

M37410M3-XXXFP, M37410M4-XXXFP M37410M6-XXXFP

SINGLE-CHIP 8-BIT CMOS MICROCOMPUTER

DESCRIPTION

The M37410M3-XXXFP is a single-chip microcomputer designed with CMOS silicon gate technology. It is housed in a 80-pin plastic molded QFP. This single-chip microcomputer is useful for business equipment and other consumer applications.

In addition to its simple instruction set, the ROM, RAM, and I/O addresses are placed on the same memory map to enable easy programming.

This microcomputer is also suitable for applications which require controlling LCDs.

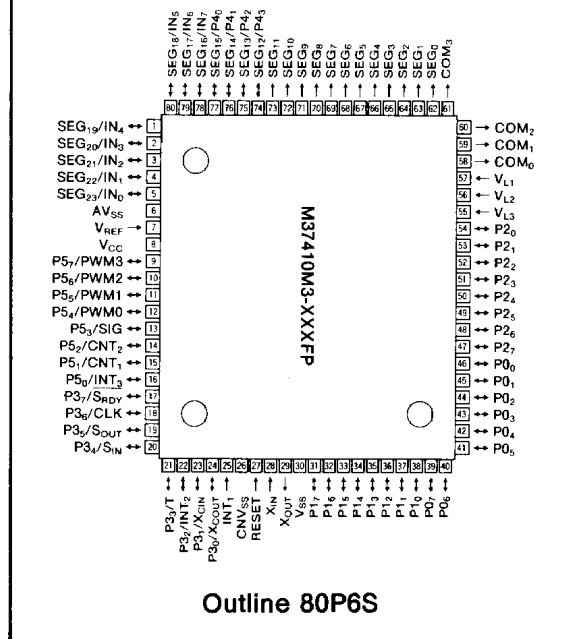
The differences among the M37410M3-XXXFP, the M37410M4-XXXFP and the M37410M6-XXXFP are noted below. The following explanations apply to the M37410M3-XXXFP. Specification variations for other chips are noted accordingly.

Type name	ROM size	RAM size
M37410M3-XXXFP	6144 bytes	192 bytes
M37410M4-XXXFP	8192 bytes	256 bytes
M37410M6-XXXFP	12288 bytes	256 bytes

FEATURES

- Number of basic instructions 69
- Memory size
 - ROM 6144 bytes (M37410M3-XXXFP)
8192 bytes (M37410M4-XXXFP)
12288 bytes (M37410M6-XXXFP)
 - RAM 192 bytes (M37410M3-XXXFP)
256 bytes (M37410M4-XXXFP,
M37410M6-XXXFP)
- Instruction execution time (minimum instructions)
 - at high-speed mode 1μs
 - at low-speed mode 4μs
- Single power supply
 - f(X_{IN})=8MHz 4.5~5.5V
 - f(X_{IN})=2MHz 2.5~5.5V
- Power dissipation
 - normal operation mode (at 8MHz frequency)
..... 30mW (V_{CC}=5V, Typ.)
 - low-speed operation mode (at 32kHz frequency for
clock function) 54μW (V_{CC}=3V, Typ.)
- RAM retention voltage (stop mode)
..... 2.0V ≤ V_{RAM} ≤ 5.5V
- Subroutine nesting 96levels (Max.)
- Interrupt 10types, 5vectors
- 8-bit timer 4 (3 when used as serial I/O)
- 16-bit timer 1 (Two 8-bit timers make one set)
- Programmable I/O ports
(Ports P0, P1, P2, P3, P5) 40
- Input port (Port P4) 4
- Serial I/O (8-bit) 1
- A-D converter 8-bit, 8channel

PIN CONFIGURATION (TOP VIEW)



Outline 80P6S

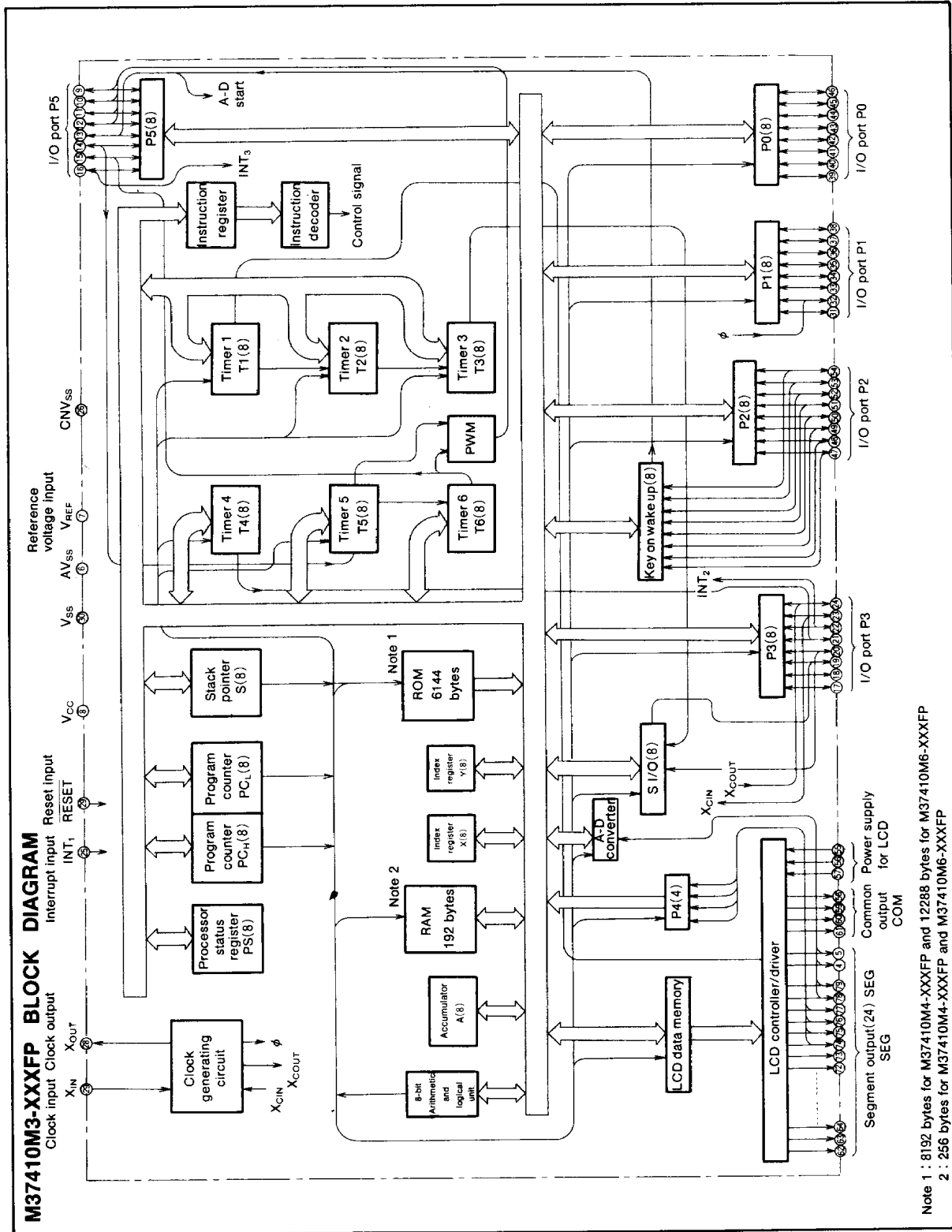
- LCD controller/driver (1/2, 1/3 bias, 1/2, 1/3, 1/4 duty)
segment output 24
common output 4
- Two clock generating circuits
(One is for main clock, the other is for clock function)

APPLICATION

Audio-visual equipment,
Remote control,
Camera

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Note 1 : 8192 bytes for M37410M4-XXXFP and 12288 bytes for M37410M6-XXXFP
 Note 2 : 256 bytes for M37410M4-XXXFP and M37410M6-XXXFP

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FUNCTIONS OF M37410M3-XXXFP

Parameter		Functions		
Number of basic instructions		69		
Instruction execution time		1 μ s (minimum instructions, at 8MHz frequency).		
Clock frequency		8MHz (at $V_{CC}=5V\pm 10\%$)		
Memory size	M37410M3-XXXFP	ROM	6144bytes	
		RAM	192bytes	
	M37410M4-XXXFP	ROM	8192bytes	
		RAM	256bytes	
	M37410M6-XXXFP	ROM	12288bytes	
		RAM	256bytes	
RAM for display LCD		12bytes		
Input/Output port	P0, P1, P2, P3, P5		I/O	8-bitX5
	P4	Input	4-bitX1 (port P4 are in common with SEG)	
	SEG	LCD output	24-bitX1	
	COM	LCD output	4-bitX1	
Serial I/O		8-bitX1		
Timers		8-bit timerX4 16-bit timerX1 (combination of two 8-bit timers)		
LCD controller/driver	Bias		1/2, 1/3 bias selectable	
	Duty ratio		1/2, 1/3, 1/4 duty selectable	
	Common output		4	
	Segment output		24 (SEG ₁₂ ~SEG ₂₃ are in common with port P4 and analog input pins IN ₇ ~IN ₀)	
Subroutine nesting		96 (max)		
Interrupt		Three external interrupts, three timer interrupts, serial I/O interrupt, A-D interrupt, key on wake up, one software interrupt		
Clock generating circuit		Two built-in circuits (ceramic or quartz crystal oscillator)		
Operating temperature range		-20~75°C		
Device structure		CMOS silicon gate		
Package		80-pin plastic molded QFP		

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PIN DESCRIPTION

Pin	Name	Input/ Output	Functions
V _{CC} , V _{SS}	Supply voltage		Power supply inputs 5V±10% to V _{CC} , and 0V to V _{SS} .
CNV _{SS}	CNV _{SS}		This is connect to V _{SS} .
RESET	Reset input	Input	To enter the reset state, the reset input pin must be kept at a "L" for more than 16μs (under normal V _{CC} conditions). If more time is needed for the crystal oscillator to stabilize, this "L" condition should be maintained for the required time.
X _{IN}	Clock input	Input	These are I/O pins of internal clock generating circuit for main clock. To control generating frequency, an external ceramic or a quartz crystal oscillator is connected between the X _{IN} and X _{OUT} pins. If an external clock is used, the clock source should be connected the X _{IN} pin and the X _{OUT} pin should be left open.
X _{OUT}	Clock output	Output	
INT ₁	Interrupt input	Input	This is the highest order interrupt input pin.
AV _{SS}	Voltage input for A-D		This is GND input pin for the A-D converter.
V _{REF}	Reference voltage input	Input	This is reference voltage input pin for the A-D converter.
P0 ₀ ~P0 ₇	I/O port P0	I/O	Port P0 is an 8-bit I/O port with directional registers allowing each I/O bit to be individually programmed as input or output. At reset, this port is set to input mode. The output structure is CMOS output.
P1 ₀ ~P1 ₇	I/O port P1	I/O	Port P1 is an 8-bit I/O port and has basically the same functions as port P0, but the output structure is N-ch open drain.
P2 ₀ ~P2 ₇	I/O port P2	I/O	Port P2 is an 8-bit I/O port and has basically the same functions as port P0 and also works as the key on wake up function with mask option.
P3 ₀ ~P3 ₇	I/O port P3	I/O	Port P3 is an 8-bit I/O port and has basically the same functions as port P1. When serial I/O is used, P3 ₇ , P3 ₆ , P3 ₅ , and P3 ₄ work as S _{RDY} , CLK, S _{OUT} , and S _{IN} pins, respectively. Also P3 ₃ , P3 ₂ , P3 ₁ , and P3 ₀ work as timer 4 overflow signal divided by 2 output pin (T), INT ₂ pin, X _{CIN} and X _{COUT} pins, respectively.
SEG ₁₂ /P4 ₃ } SEG ₁₅ /P4 ₀	Segment output /Input port P4	Output / Input	SEG ₁₂ ~SEG ₁₅ work as input port P4 and also used by 2-bit unit as LCD segment output.
P5 ₀ ~P5 ₇	I/O port P5	I/O	Port P5 is an 8-bit I/O port and has basically the same function as P1. P5 ₀ , P5 ₁ , P5 ₂ and P5 ₃ are in common with INT ₃ , timer3 input, timer5 input and A-D trigger input respectively. P5 ₄ ~P5 ₇ are also in common with PWM0~PWM3.
V _{L1} ~V _{L3}	Voltage input for LCD	Input	These are voltage input pins for LCD. Supply voltage as 0V≤V _{L1} ≤V _{L2} ≤V _{L3} ≤V _{CC} . 0~V _{L3} V is supplied to LCD.
COM ₀ ~ COM ₃	Common output	Output	These are LCD common output pins. At 1/2 duty, COM ₂ and COM ₃ pins are not used. At 1/3 duty, COM ₃ is not used.
SEG ₀ ~ SEG ₁₁	Segment output	Output	These are LCD segment output pins.
SEG ₁₆ /IN ₇ } SEG ₂₃ /IN ₀	Segment output /Analog input	I/O	SEG ₁₆ ~SEG ₂₃ work as analog input pins IN ₇ ~IN ₀ . SEG ₁₆ ~SEG ₁₉ are used by 2-bit unit and SEG ₂₀ ~SEG ₂₃ by 4-bit unit.

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BASIC FUNCTION BLOCKS

MEMORY

A memory map for the M37410M3-XXXFP is shown in Figure 1. Addresses 2800₁₆ to 3FFF₁₆ are assigned for the built-in ROM area which consists of 6144 bytes. Addresses 2000₁₆ to 3FFF₁₆ are assigned for the built-in ROM area which consists of 8192 bytes for M37410M4-XXXFP. Addresses 1000₁₆ to 3FFF₁₆ are assigned for the built-in ROM area which consists of 12288 bytes for M37410M6-XXXFP. Addresses 3F00₁₆ to 3FFF₁₆ are a special address area (special page). By using the special page addressing mode of JSR instruction, subroutines addressed on this page can be called with only 2 bytes. Addresses 3FF4₁₆ to

3FFF₁₆ are vector addresses used for reset and interrupts (see interrupts chapter). Addresses 0000₁₆ to 00FF₁₆ are the zero page address area. By using zero page addressing mode, this area can also be accessed with 2 bytes. The use of these addressing methods will greatly reduce the object size required.

The RAM, I/O port, timer, etc. addresses are already assigned for the zero page. Addresses 0000₁₆ to 00BF₁₆ are assigned for the built-in RAM which consists of 192 bytes. Addresses 0000₁₆ to 00BF₁₆ and 0100₁₆ to 013F₁₆ are assigned for the built-in RAM which consists of 256 bytes for M37410M4-XXXFP and M37410M6-XXXFP. This RAM is used as the stack during subroutine calls and interrupts, in addition to data storage.

