Sitronix

ST2064B

8 BIT Microcontroller with 64K bytes ROM

Note: Sitronix Technology Corp. reserves the right to change the contents in this document without prior notice. This is not a final specification. Some parameters are subject to change.

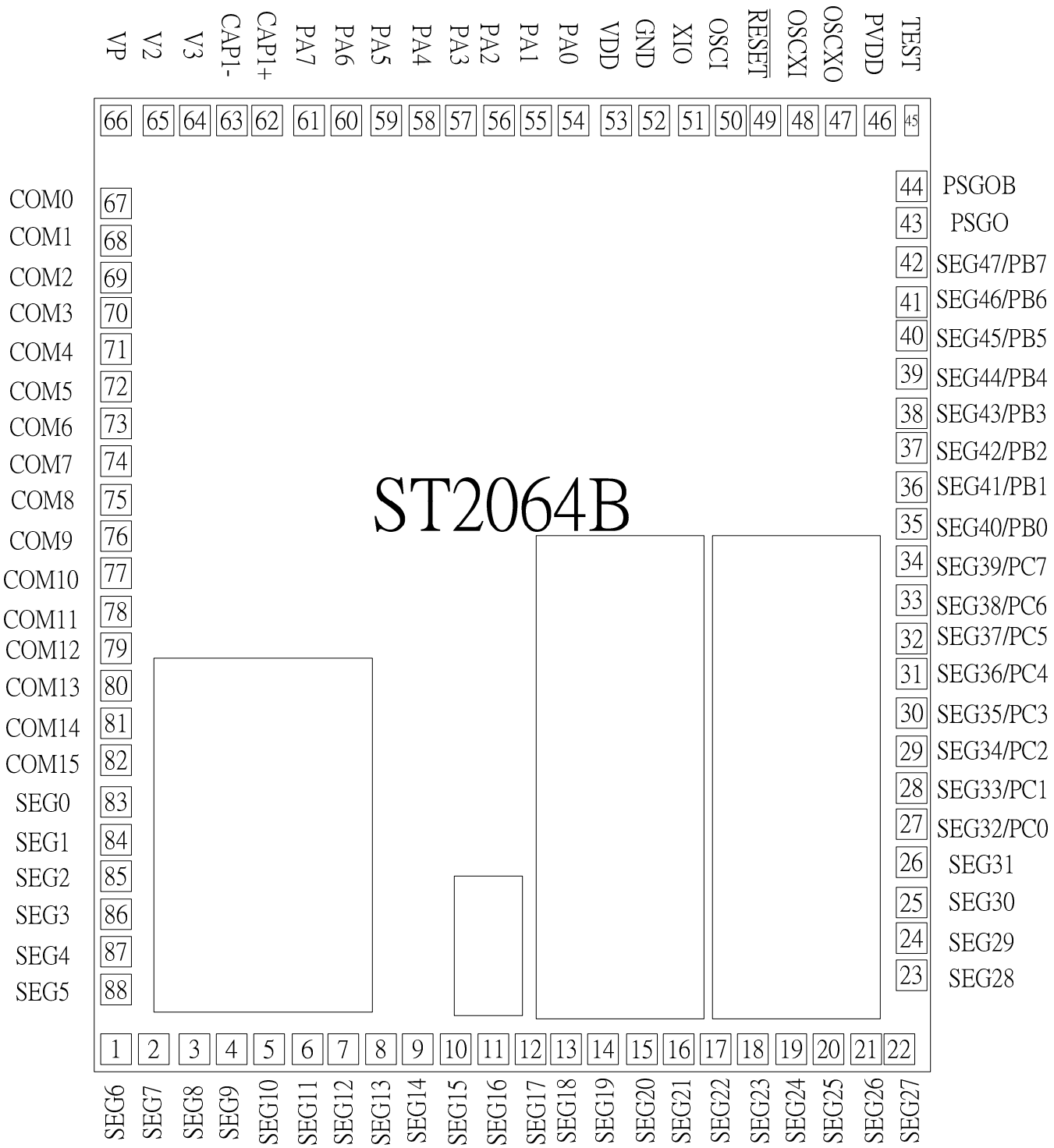
1. FEATURES

- 8-bit static pipeline CPU
- ROM: 64K x 8-bit
- RAM: 2432 x 8-bit
- Stack: Up to 128-level deep
- Operation voltage:
  DC-DC Converter Enable:2.4V ~ 3.6V
  DC-DC Converter Disable:2.4V ~ 5.5V
- Built-in double DC-DC voltage converter for LCD driver
- I/O ports
  - 24 CMOS bidirectional bit programmable I/O pins, sixteen (Port-B/C) are shared with LCD drives
  - 8 open drain output pins are shared with LCD drives
  - 2 CMOS output pins are shared with PSG drives
  - Bit programmable pull-up for input pins
  - Hardware de-bounce option for Port-A
- Low voltage detector
- Timer/Counter:
  - Two 8-bit timer/16-bit event counter
  - One 8-bit Base timer
- 6 hardware interrupts with dedicated exception vectors
  - External interrupt (edge triggered)
  - Timer0 interrupt
  - Timer1 interrupt
  - Base timer interrupt
  - Port-A[7~0] interrupt (transition triggered)
  - DAC reload interrupt
- Dual clock sources with warm-up timer
  - Low frequency crystal oscillator ..... 32768 Hz
    RC oscillator ..... 500K ~ 4M Hz
    CPU clock..... 250K ~ 2M Hz
  - High frequency crystal/resonator oscillator (code option) ..... 455K~4M Hz
    CPU clock.....227.5k~2MHz
- LCD controller/driver
  - Resolution: 32x8 ~ 48x16, maximum 768 dots
  - Two clock source options: RC and resonator oscillator
  - Internal bias resistors (1/5 bias/1/4 bias) with 16-level driving strength control
  - Up to 16-level contrast control
  - Keyboard scan function supported on 16 shared segment drives
- Programmable sound generator (PSG)
  - Two channels with three playing modes
  - Tone/noise generator
  - 16-level volume control
  - Dedicated outputs for directly connection to buzzer
- PWM DAC: Three modes up to 8-bit resolution
- Three power down modes:
  - WAI0 mode
  - WAI1 mode
  - STP mode

2. GENERAL DESCRIPTION

The ST2064B is a W65C02S based 8-bit microcontroller designed with CMOS silicon gate technology. This single chip microcontroller is useful for translator, databank and other consumer applications. It integrates with SRAM, mask ROM, LCD controller/driver, DC-DC voltage converter, I/O ports, timers, PSG and PWM DAC. This chip also builds in dual oscillators for the chip performance enhancement.

3. PAD DIAGRAM



4. PAD CENTER COORDINATES

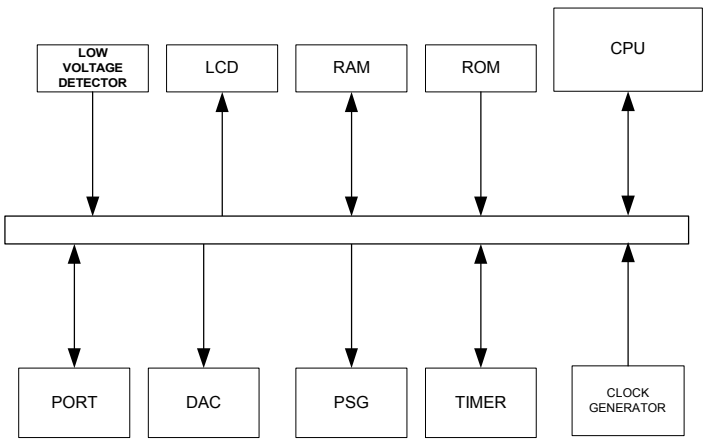
- Chip size: 2660μm X 2930μm
- Coordinate: Pad center (μm)
- Origin: Chip center
- Pad pitch: 110μm, 120μm
- Substrate connection: GND

Unit: μm

PAD NO.	NAME	X	Y	PAD NO.	NAME	X	Y
1	SEG6	59.95	60.08	31	SEG36/PC4	2389.95	1175.35
2	SEG7	186.80	60.08	32	SEG37/PC5	2389.95	1286.33
3	SEG8	298.49	60.08	33	SEG38/PC6	2389.95	1396.57
4	SEG9	407.57	60.09	34	SEG39/PC7	2389.95	1507.35
5	SEG10	517.36	60.09	35	SEG40/PB0	2389.95	1616.52
6	SEG11	625.64	60.08	36	SEG41/PB1	2389.95	1729.50
7	SEG12	735.27	60.08	37	SEG42/PB2	2389.95	1838.57
8	SEG13	843.64	60.08	38	SEG43/PB3	2389.95	1950.05
9	SEG14	953.53	60.08	39	SEG44/PB4	2389.95	2058.16
10	SEG15	1062.63	60.08	40	SEG45/PB5	2389.95	2166.74
11	SEG16	1171.99	60.08	41	SEG46/PB6	2389.95	2278.86
12	SEG17	1280.82	60.08	42	SEG47/PB7	2389.95	2388.89
13	SEG18	1389.83	60.08	43	PSGO	2389.95	2499.30
14	SEG19	1499.31	60.08	44	PSGOB	2389.95	2614.30
15	SEG20	1609.21	60.08	45	TEST	2422.29	2800.08
16	SEG21	1717.81	60.08	46	PVDD	2302.36	2800.08
17	SEG22	1828.15	60.08	47	OSCXO	2187.36	2800.08
18	SEG23	1936.76	60.09	48	OSCXI	2077.36	2800.08
19	SEG24	2043.20	60.08	49	$\overline{\text{RESET}}$	1967.09	2800.08
20	SEG25	2153.52	60.10	50	OSCI	1857.89	2800.08
21	SEG26	2268.55	60.08	51	XIO	1748.88	2800.08
22	SEG27	2389.95	60.08	52	GND	1635.49	2800.08
23	SEG28	2389.95	269.61	53	VDD	1514.63	2800.08
24	SEG29	2389.95	397.11	54	PA0	1402.79	2800.08
25	SEG30	2389.95	512.28	55	PA1	1292.17	2800.08
26	SEG31	2389.95	619.32	56	PA2	1181.54	2800.08
27	SEG32/PC0	2389.95	733.60	57	PA3	1071.65	2800.08
28	SEG33/PC1	2389.95	845.65	58	PA4	959.78	2800.08
29	SEG34/PC2	2389.95	953.32	59	PA5	851.76	2800.08
30	SEG35/PC3	2389.95	1066.32	60	PA6	740.07	2800.08

PAD NO.	NAME	X	Y	PAD NO.	NAME	X	Y
61	PA7	630.42	2800.08	75	COM8	59.95	1706.56
62	CAP1+	514.02	2800.08	76	COM9	59.95	1595.40
63	CAP1-	404.95	2800.08	77	COM10	59.95	1486.31
64	V3	289.95	2800.08	78	COM11	59.95	1377.48
65	V2	174.95	2800.08	79	COM12	59.95	1267.67
66	VP	59.95	2800.08	80	COM13	59.95	1156.52
67	COM0	59.95	2584.37	81	COM14	59.95	1049.31
68	COM1	59.95	2469.37	82	COM15	59.95	937.45
69	COM2	59.95	2359.34	83	SEG0	59.95	818.02
70	COM3	59.95	2249.75	84	SEG1	59.95	708.22
71	COM4	59.95	2142.64	85	SEG2	59.95	595.85
72	COM5	59.95	2033.15	86	SEG3	59.95	486.77
73	COM6	59.95	1923.67	87	SEG4	59.95	381.48
74	COM7	59.95	1814.44	88	SEG5	59.95	269.01

5. BLOCK DIAGRAM



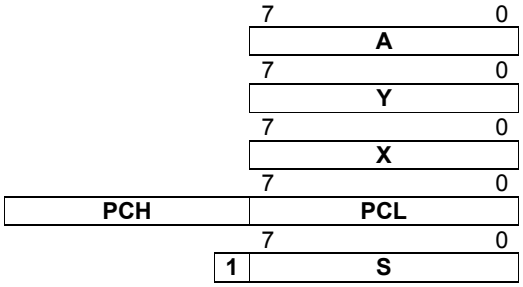
6. PAD DESCRIPTION

Pin No.	Designation	I/O	Description
67~74	COM0~7	O	LCD common drive output pins, drives 0~7
75~82	COM8/~15	O O	LCD common drive output pins, drives 8~15 Common open drain output port.
83~26	SEG0~31	O	LCD segment drive output pins, drives 0~31
54	PA0 / INTX	I/O I I I	- Port-A bit programmable I/O - Edge-trigger Interrupt. - Transition-trigger Interrupt - Programmable Timer1 clock source
55~61	PA1~7	I/O I	- Port-A bit programmable I/O - Transition-trigger Interrupt
35~42	SEG40/PB0~ SEG47/PB7	I/O O	- Port-B bit programmable I/O - LCD segment drives 40~47
27~34	SEG32/PC0~ SEG39/PC7	I/O O	- Port-C bit programmable I/O - LCD segment drives 32~39
44,43	PSGOB,PSGO	O	PSG/ PWM DAC Outputs
46	PVDD	P	PSG Power supply pin
47,48	OSCXO, OSCXI	I/O	Low frequency crystal oscillator I/O pins. Connect to external 32768 Hz crystal.
49	$\overline{\text{RESET}}$	I	Reset signal input (low active)
50	OSCI	I I	- RC oscillator input pin. Connected to external resistor - High frequency crystal/resonator oscillator input pin. Connect to external crystal/resonator.
51	XIO	O	- NC - High frequency crystal/resonator oscillator output pin. Connect to external crystal/resonator.
52	GND	P	Ground pin
53	VDD	P	Power supply pin
62	CAP1+	I/O	Connect to booster capacitor positive(+) terminal
63	CAP1-	I/O	Connect to booster capacitor negative(-) terminal
65,64	V2~V3	P	Multi-level power supply for the liquid crystal drive
66	VP	O	Voltage output of booster circuit
45	TEST	I	Chip test function. Leave it open.
46	PVDD	P	PSG Power

Note: I = input, O = output, I/O = input/output, P = power.

7. CPU

Register Model



Accumulator A

Index Register Y

Index Register X

Program Counter PC

Stack Pointer S

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

Index Registers (X,Y)
There are two 8-bit Index Registers (X and Y), which may be used to count program steps or to provide and 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-indexing of indirect addresses is possible.

Stack Pointer (S)
The Stack Pointer is an 8-bit register, which is used to control the addressing of the variable-length stack. It's range from 100H to 1FFH total for 256 bytes (128 level deep). The stack pointer is automatically increment and decrement under control of the microprocessor to perform stack manipulations under direction of either the program or interrupts (IRQ). The stack allows simple implementation of nested subroutines and multiple level interrupts. The stack pointer is initialized by the user's software.

Program Counter (PC)
The 16-bit Program Counter register provides the address, which step the microprocessor through sequential program instructions. Each time the microprocessor fetches and instruction from program memory, the lower byte of the program counter (PCL) is placed on the low-order 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 increment each time an instruction or data is fetched from program memory.

Status Register (P)
The 8-bit Processor Status Register contains seven status flags. Some of these flags are controlled by program; others may be controlled both by the program and the CPU. The instruction set contains a member of conditional branch instructions that are designed to allow testing of these flags. Refer to TABLE 7-1

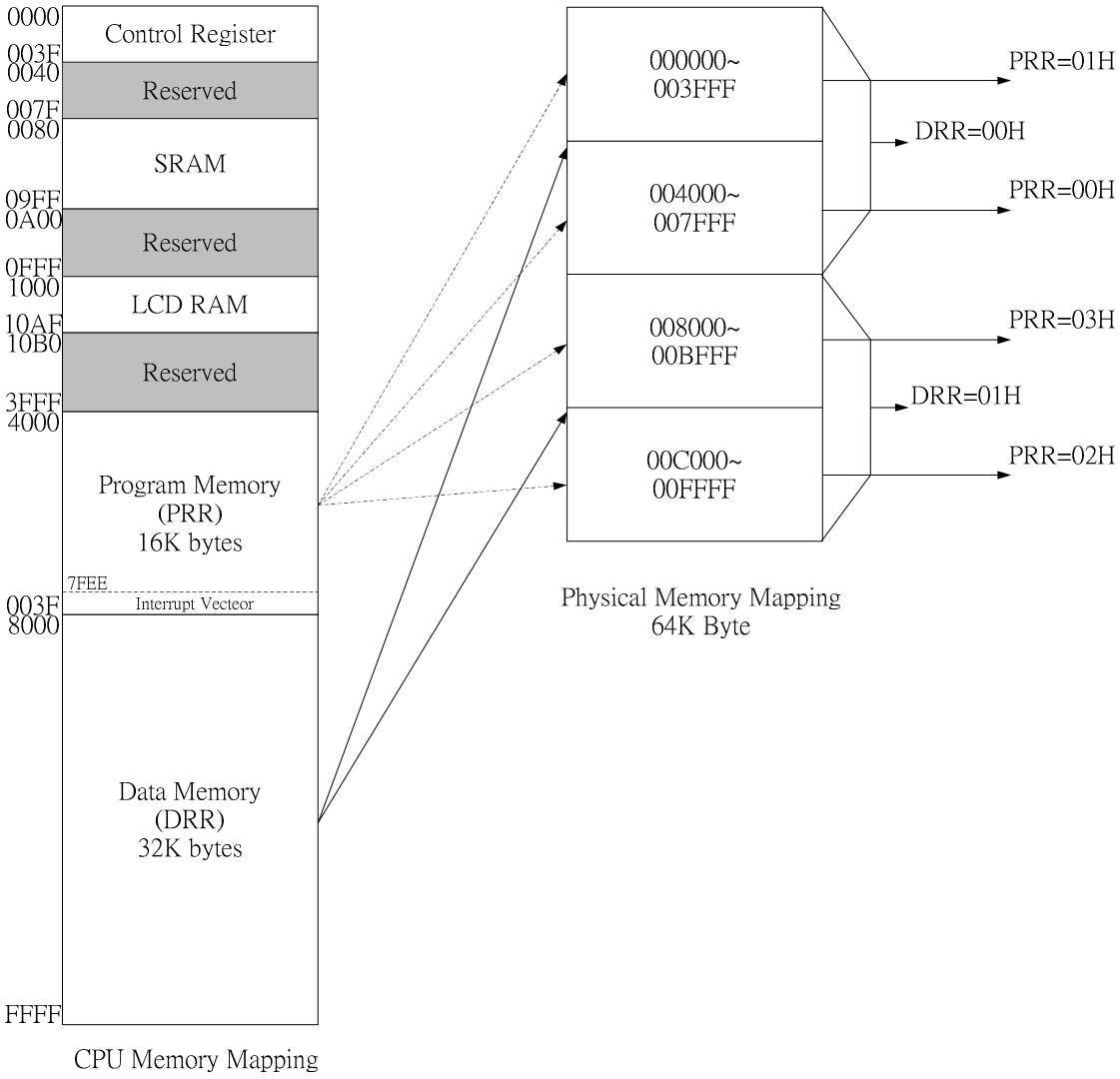
TABLE 7-1 Status Register (P)

Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
N	V	1	B	D	I	Z	C
Bit 7: **N :** Signed flag by arithmetic 1 = Negative 0 = Positive				Bit 3: **D :** Decimal mode flag 1 = Decimal mode 0 = Binary mode			
Bit 6: **V :** Overflow of signed Arithmetic flag 1 = Negative 0 = Positive				Bit 2: **I :** Interrupt disable flag 1 = Interrupt disable 0 = Interrupt enable			
				Bit 1: **Z :** Zero flag 1 = Zero 0 = Non zero			
Bit 4: **B : BRK** interrupt flag 1 = **BRK** interrupt occur 0 = Non **BRK** interrupt occur				Bit 0: **C :** Carry flag 1 = Carry 0 = Non carry			

8. MEMORY CONFIGURATION

8.1 Memory map

ST2064B builds in 64K bytes ROM and 2K bytes RAM. The internal ROM can be used as data memory or program memory. PRR is the Program ROM Bank Register and DRR is the Data ROM Bank Register. The logical program ROM address is from $4000 to $7FFF(16K bytes), and $8000 to $FFFF (32K bytes) is for logical data ROM address.



