To all our customers

Regarding the change of names mentioned in the document, such as Mitsubishi Electric and Mitsubishi XX, to Renesas Technology Corp.

The semiconductor operations of Hitachi and Mitsubishi Electric were transferred to Renesas Technology Corporation on April 1st 2003. These operations include microcomputer, logic, analog and discrete devices, and memory chips other than DRAMs (flash memory, SRAMs etc.) Accordingly, although Mitsubishi Electric, Mitsubishi Electric Corporation, Mitsubishi Semiconductors, and other Mitsubishi brand names are mentioned in the document, these names have in fact all been changed to Renesas Technology Corp. Thank you for your understanding. Except for our corporate trademark, logo and corporate statement, no changes whatsoever have been made to the contents of the document, and these changes do not constitute any alteration to the contents of the document itself.

Note : Mitsubishi Electric will continue the business operations of high frequency & optical devices and power devices.

Renesas Technology Corp.
Customer Support Dept.
April 1, 2003

4250 Group

SINGLE-CHIP 4-BIT CMOS MICROCOMPUTER

DESCRIPTION

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

FEATURES

- Minimum instruction execution time ..... 1.0 μs
  (at 4.0 MHz system clock frequency, V_{DD}=4.5 V to 5.5 V)
- Supply voltage
  4.5 V to 5.5 V (at 4.0 MHz system clock frequency)
  2.5 V to 5.5 V (at 1.0 MHz system clock frequency)
  2.2 V to 5.5 V (at 1.0 MHz system clock frequency: only for Mask ROM version)
- Timer
  Timer 1 ..... 8-bit timer with a reload register
- Interrupt ..... 2 sources
- CR oscillation circuit (Capacitor and Resistor connected externally)
- Logic operation instruction
- RAM back-up function
- Key-on wakeup function (ports G and S, INT pin)

APPLICATION

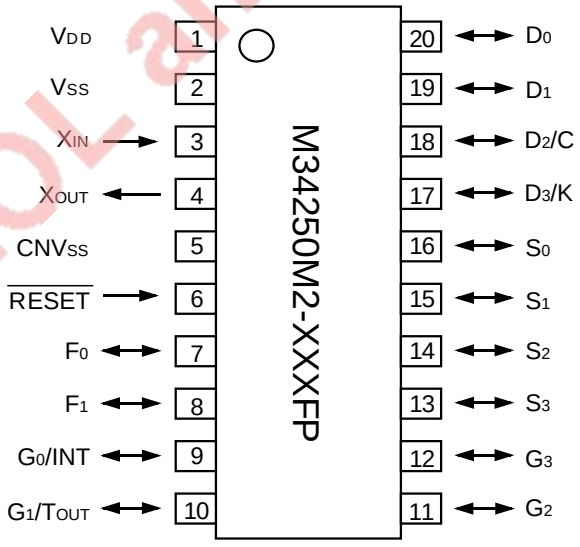
Electric household appliances, consumer electronics products (mouse, etc.)

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

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

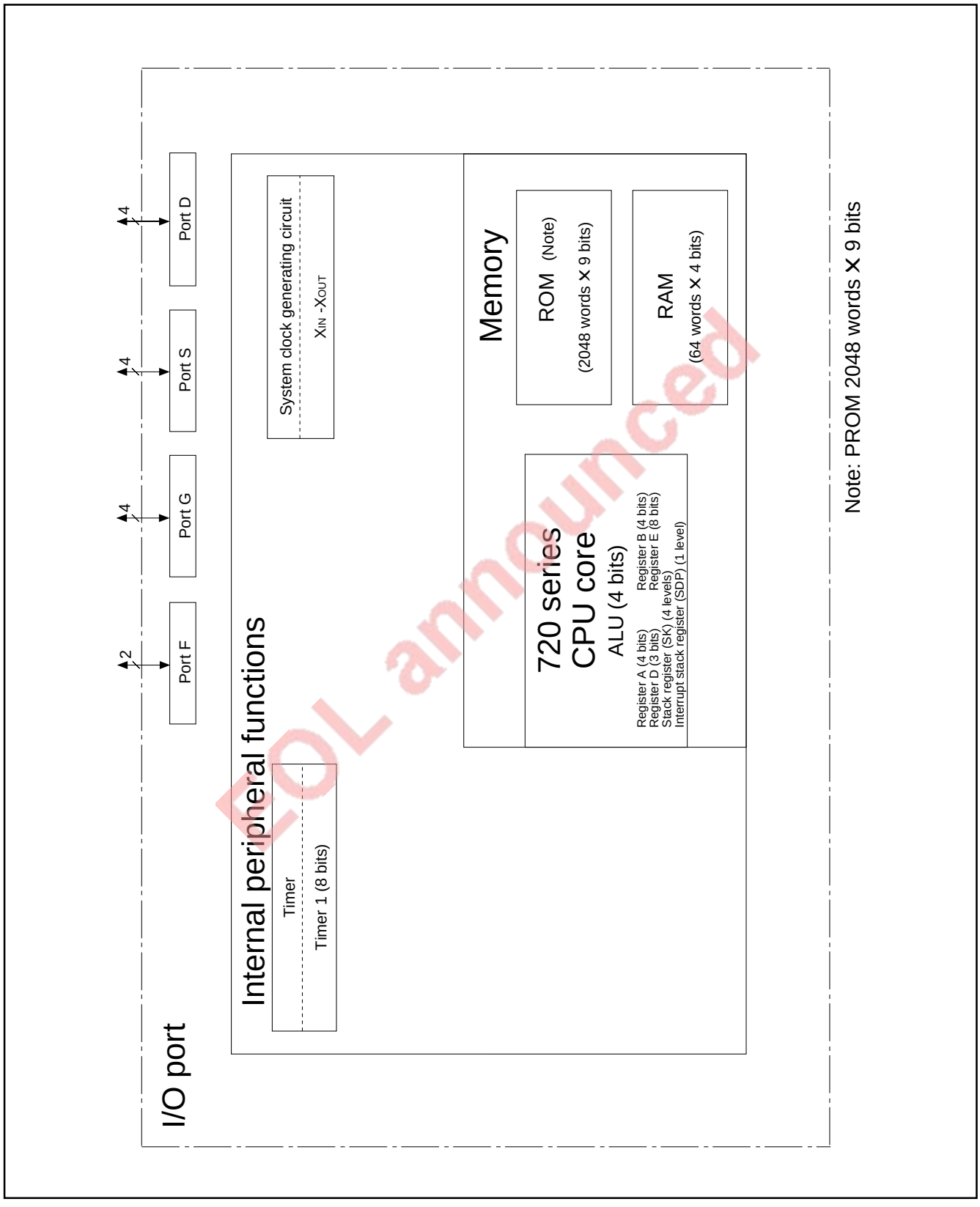
PIN CONFIGURATION (TOP VIEW)

