

笔泉科技股份有限公司  
Megawin Technology Co., Ltd.

Version: 1.00

# MG69L355

## Data Sheet

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8-Bit Micro-Controller with  
IR function

**Version 1.00**

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QP-7300-03D

1/26

## Table of Contents

|           |   |           |
|-----------|---|-----------|
| <b>1</b>  | <b>Features .....</b>                   | <b>3</b>  |
| 1.1       | Application Field.....                  | 3         |
| <b>2</b>  | <b>General Description .....</b>        | <b>4</b>  |
| <b>3</b>  | <b>Pin Configurations .....</b>         | <b>5</b>  |
| 3.1       | Pad Assignment.....                     | 5         |
| 3.2       | Pin Description .....                   | 6         |
| <b>4</b>  | <b>Block Diagram .....</b>              | <b>7</b>  |
| <b>5</b>  | <b>Function Description.....</b>        | <b>8</b>  |
| 5.1       | Registers .....                         | 8         |
| 5.2       | Accumulator .....                       | 8         |
| 5.3       | Index Register(X,Y).....                | 8         |
| 5.4       | Processor Status Register .....         | 8         |
| 5.5       | Program Counter(PC) .....               | 8         |
| 5.6       | Stack Point(S) .....                    | 8         |
| <b>6</b>  | <b>Memory Organization .....</b>        | <b>9</b>  |
| 6.1       | SFR Mapping .....                       | 10        |
| 6.2       | System Control Registers .....          | 11        |
| <b>7</b>  | <b>Interrupt .....</b>                  | <b>12</b> |
| 7.1       | Interrupt Register .....                | 12        |
| 7.2       | Interrupt System.....                   | 13        |
| <b>8</b>  | <b>Reset .....</b>                      | <b>14</b> |
| 8.1       | System Reset Structure .....            | 14        |
| 8.2       | Low Voltage Reset (LVR).....            | 14        |
| 8.3       | Watchdog Timer (WDT) .....              | 15        |
| 8.4       | Reset OK .....                          | 15        |
| <b>9</b>  | <b>Power Control.....</b>               | <b>16</b> |
| 9.1       | Power Control Register.....             | 16        |
| <b>10</b> | <b>Divider .....</b>                    | <b>17</b> |
| <b>11</b> | <b>Timer .....</b>                      | <b>18</b> |
| 11.1      | Timer0 .....                            | 18        |
| 11.2      | Timer1 .....                            | 19        |
| 11.3      | Timer2 .....                            | 20        |
| 11.4      | Timer2 .....                            | 20        |
| <b>12</b> | <b>Configurable I/O Ports.....</b>      | <b>21</b> |
| 12.1      | Port 0 .....                            | 21        |
| 12.2      | Port 1 .....                            | 21        |
| 12.3      | Port 2 .....                            | 21        |
| 12.4      | IR Control Register.....                | 22        |
| <b>13</b> | <b>Mask Option .....</b>                | <b>23</b> |
| <b>14</b> | <b>Application Circuit.....</b>         | <b>24</b> |
| <b>15</b> | <b>Electrical Characteristics .....</b> | <b>25</b> |
| 15.1      | Absolute Maximum Rating .....           | 25        |
| 15.2      | DC Characteristics .....                | 25        |
| 15.3      | AC Characteristics .....                | 25        |
| <b>16</b> | <b>Revision History .....</b>           | <b>26</b> |

## 1 Features

- Single Chip 8-bit CPU
- Memory
  - ROM : 96K Bytes
  - Data RAM : 256 Bytes (shared with stack)
- Operating voltage: 1.8V to 3.6V
- I/O pins:
  - 8 inputs with pull high resistor
  - 4 open-drain output pins with pull high resistor selection
  - 4 output pins with NMOS/CMOS and pull high resistor selection
  - 7 quasi-bi-directional NMOS output pins with pull high resistor
  - 1 dedicated push pull I/O combined with IR amplifier input
- Two re-loadable 8-bit timers with capture function
- One re-loadable 16-bit timer
- Watchdog timer built-in
- Build-in low voltage detector (**2.1V**) and low voltage reset (typical voltage: **below 1.8V**)
- Stop mode: micro-controller no operation (Oscillators stop oscillating)
- Oscillator (455K resonator or 3.58M/4M crystal)

### Selection Information

|                      | MG69L355                     |
|----------------------|------------------------------|
| ROM<br>(Program ROM) | 96K x 8-bit<br>(32K x 8-bit) |
| I/O                  | 24                           |

### 1.1 Application Field

Toy controller, General IR controller

## 2 General Description

MG69L355 integrates an 8-bit CPU core, SRAM, timer and system control circuits by a CMOS silicon gate technology. The ROM can store data table and program.

Twenty-three I/O and one large sink output pin make this chip very suitable for IR application.