8.2 ROM

8.2.1 Bank Description

Setting corresponding value to register PRR (program memory) or DRR (data memory) when user wants uses different memory bank.

FIGURE 8-1 ROM Bank Selection Registers ($31~$32)

Address	Register	R/W	Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
PRR	$31	RW	-	-	-	-	-	-	PRR1	PRR0
DRR	$32	RW	-	-	-	-	-	-	-	DRR0

8.3 RAM

Internal static RAM is for control registers, data RAM, stack RAM and the LCD frame buffer.

8.3.1 Control Registers

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$000	**PA**	R/W	PA[7]	PA[6]	PA[5]	PA[4]	PA[3]	PA[2]	PA[1]	PA[0]	1111 1111
$001	**PB**	R/W	PB[7]	PB[6]	PB[5]	PB[4]	PB[3]	PB[2]	PB[1]	PB[0]	1111 1111
$002	**PC**	R/W	PC[7]	PC[6]	PC[5]	PC[4]	PC[3]	PC[2]	PC[1]	PC[0]	1111 1111
$008	**PCA**	R/W	PCA[7]	PCA[6]	PCA[5]	PCA[4]	PCA[3]	PCA[2]	PCA[1]	PCA[0]	0000 0000
$009	**PCB**	R/W	PCB[7]	PCB[6]	PCB[5]	PCB[4]	PCB[3]	PCB[2]	PCB[1]	PCB[0]	0000 0000
$00A	**PCC**	R/W	PCC[7]	PCC[6]	PCC[5]	PCC[4]	PCC[3]	PCC[2]	PCC[1]	PCC[0]	0000 0000
$00E	**PAK**	R/W	PAK[7]	PAK[6]	PAK[5]	PAK[4]	PAK[3]	PAK[2]	PAK[1]	PAK[0]	0000 0000
$00F	**PMCR**	R/W	PULL	PDBN	INTEG	-	TEST	-	-	-	100 - 0- - -
$010	**PSG0L**	R/W	PSG0[7]	PSG0[6]	PSG0[5]	PSG0[4]	PSG0[3]	PSG0[2]	PSG0[1]	PSG0[0]	0000 0000
$011	**PSG0H**	R/W	-	-	-	-	PSG0[11]	PSG0[10]	PSG0[9]	PSG0[8]	- - - - 0000
$012	**PSG1L**	R/W	PSG1[7]	PSG1[6]	PSG1[5]	PSG1[4]	PSG1[3]	PSG1[2]	PSG1[1]	PSG1[0]	0000 0000
$013	**PSG1H**	R/W	-	-	-	-	PSG1[11]	PSG1[10]	PSG1[9]	PSG1[8]	- - - - 0000
$014	**DAC**	R/W	DAC[7]	DAC[6]	DAC[5]	DAC[4]	DAC[3]	DAC[2]	DAC[1]	DAC[0]	0000 0000
$015	**PSGC2**	R/W	-	-	-	-	PSGOD	PSGOBD	PSGOE	PSGOBE	- - - - 1111
$016	**PSGC**	R/W	-	PCK[2]	PCK[1]	PCK[0]	PRBS	C1EN	C0EN	DACE=0	-000 0000
		R/W	-	PCK[2]	PCK[1]	PCK[0]	DMD[1]	DMD[0]	INH	DACE=1	-000 0000
$017	**VOL**	R/W	VOL1[3]	VOL1[2]	VOL1[1]	VOL1[0]	VOL0[3]	VOL0[2]	VOL0[1]	VOL0[0]	0000 0000
$021	**BTM**	R/W	-	-	-	-	BTM[3]	BTM[2]	BTM[1]	BTM[0]	- - - - 0000
$023	**PRS**	R	PRS[7]	PRS[6]	PRS[5]	PRS[4]	PRS[3]	PRS[2]	PRS[1]	PRS[0]	0000 0000
		W	SRES	SENA	SENT	-	-	-	-	-	000 - - - - -
$024	**T0M**	R/W	-	-	T0M[5]	T0M[4]	-	T0M[2]	T0M[1]	T0M[0]	- -00 -000
$025	**T0C**	R/W	T0C[7]	T0C[6]	T0C[5]	T0C[4]	T0C[3]	T0C[2]	T0C[1]	T0C[0]	0000 0000
$026	**T1M**	R/W	-	-	-	T1M[4]	T1M[3]	T1M[2]	T1M[1]	T1M[0]	- - -0 0000
$027	**T1C**	R/W	T1C[7]	T1C[6]	T1C[5]	T1C[4]	T1C[3]	T1C[2]	T1C[1]	T1C[0]	0000 0000
$030	**SYS**	R/W	XSEL	OSTP	XSTP	TEST	WSKP	WAIT	-	LVDET	0000 00 -0
$031	**PRR**	R/W	-	-	-	-	-	-	PRR[1]	PRR[0]	- - - - - -00
$032	**DRR**	R/W	-	-	-	-	-	-	-	DRR[0]	- - - - - - -0
$036	**COM**	R/W	COM[7]	COM[6]	COM[5]	COM[4]	COM[3]	COM[2]	COM[1]	COM[0]	???? ????
$039	**LSEL**	R/W	DUTY[1]	DUTY[0]	BIAS4	LSEL[4]	LSEL[3]	LSEL[2]	LSEL[1]	LSEL[0]	0001 1111
$03A	**LCTL**	R/W	LPWR	BLANK	REV	SCAN	CTR[3]	CTR[2]	CTR[1]	CTR[0]	1000 0000
$03B	**LCK**	R/W	DRV[3]	DRV[2]	DRV[1]	DRV[0]	PUMPB	LCK[2]	LCK[1]	LCK[0]	1111 0000
$03C	**IREQ**	R/W	-	-	IRBT	IRPT	IRT1	IRT0	IRDAC	IRX	- - 00 0000
$03E	**IENA**	R/W	-	-	IEBT	IEPT	IET1	IET0	IEDAC	IEX	- - 00 0000

Note: 1. Undefined bytes and bits should not be used.

2. Do not use bit modification instructions for write-only registers, such as RMBx, SMBx.

8.3.2 Data RAM ($0080~$09FF)

Data RAM are organized in 2432 bytes from $0080~$08FF.

8.3.3 Stack RAM ($0100~$01FF)

Stack RAM is organized in 256 bytes. It provides for a maximum of 128-level subroutine stacks and can be used as data memory.

8.3.4 LCD Frame Buffer ($1000~$10AF)

LCD frame buffer is accessible by both read/write instructions and LCD controller. Note that this area can also be used as data memory. Each pixel of LCD panel is directly mapped into this area. Refer to section 15.3 for the detail mapping.

9. INTERRUPTS

9.1 Interrupt description

Brk

Instruction 'BRK' will cause software interrupt when interrupt disable flag (I) is cleared. Hardware will push 'PC', 'P ' Register to stack and set interrupt disable flag (I). Program counter then will be loaded with the BRK vector from locations $7FFE and $7FFF.

Reset

A positive transition of $\overline{\text{RESET}}$ pin will then cause an initialization sequence to begin. After the system has been operating, a low on this line at least of two clock cycles will cease ST2064B activity. When a positive edge is detected, there is an initialization sequence lasting six clock cycles. Then the interrupt mask flag is set, the decimal mode is cleared and the program counter will loaded with the restart vector from locations $7FFC (low byte) and $7FFD (high byte). This is the start location for program control. This input should be high in normal operation.

INTX Interrupt

The IRX (INTX interrupt request) flag will be set while INTX edge signal occurs. The INTX interrupt will be active once IEX (INTX interrupt enable) is set, and interrupt mask flag is cleared. Hardware will push 'PC', 'P ' Register to stack and set interrupt mask flag (I). Program counter will be loaded with the INTX vector from locations $7FF8 and $7FF9.

DAC Interrupt

The IRDAC (DAC interrupt request) flag will be set while reload signal of DAC occurs. Then the DAC interrupt will be executed when IEDAC (DAC interrupt enable) is set, and interrupt mask flag is cleared. Hardware will push 'PC', 'P ' Register to stack and set interrupt mask flag (I). Program counter will be loaded with the DAC vector from locations $7FF6 and $7FF7.

T0 Interrupt

The IRT0 (TIMER0 interrupt request) flag will be set while T0 overflows. With IET0 (TIMER0 interrupt enable) being set, the T0 interrupt will execute, and interrupt mask flag will be cleared. Hardware will push 'PC', 'P ' Register to stack and set interrupt mask flag (I). Program counter will be loaded with the T0 vector from locations $7FF4 and $7FF5.

T1 Interrupt

The IRT1 (TIMER1 interrupt request) flag will be set while T1 overflows. With IET1 (TIMER1 interrupt enable) being set, the T1 interrupt will execute, and interrupt mask flag will be cleared. Hardware will push 'PC', 'P ' Register to stack and set interrupt mask flag (I). Program counter will be loaded with the T1 vector from locations $7FF2 and $7FF3.

PT Interrupt

The IRPT (Port-A interrupt request) flag will be set while Port-A transition signal occurs. With IEPT (PT interrupt enable) being set, the PT interrupt will be execute, and interrupt mask flag will be cleared. Hardware will push 'PC', 'P ' Register to stack and set interrupt mask flag (I). Program counter will be loaded with the PT vector from locations $7FF0 and $7FF1.

BT Interrupt

The IRBT (Base timer interrupt request) flag will be set when Base Timer overflows. The BT interrupt will be executed once the IEBT (BT interrupt enable) is set and the interrupt mask flag is cleared. Hardware will push 'PC', 'P ' Register to stack and set interrupt mask flag (I). Program counter will be loaded with the BT vector from locations $7FEE and $7FEF.

All interrupt vectors are listed in TABLE 9-1.

TABLE 9-1 Interrupt Vectors

Name	Signal	Vector address	Priority	Comment
BRK	Internal	$7FFF,$7FFE	8	Software BRK operation vector
RESET	External	$7FFD,$7FFC	1	Reset vector
-	-	$7FFB,$7FFA	-	Reserved
INTX	External	$7FF9,$7FF8	2	PA0 edge interrupt
DAC	Internal	$7FF7,$7FF6	3	Reload DAC data interrupt
T0	INT/EXT	$7FF5,$7FF4	4	Timer0 interrupt
T1	INT/EXT	$7FF3,$7FF2	5	Timer1 interrupt
PT	External	$7FF1,$7FF0	6	Port-A transition interrupt
BT	Internal	$7FEF,$7FEE	7	Base Timer interrupt

9.2 Interrupt Request Flag

Interrupt request flag can be cleared by two methods. One is to write “0” to IREQ, the other is to initiate the interrupt service routine when interrupt occurs. Hardware will automatically clear the Interrupt flag.

TABLE 9-2 Interrupt Request Register (IREQ)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$03C	**IREQ**	R/W	-	-	IRBT	IRPT	IRT1	IRT0	IRDAC	IRX	- - 00 0000

Bit 5: **IRBT:** Base Timer Interrupt Request bit
1 = Time base interrupt occurs
0 = Time base interrupt doesn’t occur

Bit 2: **IRT0:** Timer0 Interrupt Request bit
1 = Timer0 overflow interrupt occurs
0 = Timer0 overflow interrupt doesn’t occur

Bit 4: **IRPT:** Port-A Interrupt Request bit
1 = Port-A transition interrupt occurs
0 = Port-A transition interrupt doesn’t occur

Bit 1: **IRDAC:** DAC reload Interrupt Request bit
1 = DAC time out interrupt occurs
0 = DAC time out interrupt doesn’t occur

Bit 3: **IRT1:** Timer1 Interrupt Request bit
1 = Timer1 overflow interrupt occurs
0 = Timer1 overflow interrupt doesn’t occur

Bit 0: **IRX:** INTX Interrupt Request bit
1 = INTX edge interrupt occurs
0 = INTX edge interrupt doesn’t occur

TABLE 9-3 Interrupt Enable Register (IENA)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$03E	**IENA**	*R/W	-	-	IEBT	IEPT	IET1	IET0	IEDAC	IEX	- - 00 0000

Bit 5: **IEBT:** Base Timer Interrupt Enable bit
1 = Time base interrupt enable
0 = Time base interrupt disable

Bit 2: **IET0:** Timer0 Interrupt Enable bit
1 = Timer0 overflow interrupt enable
0 = Timer0 overflow interrupt disable

Bit 4: **IEPT:** Port-A Interrupt Enable bit
1 = Port-A transition interrupt enable
0 = Port-A transition interrupt disable

Bit 1: **IEDAC:** DAC reload Interrupt Enable bit
1 = DAC time out interrupt enable
0 = DAC time out interrupt disable

Bit 3: **IET1:** Timer1 Interrupt Enable bit
1 = Timer1 overflow interrupt enable
0 = Timer1 overflow interrupt disable

Bit 0: **IEX:** INTX Interrupt Enable bit
1 = INTX edge interrupt enable
0 = INTX edge interrupt disable

10. I/O PORTS

10.1 Description

ST2064B can supply total 24 GPIOs divided into three I/O ports, Port-A, Port-B, and Port-C. Besides I/O function, Port-B/C can also be used as LCD segment drives. For detail pin assignment, please refer to TABLE 10-1

NOTE: all of unused input pins should be pulled up to minimize standby current

TABLE 10-1 I/O Description

PORT NAME	PAD NAME	PAD NUMBER	PIN TYPE	FEATURE
Port-A	PA0/INTX	54	I/O	Programmable input/output pin
	PA1	55	I/O	
	PA2	56	I/O	
	PA3	57	I/O	
	PA4	58	I/O	
	PA5	59	I/O	
	PA6	60	I/O	
	PA7	61	I/O	
Port-B	SEG40/PB0	35	I/O	Programmable input/output pin
	SEG41/PB1	36	I/O	
	SEG42/PB2	37	I/O	
	SEG43/PB3	38	I/O	
	SEG44/PB4	39	I/O	
	SEG45/PB5	40	I/O	
	SEG46/PB6	41	I/O	
	SEG47/PB7	42	I/O	
Port-C	SEG32/PC0	27	I/O	Programmable input/output pin
	SEG33/PC1	28	I/O	
	SEG34/PC2	29	I/O	
	SEG35/PC3	30	I/O	
	SEG36/PC4	31	I/O	
	SEG37/PC5	32	I/O	
	SEG38/PC6	33	I/O	
	SEG39/PC7	34	I/O	
COM[8~15]	COM8	75	O	Programmable open drain output pin
	COM9	76	O	
	COM10	77	O	
	COM11	78	O	
	COM12	79	O	
	COM13	80	O	
	COM14	81	O	
	COM15	82	O	

10.2 Port-A

10.2.1 Port-A Description

Port-A is a bit-programmable bi-direction I/O port, which is controlled by PCA register. It also provides bit programmable pull-up resistor for each input pin. Two interrupts can be triggered by Port-A, de-bounced interrupt for keyboard scan and edge sensitive interrupt (PA0 only) for external event.

TABLE 10-2 Summary Of Port-A Registers

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$000	**PA**	R/W	PA[7]	PA[6]	PA[5]	PA[4]	PA[3]	PA[2]	PA[1]	PA[0]	1111 1111
$008	**PCA**	R/W	PCA[7]	PCA[6]	PCA[5]	PCA[4]	PCA[3]	PCA[2]	PCA[1]	PCA[0]	0000 0000
$00E	**PAK**	R/W	PAK[7]	PAK[6]	PAK[5]	PAK[4]	PAK[3]	PAK[2]	PAK[1]	PAK[0]	0000 0000
$00F	**PMCR**	R/W	PULL	PDBN	INTEG	-	TEST	-	-	-	100 - 0- - -
$03C	**IREQ**	R/W	-	-	IRBT	IRPT	IRT1	IRT0	IRDAC	IRX	- - 00 0000
$03E	**IENA**	R/W	-	-	IEBT	IEPT	IET1	IET0	IEDAC	IEX	- - 00 0000

10.2.2 Port-A I/O Control

Direction of Port-A is controlled by PCA. Each bit of PCA controls the direction of one single I/O of Port-A respectively, with “1” for output mode, and “0” for input mode.

TABLE 10-3 Port-A Control Register (PCA)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$008	**PCA**	R/W	PCA[7]	PCA[6]	PCA[5]	PCA[4]	PCA[3]	PCA[2]	PCA[1]	PCA[0]	0000 0000

Bit 7~0: **PCA[7~0] :** Port-A directional bits
1 = Output mode
0 = Input mode

10.2.3 Dynamic input buffers of Port-A

When Port-A is used as keyboard return lines and one key is pressed, the LCD segment waveform will input to Port-A and then be affected by the input buffer of Port-A. Setting control bit of PAK may enable the dynamic input buffer of the related input pin and thus lower the effect on display quality.
The dynamic input buffer is enabled only when the LCD keyboard awaking pulses exist, that is, LCTL[7]=0 LCTL[4]=1. Otherwise setting of PAK will be ignored, and the dynamic input buffer will be off.

Note: The dynamic input buffer can not pass the real value appears at input pin. It must be off when reading Port-A.

TABLE 10-4 Port-A used as keyboard return line selection

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$00E	**PAK**	R/W	PAK[7]	PAK[6]	PAK[5]	PAK[4]	PAK[3]	PAK[2]	PAK[1]	PAK[0]	0000 0000

Bit 7~0: **PAK[7~0] :**
1 = Port-A used as keyboard return line.
0 = Port-A used as keyboard normal I/O.

10.2.4 Port-A Pull-Up Option

Port-A contains PMOS transistors of pull-up resistor controlled by software in bit-manner. In case of input direction, on/off of the pull-up PMOS transistor is controlled by the data wrote to data register, PA. “1” is for enable and “0” is for disable. Above all, whole pull-up control is by PULL bit of PMCR. Refer to FIGURE 10-1 for the block description.