M34250M2-XXXFP



Outline 20P2N-A

BLOCK DIAGRAM



PERFORMANCE OVERVIEW

Parameter			Function
Number of basic instructions			70
Minimum instruction execution time			1.0 μs (at 4.0 MHz system clock frequency) (Refer to the electrical characteristics because the minimum instruction execution time depends on the supply voltage.)
Memory sizes	ROM	M34250M2/E2	2048 words × 9 bits
	RAM		64 words × 4 bits
Input/Output ports	D_0–D_3	I/O	Four independent I/O ports; ports D_2 and D_3 are also used as ports C and K, respectively.
	S_0–S_3	I/O	4-bit I/O port
	C	I/O	1-bit I/O port; port C is also used as port D_2.
	K	I/O	1-bit I/O port; port K is also used as port D_3.
	F_0, F_1	I/O	2-bit I/O port
	G_0–G_3	I/O	4-bit I/O port; ports G_0 and G_1 are also used as pins INT and T_{OUT}.
	INT	Input	Interrupt input; INT pin is also used as port G_0.
	T_{OUT}	Output	Timer output; T_{OUT} pin is also used as port G_1.
Timer	Timer 1		8-bit timer with a reload register
Interrupt	Sources		2 (one for external and one for timer)
	Nesting		1 level
Oscillation circuit			CR oscillation circuit (a capacitor and a resistor connected externally) Frequency error: ±17 % (V_{DD} = 5 V ± 10 %, V_{DD} = 3 V ± 10 %, the error of the external capacitor and resistor excluded)
Subroutine nesting			4 levels
Device structure			CMOS silicon gate
Package			20-pin plastic molded SOP (20P2N-A)
Operating temperature range			–20 °C to 85 °C
Supply voltage			2.2 V to 5.5 V (Refer to the electrical characteristics because the supply voltage depends on the system clock frequency.)
Power dissipation (typical value)	Active mode		1.5 mA (at 4.0 MHz system clock frequency, V_{DD} = 5 V, output transistors in the cut-off state)
	RAM back-up mode		0.1 μA (at room temperature, V_{DD} = 5 V, output transistors in the cut-off state)

PIN DESCRIPTION

Pin	Name	Input/Output	Function
V_{DD}	Power supply	—	Connected to a plus power supply.
V_{SS}	Ground	—	Connected to a 0 V power supply.
CNV_{SS}	CNV_{SS}	—	Connect CNV_{SS} to V_{SS} and apply "L" (0V) to CNV_{SS} certainly.
$\overline{RESET}$	Reset input	Input	Reset pulse input pin
X_{IN}	System clock input	Input	I/O pins of the system clock generating circuit. Connect pins X_{IN} and X_{OUT} directly. Then, pull up X_{IN} pin through a resistor and pull down X_{OUT} pin through a capacitor.
X_{OUT}	System clock output	Output	
F_0, F_1	I/O port F	I/O	2-bit I/O port; for input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain.
G_0–G_3	I/O port G	I/O	4-bit I/O port. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Every pin of the ports has a key-on wakeup function and a pull-up function. Both functions can be switched by software. Ports G_0 and G_1 are also used as pins INT and T_{OUT}, respectively.
S_0–S_3	I/O port S	I/O	4-bit I/O port. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Every pin of the ports has a key-on wakeup function which can be switched by software. Also, it is used to perform the logic operation using register A.
D_0–D_3	I/O port D	I/O	Each pin of port D has an independent 1-bit wide I/O function. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Ports D_2 and D_3 are also used as ports C and K, respectively.
C	I/O port C	I/O	1-bit I/O port. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Port C has a pull-up function which can be switched by software. It is also used as port D_2.
K	I/O port K	I/O	1-bit I/O port. For input use, set the latch of the specified bit to "1." The output structure is N-channel open-drain. Port K has a pull-up function which can be switched by software. It is also used as port D_3.
T_{OUT}	Timer output	Output	T_{OUT} pin has the function to output the timer 1 underflow signal divided by 2. It is also used as port G_1.
INT	Interrupt input	Input	INT pin accepts an external interrupt. It also accepts the input signal to return the system from the RAM back-up state. It is also used as port G_0.

MULTIFUNCTION

Pin	Multifunction	Pin	Multifunction
G_0	INT	INT (Note 2)	G_0
G_1	T_{OUT}	T_{OUT} (Note 2)	G_1
D_2	C	C (Note 2)	D_2
D_3	K	K (Note 2)	D_3

Notes 1: Pins except above have just single function.
2: The I/O of ports D_2, D_3 and G_0, and the input of port G_1 can be used even when ports C and K and pins INT and T_{OUT} are selected.

CONNECTIONS OF UNUSED PINS

Pin	Connection	Pin	Connection
F_0, F_1	Connect to V_{SS} pin.	D_0, D_1	Connect to V_{SS} pin.
G_0/INT, G_1/T_{OUT} G_2, G_3	Open or connect to V_{SS} pin. (Note 1)	D_2/C, D_3/K	Open or connect to V_{SS} pin. (Note 3)
S_0–S_3	Connect to V_{SS} pin. (Note 2)		

Notes 1: When pins G_0/INT, G_1/T_{OUT}, G_2 and G_3 are connected to V_{SS} pin, turn off their pull-up transistors (Pull-up control register PU0="**X**0_2") and also invalidate the key-on wakeup functions of pins G_1/T_{OUT}, G_2 and G_3 (Key-on wakeup contorl register K0="**XX**0**X**$_2$") by software. When the POF instruction is executed while these pins are connected to V_{SS} and the key-on wakeup functions are left valid, the system returns from RAM back-up state by recognizing the return condition immediately after going into the RAM back-up state. When these pins are open, turn on their pull-up transistors (Pull-up control register PU0="**X**1_2") by software.

