

MITSUBISHI MICROCOMPUTERS 4250 Group

SINGLE-CHIP 4-BIT CMOS MICROCOMPUTER

DESCRIPTION

The 4250 Group is a 4-bit single-chip microcomputer designed with CMOS technology. Its CPU is that of the 720 series using a simple instruction set. The computer is equipped with one 8-bit timer which has a reload register and the interrupt function. The various microcomputers in the 4250 Group include variations of the built-in memory type as shown in the table below.

FEATURES

- Minimum instruction execution time 1.0 μ s (at 4.0 MHz system clock frequency, V_{DD} =4.5 V to 5.5 V)
- Supply voltage
 - 4.5 V to 5.5 V (at 4.0 MHz system clock frequency)
 - 2.5 V to 5.5 V (at 1.0 MHz system clock frequency)
 - 2.2 V to 5.5 V (at 1.0 MHz system clock frequency: only for Mask ROM version)

- Timer
 - Timer 1 8-bit timer with a reload register
- Interrupt 2 sources
- CR oscillation circuit (Capacitor and Resistor connected externally)
- Logic operation instruction
- RAM back-up function
- Key-on wakeup function (ports G and S, INT pin)

APPLICATION

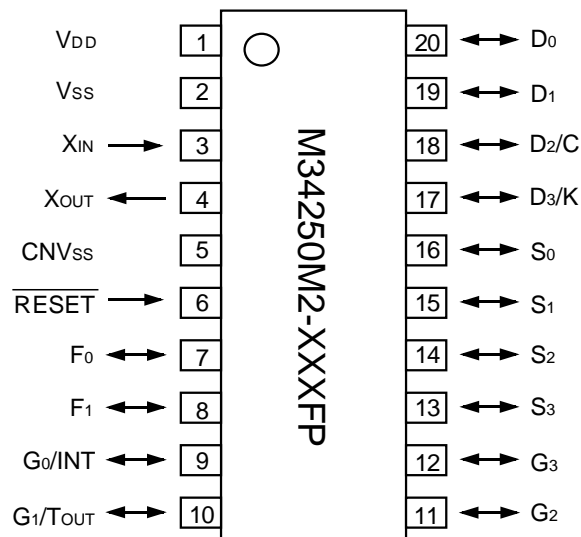
Electric household appliances, consumer electronics products (mouse, etc.)

Product	ROM (PROM) size (X 9 bits)	RAM size (X 4 bits)	Package	ROM type
M34250M2-XXXFP	2048 words	64 words	20P2N-A	Mask ROM
M34250E2-XXXFP *	2048 words	64 words	20P2N-A	One Time PROM

*: Shipped after writing (shipped in blank: M34250E2FP)

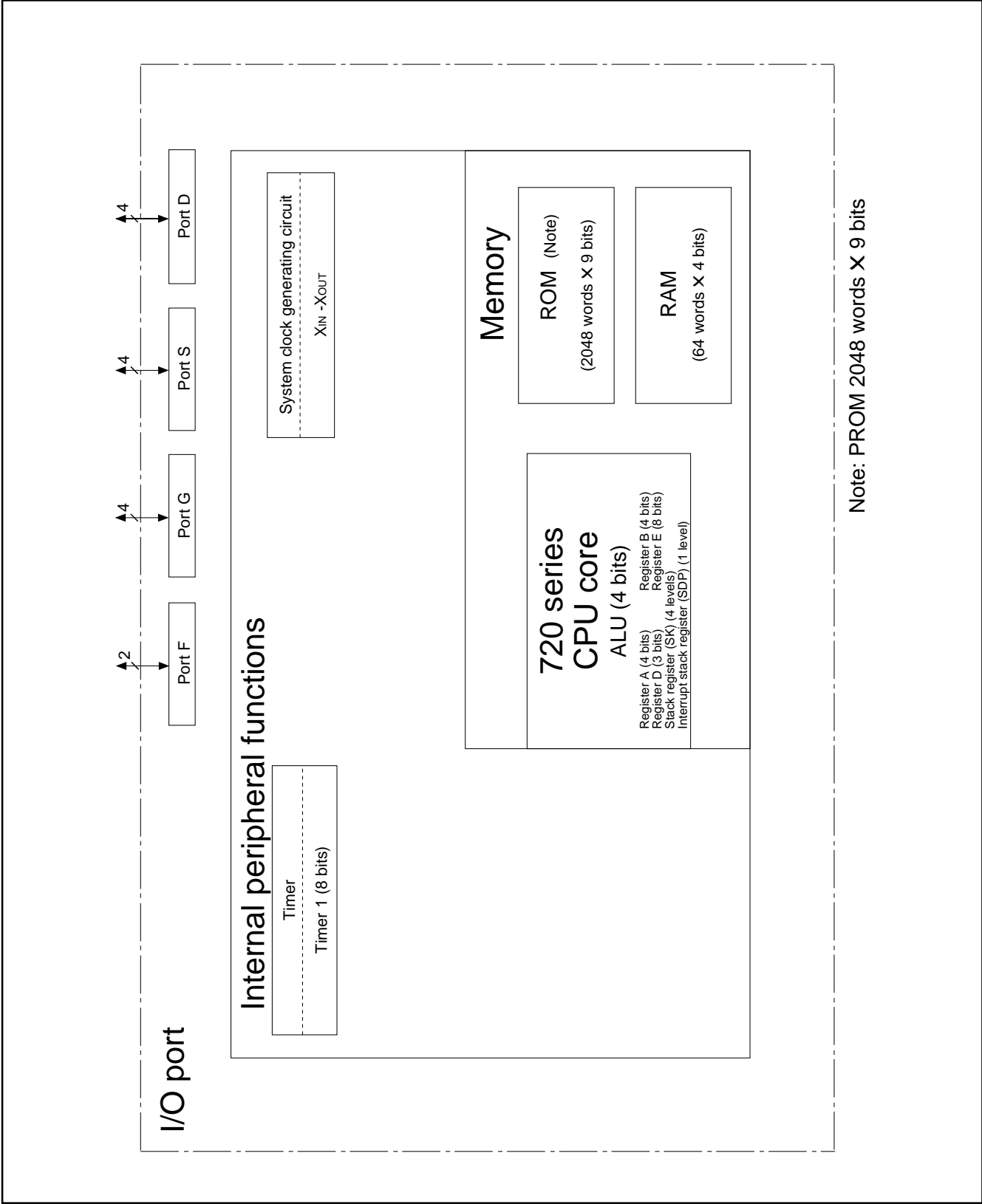
PIN CONFIGURATION (TOP VIEW)

M34250M2-XXXFP



Outline 20P2N-A

BLOCK DIAGRAM



PERFORMANCE OVERVIEW

Parameter		Function
Number of basic instructions		70
Minimum instruction execution time		1.0 μ s (at 4.0 MHz system clock frequency) (Refer to the electrical characteristics because the minimum instruction execution time depends on the supply voltage.)
Memory sizes	ROM	M34250M2/ 2048 words \times 9 bits
	RAM	E2 64 words \times 4 bits
Input/Output ports	D ₀ –D ₃	I/O Four independent I/O ports; ports D ₂ and D ₃ are also used as ports C and K, respectively.
	S ₀ –S ₃	I/O 4-bit I/O port
	C	I/O 1-bit I/O port; port C is also used as port D ₂ .
	K	I/O 1-bit I/O port; port K is also used as port D ₃ .
	F ₀ , F ₁	I/O 2-bit I/O port
	G ₀ –G ₃	I/O 4-bit I/O port; ports G ₀ and G ₁ are also used as pins INT and TOUT.
	INT	Input Interrupt input; INT pin is also used as port G ₀ .
	TOUT	Output Timer output; TOUT pin is also used as port G ₁ .
Timer	Timer 1	8-bit timer with a reload register
Interrupt	Sources	2 (one for external and one for timer)
	Nesting	1 level
Oscillation circuit		CR oscillation circuit (a capacitor and a resistor connected externally) Frequency error: $\pm 17\%$ ($V_{DD} = 5\text{ V} \pm 10\%$, $V_{DD} = 3\text{ V} \pm 10\%$, the error of the external capacitor and resistor excluded)
Subroutine nesting		4 levels
Device structure		CMOS silicon gate
Package		20-pin plastic molded SOP (20P2N-A)
Operating temperature range		$-20\text{ }^{\circ}\text{C}$ to $85\text{ }^{\circ}\text{C}$
Supply voltage		2.2 V to 5.5 V (Refer to the electrical characteristics because the supply voltage depends on the system clock frequency.)
Power dissipation (typical value)	Active mode	1.5 mA (at 4.0 MHz system clock frequency, $V_{DD} = 5\text{ V}$, output transistors in the cut-off state)
	RAM back-up mode	0.1 μ A (at room temperature, $V_{DD} = 5\text{ V}$, output transistors in the cut-off state)

PIN DESCRIPTION

Pin	Name	Input/Output	Function
V _{DD}	Power supply	—	Connected to a plus power supply.
V _{SS}	Ground	—	Connected to a 0 V power supply.
CNV _{SS}	CNV _{SS}	—	Connect CNV _{SS} to V _{SS} and apply "L" (0V) to CNV _{SS} certainly.
RESET	Reset input	Input	Reset pulse input pin
X _{IN}	System clock input	Input	I/O pins of the system clock generating circuit. Connect pins X _{IN} and X _{OUT} directly. Then, pull up X _{IN} pin through a resistor and pull down X _{OUT} pin through a capacitor.
X _{OUT}	System clock output	Output	
F ₀ , F ₁	I/O port F	I/O	2-bit I/O port; for input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain.
G ₀ –G ₃	I/O port G	I/O	4-bit I/O port. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Every pin of the ports has a key-on wakeup function and a pull-up function. Both functions can be switched by software. Ports G ₀ and G ₁ are also used as pins INT and T _{OUT} , respectively.
S ₀ –S ₃	I/O port S	I/O	4-bit I/O port. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Every pin of the ports has a key-on wakeup function which can be switched by software. Also, it is used to perform the logic operation using register A.
D ₀ –D ₃	I/O port D	I/O	Each pin of port D has an independent 1-bit wide I/O function. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Ports D ₂ and D ₃ are also used as ports C and K, respectively.
C	I/O port C	I/O	1-bit I/O port. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Port C has a pull-up function which can be switched by software. It is also used as port D ₂ .
K	I/O port K	I/O	1-bit I/O port. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Port K has a pull-up function which can be switched by software. It is also used as port D ₃ .
T _{OUT}	Timer output	Output	T _{OUT} pin has the function to output the timer 1 underflow signal divided by 2. It is also used as port G ₁ .
INT	Interrupt input	Input	INT pin accepts an external interrupt. It also accepts the input signal to return the system from the RAM back-up state. It is also used as port G ₀ .

MULTIFUNCTION

Pin	Multifunction	Pin	Multifunction
G ₀	INT	INT (Note 2)	G ₀
G ₁	T _{OUT}	T _{OUT} (Note 2)	G ₁
D ₂	C	C (Note 2)	D ₂
D ₃	K	K (Note 2)	D ₃

Notes 1: Pins except above have just single function.

2: The I/O of ports D₂, D₃ and G₀, and the input of port G₁ can be used even when ports C and K and pins INT and T_{OUT} are selected.

CONNECTIONS OF UNUSED PINS

Pin	Connection	Pin	Connection
F ₀ , F ₁	Connect to V _{SS} pin.	D ₀ , D ₁	Connect to V _{SS} pin.
G ₀ /INT, G ₁ /T _{OUT}	Open or connect to V _{SS} pin. (Note 1)	D ₂ /C, D ₃ /K	Open or connect to V _{SS} pin. (Note 3)
G ₂ , G ₃			
S ₀ –S ₃	Connect to V _{SS} pin. (Note 2)		

Notes 1: When pins G₀/INT, G₁/T_{OUT}, G₂ and G₃ are connected to V_{SS} pin, turn off their pull-up transistors (Pull-up control register PU0="X02") and also invalidate the key-on wakeup functions of pins G₁/T_{OUT}, G₂ and G₃ (Key-on wakeup control register K0="XX0X2") by software. When the POF instruction is executed while these pins are connected to V_{SS} and the key-on wakeup functions are left valid, the system returns from RAM back-up state by recognizing the return condition immediately after going into the RAM back-up state. When these pins are open, turn on their pull-up transistors (Pull-up control register PU0="X12") by software.

2: When ports S₀–S₃ are connected to V_{SS} pin, invalidate the key-on wakeup functions (Key-on wakeup control register K0="XXX02") by software. When the POF instruction is executed while these pins are connected to V_{SS} and the key-on wakeup functions are left valid, the system returns from RAM back-up state by recognizing the return condition immediately after going into the RAM back-up state.

3: When ports D₂/C and D₃/K are connected to V_{SS} pin, turn off their pull-up transistors (register PU0="0X2") by software. When these pins are open, turn on their pull-up transistors (register PU0="1X2") by software.

(Note when connecting to V_{SS} and V_{DD})

- Connect the unused pins to V_{SS} or V_{DD} at the shortest distance and use the thick wire against noise.

PORT FUNCTION

Port	Pin	Input/ Output	Output structure	Control bits	Control instructions	Control registers	Remark	
Port D	D ₀ , D ₁	I/O (4)	N-channel open-drain	1	SD RD SZD CLD SCP RCP SNZCP OKA IAK			
	D ₂ /C					PU0	Pull-up function (programmable)	
	D ₃ /K							
Port S	S ₀ –S ₃	I/O (4)	N-channel open-drain	4	OSA IAS LGOP	K0 LO	Logic operation function (programmable) Key-on wakeup functions (programmable)	
Port G	G ₀ /INT	I/O (4)	N-channel open-drain	4	OGA IAG	PU0, K0	Pull-up functions Key-on wakeup functions (only pull-up function is programmable)	
	G ₁ /TOUT					PU0, K0 V1		Pull-up functions (programmable)
	G ₂ , G ₃					PU0, K0		Key-on wakeup functions (programmable)
Port F	F ₀ , F ₁	I/O (2)	N-channel open-drain	2	OFA IAF			

DEFINITION OF CLOCK AND CYCLE

- System clock
This is the source clock input to the X_{IN} pin. Connect pins X_{IN} and X_{OUT} directly. Then, pull up X_{IN} pin through a resistor and pull down X_{OUT} pin through a capacitor.
- Instruction clock
The instruction clock is a signal derived by dividing the system clock by 4, and is the basic clock for controlling this product.
- Machine cycle
One machine cycle is the time required to execute the minimum instruction (one-cycle instruction). The machine cycle is equivalent to the instruction clock cycle.

I/O PORT

(1) Port D (D₀–D₃)

Each pin of port D has an independent 1-bit wide I/O function. Each pin has an output latch. For input/output of ports D₀–D₃, select one of port D with the register Y of data pointer first. For input use, set the latch of the specified bit to “1.” All port D output latches can be set to “1” with the CLD instruction. The output structure is the N-channel open-drain. Ports D₂ and D₃ are also used as ports C and K, respectively. Accordingly, when port D₂/C is used as port D₂, set the port C output latch to “1.” When port D₃/K is used as port D₃, set the port K output latch to “1.”

(2) Port C

1-bit I/O port.
Port C output latch can be set to “1” with the SCP instruction. Port C output latch can be cleared to “0” with the RCP instruction. Port C input level can be examined by executing the skip (SNZCP) instruction. For input use, set the latch of the specified bit to “1.” The output structure is the N-channel open-drain. The pull-up transistor of port C is turned on when the bit 1 of register PU0 is set to “1” by software. Port C is also used as port D₂. Accordingly, when port D₂/C is used as port C, set the port D₂ output latch to “1.”

(3) Port K

1-bit I/O port.
For input use, set the latch of the specified bit to “1.” The output structure is the N-channel open-drain. The pull-up transistor of port K is turned on when the bit 1 of register PU0 is set to “1” by software. Port K is also used as port D₃. Accordingly, when port D₃/K is used as port K, set the port D₃ output latch to “1.”

(4) Port G (G₀–G₃)

4-bit I/O port.
For input use, set the latch of the specified bit to “1.” The output structure is the N-channel open-drain. The pull-up transistor of port G is turned on when the bit 0 of register PU0 is set to “1” by software. Ports G₀ and G₁ are also used as INT pin and TOUT pin, respectively.

Pull-up control register

Pull-up control register PU0		at reset : 00 ₂	at RAM back-up : state retained	W
PU0 ₁	Ports C and K	0	Pull-up transistor OFF	
	pull-up transistor control bit	1	Pull-up transistor ON	
PU0 ₀	Ports G ₀ –G ₃	0	Pull-up transistor OFF	
	pull-up transistor control bit	1	Pull-up transistor ON	

Note: “W” represents write enabled.

(5) Port F (F₀, F₁)

2-bit I/O port.

For input use, set the latch of the specified bit to "1." The output structure is the N-channel open-drain.

(6) Port S (S₀–S₃)

4-bit I/O port.

Port S has the logic operation (LGOP) function. For input (logic operation included) use, set the latch of the specified bit to "1." The output structure is the N-channel open-drain. When performing the logic operation, select the logic operation function with the logic operation selection register LO. Set the contents of register LO through register A with the TLOA instruction.

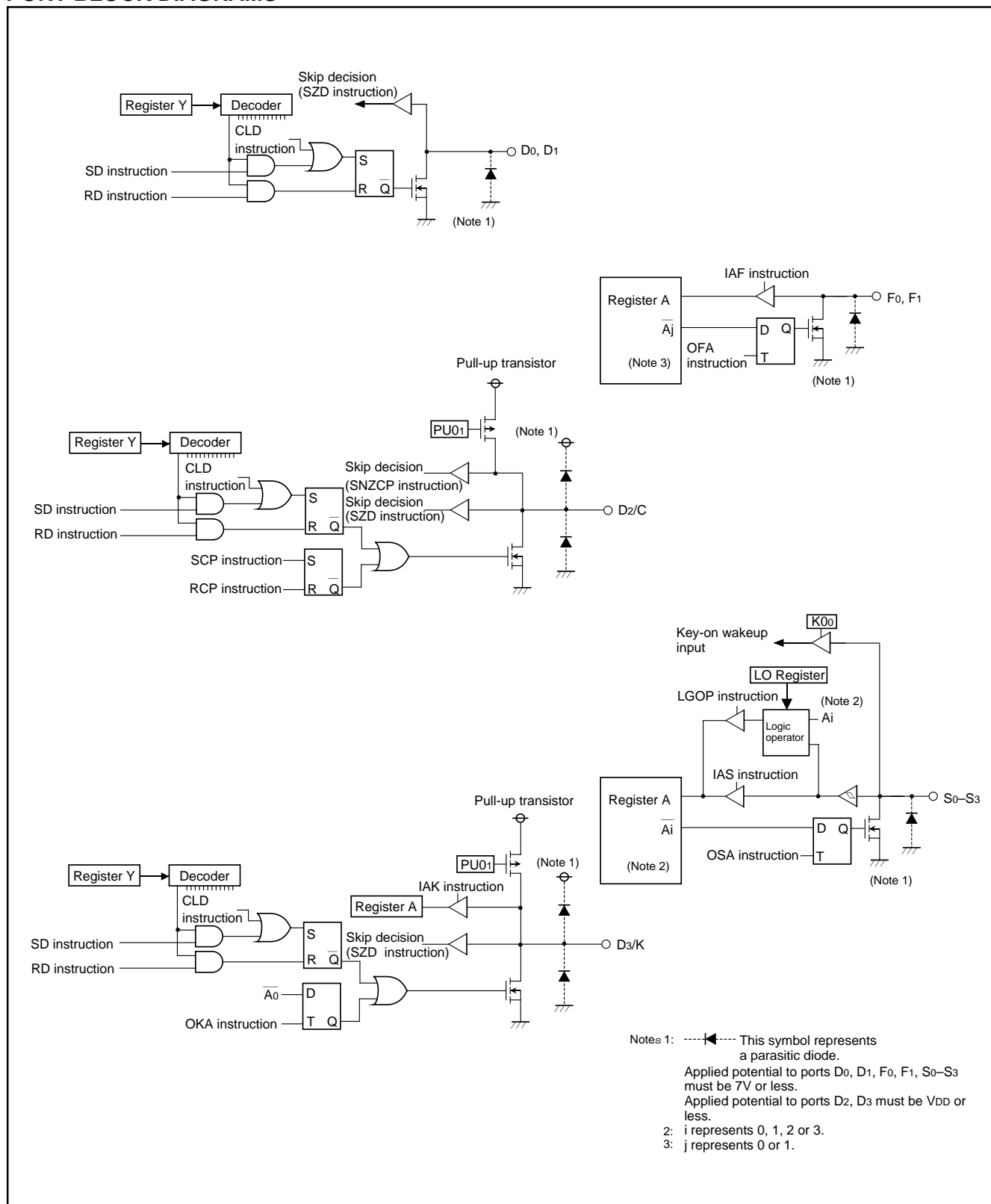
When the LGOP instruction is executed, the logic operation selected with the register LO is performed between the contents of register A and the contents of port S, and its result is stored in register A.