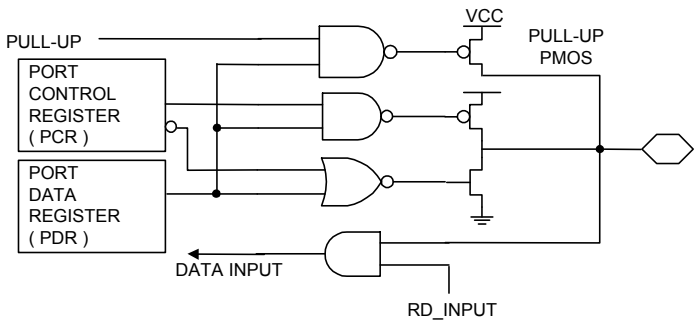


FIGURE 10-1 Port-A Block Diagram

TABLE 10-5 Port Function Control Register (PMCR)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$00F	**PMCR**	R/W	PULL	PDBN	INTEG	-	TEST	-	-	-	100 - 0- - -

Bit 7: **PULL :** Enable all pull-up function bit
1 = Enable pull-up function
0 = Disable pull-up function

Bit 6: **PDBN :** Enable Port-A interrupt de-bounce bit
1 = De-bounce for Port-A interrupt
0 = No de-bounce for Port-A interrupt

Bit 5: **INTEG :** INTX interrupt edge option bit
1 = Rising edge
0 = Falling edge

Bit3: **TEST :** Test bit, must be “0”

10.2.5 Port-A Interrupt

Port-A is suitable for the return line inputs of keyboard scan because of the port transition interrupt function. Difference between current value and the data kept previously of Port-A will generate an interrupt request. The last state of Port-A must be latched before transition, and this can be done by one read instruction to Port-A. If both INTX and PT interrupts are enabled, signal edge of PA0 may trigger PT interrupt as well as INTX. Steps and program example are shown below. Also refer to FIGURE 10-2 for the block diagram.

Operate Port-A interrupt steps:

1. Set input mode.
2. Read Port-A.
3. Clear interrupt request flag (IRPT).
4. Set interrupt enable flag (IEPT).
5. Clear CPU interrupt disable flag (I).
6. Read Port-A before 'RTI' instruction in ISR.

Example:

```
        .
        .
STZ     <PCA        ; Set input mode.
LDA     #$FF
STA     <PA         ; PA be PULL-UP.
LDA     <PA         ; Keep last state.
RMB4    <IREQ       ; Clear IRQ flag.
SMB4    <IENA       ; Enable INT.
CLI
        .
        .
```

Interrupt subroutine

```
        .
        .
LDA     <PA         ; Keep last state.
RTI
```

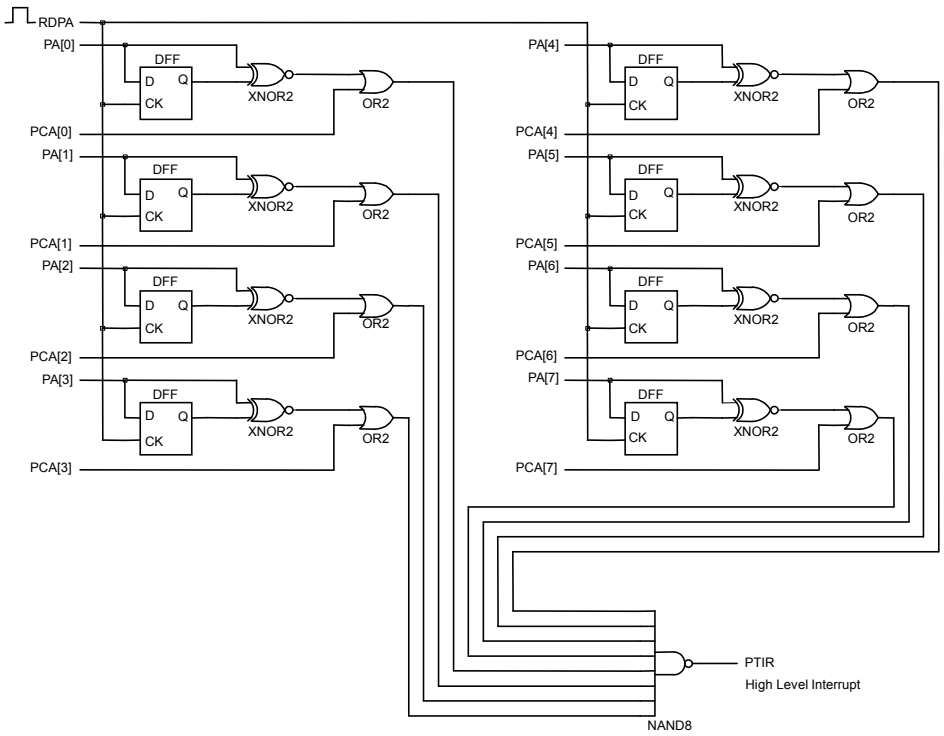


FIGURE 10-2 Port Interrupt Logic Diagram

10.2.6 Port-A Interrupt De-bounce

ST2064B has hardware de-bounce block for Port-A interrupt. It is enabled with "1" and disable with "0" of PDBN(PMCR[6]). The de-bounce function is activated by Port-A transition. It uses OSCX as the sampling clock. The de-bounce time is **OSCX x 512 cycles (about 16 ms).** Data filtered by de-bounce presents a stable state, then the interrupt can be issued.

TABLE 10-6 Port Function Control Register (PMCR)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$00F	**PMCR**	R/W	PULL	PDBN	INTEG	-	-	-	-	-	100 - - - - -

Bit 6: **PDBN :** Enable Port-A interrupt de-bounce bit
1 = De-bounce for Port-A interrupt
0 = No de-bounce for Port-A interrupt

10.2.7 PA0/INTX

PA0 plays another function of external edge-sensitive interrupt source. Falling or rising edge is controlled by INTEG(PMCR[5]). Please refer to FIGURE 10-3. If both INTX and PT interrupts are enabled, signal edge of PA0 may trigger PT interrupt as well as INTX. Steps and program example are shown below.

Steps for INTX interrupt operation:

1. Set PA0 to input mode. (PCA[0])
2. Select edge level. (INTEG)
3. Clear INTX interrupt request flag. (IRX)
4. Set INTX interrupt enable bits. (IEX)
5. Clear CPU interrupt mask flag (I).

Example:

```
    .
    .
RMB0    <PCA        ; Set input mode.
SMB5    <PMCR       ; Rising edge.
RMB0    <IREQ       ; Clear IRQ flag.
SMB0    <IENA       ; Enable INTX interrupt.
CLI
    .
    .
```

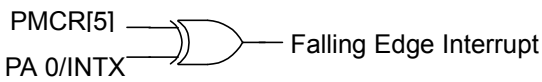


FIGURE 10-3 INTX Logic Diagram

10.3 Port-B and Port-C

10.3.1 General Description

Port-B and Port-C are bit-programmable bi-direction I/O ports, controlled by PCB and PCC registers. There is also bit programmable pull-up resistor for each input pin. All of the 16 I/Os can change into LCD segment drives. Control register LSEL specifies which of these I/Os are LCD drives(Please refer to TABLE 15-2LCD Segment Number Selection Register (LSEL)).

TABLE 10-7 Summary of Port-B AND Port-C Registers

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$001	**PB**	R/W	PB[7]	PB[6]	PB[5]	PB[4]	PB[3]	PB[2]	PB[1]	PB[0]	1111 1111
$002	**PC**	R/W	PC[7]	PC[6]	PC[5]	PC[4]	PC[3]	PC[2]	PC[1]	PC[0]	1111 1111
$009	**PCB**	R/W	PCB[7]	PCB[6]	PCB[5]	PCB[4]	PCB[3]	PCB[2]	PCB[1]	PCB[0]	0000 0000
$00A	**PCC**	R/W	PCC[7]	PCC[6]	PCC[5]	PCC[4]	PCC[3]	PCC[2]	PCC[1]	PCC[0]	0000 0000
$00F	**PMCR**	R/W	PULL	PDBN	INTEG	-	TEST	-	-	-	100 - - - - -
$039	**LSEL**	R/W	-	-	-	LSEL[4]	LSEL[3]	LSEL[2]	LSEL[1]	LSEL[0]	- - - 1 1111

10.3.2 Input/Output Control

PCB/PCC controls the I/O direction of Port-B/C. Each bit of PCB[7~0]/PCC[7~0] controls the direction of one single bit of Port-B/C respectively, with “1” for output mode, and “0” for input mode.

TABLE 10-8 PORT-B Control Register (PCB)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$009	**PCB**	R/W	PCB[7]	PCB[6]	PCB[5]	PCB[4]	PCB[3]	PCB[2]	PCB[1]	PCB[0]	0000 0000

Bit 7~0: **PCB[7~0] :** Port-B directional bits
1 = Output mode
0 = Input mode

TABLE 10-9 PORT-C Control Register (PCC)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$00A	**PCC**	R/W	PCC[7]	PCC[6]	PCC[5]	PCC[4]	PCC[3]	PCC[2]	PCC[1]	PCC[0]	0000 0000

Bit 7~0: **PCC[7~0] :** Port-C directional bits
1 = Output mode
0 = Input mode

10.3.3 PORT-B and PORT-C PULL-UP OPTION

Port-B/C contains PMOS transistors of pull-up resistor controlled by software in bit-manner. In case of input direction, on/off of the pull-up PMOS transistor is controlled by the data wrote to data register, PB/PC. “1” is for enable and “0” is for disable. Above all, whole pull-up control is by PULL bit of PMCR. Refer to FIGURE 10-4 for the block description.

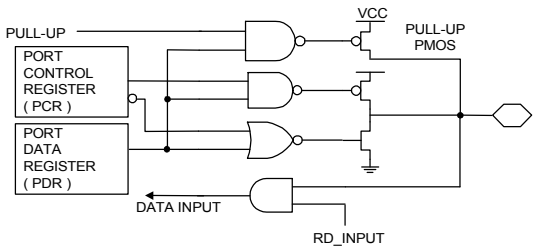


FIGURE 10-4 Port-B and Port-C Block Diagram

TABLE 10-10 Port Control Register (PMCR)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$00F	**PMCR**	R/W	PULL	PDBN	INTEG	-	TEST	-	-	-	100 - - - - -

Bit 7: **PULL :** Enable all pull-up functions bit
1 = Enable pull-up function
0 = Disable pull-up function

10.4 COMMON-PORT

The COM15~COM8 can be used as LCD drivers or output ports. In output port mode, COM[7~0] will be map to COM15~COM8 output ports, which pin assignment will be decided by DUTY[1:0] of $39(LSEL), Please refer to the following table.

TABLE 10-11 LCD Segment Number Selection Register (LSEL)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$039	**LSEL**	R/W	DUTY[1]	DUTY[0]	BIAS4	LSEL[4]	LSEL[3]	LSEL[2]	LSEL[1]	LSEL[0]	0001 1111

Bit 5: **DUTY :** Common output selection bit
0X = 1/16 duty and COM15~COM8 used as LCD Common pins
10 = 1/12 duty and COM15~COM12 used as output pins
11 = 1/8 duty and COM15~COM8 used as output pins

TABLE 10-12 COM Output Register (COM)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$036	**COM**	R/W	COM[7]	COM[6]	COM[5]	COM[4]	COM[3]	COM[2]	COM[1]	COM[0]	???? ????

Bit 7: **COM[7] :** COM15 scan output bit
1 = COM15 output =FLOATING
0 = COM15 output =LOW

Bit 6: **COM[6] :** COM14 scan output bit
1 = COM14 output = FLOATING
0 = COM14 output =LOW

Bit 5: **COM[5] :** COM13 scan output bit
1 = COM13 output = FLOATING
0 = COM13 output =LOW

Bit 4: **COM[4] :** COM12 scan output bit
1 = COM12 output = FLOATING
0 = COM12 output =LOW

Bit 3: **COM[3] :** COM11 scan output bit
1 = COM11 output = FLOATING
0 = COM11 output =LOW

Bit 2: **COM[2] :** COM10 scan output bit
1 = COM10 output = FLOATING
0 = COM10 output =LOW

Bit 1: **COM[1] :** COM9 scan output bit
1 = COM9 output = FLOATING
0 = COM9 output =LOW

Bit 0: **COM[0] :** COM8 scan output bit
1 = COM8 output = FLOATING
0 = COM8 output =LOW

11. OSCILLATOR

ST2064B has dual clock sources, OSC (RC) and OSCX (32768Hz crystal). The system clock (SYSCK) can be switched between OSC and OSCX, and is controlled by XSEL (SYS[7]). When system clock is switched, the warm-up cycles occur at the same time. Clock source being used is shown at XSEL (read). Read and test XSEL to confirm SYSCK is already switched over. Other blocks, such as LCD controller, Timer1, Base Timer and PSG, can utilize these two clock sources as well.

TABLE 11-1 System Control Register (SYS)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$030	**SYS**	R/W	XSEL	OSTP	XSTP	TEST	WSKP	WAIT	-	LVDET	0000 00-0

Bit 7: **XSEL : SYS [XSEL] must be 0.**

Bit 6: **OSTP :** OSC stop control bit
1 = Disable OSC
0 = Enable OSC

Bit 5: **XSTP :** OSCX stop control bit
1 = Disable OSCX
0 = Enable OSCX

Bit 4: **TEST :** Test bit ,must be “0”

Note:

1. XSEL (SYS[7]) shows which clock source is used for SYSCK when it is read.

2. System warm-up of 16 or 256 oscillation cycles occurs when system clock (SYSCK) is changed or power on reset.

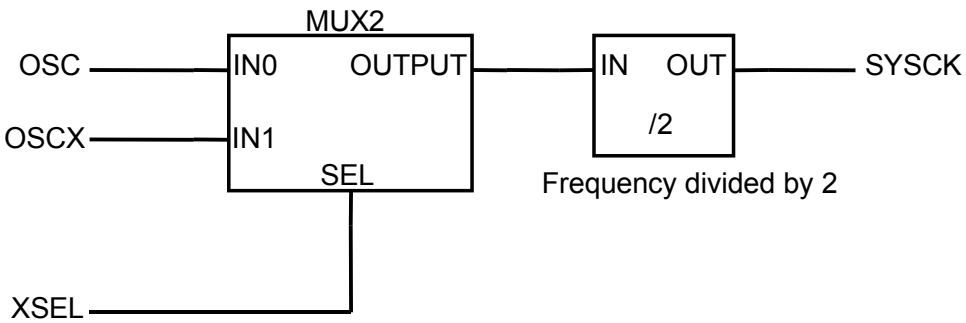


FIGURE 11-1 System Clock Diagram

12. TIMER/EVENT COUNTER

12.1 Prescaler

12.1.1 Function Description

The ST2064B has three timers, Base timer, Timer 0 and Timer 1, and two prescalers PRES and PREW. There are two clock sources, SYSCK and INTX, for PRES and one clock source, OSCX, for PREW. Refer to FIGURE 12-1

TABLE 12-1 Summary of Timer Registers

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$021	BTM	W	-	-	-	-	BTM[3]	BTM[2]	BTM[1]	BTM[0]	- - - - 0000
$023	PRS	R	PRS[7]	PRS[6]	PRS[5]	PRS[4]	PRS[3]	PRS[2]	PRS[1]	PRS[0]	0000 0000
		W	SRES	SENA	SENT	-	-	-	-	-	000 - - - - -
$024	T0M	R/W	-	-	T0M[5]	T0M[4]	-	T0M[2]	T0M[1]	T0M[0]	- -00 -000
$025	T0C	R/W	T0C[7]	T0C[6]	T0C[5]	T0C[4]	T0C[3]	T0C[2]	T0C[1]	T0C[0]	0000 0000
$026	T1M	R/W	-	-	-	T1M[4]	T1M[3]	T1M[2]	T1M[1]	T1M[0]	- - -0 0000
$027	T1C	R/W	T1C[7]	T1C[6]	T1C[5]	T1C[4]	T1C[3]	T1C[2]	T1C[1]	T1C[0]	0000 0000
$030	SYS	R/W	XSEL	OSTP	XSTP	TEST	WSKP	WAIT	-	-	0000 00- -
$03C	IREQ	R/W	-	-	IRBT	IRPT	IRT1	IRT0	IRDAC	IRX	- -00 0000
$03E	IENA	R/W	-	-	IEBT	IEPT	IET1	IET0	IEDAC	IEX	- -00 0000

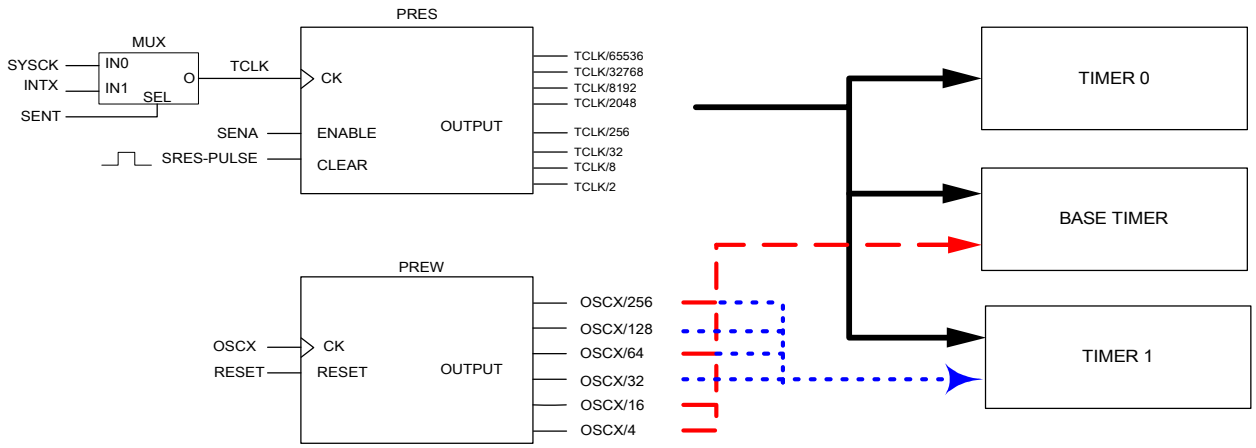


FIGURE 12-1 Structure Of Two Prescalers

12.1.2 PRES

The prescaler PRES is an 16-bits counter as shown in FIGURE 12-1. Which provides four clock sources for base timer and timer1, and it is controlled by register PRS. The instruction read toward PRS will bring out the content of PRES and the Instruction write toward PRS will reset, enable or select clock sources for PRES.

When user set external interrupt as the input of PRES for event counter, combining PRES and Timer1 will get a 16bit-event counter.

TABLE 12-2 Prescaler Control Register (PRS)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$023	**PRS**	R	PRS[7]	PRS[6]	PRS[5]	PRS[4]	PRS[3]	PRS[2]	PRS[1]	PRS[0]	0000 0000
		W	SRES	SENA	SENT	-	-	-	-	-	000 - - - - -

READ

Bit 7~0: **PRS[7~0] :** The low byte value of PRES counter

WRITE

Bit 7: **SRES :** Prescaler Reset bit
Write "1" to reset the prescaler (PRS[7~0])

Bit 6: **SENA :** Prescaler enable bit
0 = Disable prescaler counting
1 = Enable prescaler counting

Bit 5: **SENT :** Clock source(TCLK) selection for prescaller PRES
0 = Clock source from system clock "SYSCK"
1 = Clock source from external events "INTX"

12.1.3 PREW

The prescaler PREW is an 8-bits counter as shown in FIGURE 12-1. PREW provides four clocks source for base timer and timer1. It stops counting only if OSCX stops or hardware reset occurs.