2: When ports S_0–S_3 are connected to V_{SS} pin, invalidate the key-on wakeup functions (Key-on wakeup contorl register K0="**XXX**0$_2$") by software. When the POF instruction is executed while these pins are connected to V_{SS} and the key-on wakeup functions are left valid, the system returns from RAM back-up state by recognizing the return condition immediately after going into the RAM back-up state.

3: When ports D_2/C and D_3/K are connected to V_{SS} pin, turn off their pull-up transistors (register PU0="0**X**$_2$") by software. When these pins are open, turn on their pull-up transistors (register PU0="1**X**$_2$") by software.

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

PORT FUNCTION

Port	Pin	Input/ Output	Output structure	Control bits	Control instructions	Control registers	Remark
Port D	D_0, D_1	I/O (4)	N-channel open-drain	1	SD RD SZD CLD SCP RCP SNZCP OKA IAK		
	D_2/C					PU0	Pull-up function (programmable)
	D_3/K						
Port S	S_0–S_3	I/O (4)	N-channel open-drain	4	OSA IAS LGOP	K0 LO	Logic operation function (programmable) Key-on wakeup functions (programmable)
Port G	G_0/INT	I/O (4)	N-channel open-drain	4	OGA IAG	PU0, K0	Pull-up functions Key-on wakeup functions (only pull-up function is programmable)
	G_1/T_{OUT}					PU0, K0 V1	Pull-up functions (programmable)
	G_2, G_3					PU0, K0	Key-on wakeup functions (programmable)
Port F	F_0, F_1	I/O (2)	N-channel open-drain	2	OFA IAF		

DEFINITION OF CLOCK AND CYCLE

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

I/O PORT

(1) Port D (D_0–D_3)

Each pin of port D has an independent 1-bit wide I/O function. Each pin has an output latch. For input/output of ports D_0–D_3, select one of port D with the register Y of data pointer first. For input use, set the latch of the specified bit to "1." All port D output latches can be set to "1" with the CLD instruction. The output structure is the N-channel open-drain. Ports D_2 and D_3 are also used as ports C and K, respectively. Accordingly, when port D_2/C is used as port D_2, set the port C output latch to "1." When port D_3/K is used as port D_3, set the port K output latch to "1."

(2) Port C

1-bit I/O port.

Port C output latch can be set to "1" with the SCP instruction. Port C output latch can be cleared to "0" with the RCP instruction. Port C input level can be examined by executing the skip (SNZCP) instruction. For input use, set the latch of the specified bit to "1." The output structure is the N-channel open-drain. The pull-up transistor of port C is turned on when the bit 1 of register PU0 is set to "1" by software. Port C is also used as port D_2. Accordingly, when port D_2/C is used as port C, set the port D_2 output latch to "1."

(3) Port K

1-bit I/O port.

For input use, set the latch of the specified bit to "1." The output structure is the N-channel open-drain. The pull-up transistor of port K is turned on when the bit 1 of register PU0 is set to "1" by software. Port K is also used as port D_3. Accordingly, when port D_3/K is used as port K, set the port D_3 output latch to "1."

(4) Port G (G_0–G_3)

4-bit I/O port.

For input use, set the latch of the specified bit to "1." The output structure is the N-channel open-drain. The pull-up transistor of port G is turned on when the bit 0 of register PU0 is set to "1" by software. Ports G_0 and G_1 are also used as INT pin and T_{OUT} pin, respectively.

Pull-up control register

Pull-up control register PU0		at reset : 00_2		at RAM back-up : state retained	W
$PU0_1$	Ports C and K pull-up transistor control bit	0	Pull-up transistor OFF		
		1	Pull-up transistor ON		
$PU0_0$	Ports G_0–G_3 pull-up transistor control bit	0	Pull-up transistor OFF		
		1	Pull-up transistor ON		

Note: "W" represents write enabled.

(5) Port F (F_0, F_1)

2-bit I/O port.

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

(6) Port S (S_0–S_3)

4-bit I/O port.