### 3 Pin Configurations

#### 3.1 Pad Assignment

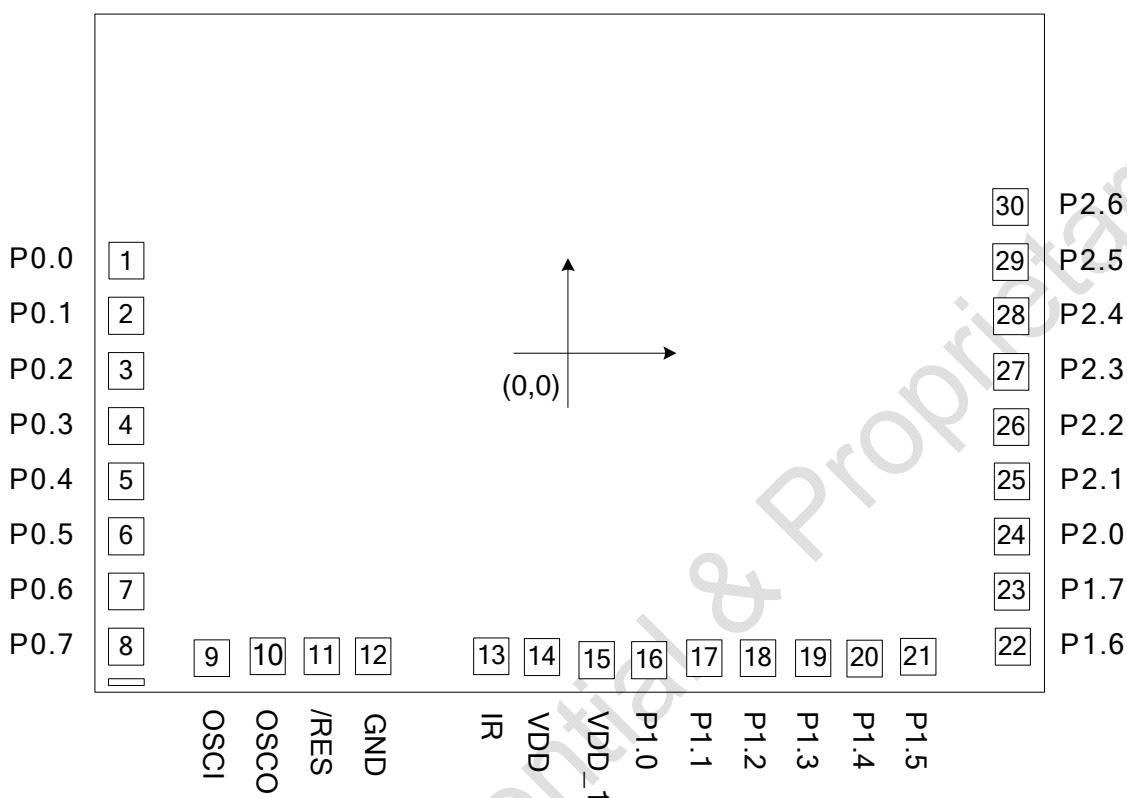


Figure 3-1 Pad Assignment

## 3.2 Pin Description

Table 3-1 Pin Description

| Pad No. | Pad Name    | I/O  | Description  |
|---------|-------------|------|--|
| 10, 9   | OSCO, OSC1  | O, I | Resonator or crystal oscillator pins   |
| 14,15   | VDD, VDD_1  | P    | Positive power pins  |
| 11      | /RES        | I    | System reset pin (low active). Built in pull up 10K ohms.  |
| 12      | GND         | P    | Ground pin   |
| 13      | IR          | I/O  | IR input/output pin. Direct sink (sink current: 100mA) for IR LED. Default value is high after reset. The IR output pin is inverting bit7 of IR_CTL Buffer. So, write "1" to bit7 of the IR_CTL buffer the IR is output "0" and write "0" to bit7 of the IR_CTL buffer the IR is output "1". |
| 1 ~ 8   | P0.0 ~ P0.7 | I    | Input ports with internal pull high and interrupt function.  |
| 16 ~ 23 | P1.0 ~ P1.7 | O    | P1.0 ~ P1.3 output pins with open drain and pull high resistor selection. P1.4~P1.7 output pins with NMOS/CMOS and pull high resistor selectable.  |
| 24 ~ 30 | P2.0 ~ P2.6 | O    | Quasi-bi-directional NMOS output pins with pull high   |

Note: In the "Type" field,

"I" means input only.

"O" means output only.

"B" means bi-direction.

"P" means Power, "G" means Ground.

## 4 Block Diagram

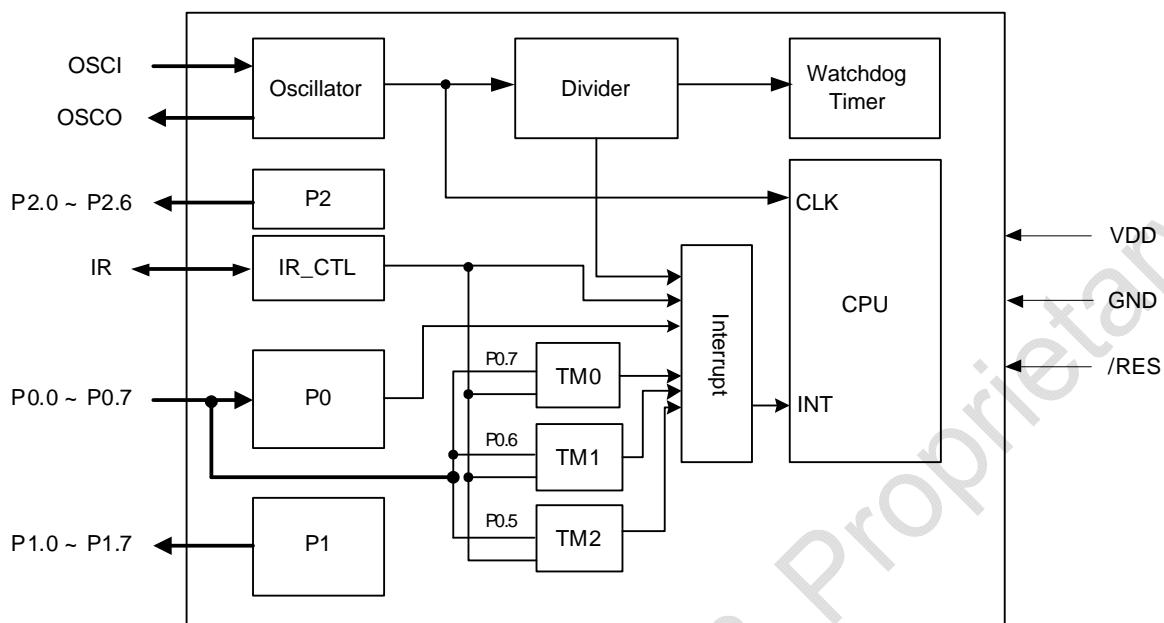


Figure 4-1 Block Diagram

## 5 Function Description

### 5.1 Registers

|     |     |
|-----|-----|
|     | A   |
|     | Y   |
|     | X   |
|     | P   |
| PCH | PCL |
| 1   | S   |

### 5.2 Accumulator

The accumulator is a general-purpose 8-bit register, which stores the results of most arithmetic and logic operations. In addition, the accumulator usually contains one of two data words used in these operations.

### 5.3 Index Register(X,Y)

There are two 8-bit index registers (X and Y), which may be used to count program steps or to provide an index value to be used in generating an effective address. When executing an instruction, which specifies indexed addressing, the CPU fetches the OP Code and the base address, and modifies the address by adding the index register to it prior to performing the desired operation. Pre- or post-index of index address is possible.

### 5.4 Processor Status Register

The 8-bit processor status register contains seven status flags. Some of the flags are controlled by the program, others may be controlled both the program and the CPU.

| Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 |
|-------|-------|-------|-------|-------|-------|-------|-------|
| N     | V     | 1     | B     | D     | I     | Z     | C     |

N: Signed flag, 1 = negative, 0 = positive

V: Overflow flag, 1 = true, 0 = false

B: BRK interrupt command, 1 = BRK, 0 = IRQB

D: Decimal mode, 1 = true, 0 = false

I: IRQB disable flag, 1 = disable, 0 = enable

Z: Zero flag, 1 = true, 0 = false

C: Carry flag, 1 = true, 0 = false

### 5.5 Program Counter(PC)

The 16-bit program counter register provides the addresses, which step the micro-controller through sequential program instructions. Each time the micro-controller fetch an instruction from program memory, the lower byte of the program counter (PCL) is placed on the low-order 8 bits of the address bus and the higher byte of the program counter (PCH) is placed on the high-order 8 bits. The counter is incremented each time an instruction or data is fetched from program memory.

### 5.6 Stack Point(S)

The stack pointer is an 8-bit register, which is used to control the addressing of the variable-length stack. The stack pointer is automatically incremented and decremented under control of the micro-controller to perform stack manipulations under direction of either the program or interrupts (/NMI or /IRQ). The stack allows simple implementation of nested subroutines and multiple level interrupts. The stack pointer is initialized by the user's firmware.

## 6 Memory Organization

There are 256 bytes SRAM in MG69L355. They are working RAM (0000H to 00BFH) and stacks (01C0H to 01FFH). The address 0100H to 1BFH are shared with address 0000H to 00BFH. The address 00C0H to 00FFH is special function registers area. Bit-manipulation instruction is available on SRAM except SFR.

There are 96K bytes program/data ROM in MG69L355. It is combined with 32K program/data ROM and bank switching data ROM. The ROM address from 8000H to FFFFH can store program and other data. There are four banks in MG69L355 that is index by SFR. The default bank number is 00H after power on or reset. The bank select function, ranged from 4000H to 7FFFH (16Kbyte/bank), is used for extending memories if the ROM size is more than 32K bytes in MG69L355. The address mapping of MG69L355 is shown as below.