12.2 Base timer

12.2.1 Function Description

Base timer is an 8-bit up counting timer. When it overflows from $FF to $00, a timer interrupt request IRBT will be generated. Please refer to FIGURE 12-2

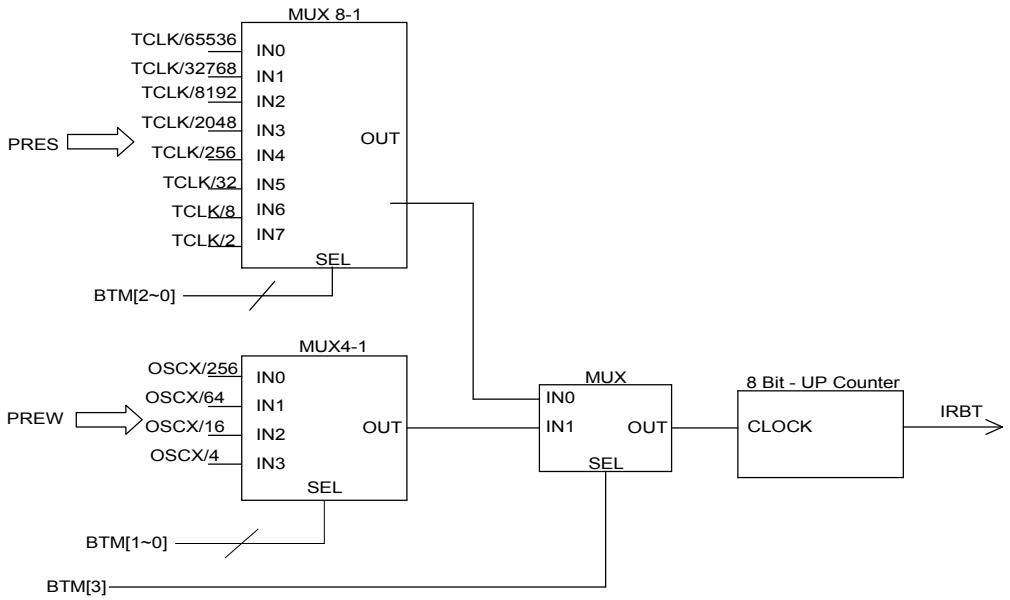


FIGURE 12-2 Structure Of Base Timer

12.2.2 Base Timer Clock Source Control

Several clock sources can be selected for Base Timer. Please refer to TABLE 12-3

TABLE 12-3 Clock Sources Of Base Timer

* SENA	BTM[3]	BTM[2]	BTM[1]	BTM[0]	Base Timer source clock
0	X	X	X	X	STOP
1	0	0	0	0	TCLK / 65536
1	0	0	0	1	TCLK / 32768
1	0	0	1	0	TCLK / 8192
1	0	0	1	1	TCLK / 2048
1	0	1	0	0	TCLK / 256
1	0	1	0	1	TCLK / 32
1	0	1	1	0	TCLK / 8
1	0	1	1	1	TCLK / 2
X	1	0	0	0	OSCX / 256
X	1	0	0	1	OSCX / 64
X	1	0	1	0	OSCX / 16
X	1	0	1	1	OSCX / 4

Note: TCLK will stop when an '0' is written to SENA (PRS[6]).

12.3 Timer 0

12.3.1 Function Description

The Timer0 is an 8-bit up counter. It can be used as a timer or an event counter. T0C($25) is a real time read/write counter. When an overflow from $FF to $00, a timer interrupt request IRT0 will be generated. Timer0 will stop counting when system clock stops. Please refer to FIGURE 12-3.

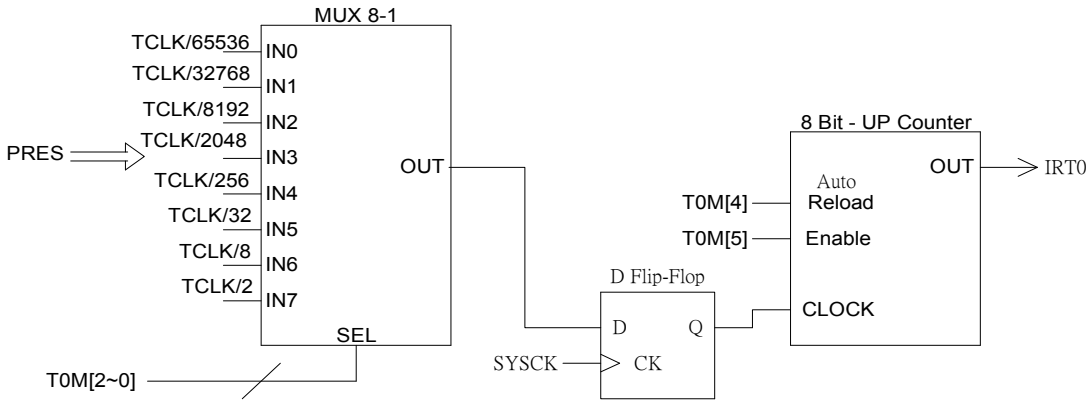


FIGURE 12-3 Timer0 Structure

12.3.2 Timer0 Clock Source Control

Several clock sources can be chosen from for Timer0. It's very important that Timer0 can keep counting as long as SYSCK stays active. Refer to TABLE 12-4.

TABLE 12-4 Clock Sources Of Timer0

T0M[2]	T0M[1]	T0M[0]	T0 Timer Clock Source
0	0	0	TCLK/65536
0	0	1	TCLK/32768
0	1	0	TCLK/8192
0	1	1	TCLK/2048
1	0	0	TCLK/256
1	0	1	TCLK/32
1	1	0	TCLK/8
1	1	1	TCLK/2

T0M[4] : Control automatic reload operation
0 : No auto reload
1 : Auto reload
T0M[5] : Control Timer 0 enable/disable
0 : Disable counting
1 : Enable counting
SENA : Prescaler enable bit
0 : TCLK stop
1 : TCLK counting

TABLE 12-5 Timer0 Register (T0C)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$025	**T0C**	R/W	T0C[7]	T0C[6]	T0C[5]	T0C[4]	T0C[3]	T0C[2]	T0C[1]	T0C[0]	0000 0000
Bit 7-0: **T0C[7-0] :** Timer0 up counter register											

12.4 Timer 1

The Timer1 is an 8-bit up counter. It used as timer/counter as program specified. The difference between base timer is that Timer1 will halt during CPU SBY, but base timer will not. It is shown in FIGURE 12-4.

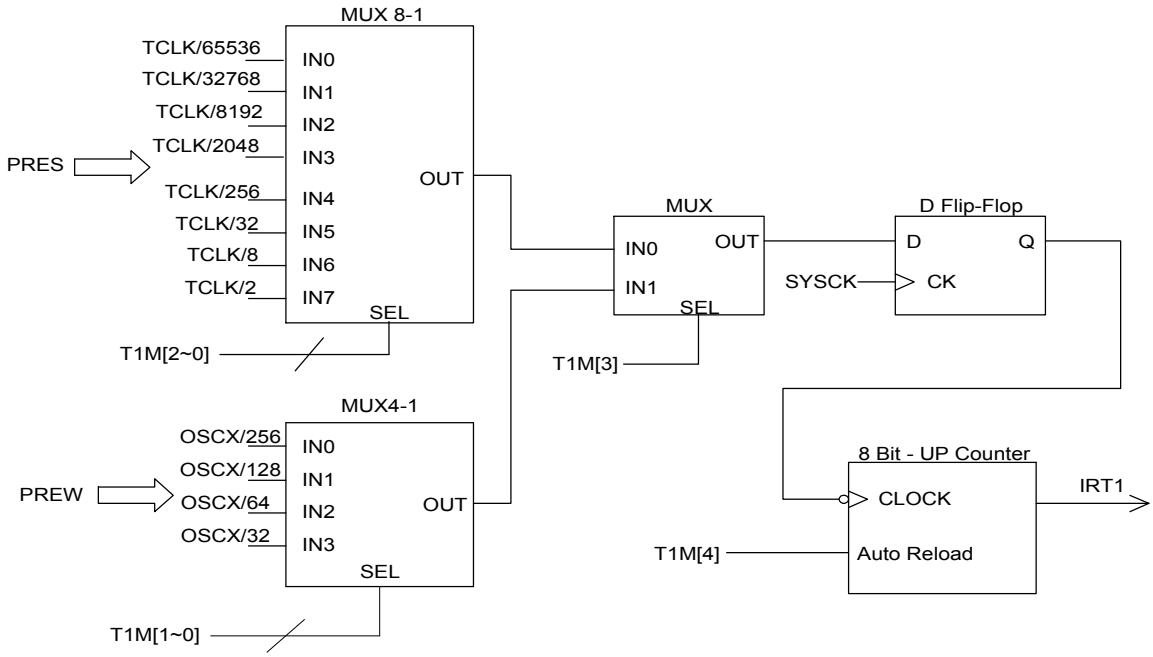


FIGURE 12-4 Timer1 Structure

TABLE 12-6 Timer1 Register (T1C)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$027	**T1C**	R/W	T1C[7]	T1C[6]	T1C[5]	T1C[4]	T1C[3]	T1C[2]	T1C[1]	T1C[0]	0000 0000
Bit 7-0: **T1C[7-0] :** Timer1 up counter register											

TABLE 12-7 Clock Sources Of Timer1

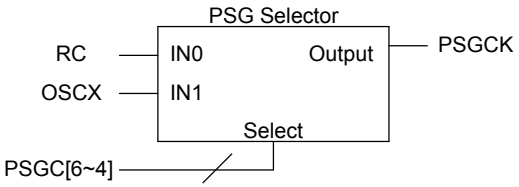
T1M[3]	T1M[2]	T1M[1]	T1M[0]	T1 Timer Clock Source
0	0	0	0	TCLK/65536
0	0	0	1	TCLK/32768
0	0	1	0	TCLK/8192
0	0	1	1	TCLK/2048
0	1	0	0	TCLK/256
0	1	0	1	TCLK/32
0	1	1	0	TCLK/8
0	1	1	1	TCLK/2
1	0	0	0	OSCX/256
1	0	0	1	OSCX/128
1	0	1	0	OSCX/64
1	0	1	1	OSCX/32

T1M[4]: Control automatic reload operation
0: No auto reload
1: auto reload
SENA : Prescaler enable bit
0 : TCLK stop
1 : TCLK counting

13. PSG

13.1 Function description

The built-in dual channel Programmable Sound Generator (PSG) is controlled by registers. Its flexibility makes it useful in applications such as music synthesis, sound effects generation, audible alarms and tone signaling. In order to generate sound effects while allowing the processor to perform other tasks, the PSG can continue to produce sound after the initial commands have been given by the CPU. The structure of PSG was shown in FIGURE 13-2 and the PSG clock source is shown in FIGURE 13-1. ST2064B has three playing modes. First is that both channel0 (CH0) and channel1 (CH1) output square type tones. Second is CH0 outputs square tone, and CH1 outputs noise. Third mode is PWM DAC mode. Sounds of two channels are mixed into one signal and are outputted in the form of digital waveform from two pins, PSGOB/PSGO. Therefore one AC waveform can be performed.



PSGC			PSGCK
B6	B5	B4	
0	0	0	SYSCK
X	0	1	SYSCK/2
X	1	0	SYSCK/4
0	1	1	SYSCK/8
1	0	0	SYSCK x 2

FIGURE 13-1 PSG Clock Source Control

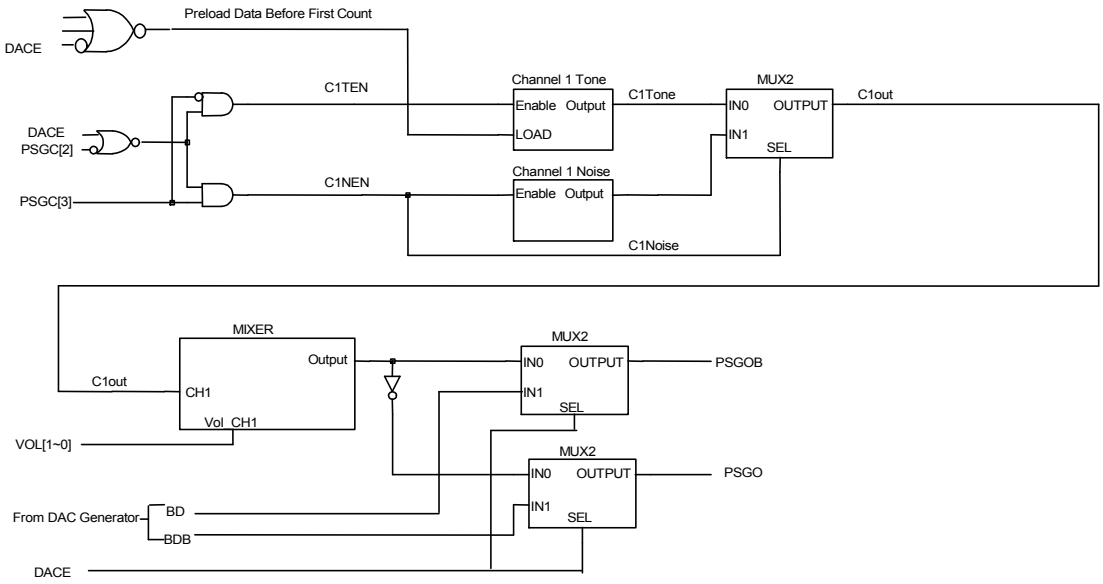


FIGURE 13-2 PSG Block Diagram

PS: In order to make sure the PSG function is working normally on the EV or Real Chip Board, Please connect PSG's power **PVCC** to VCC

TABLE 13-1 Summary Of PSG Registers

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$010	**PSG0L**	W	PSG0[7]	PSG0[6]	PSG0[5]	PSG0[4]	PSG0[3]	PSG0[2]	PSG0[1]	PSG0[0]	0000 0000
$011	**PSG0H**	W	-	-	-	-	PSG0[11]	PSG0[10]	PSG0[9]	PSG0[8]	- - - - 0000
$012	**PSG1L**	W	PSG1[7]	PSG1[6]	PSG1[5]	PSG1[4]	PSG1[3]	PSG1[2]	PSG1[1]	PSG1[0]	0000 0000
$013	**PSG1H**	W	-	-	-	-	PSG1[11]	PSG1[10]	PSG1[9]	PSG1[8]	- - - - 0000
$015	**PSGC2**	R/W	-	-	-	-	PSGOD	PSGOBD	PSGOE	PSGOBE	- - - - 1111
$016	**PSGC**	W	-	PCK[2]	PCK[1]	PCK[0]	PRBS	C1EN	C0EN	DACE=0	- 000 0000
		W	-	PCK[2]	PCK[1]	PCK[0]	DMD[1]	DMD[0]	INH	DACE=1	- 000 0000
$017	**VOL**	W	VOL1[3]	VOL1[2]	VOL1[1]	VOL1[0]	VOL0[3]	VOL0[2]	VOL0[1]	VOL0[0]	0000 0000

TABLE 13-2 CONTROL REGISTER FOR PSG OUTPUT (PSGC2)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$015	**PSGC2**	**R/W**	-	-	-	-	PSGOD	PSGOBD	PSGOE	PSGOBE	- - - - 1111

Bit 3: **PSGOD :** Data bit if PSGO is used as normal output pin.
1 = PSGO is output High.
0 = PSGO is output Low

Bit 2: **PSGOBD :** Data bit if PSGOB is used as normal output pin.
1 = PSGOB is output High.
0 = PSGOB is output Low

Bit 1: **PSGOE :** PSG output enable bit
1 = PSGO is PSG data output pin.
0 = PSGO is normal output pin

Bit 0: **PSGOBE :** PSG inverse signal output enable bit
1 = PSGOB is PSG inverse data output pin.
0 = PSGOB is normal output pin

TABLE 13-3 PSG Volume Control Register (VOL)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$017	**VOL**	W	VOL1[3]	VOL1[2]	VOL1[1]	VOL1[0]	VOL0[3]	VOL0[2]	VOL0[1]	VOL0[0]	0000 0000

Bit 3~0: **VOL0[3~0] :** PSG channel 0 volume control bit
0000 = No sound output
0001 = 1/16 volume (PSGCK must >= 320K Hz)
:
0100 = 4/16 volume
:
1000 = 8/16 volume
:
1111 = Maximum volume (PSGCK must >= 20K Hz)

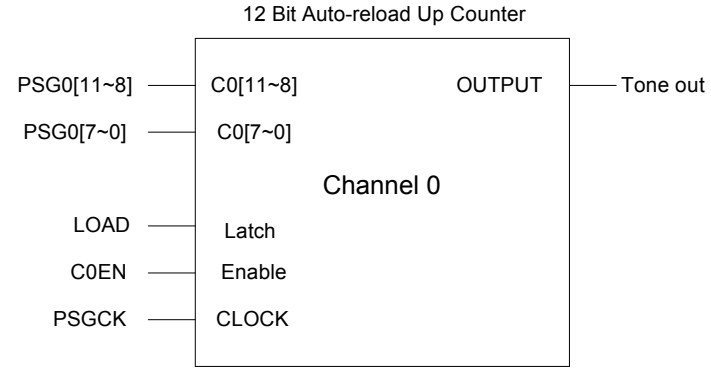
Bit 7~4: **VOL1[3~0] :** PSG channel 1 volume control bit
0000 = No sound output
0001 = 1/16 volume (PSGCK must >= 320K Hz)
:
0100 = 4/16 volume
:
1000 = 8/16 volume
:
1111 = Maximum volume (PSGCK must >= 20K Hz)

Note: If single channel is enable, then PSG volume control can be double. (16 + 16 = 32 level volume control)

13.2 Tone Generator

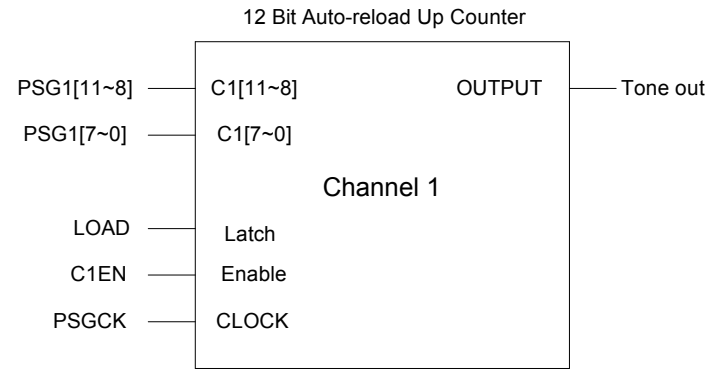
13.2.1 General Description

The tone frequency is decided by PSGCK and 12-bit programmable divider (PSG[11~0]). Please refer to FIGURE 13-3 and.FIGURE 13-4.



