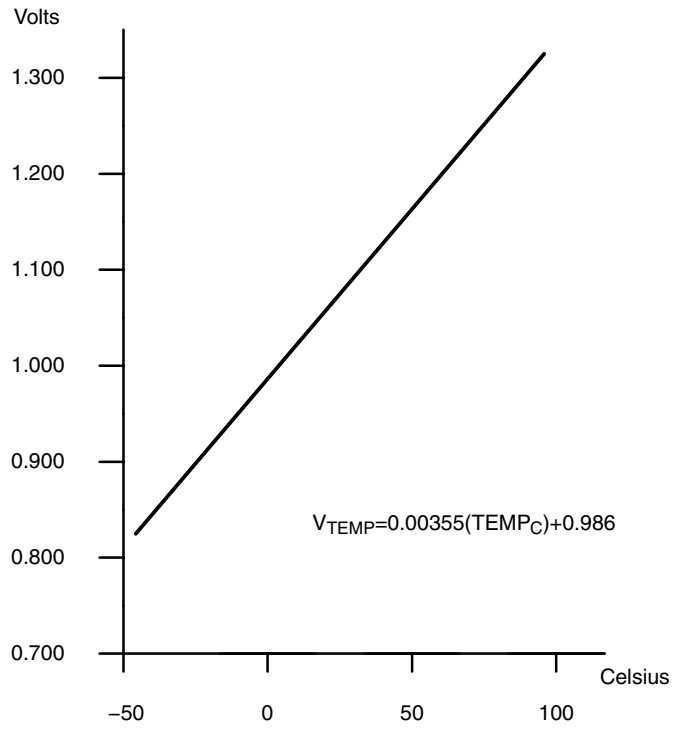
20.2.8 Using the Integrated Temperature Sensor

To use the on-chip temperature sensor, the user selects the analog input channel INCHx = 1010. Any other configuration is done as if an external channel was selected, including reference selection, conversion-memory selection, etc.

The typical temperature sensor transfer function is shown in Figure 20–13. When using the temperature sensor, the sample period must be greater than 30 μs. The temperature sensor offset error is large. Deriving absolute temperature values in the application requires calibration. See the device-specific data sheet for the parameters.

Selecting the temperature sensor automatically turns on the on-chip reference generator as a voltage source for the temperature sensor. However, it does not enable the V_{REF+} output or affect the reference selections for the conversion. The reference choices for converting the temperature sensor are the same as with any other channel.

Figure 20–13. Typical Temperature Sensor Transfer Function



20.2.9 ADC10 Grounding and Noise Considerations

As with any high-resolution ADC, appropriate printed-circuit-board layout and grounding techniques should be followed to eliminate ground loops, unwanted parasitic effects, and noise.

Ground loops are formed when return current from the A/D flows through paths that are common with other analog or digital circuitry. If care is not taken, this current can generate small, unwanted offset voltages that can add to or subtract from the reference or input voltages of the A/D converter. The connections shown in Figure 20–14 help avoid this.

In addition to grounding, ripple and noise spikes on the power supply lines due to digital switching or switching power supplies can corrupt the conversion result. A noise-free design is important to achieve high accuracy.

Figure 20–14. ADC10 Grounding and Noise Considerations (internal Vref).

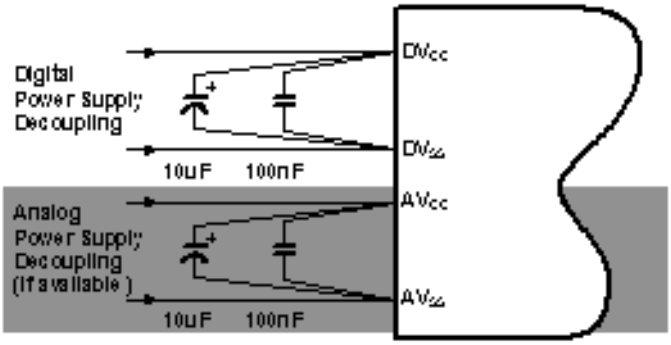
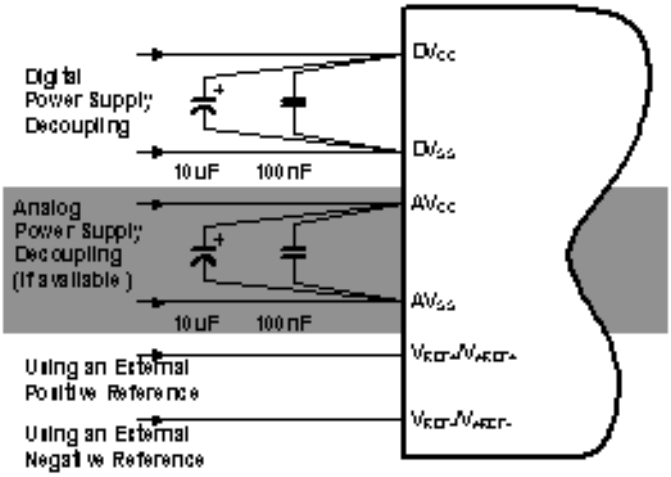


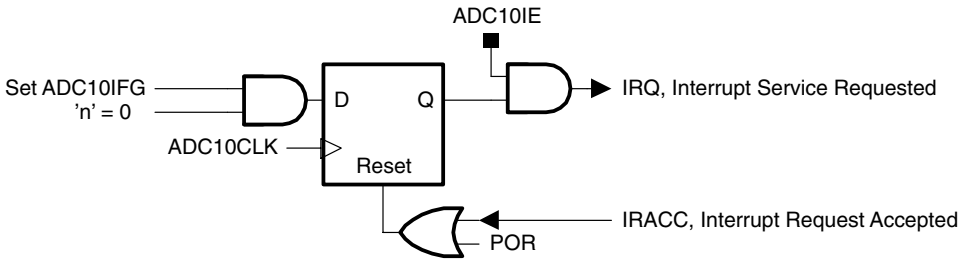
Figure 20–15. ADC10 Grounding and Noise Considerations (external Vref).



20.2.10 ADC10 Interrupts

One interrupt and one interrupt vector are associated with the ADC10 as shown in Figure 20−16. When the DTC is not used (ADC10DTC1 = 0) ADC10IFG is set when conversion results are loaded into ADC10MEM. When DTC is used (ADC10DTC1 > 0) ADC10IFG is set when a block transfer completes and the internal transfer counter 'n' = 0. If both the ADC10IE and the GIE bits are set, then the ADC10IFG flag generates an interrupt request. The ADC10IFG flag is automatically reset when the interrupt request is serviced or may be reset by software.

Figure 20−16. ADC10 Interrupt System



20.3 ADC10 Registers

The ADC10 registers are listed in Table 20–3.

Table 20–3. ADC10 Registers

Register	Short Form	Register Type	Address	Initial State
ADC10 input enable register 0	ADC10AE0	Read/write	04Ah	Reset with POR
ADC10 input enable register 1	ADC10AE1	Read/write	04Bh	Reset with POR
ADC10 control register 0	ADC10CTL0	Read/write	01B0h	Reset with POR
ADC10 control register 1	ADC10CTL1	Read/write	01B2h	Reset with POR
ADC10 memory	ADC10MEM	Read	01B4h	Unchanged
ADC10 data transfer control register 0	ADC10DTC0	Read/write	048h	Reset with POR
ADC10 data transfer control register 1	ADC10DTC1	Read/write	049h	Reset with POR
ADC10 data transfer start address	ADC10SA	Read/write	01BCh	0200h with POR

ADC10CTL0, ADC10 Control Register 0

15	14	13	12	11	10	9	8
SREFx			ADC10SHTx		ADC10SR	REFOUT	REFBURST
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

7	6	5	4	3	2	1	0
MSC	REF2_5V	REFON	ADC10ON	ADC10IE	ADC10IFG	ENC	ADC10SC
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

Modifiable only when ENC = 0

SREFx Bits 15-13 Select reference
- 000 $V_{R+} = V_{CC}$ and $V_{R-} = V_{SS}$
- 001 $V_{R+} = V_{REF+}$ and $V_{R-} = V_{SS}$
- 010 $V_{R+} = Ve_{REF+}$ and $V_{R-} = V_{SS}$
- 011 V_{R+} = Buffered Ve_{REF+} and $V_{R-} = V_{SS}$
- 100 $V_{R+} = V_{CC}$ and $V_{R-} = V_{REF-}/ Ve_{REF-}$
- 101 $V_{R+} = V_{REF+}$ and $V_{R-} = V_{REF-}/ Ve_{REF-}$
- 110 $V_{R+} = Ve_{REF+}$ and $V_{R-} = V_{REF-}/ Ve_{REF-}$
- 111 V_{R+} = Buffered Ve_{REF+} and $V_{R-} = V_{REF-}/ Ve_{REF-}$

ADC10 SHTx Bits 12-11 ADC10 sample-and-hold time
- 00 4 x ADC10CLKs
- 01 8 x ADC10CLKs
- 10 16 x ADC10CLKs
- 11 64 x ADC10CLKs

ADC10SR Bit 10 ADC10 sampling rate. This bit selects the reference buffer drive capability for the maximum sampling rate. Setting ADC10SR reduces the current consumption of the reference buffer.
- 0 Reference buffer supports up to ~200 ksps
- 1 Reference buffer supports up to ~50 ksps

REFOUT Bit 9 Reference output
- 0 Reference output off
- 1 Reference output on

REFBURST Bit 8 Reference burst.
- 0 Reference buffer on continuously
- 1 Reference buffer on only during sample-and-conversion

MSC	Bit 7	Multiple sample and conversion. Valid only for sequence or repeated modes. 0 The sampling requires a rising edge of the SHI signal to trigger each sample-and-conversion. 1 The first rising edge of the SHI signal triggers the sampling timer, but further sample-and-conversions are performed automatically as soon as the prior conversion is completed
REF2_5V	Bit 6	Reference-generator voltage. REFON must also be set. 0 1.5 V 1 2.5 V
REFON	Bit 5	Reference generator on 0 Reference off 1 Reference on
ADC10ON	Bit 4	ADC10 on 0 ADC10 off 1 ADC10 on
ADC10IE	Bit 3	ADC10 interrupt enable 0 Interrupt disabled 1 interrupt enabled
ADC10IFG	Bit 2	ADC10 interrupt flag. This bit is set if ADC10MEM is loaded with a conversion result. It is automatically reset when the interrupt request is accepted, or it may be reset by software. When using the DTC this flag is set when a block of transfers is completed. 0 No interrupt pending 1 Interrupt pending
ENC	Bit 1	Enable conversion 0 ADC10 disabled 1 ADC10 enabled
ADC10SC	Bit 0	Start conversion. Software-controlled sample-and-conversion start. ADC10SC and ENC may be set together with one instruction. ADC10SC is reset automatically. 0 No sample-and-conversion start 1 Start sample-and-conversion

ADC10CTL1, ADC10 Control Register 1

15	14	13	12	11	10	9	8
INCHx				SHSx		ADC10DF	ISSH
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

7	6	5	4	3	2	1	0
ADC10DIVx			ADC10SSELx		CONSEQx		ADC10 BUSY
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	r–0

Modifiable only when ENC = 0

INCHx Bits 15-12 Input channel select. These bits select the channel for a single-conversion or the highest channel for a sequence of conversions.

0000 A0
0001 A1
0010 A2
0011 A3
0100 A4
0101 A5
0110 A6
0111 A7
1000 Ve_{REF+}
1001 V_{REF-}/Ve_{REF-}
1010 Temperature sensor
1011 $(V_{CC} – V_{SS}) / 2$
1100 $(V_{CC} – V_{SS}) / 2$, A12 on MSP430x22xx devices
1101 $(V_{CC} – V_{SS}) / 2$, A13 on MSP430x22xx devices
1110 $(V_{CC} – V_{SS}) / 2$, A14 on MSP430x22xx devices
1111 $(V_{CC} – V_{SS}) / 2$, A15 on MSP430x22xx devices

SHSx Bits 11-10 Sample-and-hold source select

00 ADC10SC bit
01 Timer_A.OUT1
10 Timer_A.OUT0
11 Timer_A.OUT2 (Timer_A.OUT1 on MSP430x20x2 devices)

ADC10DF Bit 9 ADC10 data format

0 Straight binary
1 2s complement

ISSH Bit 8 Invert signal sample-and-hold

0 The sample-input signal is not inverted.
1 The sample-input signal is inverted.

ADC10DIVx	Bits 7-5	ADC10 clock divider 000 /1 001 /2 010 /3 011 /4 100 /5 101 /6 110 /7 111 /8
ADC10 SSELx	Bits 4-3	ADC10 clock source select 00 ADC10OSC 01 ACLK 10 MCLK 11 SMCLK
CONSEQx	Bits 2-1	Conversion sequence mode select 00 Single-channel-single-conversion 01 Sequence-of-channels 10 Repeat-single-channel 11 Repeat-sequence-of-channels
ADC10 BUSY	Bit 0	ADC10 busy. This bit indicates an active sample or conversion operation 0 No operation is active. 1 A sequence, sample, or conversion is active.

ADC10AE0, Analog (Input) Enable Control Register 0

7	6	5	4	3	2	1	0
ADC10AE0x							
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

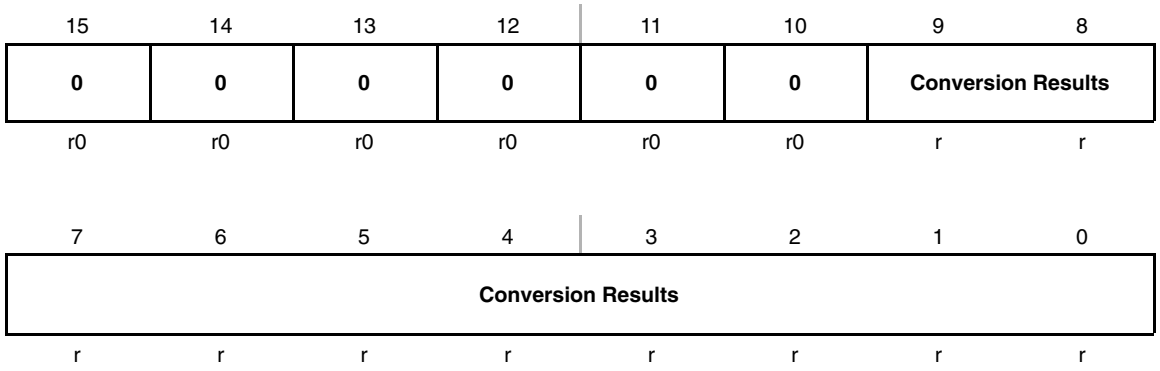
ADC10AE0x Bits 7-0 ADC10 analog enable. These bits enable the corresponding pin for analog input. BIT0 corresponds to A0, BIT1 corresponds to A1, etc.
0 Analog input disabled
1 Analog input enabled

ADC10AE1, Analog (Input) Enable Control Register 1 (MSP430x22xx only)

7	6	5	4	3	2	1	0
ADC10AE1x				Reserved	Reserved	Reserved	Reserved
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

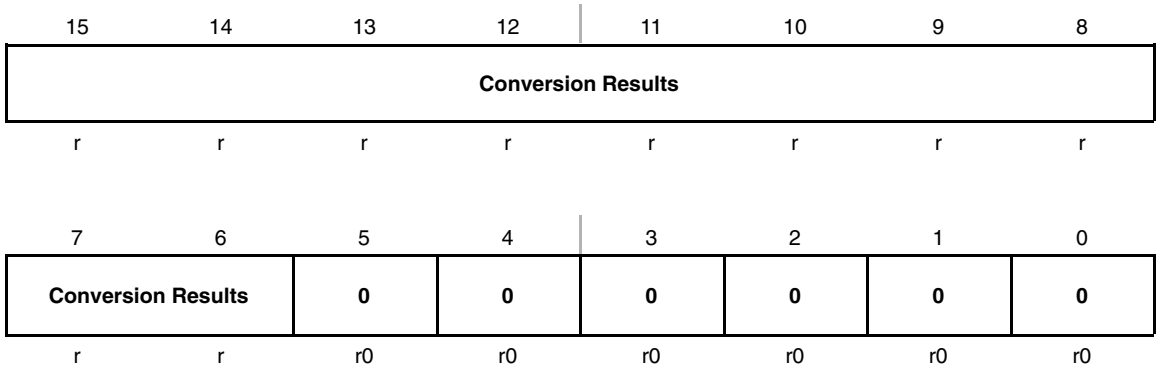
ADC10AE1x Bits 7-4 ADC10 analog enable. These bits enable the corresponding pin for analog input. BIT4 corresponds to A12, BIT5 corresponds to A13, BIT6 corresponds to A14, and BIT7 corresponds to A15.
0 Analog input disabled
1 Analog input enabled

ADC10MEM, Conversion-Memory Register, Binary Format



Conversion Results Bits 15-0 The 10-bit conversion results are right justified, straight-binary format. Bit 9 is the MSB. Bits 15-10 are always 0.

ADC10MEM, Conversion-Memory Register, 2s Complement Format



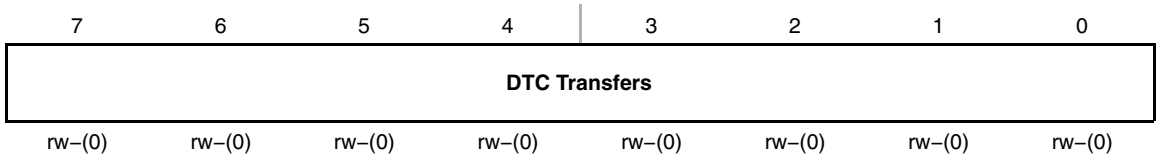
Conversion Results Bits 15-0 The 10-bit conversion results are left-justified, 2s complement format. Bit 15 is the MSB. Bits 5-0 are always 0.

ADC10DTC0, Data Transfer Control Register 0

7	6	5	4	3	2	1	0
Reserved				ADC10TB	ADC10CT	ADC10B1	ADC10 FETCH
r0	r0	r0	r0	rw–(0)	rw–(0)	r–(0)	rw–(0)

Reserved	Bits 7-4	Reserved. Always read as 0.
ADC10TB	Bit 3	ADC10 two-block mode 0 One-block transfer mode 1 Two-block transfer mode
ADC10CT	Bit 2	ADC10 continuous transfer 0 Data transfer stops when one block (one-block mode) or two blocks (two-block mode) have completed. 1 Data is transferred continuously. DTC operation is stopped only if ADC10CT cleared, or ADC10SA is written to.
ADC10B1	Bit 1	ADC10 block one. This bit indicates for two-block mode which block is filled with ADC10 conversion results. ADC10B1 is valid only after ADC10IFG has been set the first time during DTC operation. ADC10TB must also be set. 0 Block 2 is filled 1 Block 1 is filled
ADC10 FETCH	Bit 0	This bit should normally be reset.

ADC10DTC1, Data Transfer Control Register 1



DTC Transfers	Bits 7-0	DTC transfers. These bits define the number of transfers in each block. 0 DTC is disabled 01h–0FFh Number of transfers per block

ADC10SA, Start Address Register for Data Transfer

ADC10SAx	Bits 15-1	ADC10 start address. These bits are the start address for the DTC. A write to register ADC10SA is required to initiate DTC transfers.
Unused	Bit 0	Unused, Read only. Always read as 0.

Chapter 21

ADC12

The ADC12 module is a high-performance 12-bit analog-to-digital converter. This chapter describes the ADC12 of the MSP430 2xx device family.

Topic **Page**

21.1 ADC12 Introduction

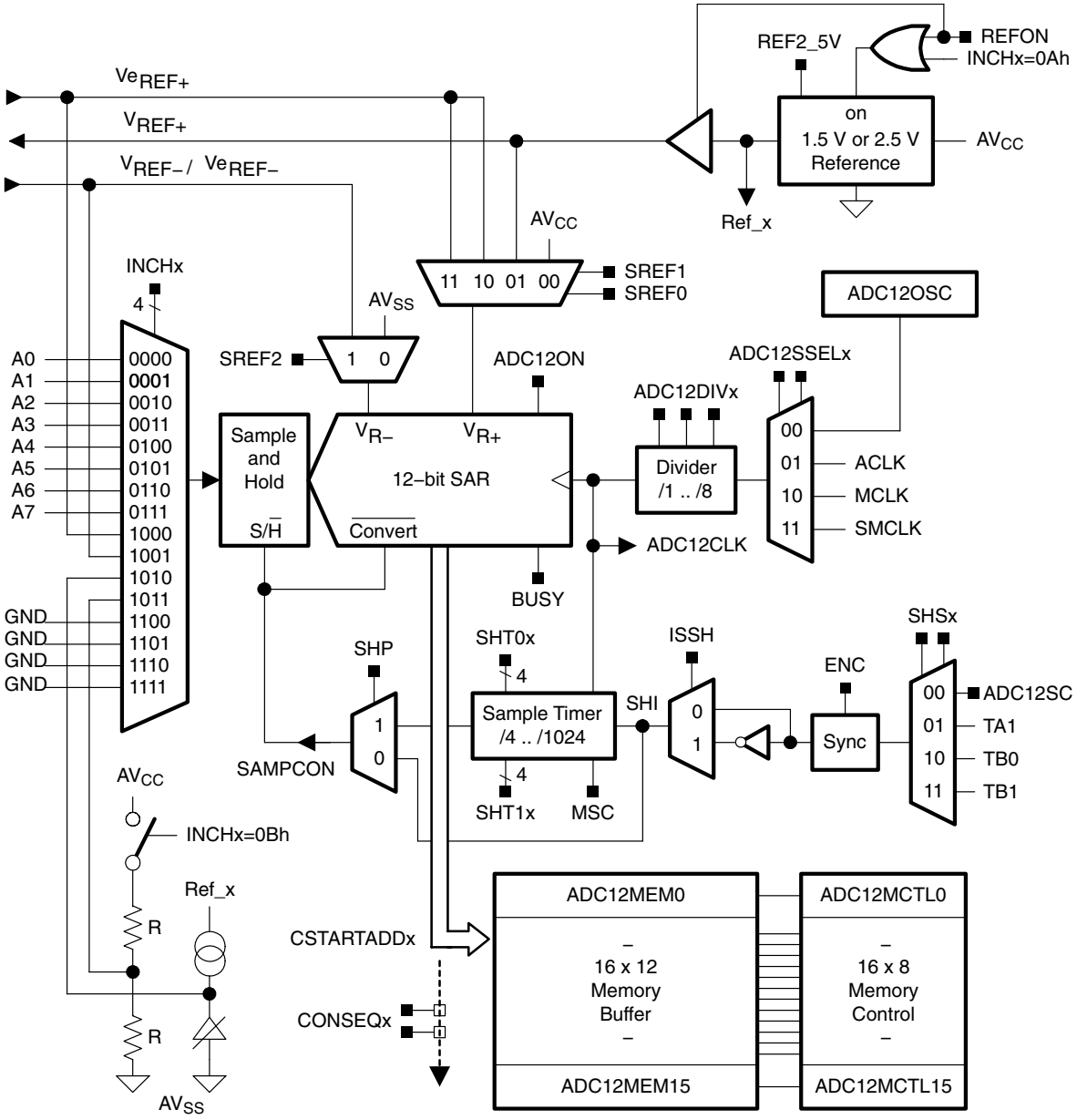
The ADC12 module supports fast, 12-bit analog-to-digital conversions. The module implements a 12-bit SAR core, sample select control, reference generator and a 16 word conversion-and-control buffer. The conversion-and-control buffer allows up to 16 independent ADC samples to be converted and stored without any CPU intervention.