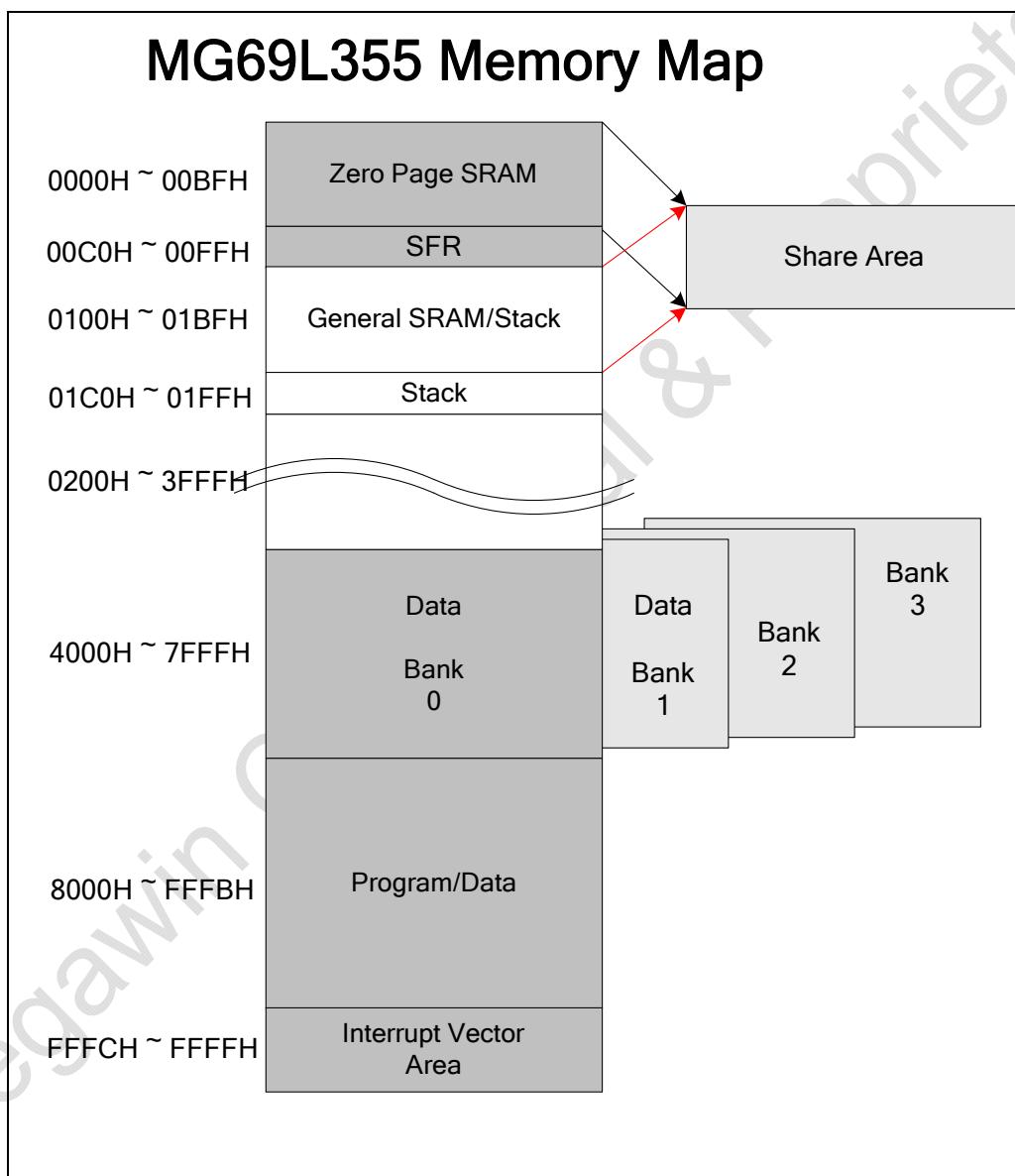


Figure 6-1 Memory Map

## 6.1 SFR Mapping

The address 00E0H to 00FFH are reserved for special function registers (SFR). The SFR is used to control or store the status of I/O, system clock and other peripheral.

※ All SFRs are not supported by bit-manipulation instructions.

Table 6-1 SFR Table

SFR (special function register): 00C0H~00FFH

| <b>Address</b> | <b>Content</b>                 | <b>Default</b> | <b>Address</b> | <b>Content</b> | <b>Default</b> |
|----------------|--------------------------------|----------------|----------------|----------------|----------------|
| 00E0           | MCLKmgr                        | ---0---0       | 00F0           | BANK           | -----00        |
| 00E1           | RESOK                          | -----          | 00F1           | P0pad          | XXXXXXXX       |
| 00E2           | IRQen                          | 0--00000       | 00F2           |                | -----          |
| 00E3           | EVTflag & EVTclr<br>(Hard_rst) | 0x0000000      | 00F3           |                | -----          |
| 00E4           |                                | -----          | 00F4           |                | -----          |
| 00E5           | TM2L                           | 11111111       | 00F5           | P1obuf         | 11111111       |
| 00E6           | TM2H                           | 11111111       | 00F6           | P1opd          | 1111----       |
| 00E7           | TM2_CTL                        | 000---00       | 00F7           | P1plh          | 00000000       |
| 00E8           | TM0                            | 11111111       | 00F8           |                | -----          |
| 00E9           | TM0_CTL                        | 00000-00       | 00F9           |                | -----          |
| 00EA           | TM0_CAP                        | 00000000       | 00FA           | IR_CTL         | 0-----0        |
| 00EB           | TM0_CAP_C                      | 11111111       | 00FB           |                | -----          |
| 00EC           | TM1                            | 11111111       | 00FC           | P2             | -11111111      |
| 00ED           | TM1_CTL                        | 00000-00       | 00FD           |                | -----          |
| 00EE           | TM1_CAP                        | 00000000       | 00FE           |                | -----          |
| 00EF           | TM1_CAP_C                      | 11111111       | 00FF           |                | -----          |

## 6.2 System Control Registers

### Bank select

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00FOH   | BANK | -     | -     | -     | -     | -     | -     | BK1   | BK0   | √ | √ |

Program can switch the memory bank through this register. This register is initialized to 00H after power on reset. For more detailed information, please refer to memory map description.

BANK0 ➔ BK1=0, BK0=0

BANK1 ➔ BK1=0, BK0=1

BANK2 ➔ BK1=1, BK0=0

BANK3 ➔ BK1=1, BK0=1

## 7 Interrupt

The MG69L355 provides 6 interrupt sources: port0, Timer0, Timer1, Timer2, IRI (IR pin configured as input mode) and divider. Each of the Interrupt sources can be individually enabled or disabled by setting or clearing a bit in the IRQen. Six interrupts share the interrupt vector FFFEH/FFFFH.

DIV interrupt: IRQen.4 (DIVen) = 1 and DIVevt = 1.

P0 interrupt: IRQen.0 (P0en) = 1 and P0evt = 1.

TM2 interrupt IRQen.1 (TM2en) = 1 and TM2evt = 1.

TM1 interrupt IRQen.2 (TM1en) = 1 and TM1evt = 1.

TM0 interrupt IRQen.3 (TM0en) = 1 and TM0evt = 1.

IRI interrupt IRQen.7 (IRlen) =1 and IRlevt =1

Table 7-1 Interrupt Vector Table

| Vector Address | Item  | Flag   | Properties | Memo                        |
|----------------|-------|--------|------------|-----------------------------|
| FFFCH, FFFDH   | RESET | None   | Ext.       | Initial reset               |
| "              | WDT   | WDTirq | Int.       | Watchdog reset              |
| "              | LVR   | None   | Ext.       | Low voltage reset           |
| FFFFH, FFFFH   | P0    | P0irq  | Ext.       | Port P0 interrupt vector    |
| "              | DIV   | DIVirq | Int.       | Divider carry out interrupt |
| "              | TM0   | TM0irq | Int.       | TM0 underflow interrupt     |
| "              | TM1   | TM1irq | Int.       | TM1 underflow interrupt     |
| "              | TM2   | TM2irq | Int.       | TM2 underflow interrupt     |
| "              | IRI   | IRIirq | Ext.       | IR input interrupt vector   |

### 7.1 Interrupt Register

#### IRQ enable flag

| Address | Name  | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|-------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00E2H   | IRQen | IRlen | -     | -     | DIVen | TM0en | TM1en | TM2en | P0en  | - | ✓ |

Program can enable or disable the ability of triggering IRQ through this register.