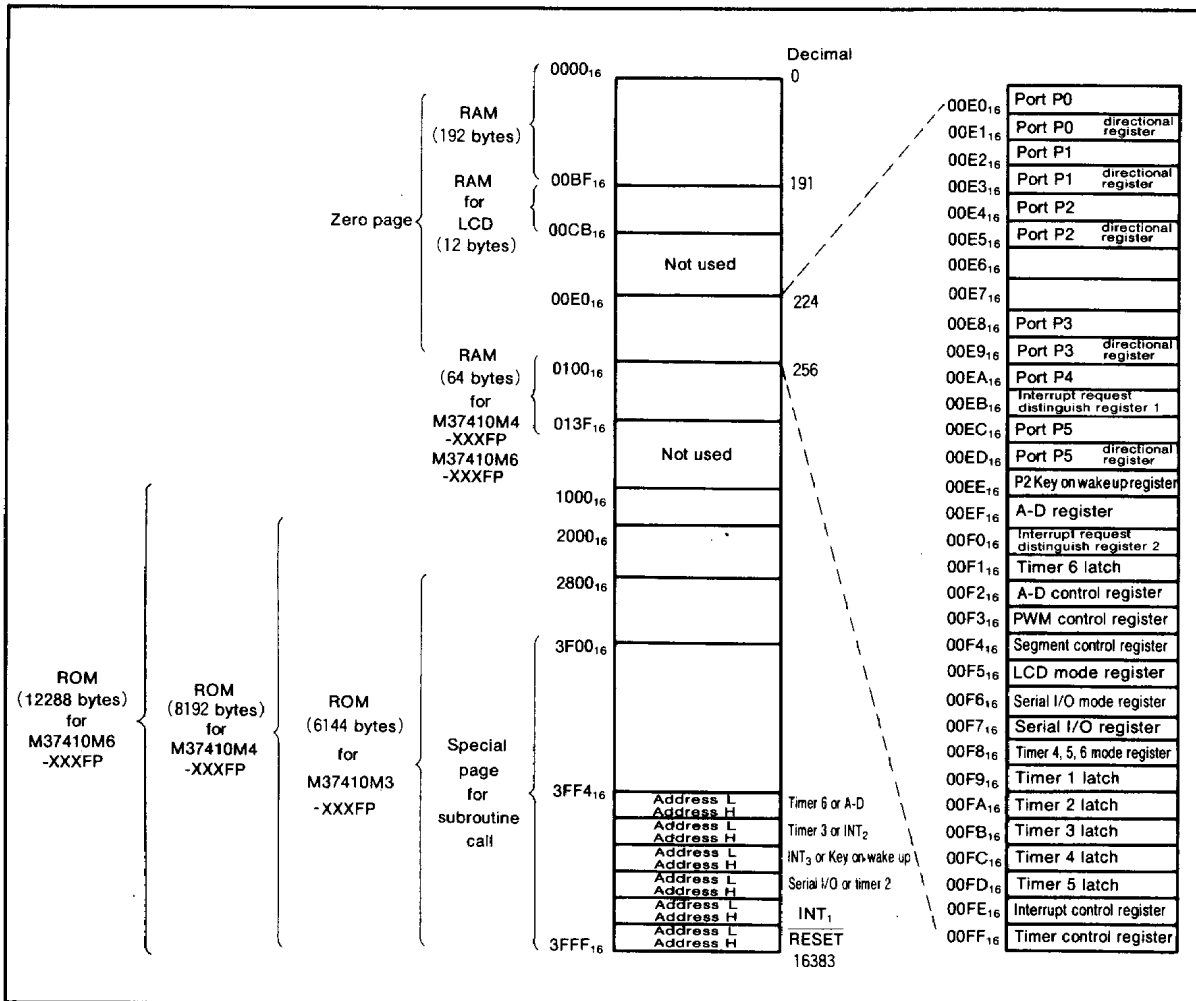


Fig. 1 Memory map

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CENTRAL PROCESSING UNIT (CPU)

The CPU consists of 6 registers and is shown in Figure 2.

ACCUMULATOR (A)

The 8-bit accumulator (A) is the main register of the micro-computer. Data operations such as data transfer, input/output, etc., is executed mainly through the accumulator.

INDEX REGISTER X (X)

The index register X is an 8-bit register. In the index register X addressing mode, the value of the OPERAND added to the contents of the index register X specifies the real address. When the T flag in the processor status register is set to "1", the index register X itself becomes the address for the second OPERAND.

INDEX REGISTER Y (Y)

The index register Y is an 8-bit register. In the index register Y addressing mode, the value of the OPERAND added to the contents of the index register Y specifies the real address.

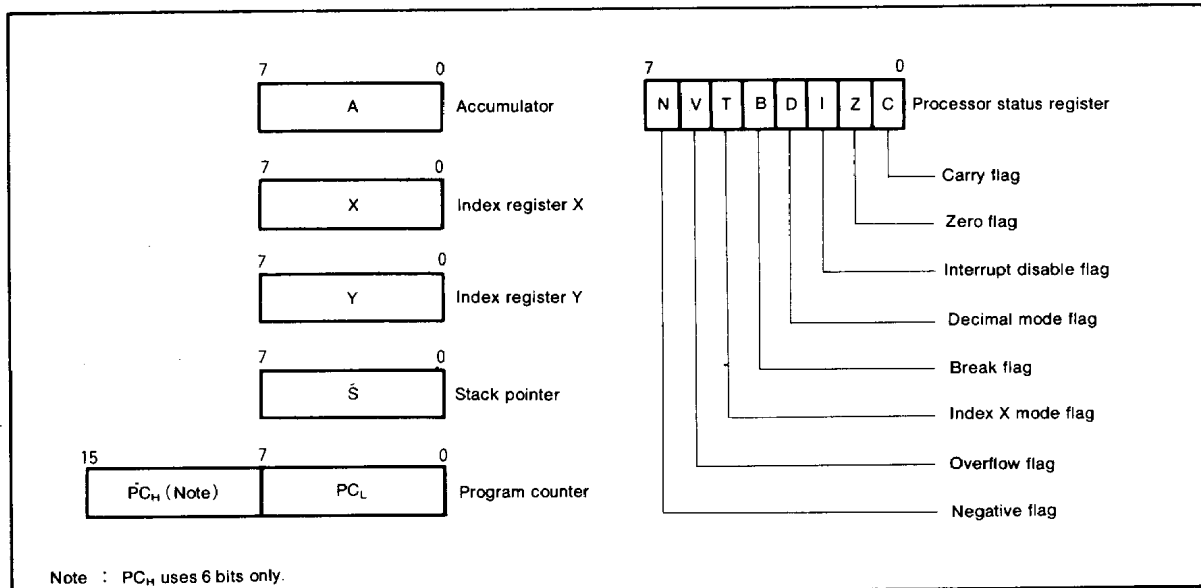


Fig. 2 Register structure

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STACK POINTER (S)

The stack pointer is an 8-bit register that contains the address of the next location in the stack. It is mainly used during interrupts and subroutine calls. The stack pointer is not automatically initialized after reset and should be initialized by the program using the TXS instruction.

When an interrupt occurs, the higher 8-bit of the program counter is pushed into the stack first, the stack pointer is decremented, and then the lower 8-bits of the program counter is pushed into the stack. Next the contents of the processor status register is pushed into the stack. When the return from interrupt instruction (RTI) is executed, the program counter and processor status register data is popped off the stack in reverse order from above.

The accumulator is never pushed into the stack automatically, so a push accumulator instruction (PHA) is provided to execute this function. Restoring the accumulator to its previous value is accomplished by the pop accumulator instruction (PLA). It is executed in the reverse order of the PHA instruction.

The contents of the processor status register (PS) are pushed and popped to and from the stack with the PHP and PLP instructions, respectively.

During a subroutine call, only the program counter is pushed into the stack. Therefore, any registers that should not be destroyed should be pushed into the stack manually. To return from a subroutine call, the RTS instruction is used.

PROGRAM COUNTER (PC)

The 16-bit program counter consists of two 8-bit registers PC_H and PC_L. The program counter is used to indicate the address of the next instruction to be executed. PC_H is used 6 bits.

PROCESSOR STATUS REGISTER (PS)

The 8-bit PS is composed entirely of flags used to indicate the condition of the processor immediately after an operation. Branch operations can be performed by testing the Carry flag (C), Zero flag (Z), Overflow flag (V) or the Negative flag (N). Each bit of the register is explained below.

1. Carry flag (C)

The carry flag contains the carry or borrow generated by the Arithmetic and Logical operation Unit (ALU) immediately after an operation. It is also changed by the shift and rotate instructions. The set carry (SEC) and clear carry (CLC) instructions allow direct access for setting clearing this flag.

2. Zero flag (Z)

This flag is used to indicate if the immediated operation generated a zero result or not. If the result is zero, the zero

flag will be set to "0". If the result is not zero, the zero flag will be set to "1".

3. Interrupt disable flag (I)

This flag is used to disable all interrupts This is accomplished by setting the flag to "1". When an interrupt is accepted, this flag is automatically set to "1" to prevent from other interrupts until the current interrupt is completed. The SEI and CLI instructions are used to set and clear this flag, respectively.

4. Decimal mode flag (D)

The decimal mode flag is used to define whether addition and subtraction are executed in binary or decimal. If the decimal mode flag is set to "1", the operations are executed in decimal, if the flag is "0", the operations are executed in binary. Decimal correction is automatically expected. The SED and CLD instructions are used to set and clear this flag, respectively.

5. Break flag (B)

When the BRK instruction is executed, the same operations are performed as in an interrupt. The address of the interrupt vector of the BRK instruction is the same as that of the lowest priority interrupt. The contents of the B flag can be checked to determine which condition caused the interrupt. If the BRK instruction caused the interrupt, the B flag will be "1", otherwise, it will be "0".

6. Index X mode flag (T)

When the T flag is "1", operations between memories are executed directly, without passing through the accumulator. Operations between memories involving the accumulator are executed when the T flag is "0" (i.e., operation results between memories 1 and 2 are stored in the accumulator). The address of memory 1 is specified by the contents of the index register X, and that of memory 2 is specified by the normal addressing mode. The SET and CLT instructions are used to set and clear the T flag, respectively.

7. Overflow flag (V)

The overflow flag functions when one byte is added or subtracted as a signed binary number. When the result exceeds +127 or -128, the overflow flag is set to "1". When the BIT instruction is executed, bit 6 of the memory location is input to the V flag. The overflow flag is clear by the CLV instruction and there is no set instruction.

8. Negative flag (N)

The negative flag is set whenever the result of a data transfer or operation is negative (bit 7 is "1"). Whenever the BIT instruction is executed, bit 7 of the memory location is input to the N flag. There are no instructions for directly setting or clearing the N flag.

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INTERRUPT

The M37410M3-XXXFP can be interrupted from ten sources; INT₁, Timer 2 or Serial I/O, INT₃ or Key on wake up, INT₂ or Timer 3, Timer 6 or A-D, and BRK instruction.

"Key on wake up" can only be used at power down state by STP instruction or WIT instruction. When one of the P2 is "L", an interrupt occurs.

These interrupts are vectored and their priorities are shown in Table 1. Reset is included in this table since it has the same function as an interrupt.

When an interrupt is accepted, the contents of certain registers are pushed into specified locations, as discussed in the stack pointer section, and the interrupt disable flag (I) is set, and the program jumps to the address specified by the interrupt vector, and the interrupt request bit of the interrupt control register or timer control register is cleared automatically. The reset interrupt is the highest priority interrupt and can never be inhibited. Except for the reset interrupt, all interrupts are inhibited when the interrupt disable flag is set to "1". All of the other interrupts can further be controlled individually via the interrupt control register shown in Figure 3. An interrupt is accepted when the interrupt enable bit and the interrupt request bit are both "1" and the interrupt disable flag is "0".

The interrupt request bits are set when the following conditions occur:

- (1) When the INT₁, INT₂ or INT₃ pins go from "H" to "L" or "L" to "H"
- (2) When the levels any pin of P2 goes "L" (at power down mode)
- (3) When the contents of timer 2, timer 3, timer 6 or the counter of serial I/O goes "0"

When the two interrupt requests, which are the same priority and are at the same sampling, the priority process is processed by interrupt request distinguish register 1 and 2. These request bits can be clear by a program but can not be set. The interrupt enable bit can be set and clear by a program. Since the BRK instruction interrupt and the timer6 or A-D, interrupt have the same vectored address, the contents of the B flag must be checked to determine if the BRK instruction caused the interrupt or if timer 6 or A-D generated the interrupt.

Table 1. Interrupt vector address and priority.

Interrupt	Priority	Vector address
RESET	1	3FFF ₁₆ , 3FFE ₁₆
INT ₁	2	3FFD ₁₆ , 3FFC ₁₆
Serial I/O or timer 2	3	3FFB ₁₆ , 3FFA ₁₆
INT ₃ or key on wake up	4	3FF9 ₁₆ , 3FF8 ₁₆
INT ₂ or timer 3	5	3FF7 ₁₆ , 3FF6 ₁₆
Timer 6 or A-D (BRK)	6	3FF5 ₁₆ , 3FF4 ₁₆

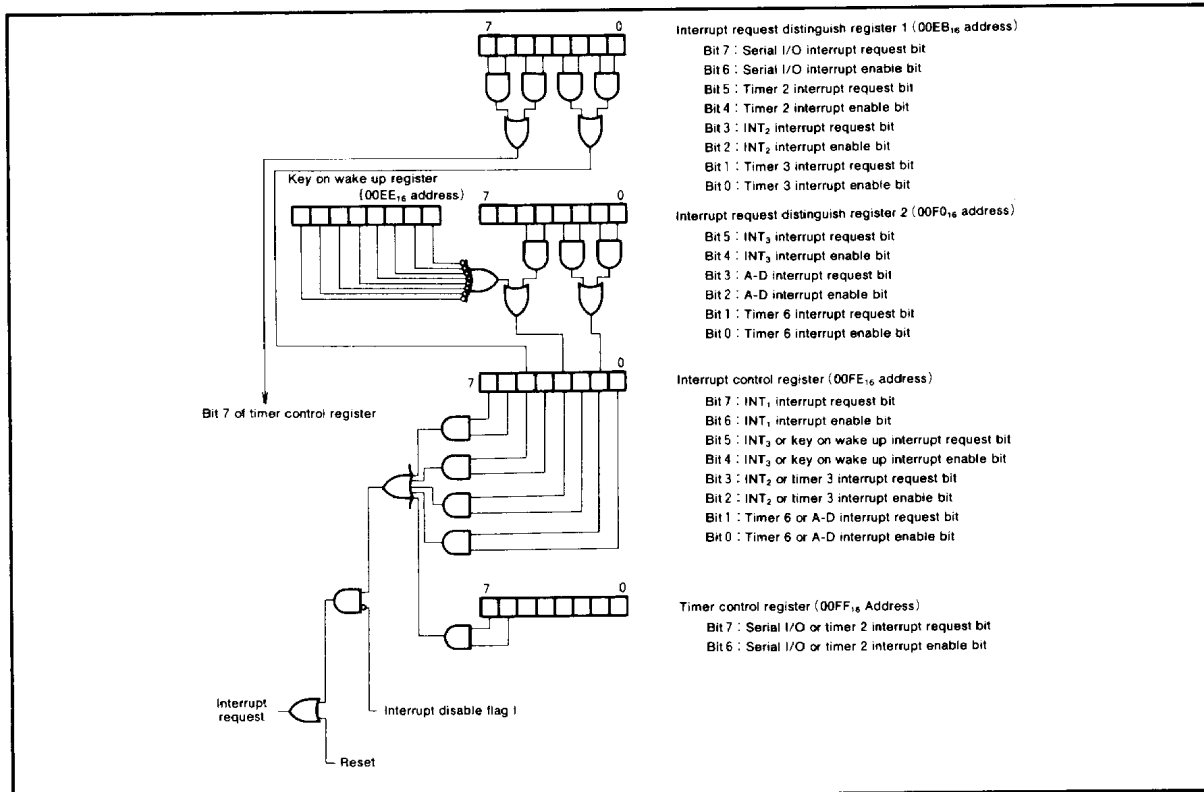


Fig. 3 Interrupt control

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TIMER

The M37410M3-XXXFP has six timers; timer 1, timer 2, timer 3, timer 4, timer 5 and timer 6.

A block diagram of timer1 through 6 is shown in Figure 4.

The count source for timer 1 through 3 can be selected by using bit 2, 3, 4 and 5 of the timer control register (address $00FF_{16}$), as shown in Figure 5. All of the timers are down count timers and have 8-bit latches. When a timer reaches "0" and the next count pulse is input to a timer, the contents of the reload latch are loaded into the timer. The division ratio of the timer is $1/(n+1)$, where n is the contents of timer latch.