Frequency of Channel 0 Tone = PSGCK/(1000H-PCH0[11~0])/2

FIGURE 13-3 Tone Generator Channel 0



Frequency of Channel 1 Tone = PSGCK/(1000H-PCH1[11~0])/2

FIGURE 13-4 Tone Generator Channel 1

13.2.2 PSG Tone Programming

Tone or DAC function is defined by register DACE. Write to C1EN will enable tone generator when PSG is in tone function. Noise or tone function is selected by PRBS.

TABLE 13-4 PSG Control Register (PSGC)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$016	PSGC	W	-	PCK[2]	PCK[1]	PCK[0]	PRBS	C1EN	C0EN	DACE=0	- 000 0000
		W	-	PCK[2]	PCK[1]	PCK[0]	DMD[1]	DMD[0]	INH	DACE=1	- 000 0000

Bit 0: **DACE :** Tone(Noise) or DAC Generator selection bit
1 = PSG is used as the DAC generator
0 = PSG is used as the Tone (Noise) generator

Bit 1: **C0EN :** PSG channel 0 (Tone) enable bit
1 = PSG0 (Tone) enable
0 = PSG0 (Tone) disable

Bit 2: **C1EN :** PSG channel 1 (Tone or Noise) enable bit
1 = PSG1 (Tone or Noise) enable
0 = PSG1 (Tone or Noise) disable

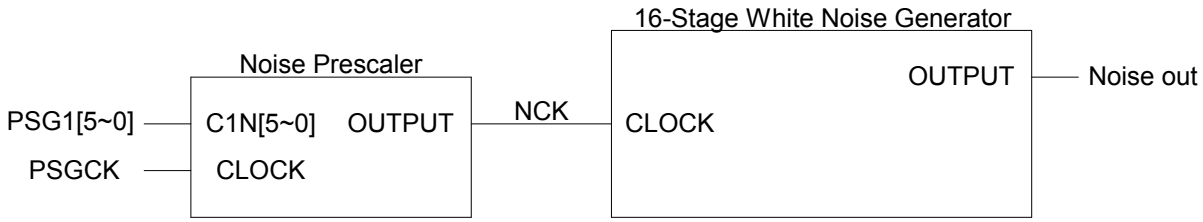
Bit 3: **PRBS :** Tone or Noise generator selection bit
1 = Noise generator
0 = Tone generator

Bit 6~4: **PCK[2~0] :** clock source selection for PSG and DAC
000 = SYSCK
X01 = SYSCK / 2
X10 = SYSCK / 4
011 = SYSCK / 8
100 = SYSCK x 2

13.3 Noise Generator Control

13.3.1 General description

Noise generator is shown in FIGURE 13-5, which base frequency is controlled by PSG1[5~0]



NCK Frequency = PSGCK/(40H-PCH1[5~0])

FIGURE 13-5 Noise Generator

13.3.2 Noise Generator Programming

DACE defines noise or DAC function. Writing a “1” to C1EN will enable noise generator when PSG is in noise mode

13.4 PSG Applicaion Circuit

Sounds of two channels are modulated by PSGCK and combine together into one AC signal. Then it outputs on PSGOB and PSGO. Positive part of the AC signal is output from PSGO while the negative part is from PSGOB.

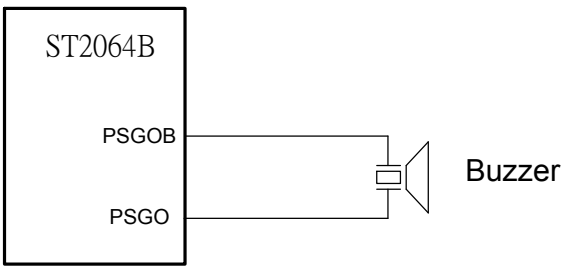


FIGURE 13-6 PSG application circuit

14. PWM DAC

14.1 Function description

A built-in PWM DAC is for analog sampling data or voice signals. The structure of DAC is shown in TABLE 14-1. There is an interrupt signal from DAC to CPU whenever DAC data update is needed and the same signal will decide the sampling rate of voice. In DAC mode, the frequency of RC oscillator can't be less than 2M Hz.

TABLE 14-1 Summary Of DAC Registers

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$012	**PSG1L**	W	PSG1[7]	PSG1[6]	PSG1[5]	PSG1[4]	PSG1[3]	PSG1[2]	PSG1[1]	PSG1[0]	0 0 0 0 0 0 0 0
$013	**PSG1H**	W	-	-	-	-	PSG1[11]	PSG1[10]	PSG1[9]	PSG1[8]	- - - - 0 0 0 0
$014	**DAC**	W	DAC[7]	DAC[6]	DAC[5]	DAC[4]	DAC[3]	DAC[2]	DAC[1]	DAC[0]	0 0 0 0 0 0 0 0
$016	**PSGC**	W	-	PCK[2]	PCK[1]	PCK[0]	PRBS	C1EN	C0EN	DACE=0	- 0 0 0 0 0 - 0
		W	-	PCK[2]	PCK[1]	PCK[0]	DMD[1]	DMD[0]	INH	DACE=1	- 0 0 0 0 0 0 0

TABLE 14-2 DAC Data Register (DAC)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$014	**DAC**	W	DAC[7]	DAC[6]	DAC[5]	DAC[4]	DAC[3]	DAC[2]	DAC[1]	DAC[0]	0000 0000

Bit 7~0: **DAC[7~0] :** DAC output data

Note: For Single-Pin Single Ended mode, the effective output resolution is 7 bit.

TABLE 14-3 DAC Control Register (PSGC)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$016	**PSGC**	W	-	PCK[2]	PCK[1]	PCK[0]	PRBS	C1EN	C0EN	DACE=0	- 000 00-0
		W	-	PCK[2]	PCK[1]	PCK[0]	DMD[1]	DMD[0]	INH	DACE=1	- 000 0000

Bit 0: **DACE :** PSG play as Tone (Noise) or DAC Generator selection bit
1 = PSG is used as DAC Generator
0 = PSG is used as Tone (Noise) Generator

Bit 1: **INH :** DAC output inhibit control bit
1 = DAC output inhibit
0 = DAC output enable

Bit 3~2: **DMD[1~0] :** DAC output mode selection
00 = Single-Pin mode : 7 bit resolution
01 = Two-Pin Two Ended mode : 8 bit resolution
10 = Reserved
11 = Two-Pin Push Pull mode : 8 bit resolution

Bit 6~4: **PCK[2~0] :** PSGCK selection for PSG and DAC
000 = SYSCK
X01 = SYSCK / 2
X10 = SYSCK / 4
011 = SYSCK / 8
100 = SYSCK x 2 (= frequency of RC oscillator)

Note: In DAC mode, PSGCK must select SYSCK x 2 (PCK[2~0]=100) under RC=2MHz.

14.2 Sample Rate Control

PSG1L and PSG1H control the sample rate. PSG1[11~6] controls PWM repeat times (usually set=111100 for four times of DAC reload) and PSG1[5~0] usually set '1'. The input clock source is controlled by PCK[2~0]. The block diagram is shown as the following:

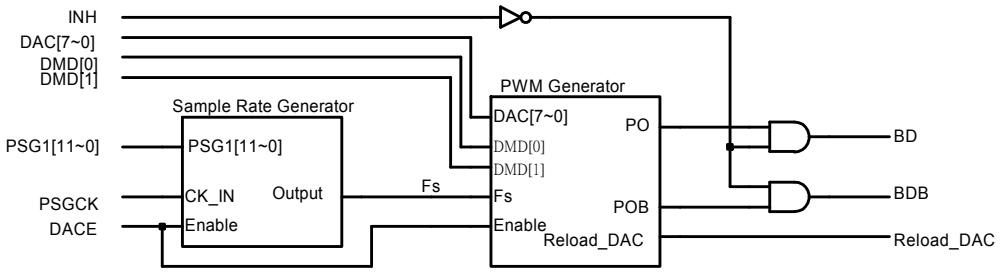
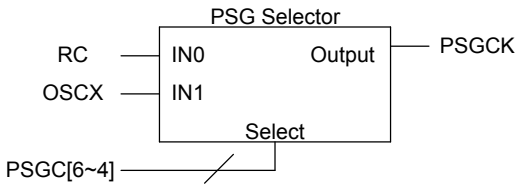


FIGURE 14-1 DAC Diagram



PSGC			PSGCK
B6	B5	B4	
0	0	0	SYSCK
X	0	1	SYSCK/2
X	1	0	SYSCK/4
0	1	1	SYSCK/8
1	0	0	SYSCK x 2

FIGURE 14-2 DAC Clock Source Control

TABLE 14-4 DAC Sample Rate Description (RC_{OSC} = 2MHz)

DAC interrupt frequency	PSGC b6, b5, b4	PSG1H, PSG1L
8K	100	00001111, 00111111
16K	100	00001111, 10111111

14.3 PWM DAC Mode Options

The PWM DAC generator has three modes, Single-pin mode, Two-pin two-ended mode and Two-pin push pull mode. They are depended on the application used. The DAC mode is controlled by DMD[1~0]. (TABLE 13-3)

14.3.1 Single-Pin Mode (7-bit Accuracy)

Single-pin mode is designed for use with a single-transistor amplifier. It has 7 bits of resolution. The duty cycle of the PSGO is proportional to the output value. If the output value is 0, the duty cycle is 50%. As the output value increases from 0 to 63, the duty cycle goes from being high 50% of the time up to 100% high. As the value goes from 0 to -64, the duty cycle decreases from 50% high to 0%. PSGOB is inverse of PSGO's waveform. Figure 13-3 shows the PSGO waveforms.

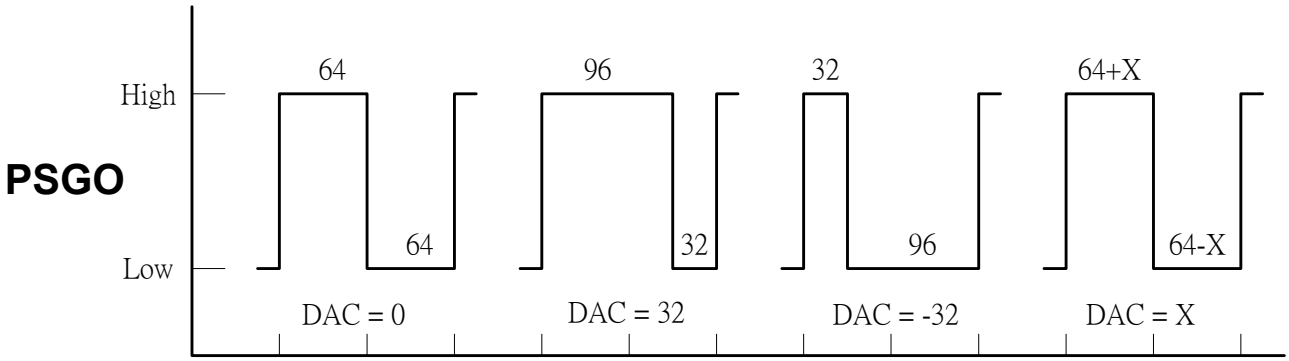


FIGURE 14-3 Single-Pin Mode Wave Form

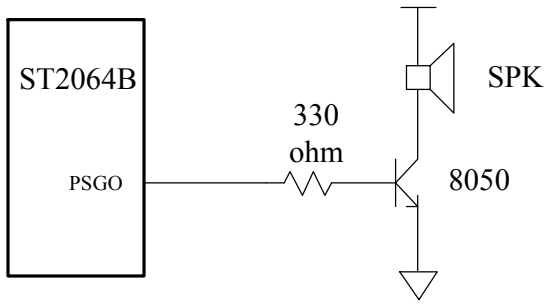


FIGURE 14-4 Single-Pin Mode Application Circuit

14.3.2 Two-Pin Two Ended Mode (8-bit Accuracy)

Two-Pin Two-Ended mode is designed for use with a single transistor amplifier. It requires two pin that PSGO and PSGOB. When the DAC value is positive, PSGO goes high with a duty cycle proportional to the output value, while PSGOB stays high. When the DAC value is negative, PSGOB goes low with a duty cycle proportional to the output value, while PSGO stays low. This mode offers a resolution of 8 bits.

Figure 13-5 shows examples of DAC output waveforms with different output values. Each pulse of the DAC is divided into 128 segments per sample period. For a positive output value x=0 to 127, PSGO goes high for X segments while PSGOB stays high. For a negative output value x=0 to -127, PSGOB goes low for |X| segments while PSGO stays low.

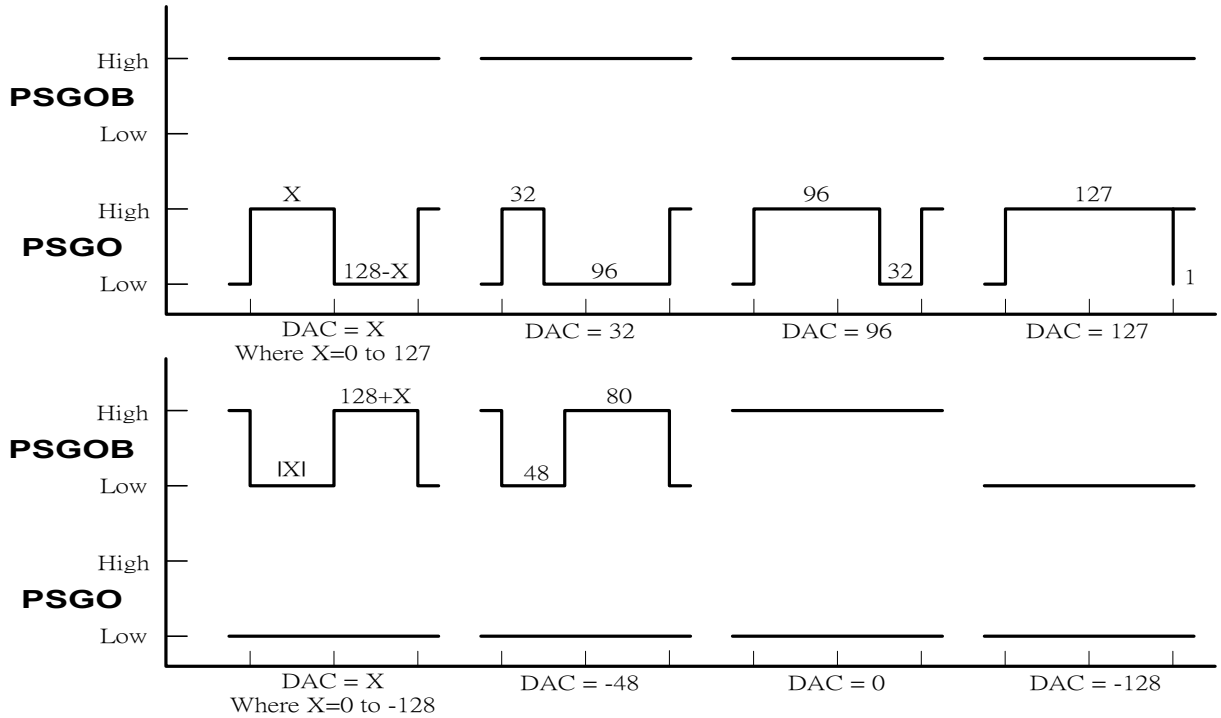


FIGURE 14-5 Two-Pin Two Ended Mode Wave-Form

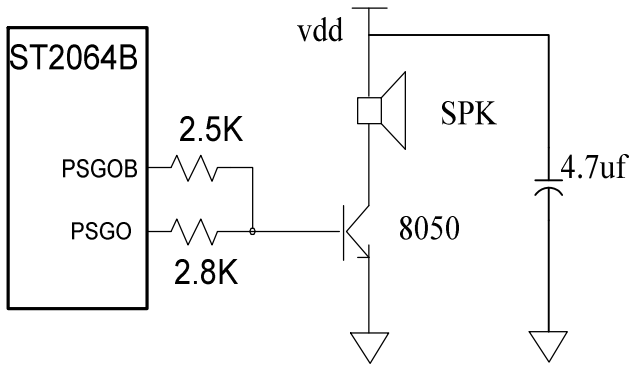


FIGURE 14-6 Two-Pin Two Ended Mode Application Circuit

14.3.3 Two-Pin Push Pull Mode (8-bit Accuracy)

Two-Pin Push Pull mode is designed for buzzer. It requires two pin that PSGO and PSGOB. When the DAC value is 0, both pins are low. When the DAC value is positive, PSGO goes high with a duty cycle proportional to the output value, while PSGOB stays low. When the DAC value is negative, PSGOB goes high with a duty cycle proportional to the output value, while PSGO stays low. This mode offers a resolution of 8 bits.

Figure 13-7 shows examples of DAC output waveforms with different output values. Each pulse of the DAC is divided into 128 segments per sample period. For a positive output value x=0 to 127, PSGO goes high for X segments while PSGOB stays low. For a negative output value x=0 to -127, PSGOB goes high for |X| segments while PSGO stays low.