Logic operation selection register

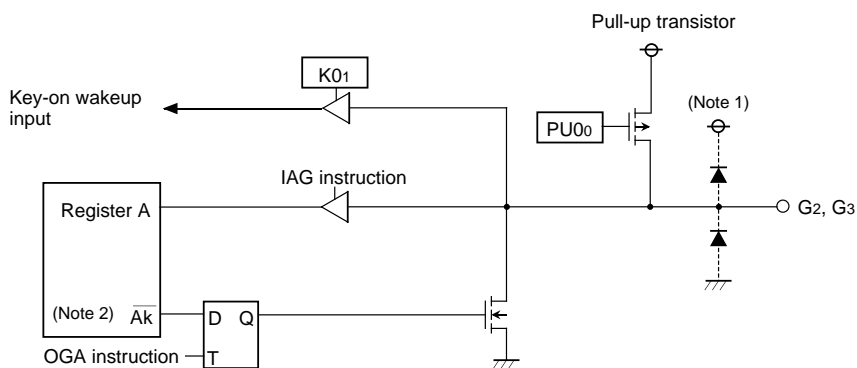
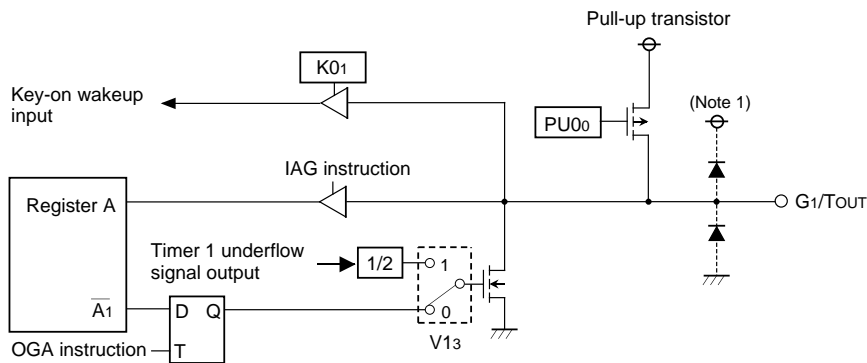
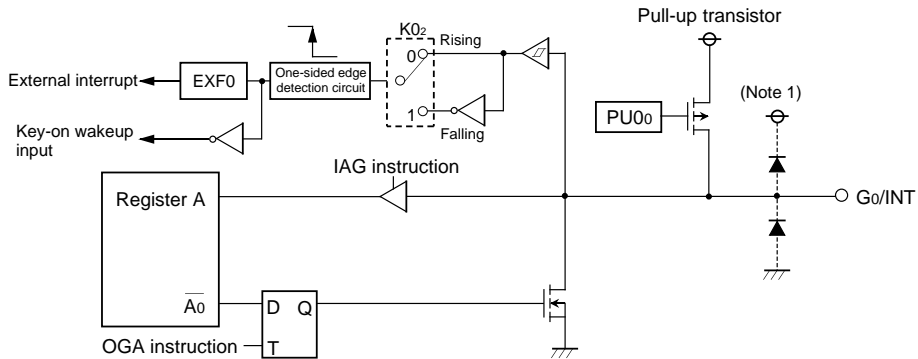
Logic operation selection register LO		at reset : 00 ₂		at RAM back-up : 00 ₂	W
LO ₁	Logic operation function selection bits	LO ₁	LO ₀	Functions	
		0	0	XOR operation	
		0	1	OR operation	
		1	0	AND operation	
LO ₀		1	1	Not available	

Note: "W" represents write enabled.

PORT BLOCK DIAGRAMS



PORT BLOCK DIAGRAMS (CONTINUED)



Notes 1: This symbol represents a parasitic diode.
Applied potential to ports G0-G3 must be V_{DD} or less.
2: k represents 2 or 3.

**FUNCTION BLOCK OPERATIONS
CPU**

(1) Arithmetic logic unit (ALU)

The arithmetic logic unit ALU performs 4-bit arithmetic such as 4-bit data addition, comparison, and bit manipulation.

(2) Register A and carry flag

Register A is a 4-bit register used for arithmetic, transfer, exchange, and I/O operation.

Carry flag CY is a 1-bit flag that is set to "1" when there is a carry with the AMC instruction (Figure 1).

It is unchanged with both A n instruction and AM instruction. The value of A₀ is stored in carry flag CY with the RAR instruction (Figure 2).

Carry flag CY can be set to "1" with the SC instruction and cleared to "0" with the RC instruction.

(3) Registers B and E

Register B is a 4-bit register used for temporary storage of 4-bit data, and for 8-bit data transfer together with register A.

Register E is an 8-bit register. It can be used for 8-bit data transfer with register B used as the high-order 4 bits and register A as the low-order 4 bits (Figure 3).

(4) Register D

Register D is a 3-bit register.

It is used to store a 7-bit ROM address together with register A and is used as a pointer within the specified page when the TABP p, BLA p, or BMLA p instruction is executed (Figure 4).

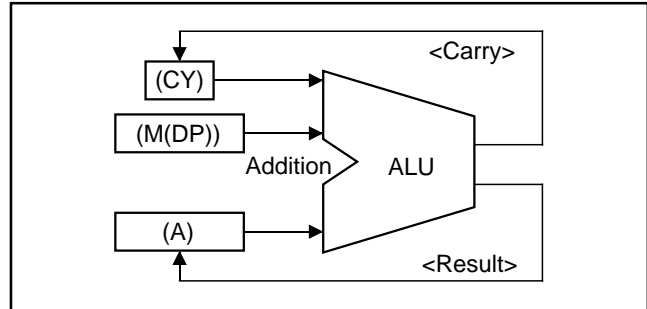


Fig. 1 AMC instruction execution example

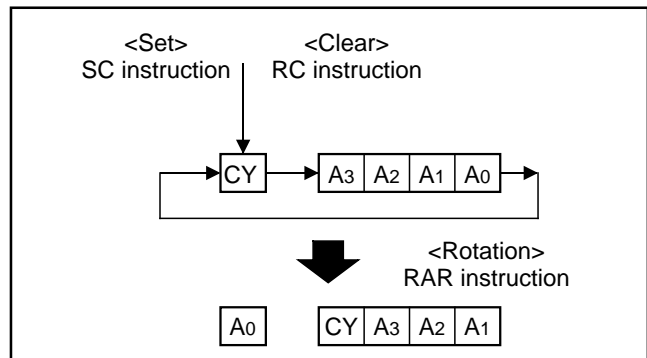


Fig. 2 RAR instruction execution example

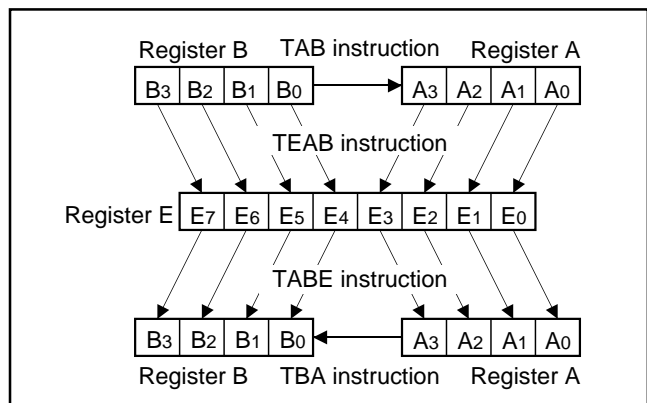


Fig. 3 Registers A, B and register E

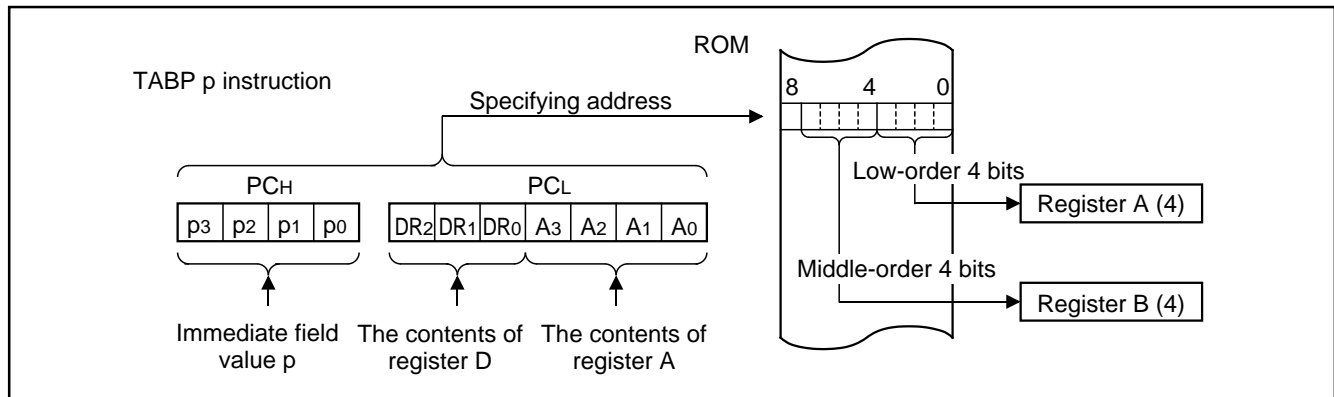


Fig. 4 TABP p instruction execution example

(5) Stack registers (SKs) and stack pointer (SP)

Stack registers (SKs) are used to temporarily store the contents of program counter (PC) just before branching until returning to the original routine when;

- branching to an interrupt service routine (referred to as an interrupt service routine),
- performing a subroutine call, or
- executing the table reference instruction (TABP p).

Stack registers (SKs) are four identical registers, so that subroutines can be nested up to 4 levels. However, one of stack registers is used respectively when using an interrupt service routine and when executing a table reference instruction. Accordingly, be careful not to over the stack when performing these operations together. The contents of registers SKs are destroyed when 4 levels are exceeded.

The register SK nesting level is pointed automatically by 2-bit stack pointer (SP).

Figure 5 shows the stack registers (SKs) structure.

Figure 6 shows the example of operation at subroutine call.

(6) Interrupt stack register (SDP)

Interrupt stack register (SDP) is a 1-stage register. When an interrupt occurs, this register (SDP) is used to temporarily store the contents of data pointer, carry flag and skip flag just before an interrupt until returning to the original routine.

Unlike the stack registers (SKs), this register (SDP) is not used when executing the subroutine call instruction and the table reference instruction.

(7) Skip flag

Skip flag controls skip decision for the conditional skip instructions and continuous described skip instructions. When an interrupt occurs, the contents of skip flag is stored automatically in the interrupt stack register (SDP) and the skip condition is retained.

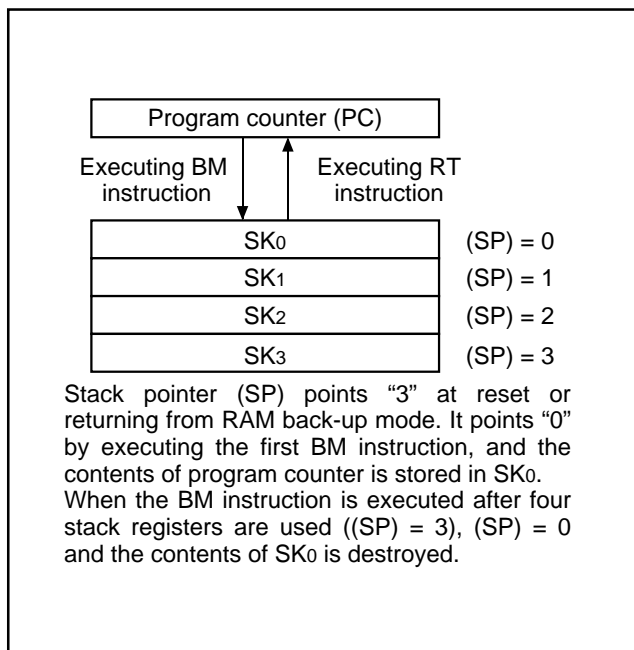


Fig. 5 Stack registers (SKs) structure

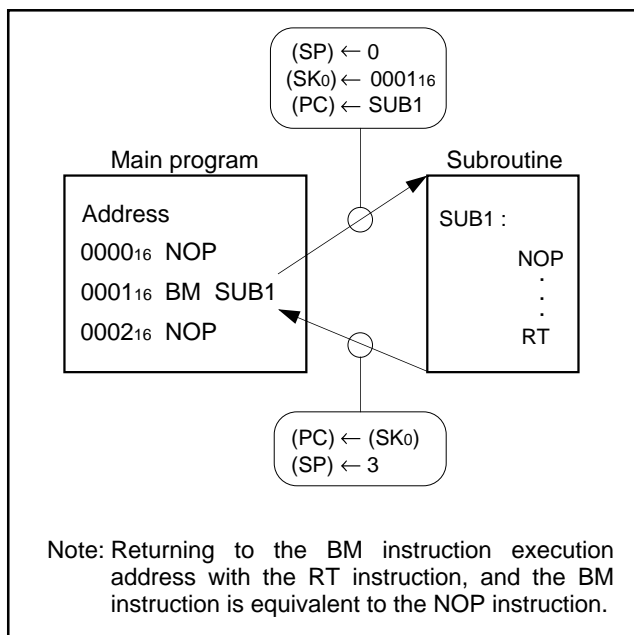


Fig. 6 Example of operation at subroutine call

(8) Program counter (PC)

Program counter (PC) is used to specify a ROM address (page and address). It determines a sequence in which instructions stored in ROM are read. It is a binary counter that increments the number of instruction bytes each time an instruction is executed. However, the value changes to a specified address when branch instructions, subroutine call instructions, return instructions, or the table reference instruction (TABP p) is executed.

Program counter consists of PC_H (most significant bit to bit 7) which specifies to a ROM page and PC_L (bits 6 to 0) which specifies an address within a page. After it reaches the last address (address 127) of a page, it specifies address 0 of the next page (Figure 7).

Make sure that the PC_H does not exceed after the last page of the built-in ROM.

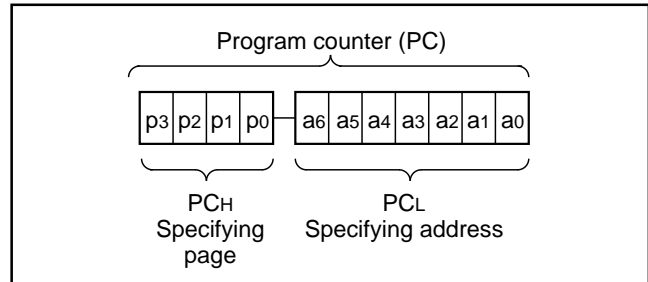


Fig. 7 Program counter (PC) structure

(9) Data pointer (DP)

Data pointer (DP) is used to specify a RAM address and consists of registers X and Y. Register X specifies a file and register Y specifies a RAM digit (Figure 8).

Register Y is also used to specify the port D bit position.

When using port D, set the port D bit position to register Y certainly and execute the SD, RD, or SZD instruction (Figure 9).

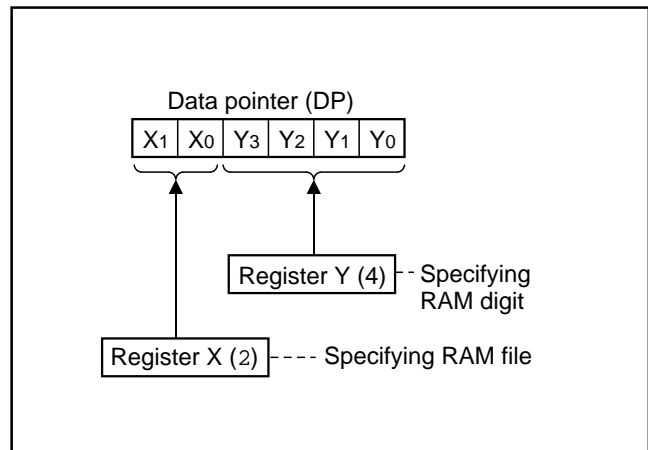


Fig. 8 Data pointer (DP) structure

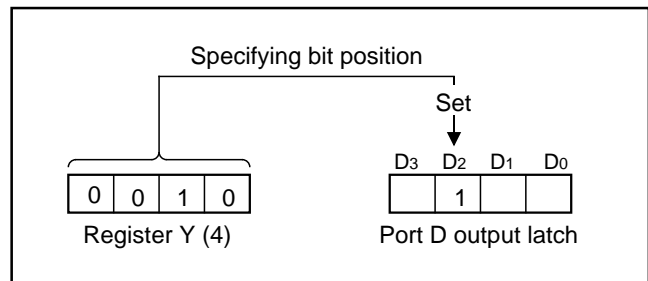


Fig. 9 SD instruction execution example

PROGRAM MEMORY (ROM)

The program memory is a mask ROM. 1 word of ROM is composed of 9 bits. ROM is separated every 128 words by the unit of page (addresses 0 to 127). Table 1 shows the ROM size and pages. Figure 10 shows the ROM map of M34250M2.

Table 1 ROM size and pages

Product	ROM size (X 9 bits)	Pages
M34250M2	2048 words	16 (0 to 15)
M34250E2		

A part of page 1 (addresses 0080₁₆ to 00FF₁₆) is reserved for interrupt addresses (Figure 11). When an interrupt occurs, the address (interrupt address) corresponding to each interrupt is set in the program counter, and the instruction at the interrupt address is executed. When using an interrupt service routine, write the instruction generating the branch to that routine at an interrupt address.