Timer 2, 3 and 6 has interrupt generating functions. The timer interrupt request bit which is in the interrupt distinguish register 1 or 2 (located at addresses $00EB_{16}$ and $00F0_{16}$ respectively) is set at the next count pulse after the timer reaches "0" (see interrupt section).

The starting and stopping of timer1 is controlled by bit 7 of the interrupt distinguish register 2, timer 3 by bit 6 of the interrupt distinguish register 2 and timer 4 by bit 3 of timer 4, 5 and 6 mode register ($00F8_{16}$ address). If the corresponding bit is "0", the timer starts counting, and the corresponding bit is "1", the timer stops. The timer4 overflow signal divided by 2 can be outputted from port $P3_3$ by setting the bit 4 of the serial I/O mode register ($00F6_{16}$ address) to "1".

Timer 5 and 6 work as timer mode, event counter mode and PWM mode by changing the contents of bit 5 and bit 6 of the timer 4, 5 and 6 mode register.

(1) Timer Mode

This mode is the 16-bit timer, and the count source is $\phi/4$. When the bit 6 of PWM control register ($00F3_{16}$ address) is "1", the timer6 overflow signal divided by 2 is output from CNT_2 pin (common with $P5_2$).

(2) Event Counter Mode

The count source is input from the CNT_2 pin. The count decremented each time the input goes from "L" to "H".

(3) PWM Mode

As shown in Figure 7, the output wave is controlled by the contents of the timer latch of timer 5 and 6.

PWM output can choose among PWM0, PWM1, PWM2 and PWM3 by bit 0, bit 1, bit 2 and bit 3 of PWM control register.

When the count value of all timers, from timer 1 to timer 6, are read, be careful not to change the input source.

When the count source is inputted from the external pin, the minimum pulse width should be $8\mu s$.

After a STP instruction is executed, timer 2, timer 1, and the clock (ϕ divided by 4) are connected in series (regardless of the status of bit 2 through 5 of the timer control register).

This state is canceled if timer2 interrupt request bit is set to "1", or if the system is reset. Before the STP instruction is executed, bit 7 of the interrupt request distinguish register2 (timer1 count stop bit), bit 5 of the interrupt request distinguish register1, and bit 6 and bit 7 of the timer control

register must be set to "0" (prohibition). And also bit 4 of the interrupt request distinguish register1 must be set to "1". For more details on the STP instruction, refer to the oscillation circuit section.

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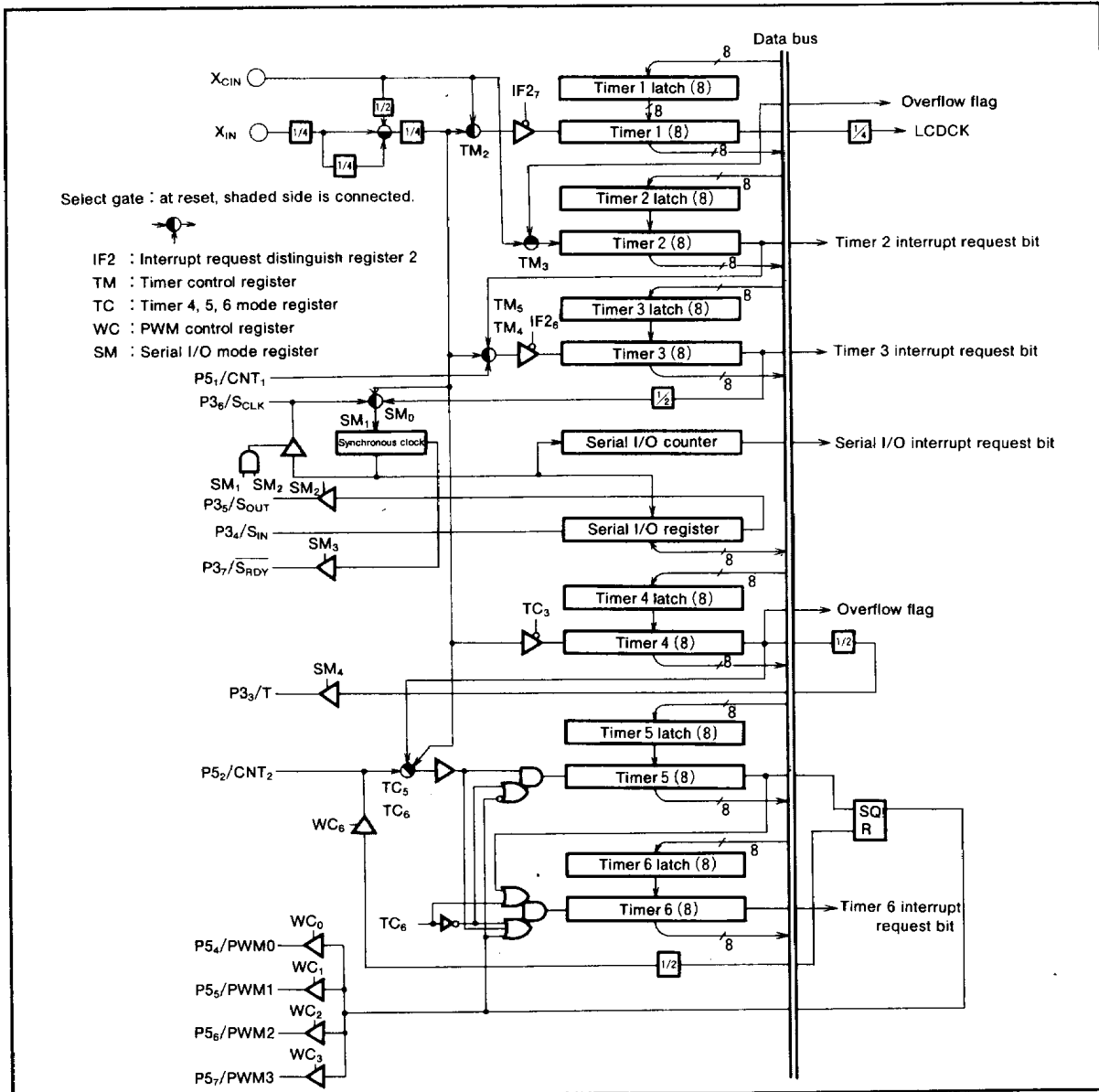


Fig. 4 Block diagram of timer 1 through 6

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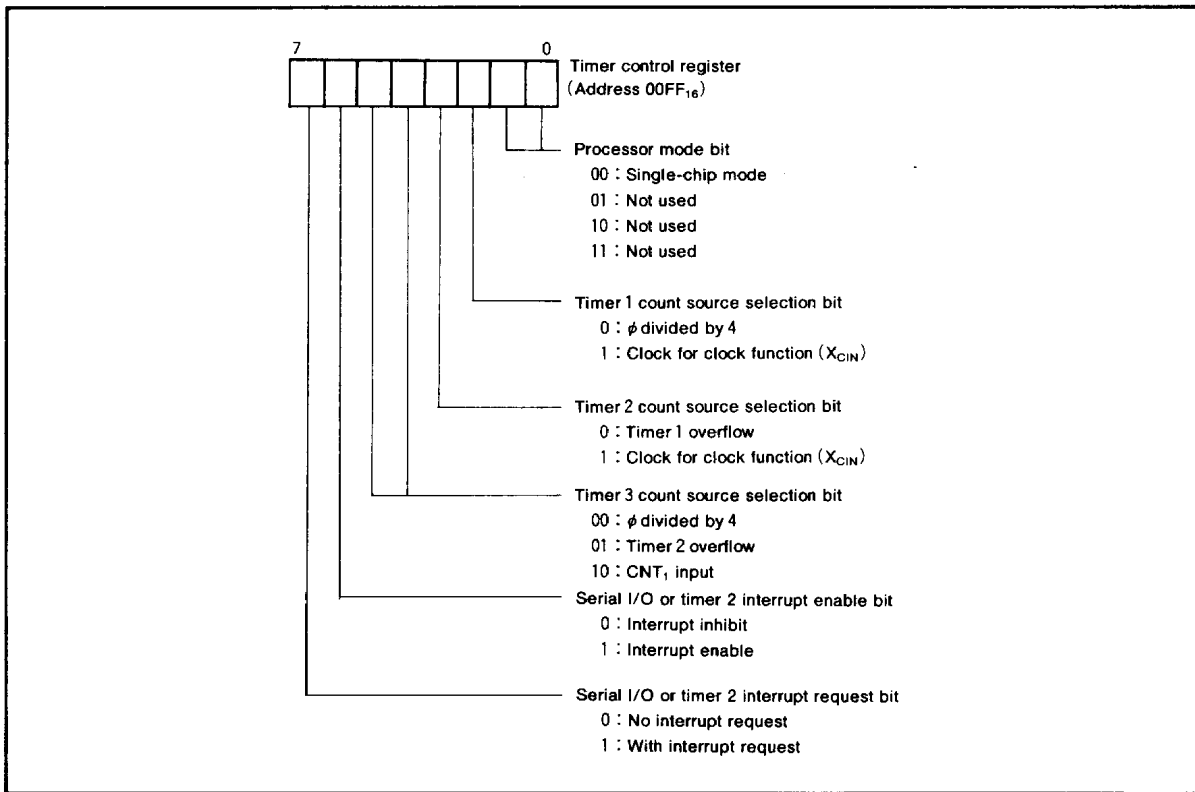


Fig. 5 Structure of timer control register

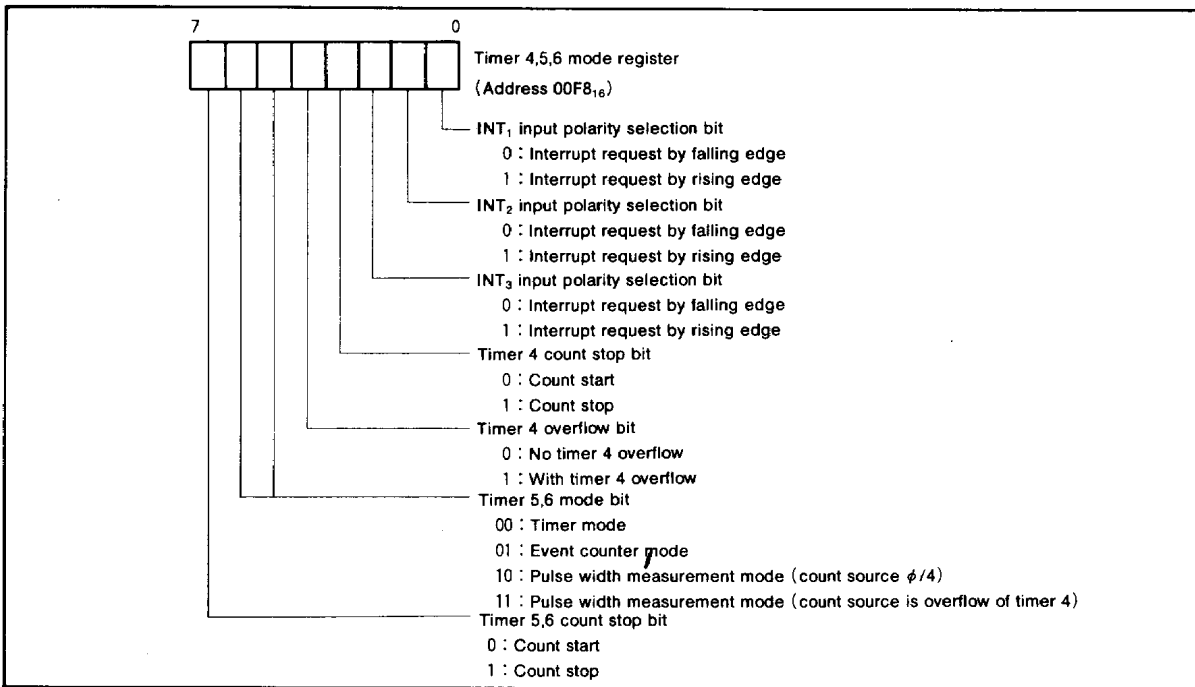


Fig. 6 Structure of timer 4,5,6 mode register

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PWM

M37410M3-XXXFP has a pulse width modulated (PWM) output control circuit connecting with timer5 and timer6.

Figure 6 shows the structure of timer 4,5,6 mode register, Figure 7 shows the PWM rectangular wave form and Figure 8 shows the structure of PWM control register.

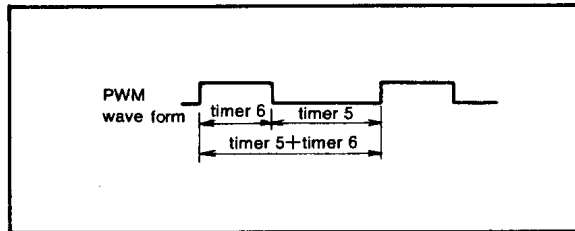


Fig. 7 PWM rectangular wave form

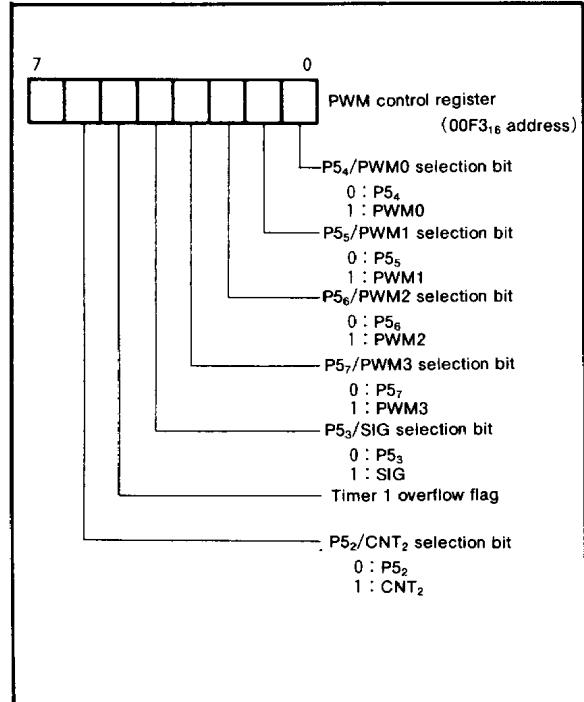


Fig. 8 Structure of PWM control register

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SERIAL I/O

The block diagram of serial I/O is shown in Figure 9. In the serial I/O mode the receive ready signal ($\overline{S_{RDY}}$), synchronous input/output clock (CLK), and the serial I/O (S_{OUT} , S_{IN}) pins are used as P3₇, P3₆, P3₅, and P3₄, respectively. The serial I/O mode register (address 00F6₁₆) is an 8-bit register. Bit 1 and 0 of this register is used to select a synchronous clock source. When these bits are [00] or [01], an external clock from P3₆ is selected. When these bits are [10], the overflow signal divided by two from timer 3 becomes the synchronous clock. Therefore, changing the timer period will change the transfer speed. When the bits are

[11], the internal clock ϕ divided by 4 becomes the clock. Bits 2 and 3 decide whether parts of P3 will be used as a serial I/O or not. When bit 2 is "1", P3₆ becomes an I/O pin of the synchronous clock. When an internal synchronous clock is selected, the clock is output from P3₆. If the external synchronous clock is selected, the clock is input to P3₆. And P3₅ will be a serial output and P3₄ will be a serial input. To use P3₄ as a serial input, set the directional register bit which corresponds to P3₄, to "0". For more information on the directional register, refer to the I/O pin section. To use the serial I/O, bit 2 needs to be set to "1", if it is "0" P3₆ will function as a normal I/O. Bit 3 determines if P3₇ is

