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4-BIT SINGLE CHIP MICROCOMPUTERS

ADAM29P16

USER`S MANUAL

- ADAM29P16

REVISION HISTORY

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1. OVERVIEW

The ADAM29P16 is remote control transmitter which uses CMOS technology. The ADAM29P16 is suitable for remote control of TV, VCR, FANS, Air-conditioners, Audio Equipments, Toys, Games etc. The ADAM29P16 is OTP version.

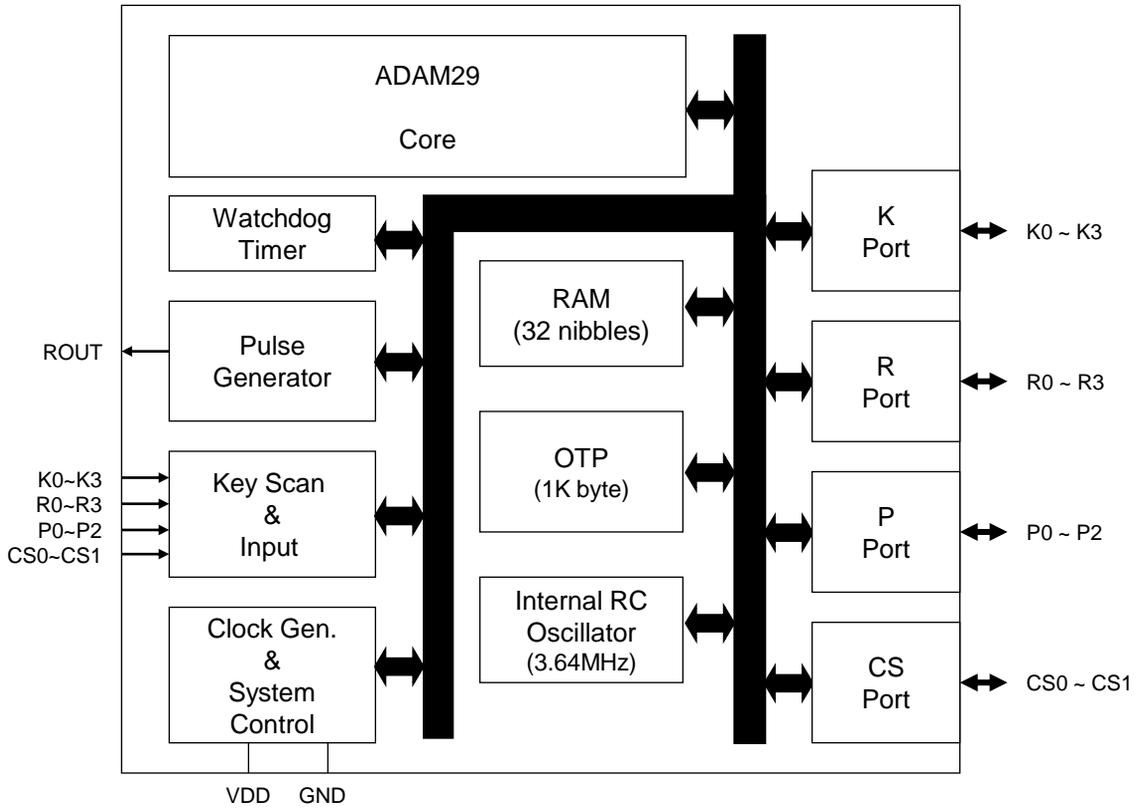
1.1. Features

- Program memory (OTP)
 - 1,024 Bytes (1,024 x 8bit)
 - Data Retention : > 10 years
- Data memory (RAM)
 - 32 nibble (32 x 4bit)
- 3 levels of subroutine nesting
- 8-bit Table Read Instruction
- Oscillator Type
 - Calibrated Internal RC Oscillator
- Instruction cycle
 - $f_{osc}/6$
- Stop mode
- Released stop mode by key input
- Built in Power-on Reset circuit
- Built in Transistor for I.R LED Drive
 - $I_{OL}=210mA$ at $V_{DD}=3V$ and $V_O=0.3V$
- Built in Low Voltage reset circuit
- Built in a watch dog timer (WDT)
- Low operating voltage
 - 1.8 ~ 3.6V
- 16-SOP Package.

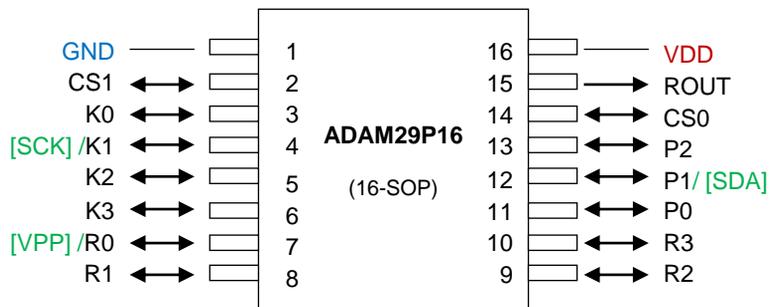
Series	ADAM29P16
Program memory	1,024 x 8
Data memory	32 x 4
I/O ports	13
Output ports	1
Package	16SOP(150mil)

Table 1.1 ADAM29P16 series members

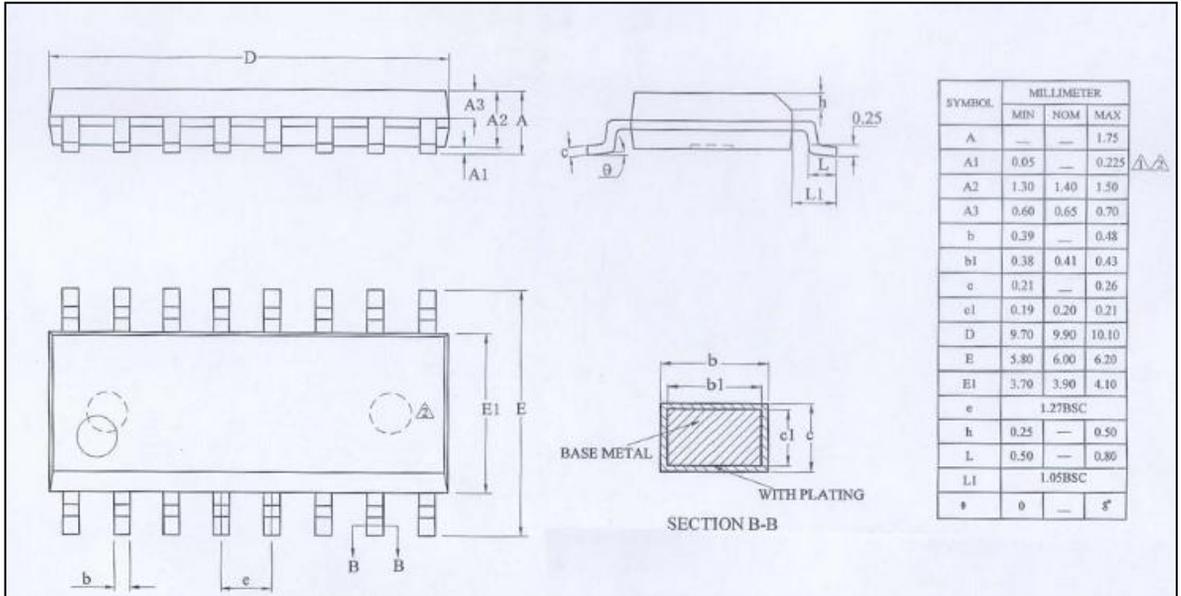
1.2. Block Diagram



1.3. Pin Assignments (top view)



1.4. Package Dimension



16 SOP(150MIL) Pin Dimension (dimensions in millimeters)

1.5. Pin Function

PIN NAME	INPUT OUTPUT	FUNCTION	@RESET	@STOP
K0 ~ K3 R0 ~ R3	I/O	<ul style="list-style-type: none"> - 4-bit I/O port. (Input mode is set only when each of them output `H`) - Each pin has STOP mode release function in input mode. - Output mode is set when each of them output `L`. - When used as `output`, each pin can be set and reset independently. - When set as the input mode, input state of pin is read. At output mode, if port is read, data register is read instead of the state of pin. 	Input (with Pull-up)	Key-Strobe (at T-key Scan) or Keep status Before STOP (at M-key Scan)
P0 ~ P2	I/O	<ul style="list-style-type: none"> - 3-bit I/O port. (Input mode is set only when each of them output `H`) - Each pin has STOP mode release function in input mode. - Output mode is set when each of them output `L`. - When used as `output`, each pin can be set and reset independently. - When T-key Scan is disabled, P0~P2 are forcibly Low output at STOP mode. - When set as the input mode, input state of pin is read. At output mode, if port is read, data register is read instead of the state of pin. 	Input (with Pull-up)	Key-Strobe (at T-key Scan) or Low (at M-key Scan)
CS0~CS1	I/O	<ul style="list-style-type: none"> - 2-bit I/O port. (Input mode is set only when each of them output `H` and pull-up is enabled.) - Pull-ups can be enabled by user program. - Each pin has STOP mode release function in input mode (when it's pull-up is enabled) - Output mode is set when each of them output `L`, or when it's pull-up is disabled. - When used as `output`, each pin can be set and reset independently. - When set as the input mode, input state of pin is read. At output mode, if port is read, data register is read instead of the state of pin. 	Hi-Z	Key-Strobe (at T-key Scan) or Keep status before STOP
ROUT	Output	<ul style="list-style-type: none"> - High Current Pulse Output. - N-ch open drain output. 	Hi-Z	Hi-Z
VDD	Power	<ul style="list-style-type: none"> - Positive power supply. 	-	-
GND	Power	<ul style="list-style-type: none"> - Ground 	-	-