Page 2 (addresses 0100₁₆ to 017F₁₆) is the special page for subroutine calls. Subroutines written in this page can be called from any page with the 1-word instruction (BM). Subroutines extending from page 2 to another page can also be called with the BM instruction when it starts on page 2.

ROM pattern (bits 7 to 0) of all addresses can be used as data areas with the TABP p instruction.

DATA MEMORY (RAM)

1 word of RAM is composed of 4 bits, but 1-bit manipulation (with the SB j, RB j, and SZB j instructions) is enabled for the entire memory area. A RAM address is specified by a data pointer. The data pointer consists of registers X and Y. Set a value to the data pointer certainly when executing an instruction to access RAM.

Table 2 shows the RAM size. Figure 12 shows the RAM map.

Table 2 RAM size

Product	RAM size
M34250M2	64 words X 4 bits (256 bits)
M34250E2	

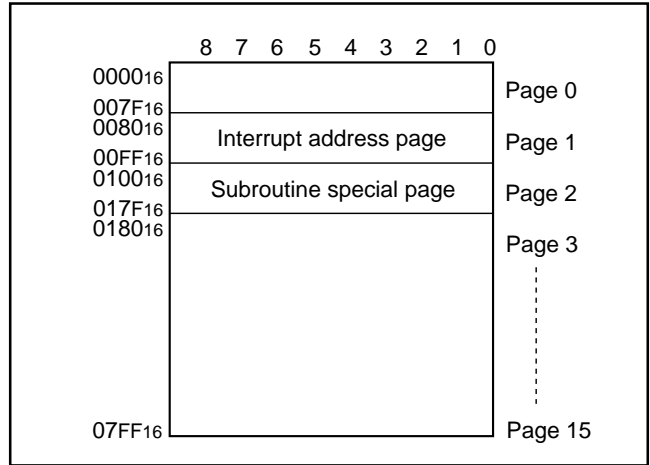


Fig. 10 ROM map of M34250M2

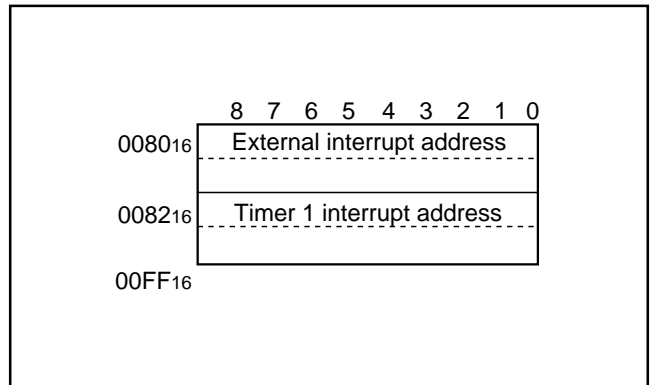


Fig. 11 Page 1 (addresses 0080₁₆ to 00FF₁₆) structure

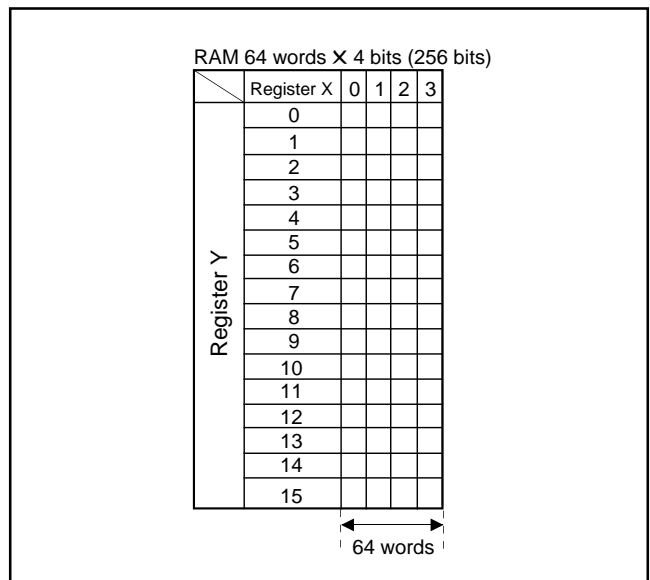


Fig. 12 RAM map

INTERRUPT FUNCTION

The interrupt type is a vectored interrupt branching to an individual address (interrupt address) according to each interrupt source. An interrupt occurs when the following 3 conditions are satisfied.

- An interrupt activated condition is satisfied (request flag = "1")
- Interrupt enable bit = "1" (interrupt request occurrence enabled)
- Interrupt enable flag (INTE) = "1" (interrupt enabled)

Table 3 shows interrupt sources. (Refer to each interrupt request flag for details of activated conditions.)

(1) Interrupt enable flag (INTE)

The interrupt enable flag (INTE) controls whether the every interrupt enable/disable. Interrupts are enabled when INTE flag is set to "1" with the EI instruction and disabled when INTE flag is cleared to "0" with the DI instruction. When any interrupt occurs, the INTE flag is automatically cleared to "0," so that other interrupts are disabled until the EI instruction is executed.

(2) Interrupt enable bit (V1₀, V1₁)

Use an interrupt enable bit of interrupt control register V1 to select the corresponding interrupt or skip instruction.

Table 4 shows the interrupt request flag, interrupt enable bit and skip instruction.

Table 5 shows the interrupt enable bit function.

(3) Interrupt request flag

When the activated condition for each interrupt is satisfied, the corresponding interrupt request flag is set to "1." Each interrupt request flag is cleared to "0" when either;

- an interrupt occurs, or
- the next instruction is skipped with a skip instruction.

Each interrupt request flag is set when the activated condition is satisfied even if the interrupt is disabled by the INTE flag or its interrupt enable bit. Once set, the interrupt request flag retains set until a clear condition is satisfied.

Accordingly, an interrupt occurs when the interrupt disable state is released while the interrupt request flag is set.

If more than one interrupt request flag is set when the interrupt disable state is released, the interrupt priority level is as follows shown in Table 3.

Table 3 Interrupt sources

Priority level	Interrupt name	Activated condition	Interrupt address
1	External interrupt	Level change of INT pin	Address 0 in page 1
2	Timer 1 interrupt	Timer 1 underflow	Address 2 in page 1

Table 4 Interrupt request flag, interrupt enable bit and skip instruction

Interrupt name	Request flag	Enable bit	Skip instruction
External interrupt	EXF0	V1 ₀	SNZ0
Timer 1 interrupt	T1F	V1 ₁	SNZ1

Table 5 Interrupt enable bit function

Interrupt enable bit	Occurrence of interrupt request	Skip instruction
1	Enabled	Invalid
0	Disabled	Valid

(4) Internal state during an interrupt

The internal state of the microcomputer during an interrupt is as follows (Figure 14).

- Program counter (PC) Each interrupt address
 - Stack register (SK) The address of main routine to be executed when returning
 - Interrupt enable flag (INTE) 0 (Interrupt disabled)
 - Interrupt request flag (only the flag for the current interrupt source) 0
 - Data pointer, carry flag, skip flag Stored in the interrupt stack register (SDP) automatically
- Program counter (PC) Each interrupt address
 - Stack register (SK) The address of main routine to be executed when returning
 - Interrupt enable flag (INTE) 0 (Interrupt disabled)
 - Interrupt request flag (only the flag for the current interrupt source) 0
 - Data pointer, carry flag, skip flag Stored in the interrupt stack register (SDP) automatically
- Program counter (PC) Each interrupt address
 - Stack register (SK) The address of main routine to be executed when returning
 - Interrupt enable flag (INTE) 0 (Interrupt disabled)
 - Interrupt request flag (only the flag for the current interrupt source) 0
 - Data pointer, carry flag, skip flag Stored in the interrupt stack register (SDP) automatically
- Program counter (PC) Each interrupt address
 - Stack register (SK) The address of main routine to be executed when returning
 - Interrupt enable flag (INTE) 0 (Interrupt disabled)
 - Interrupt request flag (only the flag for the current interrupt source) 0
 - Data pointer, carry flag, skip flag Stored in the interrupt stack register (SDP) automatically

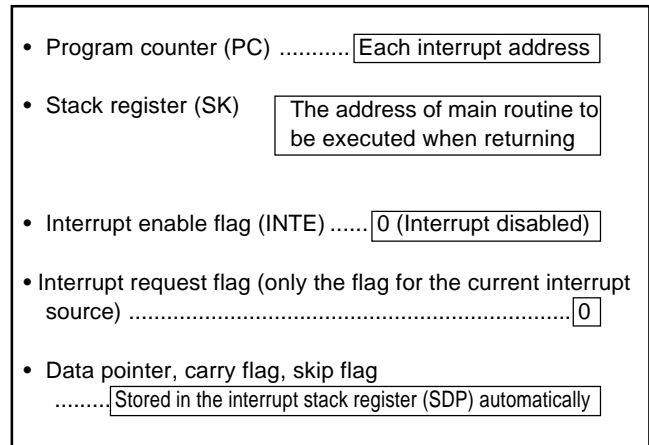


Fig. 14 Internal state when interrupt occurs

(5) Interrupt processing

When an interrupt occurs, a program at an interrupt address is executed after branching a data store sequence to stack register. Write the branch instruction to an interrupt service routine at an interrupt address. Use the RTI instruction to return to main routine. Interrupt enabled by executing the EI instruction is performed after executing 1 instruction (just after the next instruction is executed). Accordingly, when the EI instruction is executed just before the RTI instruction, interrupts are enabled after returning the main routine. (Refer to Figure 13)

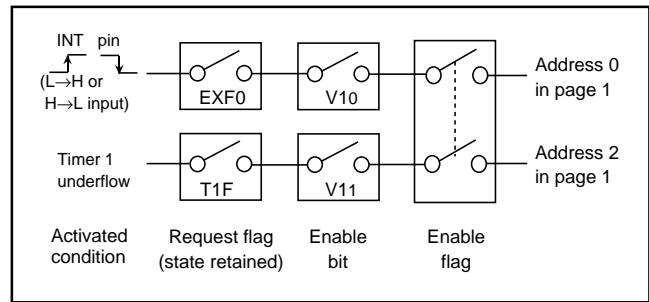


Fig. 15 Interrupt system diagram

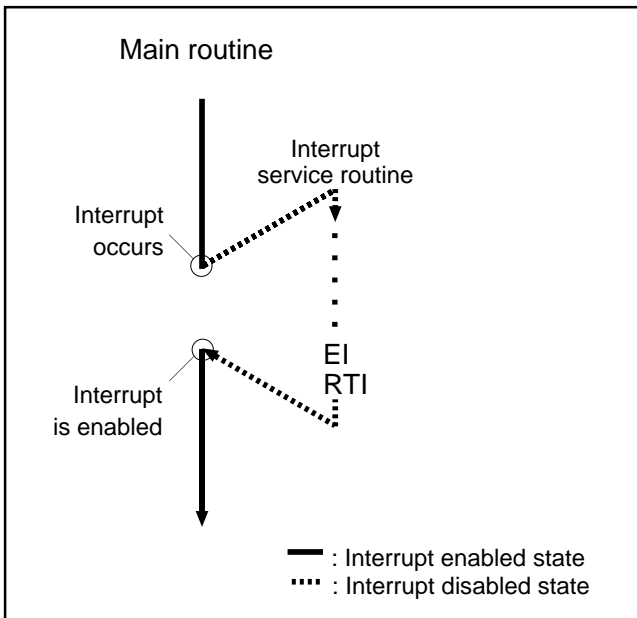


Fig. 13 Program example of interrupt processing

(6) Control register related to interrupt

- Timer control register V1
 Interrupt enable bits of external and timer 1 are assigned to register V1. Set the contents of this register through register A with the TV1A instruction. The TAV1 instruction can be used to transfer the contents of register V1 to register A.

Table 6 Control register related to interrupt

Timer control register V1		at reset : 0000 ₂	at RAM back-up : 0000 ₂	R/W
V13	G1/TOUT pin function selection bit	0	Port G1 (I/O)	
		1	TOUT pin (output)/port G1(input)	
V12	Prescaler/timer 1 operation start bit	0	Prescaler stop (initial state) / timer 1 stop (state retained)	
		1	Prescaler / timer 1 operation	
V11	Timer 1 interrupt enable bit	0	Interrupt disabled (SNZ1 instruction is valid)	
		1	Interrupt enabled (SNZ1 instruction is invalid)	
V10	External interrupt enable bit	0	Interrupt disabled (SNZ0 instruction is valid)	
		1	Interrupt enabled (SNZ0 instruction is invalid)	

Note: "R" represents read enabled, and "W" represents write enabled.

(7) Interrupt sequence

Interrupts occur only when the respective INTE flag, interrupt enable bits (V10, V11), and interrupt request flags (EXF0, T1F) are "1." The interrupt actually occurs 2 to 3 machine cycles after the cycle in which all three conditions are satisfied. The

interrupt occurs after 3 machine cycles only when the three interrupt conditions are satisfied on execution of other than one-cycle instructions (Refer to Figure 16).

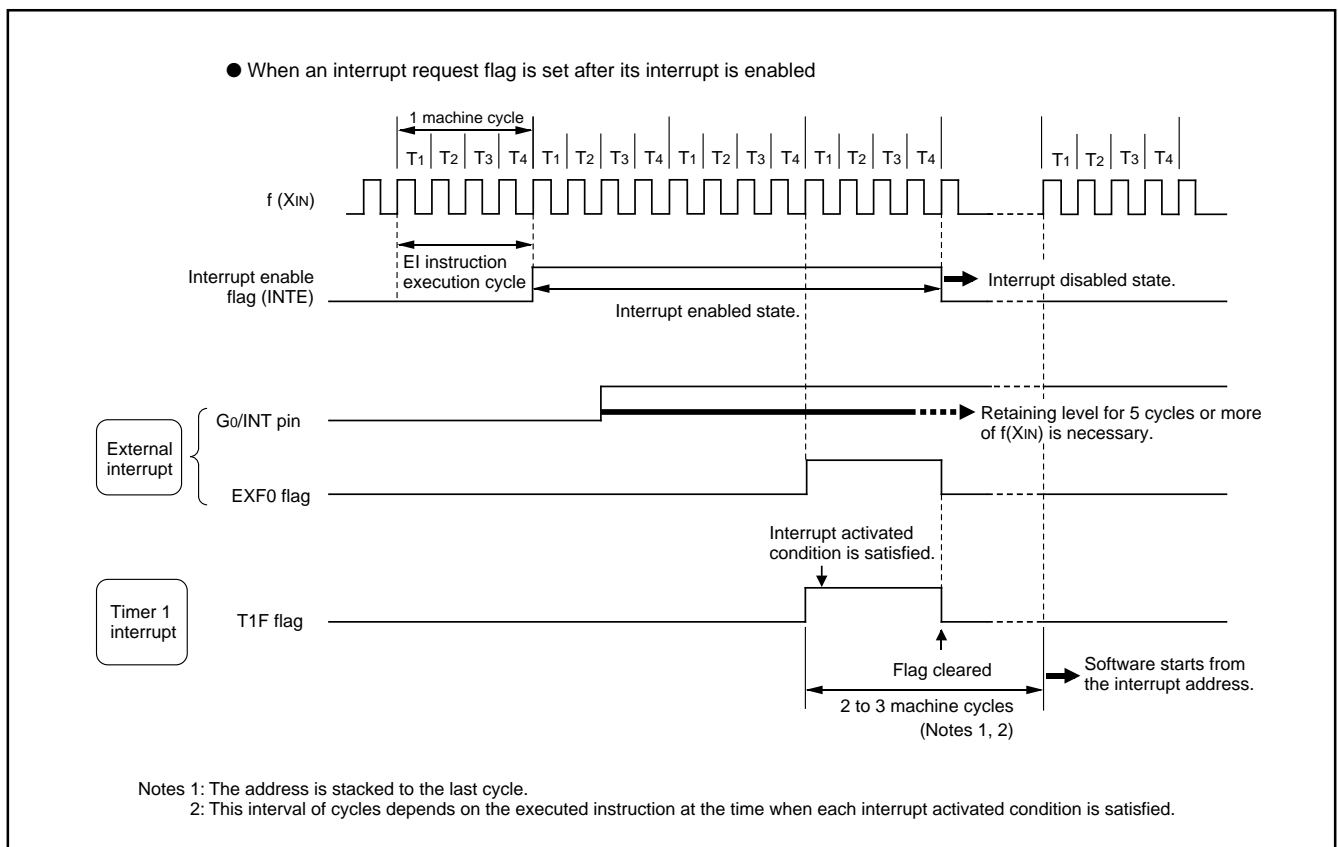


Fig. 16 Interrupt sequence

EXTERNAL INTERRUPTS

The 4250 Group has an external interrupt. An external interrupt request occurs when a valid waveform is input to an interrupt input pin (edge detection).

The external interrupt can be controlled with the key-on wakeup control register K0.

Table 7 External interrupt activated condition

Name	Input pin	Valid waveform	Valid waveform selection bit(K0 ₂)
External interrupt	Go/INT	Falling waveform ("H"→"L")	1
		Rising waveform ("L"→"H")	0

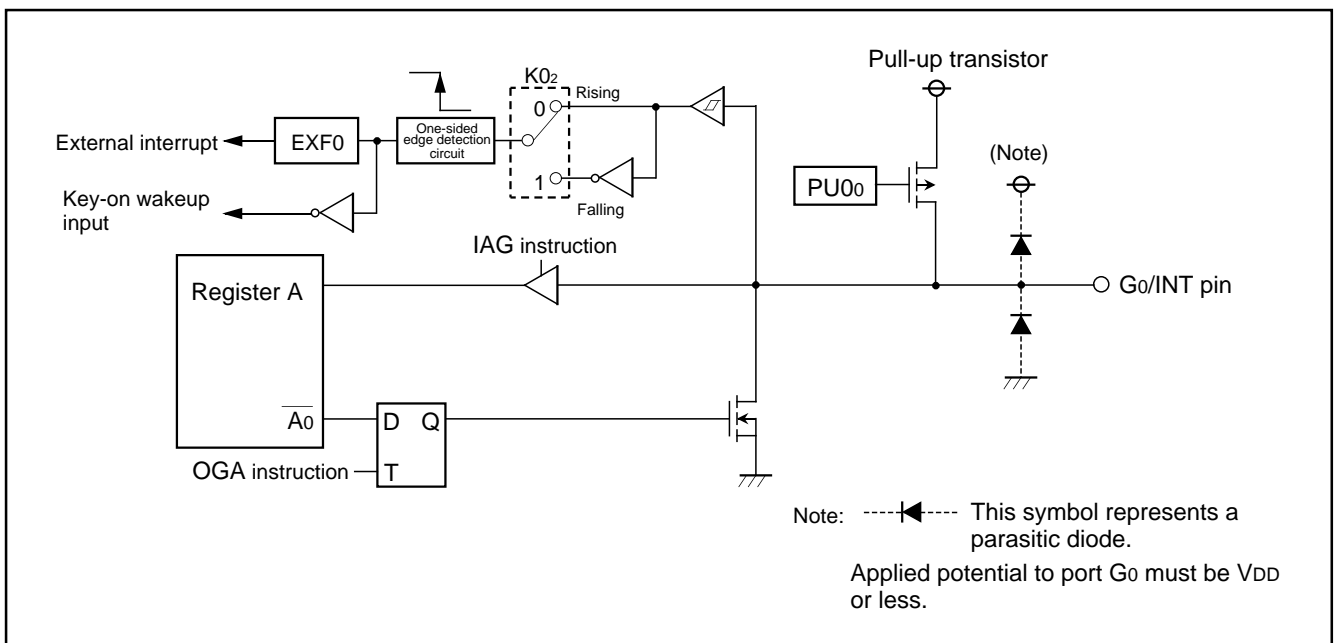


Fig. 17 External interrupt circuit structure

(1) External interrupt request flag (EXF0)

External interrupt request flag (EXF0) is set to "1" when a valid waveform is input to G₀/INT pin.