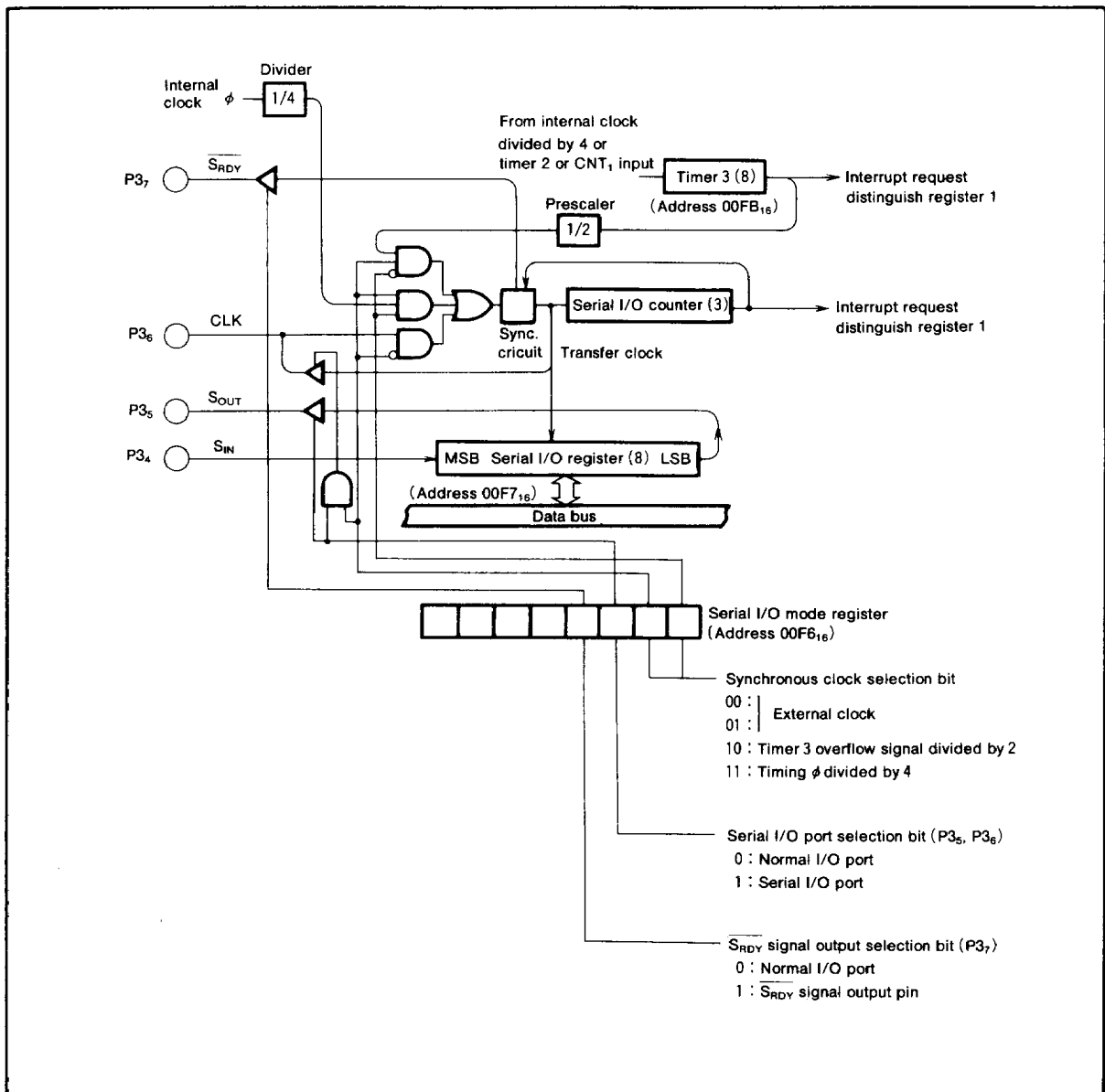


Fig. 9 Block diagram of serial I/O

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used as an output pin for the receive data ready signal (bit 3="1", $\overline{S_{RDY}}$) or used as a normal I/O pin (bit 3="0").

The function of serial I/O differs depending on the clock source; external clock or internal clock.

Internal Clock — The $\overline{S_{RDY}}$ signal becomes "H" during transmission or while dummy data is stored in the serial I/O register. After the falling edge of write signal, the $\overline{S_{RDY}}$ signal becomes low signaling that the M37410M3-XXXFP is ready to receive the external serial data. The $\overline{S_{RDY}}$ signal goes "H" at the next falling edge of the transfer clock. The serial I/O counter is set to 7 when data is stored in the serial I/O register. At each falling edge of the transfer clock, serial data is output to P3₅. During the rising edge of this clock, data can be input from P3₄ and the data in the serial I/O register will be shifted 1 bit. Data is output starting with

the LSB. After the transfer clock has counted 8 times, the serial I/O register will be empty and the transfer clock will remain at a high level. At this time the interrupt request bit will be set.

External Clock — If an external clock is used, the interrupt request bit will be set after the transfer clock has counted 8 times but the transfer clock will not stop. Due to this reason, the external clock must be controlled from the outside. The external clock should not exceed 250kHz at a duty cycle of 50%. When the external clock is chosen, the P3₆ pin must be held at "H" level while the serial I/O is not used.

Timing diagrams are shown in Figure 10, and connection between two M37410M3-XXXFP's are shown in Figure 11.

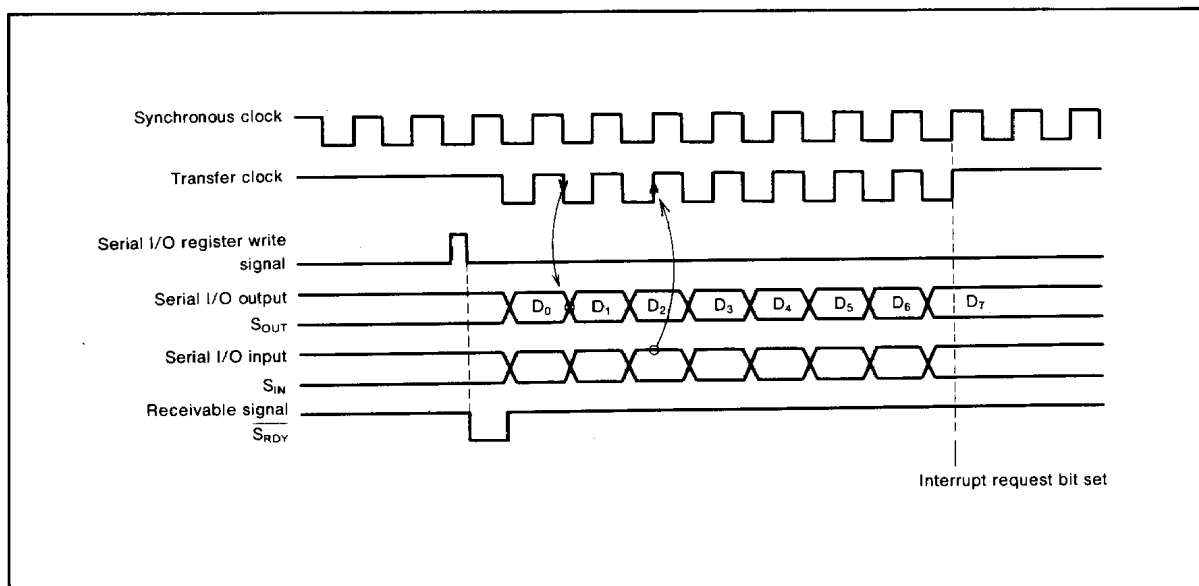


Fig. 10 Serial I/O timing

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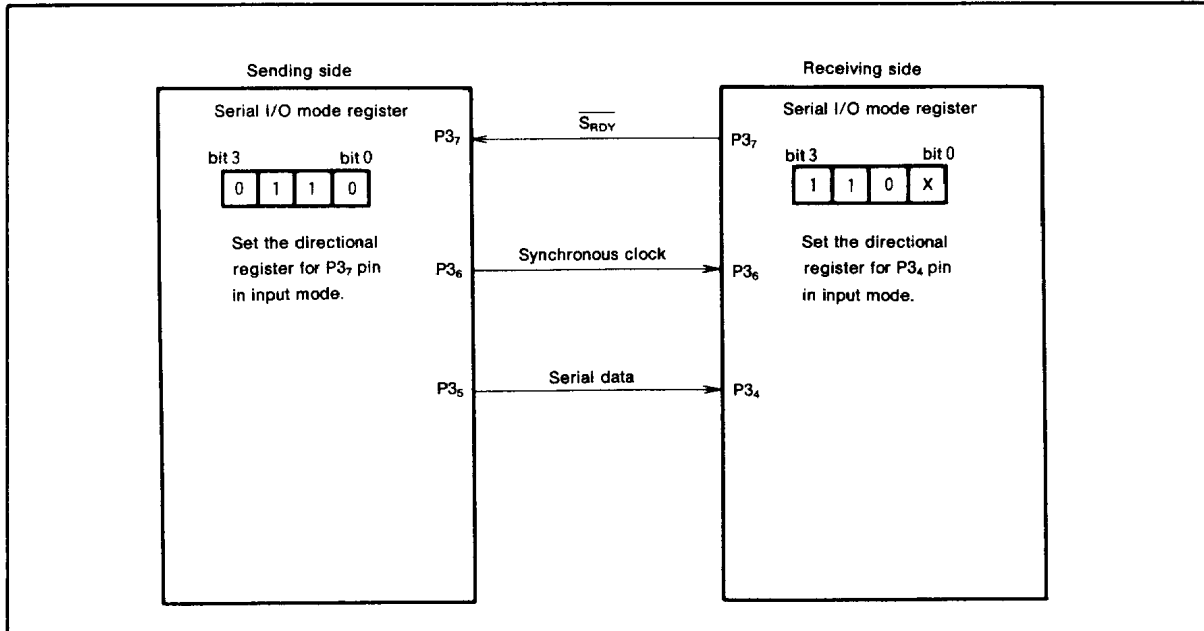


Fig. 11 Example of serial I/O connection

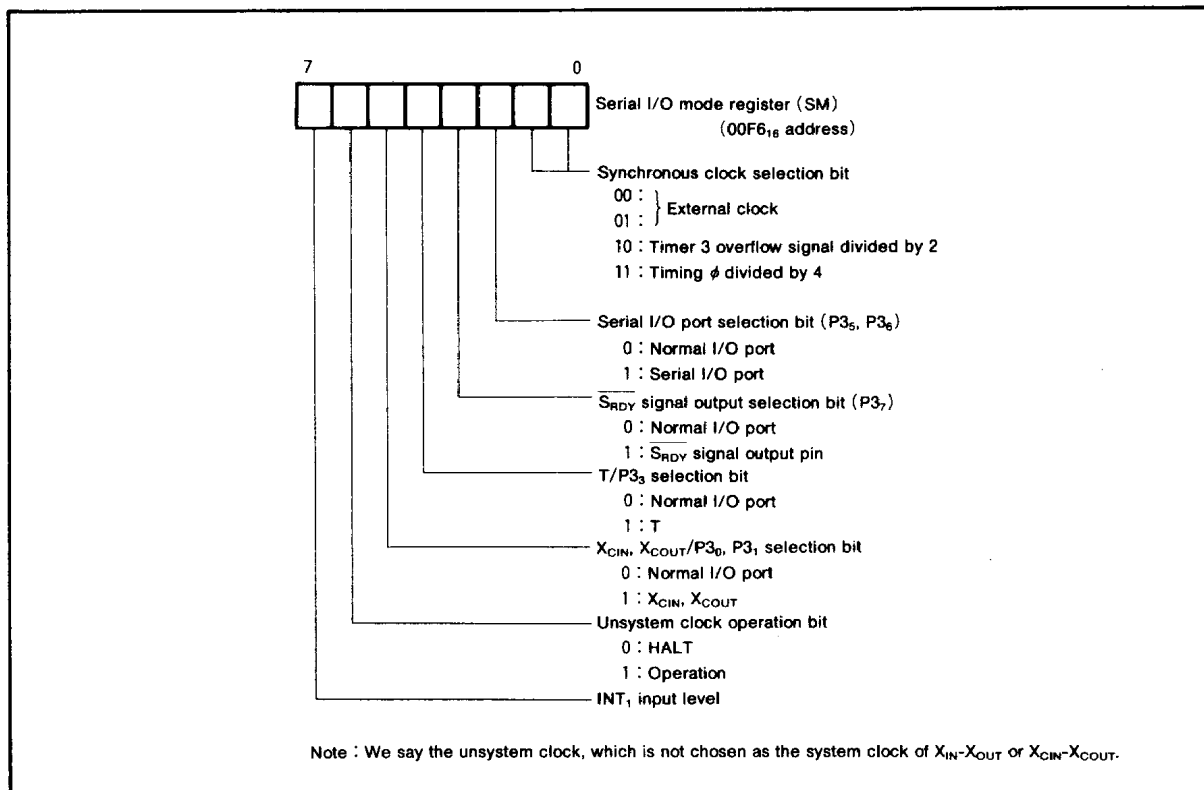


Fig. 12 Structure of serial I/O mode register

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LCD CONTROLLER/DRIVER

The M37410M3-XXXFP has internal LCD controllers and drivers. A Block Diagram of LCD circuit is shown in Figure 15. The terminals for LCD consist of 4 common-pin and 24 segment-pin. SEG₁₂~SEG₁₅ are in common with input P4. Also SEG₁₆~SEG₂₃ are in common with IN₀~IN₇. These are selected by bit 3~7 of the LCD segment control register (00F4₁₆ address). Two biases (1/2 and 1/3) can also be selected. When bit 2 of the LCD mode register is "1", 1/2 bias is selected. When bit 2 is "0", 1/3 bias is selected. When bits 0 and 1 of the LCD mode register (LM₀, LM₁) is n, the

duty ratio is 1/(n+1).

Address 00C0₁₆~00CB₁₆ is the designated RAM for the LCD display. When 1s' are written to these addresses, the corresponding segments of the LCD display panel are turned on. A map of the LCD display RAM is shown in Figure 13.

The ON/OFF function for the LCD controller is controlled by bit 3 of the LCD mode register (LM₃). When this bit is "1" all the segments of the LCD are turned on. When this bit is "0" all the segments are turned off.

The structure of the LCD mode register is shown in Figure 14.

Bit Address	7	6	5	4	3	2	1	0
C0	1	1	1	1	0	0	0	0
C1	3	3	3	3	2	2	2	2
C2	5	5	5	5	4	4	4	4
C3	7	7	7	7	6	6	6	6
C4	9	9	9	9	8	8	8	8
C5	11	11	11	11	10	10	10	10
C6	13	13	13	13	12	12	12	12
C7	15	15	15	15	14	14	14	14
C8	17	17	17	17	16	16	16	16
C9	19	19	19	19	18	18	18	18
CA	21	21	21	21	20	20	20	20
CB	23	23	23	23	22	22	22	22

COM₃ COM₂ COM₁ COM₀ COM₃ COM₂ COM₁ COM₀

* Number in data memory area indicates corresponding segment.