1.6. Pin Circuit

Pin Name	I/O	I/O circuit	Note
K0 ~ K3 R0 ~ R3	I/O		<ul style="list-style-type: none"> - CMOS I/O port. - Input mode with pull-up at reset. - Built in MOS Tr. for pull-up. - In M-key scan mode, they keep the status before STOP at Stop Mode. - In T-key scan mode, they do key-strobe at STOP Mode.
P0 ~ P2	I/O	<p><i>* R0 has no P-Protection .</i></p>	<ul style="list-style-type: none"> - CMOS I/O port. - Input mode with pull-up at reset. - Built in MOS Tr. for pull-up. - In M-key scan mode, they are `L` output at Stop Mode. - In T-key scan mode, they do key-strobe at STOP Mode.
CS0 CS1	I/O		<ul style="list-style-type: none"> - CMOS I/O port. - Open drain output at reset. - Built in MOS Tr. for pull-up. It can be enabled by user program. - In M-key scan mode, they keep the status before STOP at Stop Mode. - In T-key scan mode, they do key-strobe at STOP Mode.
ROUT	O		<ul style="list-style-type: none"> - Open drain output - Output Tr. Disable at reset and Stop Mode.

1.7. Electrical Characteristics

1.7.1. Absolute Maximum Ratings (Ta = 25°C)

Parameter	Symbol	Max. rating	Unit
Supply Voltage	V _{DD}	-0.3 ~ 4.0	V
Power dissipation	P _D	700 *	mW
Input voltage	V _{IN}	-0.3 ~ V _{DD} +0.3	V
Output voltage	V _{OUT}	-0.3 ~ V _{DD} +0.3	V
Storage Temperature	T _{STG}	-65 ~ 150	°C

* Thermal derating above 25°C : 6mW per degree °C rise in temperature.

1.7.2. Recommended operating condition

Parameter	Symbol	Condition	MIN.	TYP.	MAX.	Unit
Supply Voltage	V _{DD}	f _{OSC} = 3.64MHz	1.8	-	3.6	V
Oscillation Frequency	f _{OSC}	V _{DD} =1.8 ~ 3.6V Temp. = -10 ~ 50°C	3.604 * (-1.0%)	3.640	3.677 * (+1.0%)	MHz
		V _{DD} =1.8 ~ 3.6V Temp. = -20 ~ 70°C	3.585 (-1.5%)	3.640	3.695 (+1.5%)	MHz
Operating temperature	T _{opr}	-	-20	-	70	°C

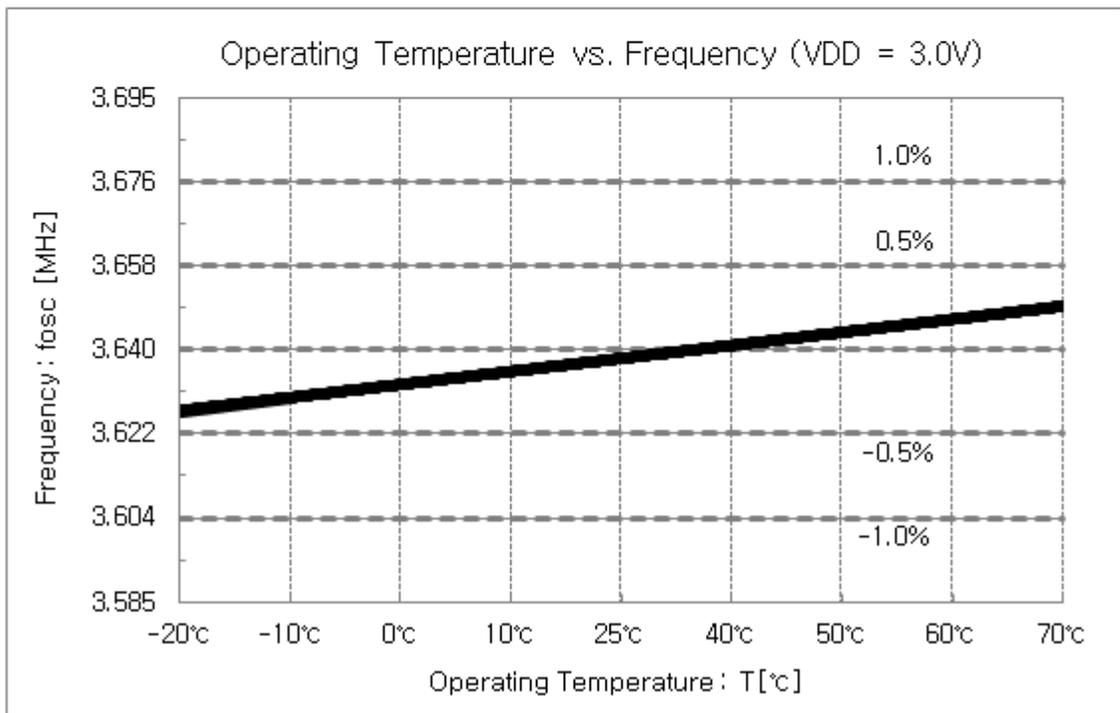
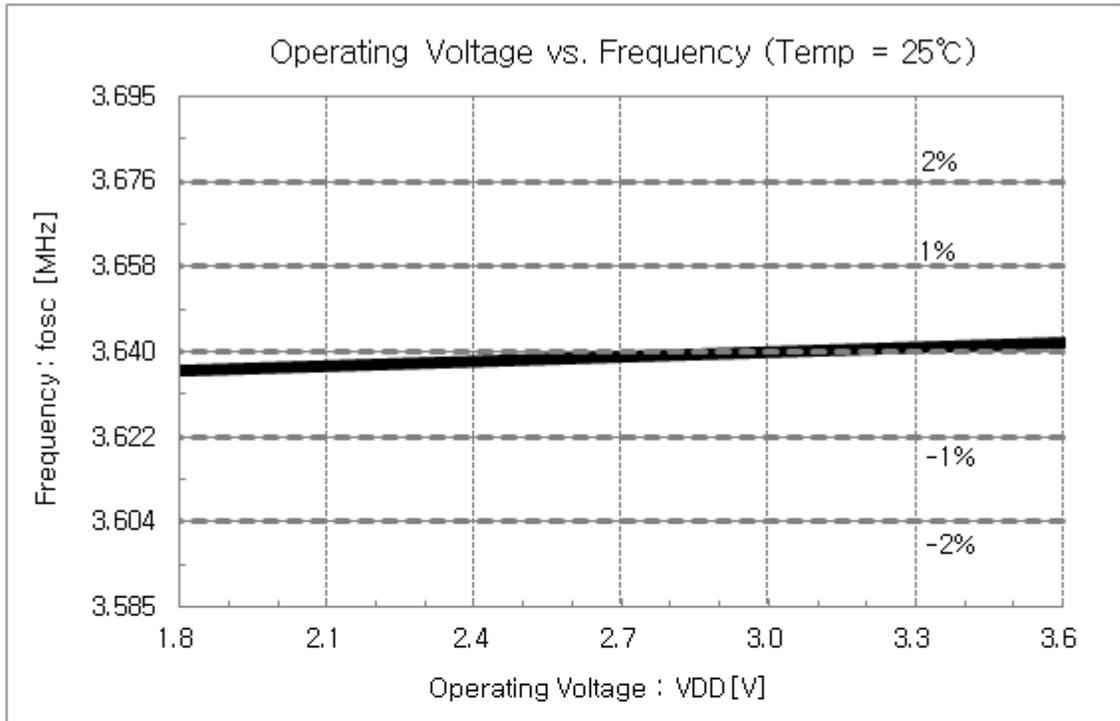
* Guaranteed by design, but might be On-Board programming after SMT process.