The valid waveforms causing the interrupt must be retained at their level for 5 cycles or more of f(X_{IN}) (Refer to Figure 16).

The state of EXF0 flag can be examined with the skip instruction (SNZ0). Use the timer control register V1 to select the interrupt or the skip instruction. The EXF0 flag is cleared to "0" when an interrupt occurs or when the next instruction is skipped with the skip instruction.

- External interrupt activated condition
External interrupt activated condition is satisfied when a valid waveform is input to G₀/INT pin.
The valid waveform can be selected from rising waveform or falling waveform. An example of how to use the external interrupt is as follows.
 - ① Select the valid waveform with the bit 2 of register K0.
 - ② Clear the EXF0 flag to "0" with the SNZ0 instruction.
 - ③ Set the NOP instruction for the case when a skip is performed with the SNZ0 instruction.
 - ④ Set both the external interrupt enable bit (V1₀) and the INTE flag to "1."

The external interrupt is now enabled. Now when a valid waveform is input to the G₀/INT pin, the EXF0 flag is set to "1" and the external interrupt occurs.

(2) Control register related to external interrupt

- Key-on wakeup control register K0
Register K0 controls the valid waveform for the external interrupt and key-on wakeup function. Set the contents of this register through register A with the TK0A instruction. The TAK0 instruction can be used to transfer the contents of register K0 to register A.

Table 8 Control register related to external interrupt

Key-on wakeup control register K0		at reset : 0000 ₂		at RAM back-up : state retained	R/W
K0 ₃	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4		
		1	Instruction clock divided by 512		
K0 ₂	Interrupt valid waveform for INT pin/ key-on wakeup valid waveform selection bit (Note 2)	0	Rising waveform ("L" → "H")		
		1	Falling waveform ("H" → "L")		
K0 ₁	Ports G ₁ –G ₃ key-on wakeup control bit	0	Key-on wakeup not used		
		1	Key-on wakeup used ("L" level recognized)		
K0 ₀	Ports S ₀ –S ₃ key-on wakeup control bit	0	Key-on wakeup not used		
		1	Key-on wakeup used ("L" level recognized)		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

- 2: Set a value to the bit 2 of register K0, and execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction. According to the input state of G₀/INT pin, the external interrupt request flag (EXF0) may be set to "1" when the interrupt valid waveform is changed.

TIMERS

The 4250 Group has the programmable timer.

- Programmable timer

The programmable timer has a reload register and enables the frequency dividing ratio to be set. It is decremented from a setting value n . When it underflows (count to $n + 1$), a timer interrupt request flag is set to "1," new data is loaded from the reload register, and count continues (auto-reload function).

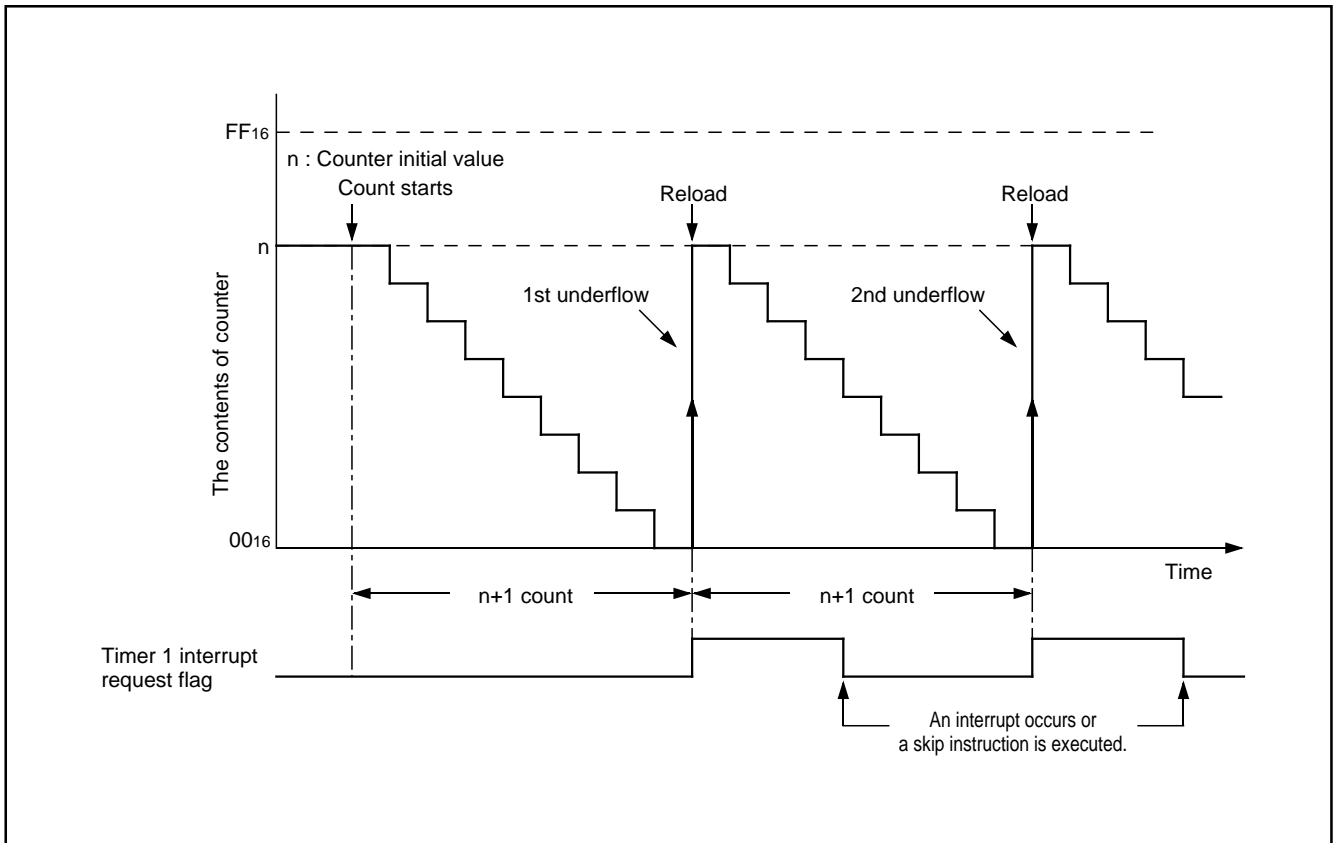


Fig. 18 Auto-reload function

The 4250 Group timer consists of the following circuits.

- Prescaler : frequency divider
- Timer 1 : 8-bit programmable timer with the interrupt function

These timers can be controlled with the timer control register V1 and key-on wakeup control register K0. Each function is described below.

Table 9 Function related timers

Circuit	Structure	Count source	Frequency dividing ratio	Use of output signal	Control register
Prescaler	Frequency divider	Instruction clock	4, 512	• Timer 1 count source	V1 K0
Timer 1	8-bit programmable binary down counter	Prescaler output (ORCLK)	1 to 256	• Tout pin • Timer 1 interrupt	V1

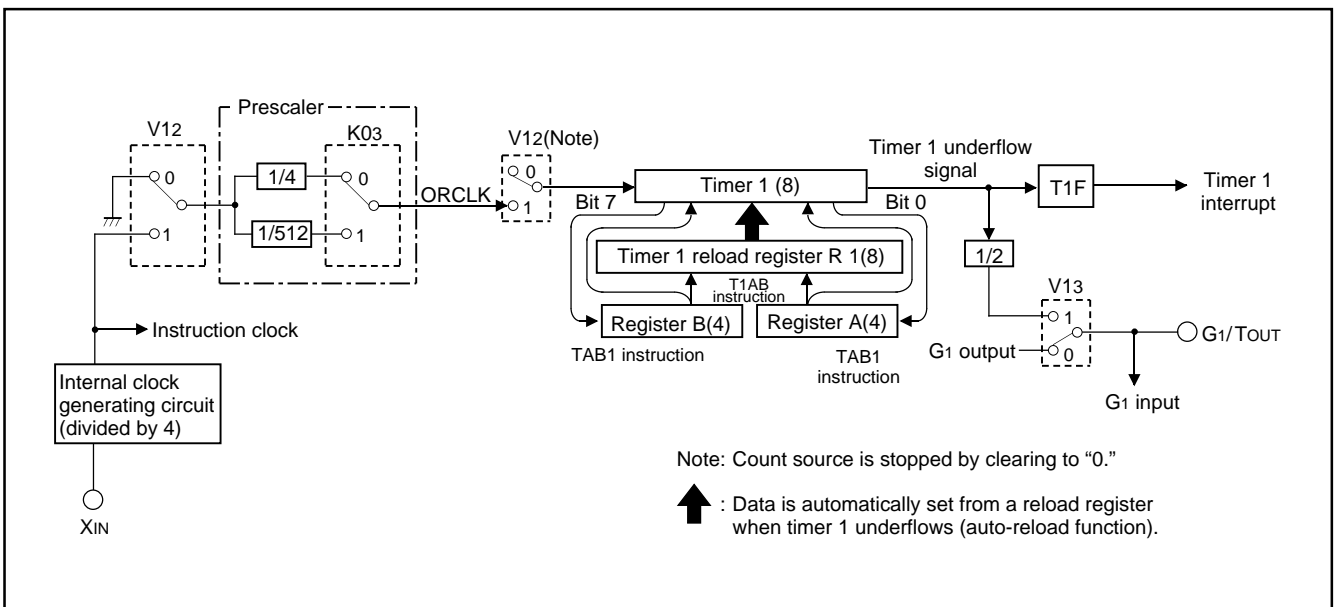


Fig. 19 Timers structure

Table 10 Control registers related to timer

Timer control register V1		at reset : 0000 ₂	at RAM back-up : 0000 ₂	R/W
V1 ₃	G ₁ /T _{OUT} pin function selection bit	0	Port G ₁ (I/O)	
		1	T _{OUT} pin (output)/port G ₁ (input)	
V1 ₂	Prescaler/timer 1 operation start bit	0	Prescaler stop (initial state) / timer 1 stop (state retained)	
		1	Prescaler / timer 1 operation	
V1 ₁	Timer 1 interrupt enable bit	0	Interrupt disabled (SNZ1 instruction is valid)	
		1	Interrupt enabled (SNZ1 instruction is invalid)	
V1 ₀	External interrupt enable bit	0	Interrupt disabled (SNZ0 instruction is valid)	
		1	Interrupt enabled (SNZ0 instruction is invalid)	
Key-on wakeup control register K0		at reset : 0000 ₂	at RAM back-up : state retained	R/W
K0 ₃	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4	
		1	Instruction clock divided by 512	
K0 ₂	Interrupt valid waveform for INT pin/ key-on wakeup valid waveform selection bit (Note 2)	0	Rising waveform ("L" → "H")	
		1	Falling waveform ("H" → "L")	
K0 ₁	Ports G ₁ –G ₃ key-on wakeup control bit	0	Key-on wakeup not used	
		1	Key-on wakeup used ("L" level recognized)	
K0 ₀	Ports S ₀ –S ₃ key-on wakeup control bit	0	Key-on wakeup not used	
		1	Key-on wakeup used ("L" level recognized)	

Notes 1: "R" represents read enabled, and "W" represents write enabled.

2: Set a value to the bit 2 of register K0, and execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction. According to the input state of G₀/INT pin, the external interrupt request flag (EXF0) may be set to "1" when the interrupt valid waveform is changed.

(1) Control registers related to timer

- Timer control register V1
G₁/T_{OUT} pin function selection bit and prescaler/timer 1 operation start bit are assigned to register V1. Set the contents of this register through register A with the TV1A instruction. The TAV1 instruction can be used to transfer the contents of register V1 to register A.
- Key-on wakeup control register K0
Prescaler dividing ratio selection bit is assigned to register K0. Set the contents of this register through register A with the TK0A instruction. The TAK0 instruction can be used to transfer the contents of register K0 to register A.

(2) Precautions

Note the following for the use of timers.

- Prescaler
Stop the prescaler operation to change its frequency dividing ratio.
- Reading the count value
Stop timer 1 counting and then execute the TAB1 instruction to read its data.

(3) Prescaler

Prescaler is a frequency divider. Its frequency dividing ratio can be selected. The count source of prescaler is the instruction clock.

Use the bit 3 of register K0 to select the prescaler dividing ratio and the bit 2 of register V1 to start and stop its operation. Prescaler is initialized, and the output signal (ORCLK) stops when the bit 2 of register V1 is cleared to "0."

(4) Timer 1 (interrupt function)

Timer 1 is an 8-bit binary down counter with the timer 1 reload register (R1). Data can be set simultaneously in timer 1 and the reload register (R1) with the T1AB instruction.

Timer 1 starts counting after the following process;

- ① set data in timer 1, and
- ② set the bit 2 of register V1 to "1."

Once count is started, when timer 1 underflows (the next count pulse is input after the contents of timer 1 becomes "0"), the timer 1 interrupt request flag (T1F) is set to "1," new data is loaded from reload register R1, and count continues (auto-reload function).

When a value set in reload register R1 is n, timer 1 divides the count source signal by n + 1 (n = 0 to 255).

Data can be read from timer 1 to registers A and B with the TAB1 instruction. When reading the data, stop the counter and then execute the TAB1 instruction. Timer 1 underflow signal divided by 2 can be output from G₁/T_{OUT} pin.

(5) Timer output pin (G₁/T_{OUT})

Timer output pin (G₁/T_{OUT}) has the function to output the timer 1 underflow signal divided by 2. The selection of G₁/T_{OUT} pin function can be controlled with the bit 3 of register V1.

(6) Timer interrupt request flag (T1F)

Timer interrupt request flag is set to "1" when the timer underflows. The state of this flag can be examined with the skip instruction (SNZ1).

Use the register V1 to select an interrupt or a skip instruction. T1F flag is cleared to "0" when an interrupt occurs or when the next instruction is skipped with a skip instruction.

RESET FUNCTION

System reset is performed by applying "L" level to $\overline{\text{RESET}}$ pin for 1 machine cycle or more when the following condition is satisfied;

- the value of supply voltage is the minimum value or more of the recommended operating conditions.

Then when "H" level is applied to $\overline{\text{RESET}}$ pin, software starts from address 0 in page 0.

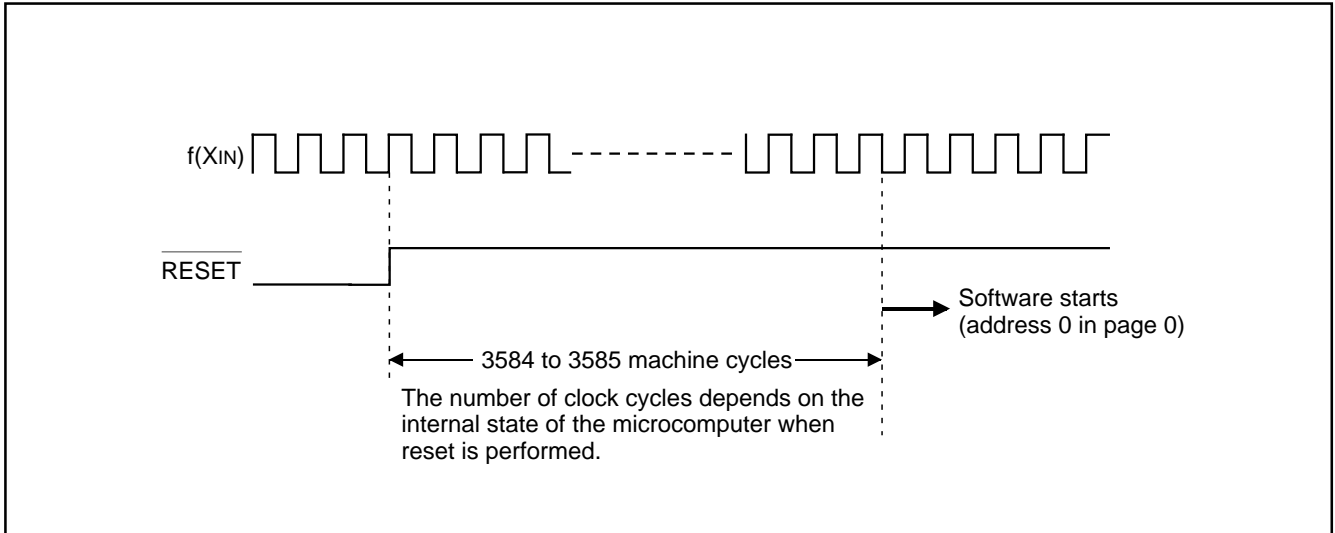


Fig. 20 Reset release timing

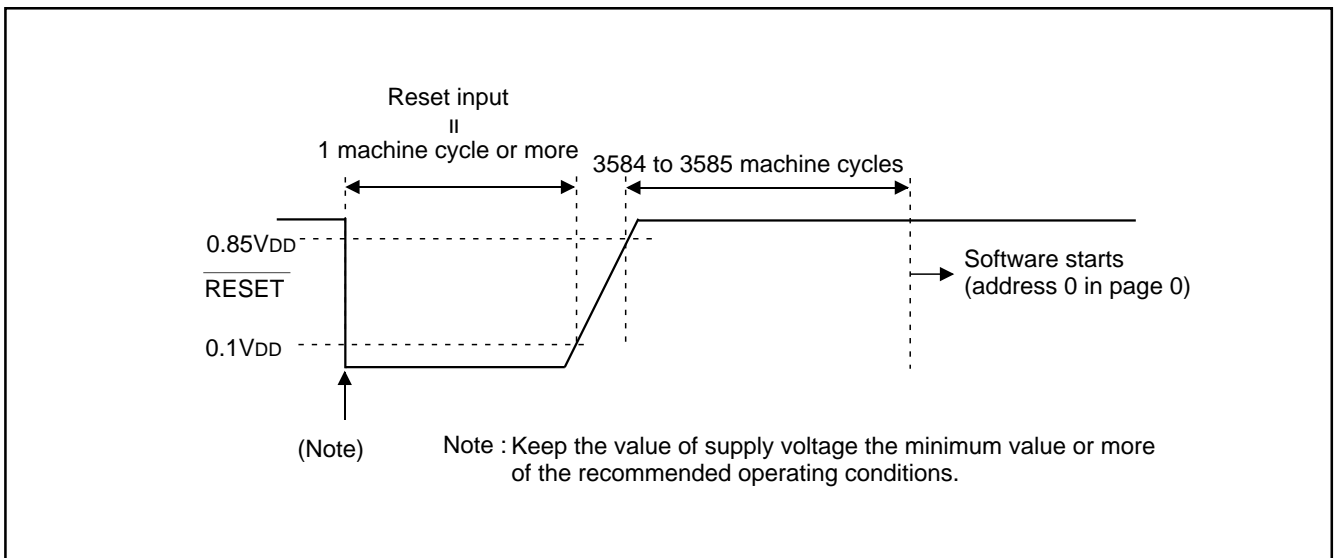


Fig. 21 $\overline{\text{RESET}}$ pin input waveform and reset operation

(1) Power-on reset

Reset can be automatically performed at power on (power-on reset) by connecting a resistor, a diode, and a capacitor to RESET pin. Connect RESET pin and the external circuit at the shortest distance.