Fig. 13 Map of RAM for LCD segment

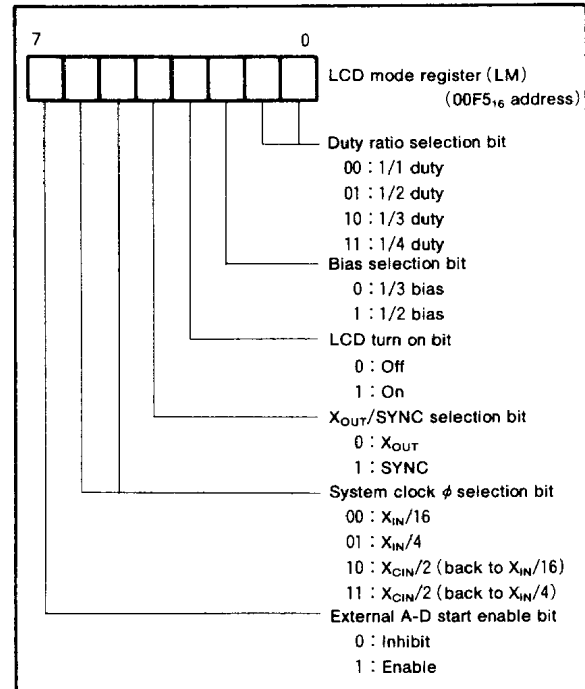


Fig. 14 Structure of LCD mode register

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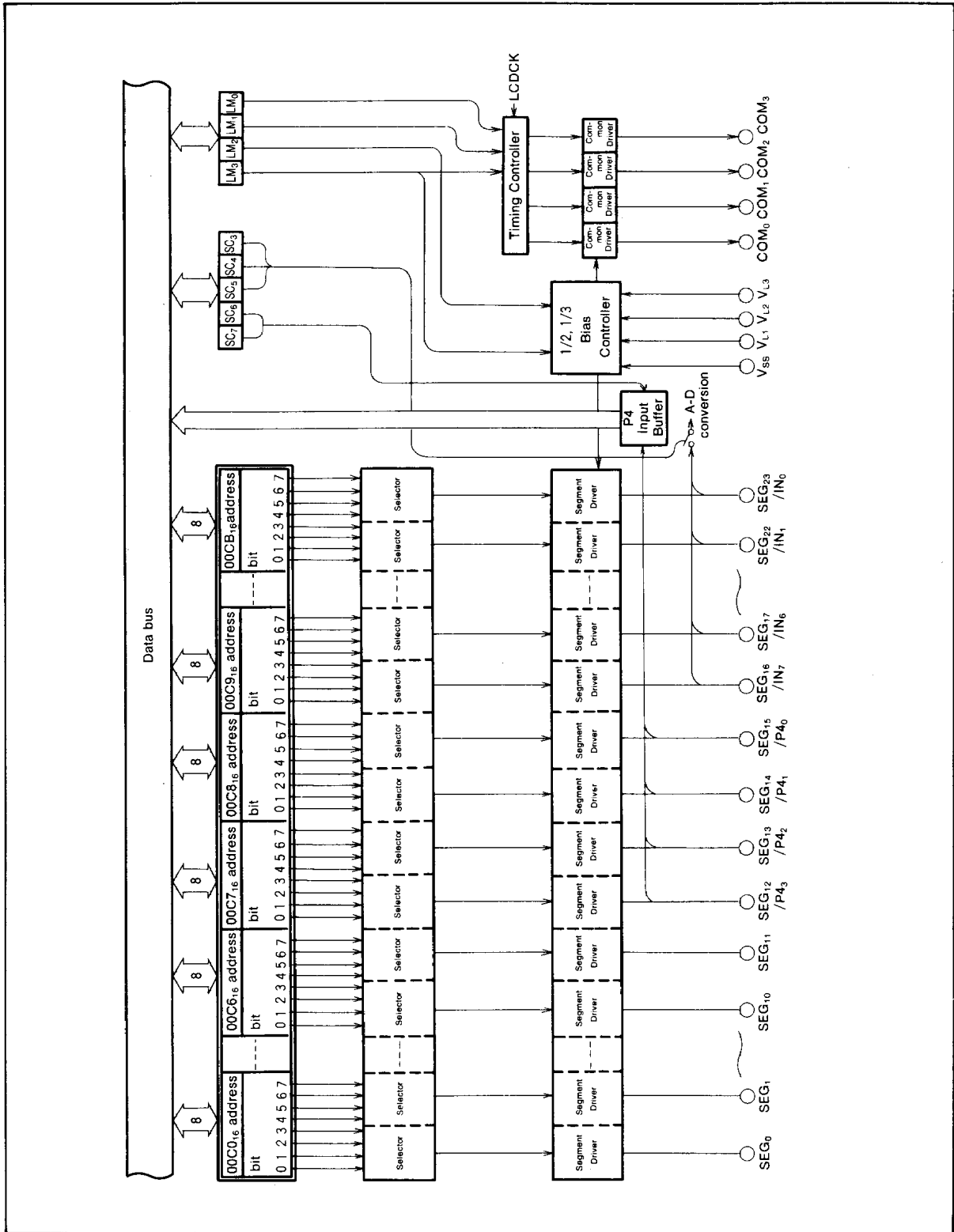


Fig. 15 Block diagram of LCD control circuit

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A-D CONVERTER

The A-D converter circuit is shown in Figure 16. The analog input ports of the A-D converter ($IN_0 \sim IN_7$) are in common with the segment output ports.

The segment control register is located at address $00F4_{16}$. One of the eight analog inputs is selected by bits 0, 1 and 2 of this register. The IN pins, not to use as analog input, uses as LCD segment output.

Bit 0, 1 and 2, and corresponding to analog input pin is shown in Figure 17. A-D conversion is accomplished by first selecting bit 0 and 1 of the A-D control register (address $00F2_{16}$) for the source of V_{REF} . And also the analog input pin is chosen by the analog input select bit of the segment control register. A-D conversion starts by writing a dummy data to the A-D register (address $00EF_{16}$) or changing the input level from SIG pin "H" to "L". When A-D conversion is finished, an interrupt is generated. After A-D interrupt is accepted, the result of A-D conversion can be read from the A-D register.

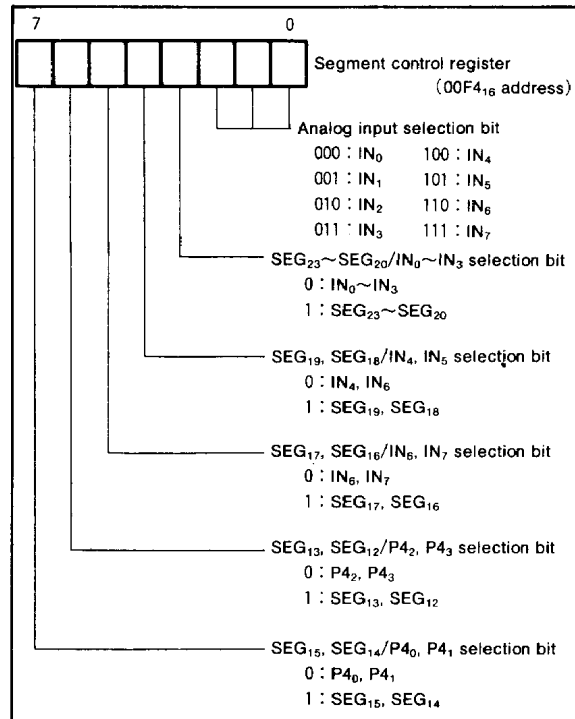


Fig. 17 Structure of segment control register

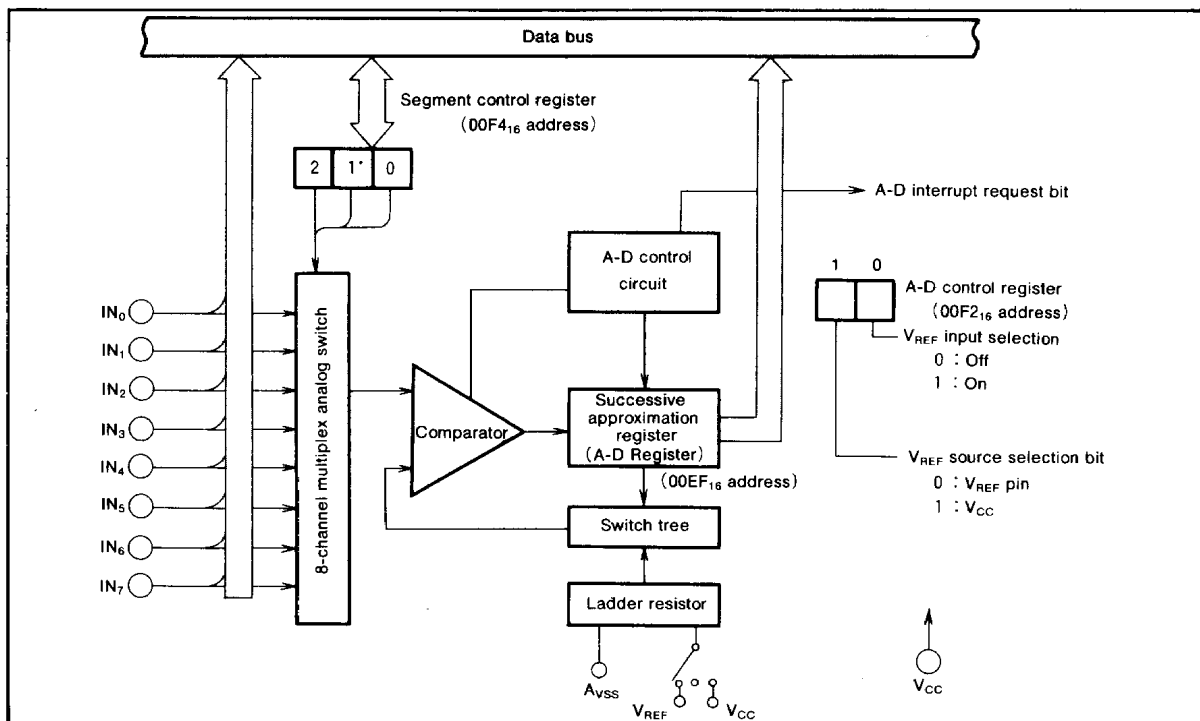


Fig. 16 A-D converter circuit

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KEY ON WAKE UP

“Key on wake up” is one way of returning from a power down state caused by the STP or WIT instruction.

When the key on wake up option of port P2 is designated and key on wake up interrupt enable bit (IC₄) is set to “1”, if the key on wake up option pin of port P2 has “L” level applied, key on wake up interrupt is generated and the microcomputer is returned to the normal operating state.

When the bit 4 of PWM control register (address 00F3₁₆) is set to “1”, the pulse shown in Figure 18 is outputted from P5₃ pin.

As shown in Figure 19, if the key matrix of active “L” to input port P2 is constructed, the microcomputer is returned to normal operating state by the key push. Refer to the section of interrupt how to use the key on wake up function. In order to enter the power down state generated by the STP or WIT instruction at the interrupt disable flag (I) is “0” and IC₂ is “1”, the input designated as key on wake up by option in port P2 must be all “H”.

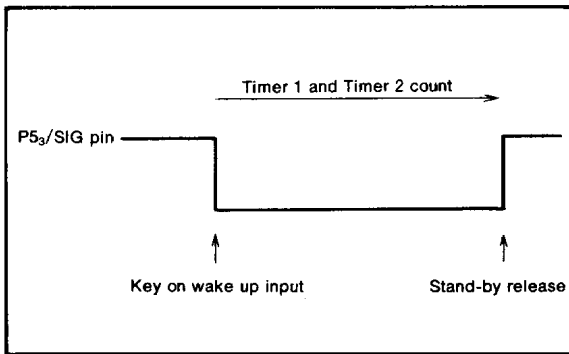


Fig. 18 Output from the SIG pin at wake up from the stop state

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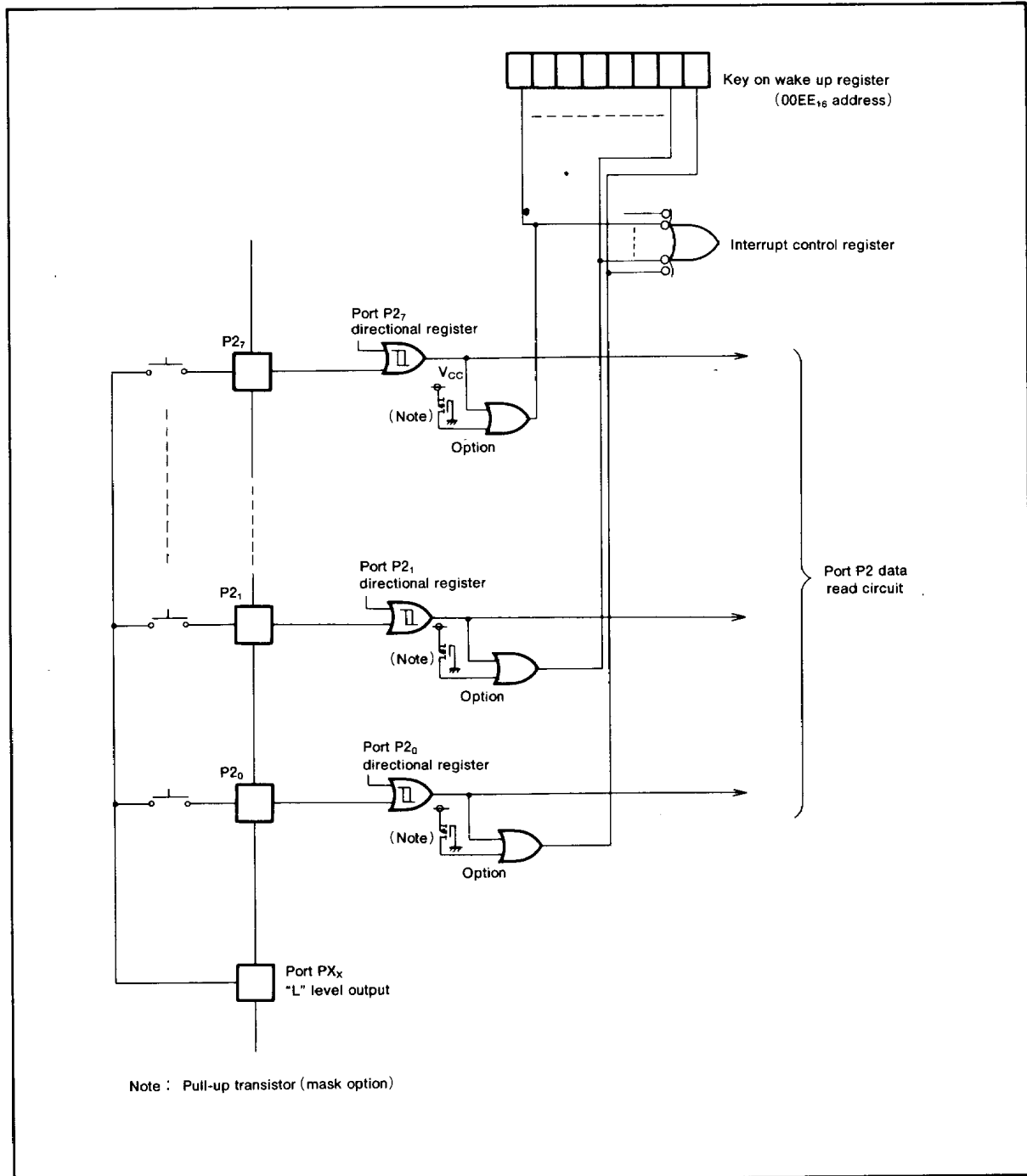


Fig. 19 Block diagram of port P2 and example of wired at used key on wake up

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RESET CIRCUIT

The M37410M3-XXXFP is reset according to the sequence shown in Figure 22. It starts the program from the address formed by using the content of address $3FFF_{16}$ as the high order address and the content of the address $3FFE_{16}$ as the low order address, when the RESET pin is held at "L" level for no less than $16 \mu s$ while the power voltage is between 4 and 5.5V and the crystal oscillator oscillation is stable and

then returned to "H" level.