(IRC Calibration with high temperature can cause the shift of the frequency, be sure to calibrate enough to cool to near room temperature after SMT process.)

1.7.3. DC Characteristics (Ta = -20 ~ 70°C, V_{DD}=1.8 ~ 3.6V, GND=0V)

PARAMETER	Symbol	Condition		Specification			UNIT	
				MIN.	TYP.	MAX.		
High level input voltage	V _{IH}	K, R, P, CS		0.7V _{DD}		V _{DD}	V	
Low level input voltage	V _{IL}	K, R, P, CS		0		0.3V _{DD}	V	
High level input leakage current	I _{IH}	K, R, P, CS	V _{IH} = V _{DD}			1	μA	
High level output leakage current	I _{OLK}	K, R, P, CS, R _{OUT}	V _{OH} = V _{DD}			1	μA	
Low level output current	I _{OL1}	K, R, P, CS	V _{DD} = 3V V _{OL} = 0.6V	5	10	-	mA	
	I _{OL2}	R _{OUT}	V _{DD} = 3V V _{OL} = 0.3V	-	210	-	mA	
Input Pull-up Resistance	R _{PU}	K, R, P, CS	V _{DD} = 3V	70	140	210	kΩ	
Power supply current	I _{DD}	Operating current	f _{OSC} = 3.64MHz	V _{DD} = 3.6V		0.7	1.5	mA
				V _{DD} = 1.8V		0.3	0.6	mA
	I _{STOP}	Stop mode current	Oscillator stop	V _{DD} = 3.6V		0.3	1.0	μA
				V _{DD} = 1.8V		0.2	0.5	μA
LVD Detection Voltage	V _{LVD}			1.2	-	1.8	V	

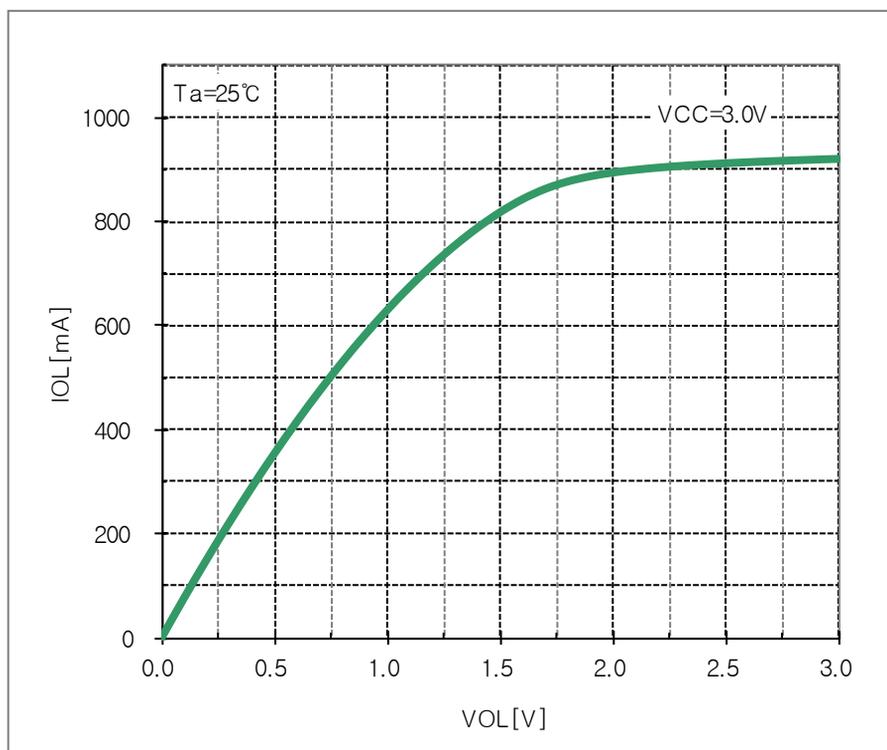
※ Internal RC Oscillator Characteristics Graphs (for reference only)



※ Typical Characteristics

This graphs provided in this section are for design guidance only and are not tested or guaranteed.

The data presented in this section is a statistical summary of data collected on units from different lots over a period of time. "Typical" represents the mean of the distribution while "max" or "min" represents (mean + 3σ) and (mean - 3σ) respectively where σ is standard deviation.

▶ **IOL vs. VOL (at T=25°C) for ROUT Port with built in Transistor.**

2. ARCHITECTURE

2.1. Program Memory

The ADAM29P16 can incorporate maximum 1,024 words (1 Block × 16 pages × 64 words × 8bits) for program memory. Program counter PC (A0~A5) and page address register PA(A6~A9) are used to address the whole area of program memory having an instruction (8bits) to be next executed.

The program memory consists of 64 words on each page, and thus each page can hold up to 64 steps of instructions.

The program memory is composed as shown below.

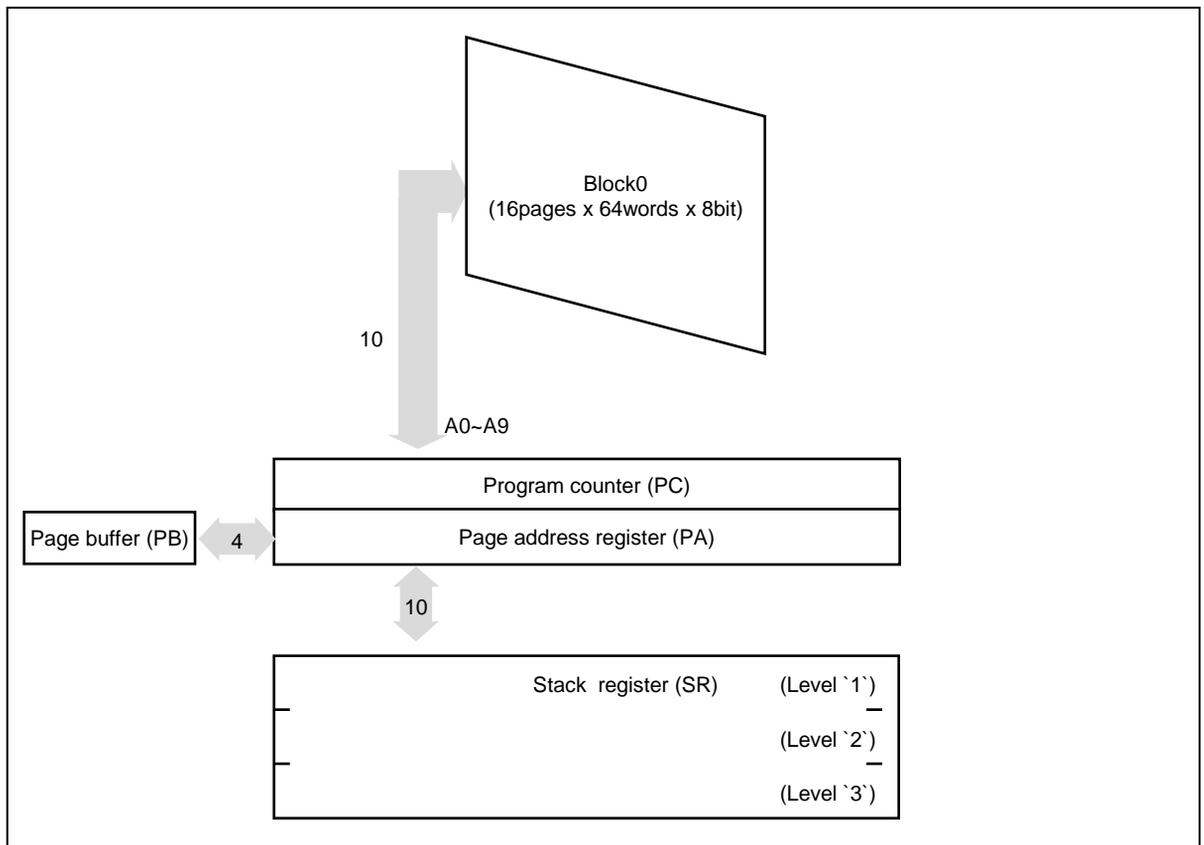


Fig 2-1 Configuration of Program Memory

2.2. Address Register

The following registers are used to address the ROM.

- Page address register (PA) :
Holds ROM's page number (0~Fh) to be addressed.
- Page buffer register (PB) :
Value of PB is loaded by an LPBI command when newly addressing a page.
Then it is shifted into the PA when rightly executing a branch instruction (BR) and a subroutine call (CAL).
- Program counter (PC) :
Available for addressing word on each page.
- Stack register (SR) :
Stores returned-word address in the subroutine call mode.