ADC12 features include:

- Greater than 200-ksps maximum conversion rate
- Monotonic 12-bit converter with no missing codes
- Sample-and-hold with programmable sampling periods controlled by software or timers.
- Conversion initiation by software, Timer_A, or Timer_B
- Software selectable on-chip reference voltage generation (1.5 V or 2.5 V)
- Software selectable internal or external reference
- Eight individually configurable external input channels
- Conversion channels for internal temperature sensor, AV_{CC}, and external references
- Independent channel-selectable reference sources for both positive and negative references
- Selectable conversion clock source
- Single-channel, repeat-single-channel, sequence, and repeat-sequence conversion modes
- ADC core and reference voltage can be powered down separately
- Interrupt vector register for fast decoding of 18 ADC interrupts
- 16 conversion-result storage registers

The block diagram of ADC12 is shown in Figure 21–1.

Figure 21−1. ADC12 Block Diagram



21.2 ADC12 Operation

The ADC12 module is configured with user software. The setup and operation of the ADC12 is discussed in the following sections.

21.2.1 12-Bit ADC Core

The ADC core converts an analog input to its 12-bit digital representation and stores the result in conversion memory. The core uses two programmable/selectable voltage levels (V_{R+} and V_{R-}) to define the upper and lower limits of the conversion. The digital output (N_{ADC}) is full scale (0FFFh) when the input signal is equal to or higher than V_{R+}, and zero when the input signal is equal to or lower than V_{R-}. The input channel and the reference voltage levels (V_{R+} and V_{R-}) are defined in the conversion-control memory. The conversion formula for the ADC result N_{ADC} is:

$$N_{ADC} = 4095 \times \frac{Vin - V_{R-}}{V_{R+} - V_{R-}}$$

The ADC12 core is configured by two control registers, ADC12CTL0 and ADC12CTL1. The core is enabled with the ADC12ON bit. The ADC12 can be turned off when not in use to save power. With few exceptions the ADC12 control bits can only be modified when ENC = 0. ENC must be set to 1 before any conversion can take place.

Conversion Clock Selection

The ADC12CLK is used both as the conversion clock and to generate the sampling period when the pulse sampling mode is selected. The ADC12 source clock is selected using the ADC12SSELx bits and can be divided from 1-8 using the ADC12DIVx bits. Possible ADC12CLK sources are SMCLK, MCLK, ACLK, and an internal oscillator ADC12OSC.

The ADC12OSC, generated internally, is in the 5-MHz range, but varies with individual devices, supply voltage, and temperature. See the device-specific datasheet for the ADC12OSC specification.

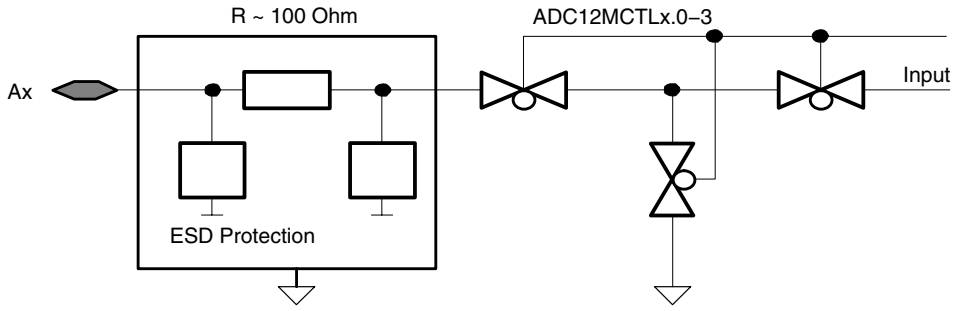
The user must ensure that the clock chosen for ADC12CLK remains active until the end of a conversion. If the clock is removed during a conversion, the operation will not complete and any result will be invalid.

21.2.2 ADC12 Inputs and Multiplexer

The eight external and four internal analog signals are selected as the channel for conversion by the analog input multiplexer. The input multiplexer is a break-before-make type to reduce input-to-input noise injection resulting from channel switching as shown in Figure 21–2. The input multiplexer is also a T-switch to minimize the coupling between channels. Channels that are not selected are isolated from the A/D and the intermediate node is connected to analog ground (AV_{SS}) so that the stray capacitance is grounded to help eliminate crosstalk.

The ADC12 uses the charge redistribution method. When the inputs are internally switched, the switching action may cause transients on the input signal. These transients decay and settle before causing errant conversion.

Figure 21–2. Analog Multiplexer



Analog Port Selection

The ADC12 inputs are multiplexed with the port P6 pins, which are digital CMOS gates. When analog signals are applied to digital CMOS gates, parasitic current can flow from V_{CC} to GND. This parasitic current occurs if the input voltage is near the transition level of the gate. Disabling the port pin buffer eliminates the parasitic current flow and therefore reduces overall current consumption. The P6SELx bits provide the ability to disable the port pin input and output buffers.

```
; P6.0 and P6.1 configured for analog input
      BIS.B #3h,&P6SEL   ; P6.1 and P6.0 ADC12 function
```

21.2.3 Voltage Reference Generator

The ADC12 module contains a built-in voltage reference with two selectable voltage levels, 1.5 V and 2.5 V. Either of these reference voltages may be used internally and externally on pin V_{REF+}.

Setting REFON=1 enables the internal reference. When REF2_5V = 1, the internal reference is 2.5 V, the reference is 1.5 V when REF2_5V = 0. The reference can be turned off to save power when not in use.

For proper operation the internal voltage reference generator must be supplied with storage capacitance across V_{REF+} and AV_{SS}. The recommended storage capacitance is a parallel combination of 10-μF and 0.1-μF capacitors. From turn-on, a maximum of 17 ms must be allowed for the voltage reference generator to bias the recommended storage capacitors. If the internal reference generator is not used for the conversion, the storage capacitors are not required.

Note: Reference Decoupling

Approximately 200 μA is required from *any* reference used by the ADC12 while the two LSBs are being resolved during a conversion. A parallel combination of 10-μF and 0.1-μF capacitors is recommended for *any* reference used as shown in Figure 21–11.

External references may be supplied for V_{R+} and V_{R-} through pins Ve_{REF+} and V_{REF-}/Ve_{REF-} respectively.

21.2.4 Sample and Conversion Timing

An analog-to-digital conversion is initiated with a rising edge of the sample input signal SHI. The source for SHI is selected with the SHSx bits and includes the following:

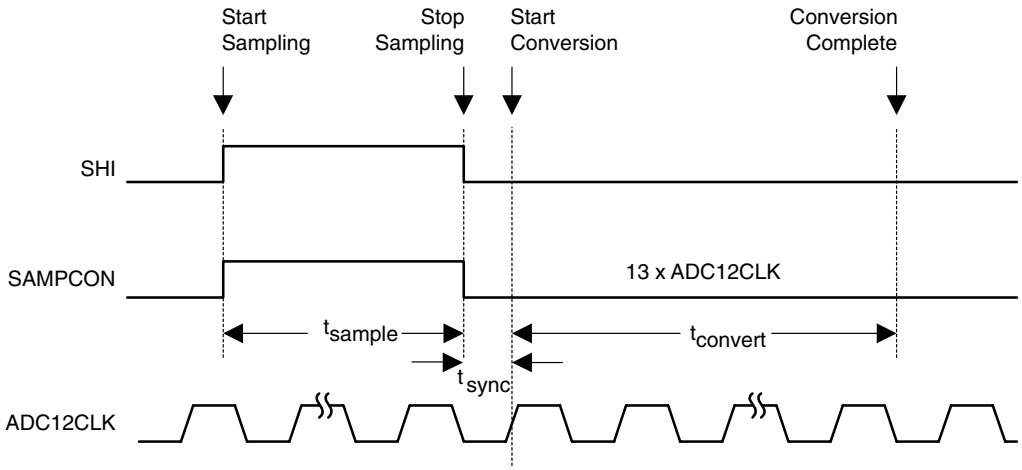
- The ADC12SC bit
- The Timer_A Output Unit 1
- The Timer_B Output Unit 0
- The Timer_B Output Unit 1

The polarity of the SHI signal source can be inverted with the ISSH bit. The SAMPCON signal controls the sample period and start of conversion. When SAMPCON is high, sampling is active. The high-to-low SAMPCON transition starts the analog-to-digital conversion, which requires 13 ADC12CLK cycles. Two different sample-timing methods are defined by control bit SHP, extended sample mode and pulse mode.

Extended Sample Mode

The extended sample mode is selected when SHP = 0. The SHI signal directly controls SAMPCON and defines the length of the sample period $t_{sample.}$ When SAMPCON is high, sampling is active. The high-to-low SAMPCON transition starts the conversion after synchronization with ADC12CLK. See Figure 21–3.

Figure 21–3. Extended Sample Mode

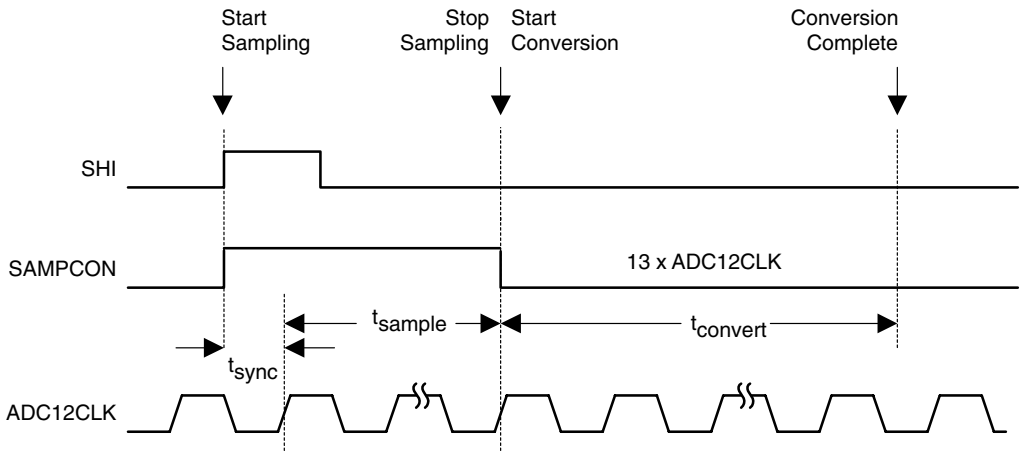


Pulse Sample Mode

The pulse sample mode is selected when SHP = 1. The SHI signal is used to trigger the sampling timer. The SHT0x and SHT1x bits in ADC12CTL0 control the interval of the sampling timer that defines the SAMPCON sample period $t_{sample.}$ The sampling timer keeps SAMPCON high after synchronization with AD12CLK for a programmed interval t_{sample}. The total sampling time is t_{sample} plus t_{sync}. See Figure 21–4.

The SHTx bits select the sampling time in 4x multiples of ADC12CLK. SHT0x selects the sampling time for ADC12MCTL0 to 7 and SHT1x selects the sampling time for ADC12MCTL8 to 15.

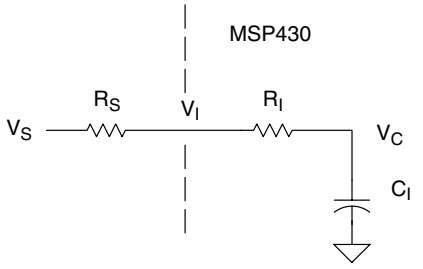
Figure 21–4. Pulse Sample Mode



Sample Timing Considerations

When SAMPCON = 0 all Ax inputs are high impedance. When SAMPCON = 1, the selected Ax input can be modeled as an RC low-pass filter during the sampling time t_{sample}, as shown below in Figure 21–5. An internal MUX-on input resistance R_I (maximum of 2 kΩ) in series with capacitor C_I (maximum of 40 pF) is seen by the source. The capacitor C_I voltage V_C must be charged to within 1/2 LSB of the source voltage V_S for an accurate 12-bit conversion.

Figure 21–5. Analog Input Equivalent Circuit



V_I = Input voltage at pin Ax
V_S = External source voltage
R_S = External source resistance
R_I = Internal MUX-on input resistance
C_I = Input capacitance
V_C = Capacitance-charging voltage

The resistance of the source R_S and R_I affect t_{sample}. The following equation can be used to calculate the minimum sampling time t_{sample} for a 12-bit conversion:

$$t_{sample} > (R_S + R_I) \times \ln(2^{13}) \times C_I + 800ns$$

Substituting the values for R_I and C_I given above, the equation becomes:

$$t_{sample} > (R_S + 2k\Omega) \times 9.011 \times 40pF + 800ns$$

For example, if R_S is 10 kΩ, t_{sample} must be greater than 5.13 μs.

21.2.5 Conversion Memory

There are 16 ADC12MEMx conversion memory registers to store conversion results. Each ADC12MEMx is configured with an associated ADC12MCTLx control register. The SREFx bits define the voltage reference and the INCHx bits select the input channel. The EOS bit defines the end of sequence when a sequential conversion mode is used. A sequence rolls over from ADC12MEM15 to ADC12MEM0 when the EOS bit in ADC12MCTL15 is not set.

The CSTARTADDx bits define the first ADC12MCTLx used for any conversion. If the conversion mode is single-channel or repeat-single-channel the CSTARTADDx points to the single ADC12MCTLx to be used.

If the conversion mode selected is either sequence-of-channels or repeat-sequence-of-channels, CSTARTADDx points to the first ADC12MCTLx location to be used in a sequence. A pointer, not visible to software, is incremented automatically to the next ADC12MCTLx in a sequence when each conversion completes. The sequence continues until an EOS bit in ADC12MCTLx is processed - this is the last control byte processed.

When conversion results are written to a selected ADC12MEMx, the corresponding flag in the ADC12IFGx register is set.

21.2.6 ADC12 Conversion Modes

The ADC12 has four operating modes selected by the CONSEQx bits as discussed in Table 21–1.

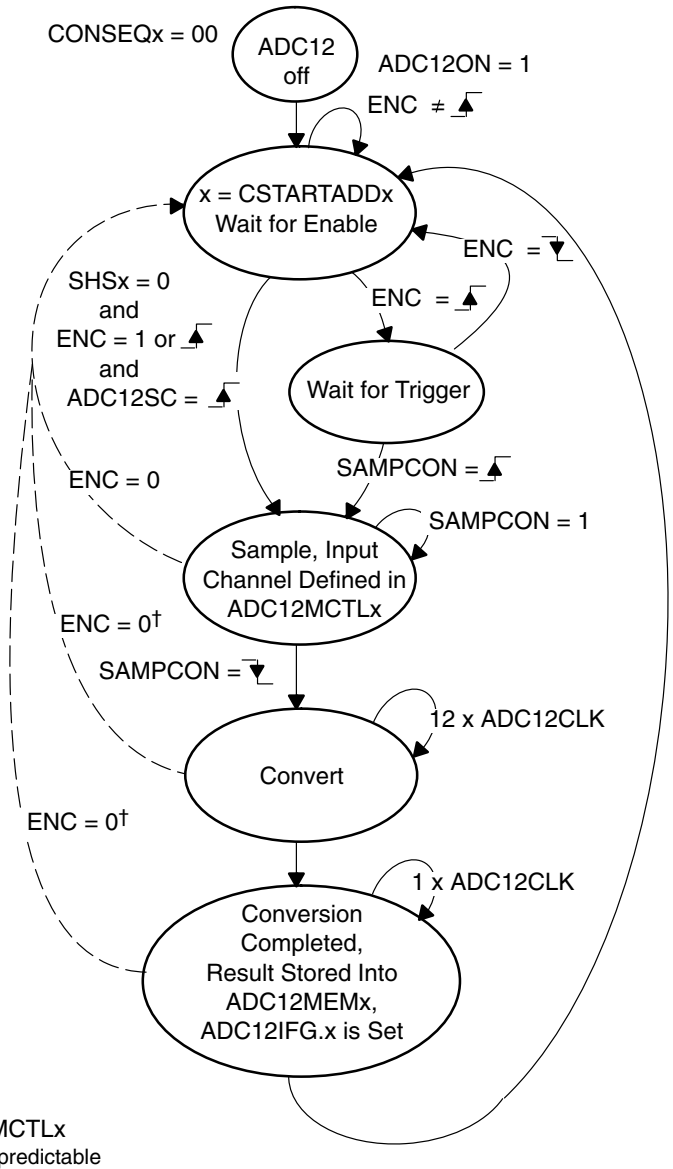
Table 21–1. Conversion Mode Summary

CONSEQx	Mode	Operation
00	Single channel single-conversion	A single channel is converted once.
01	Sequence-of-channels	A sequence of channels is converted once.
10	Repeat-single-channel	A single channel is converted repeatedly.
11	Repeat-sequence-of-channels	A sequence of channels is converted repeatedly.

Single-Channel Single-Conversion Mode

A single channel is sampled and converted once. The ADC result is written to the ADC12MEMx defined by the CSTARTADDx bits. Figure 21–6 shows the flow of the Single-Channel, Single-Conversion mode. When ADC12SC triggers a conversion, successive conversions can be triggered by the ADC12SC bit. When any other trigger source is used, ENC must be toggled between each conversion.

Figure 21–6. Single-Channel, Single-Conversion Mode

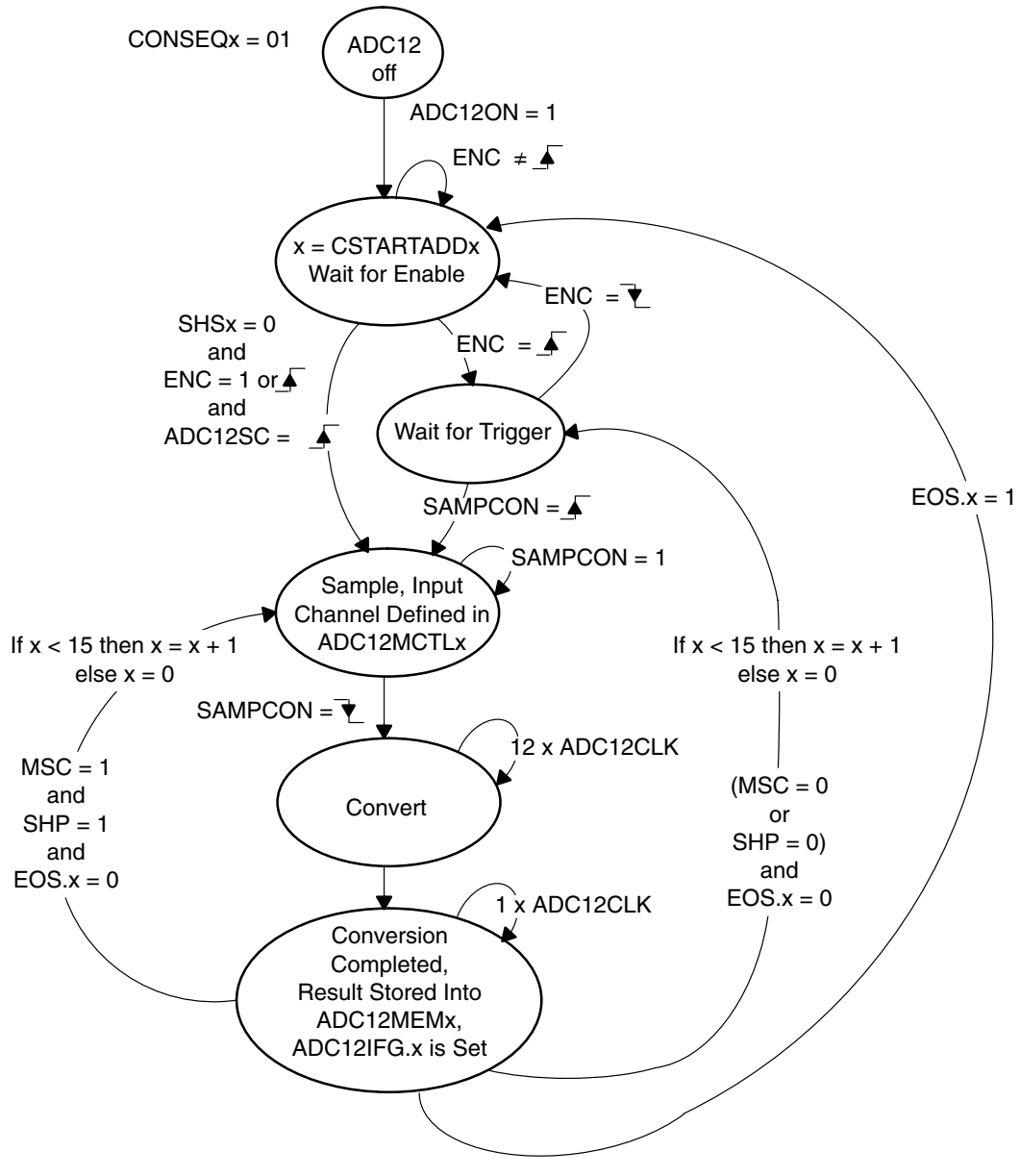


x = pointer to ADC12MCTLx
† Conversion result is unpredictable

Sequence-of-Channels Mode

A sequence of channels is sampled and converted once. The ADC results are written to the conversion memories starting with the ADCMEMx defined by the CSTARTADDx bits. The sequence stops after the measurement of the channel with a set EOS bit. Figure 21–7 shows the sequence-of-channels mode. When ADC12SC triggers a sequence, successive sequences can be triggered by the ADC12SC bit. When any other trigger source is used, ENC must be toggled between each sequence.