The internal initializations following reset are as shown in Figure 20 regardless of the status before reset (including stop mode or wait mode).

An example of the reset circuit is shown in Figure 21. When the power on reset is used, the RESET pin must be input "H" after the oscillation of X_{IN} - X_{OUT} becomes stable.

	Address	
(1) Port P0 directional register (D0) ($E1_{16}$)...		00_{16}
(2) Port P1 directional register (D1) ($E3_{16}$)...		00_{16}
(3) Port P2 directional register (D2) ($E5_{16}$)...		00_{16}
(4) Port P3 directional register (D3) ($E9_{16}$)...		00_{16}
(5) Port P5 directional register (D5) (ED_{16})...		00_{16}
(6) Interrupt request distinguish register 1 (EB_{16})...		00_{16}
(7) Interrupt request distinguish register 2 (FO_{16})...		00_{16}
(8) PWM control register ($F3_{16}$)...		0 0 0 0 0 0 0 0
(9) Segment control register ($F4_{16}$)...		0 0 0 0 0 0 - -
(10) LCD mode register ($F5_{16}$)...		00_{16}
(11) Serial I/O mode register (SM) ($F6_{16}$)...		- 0 0 0 0 0 0 0 0
(12) Timer 4, 5, 6 mode register ($F8_{16}$)...		00_{16}
(13) Interrupt control register (IM) (FE_{16})...		00_{16}
(14) Timer control register (TM) (FF_{16})...		00_{16}
(15) A-D control register ($F2_{16}$)...		- - - - - 0 0
(16) Processor status register		- - - - - 1 - -
(17) Program counter (PC_H)...		Contents of address $3FFF_{16}$
(17) Program counter (PC_L)...		Contents of address $3FFE_{16}$

Note : Since the contents of both registers other than those listed above (including timers and the serial I/O register) and the RAM are undefined at reset, it is necessary to set initial values.

Fig. 20 Internal state of microcomputer at reset

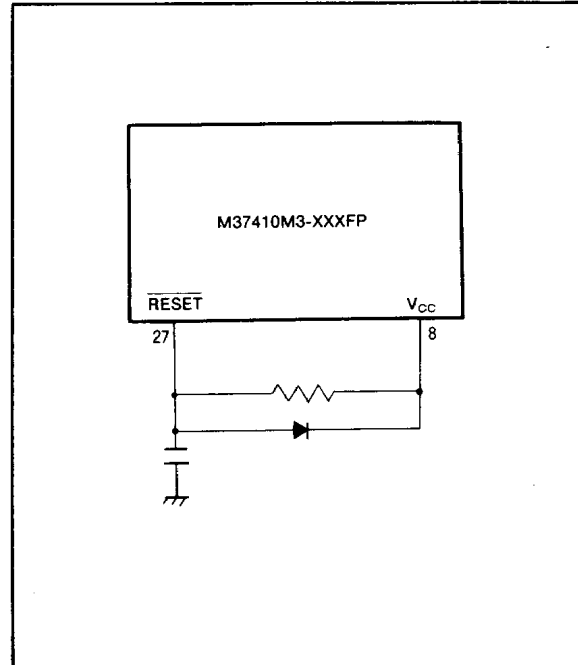


Fig. 21 Example of reset circuit

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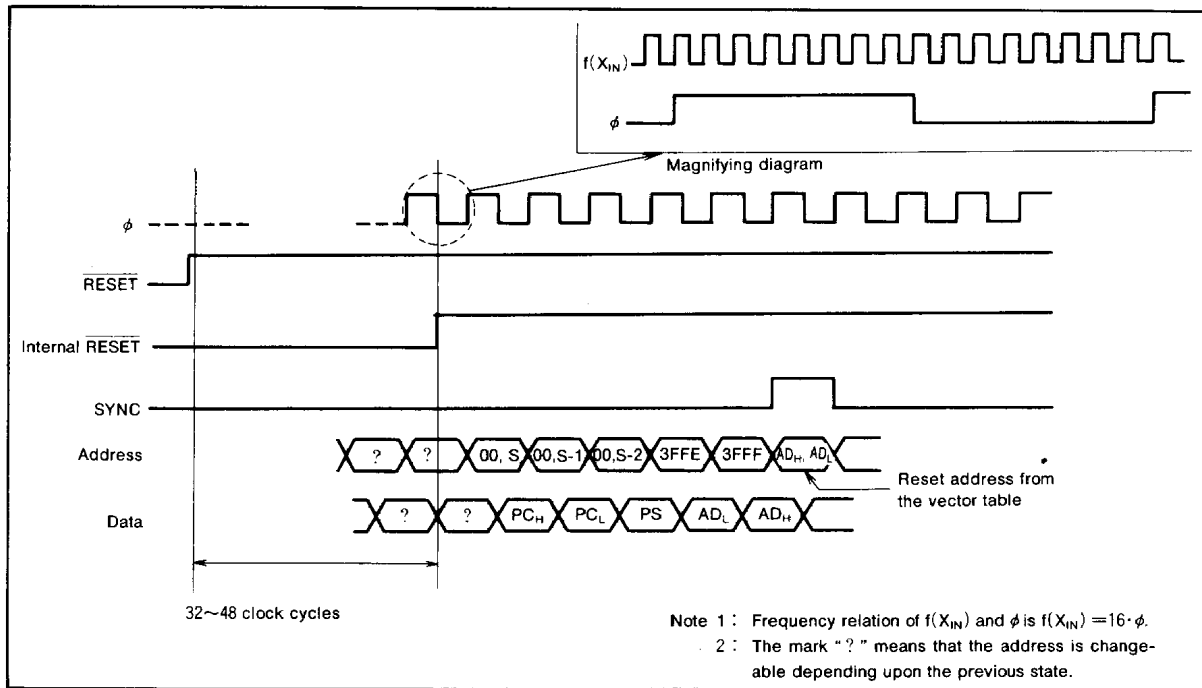


Fig. 22 Timing diagram at reset

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I/O PORTS

(1) Port P0

Port P0 is an 8-bit I/O port with CMOS outputs and pull-up transistor options available. As shown in Figure 1, P0 can be accessed as memory through zero page address 00E0₁₆. Port P0's directional register allows each bit to be programmed individually as input or output. The directional register (zero page address 00E1₁₆) can be programmed as input with "0", or as output with "1". When in the output mode, the data to be output is latched to the port register and output. When data is read from the output port, the output pin level is not read, only the latched data of the port register is read. Therefore, a previously output value can be read correctly even though the output voltage level has been shifted up or down. Port pins set as input are in the high impedance state so the signal level can be read. When data is written into the input port, the data is latched only to the output register and the pin still remains in the high impedance state.

(2) Port P1

Port P1 has the same function as P0 but the output structure is N-ch open drain.

(3) Port P2

Port P2 has the same function as P0. Following the execution of STP or WIT instruction, key matrix with port P2 can be used to generate the interrupt to bring the microcomputer back in its normal state. The pin to be used as the key on wake up must be with key on wake up option and its value in directional register must be "0".

(4) Port P3

Port P3 has the same functions P0 except that part of P3 is common with the serial I/O, output of timer4, clock oscillation of timer clock and interrupt input. The output is N-channel open drain. When P3₀ and P3₁ pins are used for X_{CIN} input, pull-up is inhibited.

(5) Port P4

Port P4 is an 4-bit input port which can be used as a segment output port. At reset, this port is pull-up to V_{L3}. Just after the reset, this port becomes high-impedance state. When port P4 is used as input port, the pull-up option to these pins are inhibits.

(6) Port P5

Port P5 has the same functions as P0 except that part of P5 is common with the counter input pin, SIG pin, and PWM output pin. The output is N-channel open drain output.

(7) Segment output(SEG₀~SEG₁₁)

These ports drive and control the LCD segments. At reset, these output the level of V_{L3}.

(8) Analog input(IN₀~IN₇)

This is a port for an analog input of A-D converter. This can be used as the segment output. At reset, it is pull-

up to V_{L3}. Just after the reset, this becomes high-impedance state.

(9) Common output(COM₀~COM₃)

These port provides output drive and control for the LCD common lines. At reset, this outputs the level of V_{L3}.

(10) Power Supply for LCD(V_{L1}~V_{L3})

Supplies power to the LCD terminals.

(11) INT₁

The INT₁ pin is an interrupt input pin. The INT₁ interrupt request bit (bit 7 of address 00FE₁₆) is set to "1" when the input level of this pin changes from "H" to "L" (or "L" to "H"). This input level is read in the bit 7 of serial I/O mode register (address 00F6₁₆).

(12) INT₂(P3₂/INT₂)

The INT₂ pin is an interrupt input pin common with P3₂. When P3₂'s directional register is set for input ("0"), this pin can be used as an interrupt input. The INT₂ interrupt request bit (bit 3 of address 00EB₁₆) is automatically set to "1" when the input level of this pin changes from "H" to "L" (or from "L" to "H").

(13) INT₃(P5₀/INT₃)

The INT₃ pin is an interrupt input pin common with P5₀. The other functions are the same as INT₂.

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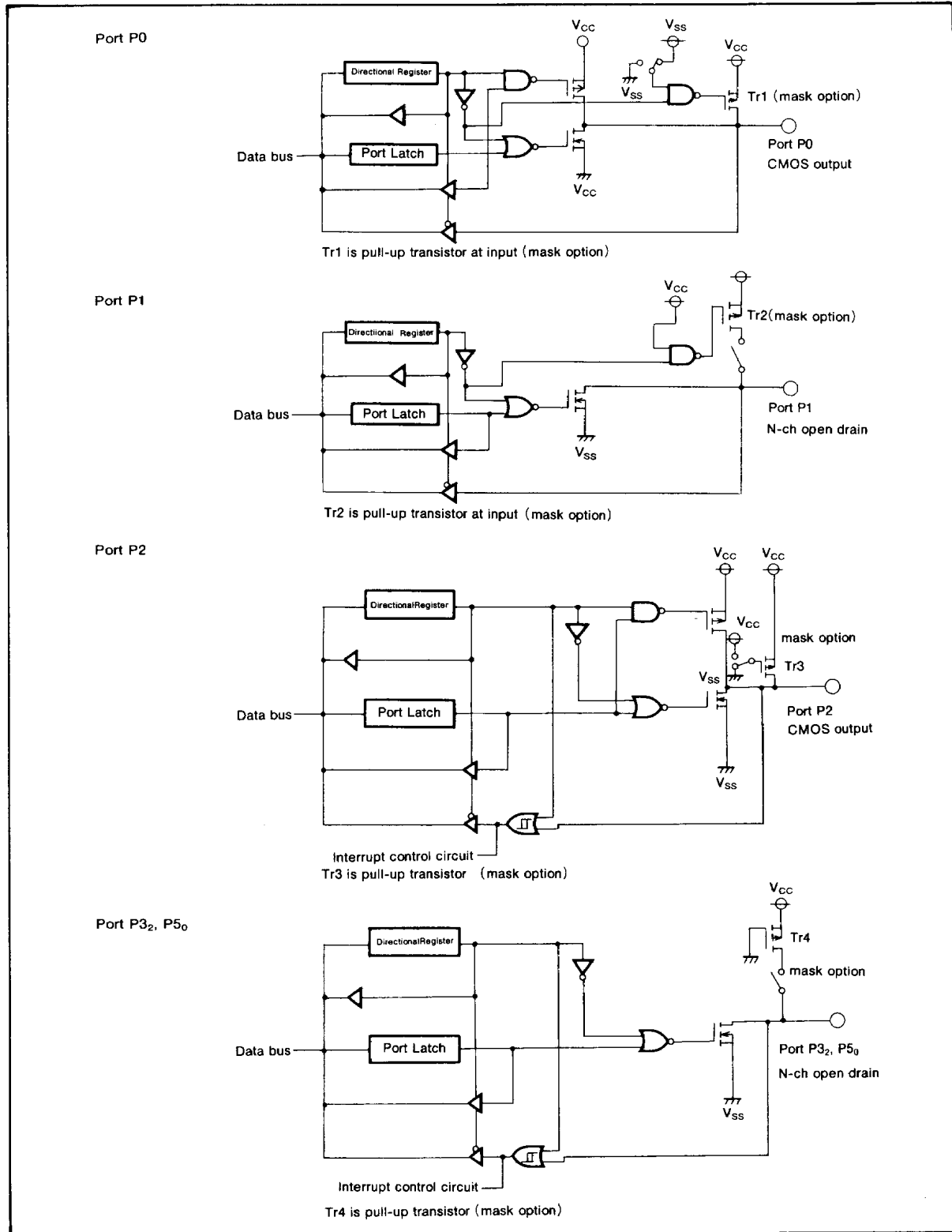


Fig. 23 Block diagram of ports P0~P2, P3₂ and P5₀

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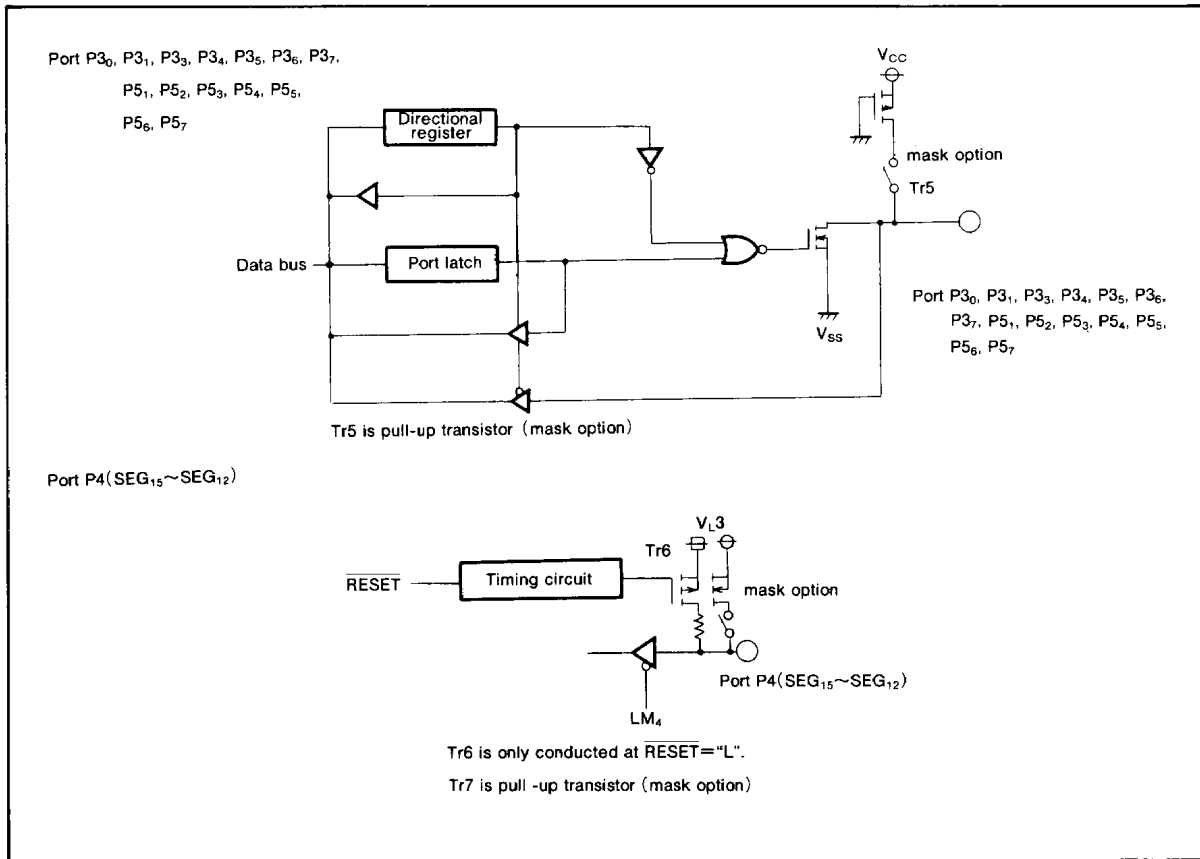