0: Disable (default "0" at initialization)

1: Enable

P0en: Falling edge occurs at port 0 (input mode)

TM0en: Timer 0 underflow occurred.

TM1en: Timer 1 underflow occurred.

TM2en: Timer 2 underflow occurred.

DIVen: DIV interrupt frequency occurred

IRlen: edge occurs at IR pin (input mode)

#### IRQ status flag

| Address | Name    | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|---------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00E3H   | EVTflag | IRI   | LVD   | WDT   | DIV   | TM0   | TM1   | TM2   | P0    | ✓ | - |

When IRQ occurs, program can read this register to know which source triggering IRQ.

P0:P0 interrupt flag. Set by falling edge on any pin of port0. Clear by software.

DIV: Divider interrupts flag. Clear by software.

WDT: WDT time-out flag. Clear flag and WDT counter by software.

TM0: Timer 0 underflow flag and the flag clear by software.

TM1: Timer 1 underflow flag and the flag clear by software.

TM2: Timer 2 underflow flag and the flag clear by software.

LVD: Low voltage detected. 1:VDD is under **2.1V**. 0:VDD is above **2.1V**. It is set by hardware and read only.

IRI:IRI interrupt flag. Set by falling or rising edge on IR pin (input mode). Clear by software.

#### IRQ clear flag

| Address | Name   | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|--------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00E3H   | EVTclr | IRI   | -     | WDT   | DIV   | TM0   | TM1   | TM2   | P0    | - | ✓ |

Program can clear the interrupt event by writing '**0**' into the corresponding bit.

## 7.2 Interrupt System

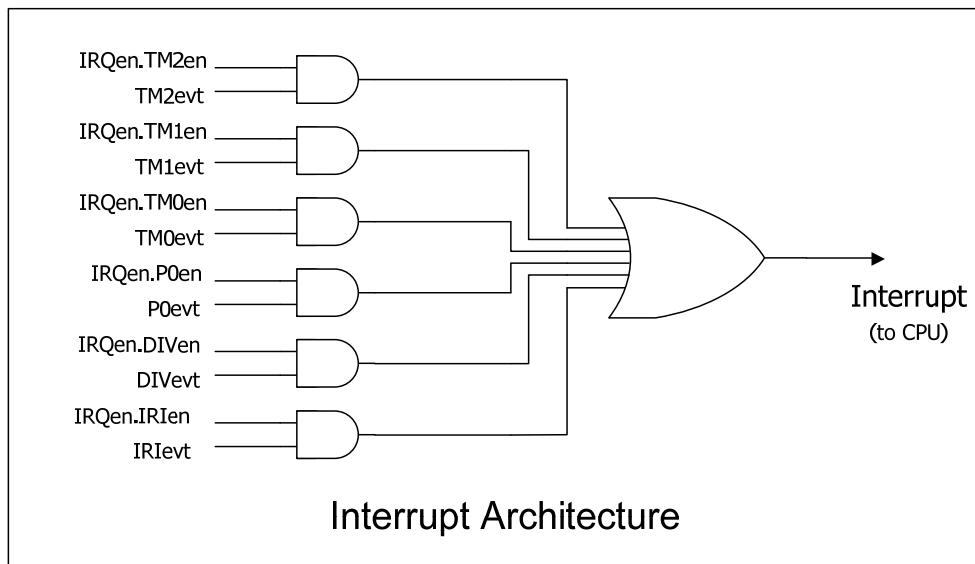


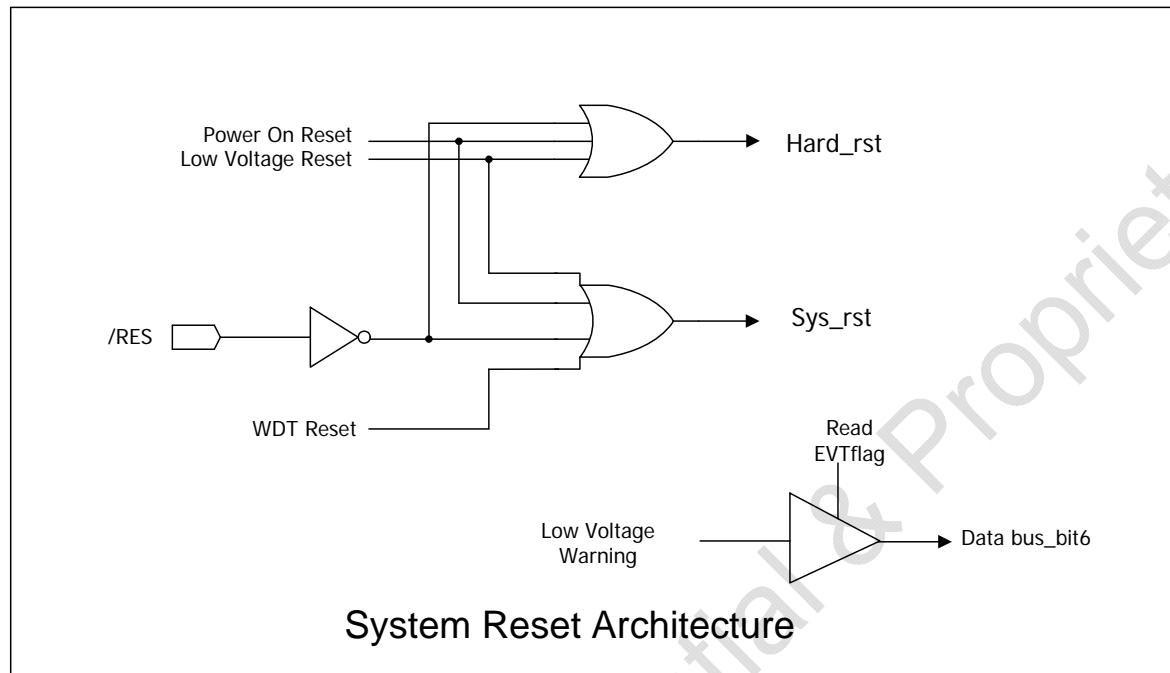
Figure 7-1 Interrupt System Diagram

## 8 Reset

### 8.1 System Reset Structure

MG69L355 have 4 kind of reset (Reset pin, POR, LVR and WDT).

The Chip reset Circuit shown below:



### 8.2 Low Voltage Reset (LVR)

The MG69L355 provides low voltage reset circuit in order to monitor the supply voltage of the device. If the supply voltage of the device is within the range  $0.9V \sim VLVR$ , such as changing a battery, the LVR will automatically reset the device internally.

The LVR includes the following specifications:

1. The low voltage ( $0.9V \sim VLVR$ ) has to remain in their original state to exceed 1ms. If the low voltage state does not exceed 1ms, the LVR will ignore it and do not perform a reset function.
2. In the LVR mode, the on-chip oscillator is stopped and the on-chip SRAM is held. Port1 and Port2 set to high, port0 set to input mode with weakly pull high and IR is output high.

#### Low Voltage Detector:

The low voltage detector (2.1V) has no de-bounce ability. When VDD is equal or lower than LVD, the LVD flag to be set high immediately. De-bounce should be implemented by software.

## 8.3 Watchdog Timer (WDT)

**Watchdog Timer (WDT, The example is base on 3.579545MHz)**

**Unit : Hz**

| Name |   |   |   |   | (Fosc /4096)/16 |     |     |     | R | W |
|------|---|---|---|---|-----------------|-----|-----|-----|---|---|
| WDT  | - | - | - | - | 55              | 109 | 218 | 437 | - | - |

The watchdog timer time-out period is obtained by the equation:  $(F_{osc} / 4096)/16$

Before watchdog timer time-out occurs, the program must clear the 4-bit WDT timer by writing 0 to EVTclr.5. WDT overflow will cause system reset and set EVTflag.5 to high.