Figure 21–7. Sequence-of-Channels Mode

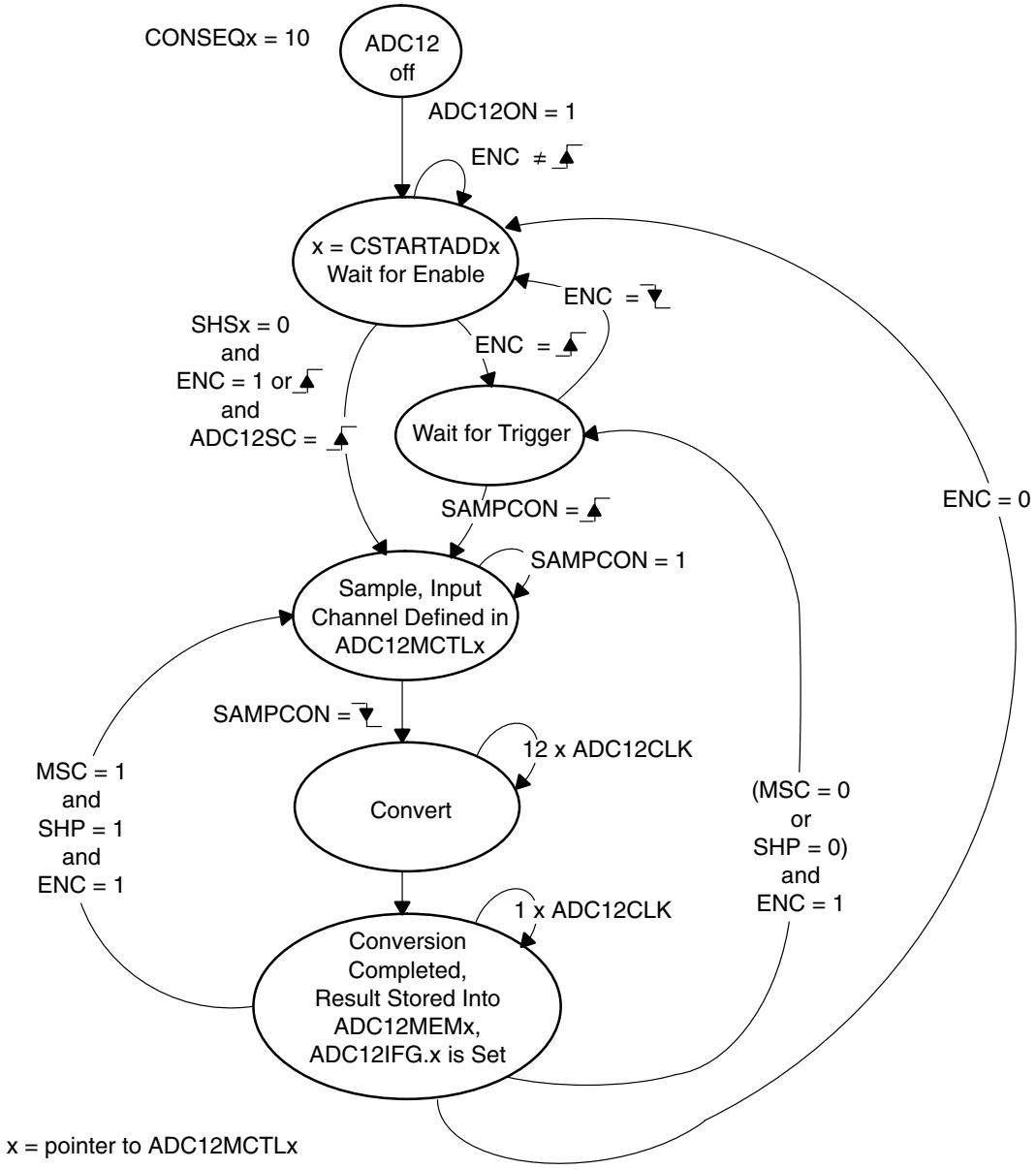


x = pointer to ADC12MCTLx

Repeat-Single-Channel Mode

A single channel is sampled and converted continuously. The ADC results are written to the ADC12MEMx defined by the CSTARTADDx bits. It is necessary to read the result after the completed conversion because only one ADC12MEMx memory is used and is overwritten by the next conversion. Figure 21–8 shows repeat-single-channel mode

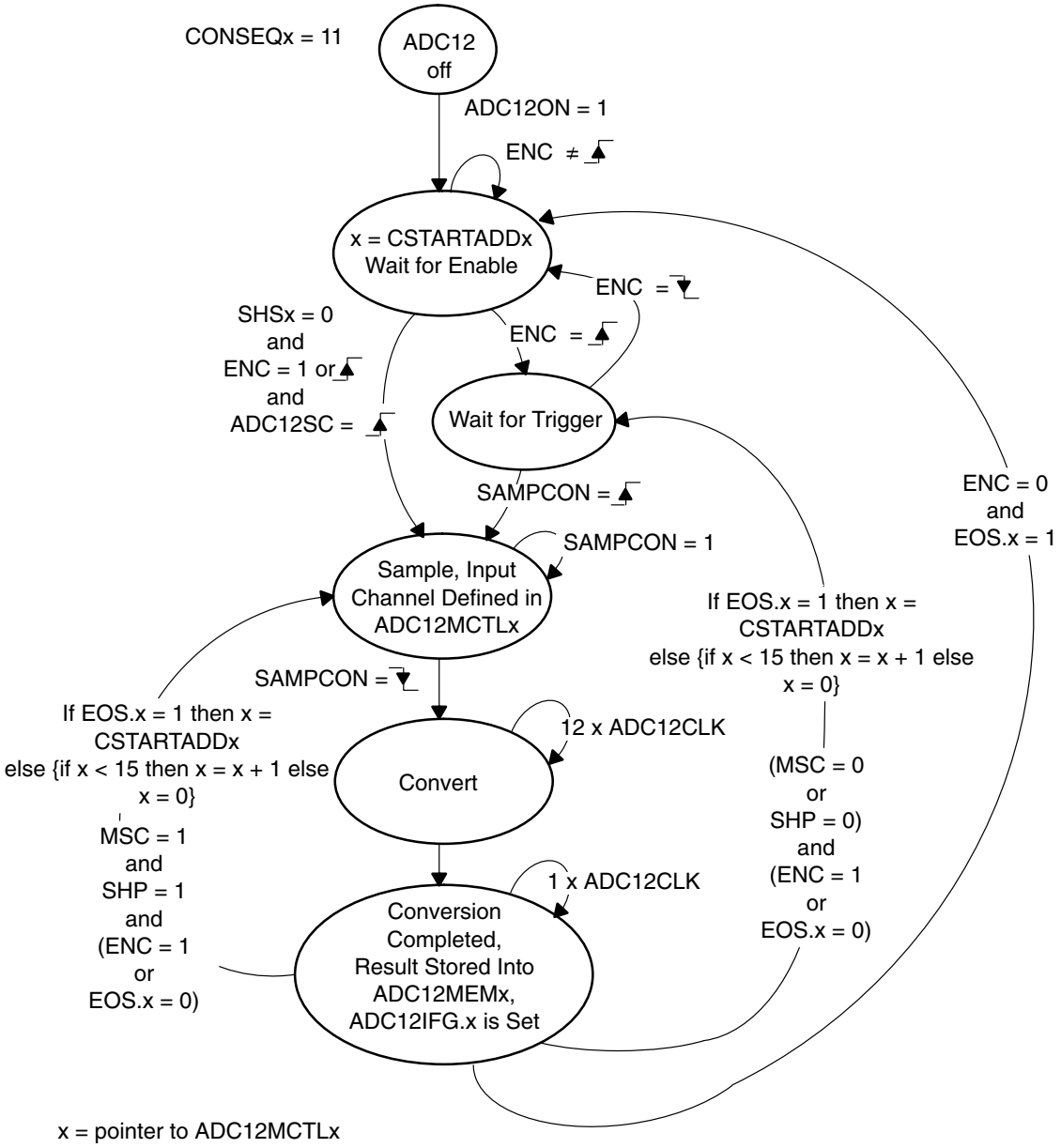
Figure 21–8. Repeat-Single-Channel Mode



Repeat-Sequence-of-Channels Mode

A sequence of channels is sampled and converted repeatedly. The ADC results are written to the conversion memories starting with the ADC12MEMx defined by the CSTARTADDx bits. The sequence ends after the measurement of the channel with a set EOS bit and the next trigger signal re-starts the sequence. Figure 21–9 shows the repeat-sequence-of-channels mode.

Figure 21–9. Repeat-Sequence-of-Channels Mode



Using the Multiple Sample and Convert (MSC) Bit

To configure the converter to perform successive conversions automatically and as quickly as possible, a multiple sample and convert function is available. When MSC = 1, CONSEQx > 0, and the sample timer is used, the first rising edge of the SHI signal triggers the first conversion. Successive conversions are triggered automatically as soon as the prior conversion is completed. Additional rising edges on SHI are ignored until the sequence is completed in the single-sequence mode or until the ENC bit is toggled in repeat-single-channel, or repeated-sequence modes. The function of the ENC bit is unchanged when using the MSC bit.

Stopping Conversions

Stopping ADC12 activity depends on the mode of operation. The recommended ways to stop an active conversion or conversion sequence are:

- Resetting ENC in single-channel single-conversion mode stops a conversion immediately and the results are unpredictable. For correct results, poll the busy bit until reset before clearing ENC.
- Resetting ENC during repeat-single-channel operation stops the converter at the end of the current conversion.
- Resetting ENC during a sequence or repeat-sequence mode stops the converter at the end of the sequence.
- Any conversion mode may be stopped immediately by setting the CONSEQx = 0 and resetting ENC bit. Conversion data are unreliable.

Note: No EOS Bit Set For Sequence

If no EOS bit is set and a sequence mode is selected, resetting the ENC bit does not stop the sequence. To stop the sequence, first select a single-channel mode and then reset ENC.

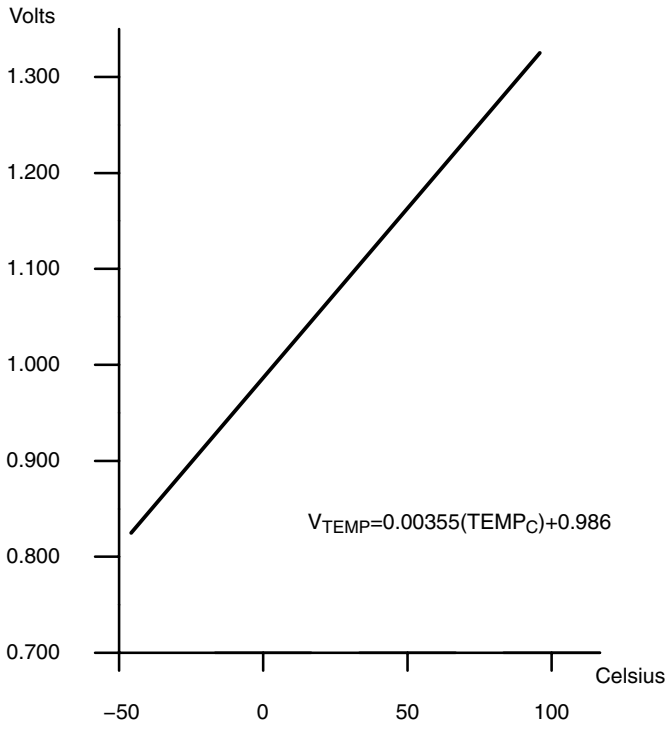
21.2.7 Using the Integrated Temperature Sensor

To use the on-chip temperature sensor, the user selects the analog input channel INCHx = 1010. Any other configuration is done as if an external channel was selected, including reference selection, conversion-memory selection, etc.

The typical temperature sensor transfer function is shown in Figure 21–10. When using the temperature sensor, the sample period must be greater than 30 μs. The temperature sensor offset error can be large, and may need to be calibrated for most applications. See device-specific datasheet for parameters.

Selecting the temperature sensor automatically turns on the on-chip reference generator as a voltage source for the temperature sensor. However, it does not enable the V_{REF+} output or affect the reference selections for the conversion. The reference choices for converting the temperature sensor are the same as with any other channel.

Figure 21–10. Typical Temperature Sensor Transfer Function



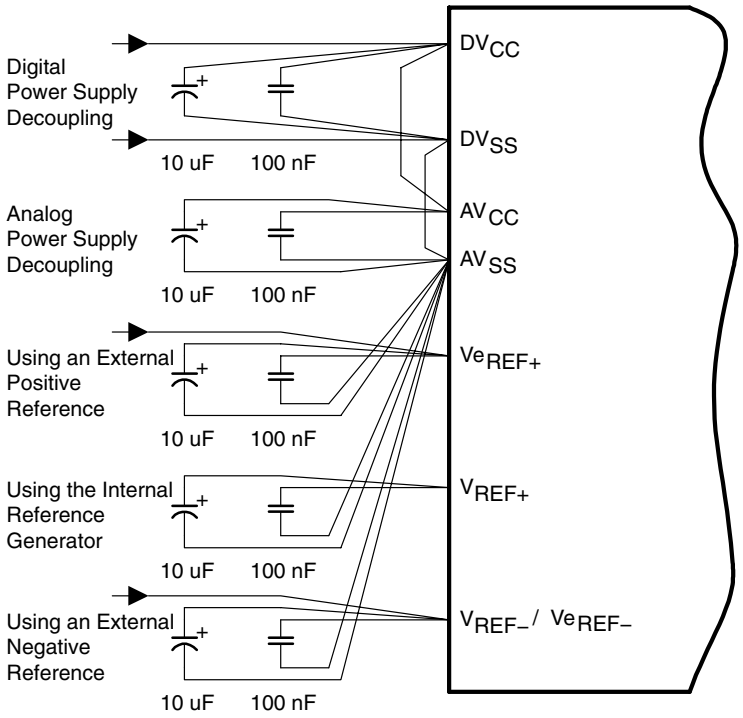
21.2.8 ADC12 Grounding and Noise Considerations

As with any high-resolution ADC, appropriate printed-circuit-board layout and grounding techniques should be followed to eliminate ground loops, unwanted parasitic effects, and noise.

Ground loops are formed when return current from the A/D flows through paths that are common with other analog or digital circuitry. If care is not taken, this current can generate small, unwanted offset voltages that can add to or subtract from the reference or input voltages of the A/D converter. The connections shown in Figure 21−11 help avoid this.

In addition to grounding, ripple and noise spikes on the power supply lines due to digital switching or switching power supplies can corrupt the conversion result. A noise-free design using separate analog and digital ground planes with a single-point connection is recommend to achieve high accuracy.

Figure 21−11. ADC12 Grounding and Noise Considerations



21.2.9 ADC12 Interrupts

The ADC12 has 18 interrupt sources:

- ADC12IFG0-ADC12IFG15
- ADC12OV, ADC12MEMx overflow
- ADC12TOV, ADC12 conversion time overflow

The ADC12IFGx bits are set when their corresponding ADC12MEMx memory register is loaded with a conversion result. An interrupt request is generated if the corresponding ADC12IEx bit and the GIE bit are set. The ADC12OV condition occurs when a conversion result is written to any ADC12MEMx before its previous conversion result was read. The ADC12TOV condition is generated when another sample-and-conversion is requested before the current conversion is completed. The DMA is triggered after the conversion in single channel modes or after the completion of a sequence−of−channel modes.

ADC12IV, Interrupt Vector Generator

All ADC12 interrupt sources are prioritized and combined to source a single interrupt vector. The interrupt vector register ADC12IV is used to determine which enabled ADC12 interrupt source requested an interrupt.

The highest priority enabled ADC12 interrupt generates a number in the ADC12IV register (see register description). This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled ADC12 interrupts do not affect the ADC12IV value.

Any access, read or write, of the ADC12IV register automatically resets the ADC12OV condition or the ADC12TOV condition if either was the highest pending interrupt. Neither interrupt condition has an accessible interrupt flag. The ADC12IFGx flags are not reset by an ADC12IV access. ADC12IFGx bits are reset automatically by accessing their associated ADC12MEMx register or may be reset with software.

If another interrupt is pending after servicing of an interrupt, another interrupt is generated. For example, if the ADC12OV and ADC12IFG3 interrupts are pending when the interrupt service routine accesses the ADC12IV register, the ADC12OV interrupt condition is reset automatically. After the RETI instruction of the interrupt service routine is executed, the ADC12IFG3 generates another interrupt.

ADC12 Interrupt Handling Software Example

The following software example shows the recommended use of ADC12IV and the handling overhead. The ADC12IV value is added to the PC to automatically jump to the appropriate routine.

The numbers at the right margin show the necessary CPU cycles for each instruction. The software overhead for different interrupt sources includes interrupt latency and return-from-interrupt cycles, but not the task handling itself. The latencies are:

- ADC12IFG0 - ADC12IFG14, ADC12TOV and ADC12OV 16 cycles
- ADC12IFG15 14 cycles

The interrupt handler for ADC12IFG15 shows a way to check immediately if a higher prioritized interrupt occurred during the processing of ADC12IFG15. This saves nine cycles if another ADC12 interrupt is pending.

```
; Interrupt handler for ADC12.
INT_ADC12          ; Enter Interrupt Service Routine     6
   ADD   &ADC12IV,PC; Add offset to PC                    3
   RETI            ; Vector 0: No interrupt               5
   JMP   ADOV      ; Vector 2: ADC overflow               2
   JMP   ADTOV     ; Vector 4: ADC timing overflow        2
   JMP   ADM0      ; Vector 6: ADC12IFG0                  2
      ...          ; Vectors 8-32                         2
   JMP   ADM14     ; Vector 34: ADC12IFG14                2
;
; Handler for ADC12IFG15 starts here. No JMP required.
;
ADM15   MOV  &ADC12MEM15,xxx; Move result, flag is reset
        ...                 ; Other instruction needed?
        JMP  INT_ADC12      ; Check other int pending
;
;  ADC12IFG14-ADC12IFG1 handlers go here
;
ADM0    MOV  &ADC12MEM0,xxx ; Move result, flag is reset
        ...                 ; Other instruction needed?
        RETI                ; Return                      5
;
ADTOV    ...                ; Handle Conv. time overflow
         RETI               ; Return                      5
;
ADOV     ...                ; Handle ADCMEMx overflow
         RETI               ; Return                      5
```

21.3 ADC12 Registers

The ADC12 registers are listed in Table 21–2.