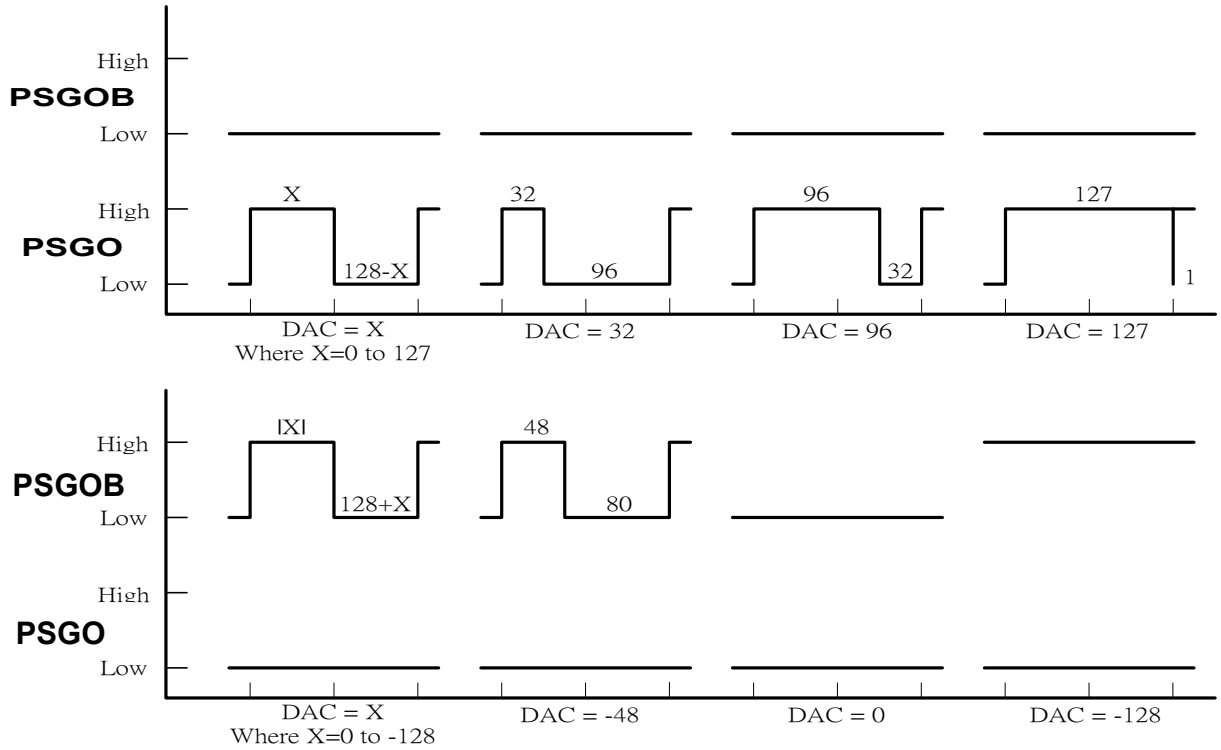


FIGURE 14-7 Two-Pin Push Pull Mode Wave Form

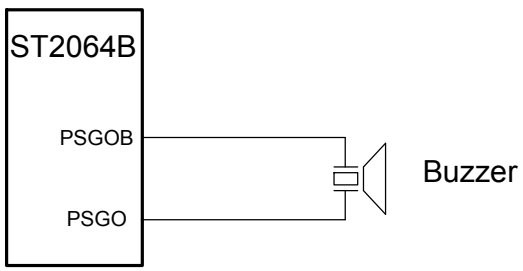


FIGURE 14-8 Two-Pin Push Pull Mode Application Circuit

15. LCD

ST2064B is capable of driving one 1/16 duty, 1/5 bias LCD panel of segment number from 32 to 48 (up to 768 dots). LCD block includes display frame buffer ($1000~ $10AF) for storing display data, 16 common and 32 segment dedicated drives. The rest 16 segment drives are shared with two I/O ports, Port-B/C. Data in frame buffer is undefined after power on, so correct frame data should be filled in before turn on display. One double DC-DC converter is equipped for higher LCD voltage, and is controlled by LPWR (LCTL[7]) for on/off. The LCD power should be turned on before setting display on, and should be turned off after setting display off. Both SYSCK and OSCX can be chose as LCD clock source, therefore the display can still works after power down. There are two frame rate options, 64Hz and 85Hz, for each different clock sources. In case of 64Hz frame rate, 8-level driving strength and 12-level contrast are adjustable by software for different panel size and LC voltage.

15.1 LCD Waveform

LCD driving waveform is based on the display data and the alternation signal, which toggles every one frame. The related output voltage levels are shown below. Figure 14-1 shows the common and segment waveforms for one frame.

TABLE 15-1 Driver Output Levels

Driver	Mode	Alternation	Display data output level
Common	Selected	H	VP
		L	V5 (GND)
	Non-selected	H	V1
		L	V4
Segment	Selected	H	VP
		L	V5 (GND)
	Non-selected	H	V2
		L	V3

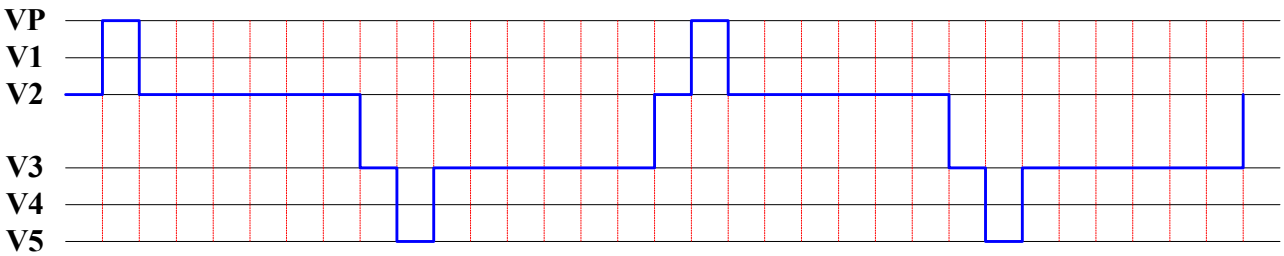


FIGURE 15-1 LCD Segment Waveform

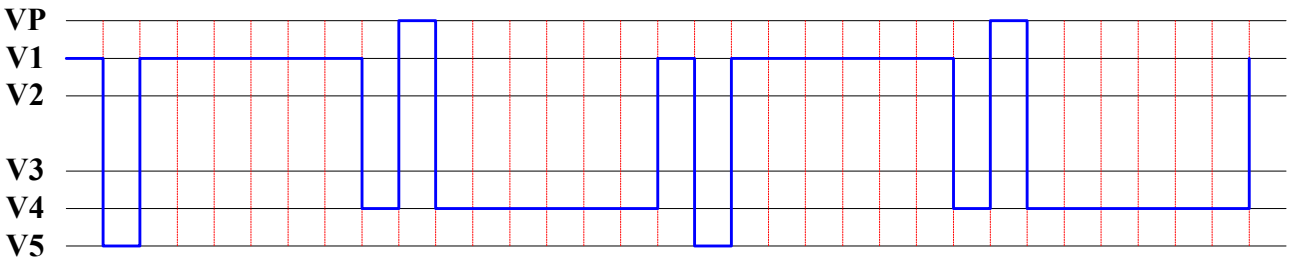


FIGURE 15-2 LCD Common Waveform

15.2 LCD Control Register

TABLE 15-2 LCD Segment Number Selection Register (LSEL)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$039	**LSEL**	R/W	DUTY[1]	DUTY[0]	BIAS4	LSEL[4]	LSEL[3]	LSEL[2]	LSEL[1]	LSEL[0]	0001 1111

Bit 7~6: **DUTY[1:0] :** LCD duty selection
0X = 1/16 duty
10 = 1/12 duty
11 = 1/8 duty

Bit 5: **BIAS4 :** LCD bias selection
1 = 1/4 bias
0 = 1/5 bias

Bit 4~0: **LSEL[4:0] :** LCD segment number selection

LSEL[4:0]	Pad Definition															
	PAD 27	PAD 28	PAD 29	PAD 30	PAD 31	PAD 32	PAD 33	PAD 34	PAD 35	PAD 36	PAD 37	PAD 38	PAD 39	PAD 40	PAD 41	PAD 42
0 xxxx	PC0	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 0000	SEG32	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 0001	SEG32	SEG33	PC2	PC3	PC4	PC5	PC6	PC7	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 0010	SEG32	SEG33	SEG34	PC3	PC4	PC5	PC6	PC7	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 0011	SEG32	SEG33	SEG34	SEG35	PC4	PC5	PC6	PC7	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 0100	SEG32	SEG33	SEG34	SEG35	SEG36	PC5	PC6	PC7	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 0101	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	PC6	PC7	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 0110	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	PC7	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 0111	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	PB0	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 1000	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	SEG40	PB1	PB2	PB3	PB4	PB5	PB6	PB7
1 1001	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	SEG40	SEG41	PB2	PB3	PB4	PB5	PB6	PB7
1 1010	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	SEG40	SEG41	SEG42	PB3	PB4	PB5	PB6	PB7
1 1011	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	SEG40	SEG41	SEG42	SEG43	PB4	PB5	PB6	PB7
1 1100	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	SEG40	SEG41	SEG42	SEG43	SEG44	PB5	PB6	PB7
1 1101	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	SEG40	SEG41	SEG42	SEG43	SEG45	SEG45	PB6	PB7
1 1110	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	SEG40	SEG41	SEG42	SEG43	SEG45	SEG45	SEG46	PB7
1 1111	SEG32	SEG33	SEG34	SEG35	SEG36	SEG37	SEG38	SEG39	SEG40	SEG41	SEG42	SEG43	SEG45	SEG45	SEG46	SEG47

TABLE 15-3 LCD Control Register (LCTL)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$03A	**LCTL**	R/W	LPWR	BLANK	REV	SCAN	CTR[3]	CTR[2]	CTR[1]	CTR[0]	1000 0000

Bit 7: **LPWR :** LCD power ON/OFF bit
1 = LCD power OFF
0 = LCD power ON

Bit 6: **BLANK :** LCD display ON/OFF bit
1 = Disable LCD display (Common line is still scanning)
0 = Enable LCD display

Bit 5: **REV :** LCD display reverse
1 = Reverse display
0 = Normal display

Bit 4: **SCAN :** LCD segment keyboard scan function
1 = Enable LCD keyboard awaking pulse in LCD waveforms
0 = Disable LCD keyboard awaking pulse

Bit 3~0: **CTR[3~0] :** LCD contrast control

1/16duty & 1/8duty

Frame Rate = 64Hz	Frame Rate = 85Hz
00xx = contrast level 12	0xxx = contrast level 8
0100 = contrast level 12 (maximum)	1000 = contrast level 8 (maximum)
0101 = contrast level 11	1001 = contrast level 7
0110 = contrast level 10	1010 = contrast level 6
0111 = contrast level 9	1011 = contrast level 5
1000 = contrast level 8	1100 = contrast level 4
1001 = contrast level 7	1101 = contrast level 3
1010 = contrast level 6	1110 = contrast level 2
1011 = contrast level 5	1111 = contrast level 1 (minimum)
1100 = contrast level 4	
1101 = contrast level 3	
1110 = contrast level 2	
1111 = contrast level 1 (minimum)	

1/12duty

Frame Rate = 64Hz	Frame Rate = 85Hz
0000 = contrast level 16 (maximum)	00xx = contrast level 10
0001 = contrast level 15	0100 = contrast level 10
0010 = contrast level 14	0101 = contrast level 10
0011 = contrast level 13	0110 = contrast level 10 (maximum)
0100 = contrast level 12	0111 = contrast level 9
0101 = contrast level 11	1000 = contrast level 8
0110 = contrast level 10	1001 = contrast level 7
0111 = contrast level 9	1010 = contrast level 6
1000 = contrast level 8	1011 = contrast level 5
1001 = contrast level 7	1100 = contrast level 4
1010 = contrast level 6	1101 = contrast level 3
1011 = contrast level 5	1110 = contrast level 2
1100 = contrast level 4	1111 = contrast level 1 (minimum)
1101 = contrast level 3	
1110 = contrast level 2	
1111 = contrast level 1 (minimum)	

TABLE 15-4 LCD Clock Source and Driving Strength Control Register

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$03B	**LCK**	R/W	DRV[3]	DRV[2]	DRV[1]	DRV[0]	PUMPB	LCK[2]	LCK[1]	LCK[0]	1111 0000

Bit 7~3: **DRV[3:0] :** LCD driving strength control

LCK[7:4]	Driving strength Frame rate=64Hz	1/16 Duty consumption (uA)	1/12 Duty consumption (uA)	1/8 Duty consumption (uA)
0000	Level 16	147.75	146.75	42.75
0001	Level 15	139.75	146.75	40.75
0010	Level 14	131.75	146.75	37.75
0011	Level 13	123.75	146.75	35.75
0100	Level 12	115.75	146.75	33.75
0101	Level 11	107.75	146.75	31.75
0110	Level 10	98.75	134.75	29.75
0111	Level 9	90.75	122.75	26.75
1000	Level 8	82.75	111.75	24.75
1001	Level 7	74.75	99.75	22.75
1010	Level 6	66.75	87.75	20.75
1011	Level 5	58.75	75.75	17.75
1100	Level 4	49.75	63.75	15.75
1101	Level 3	41.75	51.75	13.75
1110	Level 2	33.75	39.75	11.75
1111	Level 1(mini.)	24.75	27.75	9.75

1/16duty & 1/8duty

Frame Rate = 64Hz			Frame Rate = 85Hz		
0000	= driving level 16	(maximum)	00XX	= driving level 12	
0001	= driving level 15		0100	= driving level 12	(maximum)
0010	= driving level 14		0101	= driving level 11	
	:			:	
	:			:	
	:			:	
1101	= driving level 3		1101	= driving level 3	
1110	= driving level 2		1110	= driving level 2	
1111	= driving level 1	(minimum)	1111	= driving level 1	(minimum)

1/12duty

Frame Rate = 64Hz			Frame Rate = 85Hz		
00XX	= driving level 11		0XXX	= driving level 8	
0100	= driving level 11		1000	= driving level 8	(maximum)
0101	= driving level 11	(maximum)	1001	= driving level 7	
0110	= driving level 10			:	
	:			:	
	:			:	
1101	= driving level 3		1101	= driving level 3	
1110	= driving level 2		1110	= driving level 2	
1111	= driving level 1	(minimum)	1111	= driving level 1	(minimum)

Bit 3: **PUMPB :**
1 = Without DC-DC voltage converter for LCD driver
0 = With DC-DC voltage converter for LCD driver

Bit 2~0: **LCK[2:0] :** LCD frame rate control

LCK[2:0]	Clock Source	Frame Rate
000	OSCX (32768Hz)	64 Hz
001	OSCX (32768Hz)	85 Hz
010	OSC (2MHz)	64 Hz
011	OSC (2MHz)	85 Hz
100	OSC (4MHz)	64 Hz
101	OSC (4MHz)	85 Hz
110	OSC (8MHz)	64 Hz
111	OSC (8MHz)	85 Hz

15.3 Keyboard-scan Function on LCD drives

LCD keyboard awaking pulses are combined with LCD waveform. The purpose is to trigger Port-A interrupt to wake up the system.

Note:
1. keyboard awaking pulses can only be turned on below 3V operating voltage.
2. If there is crosstalk on the first line, please turn on keyboard-scan function for better quality.

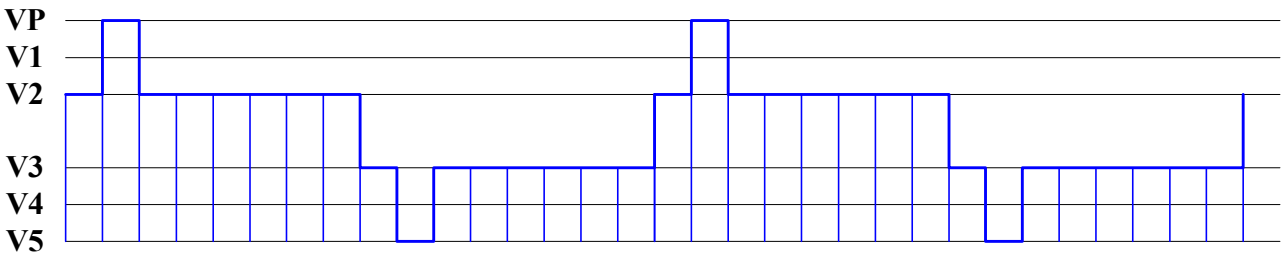


FIGURE 15-3 LCD Segment Waveform (With Keyboard Awaking Pulses)

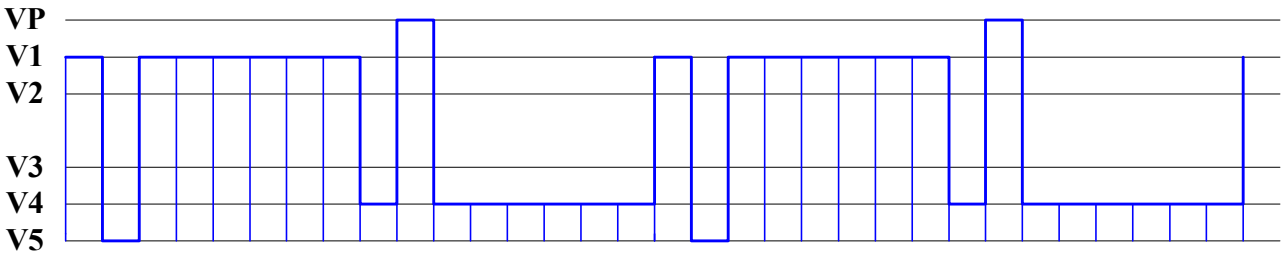
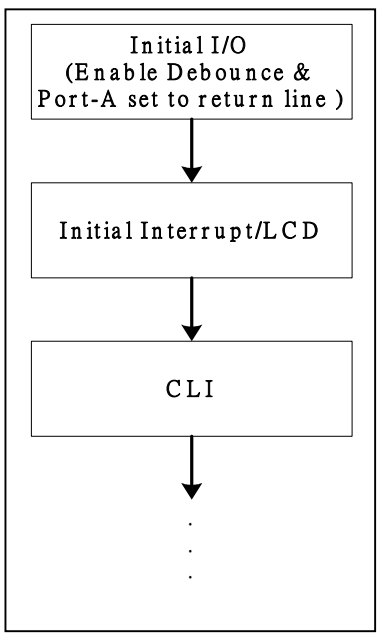


FIGURE 15-4 LCD Common Waveform (With Keyboard Awaking Pulses)

15.3.2 Keyboard-scan Function Example:

a. **Keyboard : 64Keys (8x8)**
b. **Return Lines : Port-A**
c. **Scan Lines : Port-B**



INITIAL_Port_And_LCD

```
        SMB4    <LCTL           ;;Enable Keyboard Awaking Pulses Waveform
        LDA     #00011111B      ;;Set all shared pins to be segments
        STA     <LSEL
        STZ     <PCA            ;;Set Port-A as Inputs for Return Line
        LDA     #FFH
        STA     <PA             ;;Port-A Pull-High
        STA     <PCB            ;;Set Port-B as Outputs for Scan Line
        LDA     #11000000B
        STA     <PMCR           ;;Enable Pull up & Debounce
        LDA     #00010000B
        STA     <IENA           ;;Enable Port-A Interrupt
        LDA     <PA             ;;Keep Port-A last state
        LDA     #$FF
        STA     <PAK            ;;Port-A used as keyboard return line
        STZ     <IREQ           ;;Reset Interrupt Request Register
.       CLI
  .
```

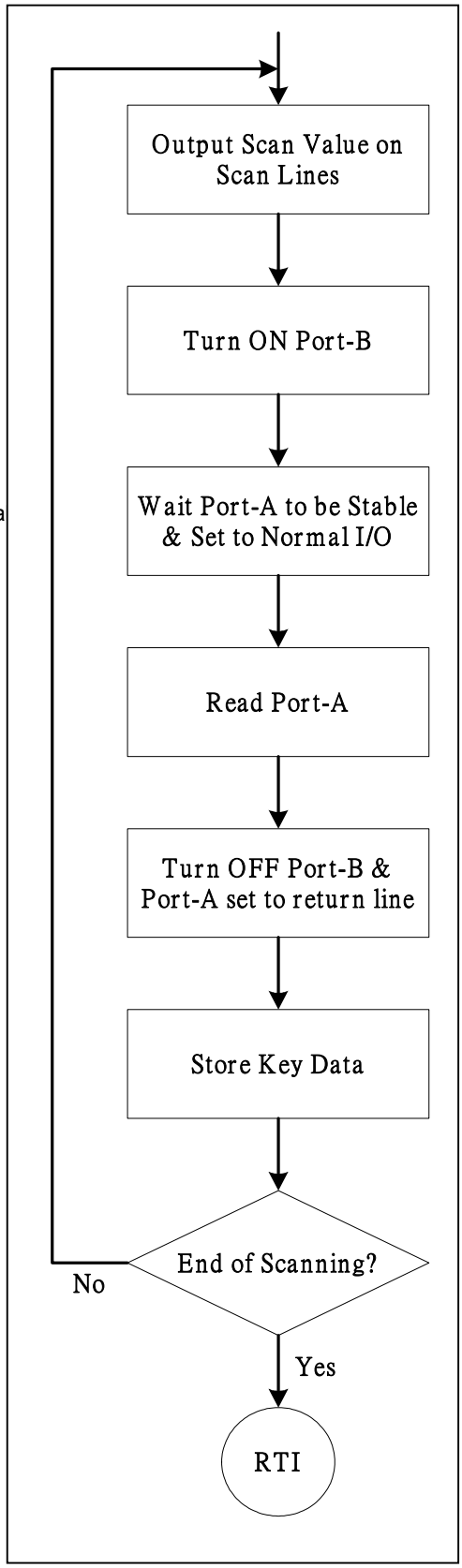
Interrupt-Subroutine

```
Port_ISR
        PHA
        PHX

        LDA     #11111110B      ;;Initial scanning value for Port-B
        STA     <ScanValue

?Scan_PB
        STA     <PB
        STZ     <PAK            ;; Port-A used as normal I/O
        RMB3    <LSEL           ;;Change segments to be Port-B
        LDX     #$FF
          :
          :
            wait 12us     ;     ;Wait for return line to be stable
          :
          :
        RMB4    <LCTL           ;If keyboard awaking pulses and hardware
        LDA     <PA             ;debounce are enabled together, keyboard awa
        SMB4    <LCTL           ;pulses must be disabled before latch Port-A.

        SMB3    <LSEL           ;;Change Port-B to be segments
        STX     <PAK            ;;Port-A used as keyboard return line
        JSR     Store-Key-Data  ;;This subroutine should be defined by user
        ROL     <Scanvalue      ;;Shift scanning value left
        LDA     <Scanvalue
        BCS     ?Scan_PB
        .
        .
        PLX
        PLA
        RTI
```



15.4 LCD Frame Buffer

Each pixel of LCD panel is directly mapped into LCD frame buffer. If some segments are not used, the corresponding RAM can still be accessed for data memory. Refer to TABLE 15-5 for detail mapping.