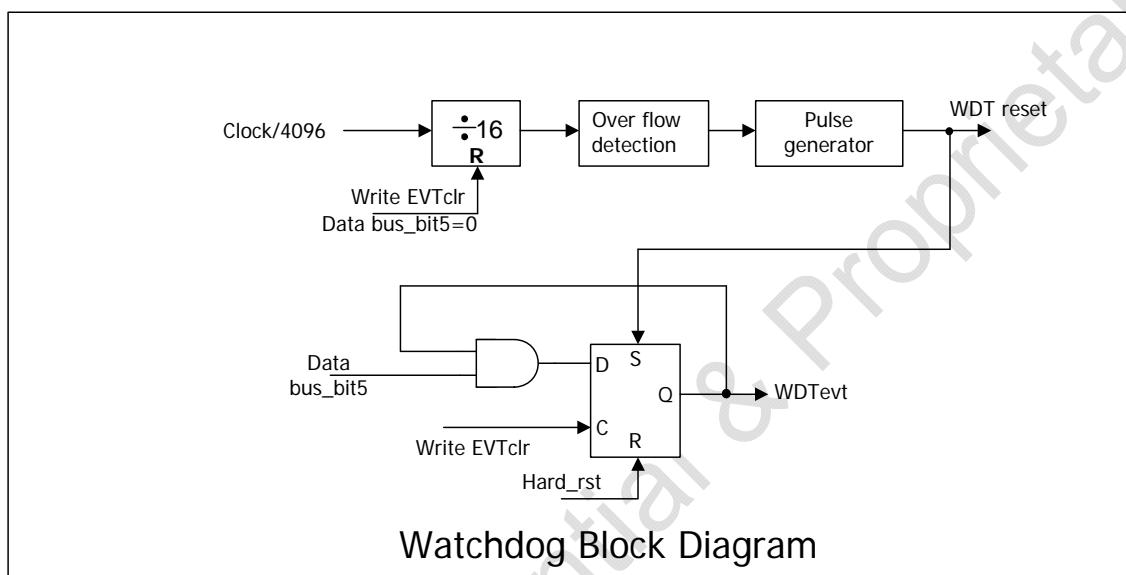


Figure 8-1 Watch Dog Diagram

## 8.4 Reset OK

**Reset OK**

| Address | Name  | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|-------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00E1H   | RESOK | RK7   | RK6   | RK5   | RK4   | -     | -     | -     | -     | - | ✓ |

**RESOK (Reset OK):** If the device reset OK and work well, **must** write #\$90 into this register.

For example:

```
Program_start: LDA #10010000b
                STA $E1
```

### Programming Notice

The status after different reset condition is listed below:

|                           | Power on reset | CPU /RES pin reset |
|---------------------------|----------------|--------------------|
| SRAM Data                 | Unknown        | Unchanged          |
| CPU Register              | Unknown        | Unknown            |
| Special Function Register | Default value  | Default value      |

## 9 Power Control

### 9.1 Power Control Register

#### Main Clock Manager

| Address | Name     | Bit 7 | Bit 6 | Bit 5 | Bit 4  | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|----------|-------|-------|-------|--------|-------|-------|-------|-------|---|---|
| 00E0H   | MCLKmgrp | -     | -     | -     | DIVsel | -     | -     | -     | OSCen | - | ✓ |

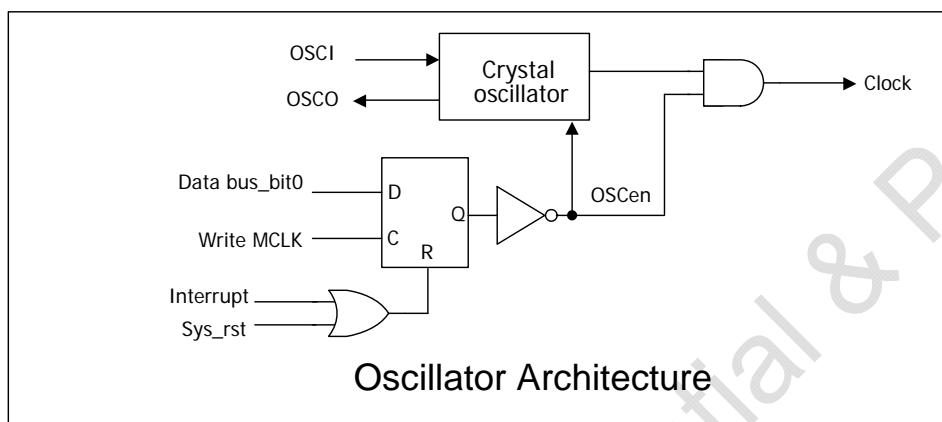
OSCen: 0:The oscillator is free run. 1:The oscillator is frozen (stop mode).

When system clocks stop oscillating. The uC can be awakened from stop mode by 3-ways: port 0 interrupt, hardware reset, or power-on reset.

DIVsel: Divider interrupt frequency selector

0: The Fosc/4096 interrupt frequency is selected

1: The Fosc/256 interrupt frequency is selected



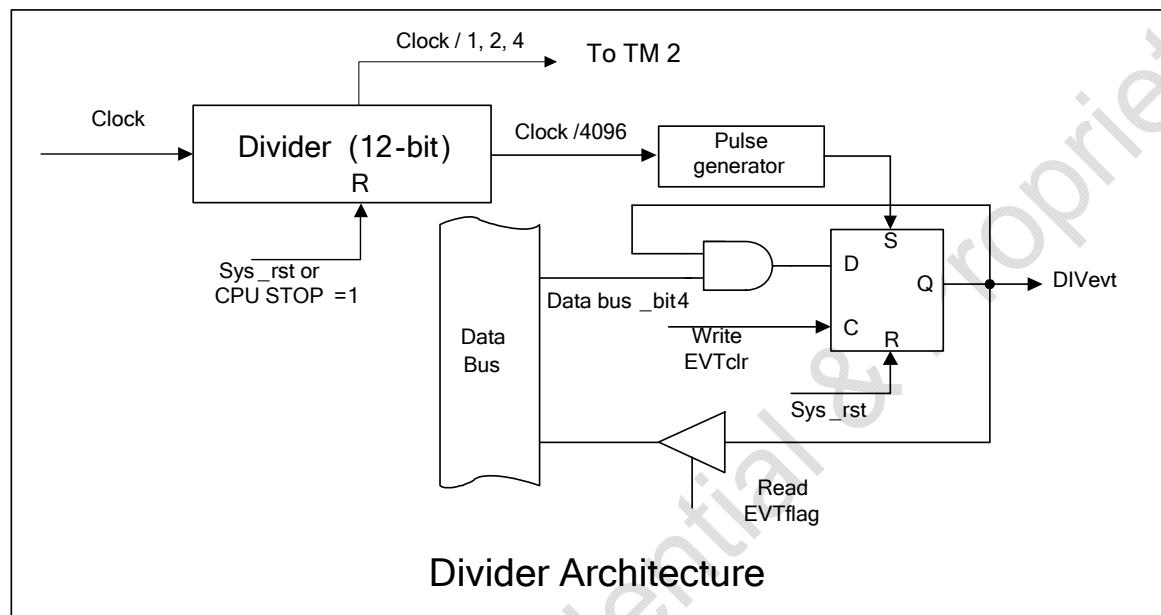
## 10 Divider

**Divider (The example is base on 3. 579545MHz)      Unit : Hz**

| Name    | /256  | /128   | /64   | /32    | /16    | /8     | /4     | /2      | R | W |
|---------|-------|--------|-------|--------|--------|--------|--------|---------|---|---|
| DIVlow  | 13984 | 227968 | 55937 | 111875 | 223750 | 447500 | 895000 | 1790000 | - | - |
| Name    |       |        |       |        | /4096  | /2048  | /1024  | /512    | R | W |
| DIVhigh | -     | -      | -     | -      | 874    | 1748   | 3496   | 6992    | - | - |

The time-out period is obtained by the equation: 4096/OSC.