Table 21–2. ADC12 Registers

Register	Short Form	Register Type	Address	Initial State
ADC12 control register 0	ADC12CTL0	Read/write	01A0h	Reset with POR
ADC12 control register 1	ADC12CTL1	Read/write	01A2h	Reset with POR
ADC12 interrupt flag register	ADC12IFG	Read/write	01A4h	Reset with POR
ADC12 interrupt enable register	ADC12IE	Read/write	01A6h	Reset with POR
ADC12 interrupt vector word	ADC12IV	Read	01A8h	Reset with POR
ADC12 memory 0	ADC12MEM0	Read/write	0140h	Unchanged
ADC12 memory 1	ADC12MEM1	Read/write	0142h	Unchanged
ADC12 memory 2	ADC12MEM2	Read/write	0144h	Unchanged
ADC12 memory 3	ADC12MEM3	Read/write	0146h	Unchanged
ADC12 memory 4	ADC12MEM4	Read/write	0148h	Unchanged
ADC12 memory 5	ADC12MEM5	Read/write	014Ah	Unchanged
ADC12 memory 6	ADC12MEM6	Read/write	014Ch	Unchanged
ADC12 memory 7	ADC12MEM7	Read/write	014Eh	Unchanged
ADC12 memory 8	ADC12MEM8	Read/write	0150h	Unchanged
ADC12 memory 9	ADC12MEM9	Read/write	0152h	Unchanged
ADC12 memory 10	ADC12MEM10	Read/write	0154h	Unchanged
ADC12 memory 11	ADC12MEM11	Read/write	0156h	Unchanged
ADC12 memory 12	ADC12MEM12	Read/write	0158h	Unchanged
ADC12 memory 13	ADC12MEM13	Read/write	015Ah	Unchanged
ADC12 memory 14	ADC12MEM14	Read/write	015Ch	Unchanged
ADC12 memory 15	ADC12MEM15	Read/write	015Eh	Unchanged
ADC12 memory control 0	ADC12MCTL0	Read/write	080h	Reset with POR
ADC12 memory control 1	ADC12MCTL1	Read/write	081h	Reset with POR
ADC12 memory control 2	ADC12MCTL2	Read/write	082h	Reset with POR
ADC12 memory control 3	ADC12MCTL3	Read/write	083h	Reset with POR
ADC12 memory control 4	ADC12MCTL4	Read/write	084h	Reset with POR
ADC12 memory control 5	ADC12MCTL5	Read/write	085h	Reset with POR
ADC12 memory control 6	ADC12MCTL6	Read/write	086h	Reset with POR
ADC12 memory control 7	ADC12MCTL7	Read/write	087h	Reset with POR
ADC12 memory control 8	ADC12MCTL8	Read/write	088h	Reset with POR
ADC12 memory control 9	ADC12MCTL9	Read/write	089h	Reset with POR
ADC12 memory control 10	ADC12MCTL10	Read/write	08Ah	Reset with POR
ADC12 memory control 11	ADC12MCTL11	Read/write	08Bh	Reset with POR
ADC12 memory control 12	ADC12MCTL12	Read/write	08Ch	Reset with POR
ADC12 memory control 13	ADC12MCTL13	Read/write	08Dh	Reset with POR
ADC12 memory control 14	ADC12MCTL14	Read/write	08Eh	Reset with POR
ADC12 memory control 15	ADC12MCTL15	Read/write	08Fh	Reset with POR

ADC12CTL0, ADC12 Control Register 0

15	14	13	12	11	10	9	8
SHT1x				SHT0x			
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

7	6	5	4	3	2	1	0
MSC	REF2_5V	REFON	ADC120N	ADC12OVIE	ADC12 TOVIE	ENC	ADC12SC
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

Modifiable only when ENC = 0

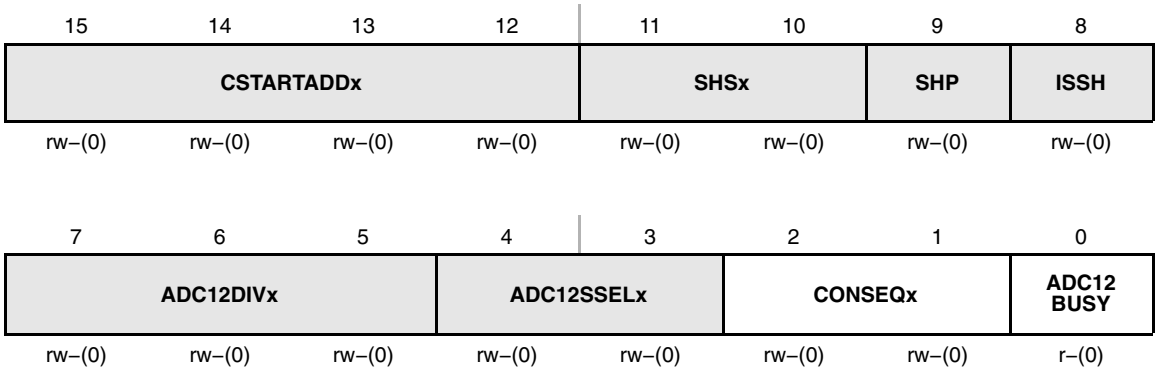
SHT1x Bits 15-12 Sample-and-hold time. These bits define the number of ADC12CLK cycles in the sampling period for registers ADC12MEM8 to ADC12MEM15.

SHT0x Bits 11-8 Sample-and-hold time. These bits define the number of ADC12CLK cycles in the sampling period for registers ADC12MEM0 to ADC12MEM7.

SHTx Bits	ADC12CLK cycles
0000	4
0001	8
0010	16
0011	32
0100	64
0101	96
0110	128
0111	192
1000	256
1001	384
1010	512
1011	768
1100	1024
1101	1024
1110	1024
1111	1024

MSC	Bit 7	Multiple sample and conversion. Valid only for sequence or repeated modes. 0 The sampling timer requires a rising edge of the SHI signal to trigger each sample-and-conversion. 1 The first rising edge of the SHI signal triggers the sampling timer, but further sample-and-conversions are performed automatically as soon as the prior conversion is completed.
REF2_5V	Bit 6	Reference generator voltage. REFON must also be set. 0 1.5 V 1 2.5 V
REFON	Bit 5	Reference generator on 0 Reference off 1 Reference on
ADC12ON	Bit 4	ADC12 on 0 ADC12 off 1 ADC12 on
ADC12OVIE	Bit 3	ADC12MEMx overflow-interrupt enable. The GIE bit must also be set to enable the interrupt. 0 Overflow interrupt disabled 1 Overflow interrupt enabled
ADC12 TOVIE	Bit 2	ADC12 conversion-time-overflow interrupt enable. The GIE bit must also be set to enable the interrupt. 0 Conversion time overflow interrupt disabled 1 Conversion time overflow interrupt enabled
ENC	Bit 1	Enable conversion 0 ADC12 disabled 1 ADC12 enabled
ADC12SC	Bit 0	Start conversion. Software-controlled sample-and-conversion start. ADC12SC and ENC may be set together with one instruction. ADC12SC is reset automatically. 0 No sample-and-conversion-start 1 Start sample-and-conversion

ADC12CTL1, ADC12 Control Register 1



CSTARTADDx Bits 15-12 Conversion start address. These bits select which ADC12 conversion-memory register is used for a single conversion or for the first conversion in a sequence. The value of CSTARTADDx is 0 to 0Fh, corresponding to ADC12MEM0 to ADC12MEM15.

SHSx Bits 11-10 Sample-and-hold source select
00 ADC12SC bit
01 Timer_A.OUT1
10 Timer_B.OUT0
11 Timer_B.OUT1

SHP Bit 9 Sample-and-hold pulse-mode select. This bit selects the source of the sampling signal (SAMPCON) to be either the output of the sampling timer or the sample-input signal directly.
0 SAMPCON signal is sourced from the sample-input signal.
1 SAMPCON signal is sourced from the sampling timer.

ISSH Bit 8 Invert signal sample-and-hold
0 The sample-input signal is not inverted.
1 The sample-input signal is inverted.

ADC12DIVx Bits 7-5 ADC12 clock divider
000 /1
001 /2
010 /3
011 /4
100 /5
101 /6
110 /7
111 /8

ADC12 SSELx	Bits 4-3	ADC12 clock source select 00 ADC12OSC 01 ACLK 10 MCLK 11 SMCLK
CONSEQx	Bits 2-1	Conversion sequence mode select 00 Single-channel, single-conversion 01 Sequence-of-channels 10 Repeat-single-channel 11 Repeat-sequence-of-channels
ADC12 BUSY	Bit 0	ADC12 busy. This bit indicates an active sample or conversion operation. 0 No operation is active. 1 A sequence, sample, or conversion is active**.**

ADC12MEMx, ADC12 Conversion Memory Registers

15	14	13	12	11	10	9	8
0	**0**	**0**	**0**	**Conversion Results**			
r0	r0	r0	r0	rw	rw	rw	rw

7	6	5	4	3	2	1	0
Conversion Results							
rw	rw	rw	rw	rw	rw	rw	rw

Conversion Results	Bits 15-0	The 12-bit conversion results are right-justified. Bit 11 is the MSB. Bits 15-12 are always 0. Writing to the conversion memory registers will corrupt the results.

ADC12MCTLx, ADC12 Conversion Memory Control Registers

7	6	5	4	3	2	1	0
EOS	**SREFx**			**INCHx**			
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

Modifiable only when ENC = 0

EOS Bit 7 End of sequence. Indicates the last conversion in a sequence.
- 0 Not end of sequence
- 1 End of sequence

SREFx Bits 6-4 Select reference
- 000 $V_{R+} = AV_{CC}$ and $V_{R-} = AV_{SS}$
- 001 $V_{R+} = V_{REF+}$ and $V_{R-} = AV_{SS}$
- 010 $V_{R+} = Ve_{REF+}$ and $V_{R-} = AV_{SS}$
- 011 $V_{R+} = Ve_{REF+}$ and $V_{R-} = AV_{SS}$
- 100 $V_{R+} = AV_{CC}$ and $V_{R-} = V_{REF-}/ Ve_{REF-}$
- 101 $V_{R+} = V_{REF+}$ and $V_{R-} = V_{REF-}/ Ve_{REF-}$
- 110 $V_{R+} = Ve_{REF+}$ and $V_{R-} = V_{REF-}/ Ve_{REF-}$
- 111 $V_{R+} = Ve_{REF+}$ and $V_{R-} = V_{REF-}/ Ve_{REF-}$

INCHx Bits 3-0 Input channel select
- 0000 A0
- 0001 A1
- 0010 A2
- 0011 A3
- 0100 A4
- 0101 A5
- 0110 A6
- 0111 A7
- 1000 Ve_{REF+}
- 1001 V_{REF-}/Ve_{REF-}
- 1010 Temperature diode
- 1011 $(AV_{CC} – AV_{SS}) / 2$
- 1100 GND
- 1101 GND
- 1110 GND
- 1111 GND

ADC12IE, ADC12 Interrupt Enable Register

15	14	13	12	11	10	9	8
ADC12IE15	ADC12IE14	ADC12IE13	ADC12IE12	ADC12IE11	ADC12IE10	ADC12IFG9	ADC12IE8
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

7	6	5	4	3	2	1	0
ADC12IE7	ADC12IE6	ADC12IE5	ADC12IE4	ADC12IE3	ADC12IE2	ADC12IE1	ADC12IE0
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

ADC12IEx Bits 15-0 Interrupt enable. These bits enable or disable the interrupt request for the ADC12IFGx bits.
- 0 Interrupt disabled
- 1 Interrupt enabled

ADC12IFG, ADC12 Interrupt Flag Register

15	14	13	12	11	10	9	8
ADC12 IFG15	ADC12 IFG14	ADC12 IFG13	ADC12 IFG12	ADC12 IFG11	ADC12 IFG10	ADC12 IFG9	ADC12 IFG8
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

7	6	5	4	3	2	1	0
ADC12 IFG7	ADC12 IFG6	ADC12 IFG5	ADC12 IFG4	ADC12 IFG3	ADC12 IFG2	ADC12 IFG1	ADC12 IFG0
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

ADC12IFGx Bits 15-0 ADC12MEMx Interrupt flag. These bits are set when corresponding ADC12MEMx is loaded with a conversion result. The ADC12IFGx bits are reset if the corresponding ADC12MEMx is accessed, or may be reset with software.
- 0 No interrupt pending
- 1 Interrupt pending

ADC12IV, ADC12 Interrupt Vector Register

15	14	13	12	11	10	9	8
0	**0**	**0**	**0**	**0**	**0**	**0**	**0**
r0	r0	r0	r0	r0	r0	r0	r0

7	6	5	4	3	2	1	0
0	**0**	**ADC12IVx**					**0**
r0	r0	r–(0)	r–(0)	r–(0)	r–(0)	r–(0)	r0

ADC12IVx Bits 15-0 ADC12 interrupt vector value

ADC12IV Contents	Interrupt Source	Interrupt Flag	Interrupt Priority
000h	No interrupt pending	–	
002h	ADC12MEMx overflow	–	Highest
004h	Conversion time overflow	–	
006h	ADC12MEM0 interrupt flag	ADC12IFG0	
008h	ADC12MEM1 interrupt flag	ADC12IFG1	
00Ah	ADC12MEM2 interrupt flag	ADC12IFG2	
00Ch	ADC12MEM3 interrupt flag	ADC12IFG3	
00Eh	ADC12MEM4 interrupt flag	ADC12IFG4	
010h	ADC12MEM5 interrupt flag	ADC12IFG5	
012h	ADC12MEM6 interrupt flag	ADC12IFG6	
014h	ADC12MEM7 interrupt flag	ADC12IFG7	
016h	ADC12MEM8 interrupt flag	ADC12IFG8	
018h	ADC12MEM9 interrupt flag	ADC12IFG9	
01Ah	ADC12MEM10 interrupt flag	ADC12IFG10	
01Ch	ADC12MEM11 interrupt flag	ADC12IFG11	
01Eh	ADC12MEM12 interrupt flag	ADC12IFG12	
020h	ADC12MEM13 interrupt flag	ADC12IFG13	
022h	ADC12MEM14 interrupt flag	ADC12IFG14	
024h	ADC12MEM15 interrupt flag	ADC12IFG15	Lowest

Chapter 22

TLV Structure

The Tag-Length-Value (TLV) structure is used in selected MSP430x2xx devices to provide device-specific information in the device's flash memory SegmentA, such as calibration data. For the device-dependent implementation, see the device-specific data sheet.

Topic **Page**

22.1 TLV Introduction

The TLV structure stores device-specific data in SegmentA. The SegmentA content of an example device is shown in Table 22–1.

Table 22–1. Example SegmentA structure

Word Address	Upper Byte	Lower Byte	Tag Address and Offset
0x10FE	CALBC1_1MHZ	CALDCO1_1MHZ	0x10F6 + 0x0008
0x10FC	CALBC1_8MHZ	CALDCO1_8MHZ	0x10F6 + 0x0006
0x10FA	CALBC1_12MHZ	CALDCO1_12MHZ	0x10F6 + 0x0004
0x10F8	CALBC1_16MHZ	CALDCO1_16MHZ	0x10F6 + 0x0002
0x10F6	0x08 (LENGTH)	TAG_DCO_30	0x10F6
0x10F4	0xFF	0xFF	
0x10F2	0xFF	0xFF	
0x10F0	0xFF	0xFF	
0x10EE	0xFF	0xFF	
0x10EC	0x08 (LENGTH)	TAG_EMPTY	0x10EC
0x10EA	CAL_ADC_25T85		0x10DA + 0x0010
0x10E8	CAL_ADC_25T30		0x10DA + 0x000E
0x10E6	CAL_ADC_25VREF_FACTOR		0x10DA + 0x000C
0x10E4	CAL_ADC_15T85		0x10DA + 0x000A
0x10E2	CAL_ADC_15T30		0x10DA + 0x0008
0x10E0	CAL_ADC_15VREF_FACTOR		0x10DA + 0x0006
0x10DE	CAL_ADC_OFFSET		0x10DA + 0x0004
0x10DC	CAL_ADC_GAIN_FACTOR		0x10DA + 0x0002
0x10DA	0x10 (LENGTH)	TAG_ADC12_1	0x10DA
0x10D8	0xFF	0xFF	
0x10D6	0xFF	0xFF	
0x10D4	0xFF	0xFF	
0x10D2	0xFF	0xFF	
0x10D0	0xFF	0xFF	
0x10CE	0xFF	0xFF	
0x10CC	0xFF	0xFF	
0x10CA	0xFF	0xFF	
0x10C8	0xFF	0xFF	
0x10C6	0xFF	0xFF	
0x10C4	0xFF	0xFF	
0x10C2	0x16 (LENGTH)	TAG_EMPTY	0x10C2
0x10C0	2th complement of bit-wise XOR		0x10C0

The first two bytes of SegmentA (0x10C0 and 0x10C1) hold the checksum of the remainder of the segment (addresses 0x10C2 to 0x10FF).

The first tag is located at address 0x10C2 and, in this example, is the TAG_EMPTY tag. The following byte (0x10C3) holds the length of the following structure. The length of this TAG_EMPTY structure is 0x16 and, therefore, the next tag, TAG_ADC12_1, is found at address 0x10DA. Again, the following byte holds the length of the TAG_ADC12_1 structure.

The TLV structure maps the entire address range 0x10C2 to 0x10FF of the SegmentA. A program routine looking for tags starting at the SegmentA address 0x10C2 can extract all information even if it is stored at a different (device-specific) absolute address.

22.2 Supported Tags

Each device contains a subset of the tags shown in Table 22–2. See the device-specific data sheet for details.

Table 22–2. Supported Tags (Device Specific)

Tag	Description	Value
TAG_EMPTY	Identifies an unused memory area	0xFE
TAG_DCO_30	Calibration values for the DCO at room temperature and DV_{CC} = 3 V	0x01
TAG_ADC12_1	Calibration values for the ADC12 module	0x08

22.2.1 DCO Calibration TLV Structure

For DCO calibration, the BCS+ registers (BCSCTL1 and DCOCTL) are used. The values stored in the flash information memory SegmentA are written to the BCS+ registers.

Table 22–3. DCO Calibration Data (Device Specific)

Label	Description	Offset
CALBC1_1MHZ	Value for the BCSCTL1 register for 1 MHz, T_A = 25°C	0x07
CALDCO_1MHZ	Value for the DCOCTL register for 1 MHz, T_A = 25°C	0x06
CALBC1_8MHZ	Value for the BCSCTL1 register for 8 MHz, T_A = 25°C	0x05
CALDCO_8MHZ	Value for the DCOCTL register for 8 MHz, T_A = 25°C	0x04
CALBC1_12MHZ	Value for the BCSCTL1 register for 12 MHz, T_A = 25°C	0x03
CALDCO_12MHZ	Value for the DCOCTL register for 12 MHz, T_A = 25°C	0x02
CALBC1_16MHZ	Value for the BCSCTL1 register for 16 MHz, T_A = 25°C	0x01
CALDCO_16MHZ	Value for the DCOCTL register for 16 MHz, T_A = 25°C	0x00

Code Example Using Absolute Addressing Mode

The calibration data for the DCO is available in all 2xx devices and is stored at the same absolute addresses. The device-specific SegmentA content is applied using the absolute addressing mode if the following code is used.

```
; Calibrate the DCO to 1 MHz
      CLR.B  &DCOCTL               ; Select lowest DCOx
                                   ; and MODx settings
      MOV.B  &CALBC1_1MHZ,&BCSCTL1 ; Set RSELx
      MOV.B  &CALDCO_1MHZ,&DCOCTL  ; Set DCOx and MODx
```

The TLV structure allows use of the address of the TAG_DCO_30 tag to address the DCO registers. The code example shows how to address the DCO calibration data using the TAG_DCO_30 tag.

Code Example Using the TLV Structure

```
; Calibrate the DCO to 8 MHz
; It is assumed that R10 contains the address of the
TAG_DCO_30 tag
      CLR.B  &DCOCTL         ; Select lowest DCOx and
                             ; MODx settings
      MOV.B  7(R10),&BCSCTL1 ; Set RSEL
      MOV.B  6(R10),&DCOCTL  ; Set DCOx and MODx
```

22.2.2 TAG_ADC12_1 Calibration TLV Structure

The calibration data for the ADC12 module consists of eight words.

Table 22–4. TAG_ADC12_1 Calibration Data (Device Specific)

Label	Description	Offset
CAL_ADC_25T85	VREF2_5 = 1, T_A = 85°C ± 2K, 12-bit conversion result	0x0E
CAL_ADC_25T30	VREF2_5 = 1, T_A = 30°C ± 2K, 12-bit conversion result	0x0C
CAL_ADC_25VREF_FACTOR	VREF2_5 = 1, T_A = 30°C ± 2K	0x0A
CAL_ADC_15T85	VREF2_5 = 0, T_A = 85°C ± 2K, 12-bit conversion result	0x08
CAL_ADC_15T30	VREF2_5 = 0, T_A = 30°C ± 2K, 12-bit conversion result	0x06
CAL_ADC_15VREF_FACTOR	VREF2_5 = 0, T_A = 30°C ± 2K	0x04
CAL_ADC_OFFSET	Ve_{REF} = 2.5V, T_A = 85°C ± 2K, $f_{ADC12CLK}$ = 5 MHz	0x02
CAL_ADC_GAIN_FACTOR	Ve_{REF} = 2.5V, T_A = 85°C ± 2K, $f_{ADC12CLK}$ = 5 MHz	0x00

Temperature Sensor Calibration Data

The temperature sensor is calibrated using the internal voltage references. At VREF2_5 = 0 and 1, the conversion result at 30°C and 85°C is written at the respective SegmentA location (see Table 22–4).

Integrated Voltage Reference Calibration Data

The reference voltages (VREF2_5 = 0 and 1) are measured at room temperature. The measured value is normalized by 1.5/2.5V before stored into the flash information memory SegmentA.

$$\text{CAL\_ADC\_15VREF\_FACTOR} = \frac{\text{Ve}_{\text{REF}}}{1.5\text{V}} \times 2^{15}$$

The conversion result is corrected by multiplying it with the CAL_ADC_15VREF_FACTOR (or CAL_ADC_25VREF_FACTOR) and dividing the result by 2^{15}.

$$\text{ADC(corrected)} = \text{ADC(raw)} \times \text{CAL\_ADC\_15VREF\_FACTOR} \times \frac{1}{2^{15}}$$

Example Using the Reference Calibration

In the following example, the integrated 1.5-V reference voltage is used during a conversion.

- Conversion result: 0x0100
- Reference voltage calibration factor (CAL_ADC_15VREF_FACTOR): 0x7BBB

The following steps show an example of how the ADC12 conversion result can be corrected by using the hardware multiplier:

- Multiply the conversion result by 2 (this step simplifies the final division).
- Multiply the result by CAL_ADC_15VREF_FACTOR.
- Divide the result by 2^{16} (use the upper word of the 32-bit multiplication result RESHI).

In the example:

- 0x0100 × 0x0002 = 0x0200
- 0x0200 × 0x7BBB = 0x00F7_7600
- 0x00F7_7600 ÷ 0x0001_0000 = 0x0000_00F7 (= 247)

The code example using the hardware multiplier follows.

```
; The ADC conversion result is stored in ADC12MEM0
; It is assumed that R9 contains the address of the
; TAG_ADC12_1.
; The corrected value is available in ADC_COR
      MOV.W  &ADC12MEM0,R10  ; move result to R10
      RLA.W  R10             ; R10 x 2
      MOV.W  R10,&MPY        ; unsigned multiply OP1
      MOV.W  CAL_ADC_15VREF_FACTOR(R9),&OP2
                             ; calibration value OP2
      MOV.W  &RESHI,&ADC_COR ; result: upper 16-bit MPY
```

Offset and Gain Calibration Data

The offset of the ADC12 is determined and stored as a twos-complement number in SegmentA. The offset error correction is done by adding the CAL_ADC_OFFSET to the conversion result.

$$\text{ADC(offset\_corrected)} = \text{ADC(raw)} + \text{CAL\_ADC\_OFFSET}$$

The gain of the ADC12, stored at offset 0x00, is calculated by the following equation.

$$\text{CAL\_ADC\_GAIN\_FACTOR} = \frac{1}{\text{GAIN}} \times 2^{15}$$

The conversion result is gain corrected by multiplying it with the CAL_ADC_GAIN_FACTOR and dividing the result by 2^{15}.

$$\text{ADC(gain\_corrected)} = \text{ADC(raw)} \times \text{CAL\_ADC\_GAIN\_FACTOR} \times \frac{1}{2^{15}}$$

If both gain and offset are corrected, the gain correction is done first.

$$\text{ADC(gain\_corrected)} = \text{ADC(raw)} \times \text{CAL\_ADC\_GAIN\_FACTOR} \times \frac{1}{2^{15}}$$

$$\text{ADC(final)} = \text{ADC(gain\_corrected)} + \text{CAL\_ADC\_OFFSET}$$

Example Using Gain and Offset Calibration

In the following example, an external reference voltage is used during a conversion.