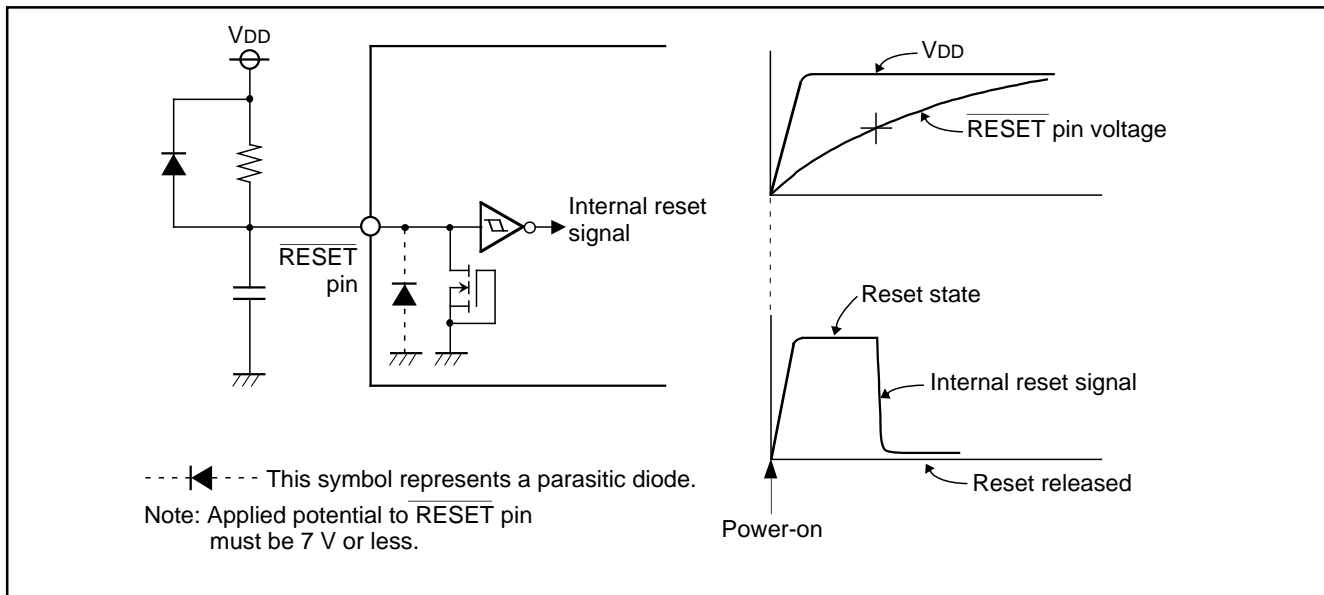


Fig. 22 Power-on reset circuit example

(2) Internal state at reset

Table 11 shows port state at reset, and Figure 23 shows internal state at reset (they are retained after system is released from reset).

The contents of timers, registers, flags and RAM except shown in Figure 23 are undefined, so set the initial value to them.

Table 11 Port state at reset

Name	Function	State
D ₀ , D ₁ , D ₂ /C, D ₃ /K	D ₀ , D ₁ , D ₂ /C, D ₃ /K	High impedance (Note)
S ₀ –S ₃	S ₀ –S ₃	
G ₀ /INT, G ₁ /TOUT	G ₀ /INT, G ₁	
G ₂ , G ₃	G ₂ , G ₃	
F ₀ , F ₁	F ₀ , F ₁	

Note: Output latch is set to "1."

• Program counter (PC)	0 0 0 0 0 0 0 0 0 0 0 0
Address 0 in page 0 is set to program counter.	
• Interrupt enable flag (INTE)	0 (Interrupt disabled)
• Power down flag (P)	0
• External interrupt request flag (EXF0)	0
• Timer 1 interrupt request flag (T1F)	0
• Timer control register V1	0 0 0 0
(Interrupt disabled, prescaler/timer 1 stopped)	
• Key-on wakeup control register K0	0 0 0 0
• Pull-up control register PU0	0 0
• Logic operation selection register LO	0 0
• Carry flag (CY)	0
• Register A	1 1 1 1
• Register B	1 1 1 1
• Stack pointer (SP)	1 1

Fig. 23 Internal state at reset

RAM BACK-UP MODE

The 4250 Group has the RAM back-up mode. When the POF instruction is executed continuously, system enters the RAM back-up state. As oscillation stops retaining RAM, the function of reset circuit and states at RAM back-up mode, current dissipation can be reduced without losing the contents of RAM. Table 12 shows the function and states retained at RAM back-up. Figure 24 shows the state transition.

(1) Identification of the start condition

Warm start (return from the RAM back-up state) or cold start (return from the normal reset state) can be identified by examining the state of the power down flag (P) with the SNZP instruction.

(2) Warm start condition

When the external wakeup signal is input after the system enters the RAM back-up state by executing the POF instruction continuously, the CPU starts executing the software from address 0 in page 0. In this case, the P flag is "1."

(3) Cold start condition

The CPU starts executing the software from address 0 in page 0 when reset pulse is input to RESET pin. In this case, the P flag is "0."

(4) Return signal

An external wakeup signal is used to return from the RAM back-up mode. Table 13 shows the return condition for each return source.

Table 12 Functions and states retained at RAM back-up

Function	RAM back-up
Program counter (PC), registers A, B, carry flag (CY), stack pointer (SP) (Note 2)	X
Contents of RAM	O
Port	X
Timer control register V1	X
Timer 1 function	X
Pull-up control register PU0	O
Key-on wakeup control register K0	O
Logic operation selection register LO	X
External interrupt request flag (EXF0)	X
Timer 1 interrupt request flag (T1F)	X
Interrupt enable flag (INTE)	X

Notes 1: "O" represents that the function can be retained, and "X" represents that the function is initialized. Registers and flags other than the above are undefined at RAM back-up, and set an initial value after returning.
 2: The stack pointer (SP) points the level of the stack register and is initialized to "3" at RAM back-up.

Table 13 Return source and return condition

Return source	Return condition	Remarks
G ₀ /INT pin	Return by an external rising edge input ("L"→"H") or falling edge input ("H"→"L"). The EXF0 flag is not set.	Select the return edge (rising edge or falling edge) with the bit 2 of register K0 according to the external state before going into the RAM back-up state.
Ports G ₁ –G ₃ S ₀ –S ₃	Return by an external "L" level input.	Set the port using the key-on wakeup function selected with register K0 to "H" level before going into the RAM back-up state.

Note: G₀/INT pin and ports G₁–G₃, S₀–S₃ share the circuit which is used to detect the edge and to recognize "L" level. The G₀/INT pin cannot be set to "no key-on wakeup."

(5) Key-on wakeup control register K0

- Key-on wakeup control register K0
The interrupt valid waveform for INT pin/key-on wakeup valid waveform selection bit, the ports G₁–G₃ key-on wakeup control bit and the ports S₀–S₃ key-on wakeup control bit are assigned to the register K0. Set the contents

of this register through register A with the TK0A instruction. The TAK0 instruction can be used to transfer the contents of register K0 to register A.

Table 14 Key-on wakeup control register

Key-on wakeup control register K0		at reset : 0000 ₂	at RAM back-up : state retained	R/W
K0 ₃	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4	
		1	Instruction clock divided by 512	
K0 ₂	Interrupt valid waveform for INT pin/ key-on wakeup valid waveform selection bit (Note 2)	0	Rising waveform ("L" → "H")	
		1	Falling waveform ("H" → "L")	
K0 ₁	Ports G ₁ –G ₃ key-on wakeup control bit	0	Key-on wakeup not used	
		1	Key-on wakeup used ("L" level recognized)	
K0 ₀	Ports S ₀ –S ₃ key-on wakeup control bit	0	Key-on wakeup not used	
		1	Key-on wakeup used ("L" level recognized)	

Notes 1: "R" represents read enabled, and "W" represents write enabled.

- 2: Set a value to the bit 2 of register K0, and execute the SNZ0 instruction to clear the EXF0 flag after executing at least one instruction. According to the input state of G₀/INT pin, the external interrupt request flag (EXF0) may be set when the interrupt valid waveform is changed.

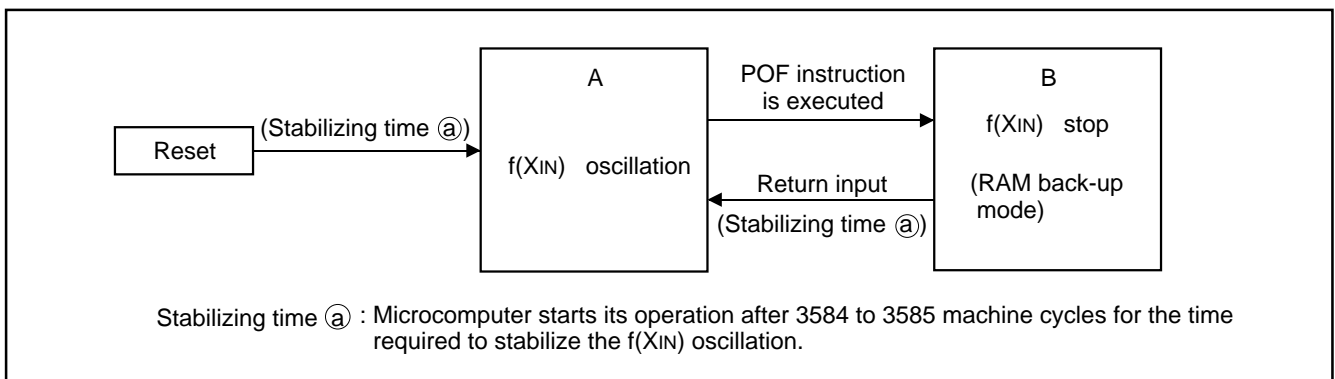


Fig. 24 State transition

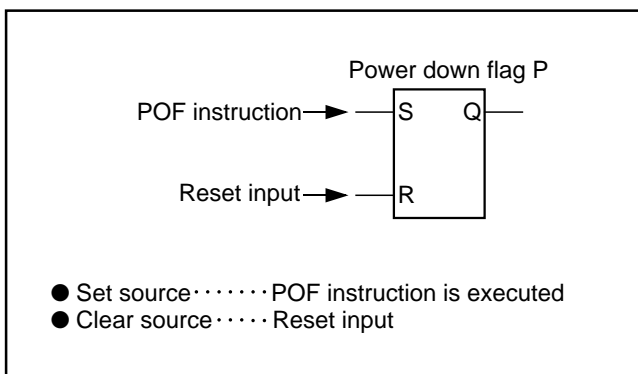


Fig. 25 Set source and clear source of the P flag

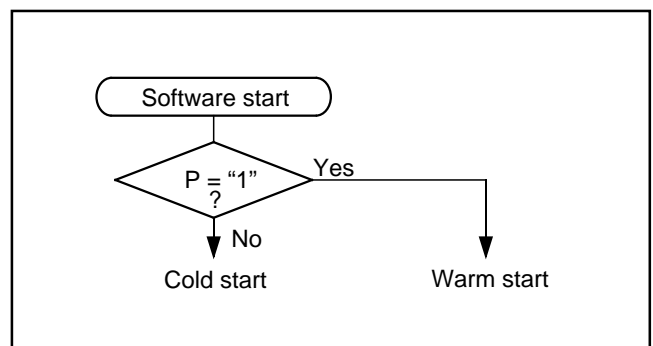


Fig. 26 Start condition identified example using the SNZP instruction

CLOCK CONTROL

The clock control circuit consists of the following circuits.

- System clock generating circuit
- Control circuit to stop the clock oscillation
- Control circuit to return from the RAM back-up state

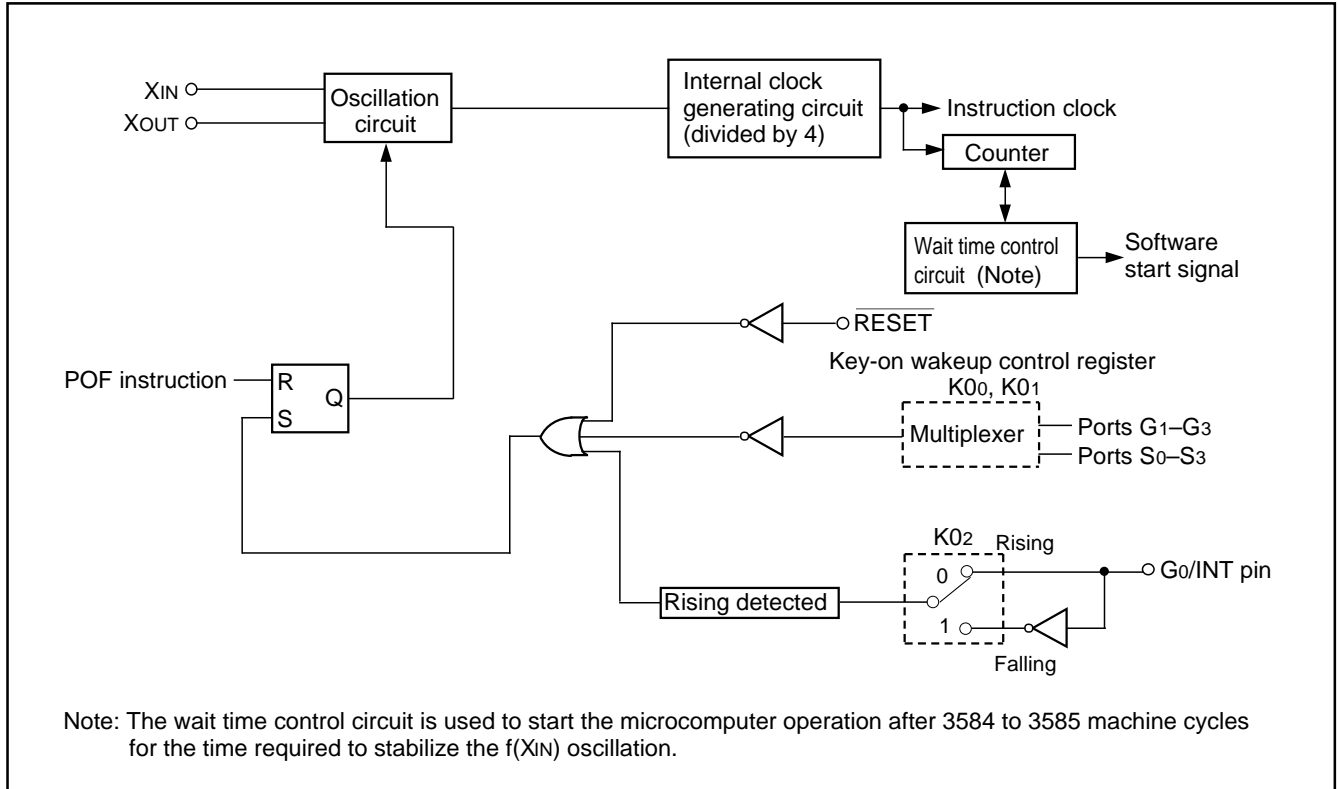


Fig. 27 Clock control circuit structure

Clock signal $f(X_{IN})$ is obtained by connecting X_{IN} pin and X_{OUT} pin directly, and externally connecting a resistor to X_{IN} and a capacitor to X_{OUT} . Connect this external circuit to pins X_{IN} and X_{OUT} at the shortest distance.

When an external clock signal is input, note the input waveform (refer to the list of precaution).

ROM ORDERING METHOD

Please submit the information described below when ordering Mask ROM.

- (1) M34250M2-XXXXFP Mask ROM Order Confirmation Form 1
- (2) Data to be written into mask ROM EPROM (three sets containing the identical data)
- (3) Mark Specification Form 1

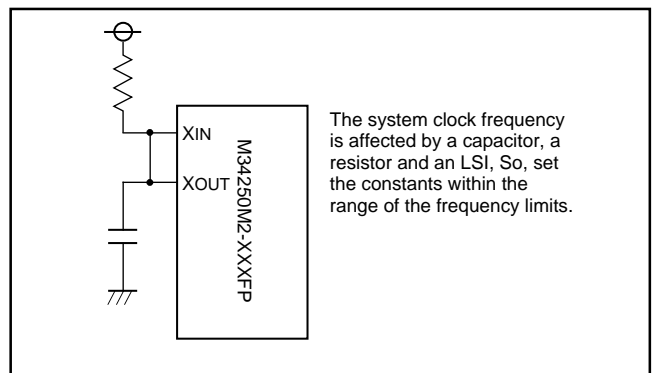


Fig. 28 Resistor and capacitor external circuit

LIST OF PRECAUTIONS

① **Noise and latch-up prevention**

Connect a capacitor on the following condition to prevent noise and latch-up;

- connect a bypass capacitor (approx. 0.01 μ F) between pins V_{DD} and V_{SS} at the shortest distance,
- equalize its wiring in width and length, and
- use the thickest wire.

In the One Time PROM version, CNV_{SS} pin is also used as V_{PP} pin. Connect this pin to V_{SS} through the resistor about 5 k Ω which is assigned to CNV_{SS}/V_{PP} pin as close as possible at the shortest distance.

② **Prescaler**

Stop the prescaler operation to change its frequency dividing ratio.

③ **Timer count source**

Stop timer 1 counting to change its count source.

④ **Program counter**

Make sure that the PC_H does not specify after the last page of the built-in ROM.

⑤ **G_0/INT pin**

When the interrupt valid waveform of the G_0/INT pin is changed with the bit 2 of register K_0 in software, be careful about the following notes.

- After clear the bit 0 of register V_1 to "0" (Figure 29①), change the interrupt valid waveform of G_0/INT pin with the bit 2 of register K_0 .
- Set a value to bit 2 of register K_0 and execute the SNZ_0 instruction to clear the external interrupt request flag (EXF_0) after executing at least one instruction (refer to Figure 29②). Depending on the input state of the G_0/INT pin, the EXF_0 flag may be set when the interrupt valid waveform is changed.

⑥ **Notes on unused pins**

- When pins G_0/INT , G_1/T_{OUT} , G_2 and G_3 are connected to V_{SS} pin, turn off their pull-up transistors (register $PU_0="X0_2"$) and also invalidate the key-on wakeup functions of pins G_1/T_{OUT} , G_2 and G_3 (register $K_0="XX0X_2"$) by software. When the POF instruction is executed while these pins are connected to V_{SS} and the key-on wakeup functions are left valid, the system returns from RAM back-up state by recognizing the return condition immediately after going into the RAM back-up state. When these pins are open, turn on their pull-up transistors (register $PU_0="X1_2"$) by software.
- When ports S_0-S_3 are connected to V_{SS} pin, invalidate the key-on wakeup functions (register $K_0="XXX0_2"$) by software. When the POF instruction is executed while these pins are connected to V_{SS} and the key-on wakeup functions are left valid, the system returns from RAM back-up state by recognizing the return condition immediately after going into the RAM back-up state.
- When ports D_2/C and D_3/K are connected to V_{SS} pin, turn off their pull-up transistors (register $PU_0="0X_2"$) by software. When these pins are open, turn on their pull-up transistors (register $PU_0="1X_2"$) by software.