The DIV flag will be set when 4096/OSC or 256 /OSC (selected by DIVsel) is met.



## 11 Timer

### 11.1 Timer0

#### Timer0

| Address | Name     | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|----------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00E8H   | TM0      | T7    | T6    | T5    | T4    | T3    | T2    | T1    | T0    | √ | √ |
| 00E9H   | TM0_CTL  | STC   | RL/S  | TKES  | CPS   | CTKS  | -     | TKI1  | TKI0  |   | √ |
| 00EAH   | TM0_CAP  | CP7   | CP6   | CP5   | CP4   | CP3   | CP2   | CP1   | CP0   | √ |   |
| 00EBH   | TM0_CAPB | CPB7  | CPB6  | CPB5  | CPB4  | CPB3  | CPB2  | CPB1  | CPB0  | √ |   |

\* Bit-manipulation instructions are not available on this register.

Timer 0 is an 8-bit down-count counter. The counter underflow frequency of timer 0 can be calculated with the equation:  $F_{TM0\_UV} = F_{TM0} / (TM0+1)$

TM0: Read TM0 will get the counting value. Write TM0 will set the underflow value.

TM0\_CAP: Capture the TM0 counting value.

TM0\_CAPB: 1's complement of TM0\_CAP.

TM0\_CTL:

STC: Start/Stop counting. 1: start and pre-load the value to counter, 0: stop timer clock (set this bit to 1 will be ignored when this bit already set to 1)

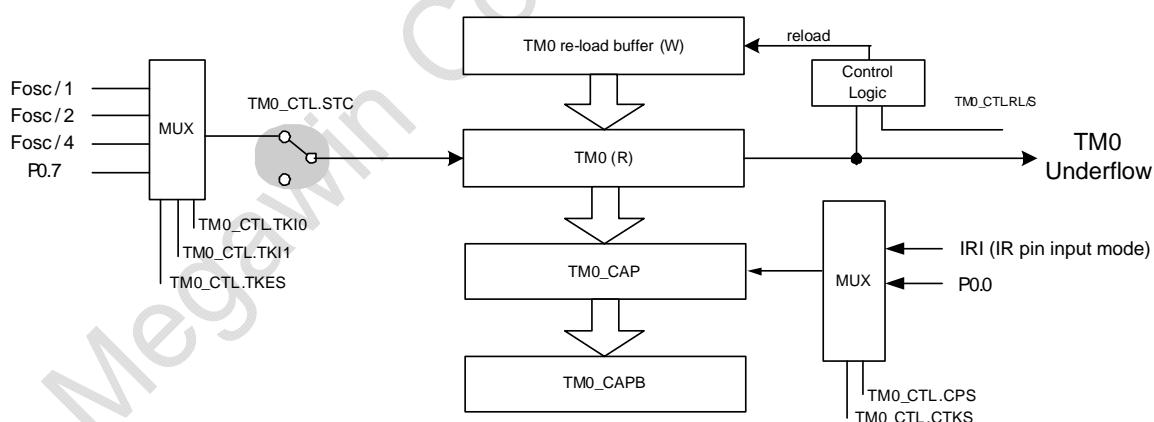
RL/S: Auto-reload disable/enable. 1: disable auto-reload, 0: enable auto-reload

CPS: Capture TM0 counting value trigger source selection. 1: P0.0, 0: IRI (IR pin configured as input mode).

CTKS: Capture source trigger edge selector; 0: rising edge, 1: falling edge

TKES: Event or series input clock-in trigger edge selector; 0: rising edge, 1: falling edge

| TKI1 | TKI0 | Selected TM0 input clock source |
|------|------|---------------------------------|
| 0    | 0    | Fosc / 1                        |
| 0    | 1    | Fosc / 2                        |
| 1    | 0    | Fosc / 4                        |
| 1    | 1    | P0.7                            |



TM0

## 11.2 Timer1

### Timer1

| Address | Name     | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|----------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00ECH   | TM1      | T7    | T6    | T5    | T4    | T3    | T2    | T1    | T0    | ✓ | ✓ |
| 00EDH   | TM1_CTL  | STC   | RL/S  | TKES  | CPS   | CTKS  | -     | TKI1  | TKI0  |   | ✓ |
| 00EEH   | TM1_CAP  | CP7   | CP6   | CP5   | CP4   | CP3   | CP2   | CP1   | CP0   | ✓ |   |
| 00EFH   | TM1_CAPB | CPB7  | CPB6  | CPB5  | CPB4  | CPB3  | CPB2  | CPB1  | CPB0  | ✓ |   |

\* Bit-manipulation instructions are not available on this register.

Timer 1 is an 8-bit down-count counter. The counter underflow frequency of timer 1 can be calculated with the equation:  $F_{TM1\_UV} = F_{TM1} / (TM1+1)$

TM1: Read TM1 will get the counting value. Write TM1 will set the underflow value.

TM1\_CAP: Capture TM1 counting value.

TM1\_CAPB: 1's complement of TM1\_CAP.

TM1\_CTL:

STC: Start/Stop counting. 1: start and pre-load the value to counter, 0: stop timer clock (set this bit to 1 will be ignored when this bit already set to 1)

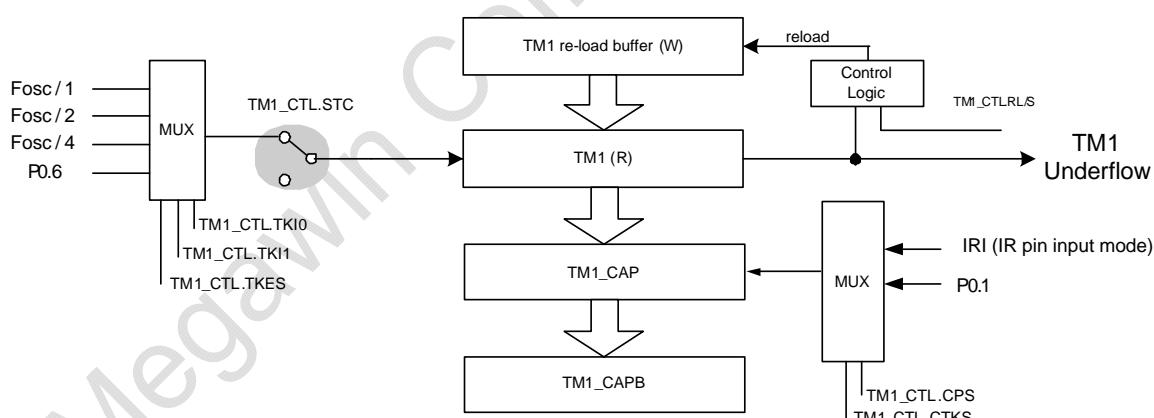
RL/S: Auto-reload disable/enable. 1: disable auto-reload, 0: enable auto-reload

CPS: Capture TM1 counting value trigger source select. 1: P0.1, 0: IRI (IR pin configured as input mode).

CTKS: Capture source trigger edge selector; 0: rising edge, 1: falling edge

TKES: Event or series input clock-in trigger edge selector; 0: rising edge, 1: falling edge

| TKI1 | TKI0 | Selected TM1 input clock source |
|------|------|---------------------------------|
| 0    | 0    | Fosc / 1                        |
| 0    | 1    | Fosc / 2                        |
| 1    | 0    | Fosc / 4                        |
| 1    | 1    | P0.6                            |



TM1

## 11.3 Timer2

## 11.4 Timer2

| Address | Name    | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|---------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00E5H   | TM2L    | T7    | T6    | T5    | T4    | T3    | T2    | T1    | T0    | ✓ | ✓ |
| 00E6H   | TM2H    | T15   | T14   | T13   | T12   | T11   | T10   | T9    | T8    | ✓ | ✓ |
| 00E7H   | TM2_CTL | STC   | RL/S  | TKES  | -     | -     | -     | TKI1  | TKI0  |   | ✓ |

\* Bit-manipulation instructions are not available on this register.