- Conversion result: 0x0800 (= 2048)
- Gain calibration factor: 0x7FE0 (gain error: +2 LSB)
- Offset calibration: 0xFFFE (2th complement of –2)

The following steps show an example of how the ADC12 conversion result is corrected by using the hardware multiplier:

- Multiply the conversion result by 2 (this step simplifies the final division).
- Multiply the result by CAL_ADC_GAIN_FACTOR.
- Divide the result by 2^{16} (use the upper word of the 32-bit multiplication result RESHI)
- Add CAL_ADC_OFFSET to the result.

In the example:

- 0x0800 × 0x0002 = 0x1000
- 0x1000 × 0x8010 = 0x0801_0000
- 0x0801_0000 ÷ 0x0001_0000 = 0x0000_0801 (= 2049)
- 0x801 + 0xFFFE = 0x07FF (= 2047)

The code example using the hardware multiplier follows.

```
; The ADC conversion result is stored in ADC12MEM0
; It is assumed that R9 contains the address of the
TAG_ADC12_1.
; The corrected value is available in ADC_COR
      MOV.W &ADC12MEM0,R10  ; move result to R10
      RLA.W R10             ; R10 * 2
      MOV.W R10,&MPY        ; unsigned multiply OP1
      MOV.W CAL_ADC_GAIN_FACTOR(R9),&OP2
                            ; calibration value OP2
      MOV.W &RESHI,&ADC_COR ; use upper 16-bit MPY
      ADD.W CAL_ADC_OFFSET(R9),&ADC_COR
                            ; add offset correction
```

22.3 Checking Integrity of SegmentA

The 64-byte SegmentA contains a 2-byte checksum of the data stored at 0x10C2 up to 0x10FF at addresses 0x10C0 and 0x10C1. The checksum is a bit-wise XOR of 31 words stored in the twos-complement data format.

A code example to calculate the checksum follows.

```
; Checking the SegmentA integrity by calculating the 2's
; complement of the 31 words at 0x10C2 - 0x10FE.
; It is assumed that the SegmentA Start Address is stored
; in R10. R11 is initialized to 0x00.
; The label TLV_CHKSUM is set to 0x10C0.
      ADD.W #2,R10          ; Skip the checksum
LP0   XOR.W @R10+,R11       ; Add a word to checksum
      CMP.W #0x10FF,R10     ; Last word included?
      JN    LP0             ; No, add more data
      ADD.W &TLV_CHKSUM,R11 ; Add checksum
      JNZ   CSNOK           ; Checksum not ok
      ...                   ; Use SegmentA data
CSNOK ...                   ; Do not use SegmentA Data
```

22.4 Parsing TLV Structure of Segment A

Example code to analyze SegmentA follows:

```
; It is assumed that the SegmentA start address
; is stored in R10.

LP1   ADD.W  #2,R10          ; Skip two bytes
      CMP.W  #0x10FF,R10     ; SegmentA end reached?
      JGE    DONE            ; Yes, done

      CMP.B  #TAG_EMPTY,0(R10)
                             ; TAG_EMPTY?
      JNZ    T1              ; No, continue
      JMP    LP2             ; Yes, done with TAG_EMPTY

T1    CMP.B  #TAG_ADC12_1,0(R10)
                             ; TAG_ADC12_1?
      JNZ    T2              ; No, continue
      ...                    ; Yes, found TAG_ADC12_1
      JMP    LP2             ; Done with TAG_ADC12_1

T2    CMP.B  #DCO_30,0(R10)  ; TAG_DCO_30?
      JNZ    T3              ; No, continue
      CLR.B  &DCOCTL         ; Select lowest DCOx
      MOV.B  7(R10),&BCSCTL1 ; Yes, use e.g. 8MHz data and
      MOV.B  6(R10),&DCOCTL  ; set DCOx and MODx
      JMP    LP2             ; Done with TAG_DCO_30

T3    ...                    ; Test for “next tag”
      ...                    ;
      JMP    LP2             ; Done with “next tag”

LP2   MOV.B  1(R10),R11      ; Store LENGTH in R11
      ADD.W  R11,R10         ; Add LENGTH to R10
      JMP    LP1             ; Jump to continue analysis
DONE                         ;
```

Chapter 23

DAC12

The DAC12 module is a 12-bit, voltage output digital-to-analog converter. This chapter describes the operation of the DAC12 module of the MSP430 2xx device family.

Topic **Page**

23.1 DAC12 Introduction

The DAC12 module is a 12-bit, voltage output DAC. The DAC12 can be configured in 8- or 12-bit mode and may be used in conjunction with the DMA controller. When multiple DAC12 modules are present, they may be grouped together for synchronous update operation.

Features of the DAC12 include:

- 12-bit monotonic output
- 8- or 12-bit voltage output resolution
- Programmable settling time vs power consumption
- Internal or external reference selection
- Straight binary or 2s compliment data format
- Self-calibration option for offset correction
- Synchronized update capability for multiple DAC12s

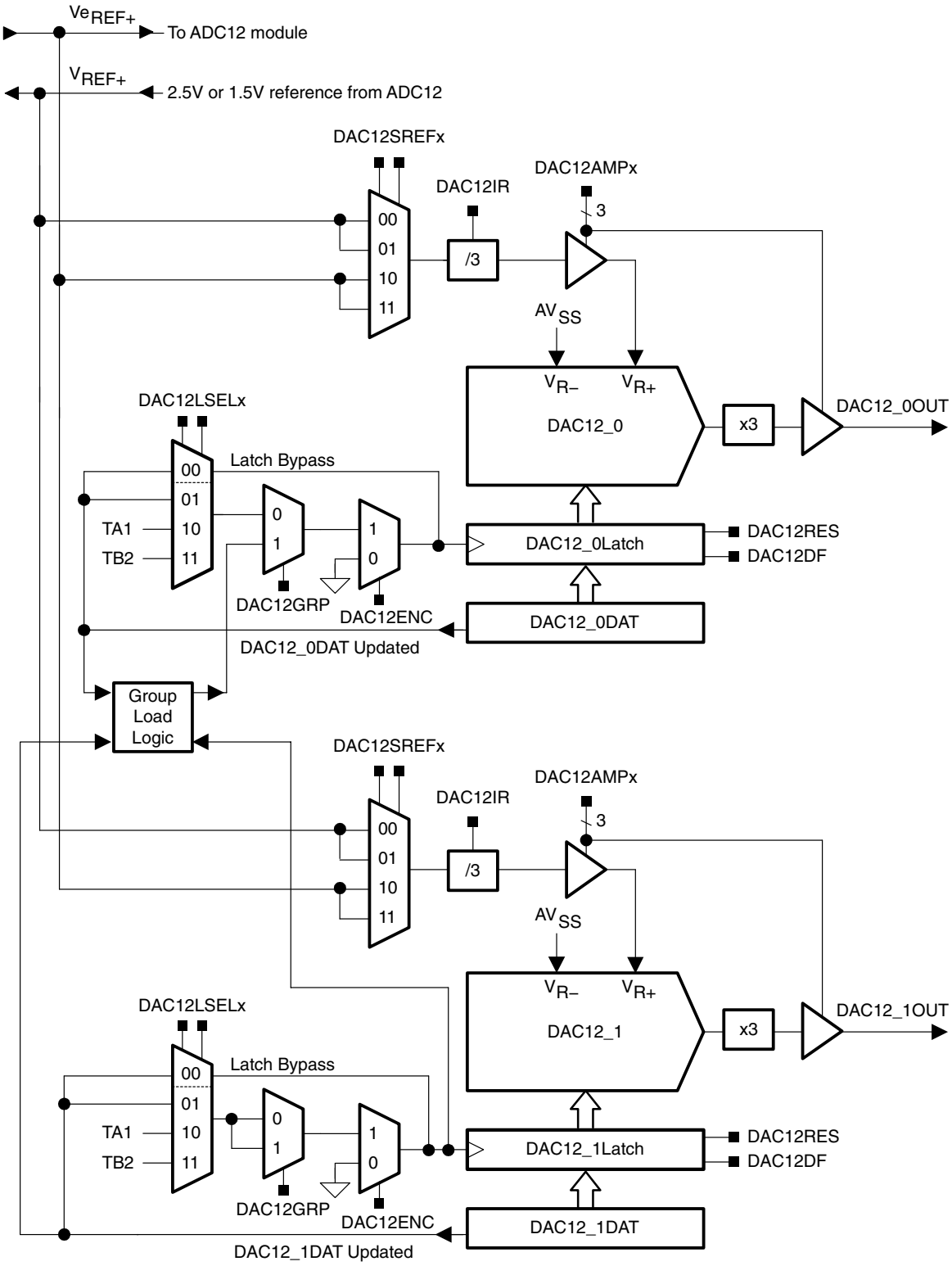
Note: Multiple DAC12 Modules

Some devices may integrate more than one DAC12 module. In the case where more than one DAC12 is present on a device, the multiple DAC12 modules operate identically.

Throughout this chapter, nomenclature appears such as DAC12_xDAT or DAC12_xCTL to describe register names. When this occurs, the x is used to indicate which DAC12 module is being discussed. In cases where operation is identical, the register is simply referred to as DAC12_xCTL.

The block diagram of the 2xx DAC12 module is shown in Figure 23–1.

Figure 23–1. DAC12 Block Diagram



23.2 DAC12 Operation

The DAC12 module is configured with user software. The setup and operation of the DAC12 is discussed in the following sections.

23.2.1 DAC12 Core

The DAC12 can be configured to operate in 8- or 12-bit mode using the DAC12RES bit. The full-scale output is programmable to be 1× or 3× the selected reference voltage via the DAC12IR bit. This feature allows the user to control the dynamic range of the DAC12. The DAC12DF bit allows the user to select between straight binary data and 2s-compliment data for the DAC. When using straight binary data format, the formula for the output voltage is given in Table 23–1.

Table 23–1. DAC12 Full-Scale Range (Vref = V_{eREF+} or V_{REF+})

Resolution	DAC12RES	DAC12IR	Output Voltage Formula
12 bit	0	0	$Vout = Vref \times 3 \times \frac{DAC12\_xDAT}{4096}$
12 bit	0	1	$Vout = Vref \times \frac{DAC12\_xDAT}{4096}$
8 bit	1	0	$Vout = Vref \times 3 \times \frac{DAC12\_xDAT}{256}$
8 bit	1	1	$Vout = Vref \times \frac{DAC12\_xDAT}{256}$

In 8-bit mode the maximum useable value for DAC12_xDAT is 0FFh and in 12-bit mode the maximum useable value for DAC12_xDAT is 0FFFh. Values greater than these may be written to the register, but all leading bits are ignored.

DAC12 Port Selection

The DAC12 outputs are multiplexed with the port P6 pins and ADC12 analog inputs, and also the VeREF+ pins. When DAC12AMPx > 0, the DAC12 function is automatically selected for the pin, regardless of the state of the associated PxSELx and PxDIRx bits. The DAC12OPS bit selects between the P6 pins and the VeREF+ pins for the DAC outputs. For example, when DAC12OPS = 0, DAC12_0 outputs on P6.6 and DAC12_1 outputs on P6.7. When DAC12OPS = 1, DAC12_0 outputs on VeREF+ and DAC12_1 outputs on P6.5. See the port pin schematic in the device-specific data sheet for more details.

23.2.2 DAC12 Reference

The reference for the DAC12 is configured to use either an external reference voltage or the internal 1.5-V/2.5-V reference from the ADC12 module with the DAC12SREFx bits. When DAC12SREFx = {0,1} the V_{REF+} signal is used as the reference and when DAC12SREFx = {2,3} the Ve_{REF+} signal is used as the reference.

To use the ADC12 internal reference, it must be enabled and configured via the applicable ADC12 control bits.

DAC12 Reference Input and Voltage Output Buffers

The reference input and voltage output buffers of the DAC12 can be configured for optimized settling time vs power consumption. Eight combinations are selected using the DAC12AMPx bits. In the low/low setting, the settling time is the slowest, and the current consumption of both buffers is the lowest. The medium and high settings have faster settling times, but the current consumption increases. See the device-specific data sheet for parameters.

23.2.3 Updating the DAC12 Voltage Output

The DAC12_xDAT register can be connected directly to the DAC12 core or double buffered. The trigger for updating the DAC12 voltage output is selected with the DAC12LSELx bits.

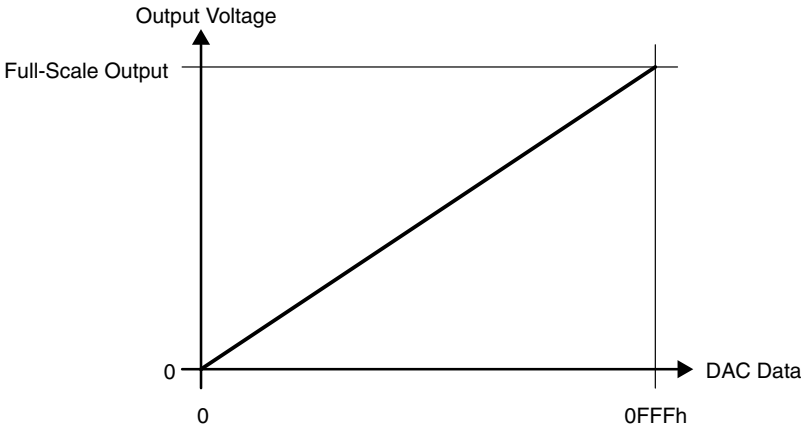
When DAC12LSELx = 0 the data latch is transparent and the DAC12_xDAT register is applied directly to the DAC12 core. the DAC12 output updates immediately when new DAC12 data is written to the DAC12_xDAT register, regardless of the state of the DAC12ENC bit.

When DAC12LSELx = 1, DAC12 data is latched and applied to the DAC12 core after new data is written to DAC12_xDAT. When DAC12LSELx = 2 or 3, data is latched on the rising edge from the Timer_A CCR1 output or Timer_B CCR2 output respectively. DAC12ENC must be set to latch the new data when DAC12LSELx > 0.

23.2.4 DAC12_xDAT Data Format

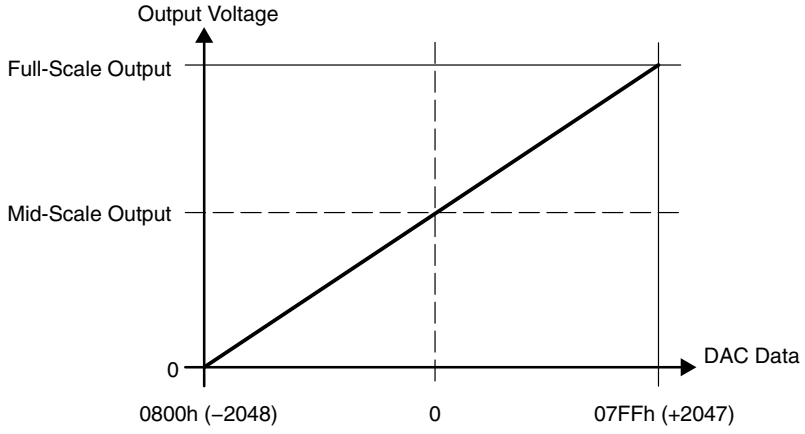
The DAC12 supports both straight binary and 2s compliment data formats. When using straight binary data format, the full-scale output value is 0FFFh in 12-bit mode (0FFh in 8-bit mode) as shown in Figure 23–2.

Figure 23–2. Output Voltage vs DAC12 Data, 12-Bit, Straight Binary Mode



When using 2s compliment data format, the range is shifted such that a DAC12_xDAT value of 0800h (0080h in 8-bit mode) results in a zero output voltage, 0000h is the mid-scale output voltage, and 07FFh (007Fh for 8-bit mode) is the full-scale voltage output as shown in Figure 23–3.

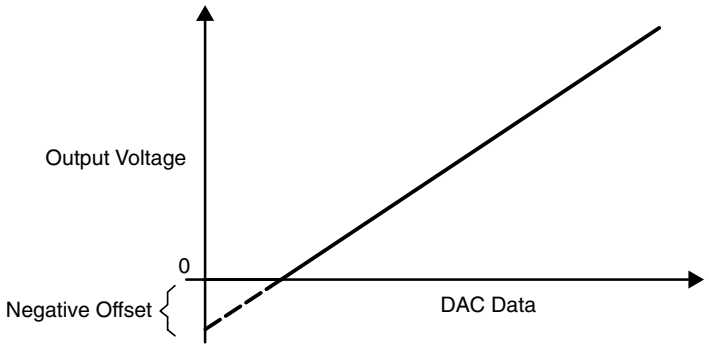
Figure 23–3. Output Voltage vs DAC12 Data, 12-Bit, 2s Compliment Mode



23.2.5 DAC12 Output Amplifier Offset Calibration

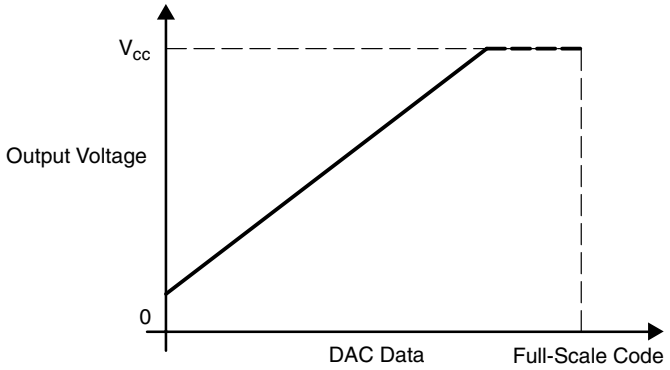
The offset voltage of the DAC12 output amplifier can be positive or negative. When the offset is negative, the output amplifier attempts to drive the voltage negative, but cannot do so. The output voltage remains at zero until the DAC12 digital input produces a sufficient positive output voltage to overcome the negative offset voltage, resulting in the transfer function shown in Figure 23–4.

Figure 23–4. Negative Offset



When the output amplifier has a positive offset, a digital input of zero does not result in a zero output voltage. The DAC12 output voltage reaches the maximum output level before the DAC12 data reaches the maximum code. This is shown in Figure 23–5.

Figure 23–5. Positive Offset



The DAC12 has the capability to calibrate the offset voltage of the output amplifier. Setting the DAC12CALON bit initiates the offset calibration. The calibration should complete before using the DAC12. When the calibration is complete, the DAC12CALON bit is automatically reset. The DAC12AMPx bits should be configured before calibration. For best calibration results, port and CPU activity should be minimized during calibration.

23.2.6 Grouping Multiple DAC12 Modules

Multiple DAC12s can be grouped together with the DAC12GRP bit to synchronize the update of each DAC12 output. Hardware ensures that all DAC12 modules in a group update simultaneously independent of any interrupt or NMI event.

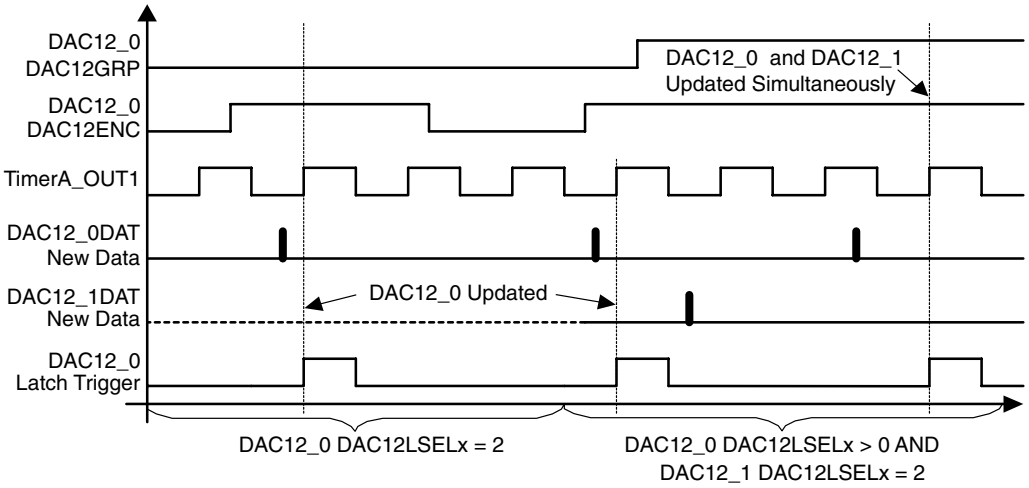
DAC12_0 and DAC12_1 are grouped by setting the DAC12GRP bit of DAC12_0. The DAC12GRP bit of DAC12_1 is don't care. When DAC12_0 and DAC12_1 are grouped:

- The DAC12_1 DAC12LSELx bits select the update trigger for both DACs
- The DAC12LSELx bits for both DACs must be > 0
- The DAC12ENC bits of both DACs must be set to 1

When DAC12_0 and DAC12_1 are grouped, both DAC12_xDAT registers must be written to before the outputs update - even if data for one or both of the DACs is not changed. Figure 23–6 shows a latch-update timing example for grouped DAC12_0 and DAC12_1.