2.2.1. Page address register and page buffer register :

Address one of pages #0 to #15 in the ROM by the 4-bit binary counter. Unlike the program counter, the page address register is usually unchanged so that the program will repeat on the same page unless a page changing command is issued. To change the page address, take two steps such as
(1) writing in the page buffer what page to jump (execution of LPBI) and
(2) execution of BR or CAL, because instruction code is of eight bits so that page and word can not be specified at the same time.
In case a return instruction (RTN) is executed within the subroutine that has been called in the other page, the page address will be changed at the same time.

2.2.2. Program counter :

This 6-bit binary counter increments for each fetch to address a word in the currently addressed page having an instruction to be next executed. For easier programming, at turning on the power, the program counter is reset to the zero location. The PA is also set to `0`. Then the program counter specifies the next address in random sequence. When BR, CAL or RTN instructions are decoded, the switches on each step are turned off not to update the address. Then, for BR or CAL, address data are taken in from the instruction operands (a_0 to a_5), or for RTN, and address is fetched from stack register No. 1.

2.2.3. Stack register :

This stack register provides three stages each for the program counter (6bits) and the page address register (4bits) so that subroutine nesting can be made on three levels.

2.3. Data Memory (RAM)

Up to 32 nibbles (16 words × 2pages × 4bits) is incorporated for storing data at data memory. The whole data memory is indirectly specified by a data pointer (X,Y). Page number is specified by value of X register, and words in the page by 4 bits in Y-register. Data memory is composed in 16 nibbles/page.

Figure 2-2 shows the configuration.

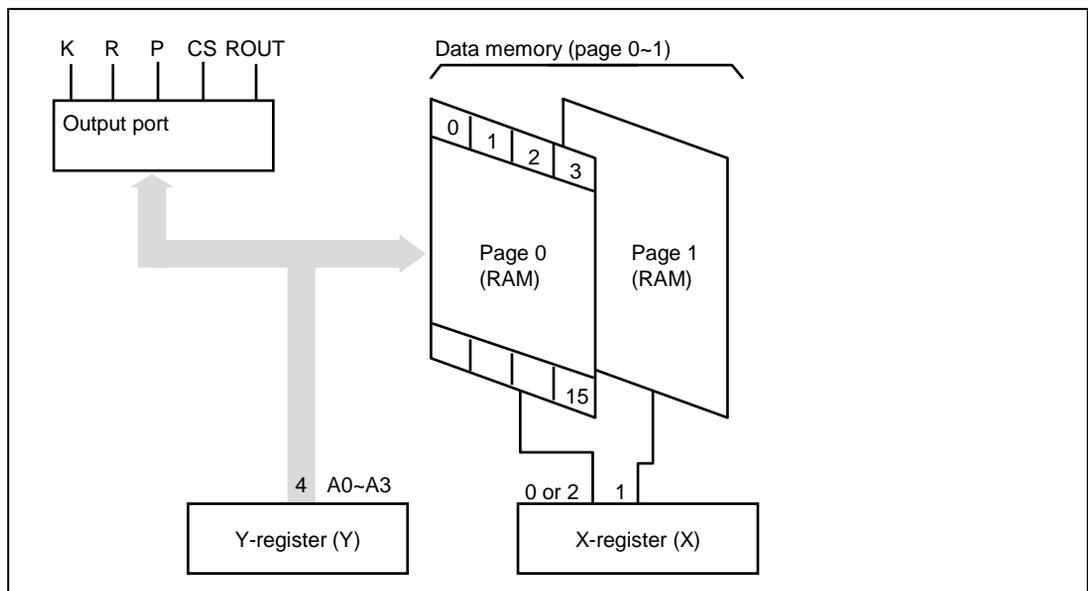


Fig 2-2 Composition of Data Memory

2.4. X-register (X)

X-register is consist of 2bit(X1,X0), X is a data pointer of page in the RAM, and X is used for selecting the input/output of K, R, P, CS Ports with value of Y-register for port access.

		X = 0 or 1	X = 2
Input Data	LAK (Instruction)	A ← K0~K3	A ← P0~P2
	LAR (Instruction)	A ← R0~R3	A ← CS0,CS1
Output Data	Y=0h~3h	K0~K3	P0~P2
	Y=4h~7h	R0~R3	CS0~CS1

Table2-1 Mapping table between X and Y register for port access

2.5. Y-register (Y)

Y-register has 4 bits. It operates as a data pointer or a general-purpose register. Y-register specifies an address ($A_0 \sim A_3$) in a page of data memory and SFR, as well as it is used to specify an output port. Further it is used to specify a mode of carrier signal outputted from the ROUT port. It can also be treated as a general-purpose register on a program.

2.6. Accumulator (A_{CC})

The 4-bit register for holding data and calculation results.

2.7. Arithmetic and Logic Unit (ALU)

In this unit, 4bits of adder/comparator are connected in parallel as it's main components and they are combined with status latch and status logic (flag.)

2.7.1. Operation circuit (ALU) :

The adder/comparator serves fundamentally for full addition and data comparison. It executes subtraction by making a complement by processing an inversed output of A_{CC} ($A_{CC}+1$)

2.7.2. Status logic :

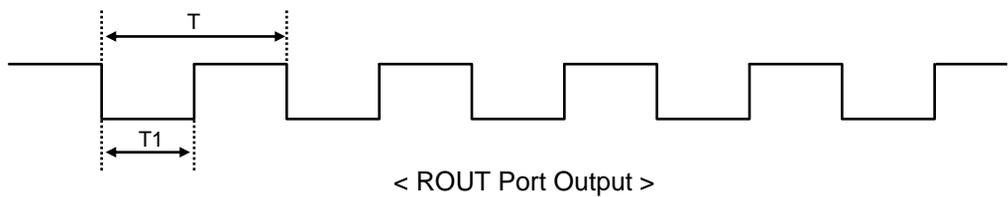
This is to bring an ST, or flag to control the flow of a program. It occurs when a specified instruction is executed in three cases such as overflow or underflow in operation and two inputs unequal.

2.8. Clock Generator

The ADAM29P16 has an internal RC oscillator which has 3.64MHz frequency only. The oscillator circuit is designed to operate without an external ceramic resonator. The Internal Oscillator is calibrate in Factory. In STOP mode, Internal oscillator is stopped.

2.9. Pulse Generator

The following frequency and duty ratio are selected for carrier signal outputted from the ROUT port depending on a PMR (Pulse Mode Register) value set in a program.



PMR	ROUT Signal	Carrier Frequency (fosc = 3.64MHz)
0	$T = 1/f_{PUL} = [96/f_{osc}]$, $T1/T = 1/2$	37.92 kHz
1	$T = 1/f_{PUL} = [96/f_{osc}]$, $T1/T = 1/3$	37.92 kHz
2	$T = 1/f_{PUL} = [64/f_{osc}]$, $T1/T = 1/2$	56.88 kHz
3	$T = 1/f_{PUL} = [64/f_{osc}]$, $T1/T = 1/4$	56.88 kHz
4	$T = 1/f_{PUL} = [88/f_{osc}]$, $T1/T = 4/11$	41.36 kHz
5	No Pulse (same to P0~P2)	-
6	$T = 1/f_{PUL} = [101/f_{osc}]$, $T1/T = 34/101$	36.04 kHz
7	$T = 1/f_{PUL} = [91/f_{osc}]$, $T1/T = 31/91$	40.00 kHz

* Default value is `0`

Table 2-2 PMR selection table

2.10. Reset Operation

ADAM29P16 has three reset sources. One is a built-in Low VDD Detection circuit, another is the overflow of Watch Dog Timer (WDT), the other is the overflow of Stack. All reset operations are internal in the ADAM29P16.

2.10.1 Built-in Low VDD Reset Circuit

ADAM29P16 has a Low VDD detection circuit.

If VDD becomes Reset Voltage of Low VDD detection circuit in a active status, system reset occur and WDT is cleared.

When VDD is increased over Reset Voltage again, WDT is re-counted until WDT overflow, system reset is released.