(Note when connecting to V_{SS} and V_{DD})

- Connect the unused pins to V_{SS} or V_{DD} at the shortest distance (within 20 mm) and use the thick wire against noise.

⑦ **Multifunction**

- G_0/INT pin can be also used as an I/O port G_0 even when it is used as INT pin.
- G_1/T_{OUT} pin can be also used as input port G_1 even when it is used as T_{OUT} pin.
- D_2/C pin can be also used as I/O port D_2 even when it is used as port C .
- D_3/K pin can be also used as I/O port D_3 even when it is used as port K .

```

:
LA 4      ; (XXX02)
TV1A     ; The SNZ0 instruction is valid ..... ①
LA 4
TK0A     ; Change of the interrupt valid waveform
NOP      ..... ②
SNZ0     ; The SNZ0 instruction is executed
NOP
:
X : this bit is not related to the setting of  $G_0/INT$  pin.
    
```

Fig. 29 External interrupt program example

⑩ Key-on wakeup

When system returns from RAM back-up state by using the G₀/INT pin, select the return edge (rising edge or falling edge) with the bit 2 of register K0 according to the external state before going into the RAM back-up state.

When system returns from RAM back-up state by using the ports G₁–G₃ and S₀–S₃, set the port using the key-on wakeup function selected with register K0 to “H” level before going into the RAM back-up state.

G₀/INT pin and ports G₁–G₃, S₀–S₃ share the circuit which is used to detect the edge and to recognize “L” level.

The G₀/INT pin cannot be set to “no key-on wakeup.”

⑩ External clock input waveform

When the external clock is used, open X_{OUT} pin, and input the clock waveform into X_{IN} pin shown below. (Refer to Figure 30)

- Duty ratio = 50 %.
- “H” level input voltage=V_{DD} (V), “L” level input voltage=V_{SS} (V).

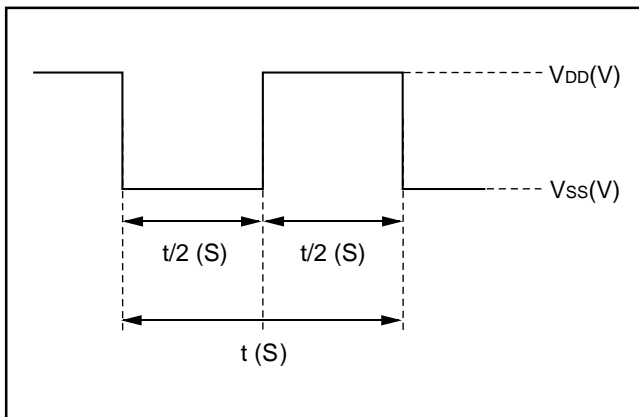


Fig. 30 External clock input waveform

⑩ CR oscillation constant

Use the external 30 pF capacitor and enable to change the frequency by the external resistor.

Test the system sufficiently because the oscillation constant depends on the ROM type (mask ROM or PROM).

SYMBOL

The symbols shown below are used in the following list of instruction function and the machine instructions.

Symbol	Contents	Symbol	Contents
A	Register A (4 bits)	D	Port D (4 bits)
B	Register B (4 bits)	F	Port F (2 bits)
DR	Register D (3 bits)	G	Port G (4 bits)
E	Register E (8 bits)	S	Port S (4 bits)
V1	Timer control register V1 (4 bits)	K	Port K (1 bit)
K0	Key-on wakeup control register K0 (4 bits)	C	Port C (1 bit)
PU0	Pull-up control register PU0 (2 bits)	x	Hexadecimal variable
LO	Logic operation selection register LO (2 bits)	y	Hexadecimal variable
X	Register X (2 bits)	p	Hexadecimal variable
Y	Register Y (4 bits)	n	Hexadecimal constant which represents the immediate value
DP	Data pointer (6 bits) (It consists of registers X and Y)	j	Hexadecimal constant which represents the immediate value
PC	Program counter (11 bits)	A ₃ A ₂ A ₁ A ₀	Binary notation of hexadecimal variable A (same for others)
PC _H	High-order 4 bits of program counter	←	Direction of data movement
PC _L	Low-order 7 bits of program counter	↔	Data exchange between a register and memory
SK	Stack register (11 bits X 4)	?	Decision of state shown before “?”
SP	Stack pointer (2 bits)	()	Contents of registers and memories
CY	Carry flag	—	Negate, Flag unchanged after executing instruction
R1	Timer 1 reload register	M(DP)	RAM address pointed by the data pointer
T1	Timer 1	a	Label indicating address a ₆ a ₅ a ₄ a ₃ a ₂ a ₁ a ₀
T1F	Timer 1 interrupt request flag	p, a	Label indicating address a ₆ a ₅ a ₄ a ₃ a ₂ a ₁ a ₀ in page p ₃ p ₂ p ₁ p ₀
INTE	Interrupt enable flag	C	Hex. C + Hex. number x (also same for others)
EXF0	External interrupt request flag	+	
P	Power down flag	x	

Note : The 4250 Group just invalidates the next instruction when a skip is performed. The contents of program counter is not increased by 2. Accordingly, the number of cycles does not change even if skip is not performed. However, the cycle count becomes “1” if the TABP p, RT, or RTS instruction is skipped.

LIST OF INSTRUCTION FUNCTION

Grouping	Mnemonic	Function	Grouping	Mnemonic	Function	Grouping	Mnemonic	Function		
Register to register transfer	TAB	$(A) \leftarrow (B)$	Arithmetic operation	LA n	$(A) \leftarrow n$ $n = 0 \text{ to } 15$	Comparison operation	SEAM	$(A) = (M(DP)) ?$		
	TBA	$(B) \leftarrow (A)$		TABP p	$(SP) \leftarrow (SP) + 1$ $(SK(SP)) \leftarrow (PC)$ $(PC_H) \leftarrow p$ $(PC_L) \leftarrow (DR_2-DR_0, A_3-A_0)$		SEA n	$(A) = n ?$ $n = 0 \text{ to } 15$		
	TAY	$(A) \leftarrow (Y)$		Branch operation	AM	$(A) \leftarrow (A) + (M(DP))$	B a	$(PC_L) \leftarrow a_6-a_0$		
	TYA	$(Y) \leftarrow (A)$					BL p, a	$(PC_H) \leftarrow p$ $(PC_L) \leftarrow a_6-a_0$		
	TEAB	$(E_7-E_4) \leftarrow (B)$ $(E_3-E_0) \leftarrow (A)$					BA a	$(PC_L) \leftarrow (a_6-a_4, A_3-A_0)$		
	TABE	$(B) \leftarrow (E_7-E_4)$ $(A) \leftarrow (E_3-E_0)$					BLA p, a	$(PC_H) \leftarrow p$ $(PC_L) \leftarrow (a_6-a_4, A_3-A_0)$		
	TDA	$(DR_2-DR_0) \leftarrow (A_2-A_0)$					Subroutine operation	AMC	$(A) \leftarrow (A) + (M(DP)) + (CY)$ $(CY) \leftarrow \text{Carry}$	BM a
RAM addresses	LXY x, y	$(X) \leftarrow x, x = 0 \text{ to } 3$ $(Y) \leftarrow y, y = 0 \text{ to } 15$						A n	$(A) \leftarrow (A) + n$ $n = 0 \text{ to } 15$	BML p, a
	INY	$(Y) \leftarrow (Y) + 1$		SC	$(CY) \leftarrow 1$	Return operation	RTI	$(PC) \leftarrow (SK(SP))$ $(SP) \leftarrow (SP) - 1$		
	DEY	$(Y) \leftarrow (Y) - 1$		RC	$(CY) \leftarrow 0$					
RAM to register transfer	TAM j	$(A) \leftarrow (M(DP))$ $(X) \leftarrow (X) \text{ EXOR}(j)$ $j = 0 \text{ to } 3$		SZC	$(CY) = 0 ?$				BMLA p, a	$(SP) \leftarrow (SP) + 1$ $(SK(SP)) \leftarrow (PC)$ $(PC_H) \leftarrow p$ $(PC_L) \leftarrow (a_6-a_4, A_3-A_0)$
	XAM j	$(A) \leftrightarrow (M(DP))$ $(X) \leftarrow (X) \text{ EXOR}(j)$ $j = 0 \text{ to } 3$		CMA	$(A) \leftarrow (\bar{A})$	Bit operation	RT	$(PC) \leftarrow (SK(SP))$ $(SP) \leftarrow (SP) - 1$		
	XAMD j	$(A) \leftrightarrow (M(DP))$ $(X) \leftarrow (X) \text{ EXOR}(j)$ $j = 0 \text{ to } 3$ $(Y) \leftarrow (Y) - 1$		RAR	$\rightarrow \boxed{CY} \rightarrow \boxed{A_3A_2A_1A_0}$					
	XAMI j	$(A) \leftrightarrow (M(DP))$ $(X) \leftarrow (X) \text{ EXOR}(j)$ $j = 0 \text{ to } 3$ $(Y) \leftarrow (Y) + 1$		LGOP	Logic operation instruction XOR, OR, AND	Return operation	RTS	$(PC) \leftarrow (SK(SP))$ $(SP) \leftarrow (SP) - 1$		
	Bit operation	SB j	$(M_j(DP)) \leftarrow 1$ $j = 0 \text{ to } 3$	SB j	$(M_j(DP)) \leftarrow 1$ $j = 0 \text{ to } 3$					
		RB j	$(M_j(DP)) \leftarrow 0$ $j = 0 \text{ to } 3$	RB j	$(M_j(DP)) \leftarrow 0$ $j = 0 \text{ to } 3$					
		SZB j	$(M_j(DP)) = 0 ?$ $j = 0 \text{ to } 3$	SZB j	$(M_j(DP)) = 0 ?$ $j = 0 \text{ to } 3$					

LIST OF INSTRUCTION FUNCTION (CONTINUED)

Grouping	Mnemonic	Function	Grouping	Mnemonic	Function	Grouping	Mnemonic	Function
Interrupt operation	DI	$INTE \leftarrow 0$	Input/Output operation	CLD	$(D) \leftarrow 1$	Other operation	NOP	$(PC) \leftarrow (PC) + 1$
	EI	$INTE \leftarrow 1$		RD	$(D(Y)) \leftarrow 0$ $(Y) = 0 \text{ to } 3$		POF	RAM back-up
	SNZ0	$(EXF0) = 1 ?$ After skipping the next instruction $(EXF0) \leftarrow 0$		SD	$(D(Y)) \leftarrow 1$ $(Y) = 0 \text{ to } 3$		SNZP	$(P) = 1 ?$
Timer operation	TAB1	$(B) \leftarrow (T17-T14)$ $(A) \leftarrow (T13-T10)$		SZD	$(D(Y)) = 0 ?$ $(Y) = 0 \text{ to } 3$		TLOA	$(LO) \leftarrow (A1, A0)$
	T1AB	$(R17-R14) \leftarrow (B)$ $(T17-T14) \leftarrow (B)$ $(R13-R10) \leftarrow (A)$ $(T13-T10) \leftarrow (A)$		SCP	$(C) \leftarrow 1$		TV1A	$(V1) \leftarrow (A)$
	SNZ1	$(T1F) = 1 ?$ After skipping the next instruction $(T1F) \leftarrow 0$		RCP	$(C) \leftarrow 0$		TAV1	$(A) \leftarrow (V1)$
				SNZCP	$(C) = 1 ?$		TK0A	$(K0) \leftarrow (A)$
				OFA	$(F) \leftarrow (A1, A0)$		TAK0	$(A) \leftarrow (K0)$
				IAF	$(A1, A0) \leftarrow (F)$ $(A3, A2) \leftarrow (0)$		TPU0A	$(PU0) \leftarrow (A)$
		OGA		$(G) \leftarrow (A)$				
		IAG		$(A) \leftarrow (G)$				
		OSA		$(S) \leftarrow (A)$				
		IAS		$(A) \leftarrow (S)$				
		OKA		$(K) \leftarrow (A0)$				
		IAK		$(A0) \leftarrow (K),$ $(A3, A2, A1) \leftarrow (0)$				

INSTRUCTION CODE TABLE

D3-D0	D8-D4 Hex. notation	00000	00001	00010	00011	00100	00101	00110	00111	01000	01001	01010	01011	01100	01101	01110	01111	10000 10111	11000 11111
		00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	10 to 17	18 to 1F
0000	0	NOP	BLA	SZB 0	BL	—	BMLA	XAM 0	BML	OGA	TABP 0	A 0	LA 0	LXY 0,0	LXY 1,0	LXY 2,0	LXY 3,0	BM	B
0001	1	BA	CLD	SZB 1	BL	LGOP	—	XAM 1	BML	OKA	TABP 1	A 1	LA 1	LXY 0,1	LXY 1,1	LXY 2,1	LXY 3,1	BM	B
0010	2	—	—	SZB 2	BL	—	—	XAM 2	BML	SCP	TABP 2	A 2	LA 2	LXY 0,2	LXY 1,2	LXY 2,2	LXY 3,2	BM	B
0011	3	SNZP	INY	SZB 3	BL	—	—	XAM 3	BML	RCP	TABP 3	A 3	LA 3	LXY 0,3	LXY 1,3	LXY 2,3	LXY 3,3	BM	B
0100	4	DI	RD	SZD	BL	RT	—	TAM 0	BML	OFA	TABP 4	A 4	LA 4	LXY 0,4	LXY 1,4	LXY 2,4	LXY 3,4	BM	B
0101	5	EI	SD	SEAn	BL	RTS	IAS	TAM 1	BML	T1AB	TABP 5	A 5	LA 5	LXY 0,5	LXY 1,5	LXY 2,5	LXY 3,5	BM	B
0110	6	RC	—	SEAM	BL	RTI	IAF	TAM 2	BML	TV1A	TABP 6	A 6	LA 6	LXY 0,6	LXY 1,6	LXY 2,6	LXY 3,6	BM	B
0111	7	SC	DEY	—	BL	—	IAK	TAM 3	BML	TK0A	TABP 7	A 7	LA 7	LXY 0,7	LXY 1,7	LXY 2,7	LXY 3,7	BM	B
1000	8	—	—	IAG	BL	—	TLOA	XAMI 0	BML	TAV1	TABP 8	A 8	LA 8	LXY 0,8	LXY 1,8	LXY 2,8	LXY 3,8	BM	B
1001	9	—	—	TDA	BL	—	—	XAMI 1	BML	TAK0	TABP 9	A 9	LA 9	LXY 0,9	LXY 1,9	LXY 2,9	LXY 3,9	BM	B
1010	A	AM	TEAB	TABE	BL	—	—	XAMI 2	BML	TAB1	TABP 10	A 10	LA 10	LXY 0,10	LXY 1,10	LXY 2,10	LXY 3,10	BM	B
1011	B	AMC	OSA	—	BL	—	—	XAMI 3	BML	TPU0A	TABP 11	A 11	LA 11	LXY 0,11	LXY 1,11	LXY 2,11	LXY 3,11	BM	B
1100	C	TYA	CMA	—	BL	RB 0	SB 0	XAMD 0	BML	SNZ1	TABP 12	A 12	LA 12	LXY 0,12	LXY 1,12	LXY 2,12	LXY 3,12	BM	B
1101	D	POF	RAR	—	BL	RB 1	SB 1	XAMD 1	BML	SNZCP	TABP 13	A 13	LA 13	LXY 0,13	LXY 1,13	LXY 2,13	LXY 3,13	BM	B
1110	E	TBA	TAB	—	BL	RB 2	SB 2	XAMD 2	BML	—	TABP 14	A 14	LA 14	LXY 0,14	LXY 1,14	LXY 2,14	LXY 3,14	BM	B
1111	F	—	TAY	SZC	BL	RB 3	SB 3	XAMD 3	BML	SNZ0	TABP 15	A 15	LA 15	LXY 0,15	LXY 1,15	LXY 2,15	LXY 3,15	BM	B

The above table shows the relationship between machine language codes and machine language instructions. D3-D0 show the low-order 4 bits of the machine language code, and D8-D4 show the high-order 5 bits of the machine language code. The hexadecimal representation of the code is also provided. There are one-word instructions and two-word instructions, but only the first word of each instruction is shown.

The codes for the second word of a two-word instruction are described below.

The second word	
BL	1 1 a a a a a a a
BML	1 0 a a a a a a a
BA	1 1 a a a a a a a
BLA	1 1 a a a p p p p
BMLA	1 0 a a a p p p p
SEA	0 1 0 1 1 n n n n
SZD	0 0 0 1 0 1 0 1 1

Do not use the code marked “—.”

MACHINE INSTRUCTIONS

Parameter Type of instructions	Mnemonic	Instruction code								Hexadecimal notation	Number of words	Number of cycles	Function	
		D8	D7	D6	D5	D4	D3	D2	D1					D0
Register to register transfer	TAB	0	0	0	0	1	1	1	1	0	0 1 E	1	1	(A) ← (B)
	TBA	0	0	0	0	0	1	1	1	0	0 0 E	1	1	(B) ← (A)
	TAY	0	0	0	0	1	1	1	1	1	0 1 F	1	1	(A) ← (Y)
	TYA	0	0	0	0	0	1	1	0	0	0 0 C	1	1	(Y) ← (A)
	TEAB	0	0	0	0	1	1	0	1	0	0 1 A	1	1	(E7-E4) ← (B) (E3-E0) ← (A)
	TABE	0	0	0	1	0	1	0	1	0	0 2 A	1	1	(B) ← (E7-E4) (A) ← (E3-E0)
	TDA	0	0	0	1	0	1	0	0	1	0 2 9	1	1	(DR2-DR0) ← (A2-A0)
RAM addresses	LXY x, y	0	1	1	x1	x0	y3	y2	y1	y0	0 C y +x	1	1	(X) ← x, x = 0 to 3 (Y) ← y, y = 0 to 15
	INY	0	0	0	0	1	0	0	1	1	0 1 3	1	1	(Y) ← (Y) + 1
	DEY	0	0	0	0	1	0	1	1	1	0 1 7	1	1	(Y) ← (Y) - 1

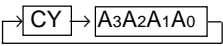
Skip condition	Carry flag CY	Detailed description
–	–	Transfers the contents of register B to register A.
–	–	Transfers the contents of register A to register B.
–	–	Transfers the contents of register Y to register A.
–	–	Transfers the contents of register A to register Y.
–	–	Transfers the contents of registers A and B to register E.
–	–	Transfers the contents of register E to registers A and B.
–	–	Transfers the contents of register A to register D.
Continuous description	–	Loads the value x in the immediate field to register X, and the value y in the immediate field to register Y. When the LXY instructions are continuously coded and executed, only the first LXY instruction is executed and other LXY instructions coded continuously are skipped.
(Y) = 0	–	Adds 1 to the contents of register Y. As a result of addition, when the contents of register Y is 0, the next instruction is skipped.
(Y) = 15	–	Subtracts 1 from the contents of register Y. As a result of subtraction, when the contents of register Y is 15, the next instruction is skipped.