When DAC12_0 DAC12GRP = 1 and both DAC12_x DAC12LSELx > 0 and either DAC12ENC = 0, neither DAC12 will update.

Figure 23–6. DAC12 Group Update Example, Timer_A3 Trigger



Note: DAC12 Settling Time

The DMA controller is capable of transferring data to the DAC12 faster than the DAC12 output can settle. The user must assure the DAC12 settling time is not violated when using the DMA controller. See the device-specific data sheet for parameters.

23.2.7 DAC12 Interrupts

The DAC12 interrupt vector is shared with the DMA controller on some devices (see device-specific data sheet for interrupt assignment). In this case, software must check the DAC12IFG and DMAIFG flags to determine the source of the interrupt.

The DAC12IFG bit is set when DAC12LSELx > 0 and DAC12 data is latched from the DAC12_xDAT register into the data latch. When DAC12LSELx = 0, the DAC12IFG flag is not set.

A set DAC12IFG bit indicates that the DAC12 is ready for new data. If both the DAC12IE and GIE bits are set, the DAC12IFG generates an interrupt request. The DAC12IFG flag is not reset automatically. It must be reset by software.

23.3 DAC12 Registers

The DAC12 registers are listed in Table 23–2.

Table 23–2. DAC12 Registers

Register	Short Form	Register Type	Address	Initial State
DAC12_0 control	DAC12_0CTL	Read/write	01C0h	Reset with POR
DAC12_0 data	DAC12_0DAT	Read/write	01C8h	Reset with POR
DAC12_1 control	DAC12_1CTL	Read/write	01C2h	Reset with POR
DAC12_1 data	DAC12_1DAT	Read/write	01CAh	Reset with POR

DAC12_xCTL, DAC12 Control Register

15	14	13	12	11	10	9	8
DAC12OPS	DAC12SREFx		DAC12RES	DAC12LSELx		DAC12 CALON	DAC12IR
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

7	6	5	4	3	2	1	0
DAC12AMPx			DAC12DF	DAC12IE	DAC12IFG	DAC12ENC	DAC12 GRP
rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)	rw–(0)

Modifiable only when DAC12ENC = 0

DAC12OPS Bit 15 DAC12 output select
- 0 DAC12_0 output on P6.6, DAC12_1 output on P6.7
- 1 DAC12_0 output on VeREF+, DAC12_1 output on P6.5

DAC12 SREFx Bits 14-13 DAC12 select reference voltage
- 00 V_{REF+}
- 01 V_{REF+}
- 10 Ve_{REF+}
- 11 Ve_{REF+}

DAC12 RES Bit 12 DAC12 resolution select
- 0 12-bit resolution
- 1 8-bit resolution

DAC12 LSELx Bits 11-10 DAC12 load select. Selects the load trigger for the DAC12 latch. DAC12ENC must be set for the DAC to update, except when DAC12LSELx = 0.
- 00 DAC12 latch loads when DAC12_xDAT written (DAC12ENC is ignored)
- 01 DAC12 latch loads when DAC12_xDAT written, or, when grouped, when all DAC12_xDAT registers in the group have been written.
- 10 Rising edge of Timer_A.OUT1 (TA1)
- 11 Rising edge of Timer_B.OUT2 (TB2)

DAC12 CALON Bit 9 DAC12 calibration on. This bit initiates the DAC12 offset calibration sequence and is automatically reset when the calibration completes.
- 0 Calibration is not active
- 1 Initiate calibration/calibration in progress

DAC12IR Bit 8 DAC12 input range. This bit sets the reference input and voltage output range.
- 0 DAC12 full-scale output = 3x reference voltage
- 1 DAC12 full-scale output = 1x reference voltage

DAC12 AMPx Bits 7-5 DAC12 amplifier setting. These bits select settling time vs current consumption for the DAC12 input and output amplifiers.

DAC12AMPx	Input Buffer	Output Buffer
000	Off	DAC12 off, output high Z
001	Off	DAC12 off, output 0 V
010	Low speed/current	Low speed/current
011	Low speed/current	Medium speed/current
100	Low speed/current	High speed/current
101	Medium speed/current	Medium speed/current
110	Medium speed/current	High speed/current
111	High speed/current	High speed/current

DAC12DF Bit 4 DAC12 data format
0 Straight binary
1 2s complement

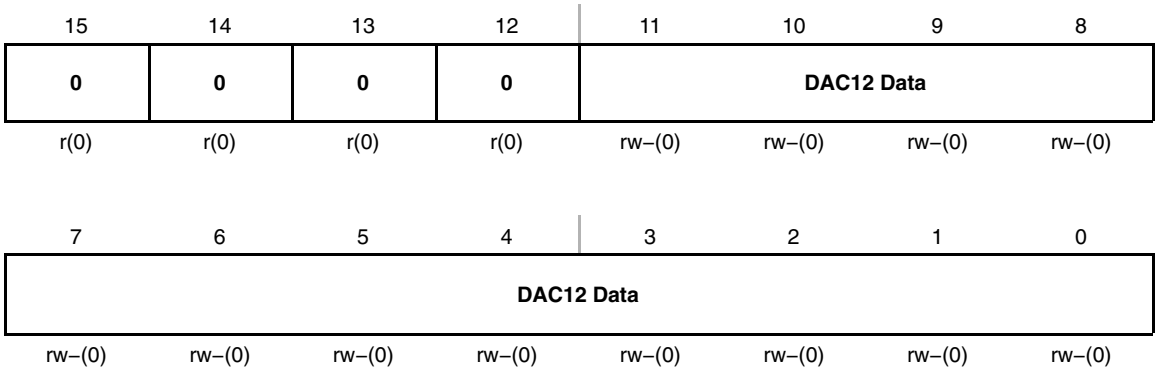
DAC12IE Bit 3 DAC12 interrupt enable
0 Disabled
1 Enabled

DAC12IFG Bit 2 DAC12 Interrupt flag
0 No interrupt pending
1 Interrupt pending

DAC12 ENC Bit 1 DAC12 enable conversion. This bit enables the DAC12 module when DAC12LSELx > 0. when DAC12LSELx = 0, DAC12ENC is ignored.
0 DAC12 disabled
1 DAC12 enabled

DAC12 GRP Bit 0 DAC12 group. Groups DAC12_x with the next higher DAC12_x. Not used for DAC12_1.
0 Not grouped
1 Grouped

DAC12_xDAT, DAC12 Data Register



Unused Bits 15-12 Unused. These bits are always 0 and do not affect the DAC12 core.

DAC12 Data Bits 11-0 DAC12 data

DAC12 Data Format	DAC12 Data
12-bit binary	The DAC12 data are right-justified. Bit 11 is the MSB.
12-bit 2s complement	The DAC12 data are right-justified. Bit 11 is the MSB (sign).
8-bit binary	The DAC12 data are right-justified. Bit 7 is the MSB. Bits 11-8 are don't care and do not effect the DAC12 core.
8-bit 2s complement	The DAC12 data are right-justified. Bit 7 is the MSB (sign). Bits 11-8 are don't care and do not effect the DAC12 core.

Chapter 24

SD16_A

The SD16_A module is a single-converter 16-bit, sigma-delta analog-to-digital conversion module with high impedance input buffer. This chapter describes the SD16_A. The SD16_A module is implemented in the MSP430x20x3 devices.

Topic **Page**

24.1 SD16_A Introduction

The SD16_A module consists of one sigma-delta analog-to-digital converter with a high-impedance input buffer and an internal voltage reference. It has up to eight fully differential multiplexed analog input pairs including a built-in temperature sensor and a divided supply voltage. The converter is based on a second-order oversampling sigma-delta modulator and digital decimation filter. The decimation filter is a comb type filter with selectable oversampling ratios of up to 1024. Additional filtering can be done in software.

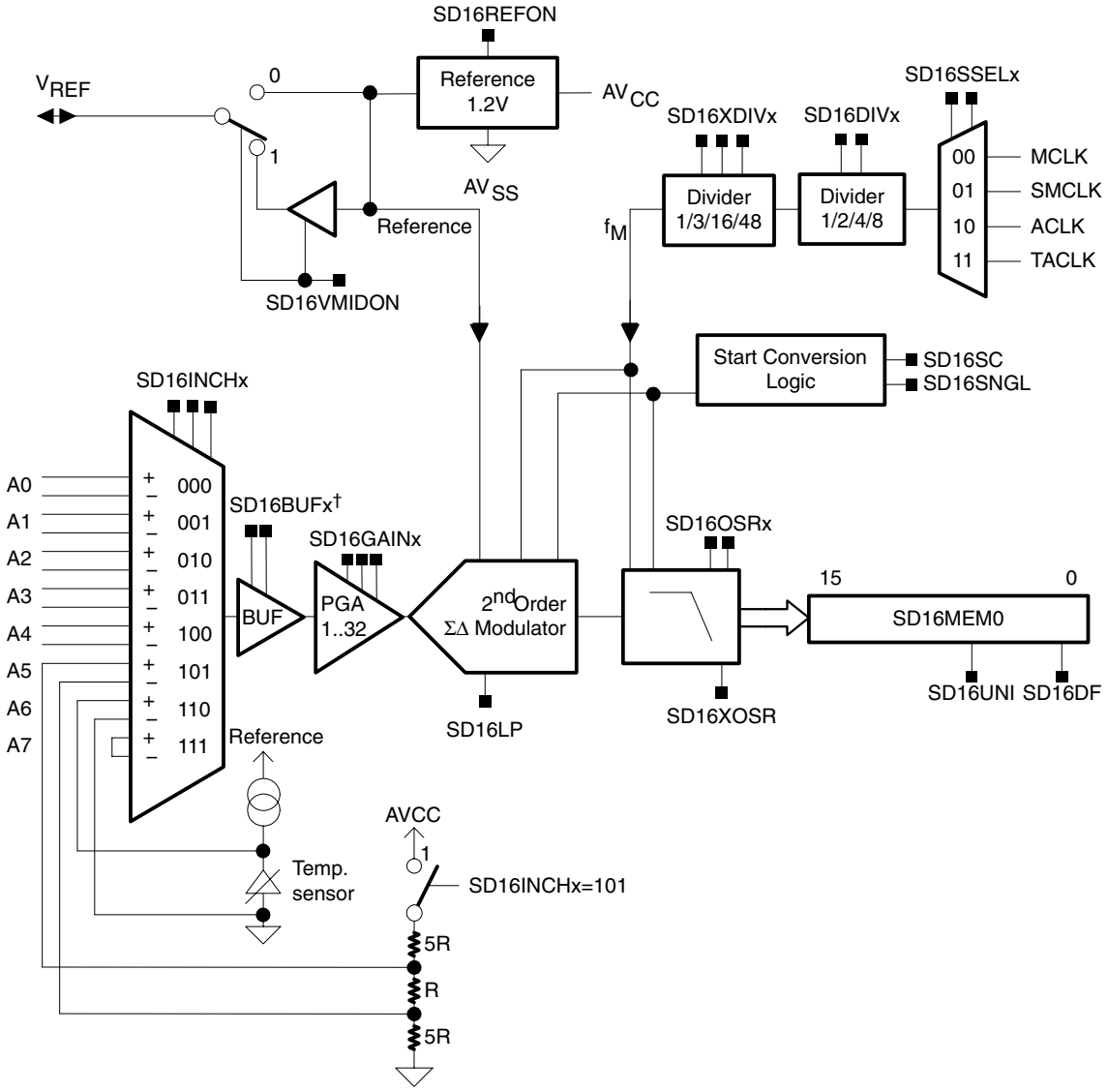
The high impedance input buffer is not implemented in MSP430x20x3 devices.

Features of the SD16_A include:

- 16-bit sigma-delta architecture
- Up to eight multiplexed differential analog inputs per channel
  (The number of inputs is device dependent, see the device-specific data sheet.)
- Software selectable on-chip reference voltage generation (1.2V)
- Software selectable internal or external reference
- Built-in temperature sensor
- Up to 1.1 MHz modulator input frequency
- High impedance input buffer
  (not implemented on all devices, see the device-specific data sheet)
- Selectable low-power conversion mode

The block diagram of the SD16_A module is shown in Figure 24–1.

Figure 24−1. SD16_A Block Diagram



† Not Implemented in MSP430x20x3 devices

24.2 SD16_A Operation

The SD16_A module is configured with user software. The setup and operation of the SD16_A is discussed in the following sections.

24.2.1 ADC Core

The analog-to-digital conversion is performed by a 1-bit second-order sigma-delta modulator. A single-bit comparator within the modulator quantizes the input signal with the modulator frequency f_M. The resulting 1-bit data stream is averaged by the digital filter for the conversion result.

24.2.2 Analog Input Range and PGA

The full-scale input voltage range for each analog input pair is dependent on the gain setting of the programmable gain amplifier of each channel. The maximum full-scale range is $\pm V_{FSR}$ where V_{FSR} is defined by:

$$V_{FSR} = \frac{V_{REF}/2}{GAIN_{PGA}}$$

For a 1.2V reference, the maximum full-scale input range for a gain of 1 is:

$$\pm\ V_{FSR} = \frac{1.2V/2}{1} = \pm\ 0.6V$$

See the device-specific data sheet for full-scale input specifications.

24.2.3 Voltage Reference Generator

The SD16_A module has a built-in 1.2V reference. It is enabled by the SD16REFON bit. When using the internal reference an external 100-nF capacitor connected from V_{REF} to AV_{SS} is recommended to reduce noise. The internal reference voltage can be used off-chip when SD16VMIDON = 1. The buffered output can provide up to 1mA of drive. When using the internal reference off-chip, a 470-nF capacitor connected from V_{REF} to AV_{SS} is required. See the device-specific data sheet for parameters.

An external voltage reference can be applied to the V_{REF} input when SD16REFON and SD16VMIDON are both reset.

24.2.4 Auto Power-Down

The SD16_A is designed for low power applications. When the SD16_A is not actively converting, it is automatically disabled and automatically re-enabled when a conversion is started. The reference is not automatically disabled, but can be disabled by setting SD16REFON = 0. When the SD16_A or reference are disabled, they consume no current.

24.2.5 Analog Input Pair Selection

The SD16_A can convert up to 8 differential input pairs multiplexed into the PGA. Up to five analog input pairs (A0-A4) are available externally on the device. A resistive divider to measure the supply voltage is available using the A5 multiplexer input. An internal temperature sensor is available using the A6 multiplexer input. Input A7 is a shorted connection between the + and – input pair and can be used to calibrate the offset of the SD16_A input stage.

Analog Input Setup

The analog input is configured using the SD16INCTL0 and the SD16AE registers. The SD16INCHx bits select one of eight differential input pairs of the analog multiplexer. The gain for the PGA is selected by the SD16GAINx bits. A total of six gain settings are available. The SD16AEx bits enable or disable the analog input pin. Setting any SD16AEx bit disables the multiplexed digital circuitry for the associated pin. See the device-specific data sheet for pin diagrams.

During conversion any modification to the SD16INCHx and SD16GAINx bits will become effective with the next decimation step of the digital filter. After these bits are modified, the next three conversions may be invalid due to the settling time of the digital filter. This can be handled automatically with the SD16INTDLYx bits. When SD16INTDLY = 00h, conversion interrupt requests will not begin until the 4^{th} conversion after a start condition.

On devices implementing the high impedance input buffer it can be enabled using the SD16BUFx bits. The speed settings are selected based on the SD16_A modulator frequency as shown in Table 24–1.

Table 24–1. High Input Impedance Buffer

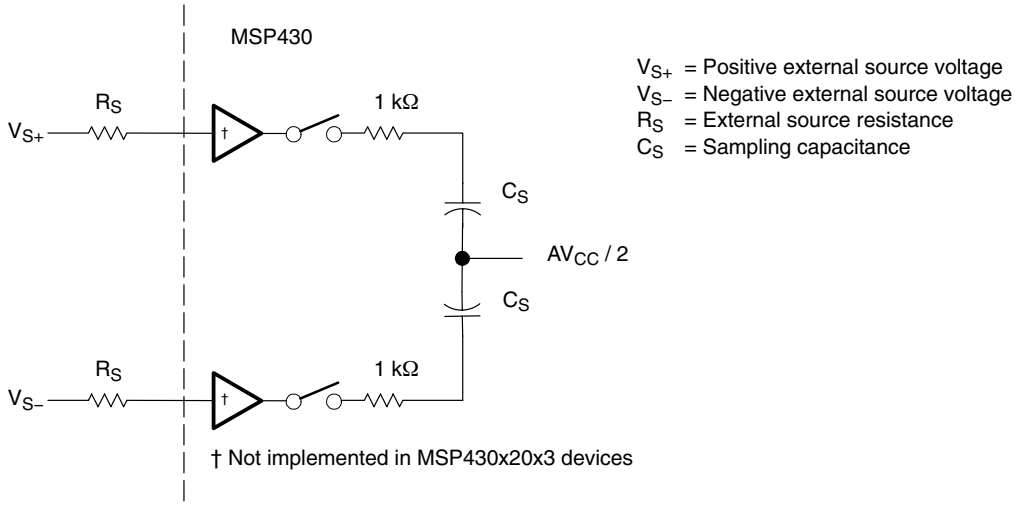
SD16BUFx	Buffer	SD16 Modulator Frequency f_M
00	Buffer disabled	
01	Low speed/current	f_M < 200kHz
10	Medium speed/current	200kHz < f_M < 700kHz
11	High speed/current	700kHz < f_M < 1.1MHz

An external RC anti-aliasing filter is recommended for the SD16_A to prevent aliasing of the input signal. The cutoff frequency should be < 10 kHz for a 1-Mhz modulator clock and OSR = 256. The cutoff frequency may set to a lower frequency for applications that have lower bandwidth requirements.

24.2.6 Analog Input Characteristics

The SD16_A uses a switched-capacitor input stage that appears as an impedance to external circuitry as shown in Figure 24–2.

Figure 24–2. Analog Input Equivalent Circuit



When the buffers are used, R_S does not affect the sampling frequency f_S. However, when the buffers are not used or are not present on the device, the maximum sampling frequency f_S may be calculated from the minimum settling time $t_{Settling}$ of the sampling circuit given by:

$$t_{Settling} \geq (R_S + 1k\Omega) \times C_S \times \ln\left(\frac{GAIN \times 2^{17} \times V_{Ax}}{V_{REF}}\right)$$

where

$$f_S = \frac{1}{2 \times t_{Settling}} \text{ and } V_{Ax} = \max\left(\left|\frac{AV_{CC}}{2} - V_{S+}\right|, \left|\frac{AV_{CC}}{2} - V_{S-}\right|\right),$$

with V_{S+} and V_{S-} referenced to AV_{SS}.

C_S varies with the gain setting as shown in Table 24–2.

Table 24–2. Sampling Capacitance

PGA Gain	Sampling Capacitance C_S
1	1.25 pF
2, 4	2.5 pF
8	5 pF
16, 32	10 pF

24.2.7 Digital Filter

The digital filter processes the 1-bit data stream from the modulator using a SINC^3 comb filter. The transfer function is described in the z-Domain by:

$$H(z) = \left(\frac{1}{OSR} \times \frac{1 - z^{-OSR}}{1 - z^{-1}}\right)^3$$

and in the frequency domain by:

$$H(f) = \left[\frac{sinc\left(OSR\pi \frac{f}{f_M}\right)}{sinc\left(\pi \frac{f}{f_M}\right)}\right]^3 = \left[\frac{1}{OSR} \times \frac{\sin\left(OSR \times \pi \times \frac{f}{f_M}\right)}{\sin\left(\pi \times \frac{f}{f_M}\right)}\right]^3$$

where the oversampling rate, OSR, is the ratio of the modulator frequency f_M to the sample frequency f_S. Figure 24–3 shows the filter's frequency response for an OSR of 32. The first filter notch is at $f_S = f_M/OSR$. The notch's frequency can be adjusted by changing the modulator's frequency, f_M, using SD16SSELx and SD16DIVx and the oversampling rate using the SD16OSRx and SD16XOSR bits.

The digital filter for each enabled ADC channel completes the decimation of the digital bit-stream and outputs new conversion results to the SD16MEM0 register at the sample frequency f_S.