Fig. 24 Block diagram of Port P3, P4, P5₁, P5₂, P5₃, P5₄, P5₅, P5₆, P5₇

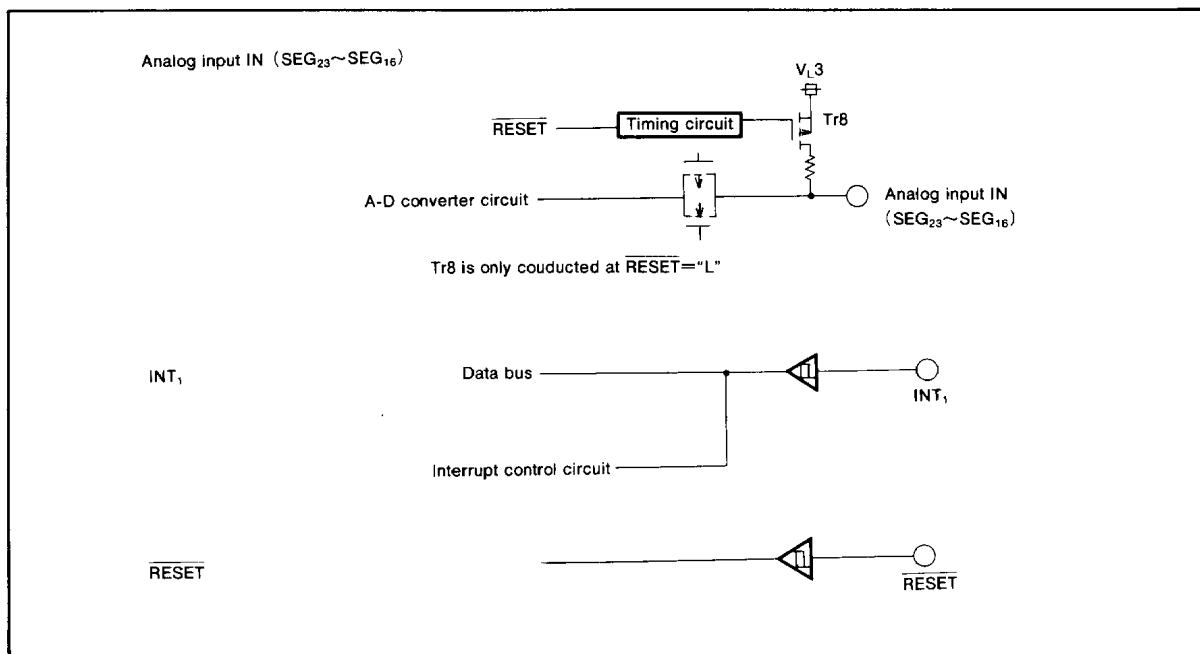


Fig. 25 Block diagram of analog input port IN, INT₁, RESET

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CLOCK GENERATING CIRCUIT

The M37410M3-XXXFP has two internal clock generators. Figure 28 shows a block diagram of the clock generator. Normally, the frequency applied to the clock input pin X_{IN} divided by four is used as the internal clock (timing output) ϕ . Serial I/O mode register bit 5 can be used to switch the internal clock ϕ to 1/2 the frequency applied to the clock input pin X_{CIN} . In this case, the pull-up option to these pins are inhibited.

These signals can also be changed via bit5 (LM_5) and bit6 (LM_6) of the LCD mode register. When LM_6 and LM_5 are [00], the internal clock is chosen $X_{IN}/16$. When they are [01], the internal clock is chosen $X_{IN}/4$. When they are [10] and [11], the internal clock is $X_{CIN}/2$. The one of clock X_{IN} and clock X_{CIN} , isn't in use for the internal clock (none system clock), stops when the bit6 (SM_6) of serial I/O mode register is "0". In order to restart the clock as the internal clock, SM_6 is set to "1" and wait until the oscillation becomes stability by the software then the internal clock is chosen LM_6 and LM_5 .

Figure 26 shows a circuit exmple using a ceramic (or crystal) oscillator. Use the manufacturer's recommended values for constants such as capacitance which is unique for each oscillator. when using an external clock signal, input from the X_{IN} (X_{CIN}) pin and leave the X_{OUT} (X_{COUT}) pin open. A circuit example is shown in Figure 27.

The M37410M3-XXXFP has two low power consumption modes, stop and wait. The microcomputer enters a stop mode when the STP instruction is executed. The oscillator (both X_{IN} clock and X_{CIN} clock) stops with the internal clock ϕ held at "H" level. In this case timer 1 and timer 2 are forcibly connected and $\phi/4$ is selected as timer 1 input. When restarting oscillation, set the suitable value for timer 1 and timer 2 in order to enable the oscillator to stabilize. Before executing the STP instruction, the timer 1 count stop bit must be set to supply ("0"), timer 2 interrupt enable bit ($IF1_4$) of interrupt request distinguish register 1 must be set to enable ("1"), timer 2 interrupt request bit ($IF1_5$) of interrupt request distinguish register must be set to disable ("0"). And serial I/O or timer 2 interrupt enable bit (TM_6) and serial I/O or timer 2 interrupt request bit (TM_7) of timer control register must be set to disable ("0").

Oscillation is restarted (reset stop mode) when INT_1 , INT_2 , or INT_3 interrupt is received. The interrupt enable bit of the interrupt used to reset the stop mode must be set to "1". When restarting oscillation with an interrupt, the internal clock ϕ is held "H" until timer 2 overflows and is not supplied to the CPU. When oscillation is restarted by reset, "L" level must be applied to the \overline{RESET} pin until the oscillation stabilizes because no wait time is generated.

The microcomputer enters a wait mode when WIT instruction is executed. The internal clock ϕ stops at "H" level, but the oscillator does not stop. ϕ is re-supplied (wait mode reset) when the processor is reset or when it receives an

interrupt. Instructions can be executed immediately because the oscillator is not stopped. The interrupt enable bit of the interrupt used to reset the wait mode must be set to "1" before executing the WIT instruction.

When the interrupt is accepted and after the interrupt sub-routine is executed, the next instruction to STP or WIT is executed. It is possible to cancel stop and wait mode by reset. In this case, the execution is started from the address is set to reset vector.

Transition of states for the system clock is shown in Figure 29. The change order of the internal clock is shown in Figure 29.

When STP instruction is executed from the states of A, B, C, D and E, it will be the same state as H (stop state). If the interrupt is executed in stop state, it will return the state before STP instruction is executed.

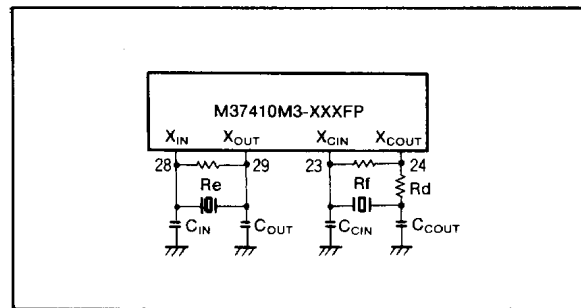


Fig. 26 External ceramic resonator circuit

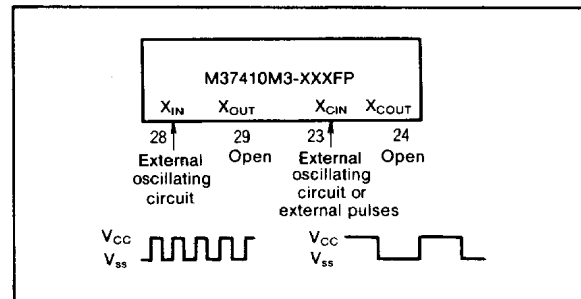


Fig. 27 External clock input circuit

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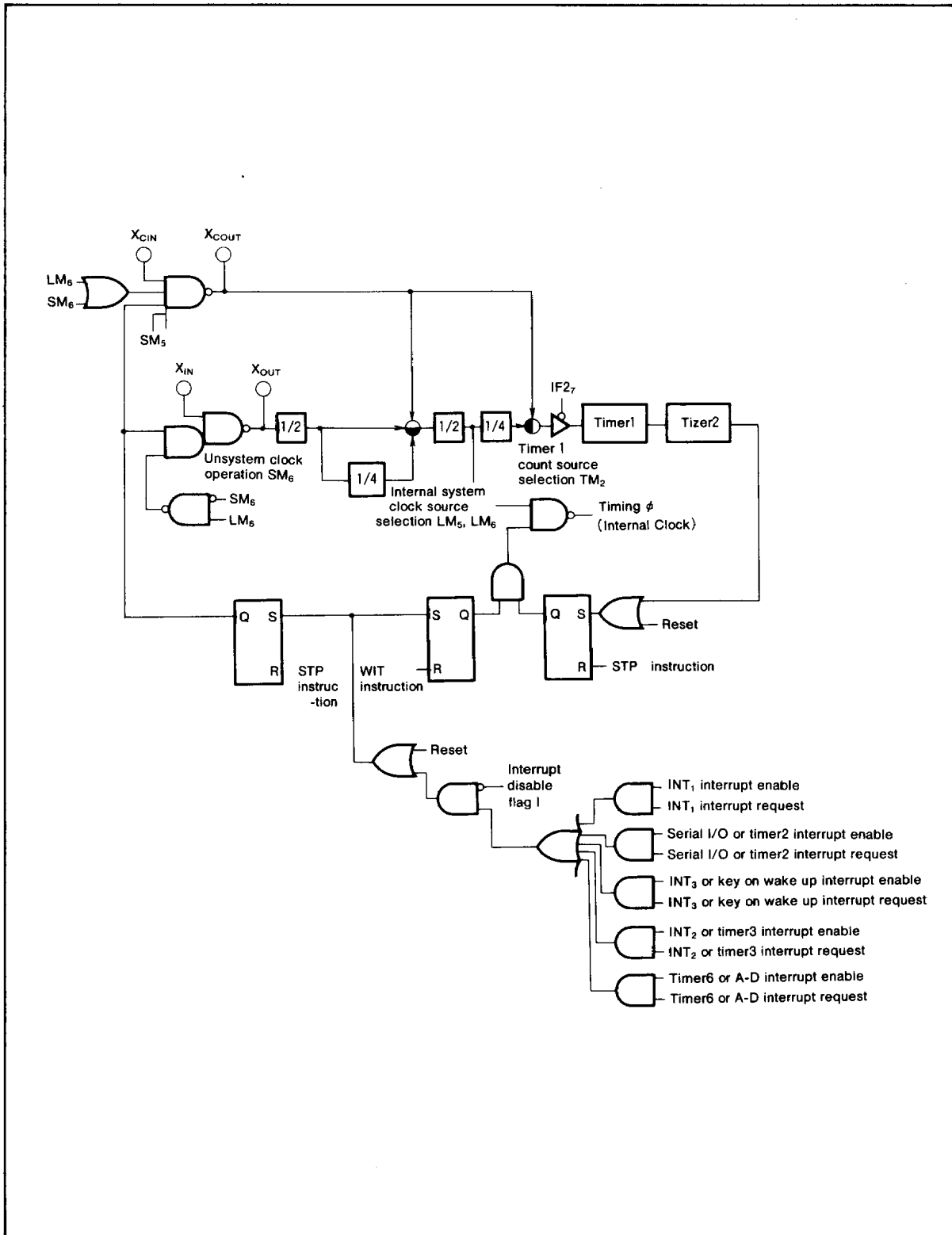
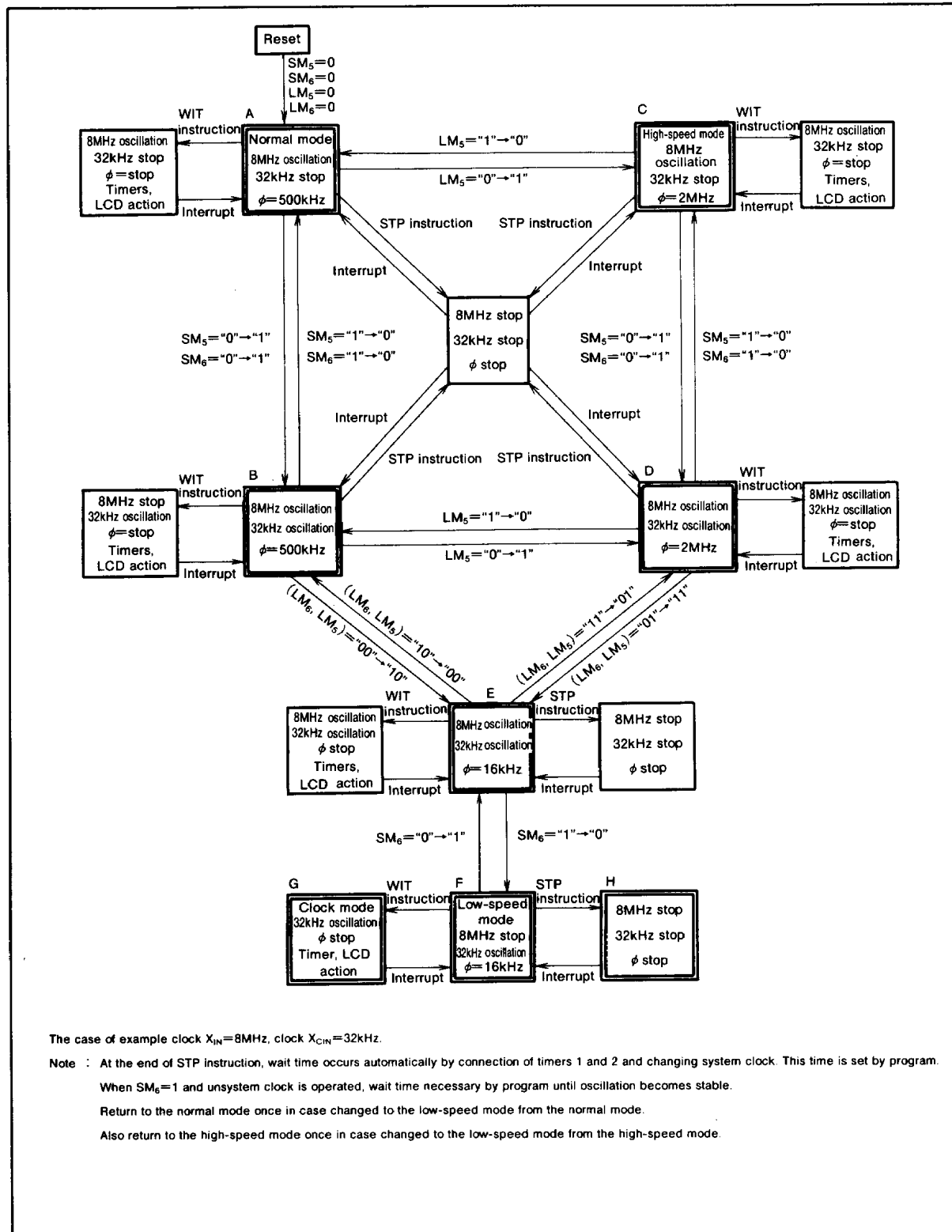


Fig. 28 Block diagram of clock generating circuit

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The case of example clock $X_{IN}=8MHz$, clock $X_{CIN}=32kHz$.

Note : At the end of STP instruction, wait time occurs automatically by connection of timers 1 and 2 and changing system clock. This time is set by program.

When $SM_6=1$ and unsystem clock is operated, wait time necessary by program until oscillation becomes stable.