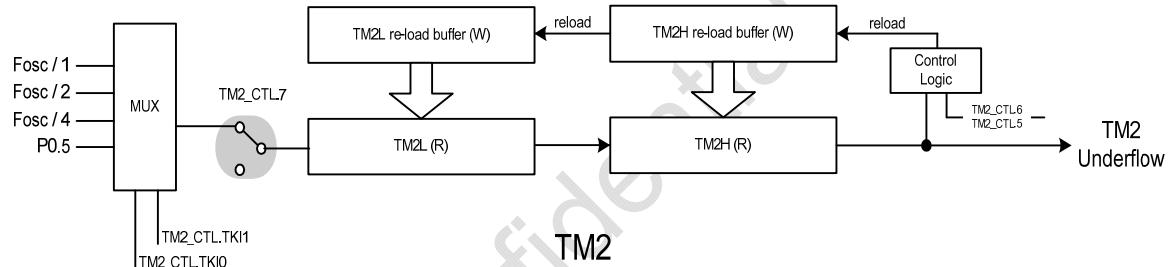
Timer 2 is a 16-bit down-count counter. The counter underflow frequency of timer 2 can be calculated with the equation:  $F_{TM2\_UV} = F_{TM2} / (TM2+1)$

STC: Start/Stop counting. 1: start and pre-load the value to counter, 0: stop timer clock

RL/S: Auto-reload disable/enable. 1: disable auto-reload, 0: enable auto-reload

TKES: Event or series input clock-in trigger edge selector; 0: rising edge, 1: falling edge

| TKI1 | TKI0 | Selected TM2 input clock source |
|------|------|---------------------------------|
| 0    | 0    | Fosc / 1                        |
| 0    | 1    | Fosc / 2                        |
| 1    | 0    | Fosc / 4                        |
| 1    | 1    | P0.5                            |



## 12 Configurable I/O Ports

### 12.1 Port 0

#### Port 0 Pad

| Address | Name  | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|-------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00F1H   | P0pad | P07   | P06   | P05   | P04   | P03   | P02   | P01   | P00   | ✓ | - |

Port 0 is an 8-bit input port with pull high resistors. Reading P0pad.n would always read the logic value from pad.

※ Bit-manipulation instructions are not available on this register.

### 12.2 Port 1

#### Port 1 Buffer

| Address | Name   | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|--------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00F5H   | P1obuf | P17   | P16   | P15   | P14   | P13   | P12   | P11   | P10   | - | ✓ |

Port 1 is an 8-bit output port with selectable pull-high resistors. This register is used to buffer the out value of P1.0 ~ P1.7 and it is write-only. The P13~P10 are open-drain output and P17~P14 are CMOS/NMOS selection. **The pull-high resistors will be temporarily disable if the output value is low.**

※ Bit-manipulation instructions are not available on this register.

#### Port 1 Open-Drain Control Register

| Address | Name  | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|-------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00F6H   | P1opd | OD7   | OD6   | OD5   | OD4   | -     | -     | -     | -     | - | ✓ |

0: Disable open-drain output (CMOS output), 1: Enable open-drain output

OD4 ~ OD7: These control bits are used to enable the open-drain of P1.4 ~ P1.7 pin.

※ Bit-manipulation instructions are not available on this register.

#### Port 1 Pull-high Control Register

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00F7H   | P1ph | PH7   | PH6   | PH5   | PH4   | PH3   | PH2   | PH1   | PH0   | - | ✓ |

0: Disable internal pull-high, 1: Enable internal pull-high

PH0 ~ PH7: These control bits are used to enable the pull-high of P1.0 ~ P1.7 pin.

※ Bit-manipulation instructions are not available on this register.

### 12.3 Port 2

#### Port 2

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00FCH   | P2   | -     | P26   | P25   | P24   | P23   | P22   | P21   | P20   | ✓ | ✓ |

Port 2 is a 7-bit quasi-bi-directional open drain output port with internal pull-high resistors. This register is used to buffer the out value of P2.0 ~ P2.6. Reading P2.n would always read the logic value from pad. **The pull-high resistors will be temporarily disable if the output value is low.**

※ Bit-manipulation instructions are not available on this register.

## 12.4 IR Control Register

| Address | Name   | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | R | W |
|---------|--------|-------|-------|-------|-------|-------|-------|-------|-------|---|---|
| 00FAH   | IR_CTL | IRO   | -     | -     | -     | -     | -     | -     | IR_SL | - | ✓ |
| 00FAH   | IR_CTL | IRI   | -     | -     | -     | -     | -     | -     | -     | ✓ | - |

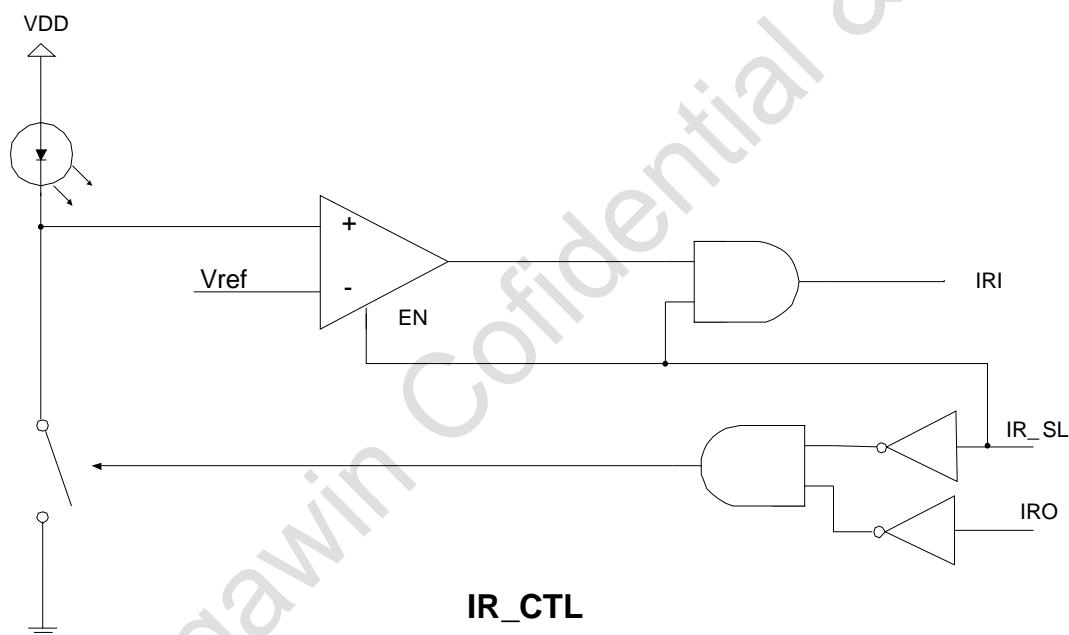
\* Bit-manipulation instructions are not available on this register.

IR\_CTL is the IR pin input or output control register.

IR\_SL: IR pin is input or output selector. 1: input mode, 0: output mode.

IRO: The IR pin output status in output mode (IR\_SL=0). The IR pin output status is the inverted value of IR\_CTL.7.  
So, write "1" to bit7 of the IR\_CTL.7 (IRO) the IR pin will output low voltage and write "0" to bit7 of the  
IR\_CTL.7 (IRO) the IR pin will output high voltage.