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

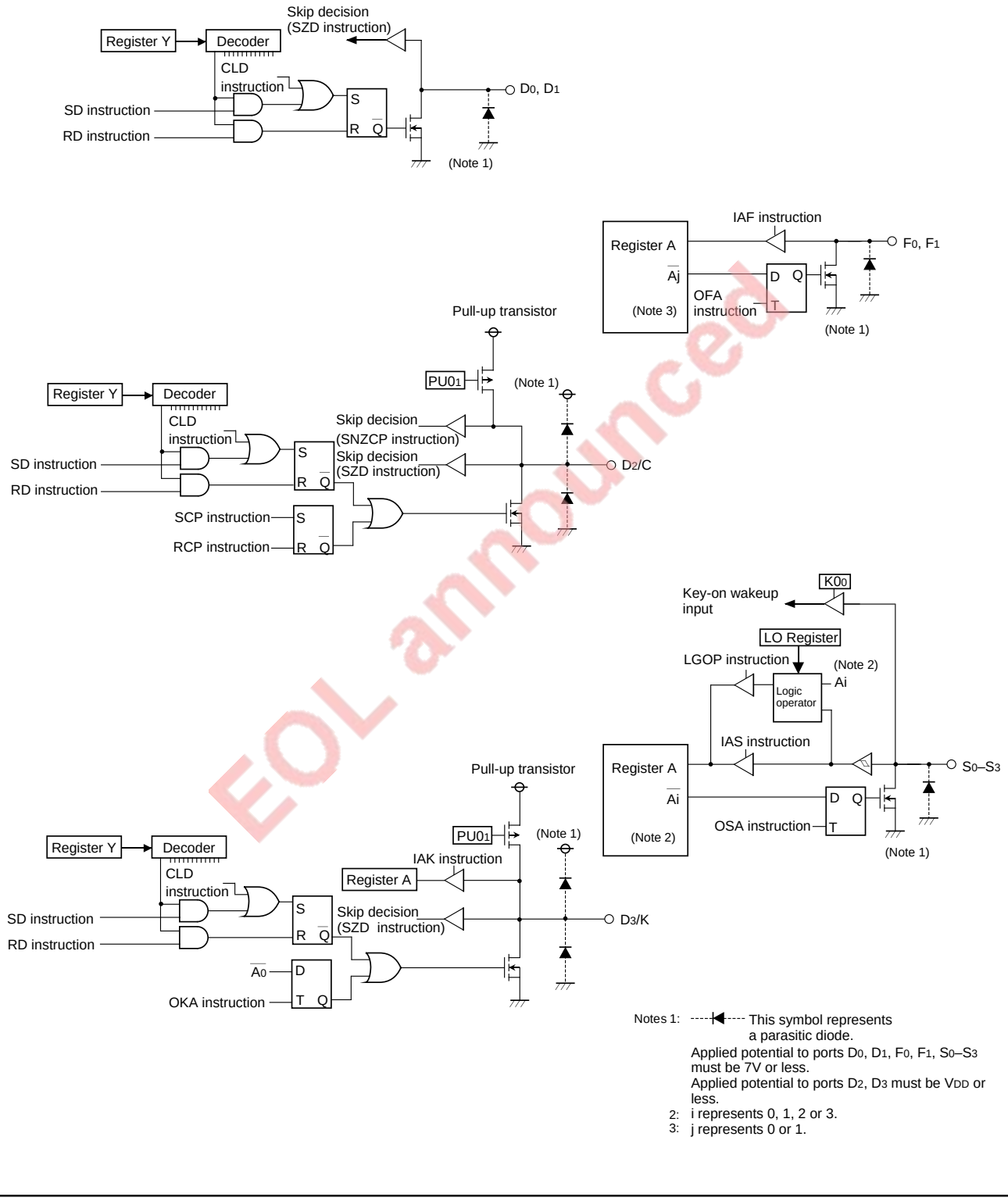
When the LGOP instruction is executed, the logic operation selected with the register LO is performed between the contents of register A and the contents of port S, and its result is stored in register A.

Logic operation selection register

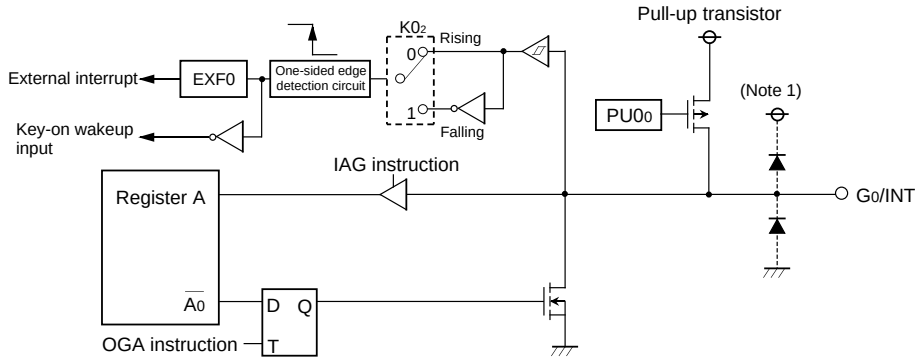
Logic operation selection register LO		at reset : 00_2		at RAM back-up : 00_2	W
		LO_1	LO_0	Functions	
LO_1	Logic operation function selection bits	0	0	XOR operation	
		0	1	OR operation	
LO_0		1	0	AND operation	
		1	1	Not available	

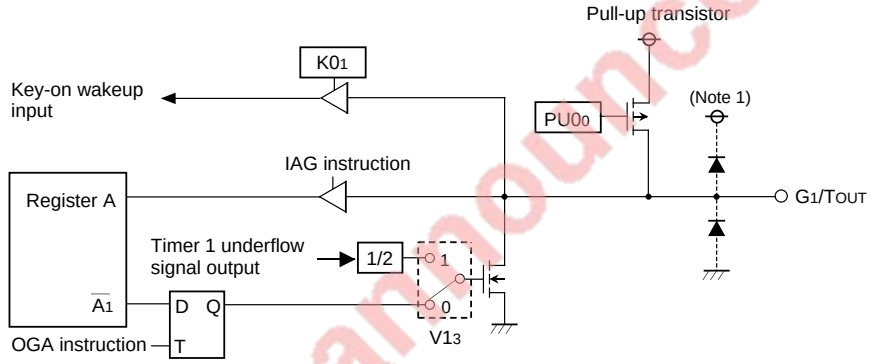
Note: "W" represents write enabled.

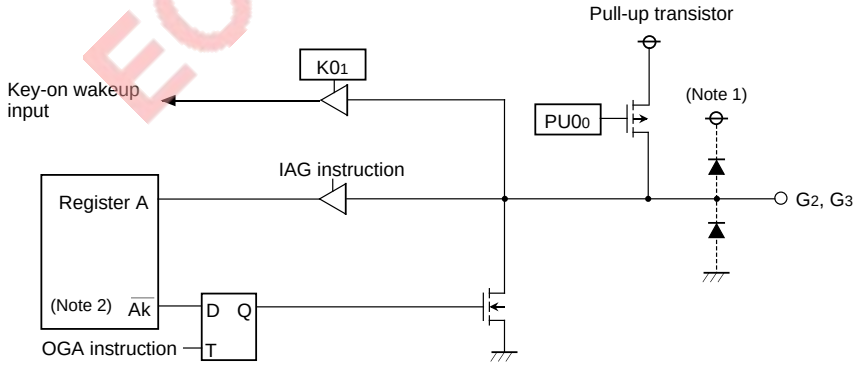
PORT BLOCK DIAGRAMS



PORT BLOCK DIAGRAMS (CONTINUED)







Notes 1: ----|◄---- This symbol represents a parasitic diode. Applied potential to ports G0–G3 must be VDD or less.
2: k represents 2 or 3.