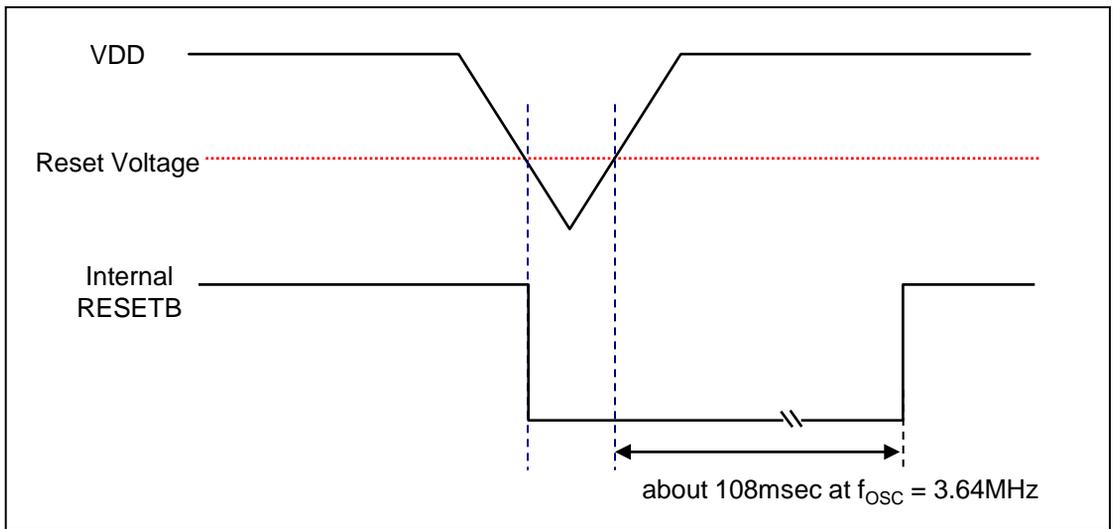


Fig 2-7 Low Voltage Detection Timing Chart.

2.10.2 Watch Dog Timer (WDT)

Watch dog timer is organized binary of 14 steps. The signal of $f_{OSC}/48$ cycle comes in the first step of WDT after WDT reset. If this counter was overflowed, reset signal automatically comes out so that internal circuit is initialized.

The overflow time is $8 \times 6 \times 2^{13} / f_{OSC}$ (108.026ms at $f_{OSC} = 3.64\text{MHz}$)

Normally, the binary counter must be reset before the overflow by using reset instruction (WDTR), Power-on reset pulse or Low VDD detection pulse.

* It is constantly reset in STOP mode. When STOP is released, counting is restarted. (Refer to 2.12. STOP Operation)

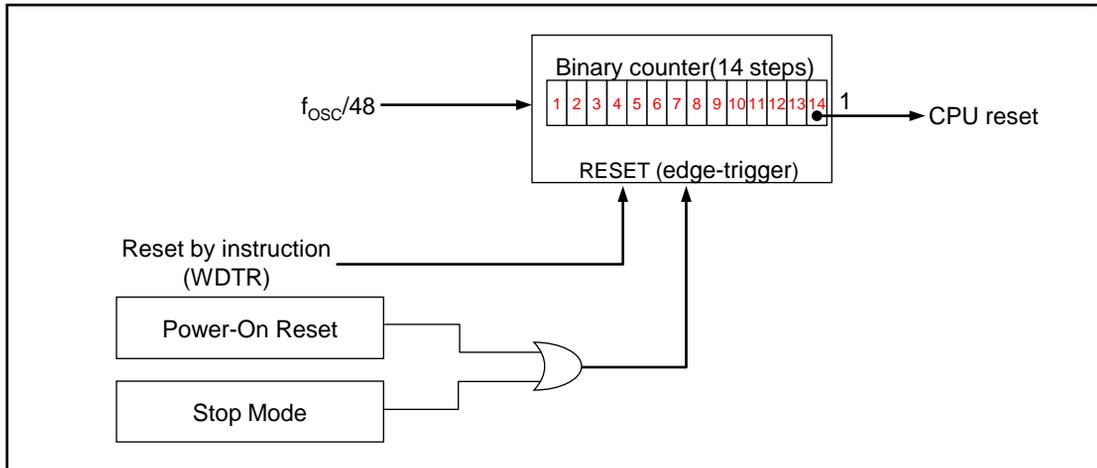


Fig 2-8 Block Diagram of Watch-dog Timer

2.11. STOP Operation

Stop mode can be achieved by STOP instructions.

In stop mode :

1. Oscillator is stopped, the operating current is low.
2. Watch dog timer is reset and ROUT output is `High-Z` .
3. Part other than WDT and ROUT output have a value before come into stop mode.
4. P0~P2 are outputted successively T-Key Scan when T-Key Scan mode is enabled, but when M-Key Scan mode is enabled, they output Low forcibly.
5. All of K, R, CS is outputted successively T-Key Scan when T-Key Scan mode is enabled, but when M-Key Scan mode is enabled, It keeps the status before STOP.
6. At T-Key Scan mode, before entering the STOP mode, All of K, R, P and CS must be set the input mode with pull-up.

Stop mode is released when one of K or R or P or CS input is going to `Low` .

When stop mode released :

1. State of K, R, P, CS output and ROUT output is return to state of before stop mode is achieved.
2. After $8 \times 6 \times 2^{10} / f_{osc}$ time for stable oscillating, first instruction start to operate.
3. In return to normal operation, WDT is counted from zero.

When executing stop instruction, if any one of K,R,P,CS input is `Low` state, stop instruction is same to NOP instruction.

2.12. Port Operation

Value of X-reg	Value of Y-reg	Operation	
0 or 1	0h~3h	SO : K[Y] \leftarrow 1 (Pull-up)	RO : K[Y] \leftarrow 0
	4h~7h	SO : R[Y-4] \leftarrow 1 (Pull-up)	RO : R[Y-4] \leftarrow 0
2	0h~3h	SO : P[Y] \leftarrow 1 (Pull-up)	RO : P[Y] \leftarrow 0
	4h~7h	SO : CS[Y-4] \leftarrow 1 (Pull-up or Hi-Z)	RO : CS[Y-4] \leftarrow 0
0 or 1 or 2	8h	SO : ROUT(PMR) \leftarrow 0	RO : ROUT \leftarrow 1 (High-Z)
	9h	SO : All of K, R \leftarrow 1	RO : All of K, R \leftarrow 0
	Ah~Bh	SO : CS[Y-10] \leftarrow Pull-up disable \leftarrow T-Key Mode disable for CS	RO : CS[Y-10] \leftarrow Pull-up enable \leftarrow T-Key Mode enable for CS
	Eh	SO : T-Key Scan enable	RO : M-Key Scan enable
	Fh	SO : All of K,R,P \leftarrow 1	RO : All of K,R,P \leftarrow 0

3. INSTRUCTION

3.1. Instruction Format

All of the 43 instruction in ADAM29P16 is format in two fields of OP code and operand which consist of eight bits. The following formats are available with different types of operands.

***Format I**

All eight bits are for OP code without operand.

***Format II**

Two bits are for operand and six bits for OP code.

Two bits of operand are used for specifying bits of RAM and X-register (bit 1 and bit 7 are fixed at "0")

***Format III**

Four bits are for operand and the others are OP code.

Four bits of operand are used for specifying a constant loaded in RAM or Y-register, a comparison value of compare command, or page addressing in ROM.

***Format IV**

Six bits are for operand and the others are OP code.

Six bits of operand are used for word addressing in the ROM.

3.2. Instruction Table

The ADAM29P16 provides the following 43 basic instructions.

	Category	Mnemonic	Function	ST ^{*1}
1	Register to Register	LAY	$A \leftarrow Y$	S
2		LYA	$Y \leftarrow A$	S
3		LAZ	$A \leftarrow 0$	S
4	RAM to Register	LMA	$M(X,Y) \leftarrow A$	S
5		LMAIY	$M(X,Y) \leftarrow A, Y \leftarrow Y+1$	S
6		LYM	$Y \leftarrow M(X,Y)$	S
7		LAM	$A \leftarrow M(X,Y)$	S
8		XMA	$A \leftrightarrow M(X,Y)$	S
9	Immediate	LYI i	$Y \leftarrow i$	S
10		LMIIY i	$M(X,Y) \leftarrow i, Y \leftarrow Y+1$	S
11		LXI n	$X \leftarrow n$	S
12	RAM Bit Manipulation	SEM n	$M(n) \leftarrow 1$	S
13		REM n	$M(n) \leftarrow 0$	S
14		TM n	TEST $M(n) = 1$	E
15	ROM Address	BR a	if ST = 1 then Branch	S
16		CAL a	if ST = 1 then Subroutine call	S
17		RTN	Return from Subroutine	S
18		LPBI i	$PB \leftarrow i$	S
19		LBBY	$BB \leftarrow Y$	S
20		LDWAY	$AY \leftarrow [@XAY]$	S
21	Arithmetic	AM	$A \leftarrow M(X,Y) + A$	C
22		SM	$A \leftarrow M(X,Y) - A$	B
23		IM	$A \leftarrow M(X,Y) + 1$	C
24		DM	$A \leftarrow M(X,Y) - 1$	B
25		IA	$A \leftarrow A + 1$	S
26		IY	$Y \leftarrow Y + 1$	C
27		DA	$A \leftarrow A - 1$	B