IRI: In input mode (IR\_SL=1), the IR pin will be a high sensitive input port. Reading IR\_CTL.7 (IRI) would always  
read the logic value from pad.



## 13 Mask Option

|     |                  |
|-----|------------------|
| WDT | Enable / Disable |
|-----|------------------|

## 14 Application Circuit

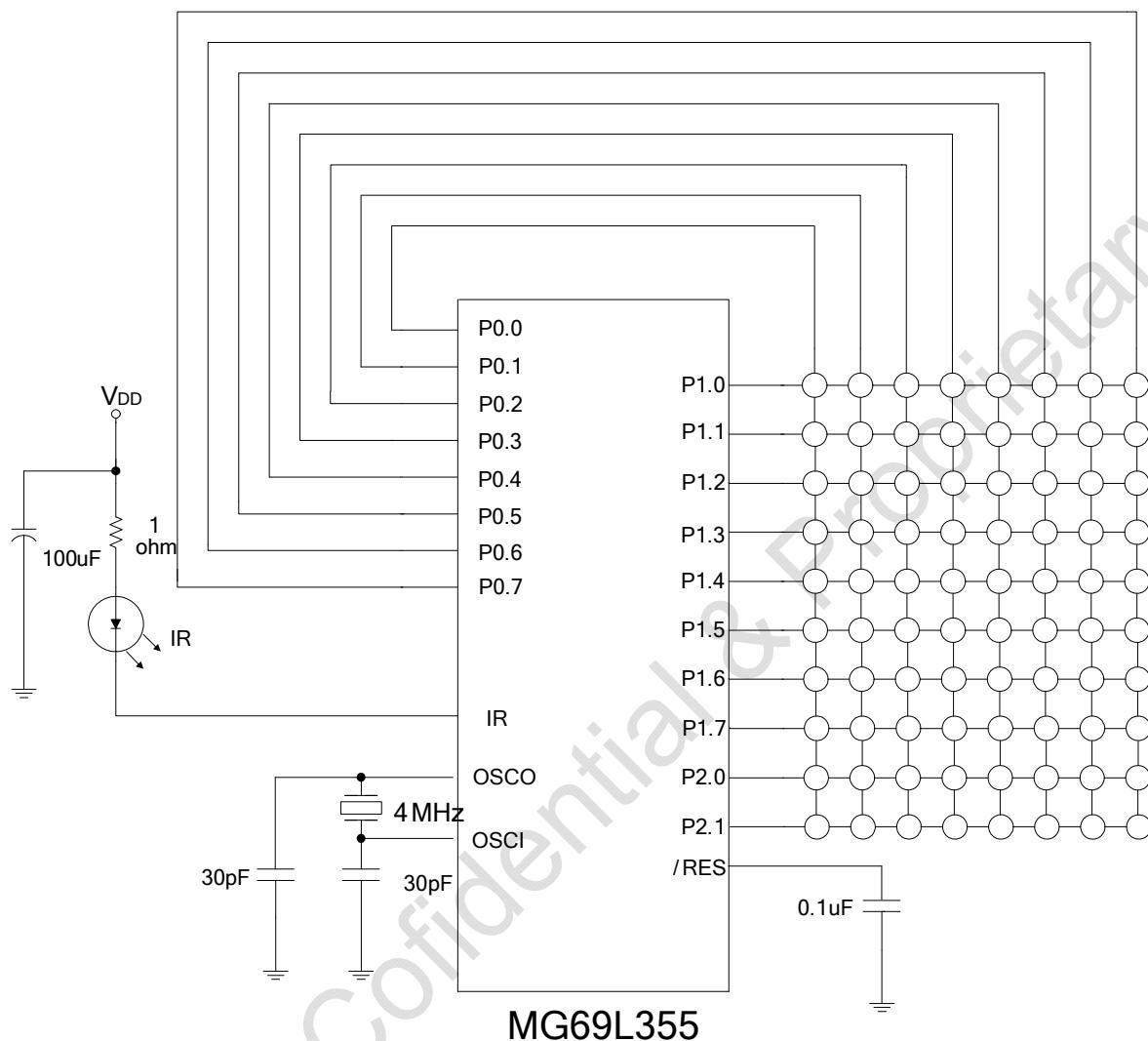


Figure 14-1 Application Circuit - Remote Controller

## 15 Electrical Characteristics

### 15.1 Absolute Maximum Rating

| PARAMETER                          | RATING             | UNIT |
|------------------------------------|--------------------|------|
| Supply Voltage to Ground Potential | VSS-0.3 to VSS+4.0 | V    |
| Applied Input / Output Voltage     | VSS-0.3 to VDD+0.3 | V    |
| Ambient Operating Temperature      | 0 to +70           | °C   |
| Storage Temperature                | -50 to +125        | °C   |

Note: Exposure to conditions beyond those listed under Absolute Maximum Ratings may adversely affect the life and reliability of the device.

### 15.2 DC Characteristics

(VDD-VSS = 3.0 V, FOSC = 4MHz, Ta = 25° C; unless otherwise specified)

| PARAMETER                               | SYM. | CONDITIONS                                   | MIN.    | TYP. | MAX.   | UNIT |
|---|------|--|---------|------|--------|------|
| Op. Voltage                             | VDD  | -  | 1.8     | -    | 3.6    | V    |
| Op. Current                             | IOP  | No load (Ext.-V)<br>In normal operation      | -       | 2.3  | 5      | mA   |
| Standby Current                         | ISTB | No load (Ext.-V)                             | -       | 1    | 3      | μA   |
| Input High Voltage                      | VIH  | -  | 0.7 VDD | -    | VDD    | V    |
| Input Low Voltage                       | VIL  | -  | 0       | -    | 0.3VDD | V    |
| Port 1.4~1.7 Drive Current              | IOH0 | VOH = 2.7V, VDD = 3.0V<br>(CMOS output mode) | 5.0     | 10.0 | -      | mA   |
| Port 1.0~1.7, Port 2.0~2.1 Sink Current | IOLO | VOL = 0.4V, VDD = 3.0V                       | 10.0    | 15.0 | -      | mA   |
| IR Drive Current                        | IOH2 | VOH = 2.7V, VDD = 3.0V                       | 5.0     | 8.0  | -      | mA   |
| IR Sink Current                         | IOL2 | VOL = 0.4V, VDD = 3.0V                       | 200     | 250  | -      | mA   |
| P0/P1/P2 Pull-high Resistor             | RPH  | VIL = 0V                                     | -       | 100K | -      | Ω    |
| /RES Pull-high Resistor                 | RRES | VIL = 0V                                     | -       | 30K  | -      | Ω    |
| Low Voltage Detector                    | VLVD | VDD > 2.1V                                   | 2.0     | -    | 2.1    | V    |
| Low Voltage Reset                       | VLVR | -  | 1.6     | -    | 1.8    | V    |

### 15.3 AC Characteristics

| PARAMETER            | SYM. | CONDITIONS                                | MIN. | TYP. | MAX. | UNIT    |
|----------------------|------|---|------|------|------|---------|
| CPU Op. Frequency    | FCPU | VDD = 3.0V                                | 0.4  | 4    | 8    | MHz     |
| System Start-Up Time | TsST | Power-up, reset or wake-up from STOP mode | -    | 2048 | -    | 1/ FCPU |

## 16 Revision History

| Revision | Page | Descriptions                   | Date       |
|----------|------|--------------------------------|------------|
| Ver 0.10 |      | MG69L355 original version      |            |
| Ver 0.11 |      | Modified the logic structure   |            |
| Ver 0.12 |      | Modified the learning circuit  |            |
| Ver 0.13 |      | Modified DC characteristics    |            |
| Ver 0.14 |      | Modified divider block diagram |            |
| Ver 1.00 |      | Update document format         | 2011/11/17 |