TABLE 15-5 LCD Frame Buffer Memory Mapping

	SEG0	SEG1	SEG2	SEG3	SEG4	SEG5		SEG47
Address	**1000H**	**1001H**	**1002H**	**1003H**	**1004H**	**1005H**		**102FH**
COM0	Bit7	Bit7	Bit7	Bit7	Bit7	Bit7	.....	Bit7
COM1	Bit6	Bit6	Bit6	Bit6	Bit6	Bit6		Bit6
COM2	Bit5	Bit5	Bit5	Bit5	Bit5	Bit5		Bit5
COM3	Bit4	Bit4	Bit4	Bit4	Bit4	Bit4	.....	Bit4
COM4	Bit3	Bit3	Bit3	Bit3	Bit3	Bit3		Bit3
COM5	Bit2	Bit2	Bit2	Bit2	Bit2	Bit2		Bit2
COM6	Bit1	Bit1	Bit1	Bit1	Bit1	Bit1	.....	Bit1
COM7	Bit0	Bit0	Bit0	Bit0	Bit0	Bit0		Bit0
Address	**1080H**	**1081H**	**1082H**	**1083H**	**1084H**	**1085H**		**10AFH**
COM8	Bit7	Bit7	Bit7	Bit7	Bit7	Bit7	.....	Bit7
COM9	Bit6	Bit6	Bit6	Bit6	Bit6	Bit6		Bit6
COM10	Bit5	Bit5	Bit5	Bit5	Bit5	Bit5		Bit5
COM11	Bit4	Bit4	Bit4	Bit4	Bit4	Bit4	.....	Bit4
COM12	Bit3	Bit3	Bit3	Bit3	Bit3	Bit3		Bit3
COM13	Bit2	Bit2	Bit2	Bit2	Bit2	Bit2		Bit2
COM14	Bit1	Bit1	Bit1	Bit1	Bit1	Bit1	.....	Bit1
COM15	Bit0	Bit0	Bit0	Bit0	Bit0	Bit0		Bit0

Note: Undefined RAM area, $1030~$107F and $10B0~$10FF, is not accessible.

16. POWER DOWN MODES

ST2064B has three power down modes: WAI-0, WAI-1 and STP. The instruction WAI will enable either WAI-0 or WAI-1, which is controlled by **WAIT**(SYS[2]). And the instruction STP will enable **STP** mode in the same manner. WAI-0 and WAI-1 modes can be waked up by interrupt. However, **STP** mode can only be waked up by hardware reset.

TABLE 16-1 System Control Register (SYS)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$030	**SYS**	R/W	XSEL	OSTP	XSTP	TEST	WSKP	WAIT	-	LVDET	0000 00-0

Bit 3: **WSKP :** System warm-up control bit
1 = Warm-up to 16 oscillation cycles
0 = Warm-up to 256 oscillation cycles

Bit 2: **WAIT :** WAI-0 / WAI-1mode select bit
1 = WAI instruction causes the chip to enter WAI-1 mode
0 = WAI instruction causes the chip to enter WAI-0 mode

16.1 WAI-0 Mode:

If **WAIT** is cleared, WAI instruction makes MCU enter WAI-0 mode. In the mean time, the oscillator, interrupts, timer/counter, and PSG are still working. On the other hand CPU and the related instruction execution stop. All registers, RAM, and I/O pins will retain the same states as those before the MCU entered power down mode. WAI-0 mode can be waked up by reset or interrupt request even If user sets interrupt disable flag **I**. In that case MCU will be waked up but not entering interrupt service routine. If interrupt disable flag is cleared (**I**='0'), the corresponding interrupt vector will be fetched and the service routine will be executed. The sample program is shown below:

```
LDA     #$00
STA     <SYS
WAI                 ; WAI 0 mode
```

16.2 WAI-1 Mode:

If **WAIT** is set, WAI instruction makes MCU enter WAI-1 mode. In this mode, CPU stops, but the PSG, timer/counter keep running if their clock sources are from OSCX. The wake-up procedure is the same as for WAI-0. The difference is that the warm-up cycles occurs when waking from WAI-1. Sample program is shown as following:

```
LDA     #$04
STA     <SYS
WAI                 ; WAI 1 mode
```

16.3 STP Mode:

STP instruction will force MCU to enter stop mode. In this mode, MCU stops, but PSG, timer/counter won't stop if the clock source is from OSCX. In power-down mode, MCU can only be waked up by hardware reset, and the warm-up cycles occurs at the same time.

FIGURE 16-1 Status Under Power Dowm Modes

SYSCK source is OSC:

Mode	Timer0,1	SYSCK	OSC	OSCX	Base Timer	RAM	REG.	LCD	I/O	Wake-up condition
WAI-0	Retain									Reset, Any interrupt
WAI-1	Stop	Stop	Stop	Retain						Reset, Any interrupt
STP	Stop	Stop	Stop	Retain						Reset

SYSCK source is OSCX:

Mode	Timer0,1	SYSCK	OSC	OSCX	Base Timer	RAM	REG.	LCD	I/O	Wake-up condition
WAI-0	Retain									Reset, Any interrupt
WAI-1	Stop	Stop	Retain							Reset, Any interrupt
STP	Stop	Stop	Retain							Reset

17. LOW VOLTAGE DETECTOR

ST2064B has a built-in low voltage detector for power management. When **LVDET** is set, detector circuit is enabled and the detection result will be outputted at the same bit after 3 μs. Using read instruction twice can get this result: first read will enable initial stableness control.

Second read equal '1' represents 'low voltage'. Once low voltage detector is enabled, it keeps on consuming power. So it is important that remember to write “0” to LVDET to disable the detector after detection is completed. One sample program is shown below:

```
Start:
    SMB0    <SYS        ; enable detector
      :
    Wait 3 μs
      :
    CLC
    BBR0    <SYS,$+3
    BBR0    <SYS,Normal_Voltage
Low_Voltage:
    SEC
Normal_Voltage:
    RMB0    <SYS        ; disable detector
```

TABLE 17-1 System Control Register (SYS)

Address	Name	R/W	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default
$030	**SYS**	R/W	XSEL	OSTP	XSTP	TEST	WSKP	WAIT	-	LVDET	0000 00-0

Bit 0: **LVDET** : Low voltage detect
1 = Enable detector (write) / Low voltage (read)
0 = Disable detector (write) / Normal voltage (read)

18. ELECTRICAL CHARACTERISTICS

DC Supply Voltage ---------- -0.3V to +4.5V

Operating Ambient Temperature ---------- -10°C to +60°C

Storage Temperature ---------- -10°C to +125°C

***Notice:** Stresses above those listed under "Absolute Maximum Ratings" may cause permanent damage to the device. All the ranges are stress ratings only. Functional operation of this device at these or any other conditions above those indicated in the operational sections of this specification is not implied or intended. Exposed to the absolute maximum rating conditions for extended periods may affect device reliability.

18.1 DC Electrical Characteristics

Standard operation conditions: VCC = 3.0V, GND = 0V, T_A = 25°C, OSC = 4M Hz, unless otherwise specified

Parameter	Symbol	Min.	Typ.	Max.	Unit	Condition
Operating Voltage	VCC	2.4	3	5.5	V	Logic
				3.6		Built-in double DC-DC voltage converter for LCD driver:
Operating Current	I_{OP}		700	1050	μA	All I/O ports are input and pull-up, LCD driving strength is maximum.
Standby Current 1	I_{SB1}		2	3	μA	All I/O ports are input and pull-up, OSCX on, LCD off (WAIT1/STOP mode)
Standby Current 2	I_{SB2}		85	128	μA	All I/O ports are input and pull-up, OSCX on, LCD off (WAIT0 mode)
LCD consumption	I_{LCD}		24.75		μA	LCD Clock source=OSCX Driving strength=1/16 Condition: WAIT1 mode.
LCD consumption	I_{LCD}		147.75		μA	LCD Clock source=OSCX Driving strength=16/16 Condition: WAIT1 mode.
Input High Voltage	V_{IH}	0.7Vcc		Vcc+0.3	V	PORT A, PORT B, PORT C
		0.85Vcc			V	$\overline{\text{Reset}}$, INT
Input Low Voltage	V_{IL}	GND-0.3		0.3Vcc	V	PORT A, PORT B, PORT C
				0.15Vccc	V	$\overline{\text{Reset}}$, INT
Pull-up resistance	R_{IH}		150		KΩ	PORTA (Voltage difference=0.7VCC)
Pull-up resistance	R_{IH}		160		KΩ	PORTB, PORT C (Voltage difference=0.7VCC)
Output high voltage	V_{OH1}	0.7Vcc			V	PORTA (IOH=-4mA)
Output high voltage	V_{OH1}	0.7Vcc			V	PORTB, PORTC (IOH=-3.5mA)
Output low voltage	V_{OL1}			0.3Vcc	V	PORTA (IOL=7mA)
Output low voltage	V_{OL1}			0.3Vcc	V	PORTB, PORT C (IOL=7mA)
Output low voltage	V_{OL1}			0.3Vcc	V	COM[8~15] (IOL=8mA)
Output high voltage	V_{OH2}	0.7Vcc			V	PSG/DAC, IOH = -25mA.
Output low voltage	V_{OL2}			0.3Vcc	V	PSG/DAC, IOL= 53mA.
OSCX start time	T_{STT}		1	2	s	
Low voltage detector	V_{LVD}	2.4		2.7	V	
Low voltage detector current	I_{lvdet}		115	172	uA	No detector voltage adjustment

FIGURE 18-1 Relation between operation voltage & frequency

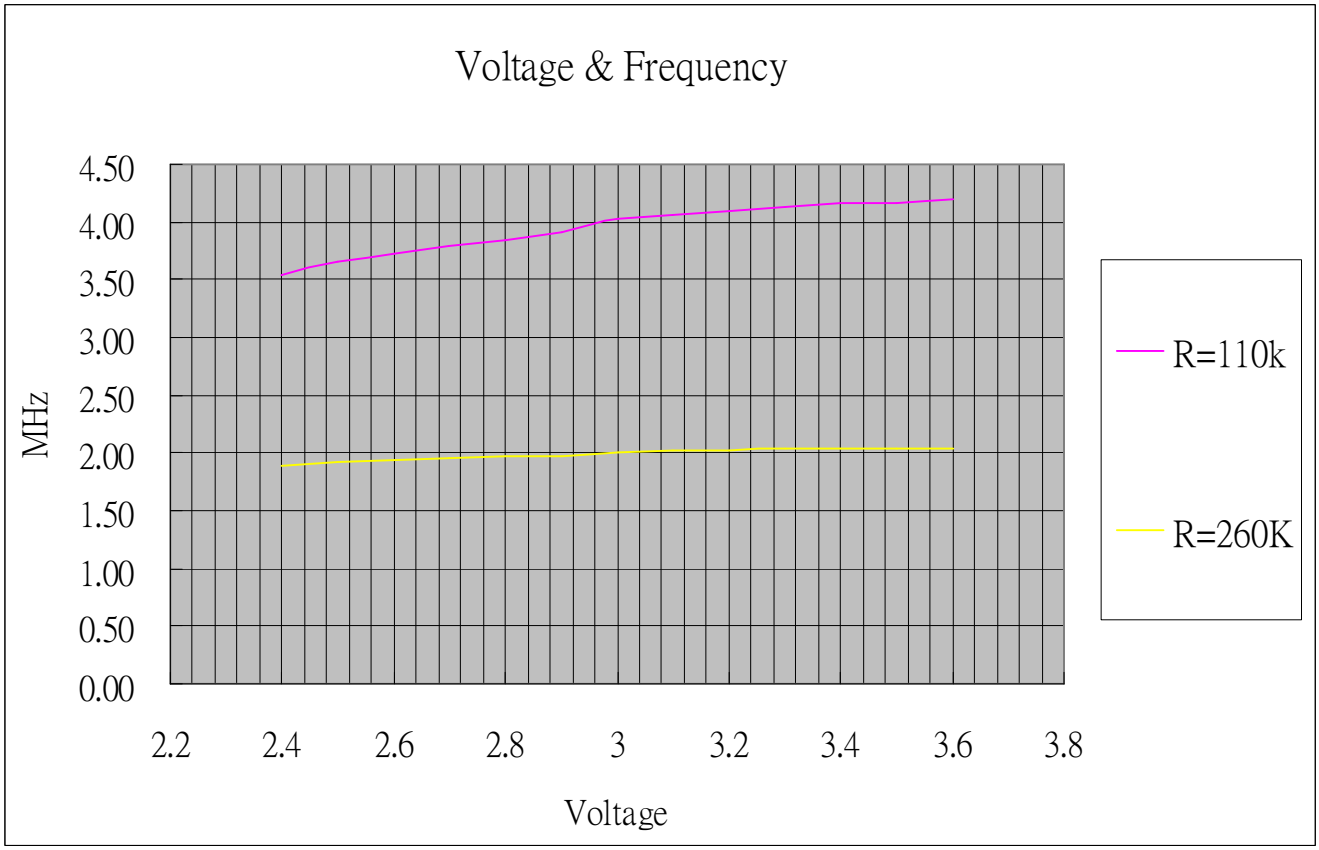


TABLE 18-1 R-Oscillator V.S. Frequency

Voltage / Freq.	3V	5V
4MHz	110Kohm	123Kohm
2MHz	260Kohm	274Kohm
1MHz	570Kohm	590Kohm
500KHz	1240Kohm	1220Kohm

19. APPLICATION CIRCUIT

19.1 APPLICATION CIRCUIT UNDER 3V OPERATING VOLTAGE

VDD : 3V
Clock : 32768Hz crystal and 2.0MHz RC oscillator
LCD : 1/16 duty
I/O : PORT A
ALARM : PSGO, PSGOB

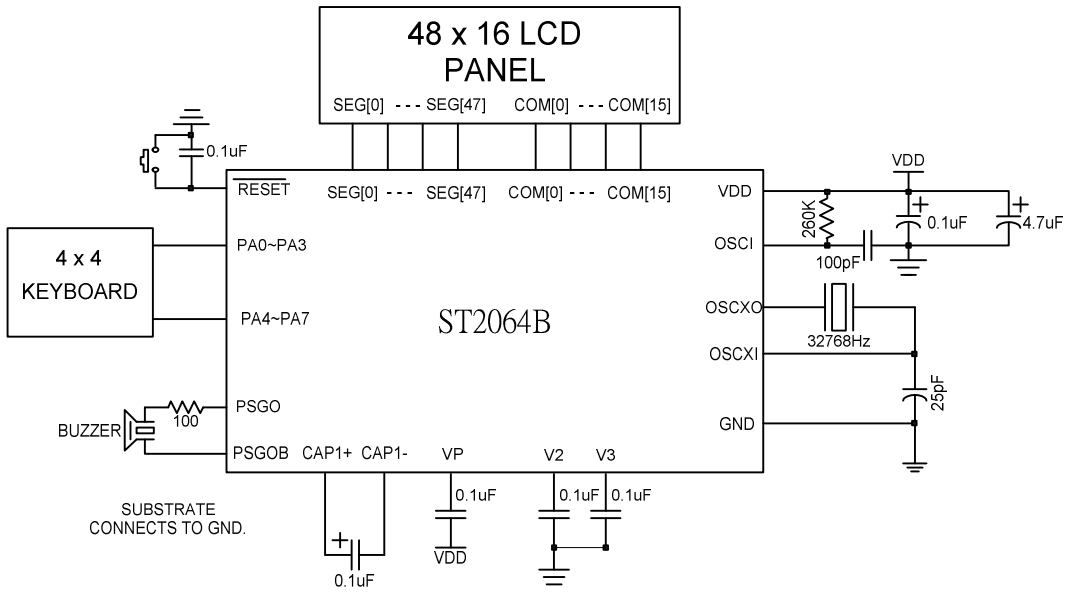


FIGURE 19-1 APPLICATION CIRCUIT WITHOUT LCD KEYBOARD AWAKING PULSE

VDD : 3V
Clock : 32768Hz crystal and 2.0MHz RC oscillator
LCD : 1/16 duty
I/O : PORT A
ALARM : PSGO, PSGOB

Note:
1. COMs and SEGs output GND level, while the LCD is turned off.
2. If LCD is turned off, Keyboard Awaking Pulses must be turned off at the same time.