MACHINE INSTRUCTIONS (CONTINUED)

Parameter Type of instructions	Mnemonic	Instruction code								Hexadecimal notation	Number of words	Number of cycles	Function	
		D ₈	D ₇	D ₆	D ₅	D ₄	D ₃	D ₂	D ₁					D ₀
RAM to register transfer	TAM j	0	0	1	1	0	0	1	j ₁	j ₀	0 6 4 +j	1	1	(A) ← (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3
	XAM j	0	0	1	1	0	0	0	j ₁	j ₀	0 6 j	1	1	(A) ↔ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3
	XAMD j	0	0	1	1	0	1	1	j ₁	j ₀	0 6 C +j	1	1	(A) ↔ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3 (Y) ← (Y) - 1
	XAMI j	0	0	1	1	0	1	0	j ₁	j ₀	0 6 8 +j	1	1	(A) ↔ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3 (Y) ← (Y) + 1

Skip condition	Carry flag CY	Detailed description
-	-	After transferring the contents of M(DP) to register A, an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X.
-	-	After exchanging the contents of M(DP) with the contents of register A, an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X.
(Y) = 15	-	After exchanging the contents of M(DP) with the contents of register A, an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X. Subtracts 1 from the contents of register Y. As a result of subtraction, when the contents of register Y is 15, the next instruction is skipped.
(Y) = 0	-	After exchanging the contents of M(DP) with the contents of register A, an exclusive OR operation is performed between register X and the value j in the immediate field, and stores the result in register X. Adds 1 to the contents of register Y. As a result of addition, when the contents of register Y is 0, the next instruction is skipped.

MACHINE INSTRUCTIONS (CONTINUED)

Parameter Type of instructions	Mnemonic	Instruction code								Hexadecimal notation	Number of words	Number of cycles	Function	
		D8	D7	D6	D5	D4	D3	D2	D1					D0
Arithmetic operation	LA n	0	1	0	1	1	n ₃	n ₂	n ₁	n ₀	0 B n	1	1	(A) ← n n = 0 to 15
	TABP p	0	1	0	0	1	p ₃	p ₂	p ₁	p ₀	0 9 p	1	3	(SK(SP)) ← (PC) (SP) ← (SP) + 1 (PC _H) ← p (PC _L) ← (DR ₂ -DR ₀ , A ₃ -A ₀) (B) ← (ROM(PC)) _{7 to 4} (A) ← (ROM(PC)) _{3 to 0} (SP) ← (SP) - 1 (PC) ← (SK(SP)) (Note)
	AM	0	0	0	0	0	1	0	1	0	0 0 A	1	1	(A) ← (A) + (M(DP))
	AMC	0	0	0	0	0	1	0	1	1	0 0 B	1	1	(A) ← (A) + (M(DP)) + (CY) (CY) ← Carry
	A n	0	1	0	1	0	n ₃	n ₂	n ₁	n ₀	0 A n	1	1	(A) ← (A) + n n = 0 to 15
	SC	0	0	0	0	0	0	1	1	1	0 0 7	1	1	(CY) ← 1
	RC	0	0	0	0	0	0	1	1	0	0 0 6	1	1	(CY) ← 0
	SZC	0	0	0	1	0	1	1	1	1	0 2 F	1	1	(CY) = 0 ?
	CMA	0	0	0	0	1	1	1	0	0	0 1 C	1	1	(A) ← (A̅)
	RAR	0	0	0	0	1	1	1	0	1	0 1 D	1	1	
LGOP	0	1	0	0	0	0	0	0	1	0 4 1	1	1	Logic operation instruction XOR, OR, AND	

Note : p is 0 to 15 for M34250E2, and p is 0 to 15 for M34250M2.

Skip condition	Carry flag CY	Detailed description
Continuous description	-	Loads the value n in the immediate field to register A. When the LA instructions are continuously coded and executed, only the first LA instruction is executed and other LA instructions coded continuously are skipped.
-	-	Transfers bits 7 to 4 to register B and bits 3 to 0 to register A. These bits 7 to 0 are the ROM pattern in address (DR ₂ DR ₁ DR ₀ A ₃ A ₂ A ₁ A ₀) specified by registers A and D in page p. When this instruction is executed, 1 stage of stack register is used.
-	-	Adds the contents of M(DP) to register A. Stores the result in register A. The contents of carry flag CY remains unchanged.
-	0/1	Adds the contents of M(DP) and carry flag CY to register A. Stores the result in register A and carry flag CY.
Overflow = 0	-	Adds the value n in the immediate field to register A. The contents of carry flag CY remains unchanged. Skips the next instruction when there is no overflow as the result of operation.
-	1	Sets (1) to carry flag CY.
-	0	Clears (0) to carry flag CY.
(CY) = 0	-	Skips the next instruction when the contents of carry flag CY is "0."
-	-	Stores the one's complement for register A's contents in register A.
-	0/1	Rotates 1 bit of the contents of register A including the contents of carry flag CY to the right.
-	-	Execute the logic operation selected by logic operation selection register LO between the contents of register A and port S, and stores the result in register A.

MACHINE INSTRUCTIONS (CONTINUED)

Parameter Type of instructions	Mnemonic	Instruction code								Hexadecimal notation	Number of words	Number of cycles	Function	
		D8	D7	D6	D5	D4	D3	D2	D1					D0
Bit operation	SB j	0	0	1	0	1	1	1	j ₁	j ₀	0 5 C +j	1	1	(M _j (DP)) ← 1 j = 0 to 3
	RB j	0	0	1	0	0	1	1	j ₁	j ₀	0 4 C +j	1	1	(M _j (DP)) ← 0 j = 0 to 3
	SZB j	0	0	0	1	0	0	0	j ₁	j ₀	0 2 j	1	1	(M _j (DP)) = 0 ? j = 0 to 3
Comparison operation	SEAM	0	0	0	1	0	0	1	1	0	0 2 6	1	1	(A) = (M(DP)) ?
	SEA n	0	0	0	1	0	0	1	0	1	0 2 5	2	2	(A) = n ? n = 0 to 15
		0	1	0	1	1	n ₃	n ₂	n ₁	n ₀	0 B n			
Branch operation	B a	1	1	a ₆	a ₅	a ₄	a ₃	a ₂	a ₁	a ₀	1 8 a +a	1	1	(PCL) ← a ₆ -a ₀
	BL p, a	0	0	0	1	1	p ₃	p ₂	p ₁	p ₀	0 3 p	2	2	(PCH) ← p (PCL) ← a ₆ -a ₀ (Note)
		1	1	a ₆	a ₅	a ₄	a ₃	a ₂	a ₁	a ₀	1 8 a +a			
	BA a	0	0	0	0	0	0	0	0	1	0 0 1	2	2	(PCL) ← (a ₆ -a ₄ , A ₃ -A ₀)
		1	1	a ₆	a ₅	a ₄	a ₃	a ₂	a ₁	a ₀	1 8 a +a			
	BLA p, a	0	0	0	0	1	0	0	0	0	0 1 0	2	2	(PCH) ← p (PCL) ← (a ₆ -a ₄ , A ₃ -A ₀) (Note)
	1	1	a ₆	a ₅	a ₄	p ₃	p ₂	p ₁	p ₀	1 8 p +a				

Note : p is 0 to 15 for M34250E2, and p is 0 to 15 for M34250M2.

Skip condition	Carry flag CY	Detailed description
<ul style="list-style-type: none"> <li data-bbox="236 510 252 533">– <li data-bbox="236 611 252 633">– <li data-bbox="177 712 311 775">(M_j(DP)) = 0 j = 0 to 3 	<ul style="list-style-type: none"> <li data-bbox="371 510 387 533">– <li data-bbox="371 611 387 633">– <li data-bbox="371 712 387 775">– 	<ul style="list-style-type: none"> <li data-bbox="416 510 1321 533">Sets (1) the contents of bit j (bit specified by the value j in the immediate field) of M(DP). <li data-bbox="416 611 1342 633">Clears (0) the contents of bit j (bit specified by the value j in the immediate field) of M(DP). <li data-bbox="416 712 1458 775">Skips the next instruction when the contents of bit j (bit specified by the value j in the immediate field) of M(DP) is "0."
<ul style="list-style-type: none"> <li data-bbox="172 813 316 842">(A) = (M(DP)) <li data-bbox="185 887 303 949">(A) = n n = 0 to 15 	<ul style="list-style-type: none"> <li data-bbox="371 813 387 842">– <li data-bbox="371 887 387 916">– 	<ul style="list-style-type: none"> <li data-bbox="416 813 1353 842">Skips the next instruction when the contents of register A is equal to the contents of M(DP). <li data-bbox="416 887 1458 916">Skips the next instruction when the contents of register A is equal to the value n in the immediate field.
<ul style="list-style-type: none"> <li data-bbox="236 1021 252 1043">– <li data-bbox="236 1122 252 1144">– <li data-bbox="236 1335 252 1357">– <li data-bbox="236 1503 252 1525">– 	<ul style="list-style-type: none"> <li data-bbox="371 1021 387 1043">– <li data-bbox="371 1122 387 1144">– <li data-bbox="371 1335 387 1357">– <li data-bbox="371 1503 387 1525">– 	<ul style="list-style-type: none"> <li data-bbox="416 1021 1102 1050">Branch within a page : Branches to address a in the identical page. <li data-bbox="416 1122 991 1151">Branch out of a page : Branches to address a in page p. <li data-bbox="416 1335 1458 1397">Branch within a page : Branches to address (a₆ a₅ a₄ A₃ A₂ A₁ A₀) determined by replacing the low-order 4 bits of the address a with register A in the identical page. <li data-bbox="416 1503 1458 1565">Branch out of a page : Branches to address (a₆ a₅ a₄ A₃ A₂ A₁ A₀) determined by replacing the low-order 4 bits of the address a with register A in page p.

MACHINE INSTRUCTIONS (CONTINUED)

Parameter Type of instructions	Mnemonic	Instruction code								Hexadecimal notation	Number of words	Number of cycles	Function	
		D8	D7	D6	D5	D4	D3	D2	D1					D0
Subroutine operation	BM a	1	0	a6	a5	a4	a3	a2	a1	a0	1 a a	1	1	(SK(SP)) ← (PC) (SP) ← (SP) + 1 (PCH) ← 2 (PCL) ← a6-a0
	BML p, a	0	0	1	1	1	p3	p2	p1	p0	0 7 p	2	2	(SK(SP)) ← (PC) (SP) ← (SP) + 1 (PCH) ← p (PCL) ← a6-a0 (Note)
		1	0	a6	a5	a4	a3	a2	a1	a0	1 a a			
	BMLA p, a	0	0	1	0	1	0	0	0	0	0 5 0	2	2	(SK(SP)) ← (PC) (SP) ← (SP) + 1 (PCH) ← p (PCL) ← (a6-a4, A3-A0) (Note)
		1	0	a6	a5	a4	p3	p2	p1	p0	1 a p			
Return operation	RTI	0	0	1	0	0	0	1	1	0	0 4 6	1	1	(PC) ← (SK(SP)) (SP) ← (SP) - 1
	RT	0	0	1	0	0	0	1	0	0	0 4 4	1	2	(PC) ← (SK(SP)) (SP) ← (SP) - 1
	RTS	0	0	1	0	0	0	1	0	1	0 4 5	1	2	(PC) ← (SK(SP)) (SP) ← (SP) - 1
Interrupt operation	DI	0	0	0	0	0	0	1	0	0	0 0 4	1	1	(INTE) ← 0
	EI	0	0	0	0	0	0	1	0	1	0 0 5	1	1	(INTE) ← 1
	SNZ0	0	1	0	0	0	1	1	1	1	0 8 F	1	1	(EXF0) = 1 ? After skipping the next instruction (EXF0) ← 0

Note : p is 0 to 15 for M34250E2, and p is 0 to 15 for M34250M2.

Skip condition	Carry flag CY	Detailed description
-	-	Call the subroutine in page 2 : Calls the subroutine at address a in page 2.
-	-	Call the subroutine : Calls the subroutine at address a in page p.
-	-	Call the subroutine : Calls the subroutine at address (a ₆ a ₅ a ₄ A ₃ A ₂ A ₁ A ₀) determined by replacing the low-order 4 bits of address a with register A in page p.
-	-	Returns from interrupt service routine to main routine. Returns each value of data pointer (X, Y), carry flag, skip status, NOP mode status by the continuous description of the LA/LXY instruction to the states just before interrupt.
Skip at uncondition	-	Returns from subroutine to the routine called the subroutine. Returns from subroutine to the routine called the subroutine, and skips the next instruction at uncondition.
-	-	Clears (0) to the interrupt enable flag INTE, and disables the interrupt.
-	-	Sets (1) to the interrupt enable flag INTE, and enables the interrupt.
(EXF0) = 1	-	Skips the next instruction when the contents of EXF0 flag is "1." After skipping, clears the EXF0 flag.

MACHINE INSTRUCTIONS (CONTINUED)

Parameter Type of instructions	Mnemonic	Instruction code								Hexadecimal notation	Number of words	Number of cycles	Function	
		D8	D7	D6	D5	D4	D3	D2	D1					D0
Timer operation	TAB1	0	1	0	0	0	1	0	1	0	0 8 A	1	1	(B) ← (T17-T14) (A) ← (T13-T10)
	T1AB	0	1	0	0	0	0	1	0	1	0 8 5	1	1	(R17-R14) ← (B) (T17-T14) ← (B) (R13-R10) ← (A) (T13-T10) ← (A)
	SNZ1	0	1	0	0	0	1	1	0	0	0 8 C	1	1	(T1F) = 1 ? After skipping the next instruction (T1F) ← 0
Input/Output operation	CLD	0	0	0	0	1	0	0	0	1	0 1 1	1	1	(D) ← 1
	RD	0	0	0	0	1	0	1	0	0	0 1 4	1	1	(D(Y)) ← 0 (Y) = 0 to 3
	SD	0	0	0	0	1	0	1	0	1	0 1 5	1	1	(D(Y)) ← 1 (Y) = 0 to 3
	SZD	0	0	0	1	0	0	1	0	0	0 2 4	2	2	(D(Y)) = 0 ? (Y) = 0 to 3
		0	0	0	1	0	1	0	1	1	0 2 B			

Skip condition	Carry flag CY	Detailed description
-	-	Transfers the contents of timer 1 to registers A and B.
-	-	Transfers the contents of registers A and B to timer 1 and timer 1 reload register.
(T1F) = 1	-	Skips the next instruction when the contents of T1F flag is "1." After skipping, clears (0) to T1F flag.
-	-	Sets (1) to port D (high-impedance state).
-	-	Clears (0) to a bit of port D specified by register Y.
-	-	Sets (1) to a bit of port D specified by register Y (high-impedance state).
(D(Y)) = 0 (Y) = 0 to 3	-	Skips the next instruction when a bit of port D specified by register Y is "0."

MACHINE INSTRUCTIONS (CONTINUED)

Parameter Type of instructions	Mnemonic	Instruction code								Hexadecimal notation	Number of words	Number of cycles	Function	
		D8	D7	D6	D5	D4	D3	D2	D1					D0
Input/Output operation	OFA	0	1	0	0	0	0	1	0	0	0 8 4	1	1	(F) ← (A1, A0)
	IAF	0	0	1	0	1	0	1	1	0	0 5 6	1	1	(A1, A0) ← (F), (A3, A2) ← 0
	OGA	0	1	0	0	0	0	0	0	0	0 8 0	1	1	(G) ← (A)
	IAG	0	0	0	1	0	1	0	0	0	0 2 8	1	1	(A) ← (G)
	OSA	0	0	0	0	1	1	0	1	1	0 1 B	1	1	(S) ← (A)
	IAS	0	0	1	0	1	0	1	0	1	0 5 5	1	1	(A) ← (S)
	OKA	0	1	0	0	0	0	0	0	1	0 8 1	1	1	(K) ← (A0)
	IAK	0	0	1	0	1	0	1	1	1	0 5 7	1	1	(A0) ← (K), (A3-A1) ← 0
	SCP	0	1	0	0	0	0	0	1	0	0 8 2	1	1	(C) ← 1
	RCP	0	1	0	0	0	0	0	1	1	0 8 3	1	1	(C) ← 0
	SNZCP	0	1	0	0	0	1	1	0	1	0 8 D	1	1	(C) = 1 ?
Other operation	NOP	0	0	0	0	0	0	0	0	0	0 0 0	1	1	(PC) ← (PC) + 1
	POF	0	0	0	0	0	1	1	0	1	0 0 D	1	1	RAM back-up
	SNZP	0	0	0	0	0	0	0	1	1	0 0 3	1	1	(P) = 1 ?
	TLOA	0	0	1	0	1	1	0	0	0	0 5 8	1	1	(LO) ← (A1, A0)
	TV1A	0	1	0	0	0	0	1	1	0	0 8 6	1	1	(V1) ← (A)
	TAV1	0	1	0	0	0	1	0	0	0	0 8 8	1	1	(A) ← (V1)
	TK0A	0	1	0	0	0	0	1	1	1	0 8 7	1	1	(K0) ← (A)
	TAK0	0	1	0	0	0	1	0	0	1	0 8 9	1	1	(A) ← (K0)
TPU0A	0	1	0	0	0	1	0	1	1	0 8 B	1	1	(PU0) ← (A)	

Skip condition	Carry flag CY	Detailed description
-	-	Outputs the contents of register A to port F.
-	-	Transfers the contents of port F to register A.
-	-	Outputs the contents of register A to port G.
-	-	Transfers the contents of port G to register A.
-	-	Outputs the contents of register A to port S.
-	-	Transfers the contents of port S to register A.
-	-	Outputs the contents of register A to port K.
-	-	Transfers the contents of port K to register A.
-	-	Sets (1) to port C.
-	-	Clears (0) to port C.
(C) = 1	-	Skips the next instruction when the contents of port C is "1."
-	-	No operation
-	-	Puts the system in RAM back-up state.
(P) = 1	-	Skips the next instruction when P flag is "1." After skipping, P flag remains unchanged.
-	-	Transfers the contents of register A to the logic operation selection register LO.
-	-	Transfers the contents of register A to register V1.
-	-	Transfers the contents of register V1 to register A.
-	-	Transfers the contents of register A to register K0.
-	-	Transfers the contents of register K0 to register A.
-	-	Transfers the contents of register A to register PU0.