FUNCTION BLOCK OPERATIONS
CPU

(1) Arithmetic logic unit (ALU)

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

(2) Register A and carry flag

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

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

It is unchanged with both A n instruction and AM instruction.

The value of A_0 is stored in carry flag CY with the RAR instruction (Figure 2).

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

(3) Registers B and E

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

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

(4) Register D

Register D is a 3-bit register.

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

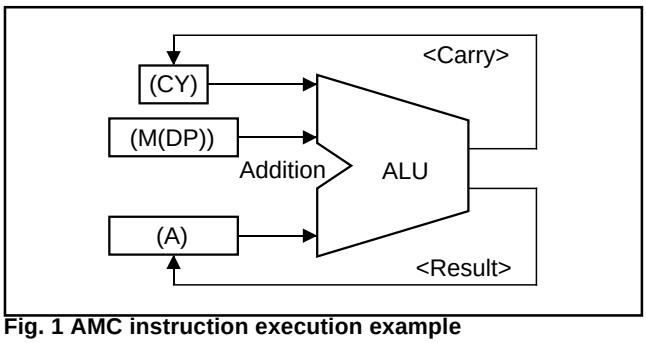


Fig. 1 AMC instruction execution example

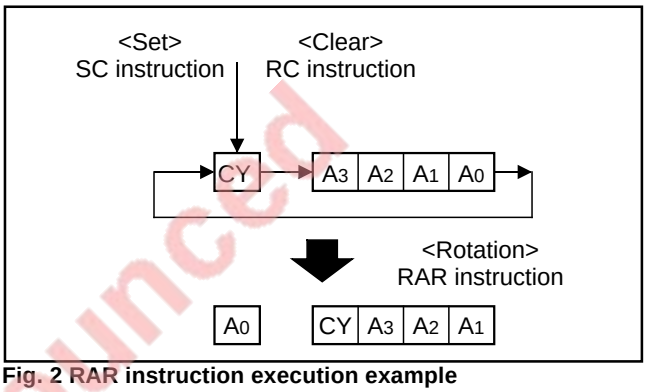


Fig. 2 RAR instruction execution example

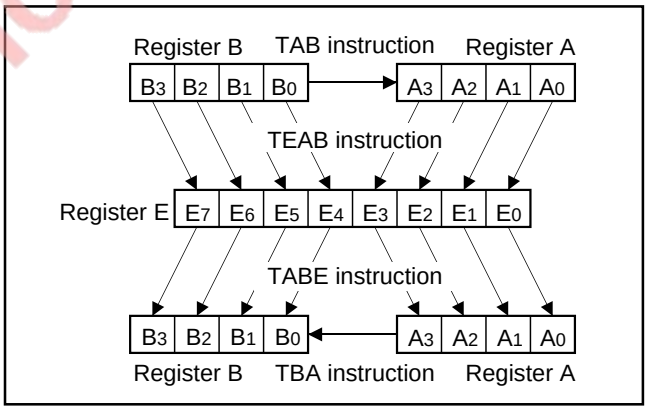


Fig. 3 Registers A, B and register E

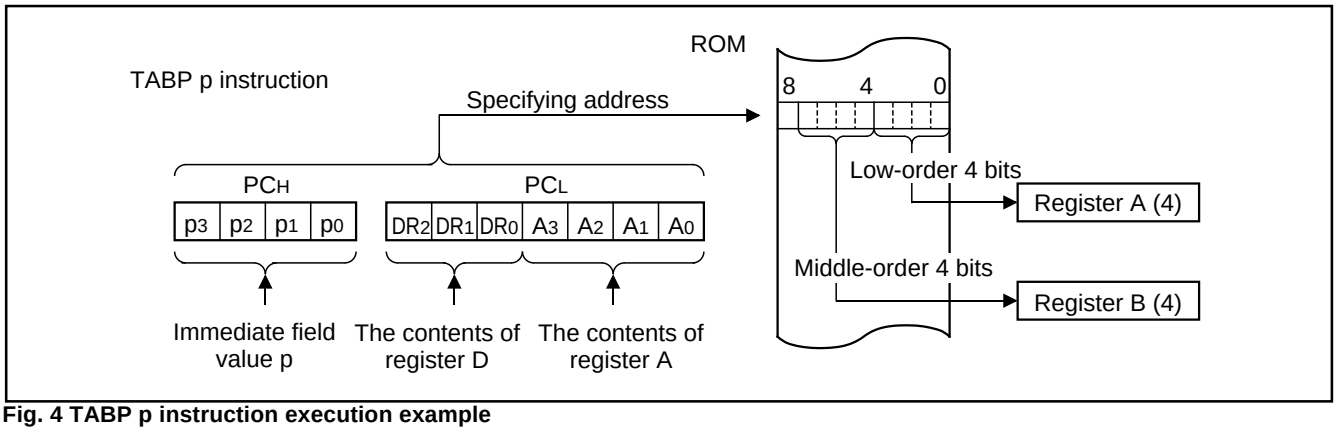


Fig. 4 TABP p instruction execution example

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

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

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

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

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

Figure 5 shows the stack registers (SKs) structure.

Figure 6 shows the example of operation at subroutine call.

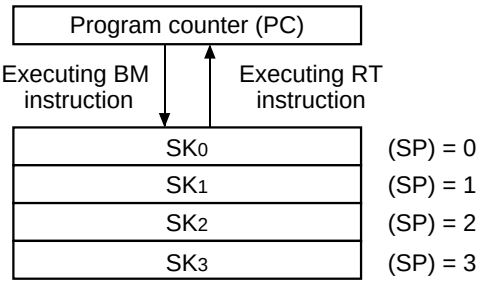
(6) Interrupt stack register (SDP)

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

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

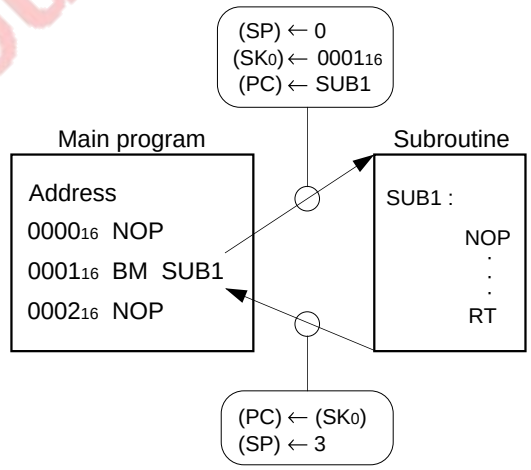
(7) Skip flag

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



Stack pointer (SP) points "3" at reset or returning from RAM back-up mode. It points "0" by executing the first BM instruction, and the contents of program counter is stored in SK_0. When the BM instruction is executed after four stack registers are used ((SP) = 3), (SP) = 0 and the contents of SK_0 is destroyed.