	Category	Mnemonic	Function	ST*1
28	Arithmetic	DY	$Y \leftarrow Y - 1$	B
29		EORM	$A \leftarrow A \oplus M(X,Y)$	S
30		NEGA	$A \leftarrow \overline{A} + 1$	Z
31	Comparison	ALEM	TEST $A \leq M(X,Y)$	E
32		ALEI i	TEST $A \leq i$	E
33		MNEZ	TEST $M(X,Y) \neq 0$	N
34		YNEA	TEST $Y \neq A$	N
35		YNEI i	TEST $Y \neq i$	N
36	Input / Output	LAK	$A \leftarrow K$ (if X=0 or 1), $A \leftarrow P$ (if X=2)	S
37		LAR	$A \leftarrow R$ (if X=0 or 1), $A \leftarrow CS$ (if X=2)	S
38		SO	Output(Y) $\leftarrow 1^{*2}$	S
39		RO	Output(Y) $\leftarrow 0^{*2}$	S
40	Control	WDTR	Watch Dog Timer Reset	S
41		STOP	Stop operation	S
42		LPY	$PMR \leftarrow Y$	S
43		NOP	No operation	S

Note) i = 0~f, n = 0~3, a = 6bit PC Address

*1 Column ST indicates conditions for changing status. Symbols have the following meanings

- S : On executing an instruction, status is unconditionally set.
- C : Status is only set when carry or borrow has occurred in operation.
- B : Status is only set when borrow has not occurred in operation.
- E : Status is only set when equality is found in comparison.
- N : Status is only set when equality is not found in comparison.
- Z : Status is only set when the result is zero.

*2 Refer to 2.12. Port Operation.

3.3. Details of Instruction System

All 43 basic instructions of the ADAM29P16 are one by one described in detail below.

Description Form

Each instruction is headlined with its mnemonic symbol according to the instructions table given earlier.

Then, for quick reference, it is described with basic items as shown below. After that, detailed comment follows.

- Items :

- Naming : Full spelling of mnemonic symbol
- Status : Check of status function
- Format : Categorized into I to IV
- Operand : Omitted for Format I
- Function

(1) LAY

Naming : Load Accumulator from Y-Register
Status : Set
Format : I
Function : $A \leftarrow Y$
<Comment> Data of four bits in the Y-register is unconditionally transferred to the accumulator. Data in the Y-register is left unchanged.

(2) LYA

Naming : Load Y-register from Accumulator
Status : Set
Format : I
Function : $Y \leftarrow A$
<Comment> Load Y-register from Accumulator

(3) LAZ

Naming : Clear Accumulator
Status : Set
Format : I
Function : $A \leftarrow 0$
<Comment> Data in the accumulator is unconditionally reset to zero.

(4) LMA

Naming : Load Memory from Accumulator
Status : Set
Format : I
Function : $M(X,Y) \leftarrow A$
<Comment> Data of four bits from the accumulator is stored in the RAM location addressed by the X-register and Y-register. Such data is left unchanged.

(5) LMAIY

Naming : Load Memory from Accumulator and Increment Y-Register
Status : Set
Format : I
Function : $M(X,Y) \leftarrow A, Y \leftarrow Y+1$
<Comment> Data of four bits from the accumulator is stored in the RAM location addressed by the X-register and Y-register. Such data is left unchanged.

(6) LYM

Naming : Load Y-Register form Memory
Status : Set
Format : I
Function : $Y \leftarrow M(X,Y)$
<Comment> Data from the RAM location addressed by the X-register and Y-register is loaded into the Y-register. Data in the memory is left unchanged.

(7) LAM

Naming : Load Accumulator from Memory
Status : Set
Format : I
Function : $A \leftarrow M(X,Y)$
<Comment> Data from the RAM location addressed by the X-register and Y-register is loaded into the Y-register. Data in the memory is left unchanged.

(8) XMA

Naming : Exchanged Memory and Accumulator
Status : Set
Format : I
Function : $M(X,Y) \leftrightarrow A$
<Comment> Data from the memory addressed by X-register and Y-register is exchanged with data from the accumulator. For example, this instruction is useful to fetch a memory word into the accumulator for operation and store current data from the accumulator into the RAM. The accumulator can be restored by another XMA instruction.

(9) LYI i

Naming : Load Y-Register from Immediate
Status : Set
Format : III
Operand : Constant $0 \leq i \leq 15$
Function : $Y \leftarrow i$
<Purpose> To load a constant in Y-register. It is typically used to specify Y-register in a particular RAM word address, to specify the address of a selected output line, to set Y-register for specifying a carrier signal outputted from OUT port, and to initialize Y-register for loop control. The accumulator can be restored by another XMA instruction.
<Comment> Data of four bits from operand of instruction is transferred to the Y-register.

(10) LMIY i

Naming : Load Memory from Immediate and Increment Y-Register
Status : Set
Format : III
Operand : Constant $0 \leq i \leq 15$
Function : $M(X,Y) \leftarrow i, Y \leftarrow Y + 1$
<Comment> Data of four bits from operand of instruction is stored into the RAM location addressed by the X-register and Y-register. Then data in the Y-register is incremented by one.

(11) LXI n

Naming : Load X-Register from Immediate
Status : Set
Format : II
Operand : X file address $0 \leq n \leq 3$
Function : $X \leftarrow n$
<Comment> A constant is loaded in X-register. It is used to set X-register in an index of desired RAM page. Operand of 1 bit of command is loaded in X-register.

(12) SEM n

Naming : Set Memory Bit
Status : Set
Format : II
Operand : Bit address $0 \leq n \leq 3$
Function : $M(X,Y,n) \leftarrow 1$
<Comment> Depending on the selection in operand of operand, one of four bits is set as logic 1 in the RAM memory addressed in accordance with the data of the X-register and Y-register.

(13) REM n

Naming : Reset Memory Bit
Status : Set
Format : II
Operand : Bit address $0 \leq n \leq 3$
Function : $M(X,Y,n) \leftarrow 0$
<Comment> Depending on the selection in operand of operand, one of four bits is set as logic 0 in the RAM memory addressed in accordance with the data of the X-register and Y-register.

(14) TM n

Naming : Test Memory Bit
Status : Comparison results to status
Format : II
Operand : Bit address $0 \leq n \leq 3$
Function : $M(X,Y,n) \leftarrow 1?$
 $ST \leftarrow 1$ when $M(X,Y,n)=1$, $ST \leftarrow 0$ when $M(X,Y,n)=0$
<Purpose> A test is made to find if the selected memory bit is logic. 1
Status is set depending on the result.

(15) BR a

Naming : Branch on status 1
Status : Conditional depending on the status
Format : IV
Operand : Branch address a (Addr)
Function : When $ST = 1$: $BA \leftarrow BB$, $PA \leftarrow PB$, $PC \leftarrow a$ (Addr)
When $ST = 0$: $PC \leftarrow PC + 1$, $ST \leftarrow 1$
Note : PC indicates the next address in a fixed sequence that is actually pseudo-random count.
<Purpose> For some programs, normal sequential program execution can be change.
A branch is conditionally implemented depending on the status of results obtained by executing the previous instruction.
<Comment> Branch instruction is always conditional depending on the status.
a. If the status is reset (logic 0), a branch instruction is not rightly executed but the next instruction of the sequence is executed.
b. If the status is set (logic 1), a branch instruction is executed as follows.
Branch is available in two types - short and long. The former is for addressing in the current page and the latter for addressing in other block/page.
Which type of branch to execute is decided according to the BB and PB register. To execute a long branch, data of the BB or PB register should in advance be modified to a desired block/page address through the LBBY or LPBI instruction.

(16) CAL a

Naming : Subroutine Call on status 1
 Status : Conditional depending on the status
 Format : IV
 Operand : Subroutine code address a (Addr)
 Function :

When ST = 1 :

PC ← a (Addr)	PA ← PB	BA ← BB
SR1 ← PC + 1	PSR1 ← PA	BSR1 ← BA
SR2 ← SR1	PSR2 ← PSR1	BSR2 ← BSR1
SR3 ← SR2	PSR3 ← PSR2	BSR3 ← BSR2

When ST = 0 :

PC ← PC + 1	PA ← PA	BA ← BA	ST ← 1
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<Comment> Note : PC actually has pseudo-random count against the next instruction. In a program, control is allowed to be transferred to a mutual subroutine. Since a call instruction preserves the return address, it is possible to call the subroutine from different locations in a program, and the subroutine can return control accurately to the address that is preserved by the use of the call return instruction (RTN). Such calling is always conditional depending on the status.