CONTROL REGISTERS

Timer control register V1		at reset : 0000 ₂		at RAM back-up : 0000 ₂	R/W
V1 ₃	G ₁ /T _{OUT} pin function selection bit	0	Port G ₁ (I/O)		
		1	T _{OUT} pin (output) / port G ₁ (input)		
V1 ₂	Prescaler/timer 1 operation start bit	0	Prescaler stop (initial state) / timer 1 stop (state retained)		
		1	Prescaler/timer 1 operation		
V1 ₁	Timer 1 interrupt enable bit	0	Interrupt disabled (SNZ1 instruction is valid)		
		1	Interrupt enabled (SNZ1 instruction is invalid)		
V1 ₀	External interrupt enable bit	0	Interrupt disabled (SNZ0 instruction is valid)		
		1	Interrupt enabled (SNZ0 instruction is invalid)		
Key-on wakeup control register K0		at reset : 0000 ₂		at RAM back-up : state retained	R/W
K0 ₃	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4		
		1	Instruction clock divided by 512		
K0 ₂	Interrupt valid waveform for INT pin/ key-on wakeup valid waveform selection bit (Note 2)	0	Rising waveform ("L" → "H")		
		1	Falling waveform ("H" → "L")		
K0 ₁	Ports G ₁ –G ₃ key-on wakeup control bit	0	Key-on wakeup not used		
		1	Key-on wakeup used ("L" level recognized)		
K0 ₀	Ports S ₀ –S ₃ key-on wakeup control bit	0	Key-on wakeup not used		
		1	Key-on wakeup used ("L" level recognized)		
Pull-up control register PU0		at reset : 00 ₂		at RAM back-up : state retained	W
PU0 ₁	Ports C and K pull-up transistor control bit	0	Pull-up transistor OFF		
		1	Pull-up transistor ON		
PU0 ₀	Ports G ₀ –G ₃ pull-up transistor control bit	0	Pull-up transistor OFF		
		1	Pull-up transistor ON		
Logic operation selection register LO		at reset : 00 ₂		at RAM back-up : 00 ₂	W
LO ₁	Logic operation function selection bits	LO ₁	LO ₀	Functions	
		0	0	XOR operation	
0		1	OR operation		
LO ₀		1	0	AND operation	
	1	1	Not available		

Notes 1: "R" represents read enabled, and "W" represents write enabled.

2: Set a value to the bit 2 of register K0, and execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction. According to the input state of G₀/INT pin, the external interrupt request flag (EXF0) may be set to "1" when the interrupt valid waveform is changed.

ABSOLUTE MAXIMUM RATINGS

Symbol	Parameter	Conditions	Ratings	Unit
V _{DD}	Supply voltage		-0.3 to 7.0	V
V _I	Input voltage X _{IN} , G ₀ -G ₃ , D ₂ /C, D ₃ /K		-0.3 to V _{DD} +0.3	V
V _I	Input voltage F ₀ , F ₁ , S ₀ -S ₃ , D ₀ , D ₁ , RESET		-0.3 to 8.0	V
V _O	Output voltage X _{OUT}		-0.3 to V _{DD} +0.3	V
V _O	Output voltage F ₀ , F ₁ , S ₀ -S ₃ , D ₀ , D ₁	Output transistors in cut-off state	-0.3 to 8.0	V
V _O	Output voltage G ₀ -G ₃ , D ₂ /C, D ₃ /K		-0.3 to V _{DD} +0.3	V
P _d	Power dissipation	T _a = 25 °C	300	mW
T _{opr}	Operating temperature range		-20 to 85	°C
T _{stg}	Storage temperature range		-40 to 125	°C

RECOMMENDED OPERATING CONDITIONS

(T_a = -20 °C to 85 °C, V_{DD} = 2.2 V to 5.5 V, unless otherwise noted)

Symbol	Parameter	Conditions	Limits			Unit
			Min.	Typ.	Max.	
V _{DD}	Supply voltage	0.4 MHz ≤ f(X _{IN}) ≤ 4.4 MHz	4.5	5.0	5.5	V
		0.4 MHz ≤ f(X _{IN}) ≤ 1.1 MHz	2.2		5.5	V
V _{RAM}	RAM back-up voltage (at RAM back-up mode)		2.0		5.5	V
V _{SS}	Supply voltage			0		V
V _{IH}	"H" level input voltage F ₀ , F ₁ , D ₀ , D ₁		0.7V _{DD}		7	V
V _{IH}	"H" level input voltage G ₀ -G ₃ , D ₂ , D ₃		0.7V _{DD}		V _{DD}	V
V _{IH}	"H" level input voltage INT		0.85V _{DD}		V _{DD}	V
V _{IH}	"H" level input voltage C, K	V _{DD} = 4.5 V to 5.5 V	0.5V _{DD}		V _{DD}	V
		V _{DD} = 2.2 V to 5.5 V	0.7V _{DD}		V _{DD}	V
V _{IH}	"H" level input voltage S ₀ -S ₃	V _{DD} = 4.5 V to 5.5 V	0.4V _{DD}		7	V
		V _{DD} = 2.2 V to 5.5 V	0.6V _{DD}		7	V
V _{IH}	"H" level input voltage RESET		0.85V _{DD}		7	V
V _{IL}	"L" level input voltage C, K		0		0.16V _{DD}	V
V _{IL}	"L" level input voltage S ₀ -S ₃		0		0.2V _{DD}	V
V _{IL}	"L" level input voltage F ₀ , F ₁ , G ₀ -G ₃ , D ₀ -D ₃		0		0.3V _{DD}	V
V _{IL}	"L" level input voltage INT		0		0.15V _{DD}	V
V _{IL}	"L" level input voltage RESET		0		0.1V _{DD}	V
I _{OL(peak)}	"L" level peak output current F ₀ , F ₁ , S ₀ -S ₃ , D ₀ , D ₁ , D ₂ /C, D ₃ /K				24	mA
		"L" level peak output current G ₀ , G ₁ /T _{OUT} , G ₂ , G ₃			10	mA
I _{OL(avg)}	"L" level average output current F ₀ , F ₁ , S ₀ -S ₃ , D ₀ , D ₁ , D ₂ /C, D ₃ /K	(Note 1)			12	mA
		"L" level average output current G ₀ , G ₁ /T _{OUT} , G ₂ , G ₃	(Note 1)		5	mA
f(X _{IN})	System clock frequency (Note 2)	V _{DD} = 4.5 V to 5.5 V	0.4	4.0	4.4	MHz
		V _{DD} = 2.2 V to 5.5 V	0.4	1.0	1.1	
Δf(X _{IN})	Frequency error (errors of external capacitor and resistor not included) Note: Use the 30 pF capacitor externally and enable the change of frequency by external resistor.	V _{DD} = 5 V ±10 % T _a = 25 °C [reference] (-20 °C to 85 °C)			±17	%
		V _{DD} = 3 V ±10 % T _a = 25 °C [reference] (-20 °C to 85 °C)			±17	

Notes 1: Keep the total currents of I_{OL(avg)} for ports S₀-S₃, D₀, D₁, D₂/C, D₃/K to 50 mA or less.

Keep the total currents of I_{OL(avg)} for ports F₀, F₁, G₀, G₂, G₃ and G₁/T_{OUT} pin to 30 mA or less.

2: The system clock frequency is affected by the external capacitor, resistor and LSI. Accordingly, set the constants so as not to exceed the frequency limits.

Be careful about the input waveform when using the external clock. Refer to the notes on use.

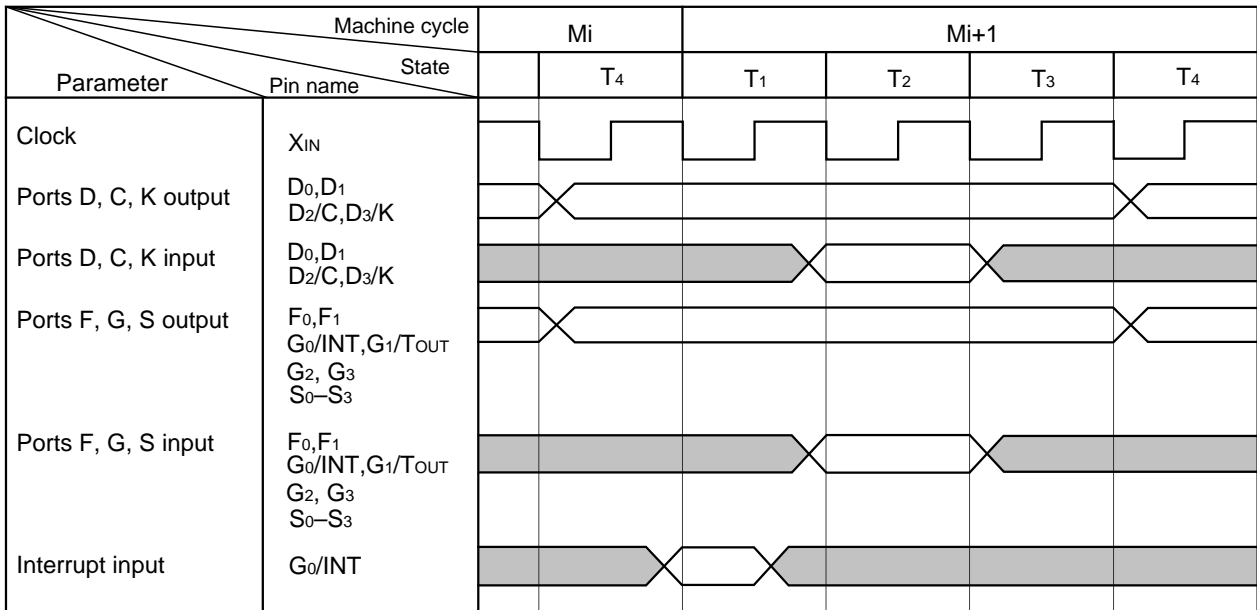
ELECTRICAL CHARACTERISTICS

(Ta = -20 °C to 85 °C, VDD = 2.2 V to 5.5 V, unless otherwise noted)

Symbol	Parameter	Test conditions		Limits			Unit	
				Min.	Typ.	Max.		
VOL	"L" level output voltage F0, F1, S0-S3, D0, D1, D2/C, D3/K	VDD = 5 V	IOL = 12 mA			2	V	
		VDD = 3 V	IOL = 6 mA			0.9	V	
VOL	"L" level output voltage G0, G1/TOUt, G2, G3	VDD = 5 V	IOL = 5 mA			2	V	
		VDD = 3 V	IOL = 2 mA			0.9	V	
IiH	"H" level input current F0, F1, S0-S3, D0, D1, RESET	Vi = 7 V				1	μA	
IiH	"H" level input current G0/INT, G1, G2, G3, D2/C, D3/K	Vi = VDD				1	μA	
IiL	"L" level input current F0, F1, S0-S3, D0, D1, D2/C, D3/K, G0/INT, G1, G2, G3, RESET	Vi = 0 V (Note)				-1	μA	
IoZH	Output current at off-state F0, F1, S0-S3, D0, D1	Vo = 7 V				1	μA	
IoZH	Output current at off-state G0, G1/TOUt, G2, G3, D2/C, D3/K	Vo = VDD				1	μA	
IDD	Supply current	at active mode		VDD = 5 V	f(XIN) = 4.0 MHz	1.5	5	mA
				VDD = 3 V	f(XIN) = 1.0 MHz	0.3	1	mA
	at RAM back-up mode		Ta = 25 °C			0.1	1	μA
			VDD = 5 V				10	μA
		VDD = 3 V				6	μA	
Rpu	Pull-up transistor G0/INT, G1, G2, G3, D2/C, D3/K	VDD = 5 V, Vi = 0 V		5	11	25	kΩ	
Vt+ - Vt-	Hysteresis INT				0.3		V	
Vt+ - Vt-	Hysteresis S0-S3	VDD = 5 V		0.1			V	
Vt+ - Vt-	Hysteresis RESET	VDD = 5 V			1.8		V	
		VDD = 3 V			0.7		V	

Note: In this case, the pull-up transistors for G0/INT pin and ports G1, G2, G3, D2/C and D3/K are not selected.

BASIC TIMING DIAGRAM



BUILT-IN PROM VERSION

In addition to the mask ROM versions, the 4250 Group has the One Time PROM versions whose PROMs can only be written to and not be erased.

The built-in PROM version has functions similar to those of the mask ROM versions, but it has PROM mode that enables writing to built-in PROM.

Table 15 shows the product of built-in PROM version. Figure 31 and 32 show the pin configurations of built-in PROM versions. The One Time PROM version has pin-compatibility with the mask ROM version.

Table 15 Product of built-in PROM version

Product	PROM size (X 9 bits)	RAM size (X 4 bits)	Package	ROM type
M34250E2-XXXXFP *	2048 words	64 words	20P2N-A	One Time PROM [shipped after writing] (shipped after writing and test in factory)
M34250E2FP*				One Time PROM [shipped in blank]

*: Under development

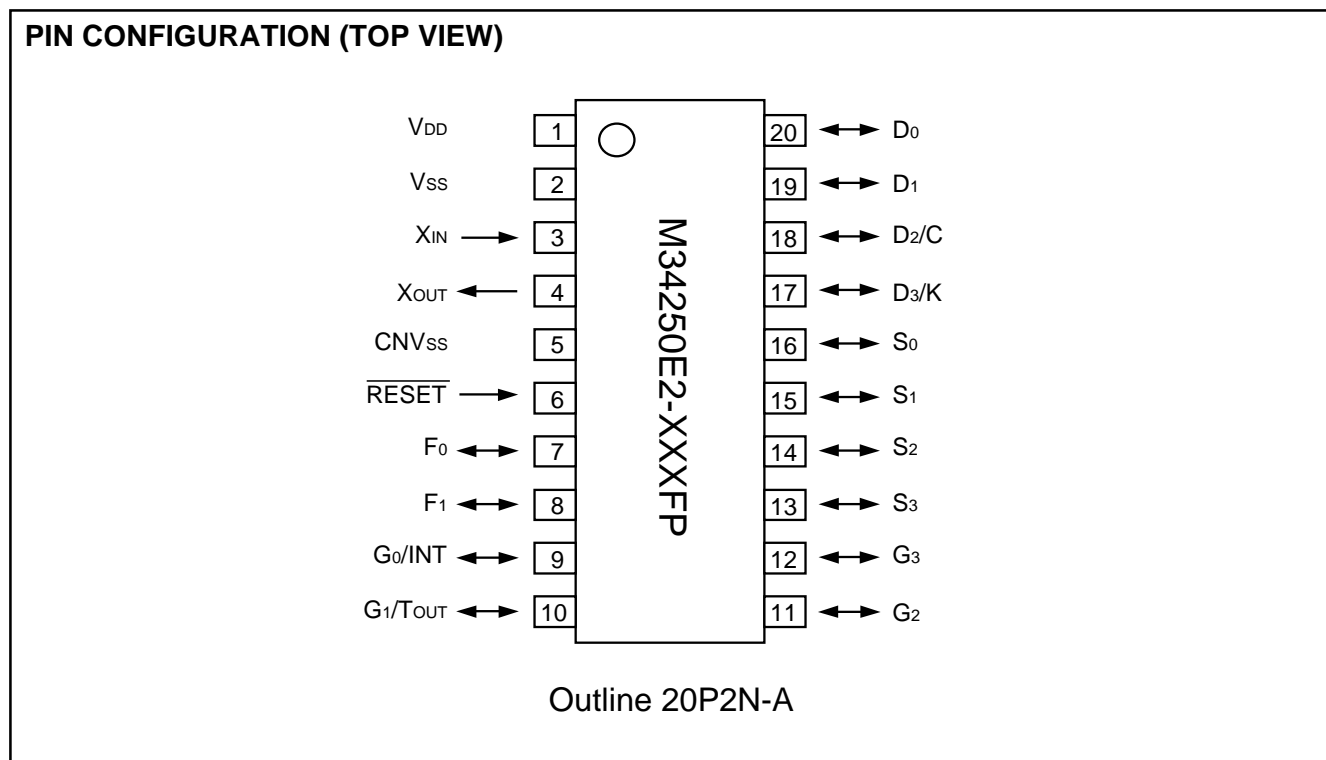
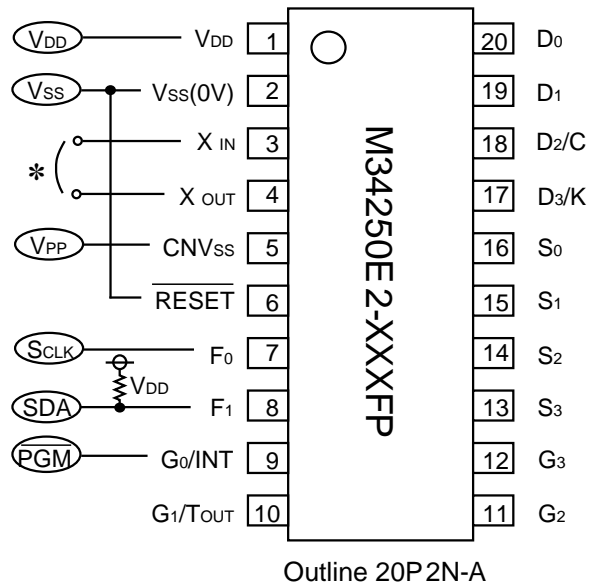


Fig. 31 Pin configuration of built-in PROM version

PIN CONFIGURATION (TOP VIEW)



* : A resistor is connected to X_{IN} pin.
 A capacitor is connected to X_{OUT} pin.
 Note: The state of each disconnected pin is the same as that at reset.

Fig. 32 Pin configuration of built-in PROM version (continued)

(1) PROM mode

The 4250 Group has a function to serially input/output the command codes, addresses, and data required for operation (e.g. read and program) on the built-in PROM using only a few pins. This mode can be selected by setting pins SDA (serial data input/output), SCLK (serial clock input), and PGM to "H" after connecting wires as shown in Figure 32 and powering on the VDD pin, and then applying 12 V to the VPP pin.

In the PROM mode, three types of software commands (read, program, and program verify) can be used.

Clock-synchronous serial I/O is used, beginning from the LSB (LSB first). Use the special-purpose serial programmer when performing serial read/program.

Refer to the Mitsubishi Data Book "DEVELOPMENT SUPPORT TOOLS FOR MICROCOMPUTERS" about the serial programmer (serial programmer and control software, etc.) for the Mitsubishi single-chip microcomputers.

(2) Notes on handling

- ① A high-voltage is used for writing. Take care that overvoltage is not applied. Take care especially at turning on the power.
- ② For the One Time PROM version shipped in blank, Mitsubishi Electric corp. does not perform PROM writing test and screening in the assembly process and following processes. In order to improve reliability after writing, performing writing and test according to the flow shown in Figure 33 before using is recommended (Products shipped in blank: PROM contents is not written in factory when shipped)

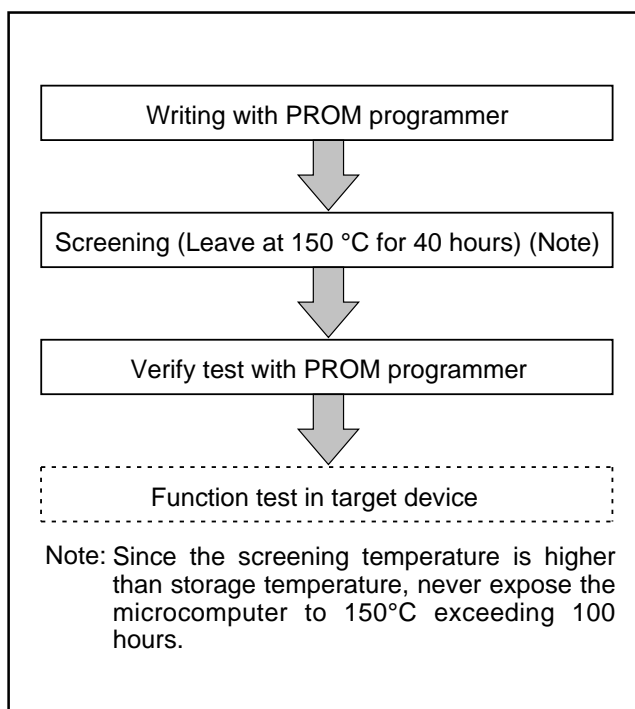


Fig. 33 Flow of writing and test of the product shipped in blank

Keep safety first in your circuit designs!

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