Fig. 5 Stack registers (SKs) structure



Note: Returning to the BM instruction execution address with the RT instruction, and the BM instruction is equivalent to the NOP instruction.

Fig. 6 Example of operation at subroutine call

(8) Program counter (PC)

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

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

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

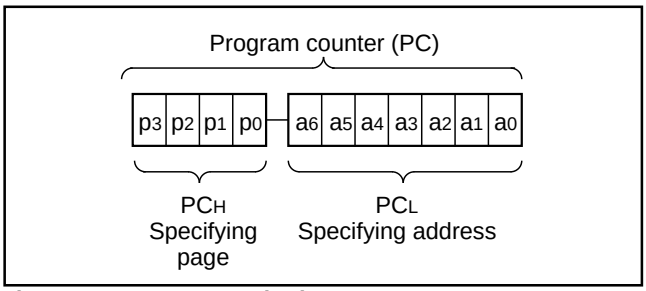


Fig. 7 Program counter (PC) structure

(9) Data pointer (DP)

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

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

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

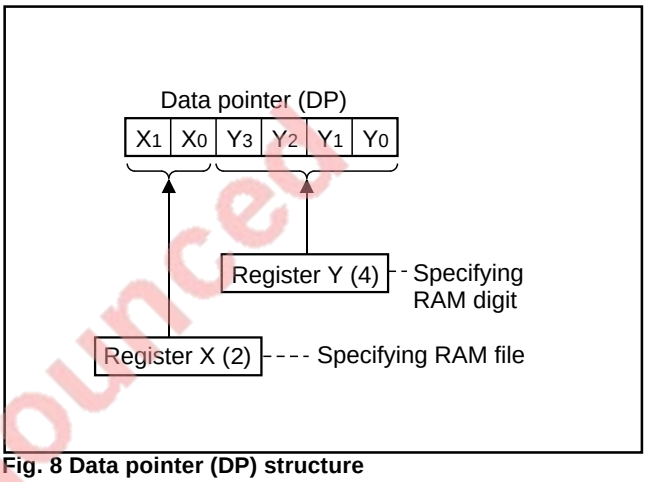


Fig. 8 Data pointer (DP) structure

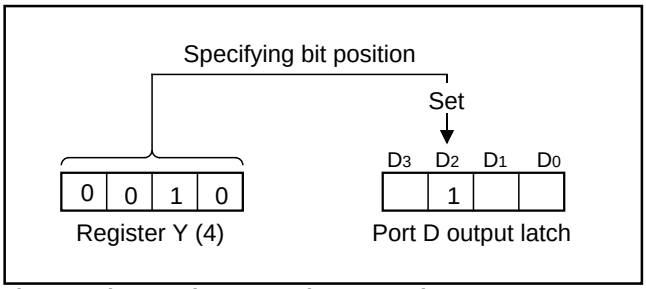


Fig. 9 SD instruction execution example

PROGRAM MEMORY (ROM)

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

Table 1 ROM size and pages

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

A part of page 1 (addresses 0080_{16} to $00FF_{16}$) is reserved for interrupt addresses (Figure 11). When an interrupt occurs, the address (interrupt address) corresponding to each interrupt is set in the program counter, and the instruction at the interrupt address is executed. When using an interrupt service routine, write the instruction generating the branch to that routine at an interrupt address.

Page 2 (addresses 0100_{16} to $017F_{16}$) is the special page for subroutine calls. Subroutines written in this page can be called from any page with the 1-word instruction (BM). Subroutines extending from page 2 to another page can also be called with the BM instruction when it starts on page 2.

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

DATA MEMORY (RAM)