- a. If the status is reset, call is not executed.
- b. If the status is set, call is rightly executed.

The subroutine stack (SR) of three levels enables a subroutine to be manipulated on three levels. Besides, a long call (to call another page) can be executed on any level.

For a long call, LBBY or LPBI instruction should be executed before the CAL. When LBBY or LPBI is omitted (and when BA=BB and PA=PB), a short call (calling in the same page) is executed.

(17) RTN

Naming : Return from Subroutine
 Status : Set
 Format : I
 Function :

PC ← SR1	PA, PB ← PSR1	BA, BB ← BSR1
SR1 ← SR2	PSR1 ← PSR2	BSR1 ← BSR2
SR2 ← SR3	PSR2 ← PSR3	BSR2 ← BSR3
SR3 ← SR3	PSR3 ← PSR3	BSR3 ← BSR3
		ST ← 1

<Purpose> Control is returned from the called subroutine to the calling program.

<Comment> Control is returned to its home routine by transferring to the PC the data of the return address that has been saved in the stack register (SR1). At the same time, data of the page stack register (PSR1) is transferred to the PA and PB, and data of the block stack register(BSR1) is transferred to the BA and BB.

(18) LPBI i

Naming : Load Page Buffer Register from Immediate
 Status : Set
 Format : III
 Operand : ROM page address $0 \leq i \leq 15$
 Function : $PB \leftarrow i$
 <Purpose> A new ROM page address is loaded into the page buffer register (PB).
 This loading is necessary for a long branch or call instruction.
 <Comment> The PB register is loaded together with three bits from 4 bit operand.

(19) LBBY (Not available in ADAM29P16)

Naming : Load Block Buffer Register from Y-register.
 Status : Set
 Format : I
 Function : $BB \leftarrow Y$
 <Purpose> A new ROM page address is loaded into the block buffer register (BB).
 This loading is necessary for a long branch or call instruction.
 <Comment> The BB register is loaded two bits($Y[1:0]$) in the Y-register. Data in the Y-register is left unchanged.

(20) LDWAY

Naming : Load Word from ROM addressed by XAY-register.
 Status : Set
 Format : I
 Function :

$SR1 \leftarrow PC + 1$ $PSR1 \leftarrow PA$
 $SR2 \leftarrow SR1$ $PSR2 \leftarrow PSR1$
 $SR3 \leftarrow SR2$ $PSR3 \leftarrow PSR2$
 $PA, PC \leftarrow XAY(Addr)$

$AY \leftarrow [@XAY]$
 $A \leftarrow \text{MSB 4-Bit of } [@XAY]$
 $Y \leftarrow \text{LSB 4-Bit of } [@XAY]$

$PC \leftarrow SR1$ $PA, PB \leftarrow PSR1$
 $SR1 \leftarrow SR2$ $PSR1 \leftarrow PSR2$
 $SR2 \leftarrow SR3$ $PSR2 \leftarrow PSR3$
 $SR3 \leftarrow SR3$ $PSR3 \leftarrow PSR3$

<Purpose> Data transfer from ROM to AY-register.
 <Comment> The A register is loaded higher four bits in the ROM, and the Y register is loaded lower four bits in the ROM.

(25) IA

Naming : Increment Accumulator
Status : Set
Format : |
Function : $A \leftarrow A+1$
<Comment> Data of the accumulator is incremented by one. Results are returned to the accumulator.
A carry is not allowed to have effect upon the status.

(26) IY

Naming : Increment Y-Register and Status 1 on Carry
Status : Carry to status
Format : |
Function : $Y \leftarrow Y + 1$ $ST \leftarrow 1$ (when $Y = 15$)
 $ST \leftarrow 0$ (when $Y < 15$)
<Comment> Data of the Y-register is incremented by one and results are returned to the Y-register.
Carry data as results is transferred to the status. When the total is more than 15, the status is set.

(27) DA

Naming : Decrement Accumulator and Status 1 on Borrow
Status : Carry to status
Format : |
Function : $A \leftarrow A - 1$ $ST \leftarrow 1$ (when $A \geq 1$)
 $ST \leftarrow 0$ (when $A = 0$)
<Comment> Data of the accumulator is decremented by one. As a result (by addition of Fh), if a borrow is caused, the status is reset to "0" by logic. If the data is more than one, no borrow occurs and thus the status is set to "1".

(28) DY

Naming : Decrement Y-Register and Status 1 on Not Borrow
 Status : Carry to status
 Format : |
 Function : $Y \leftarrow Y - 1$ $ST \leftarrow 1$ (when $Y \geq 1$)
 $ST \leftarrow 0$ (when $Y = 0$)
 <Purpose> Data of the Y-register is decremented by one.
 <Comment> Data of the Y-register is decremented by one by addition of minus 1 (Fh).
 Carry data as results is transferred to the status. When the results is equal to 15, the status is set to indicate that no borrow has not occurred.

(29) EORM

Naming : Exclusive or Memory and Accumulator
 Status : Set
 Format : |
 Function : $A \leftarrow M(X,Y) \oplus A$
 <Comment> Data of the accumulator is, through a Exclusive OR, subtracted from the memory word addressed by X and Y-register. Results are stored into the accumulator.

(30) NEGA

Naming : Negate Accumulator and Status 1 on Zero
 Status : Carry to status
 Format : |
 Function : $A \leftarrow \bar{A} + 1$ $ST \leftarrow 1$ (when $A = 0$)
 $ST \leftarrow 0$ (when $A \neq 0$)
 <Purpose> The 2`s complement of a word in the accumulator is obtained.
 <Comment> The 2`s complement in the accumulator is calculated by adding one to the 1`s complement in the accumulator. Results are stored into the accumulator. Carry data is transferred to the status. When data of the accumulator is zero, a carry is caused to set the status to "1".

(34) YNEA

Naming : Y-Register Not Equal Accumulator
 Status : Comparison results to status
 Format : I
 Function : $Y \neq A$ $ST \leftarrow 1$ (when $Y \neq A$)
 $ST \leftarrow 0$ (when $Y = A$)

<Purpose> Data of Y-register and accumulator are compared to check if they are not equal.

<Comment> Data of the Y-register and accumulator are logically compared.
 Results are transferred to the status. Unless they are equal, the status is set.

(35) YNEI

Naming : Y-Register Not Equal Immediate
 Status : Comparison results to status
 Format : III
 Operand : Constant $0 \leq i \leq 15$
 Function : $Y \neq i$ $ST \leftarrow 1$ (when $Y \neq i$)
 $ST \leftarrow 0$ (when $Y = i$)

<Comment> The constant of the Y-register is logically compared with 4bit operand. Results are transferred to the status. Unless the operand is equal to the constant, the status is set.

(36) LAK

Naming : Load Accumulator from K or P
 Status : Set
 Format : I
 Function : $A \leftarrow K$ (when X-reg = 0 or 1)
 $A \leftarrow P$ (when X-reg = 2)

<Comment> Data on K or P are transferred to the accumulator

(37) LAR

Naming : Load Accumulator from R or CS
 Status : Set
 Format : I
 Function : $A \leftarrow R$ (when X-reg = 0 or 1)
 $A \leftarrow CS$ (when X-reg = 2)

<Comment> Data on R or CS are transferred to the accumulator

(38) SO

Naming : Set Output Register Latch
Status : Set
Format : |
Function :
K(Y) ← 1 (Pull-up) if 0 ≤ Y ≤ 3 , X=0 or 1
P(Y) ← 1 (Pull-up) if 0 ≤ Y ≤ 3 , X=2
R(Y-4) ← 1 (Pull-up) if 4 ≤ Y ≤ 7 , X=0 or 1
CS(Y-4) ← 1 (Pull-up or Hi-Z) if 4 ≤ Y ≤ 7 , X=2
ROUT ← 0 (PMR=5) if Y = 8, X=0~3
All of K, R ← 1 if Y = 9, X≠3
Pull-up disable of CS(Y-10) if Ah ≤ Y ≤ Bh, X≠3
T-Key Scan Enable if Y = Eh, X≠3
All of K, R, P ← 1 if Y = Fh, X≠3

(43) RO

Naming : Set Output Register Latch
Status : Set
Format : |
Function :
K(Y) ← 0 if 0 ≤ Y ≤ 3 , X=0 or 1
P(Y) ← 0 if 0 ≤ Y ≤ 3 , X=2
R(Y-4) ← 0 if 4 ≤ Y ≤ 7 , X=0 or 1
CS(Y-4) ← 0 if 4 ≤ Y ≤ 7 , X=2
ROUT ← 1 (Hi-Z) if Y = 8, X=0~3
All of K, R ← 0 if Y = 9, X≠3
Pull-up enable of CS(Y-10) if Ah ≤ Y ≤ Bh, X≠3
M-Key Scan Enable if Y = Eh, X≠3
All of K, R, P ← 0 if Y = Fh, X≠3

(40) WDTR

Naming : Watch Dog Timer Reset
Status : Set
Format : |
Function : Reset Watch Dog Timer (WDT)
<Purpose> Normally, you should reset this counter before overflowed counter for dc watch dog timer. this instruction controls this reset signal.