Return to the normal mode once in case changed to the low-speed mode from the normal mode.

Also return to the high-speed mode once in case changed to the low-speed mode from the high-speed mode.

Fig. 29 Transition of states for the system clock

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PROGRAMMING NOTES

- (1) The frequency ratio of the timer is $1/(n+1)$.
- (2) The count value of timers 1, 2, 3, 4 can be read at an arbitrary timing when the timing ϕ divided by 4 or timer overflow is input to these timers. If X_{CIN} or CNT_1 input is input to these timers, the value of timer 1, 2, 3, 4 must be read only when the input of timers is not changing or the timer count is stopped.

Also the count value of timers 5, 6 which are used in the event counter mode must be read when the external input is at the "L" level. When timers 5, 6 are used in the timer mode, the count value of these timers cannot be read.

- (3) Even though the BBC and BBS instructions are executed after the interrupt request bits are modified (by the program), those instructions are only valid for the contents before the modification. Also, at least one instruction cycle must be used (such as a NOP) between the modification of the interrupt request bits and the execution of the BBC and BBS instructions.
- (4) ① After the ADC and SBC instructions are executed (in decimal mode), one instruction cycle (such as a NOP) is needed before the SEC, CLC, or CLD instructions are executed.
② In decimal mode, the negative (N), overflow (V) and zero (Z) flags are invalidated.
- (5) A NOP instruction must be used after the execution of a PLP instruction.
- (6) ① The timer 1 and timer 2 must be set the necessary value immediately before the execution of a STP instruction.

Also the following conditions must be satisfied:

- Timer 1 count stop bit is set to "0"
 - Timer 2 interrupt enable bit is set to "1"
 - Timer 2 interrupt request bit is set to "0"
 - Serial I/O or timer 2 interrupt enable bit is set to "0"
 - Serial I/O or timer 2 interrupt request bit is set to "0"
- ② To restart oscillation when it is stopped by STP instruction or unsystem clock operation bit, wait for a specified time which is needed for the oscillator to stabilize.
- (7) Some instructions can be used to write contents of the timer control register, the interrupt control register and interrupt request distinguish register 1, 2. If the SEB or CLB instruction or a set of instruction that acts as the SEB or CLB instruction (for instance, LDA TC+SEB 7, A+STA TC) is used, an interrupt request which is input during execution of these instructions may be cleared. Therefore, these instructions should be used only when there is no problem even if such an interrupt request is cleared. Usually, the LDM or STA instruction is used. Use the LDA instruction (IMM, T=1) to write to interrupt cause recognition register 2 only when A-D interrupt or timer 6 interrupt is used.

- (8) When LCD trun-on bit (bit 3 of address 00F5₁₆) of the LCD mode register is "1", don't stop the timers or count source for timers.
- (9) After switching the serial I/O transfer clock, initialize the serial I/O counter (write to address 00F7₁₆).
- (10) To use an external clock as the serial I/O transfer clock, initialize the serial I/O counter when the external clock is "H" level.
- (11) To use the P3₀ and P3₁ pins as the I/O pins of the clock for clock function, do not use the pull-up resistors by option.

DATA REQUIRED FOR MASK ORDERING

Please send the following data for mask orders.

- (1) mask ROM confirmation form
- (2) mark specification form
- (3) ROM data EPROM 3sets

Write the following option on the mask ROM confirmation form

- Port P0 pull-up transistor bit
- Port P1 pull-up transistor bit
- Port P2 pull-up transistor bit
- Port P3 pull-up transistor bit
- Port P4 pull-up transistor bit
- Port P5 pull-up transistor bit
- Port P2 key on wake up

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ABSOLUTE MAXIMUM RATINGS

Symbol	Parameter	Conditions	Ratings	Unit
V_{CC}	Supply voltage		-0.3~7	V
V_i	Supply voltage for LCD $V_{L1}\sim V_{L3}$	$V_{L1} < V_{L2} < V_{L3}$	-0.3~ $V_{CC}+0.3$	V
V_i	Input voltage $P0_0\sim P0_7, P2_0\sim P2_7, P3_0, P3_1,$ $P4_0\sim P4_3, IN_0\sim IN_7, V_{REF}, X_{IN}$		-0.3~ $V_{CC}+0.3$	V
V_i	Input voltage CNV_{SS}		-0.3~7	V
V_i	Input voltage $INT_1, RESET, P1_0\sim P1_7,$ $P3_2\sim P3_7, P5_0\sim P5_7$		-0.3~10	V
V_o	Output voltage $P0_0\sim P0_7, P2_0\sim P2_7, P3_0, P3_1,$ $COM_0\sim COM_3, SEG_0\sim SEG_{23}, X_{OUT}$		-0.3~ $V_{CC}+0.3$	V
V_o	Output voltage $P1_0\sim P1_7, P3_2\sim P3_7, P5_0\sim P5_7$		-0.3~10	V
P_d	Power dissipation	$T_a = 25^\circ C$	300	mW
T_{opr}	Operating temperature		-20~75	$^\circ C$
T_{stg}	Storage temperature		-40~125	$^\circ C$

RECOMMENDED OPERATING CONDITIONS ($V_{CC}=2.5\sim 5.5V, V_{SS}=0V, T_a=-20\sim 75^\circ C$, unless otherwise noted)

Symbol	Parameter	Conditions	Limits			Unit
			Min.	Typ.	Max.	
V_{CC}	Supply voltage (Note 1)	$f(X_{IN})=8\text{ MHz High-speed mode}$	4.5		5.5	V
		$f(X_{IN})=8\text{ MHz Normal mode or}$	2.5		5.5	
		$f(X_{IN})=2\text{ MHz High-speed mode (Note 2)}$				
V_{SS}	Supply voltage			0	V	
V_{IH}	"H" input voltage $P0_0\sim P0_7, P3_0, P3_1, P4_0\sim P4_3,$ X_{IN}, CNV_{SS} (Note 3)		$0.7V_{CC}$		V_{CC}	V
V_{IH}	"H" input voltage $P2_0\sim P2_7$		$0.8V_{CC}$		V_{CC}	V
V_{IH}	"H" input voltage $P1_0\sim P1_7, P5_0\sim P5_7, S_{IN}$		$0.7V_{CC}$		10	V
V_{IH}	"H" input voltage $P3_2\sim P3_7, P5_0, INT_1, INT_2, INT_3,$ CNT_1, CNT_2, SIG, CLK		$0.8V_{CC}$		10	V
V_{IH}	"H" input voltage $RESET, X_{CIN}$		$0.85V_{CC}$		10	V
V_{IL}	"L" input voltage $P0_0\sim P0_7, P1_0\sim P1_7, P3_0, P3_1,$ $P4_0\sim P4_3, P5_0\sim P5_7, S_{IN}$		0		$0.25V_{CC}$	V
V_{IL}	"L" input voltage $P2_0\sim P2_7, P3_2\sim P3_7, P5_0, INT_1,$ $INT_2, INT_3, CNT_1, CNT_2, SIG, CLK$		0		$0.2V_{CC}$	V
V_{IL}	"L" input voltage $RESET, X_{IN}, X_{CIN}$		0		$0.15V_{CC}$	V
I_{OH}	"H" output current $P0_0\sim P0_7, P2_0\sim P2_7, X_{OUT}$ (Note 4)				-1	mA
I_{OL}	"L" output current $P0_0\sim P0_7, P2_0\sim P2_7, P3_0\sim P3_7,$ $P5_0\sim P5_7, X_{OUT}, PWM_0\sim PWM_3,$ $T, S_{OUT}, CLK, S_{RDY}, SIG$ (Note 5)				1	mA
		$P1_0\sim P1_7$ (Note 6)	$V_{CC}=3V$		10	mA
		$V_{CC}=5V$			20	mA
$f(X_{IN})$	Clock oscillating frequency		0.2		8.2	MHz
$f(X_{CIN})$	Clock oscillating frequency for clock function		30		50	kHz

- Note 1 : When only maintaining the RAM data, minimum value of V_{CC} is 2 V.
 2 : We say the high-speed mode, when the system clock is chosen $X_{IN}/4$, and the low-speed mode, when the system clock is chosen $X_{IN}/16$.
 3 : When $P3_1$ is used as X_{CIN} , V_{IH} and V_{IL} of $P3_1$ is $0.85V_{CC} \leq V_{IH} \leq V_{CC}$ and $0 \leq V_{IL} \leq 0.15V_{CC}$.
 4 : The total $I_{OH}(\text{peak})$ of port $P0, P2$ and X_{OUT} is less than 35mA.
 5 : The total $I_{OH}(\text{peak})$ of port $P0, P2, P3$ and $P5$ is less than 32mA.
 6 : The total peak current of I_{OL} of port $P1$ is less than 80mA and the average current of total I_{OL} of port $P1$ is less than 40mA.

MITSUBISHI MICROCOMPUTERS
M37410M3-XXXFP, M37410M4-XXXFP
M37410M6-XXXFP

SINGLE-CHIP 8-BIT CMOS MICROCOMPUTER

ELECTRICAL CHARACTERISTICS ($V_{SS}=0V$, $T_a=-20\sim 75^\circ C$, unless otherwise noted)

Symbol	Parameter	Test conditions	Limits			Unit	
			Min.	Typ.	Max.		
V_{OH}	"H" output voltage $P0_0\sim P0_7, P2_0\sim P2_7$	$V_{CC}=5V, I_{OH}=-0.5mA$	4			V	
		$V_{CC}=3V, I_{OH}=-0.3mA$	2.4				
V_{OH}	"H" output voltage X_{OUT}	$V_{CC}=5V, I_{OH}=-0.3mA$	4			V	
		$V_{CC}=3V, I_{OH}=-0.1mA$	2.4				
V_{OL}	"L" output voltage $P0_0\sim P0_7, P2_0\sim P2_7, P3_0\sim P3_7,$ $P5_0\sim P5_7, T, S_{OUT}, CLK,$ $S_{RDY}, SIG, PWM0\sim PWM3$	$V_{CC}=5V, I_{OL}=1mA$			1	V	
		$V_{CC}=3V, I_{OL}=0.5mA$			0.6		
V_{OL}	"L" output voltage $P1_0\sim P1_7$	$V_{CC}=5V, I_{OL}=20mA$			2	V	
		$V_{CC}=3V, I_{OL}=10mA$			1.5		
V_{OL}	"L" output voltage X_{OUT}	$V_{CC}=5V, I_{OL}=0.3mA$			1	V	
		$V_{CC}=3V, I_{OL}=0.1mA$			0.6		
$V_{T+}-V_{T-}$	Hysteresis $INT_1, INT_2, INT_3, CLK, CNT_1,$ $CNT_2, SIG, S_{IN}, P2_0\sim P2_7, X_{CIN}$	$V_{CC}=5V$		0.2		V	
		$V_{CC}=3V$		0.2			
$V_{T+}-V_{T-}$	Hysteresis $RESET$	$V_{CC}=5V$		2		V	
		$V_{CC}=3V$		1.0			
$V_{T+}-V_{T-}$	Hysteresis X_{IN}	$V_{CC}=5V$		0.5		V	
		$V_{CC}=3V$		0.35			
I_{IL}	"L" input current $\{P0_0\sim P0_7, P1_0\sim P1_7, P2_0\sim P2_7, P3_0\sim P3_7,$ $P4_0\sim P4_3, P5_0\sim P5_7\}$ without pull-up T_r , (Note 1), $IN_0\sim IN_7, INT_1, RESET, X_{IN}$	$V_{CC}=5V, V_i=0V$			-5	μA	
		$V_{CC}=3V, V_i=0V$			-3		
I_{IH}	"H" input current $P0_0\sim P0_7, P2_0\sim P2_7, P3_0, P3_1,$ $P4_0\sim P4_7, IN_0\sim IN_7, X_{IN}, X_{CIN}, CNV_{SS}$	$V_{CC}=5V, V_i=5V$			5	μA	
		$V_{CC}=3V, V_i=3V$			3		
I_{IH}	"H" input current $\{P1_0\sim P1_7, P3_0\sim P3_7, P5_0\sim P5_7\}$ without pull-up T_r , $INT_1, INT_2, INT_3, CNT_1,$ $CNT_2, SIG, RESET, S_{IN}, CLK$	$V_i=10V$			10	μA	
R_{PL}	Pull-up $T_r, P0_0\sim P0_7, P1_0\sim P1_7, P2_0\sim P2_7,$ $P3_0\sim P3_7, P4_0\sim P4_3, P5_0\sim P5_7$	$V_{CC}=5V, V_i=0V$	7	15	30	$k\Omega$	
		$V_{CC}=3V, V_i=0V$	10	30	60		
R_{COM}	Output impedance $COM_0\sim COM_3$	$V_{L1}=V_{CC}/3$ $V_{L2}=2V_{L1}$ $V_{L3}=V_{CC}$			200	Ω	
R_s	Output impedance $SEG_0\sim SEG_{23}$	Other COM, SEG pins are opened.			2	$k\Omega$	
		$V_{CC}=3V$			3		
I_{CC}	Supply current	at operation	$f(X_{IN})=8MHz$ High-speed mode $V_{CC}=5V$		6	12	mA
			$f(X_{IN})=8MHz$ Normal mode $V_{CC}=3V$			8	
		at wait mode	$f(X_{CIN})=32kHz, V_{CC}=3V$		18	36	μA
			$f(X_{IN})=8MHz$ Normal mode $V_{CC}=3V$		1		
at stop mode	$f(X_{CIN})=32kHz, V_{CC}=3V$		4	12	μA		
$T_a=25^\circ C$		0.1	0.6				
V_{RAM}	RAM retention voltage		2		5.5	V	

Note 1 : Also the same when each port is used as $INT_2, INT_3, CNT_1, CNT_2, SIG, S_{IN}$ and X_{CIN} , respectively.

MITSUBISHI MICROCOMPUTERS
M37410M3-XXXFP, M37410M4-XXXFP
M37410M6-XXXFP

SINGLE-CHIP 8-BIT CMOS MICROCOMPUTER

A-D CONVERTER CHARACTERISTICS ($V_{CC}=5V$, $V_{SS}=AV_{SS}=0V$, $T_a=25^\circ C$, $f(X_{IN})=8\text{ MHz}$, unless otherwise noted)

Symbol	Parameter	Test conditions	Limits			Unit
			Min.	Typ.	Max.	
—	Resolution				8	bits
—	Non-linearity error	$V_{CC}=V_{REF}=5.12V$			± 2	LSB
		$V_{CC}=V_{REF}=3.072V$			± 2	
—	Differential non-linearity	$V_{CC}=V_{REF}=5.12V$			± 0.9	LSB
		$V_{CC}=V_{REF}=3.072V$			± 0.9	
V_{OT}	Zero transition error	$V_{CC}=V_{REF}=5.12V$			2	LSB
		$V_{CC}=V_{REF}=3.072V$			2	
V_{FST}	Full-scale transition error	$V_{CC}=V_{REF}=5.12V$			6	LSB
		$V_{CC}=V_{REF}=3.072V$			10	
T_C	Conversion time	$V_{CC}=2.5\sim 5.5V$ High-speed mode		$200/f(X_{IN})$		μS
		$V_{CC}=2.5\sim 5.5V$ Normal mode		$800/f(X_{IN})$		
I_{REF}	Reference input current	$V_{REF}=5V$		1.0	2.5	mA
		$V_{REF}=3V$		0.5	1.5	
I_{IN}	Analog port input current	$V_{IN}=0\sim V_{CC}$		1	10	μA
V_{IN}	Analog input voltage	$V_{CC}=2.5\sim 5.5V$	AV_{SS}		V_{CC}	V
V_{REF}	Reference input voltage		2.5		V_{CC}	V