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

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

Table 2 RAM size

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

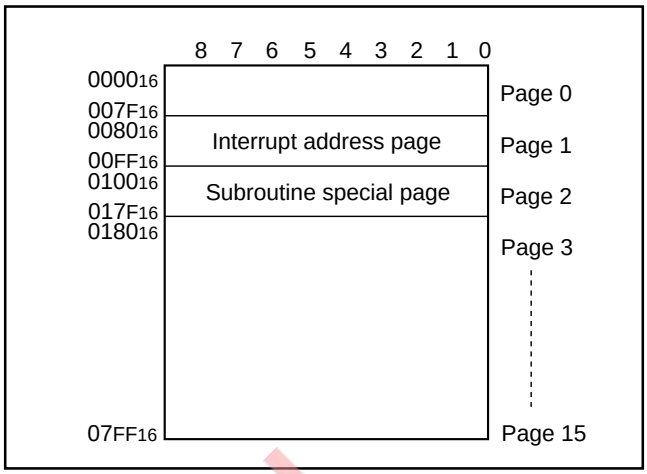


Fig. 10 ROM map of M34250M2

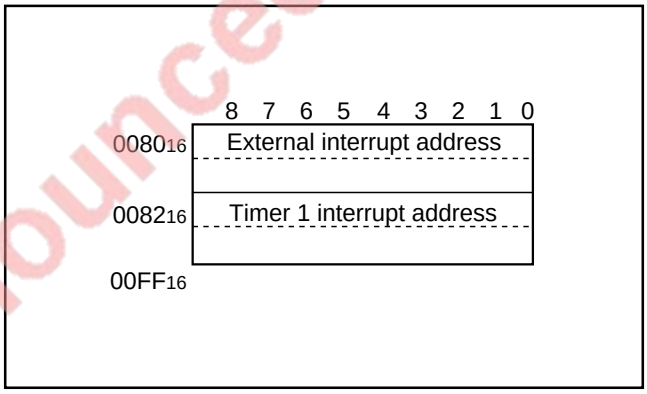


Fig. 11 Page 1 (addresses 0080_{16} to $00FF_{16}$) structure

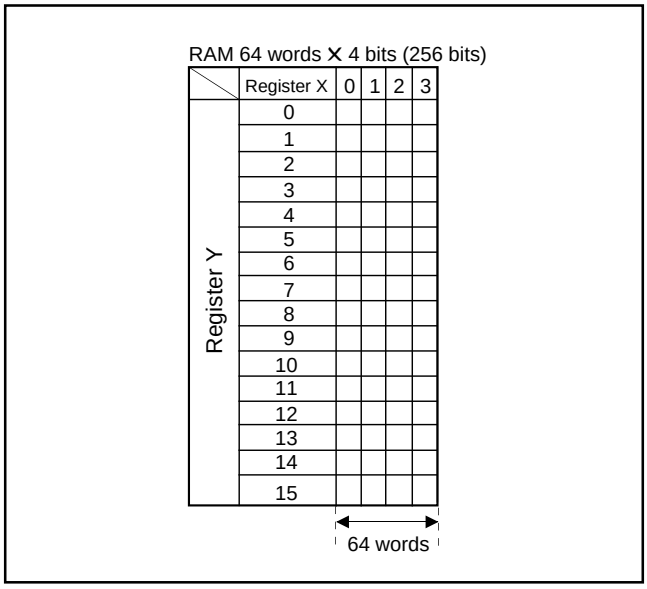


Fig. 12 RAM map

INTERRUPT FUNCTION

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

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

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

(1) Interrupt enable flag (INTE)

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

(2) Interrupt enable bit ($V1_0$, $V1_1$)

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

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

Table 5 shows the interrupt enable bit function.

(3) Interrupt request flag

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

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

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

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

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

Table 3 Interrupt sources

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

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

Interrupt name	Request flag	Enable bit	Skip instruction
External interrupt	EXF0	$V1_0$	SNZ0
Timer 1 interrupt	T1F	$V1_1$	SNZ1

Table 5 Interrupt enable bit function

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

(4) Internal state during an interrupt

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

- Program counter (PC)
  An interrupt address is set in program counter. The address to be executed when returning to the main routine is automatically stored in the stack register (SK).
- Interrupt enable flag (INTE)
  INTE flag is cleared to "0" so that interrupts are disabled.
- Interrupt request flag
  Only the request flag for the current interrupt source is cleared to "0."
- Data pointer, carry flag and skip flag
  The contents of these pointer and flags are stored automatically in the interrupt stack register (SDP).

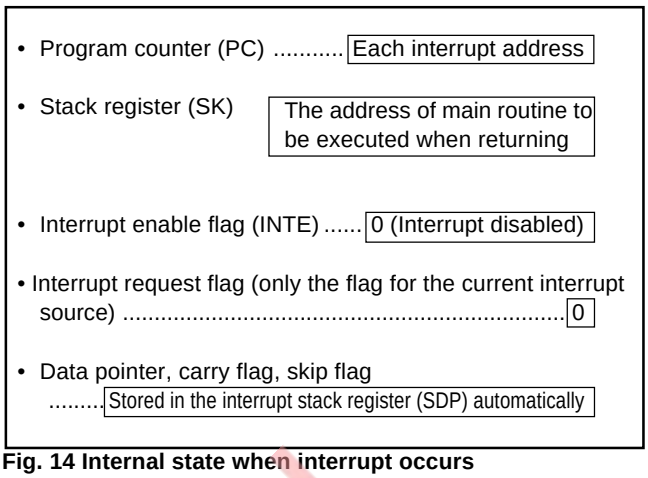


Fig. 14 Internal state when interrupt occurs

(5) Interrupt processing

When an interrupt occurs, a program at an interrupt address is executed after branching a data store sequence to stack register. Write the branch instruction to an interrupt service routine at an interrupt address. Use the RTI instruction to return to main routine.

Interrupt enabled by executing the EI instruction is performed after executing 1 instruction (just after the next instruction is executed). Accordingly, when the EI instruction is executed just before the RTI instruction, interrupts are enabled after returning the main routine. (Refer to Figure 13)