(41) STOP

Naming : STOP
Status : Set
Format : |
Function : Operate the stop function
<Purpose> Stopped oscillator, and little current.

(42) LPY

Naming : Pulse Mode Set
Status : Set
Format : |
Function : $PMR \leftarrow Y$
<Comment> Selects a pulse signal outputted from ROUT port.

(43) NOP

Naming : No Operation
Status : Set
Format : |
Function : No operation

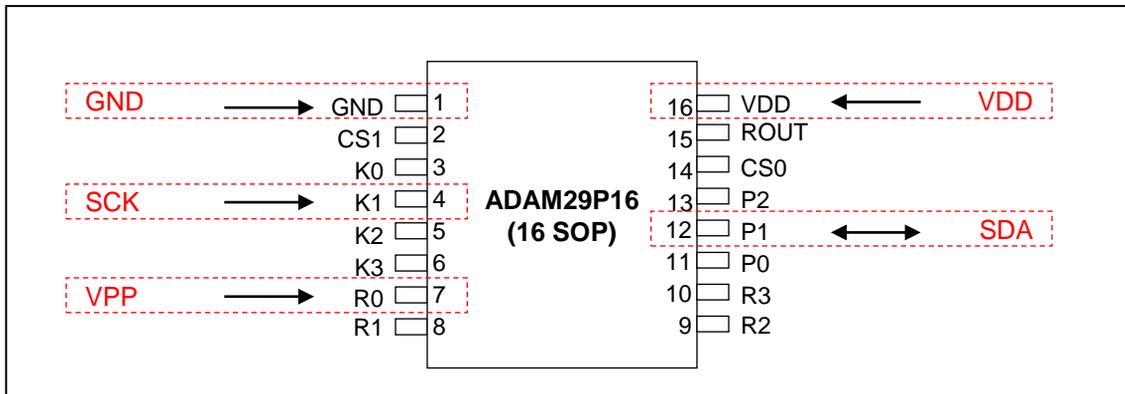
3.4. Guideline for S/W

- (1) All rams need to be initialized to any value in reset address for proper design.
- (2) Make the output ports `High` after reset.
- (3) Do not use WDTR instruction in subroutine.
- (4) When you try to read input port changed from external condition, you must secure chattering time more than 200uS.
- (5) To decrease current consumption, make the output port as high in normal routine except for key scan strobe and STOP mode in the M-KEY Scan mode
- (6) We recommend you do not use all 64 ROM bytes in a page.
It's recommend to add `BR \$` at first and last address of each page.
Do not add `BR \$` at reset address which is first address of `00` page of `0` bank.
- (7) `NOP` instruction should be follows STOP instruction for pre-charge time of Data Bus line.
ex) STOP : STOP instruction execution
NOP : NOP instruction
- (8) We recommend that set output port low and delay 100us before stop mode entrance.

OTP Programming

SYMBOL	User Mode	OTP Mode
VDD	Power	VDD Power (typ. 3.3V)
GND	Ground	Ground (0V)
VPP	General port	Program/Verify Power (typ. 6.5V / 3.3V)
SCK	General port	Serial Clock Input (open drain)
SDA	General port	Serial Data input/output (Open drain output)

◆ **ADAM29P16 (16SOP) Pin Assignments**



◆ **Pin count is 5pin : 3pin + power(2pin)**

- DATA : SDA (1bit I/O)
- CLOCK : SCK (1bit I/O)
- VPP : VPP (1bit I/O)
- Power : VDD, GND
- N.C pin : don't care

Pre-notice to programming the device

This device uses command based programming algorithm.

You can read configuration data when you want.

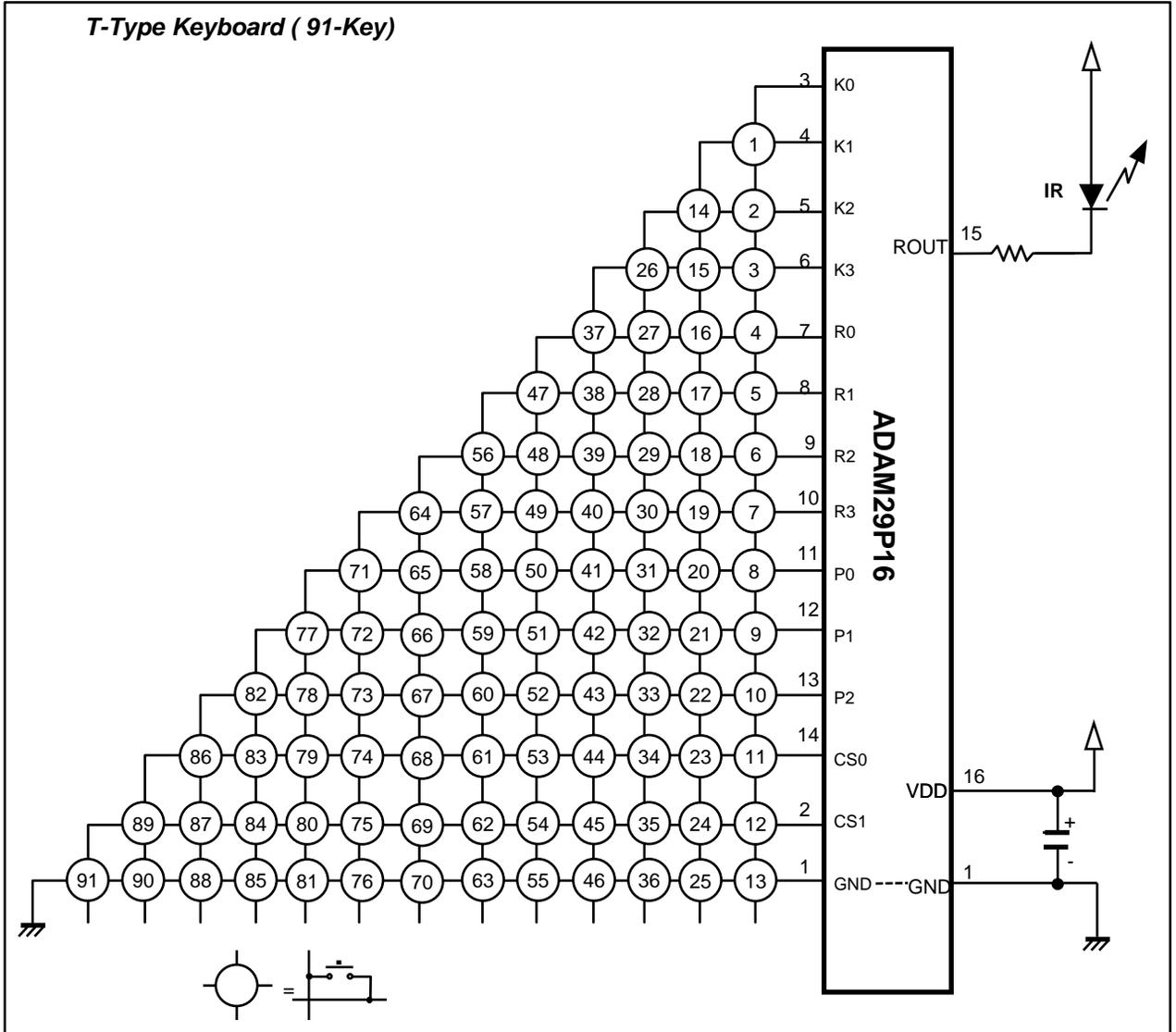
You can read code memory when you want, except device protection was enabled.

Blank data is 0xff.

Configuration : OPTION0 address 4000h– **Read / Write Area**

bit7	bit6	bit5	bit4	bit3	bit2	bit1	bit0
LOCK	–	–	–	–	RCAL[2:0]		
Name	Option Description		Option Value	Option Results			
LOCK	OTP Lock Definition		1	un-lock (default)			
			0	read protection			
RCAL	IRC Re-calibration		101	Using FCAL1 [7:0] in OPTION3			
			111	using FCAL0 [7:0] in OPTION2			
			110				
			100				
			011				
			010				
			001				
000							

Application Circuit of ADAM29P16 (T-Type)



Application Circuit of ADAM29P16 (M-Type)