Figure 24–3. Comb Filter's Frequency Response with OSR = 32

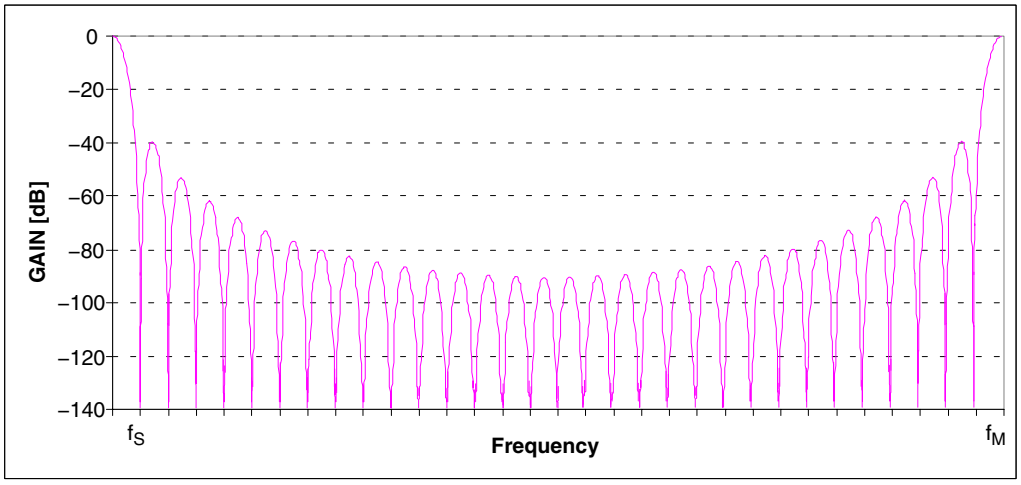
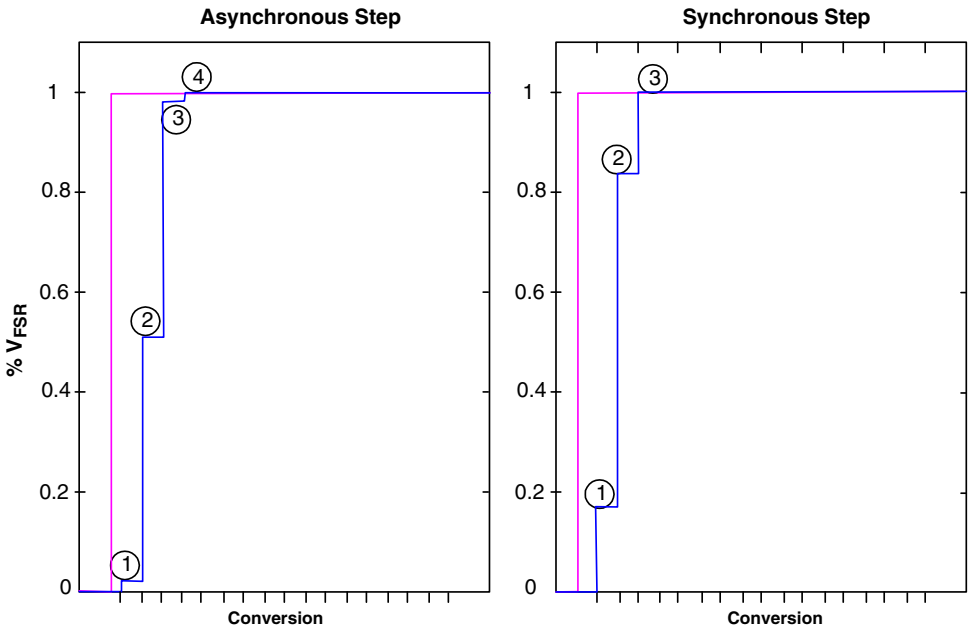


Figure 24–4 shows the digital filter step response and conversion points. For step changes at the input after start of conversion a settling time must be allowed before a valid conversion result is available. The SD16INTDLYx bits can provide sufficient filter settling time for a full-scale change at the ADC input. If the step occurs synchronously to the decimation of the digital filter the valid data will be available on the third conversion. An asynchronous step will require one additional conversion before valid data is available.

Figure 24–4. Digital Filter Step Response and Conversion Points



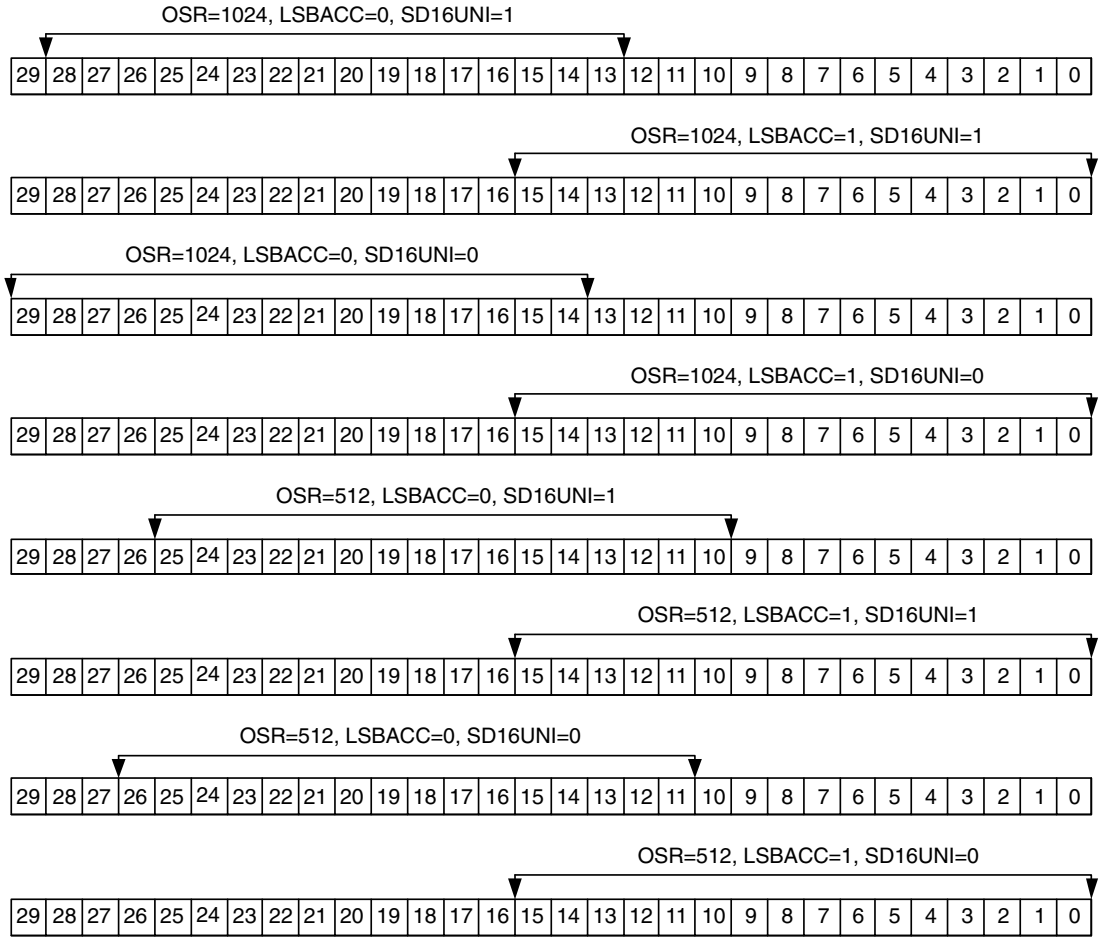
Digital Filter Output

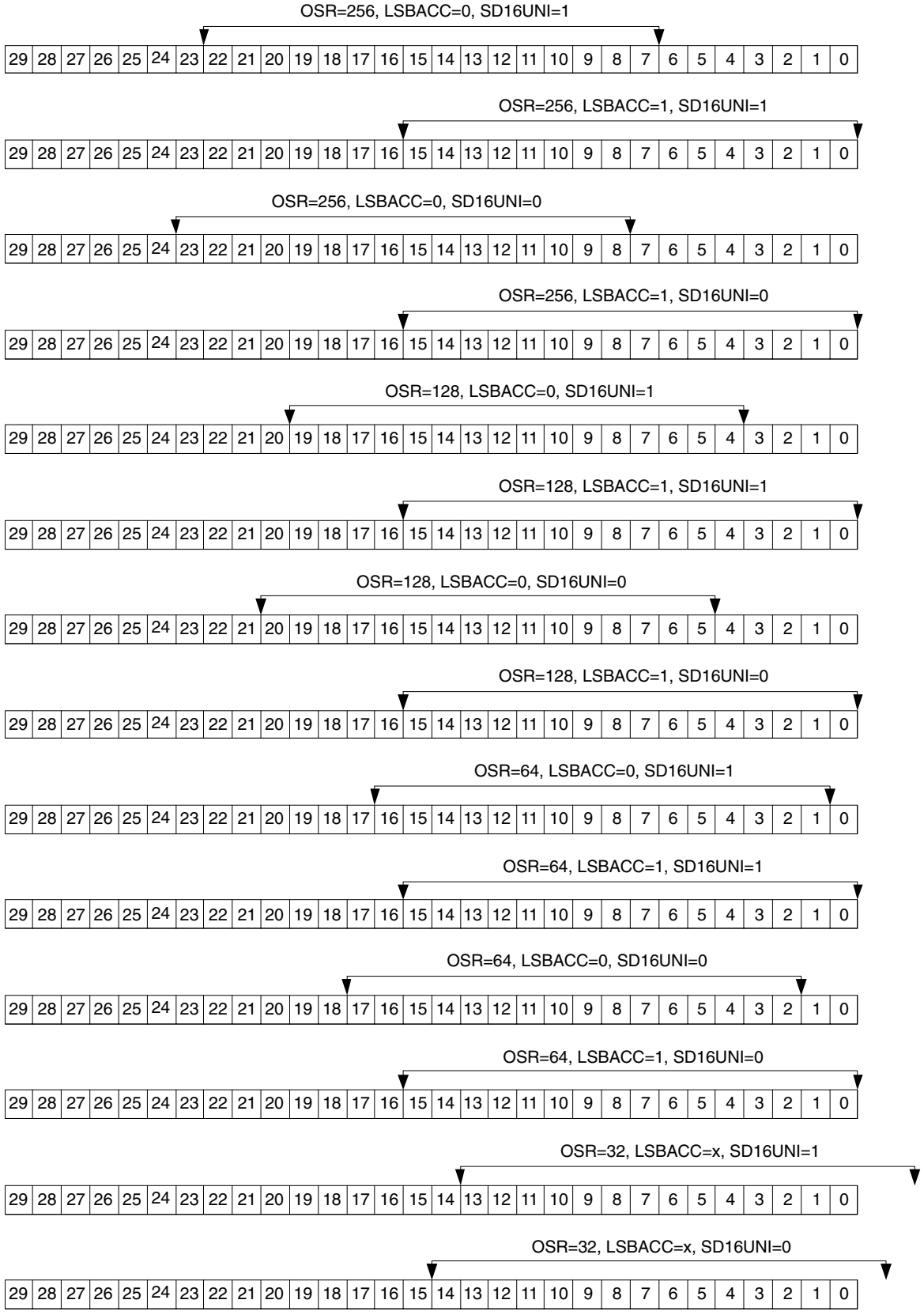
The number of bits output by the digital filter is dependent on the oversampling ratio and ranges from 15 to 30 bits. Figure 24–5 shows the digital filter output and their relation to SD16MEM0 for each OSR, LSBACC, and SD16UNI setting. For example, for OSR = 1024, LSBACC = 0, and SD16UNI = 1, the SD16MEM0 register contains bits 28 – 13 of the digital filter output. When OSR = 32, the one (SD16UNI = 0) or two (SD16UNI=1) LSBs are always zero.

The SD16LSBACC and SD16LSBTOG bits give access to the least significant bits of the digital filter output. When SD16LSBACC = 1 the 16 least significant bits of the digital filter's output are read from SD16MEM0 using word instructions. The SD16MEM0 register can also be accessed with byte instructions returning only the 8 least significant bits of the digital filter output.

When SD16LSBTOG = 1 the SD16LSBACC bit is automatically toggled each time SD16MEM0 is read. This allows the complete digital filter output result to be read with two reads of SD16MEM0. Setting or clearing SD16LSBTOG does not change SD16LSBACC until the next SD16MEM0 access.

Figure 24–5. Used Bits of Digital Filter Output




OSR=256, LSBACC=0, SD16UNI=1
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=256, LSBACC=1, SD16UNI=1
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=256, LSBACC=0, SD16UNI=0
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=256, LSBACC=1, SD16UNI=0
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=128, LSBACC=0, SD16UNI=1
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=128, LSBACC=1, SD16UNI=1
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=128, LSBACC=0, SD16UNI=0
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=128, LSBACC=1, SD16UNI=0
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=64, LSBACC=0, SD16UNI=1
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=64, LSBACC=1, SD16UNI=1
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=64, LSBACC=0, SD16UNI=0
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=64, LSBACC=1, SD16UNI=0
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=32, LSBACC=x, SD16UNI=1
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
OSR=32, LSBACC=x, SD16UNI=0
29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

24.2.8 Conversion Memory Register: SD16MEM0

The SD16MEM0 register is associated with the SD16_A channel. Conversion results are moved to the SD16MEM0 register with each decimation step of the digital filter. The SD16IFG bit is set when new data is written to SD16MEM0. SD16IFG is automatically cleared when SD16MEM0 is read by the CPU or may be cleared with software.

Output Data Format

The output data format is configurable in two's complement, offset binary or unipolar mode as shown in Table 24–3.The data format is selected by the SD16DF and SD16UNI bits.

Table 24–3.Data Format

SD16UNI	SD16DF	Format	Analog Input	SD16MEM0†	Digital Filter Output (OSR = 256)
0	0	Bipolar Offset Binary	+FSR	FFFF	FFFFFF
			ZERO	8000	800000
			–FSR	0000	000000
0	1	Bipolar Twos compliment	+FSR	7FFF	7FFFFF
			ZERO	0000	000000
			–FSR	8000	800000
1	0	Unipolar	+FSR	FFFF	FFFFFF
			ZERO	0000	800000
			–FSR	0000	000000

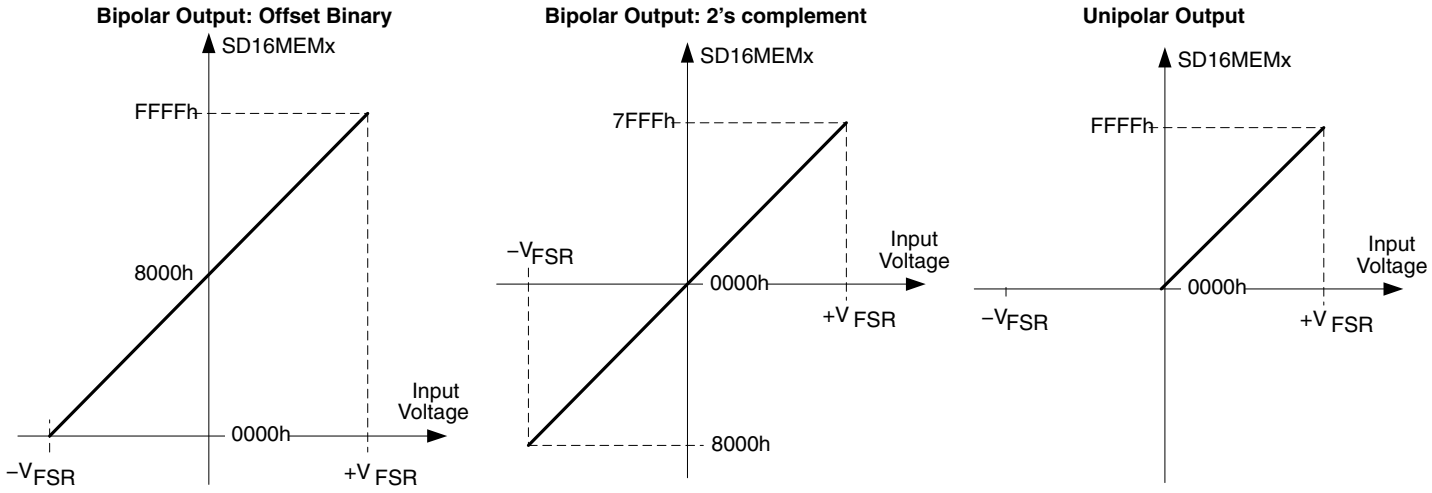
† Independent of SD16OSRx and SD16XOSR settings; SD16LSBACC = 0.

Note: Offset Measurements and Data Format

Any offset measurement done either externally or using the internal differential pair A7 would be appropriate only when the channel is operating under bipolar mode with SD16UNI = 0.

Figure 24–6 shows the relationship between the full-scale input voltage range from $-V_{FSR}$ to $+V_{FSR}$ and the conversion result. The data formats are illustrated.

Figure 24–6. Input Voltage vs. Digital Output



24.2.9 Conversion Modes

The SD16_A module can be configured for two modes of operation, listed in Table 24–4. The SD16SNGL bit selects the conversion mode.

Table 24–4. Conversion Mode Summary

SD16SNGL	Mode	Operation
1	Single conversion	The channel is converted once.
0	Continuous conversion	The channel is converted continuously.

Single Conversion

Setting the SD16SC bit of the channel initiates one conversion on that channel when SD16SNGL = 1. The SD16SC bit will automatically be cleared after conversion completion.

Clearing SD16SC before the conversion is completed immediately stops conversion of the channel, the channel is powered down and the corresponding digital filter is turned off. The value in SD16MEM0 can change when SD16SC is cleared. It is recommended that the conversion data in SD16MEM0 be read prior to clearing SD16SC to avoid reading an invalid result.

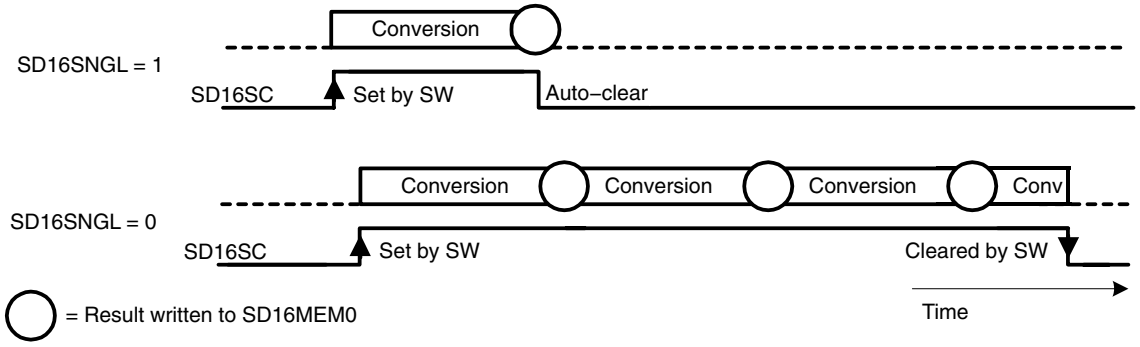
Continuous Conversion

When SD16SNGL = 0 continuous conversion mode is selected. Conversion of the channel will begin when SD16SC is set and continue until the SD16SC bit is cleared by software.

Clearing SD16SC immediately stops conversion of the selected channel, the channel is powered down and the corresponding digital filter is turned off. The value in SD16MEM0 can change when SD16SC is cleared. It is recommended that the conversion data in SD16MEM0 be read prior to clearing SD16SC to avoid reading an invalid result.

Figure 24–7 shows conversion operation.

Figure 24–7. Single Channel Operation

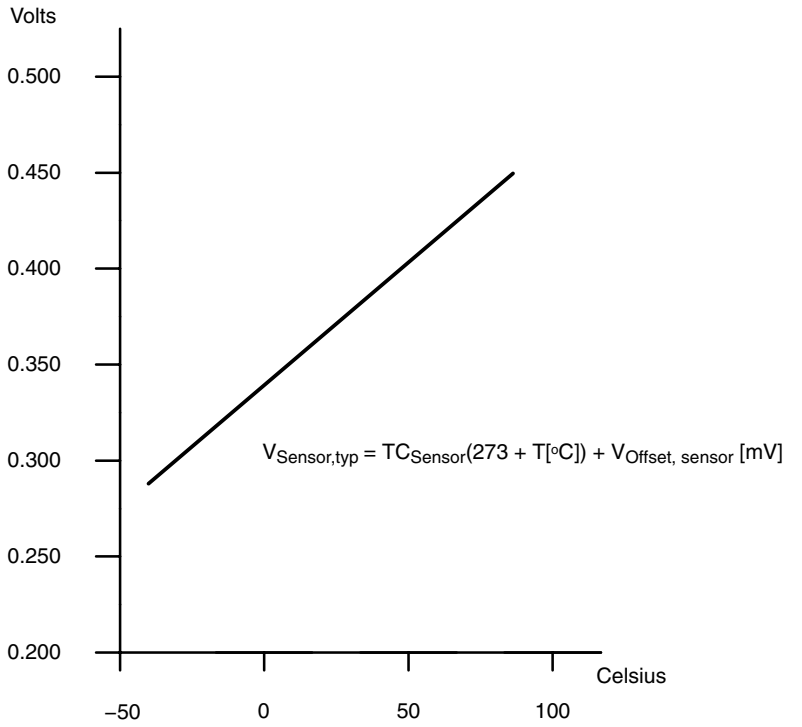


24.2.10 Using the Integrated Temperature Sensor

To use the on-chip temperature sensor, the user selects the analog input pair SD16INCHx = 110 and sets SD16REFON = 1. Any other configuration is done as if an external analog input pair was selected, including SD16INTDLYx and SD16GAINx settings. Because the internal reference must be on to use the temperature sensor, it is not possible to use an external reference for the conversion of the temperature sensor voltage. Also, the internal reference will be in contention with any used external reference. In this case, the SD16VMIDON bit may be set to minimize the affects of the contention on the conversion.

The typical temperature sensor transfer function is shown in Figure 24–8. When switching inputs of an SD16_A channel to the temperature sensor, adequate delay must be provided using SD16INTDLYx to allow the digital filter to settle and assure that conversion results are valid. The temperature sensor offset error can be large, and may need to be calibrated for most applications. See device-specific data sheet for temperature sensor parameters.

Figure 24–8. Typical Temperature Sensor Transfer Function



24.2.11 Interrupt Handling

The SD16_A has 2 interrupt sources for its ADC channel:

- SD16IFG
- SD16OVIFG

The SD16IFG bit is set when the SD16MEM0 memory register is written with a conversion result. An interrupt request is generated if the corresponding SD16IE bit and the GIE bit are set. The SD16_A overflow condition occurs when a conversion result is written to SD16MEM0 location before the previous conversion result was read.

SD16IV, Interrupt Vector Generator

All SD16_A interrupt sources are prioritized and combined to source a single interrupt vector. SD16IV is used to determine which enabled SD16_A interrupt source requested an interrupt. The highest priority SD16_A interrupt request that is enabled generates a number in the SD16IV register (see register description). This number can be evaluated or added to the program counter to automatically enter the appropriate software routine. Disabled SD16_A interrupts do not affect the SD16IV value.

Any access, read or write, of the SD16IV register has no effect on the SD16OVIFG or SD16IFG flags. The SD16IFG flags are reset by reading the SD16MEM0 register or by clearing the flags in software. SD16OVIFG bits can only be reset with software.

If another interrupt is pending after servicing of an interrupt, another interrupt is generated. For example, if the SD16OVIFG and one or more SD16IFG interrupts are pending when the interrupt service routine accesses the SD16IV register, the SD16OVIFG interrupt condition is serviced first and the corresponding flag(s) must be cleared in software. After the RETI instruction of the interrupt service routine is executed, the highest priority SD16IFG pending generates another interrupt request.