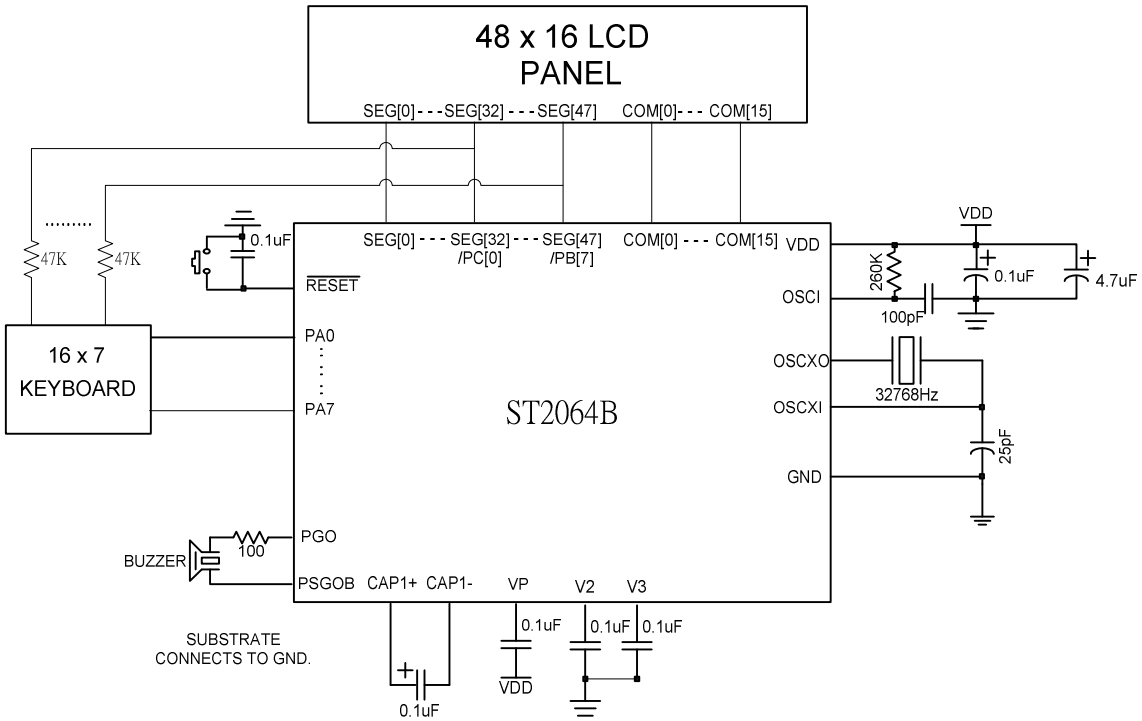


FIGURE 19-2 APPLICATION CIRCUIT WITH LCD KEYBOARD AWAKING PULSE

19.2 APPLICATION CIRCUIT UNDER 5V OPERATING VOLTAGE

VDD	: 5V
Clock	: 32768Hz crystal and 2.0MHz RC oscillator
LCD	: 1/16 duty
I/O	: PORT A/B/C
ALARM	: PSGO, PSGOB

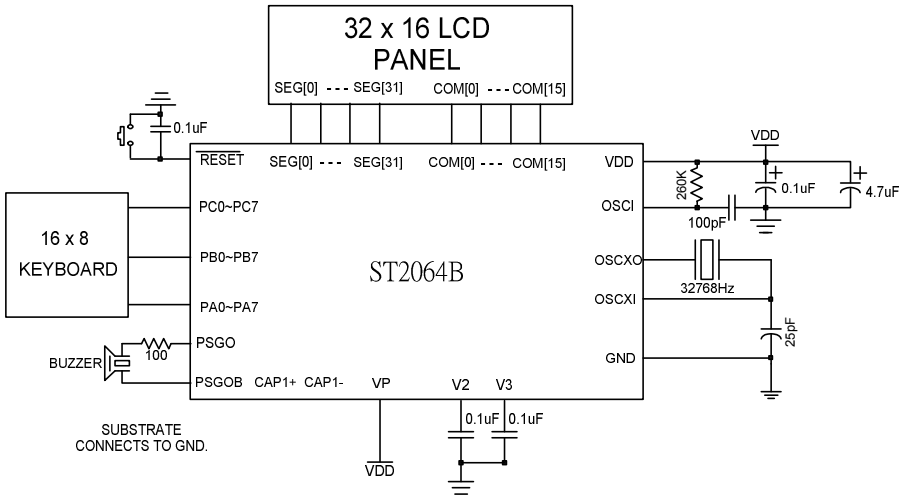


FIGURE 19-3 APPLICATION CIRCUIT WITHOUT DC-DC CONVERTER

ST2064B EVB PCB113-1

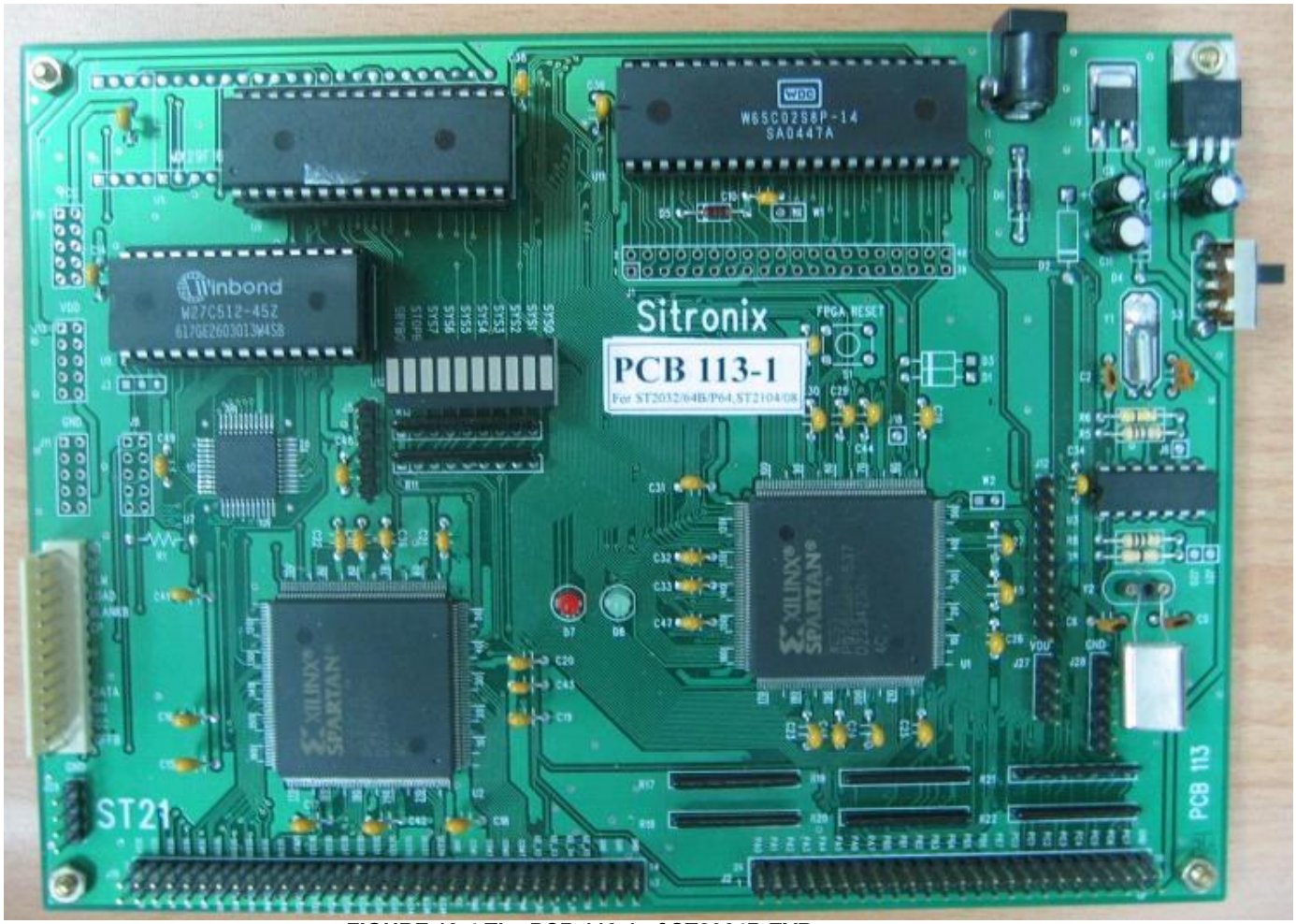


FIGURE 19-4 The PCB 113-1 of ST2064B EVB

ST2064B-□□□□ **CHECKLIST**		
8 bits Micro-controller with 768 ~ 256 dots LCD driver		
Operation Voltage (VDD)	□ 2.4V ~ 3.6V □ 3.6V ~ 5.5V □ Other：_____V ~ _____V	
Oscillator	□ OSCX：32768Hz Crystal． □ OSC： MHz. from □ ROSC = Ω □ Resonator	
Power Down Mode	□ WAI-0； □ WAI-1； □ STP．	
LCD Resolution：_____ X _____ dot,		LCD Size _____ X _____mm
LCD Driving : LEVEL _____(1~16)		LCD Contrast : LEVEL _____
LCD Frame Rate : □ 64Hz □ 85Hz		Clock Source : □ OSCX □ OSC(___MHz) (note:Must check item25,26)
DC-DC Converter	□ Enable Vop = VDD X 2 X0.98 (MAX. Vop = 7.0V)	
	□ Disable Vop = VDD	
LCD Keyboard Awaking Pulses：□ Enable(note:Must check special notice)□ Disable		
Hardware Debounce：□ Enable(note:Must check special notice 3) □ Disable		
Low Voltage Detector：□ Enable □ Disable		
PSGO Option	□ PSG/DAC Output □ CMOS Output	
PSGOB Option	□ PSG/DAC Output □ CMOS Output	
COM[8~15] Option	□ LCD Common □ Open Drain Output	
Port-A use as Keyboard(PAK)	Enable bit7□ 6□ 5□ 4□ 3□ 2□ 1□ 0□ (note:Must check item22)	
ST2064B EVB	PCB □□□-□	
Program file： . bin		Date（Y/M/D）： / /
E.V. Board bios version：		Specification version：
Check sum（See appendix）：		
Appendix： Convert mask code into binary from 0000h ~ FFFFh； Use EPROM writer and Select EPROM device 27512； Load．bin file of customer code； Read check sum value． Function must be checked on emulation board. Electrical characteristics of emulation boards are different with real chip.		

Customer		Sitronix	
Company Name		FAE / SA	
Signature		Sales Signature	

Project name _____ _____ / ____ / ____

	Should be Checked	Check	Note
1	After power on，initial user RAM and confirm control register．		
2	Confirm LCD panel's V_{OP}（contrast level）、Duty and Bias．		
3	Confirm the difference between E.V. Board and real chip（ex. V_{OP}、driving ability、F_{OSC}、power consumption、noise…etc.）		
4	Before entry power down mode，turn off un-used peripheral.（LCD driver、PSG、OSC or OSCX）		
5	Make sure power down mode work．		
6	Calculate average operating current．(Wake up time ratio)		
7	Confirm I/O directions and set pull-up for un-used input pins．		
8	For input mode with pull-up function，Please set bit 7 of port condition control register（PMCR[7]）and each bit of port data register．		
9	If use I/O for pin option，please re-configure I/O status after reading．(directions and pull-up resistor)		
10	Pay attention to "bit instructions" ，because some registers have different function for read and write acting. ex. PA、PB、PRS、SYS and control register for write only．		
11	Disable un-used function's control register and put "RTI" Instruction at un-used interrupt vector．		
12	Make sure timer counting correct．		
13	Make sure temperature counting correct．		
14	Make sure software key de-bounce work．(10 ~ 50 mS)		
15	Make sure stack memory will not overflow．		
16	Under test mode，every functions / parts must be tested．ex. LCD、LED、speaker / buzzer、key、motor and senser…etc.		
17	Please use same parts when developing and producing．		
18	Please select general parts for production.		
19	When testing，write every unusual situation down and find out the reasons indeed.		
20	Make sure the program accept un-normal operatings and system will not hold or crash down．		
21	When you set I/O port as input mode，please make sure signal level stable before reading．ex. When key scan，please delay 12 uS then get key code．		
22	If Port-A want to be read or set to output, Dynamic I/O function must be disabled(PAK[7:0]=0) and wait 12 uS to stable.		
23	LCD frame rate, voltage pump control(LCK[3~0]) & duty / bias selection(LSEL[7~5]) can't be modified while LCD turn on.		
24	Make sure resister of R-OSC on EV-Chip matches desired frequency and equals the crytal on EV-Board.		
25	If LCD clock source is from R-OSC, LCD will have no clock in WAI1 and can't display.		
26	Use LCD-EV chip to check LCD display quality. If there is crosstalk on the first line, please turn on keyboard-scan function for better quality.		
27	Always disable interrupt function(by an " SEI " instruction) when modify the IENAL,IENAH,IREQL and IREQH register		
28	After Power on ,enter wait 0 mode 0.5s before normal operation		

Special Notice

Confirmed Item		Check	Note
Special Notice 1 (If the LCD keyboard awaking pulses function was turned on)			
1	If two keys be pressed at the same time affect LCD display must be reduced. One resister (47K) should be added between scan line and keyboard, And selecting the LCD driving strength to maximum during the keys were pressed.		
2	When LCD is turned off, please disable Keyboard Awaking Pulses at the same time.		
3	If both the HW debounce and LCD keyboard awaking pulses are enabled, LCD keyboard awaking pulses must be disabled before latch Port-A. rmb4 <LCTL lda <PA smb4 <LCTL		
Special Notice 2 (If this code is modified from ST20P64, please keeping eyes on following list.)			
1	ST20P64 has Low Voltage Reset function. While the operation voltage is lower than 1.7V, the system will reset automatically.		
2	ST20P64 Operation current is double of ST2064B's.		
3	PA0 input range (VIH &VIL) is different from ST20P64's. (ST20P64: 1.25V,0.89V) (ST2064B: 1.66V,1.44V)		
4	In ST20P64, PA0 pull-up resister is smaller than PA1~7, when the system is operating under 5V.		
Special Notice 3			
1	Do not use 32768HZ as system clock.		

Engineer _____ **Manager** _____

Reference table for LCD panel's parameters：

According to your setting of contrast level，mapping to LCD panel's parameter．

[ST2064] – 48 x 16（frame rate = 64 Hz.）

Contrast		Equivalent Duty	Bias
Level	CTR[3:0]		
☐ 1(light)	1111	48.8	5.0
☐ 2	1110	41.0	5.0
☐ 3	1101	35.3	5.0
☐ 4	1100	31.0	5.0
☐ 5	1011	27.7	5.0
☐ 6	1010	25.0	5.0
☐ 7	1001	22.8	5.0
☐ 8	1000	20.9	5.0
☐ 9	0111	19.3	5.0
☐ 10	0110	18.0	5.0
☐ 11	0101	16.8	5.0
☒ 12(dark)	0100	16.0	5.0

[ST2064] – 48 x 16（frame rate = 85 Hz.）

Contrast		Equivalent Duty	Bias
Level	CTR[3:0]		
☐ 1(light)	1111	36.6	5.0
☐ 2	1110	30.7	5.0
☐ 3	1101	26.5	5.0
☐ 4	1100	23.3	5.0
☐ 5	1011	20.8	5.0
☐ 6	1010	18.7	5.0
☐ 7	1001	17.1	5.0
☒ 8(dark)	1000	16.0	5.0

☒ IC Power On Default.

20. REVISIONS

Version2.7 Page54 Add system clock regulation in Special Notice
Page19 Modify SYS [XSEL] in Table of SYSTEM CONTROL REGISTER……2007/9/12

Version2.6
Page21 Modify PRES 8-bits counter to 16 bit and add description low byte
PRS[7~0] : The low byte value of PRES counter
Page51 Add ST2064B EVB photo
Page52 Add checklist for customer to confirm ST2064B EVB PCB number……..…2007/5/21

Version2.5 P12,13,16,17 Change register PMCR bit3 PARP to Test bit and must be set “0”……2006/9/19

Version2.4
Page8,19,20,43,45 Change register SYS bit4 XBAK to Test bit and must be set “0”
Page38, Modify driving strength level current consumption in heavy mode
Page46, Modify standby and LCD current consumption in heavy mode
Page51 Remove heavy mode
Page53, Remove Item 24,28 normal mode in checklist……2006/8/1

Version 2.3 Page1 RC mode=>add CPU clock 250K ~ 2M Hz
High frequency crystal/resonator oscillator mode =>add CPU clock 227.5k~2MHz…….2006/06/23

Version 2.2 Page53 Add checklist item 30=>after Power on, enter wait 0 mode 0.5s before normal operation……2006/5/8

Version2.1 Page 18 modify COM8~COM15 output HIGH to FLOATING……2006/02/22

Version2.0 Page 46 modify oscillator start time to OSCX Heavy start time
Page51~54 add checklist……2006/02/08

Version 1.9 Page 38 add current table
Page25/28/30/31 take off PSG/DAC clock source from oscx
Page33 modify Two-Pin Two Ended Mode Application Circuit
Page11 add note: all of unused input pins should be pulled up to minimize standby current……2005/11/8

Version 1.8 Page 45 Modify PSG **c**ondition, no share on PB 2005/9/26

Version 1.7 page 45 Add LVD range 2.4V~2.7V……2005/8/29

Version 1.6 page 47 remove Rosc=6Mhz……2005/8/12

Version 1.5
Page 5 Add PVDD pin no. and pad descriptions
Page 25 Make sure PSG function is working normally on the EV or Real Chip Board,
Please connect PSG power **PVCC** to VCC
Page36 modify pad definition PC0~PC7, PB0~PB7
Page48/49/50 modify figure PSG1/0 to PSGO/PSGOB……2005/2/01

Version 1.4:
Page 19 OSCX work under heavy load mode to support more kinds of 32KHz crystals
Page 38,39 Add two notes about LCD display quality ……2004/4/7

Version1.3:
Page40 Modifying procese to latch port-A in interrupt service routing……2004/2/17

Version1.2:
Page 46 Modifying DC Characteristic
Page 47 Modifying TABLE 18-1……2003/8/4

Version1.1:
Page 1 Modifying operation voltage range.
Page 48~50 Modifying application circuit……2003/7/8

Version1.0:
- Page 46 Fill the electrical characteristics table
- Page 47 Add FIGURE 18-1 and TABLE 18-1……2003/7/4

Version0.5:
- Page 2 Modify Pad Diagram.
- Page 48/49 Fill the pad Center Coordinates……2003/4/22

Version0.4:
- Page 1/6/7 The range of SRAM expand by 256 byte.
- Page 3 Adding Pad Diagram……2003/2/27

Version0.3:
- Page 17/35 Modifying TABLE 10-11/TABLE 15-2 duty bit.
- Page 6/7 Modifying SRAM rang to 0080~08FF……2003/1/10

Version 0.2:
- Page 44 Modifying application(take off 100PF CAP)
- Page 25 Adding TABLE 13-2CONTROL REGISTER FOR PSG OUTPUT (PSGC2)……2002/12/17

Version 0.1:
- Page 44 Modifying application circuit
- Page 34 Modifying TABLE 15-2 TABLE 15-3 TABLE 15-4
- Page 37 Modifying Keyboard Scan Example
- Page 17 Adding a new section 10.4 COMMON-PORT
- Page 11 Adding a new section 10.2.3 Dynamic input buffers of Port-A
- Page 7 Adding register $0E(PAK), $15(PSGC2) $36(COM), and adding DUTY[1:0] & BIAS bit in $3A(LCTL), adding PAPR bit in $0F(PMCR), adding PUMP bit in $3B(LCK).
- First release……2002/12/11

ST2064B is modified from ST2064