Interrupt Delay Operation

The SD16INTDLYx bits control the timing for the first interrupt service request for the corresponding channel. This feature delays the interrupt request for a completed conversion by up to four conversion cycles allowing the digital filter to settle prior to generating an interrupt request. The delay is applied each time the SD16SC bit is set or when the SD16GAINx or SD16INCHx bits for the channel are modified. SD16INTDLYx disables overflow interrupt generation for the channel for the selected number of delay cycles. Interrupt requests for the delayed conversions are not generated during the delay.

24.3 SD16_A Registers

The SD16_A registers are listed in Table 24–5:

Table 24–5. SD16_A Registers

Register	Short Form	Register Type	Address	Initial State
SD16_A control	SD16CTL	Read/write	0100h	Reset with PUC
SD16_A interrupt vector	SD16IV	Read/write	0110h	Reset with PUC
SD16_A channel 0 control	SD16CCTL0	Read/write	0102h	Reset with PUC
SD16_A conversion memory	SD16MEM0	Read/write	0112h	Reset with PUC
SD16_A input control	SD16INCTL0	Read/write	0B0h	Reset with PUC
SD16_A analog enable	SD16AE	Read/write	0B7h	Reset with PUC

SD16CTL, SD16_A Control Register

15	14	13	12	11	10	9	8
Reserved				SD16XDIVx			SD16LP
r0	r0	r0	r0	rw–0	rw–0	rw–0	rw–0

7	6	5	4	3	2	1	0
SD16DIVx		SD16SSELx		SD16 VMIDON	SD16 REFON	SD16OVIE	Reserved
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	r0

Reserved Bits 15-12 Reserved

SD16XDIVx Bits 11-9 SD16_A clock divider
- 000 /1
- 001 /3
- 010 /16
- 011 /48
- 1xx Reserved

SD16LP Bit 8 Low power mode. This bit selects a reduced speed, reduced power mode
- 0 Low-power mode is disabled
- 1 Low-power mode is enabled. The maximum clock frequency for the SD16_A is reduced.

SD16DIVx Bits 7-6 SD16_A clock divider
- 00 /1
- 01 /2
- 10 /4
- 11 /8

SD16SSELx Bits 5-4 SD16_A clock source select
- 00 MCLK
- 01 SMCLK
- 10 ACLK
- 11 External TACLK

SD16 VMIDON Bit 3 V_{MID} buffer on
- 0 Off
- 1 On

SD16 REFON Bit 2 Reference generator on
- 0 Reference off
- 1 Reference on

SD16OVIE Bit 1 SD16_A overflow interrupt enable. The GIE bit must also be set to enable the interrupt.
- 0 Overflow interrupt disabled
- 1 Overflow interrupt enabled

Reserved Bit 0 Reserved

SD16CCTL0, SD16_A Control Register 0

15	14	13	12	11	10	9	8
Reserved	SD16BUFx†		SD16UNI	SD16XOSR	SD16SNGL	SD16OSRx	
r0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

7	6	5	4	3	2	1	0
SD16 LSBTOG	SD16 LSBACC	SD16 OVIFG	SD16DF	SD16IE	SD16IFG	SD16SC	Reserved
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	r–0

† Reserved in MSP430x20x3 devices

Reserved Bit 15 Reserved

SD16BUFx Bits 14–13 High-impedance input buffer mode
00 Buffer disabled
01 Slow speed/current
10 Medium speed/current
11 High speed/current

SD16UNI Bit 12 Unipolar mode select
0 Bipolar mode
1 Unipolar mode

SD16XOSR Bit 11 Extended oversampling ratio. This bit, along with the SD16OSRx bits, select the oversampling ratio. See SD16OSRx bit description for settings.

SD16SNGL Bit 10 Single conversion mode select
0 Continuous conversion mode
1 Single conversion mode

SD16OSRx Bits 9-8 Oversampling ratio
When SD16XOSR = 0
00 256
01 128
10 64
11 32
When SD16XOSR = 1
00 512
01 1024
10 Reserved
11 Reserved

SD16 LSBTOG Bit 7 LSB toggle. This bit, when set, causes SD16LSBACC to toggle each time the SD16MEM0 register is read.
0 SD16LSBACC does not toggle with each SD16MEM0 read
1 SD16LSBACC toggles with each SD16MEM0 read

SD16 LSBACC	Bit 6	LSB access. This bit allows access to the upper or lower 16-bits of the SD16_A conversion result. 0 SD16MEMx contains the most significant 16-bits of the conversion. 1 SD16MEMx contains the least significant 16-bits of the conversion.
SD16OVIFG	Bit 5	SD16_A overflow interrupt flag 0 No overflow interrupt pending 1 Overflow interrupt pending
SD16DF	Bit 4	SD16_A data format 0 Offset binary 1 2's complement
SD16IE	Bit 3	SD16_A interrupt enable 0 Disabled 1 Enabled
SD16IFG	Bit 2	SD16_A interrupt flag. SD16IFG is set when new conversion results are available. SD16IFG is automatically reset when the corresponding SD16MEMx register is read, or may be cleared with software. 0 No interrupt pending 1 Interrupt pending
SD16SC	Bit 1	SD16_A start conversion 0 No conversion start 1 Start conversion
Reserved	Bit 0	Reserved

SD16INCTL0, SD16_A Input Control Register

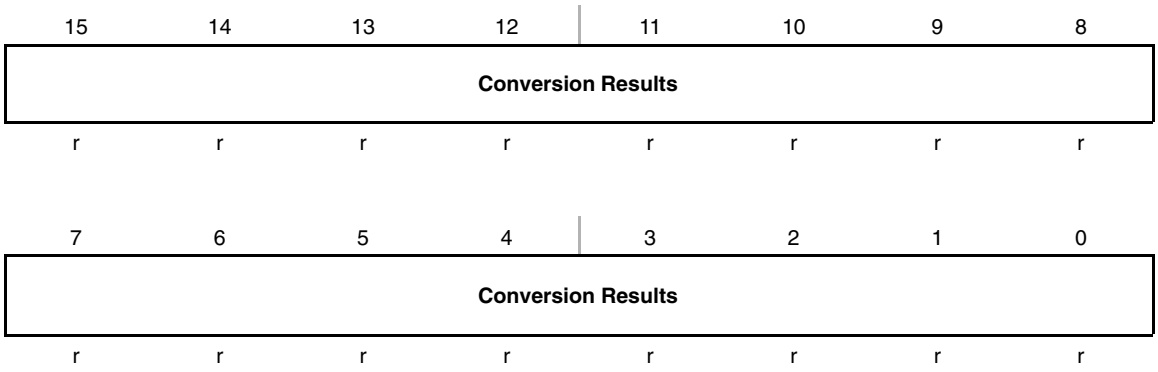
7	6	5	4	3	2	1	0
SD16INTDLYx		SD16GAINx			SD16INCHx		
rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0	rw–0

SD16INTDLYx Bits 7-6 Interrupt delay generation after conversion start. These bits select the delay for the first interrupt after conversion start.
- 00 Fourth sample causes interrupt
- 01 Third sample causes interrupt
- 10 Second sample causes interrupt
- 11 First sample causes interrupt

SD16GAINx Bits 5-3 SD16_A preamplifier gain
- 000 x1
- 001 x2
- 010 x4
- 011 x8
- 100 x16
- 101 x32
- 110 Reserved
- 111 Reserved

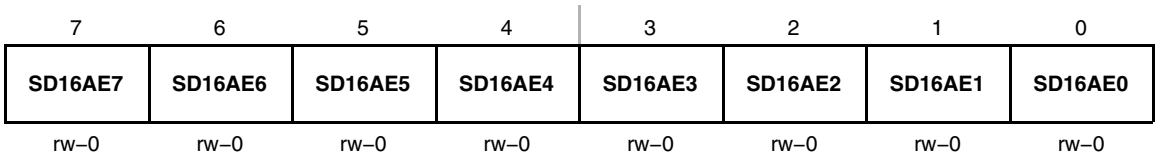
SD16INCHx Bits 2-0 SD16_A channel differential pair input
- 000 A0
- 001 A1
- 010 A2
- 011 A3
- 100 A4
- 101 A5– (AV_{CC} – AV_{SS}) / 11
- 110 A6 – Temperature Sensor
- 111 A7 – Short for PGA offset measurement

SD16MEM0, SD16_A Conversion Memory Register



Conversion Result Bits 15-0 Conversion Results. The SD16MEMx register holds the upper or lower 16-bits of the digital filter output, depending on the SD16LSBACC bit.

SD16AE, SD16_A Analog Input Enable Register



SD16AEx Bits 7-0 SD16_A analog enable
- 0 External input disabled. Negative inputs are internally connected to VSS.
- 1 External input enabled.

SD16IV, SD16_A Interrupt Vector Register

15	14	13	12	11	10	9	8
0	**0**	**0**	**0**	**0**	**0**	**0**	**0**
r0	r0	r0	r0	r0	r0	r0	r0

7	6	5	4	3	2	1	0
0	**0**	**0**	**SD16IVx**				**0**
r0	r0	r0	r–0	r–0	r–0	r–0	r0

SD16IVx Bits 15-0 SD16_A interrupt vector value

SD16IV Contents	Interrupt Source	Interrupt Flag	Interrupt Priority
000h	No interrupt pending	–	
002h	SD16MEMx overflow	SD16CCTLx SD16OVIFG	Highest
004h	SD16_A Interrupt	SD16CCTL0 SD16IFG	
006h	Reserved	–	
008h	Reserved	–	
00Ah	Reserved	–	
00Ch	Reserved	–	
00Eh	Reserved	–	
010h	Reserved	–	Lowest

Chapter 25

Embedded Emulation Module (EEM)

This chapter describes the Embedded Emulation Module (EEM) that is implemented in all MSP430 flash devices.

Topic **Page**

25.1 EEM Introduction

Every MSP430 flash-based microcontroller implements an embedded emulation module (EEM). It is accessed and controlled through JTAG. Each implementation is device dependent and is described in section 25.3 *EEM Configurations* and the device-specific data sheet.

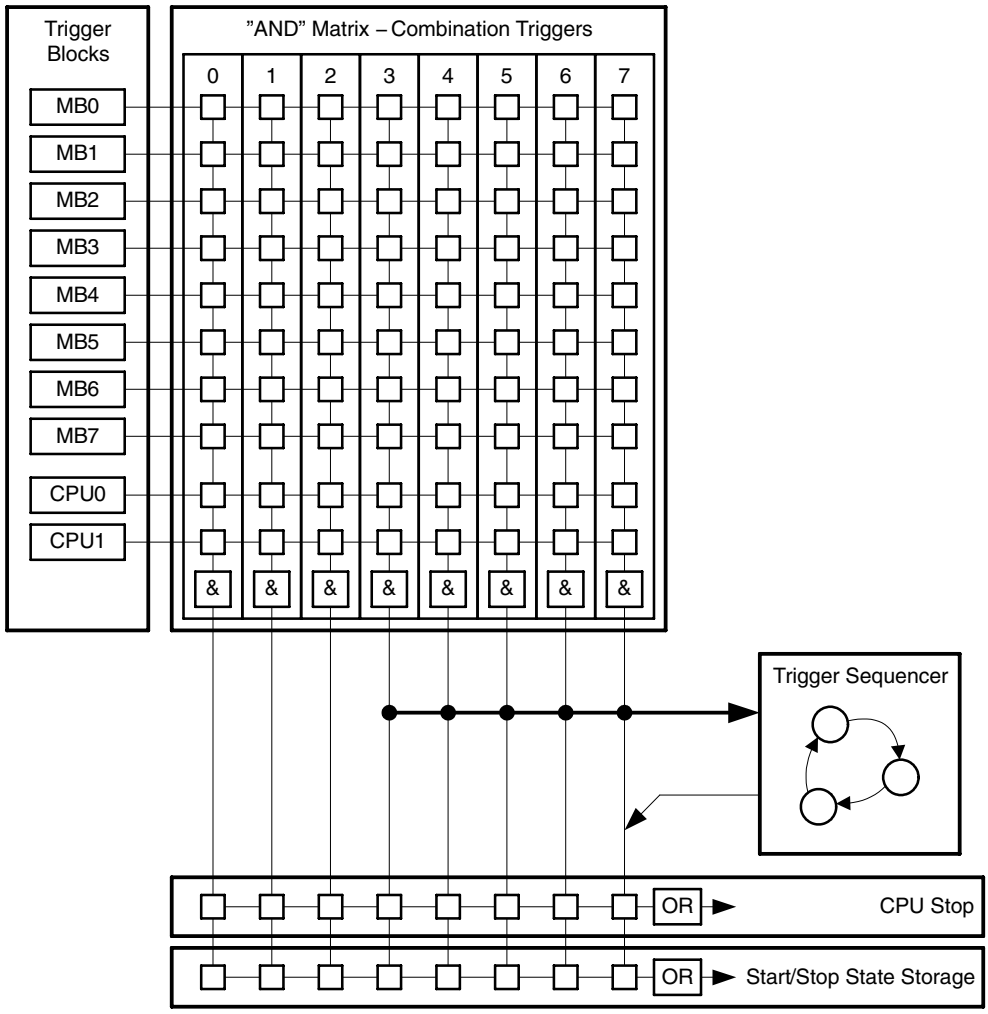
In general, the following features are available:

- Non−intrusive code execution with real−time breakpoint control
- Single step, step into and step over functionality
- Full support of all low-power modes
- Support for all system frequencies, for all clock sources
- Up to eight (device dependent) hardware triggers/breakpoints on memory address bus (MAB) or memory data bus (MDB)
- Up to two (device dependent) hardware triggers/breakpoints on CPU register write accesses
- MAB, MDB ,and CPU register access triggers can be combined to form up to eight (device dependent) complex triggers/breakpoints
- Trigger sequencing (device dependent)
- Storage of internal bus and control signals using an integrated trace buffer (device dependent)
- Clock control for timers, communication peripherals, and other modules on a global device level or on a per-module basis during an emulation stop

Figure 25−1 shows a simplified block diagram of the largest currently available 2xx EEM implementation.

For more details on how the features of the EEM can be used together with the IAR Embedded Workbench™ debugger see the application report *Advanced Debugging Using the Enhanced Emulation Module* (SLAA263) at www.msp430.com. Code Composer Essentials (CCE) and most other debuggers supporting MSP430 have the same or a similar feature set. For details see the user's guide of the applicable debugger.

Figure 25−1. Large Implementation of the Embedded Emulation Module (EEM)



25.2 EEM Building Blocks

25.2.1 Triggers

The event control in the EEM of the MSP430 system consists of triggers, which are internal signals indicating that a certain event has happened. These triggers may be used as simple breakpoints, but it is also possible to combine two or more triggers to allow detection of complex events and trigger various reactions besides stopping the CPU.

In general, the triggers can be used to control the following functional blocks of the EEM:

- Breakpoints (CPU stop)
- State storage
- Sequencer

There are two different types of triggers, the memory trigger and the CPU register write trigger.

Each memory trigger block can be independently selected to compare either the MAB or the MDB with a given value. Depending on the implemented EEM the comparison can be =, ≠, ≥, or ≤. The comparison can also be limited to certain bits with the use of a mask. The mask is either bit-wise or byte-wise, depending upon the device. In addition to selecting the bus and the comparison, the condition under which the trigger is active can be selected. The conditions include read access, write access, DMA access, and instruction fetch.

Each CPU register write trigger block can be independently selected to compare what is written into a selected register with a given value. The observed register can be selected for each trigger independently. The comparison can be =, ≠, ≥, or ≤. The comparison can also be limited to certain bits with the use of a bit mask.

Both types of triggers can be combined to form more complex triggers. For example, a complex trigger can signal when a particular value is written into a user-specified address.

25.2.2 Trigger Sequencer

The trigger sequencer allows the definition of a certain sequence of trigger signals before an event is accepted for a break or state storage event. Within the trigger sequencer, it is possible to use the following features:

- ❏ Four states (State 0 to State 3)
- ❏ Two transitions per state to any other state
- ❏ Reset trigger that resets the sequencer to State 0.

The Trigger sequencer always starts at State 0 and must execute to State 3 to generate an action. If State 1 or State 2 are not required, they can be bypassed.

25.2.3 State Storage (Internal Trace Buffer)

The state storage function uses a built-in buffer to store MAB, MDB, and CPU control signal information (ie. read, write, or instruction fetch) in a non-intrusive manner. The built-in buffer can hold up to eight entries. The flexible configuration allows the user to record the information of interest very efficiently.

25.2.4 Clock Control

The EEM provides device dependent flexible clock control. This is useful in applications where a running clock is needed for peripherals after the CPU is stopped (e.g. to allow a UART module to complete its transfer of a character or to allow a timer to continue generating a PWM signal).

The clock control is flexible and supports both modules that need a running clock and modules that must be stopped when the CPU is stopped due to a breakpoint.

25.3 EEM Configurations

Table 25–1 gives an overview of the EEM configurations in the MSP430 2xx family. The implemented configuration is device dependent – please refer to the device data sheet.

Table 25–1.2xx EEM Configurations

Feature	XS	S	M	L
Memory Bus Triggers	2 (=, ≠ only)	3	5	8
Memory Bus Trigger Mask for	1) Low byte 2) High byte	1) Low byte 2) High byte	1) Low byte 2) High byte	All 16 or 20 bits
CPU Register-Write Triggers	0	1	1	2
Combination Triggers	2	4	6	8
Sequencer	No	No	Yes	Yes
State Storage	No	No	No	Yes

In general the following features can be found on any 2xx device:

- ❑ At least two MAB/MDB triggers supporting:
  - ■ Distinction between CPU, DMA, read, and write accesses
  - ■ =, ≠, ≥, or ≤ comparison (in XS only =, ≠)
- ❑ At least two trigger Combination registers
- ❑ Hardware breakpoints using the CPU Stop reaction
- ❑ Clock control with individual control of module clocks
  (in some XS configurations the control of module clocks is hardwired)

IMPORTANT NOTICE

Texas Instruments Incorporated and its subsidiaries (TI) reserve the right to make corrections, modifications, enhancements, improvements, and other changes to its products and services at any time and to discontinue any product or service without notice. Customers should obtain the latest relevant information before placing orders and should verify that such information is current and complete. All products are sold subject to TI's terms and conditions of sale supplied at the time of order acknowledgment.

TI warrants performance of its hardware products to the specifications applicable at the time of sale in accordance with TI's standard warranty. Testing and other quality control techniques are used to the extent TI deems necessary to support this warranty. Except where mandated by government requirements, testing of all parameters of each product is not necessarily performed.

TI assumes no liability for applications assistance or customer product design. Customers are responsible for their products and applications using TI components. To minimize the risks associated with customer products and applications, customers should provide adequate design and operating safeguards.

TI does not warrant or represent that any license, either express or implied, is granted under any TI patent right, copyright, mask work right, or other TI intellectual property right relating to any combination, machine, or process in which TI products or services are used. Information published by TI regarding third-party products or services does not constitute a license from TI to use such products or services or a warranty or endorsement thereof. Use of such information may require a license from a third party under the patents or other intellectual property of the third party, or a license from TI under the patents or other intellectual property of TI.

Reproduction of TI information in TI data books or data sheets is permissible only if reproduction is without alteration and is accompanied by all associated warranties, conditions, limitations, and notices. Reproduction of this information with alteration is an unfair and deceptive business practice. TI is not responsible or liable for such altered documentation. Information of third parties may be subject to additional restrictions.

Resale of TI products or services with statements different from or beyond the parameters stated by TI for that product or service voids all express and any implied warranties for the associated TI product or service and is an unfair and deceptive business practice. TI is not responsible or liable for any such statements.

TI products are not authorized for use in safety-critical applications (such as life support) where a failure of the TI product would reasonably be expected to cause severe personal injury or death, unless officers of the parties have executed an agreement specifically governing such use. Buyers represent that they have all necessary expertise in the safety and regulatory ramifications of their applications, and acknowledge and agree that they are solely responsible for all legal, regulatory and safety-related requirements concerning their products and any use of TI products in such safety-critical applications, notwithstanding any applications-related information or support that may be provided by TI. Further, Buyers must fully indemnify TI and its representatives against any damages arising out of the use of TI products in such safety-critical applications.

TI products are neither designed nor intended for use in military/aerospace applications or environments unless the TI products are specifically designated by TI as military-grade or "enhanced plastic." Only products designated by TI as military-grade meet military specifications. Buyers acknowledge and agree that any such use of TI products which TI has not designated as military-grade is solely at the Buyer's risk, and that they are solely responsible for compliance with all legal and regulatory requirements in connection with such use.

TI products are neither designed nor intended for use in automotive applications or environments unless the specific TI products are designated by TI as compliant with ISO/TS 16949 requirements. Buyers acknowledge and agree that, if they use any non-designated products in automotive applications, TI will not be responsible for any failure to meet such requirements.

Following are URLs where you can obtain information on other Texas Instruments products and application solutions:

Products		**Applications**	
Amplifiers	amplifier.ti.com	Audio	www.ti.com/audio
Data Converters	dataconverter.ti.com	Automotive	www.ti.com/automotive
DSP	dsp.ti.com	Broadband	www.ti.com/broadband
Clocks and Timers	www.ti.com/clocks	Digital Control	www.ti.com/digitalcontrol
Interface	interface.ti.com	Medical	www.ti.com/medical
Logic	logic.ti.com	Military	www.ti.com/military
Power Mgmt	power.ti.com	Optical Networking	www.ti.com/opticalnetwork
Microcontrollers	microcontroller.ti.com	Security	www.ti.com/security
RFID	www.ti-rfid.com	Telephony	www.ti.com/telephony
RF/IF and ZigBee® Solutions	www.ti.com/lprf	Video & Imaging	www.ti.com/video
		Wireless	www.ti.com/wireless

Mailing Address: Texas Instruments, Post Office Box 655303, Dallas, Texas 75265