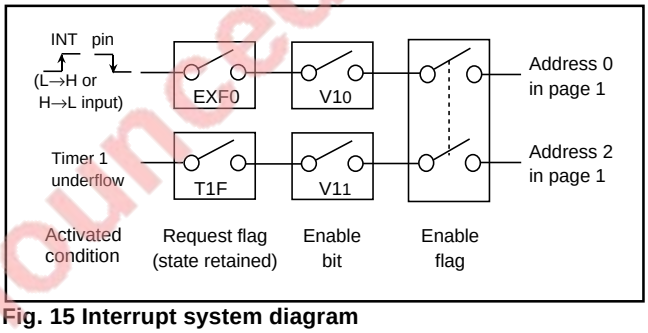


Fig. 15 Interrupt system diagram

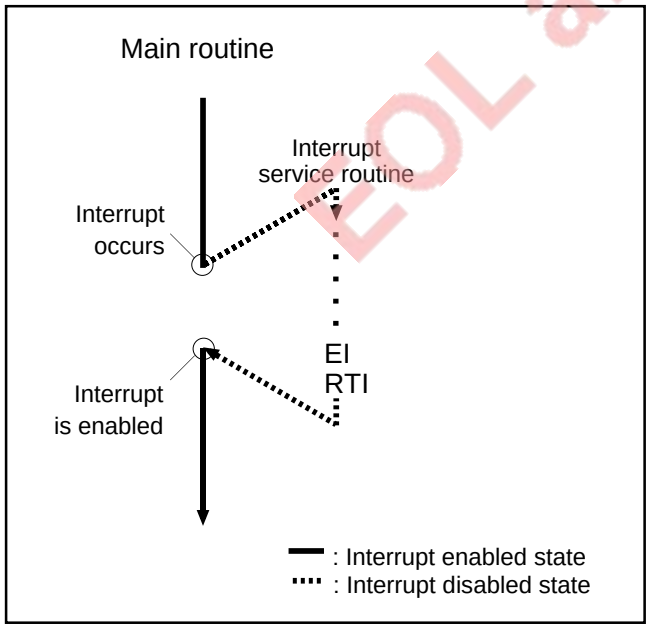


Fig. 13 Program example of interrupt processing

(6) Control register related to interrupt

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

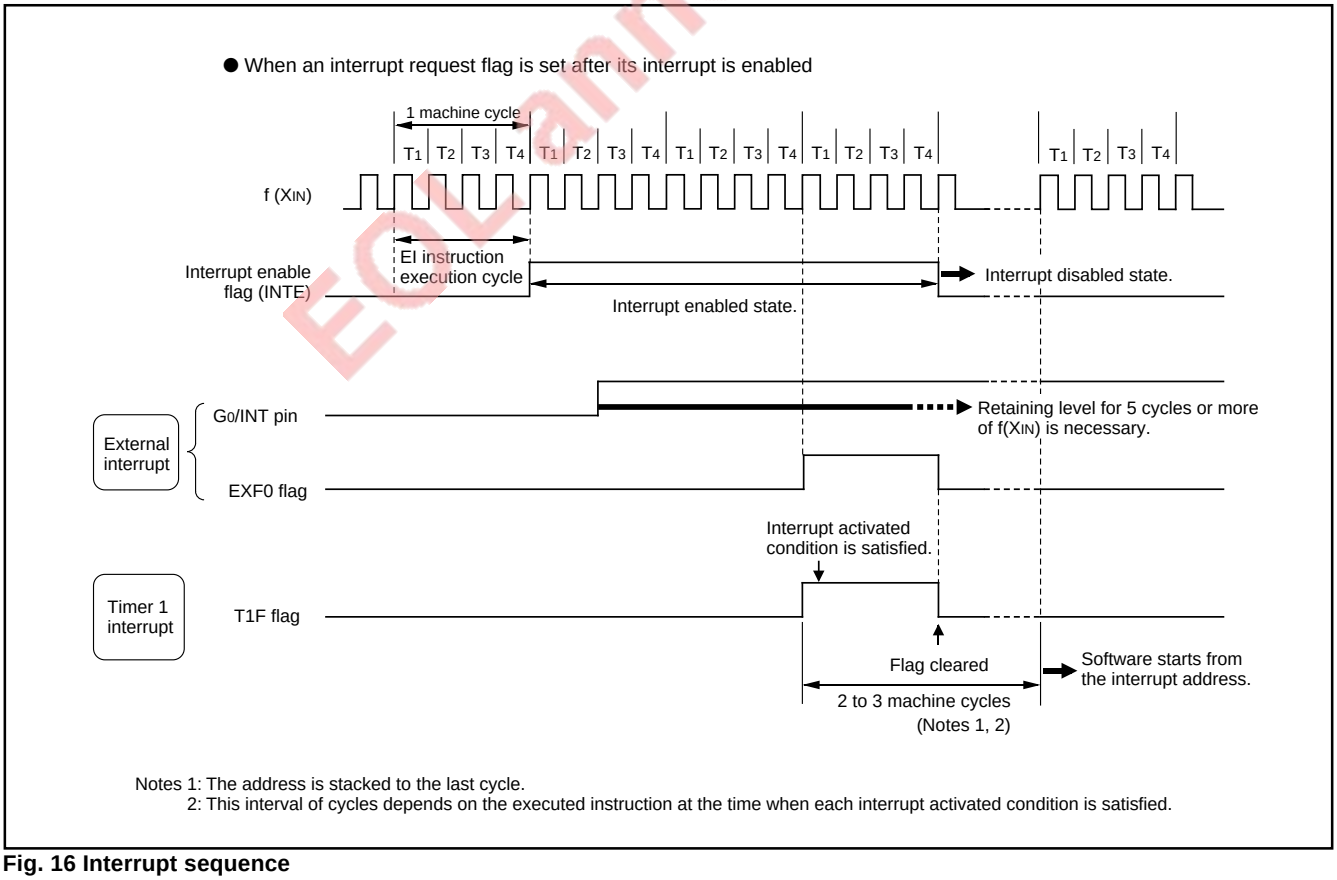
Table 6 Control register related to interrupt

Timer control register V1		at reset : 0000_2	at RAM back-up : 0000_2	R/W
$V1_3$	G_1/T_{OUT} pin function selection bit	0	Port G_1 (I/O)	
		1	T_{OUT} pin (output)/port G_1(input)	
$V1_2$	Prescaler/timer 1 operation start bit	0	Prescaler stop (initial state) / timer 1 stop (state retained)	
		1	Prescaler / timer 1 operation	
$V1_1$	Timer 1 interrupt enable bit	0	Interrupt disabled (SNZ1 instruction is valid)	
		1	Interrupt enabled (SNZ1 instruction is invalid)	
$V1_0$	External interrupt enable bit	0	Interrupt disabled (SNZ0 instruction is valid)	
		1	Interrupt enabled (SNZ0 instruction is invalid)	

Note: “R” represents read enabled, and “W” represents write enabled.

(7) Interrupt sequence

Interrupts occur only when the respective INTE flag, interrupt enable bits ($V1_0$, $V1_1$), and interrupt request flags (EXF0, T1F) are “1.” The interrupt actually occurs 2 to 3 machine cycles after the cycle in which all three conditions are satisfied. The interrupt occurs after 3 machine cycles only when the three interrupt conditions are satisfied on execution of other than one-cycle instructions (Refer to Figure 16).



Notes 1: The address is stacked to the last cycle.
2: This interval of cycles depends on the executed instruction at the time when each interrupt activated condition is satisfied.

Fig. 16 Interrupt sequence

EXTERNAL INTERRUPTS

The 4250 Group has an external interrupt. An external interrupt request occurs when a valid waveform is input to an interrupt input pin (edge detection).
The external interrupt can be controlled with the key-on wakeup control register K0.

Table 7 External interrupt activated condition

Name	Input pin	Valid waveform	Valid waveform selection bit($K0_2$)
External interrupt	G_0/INT	Falling waveform (“H”→“L”)	1
		Rising waveform (“L”→“H”)	0

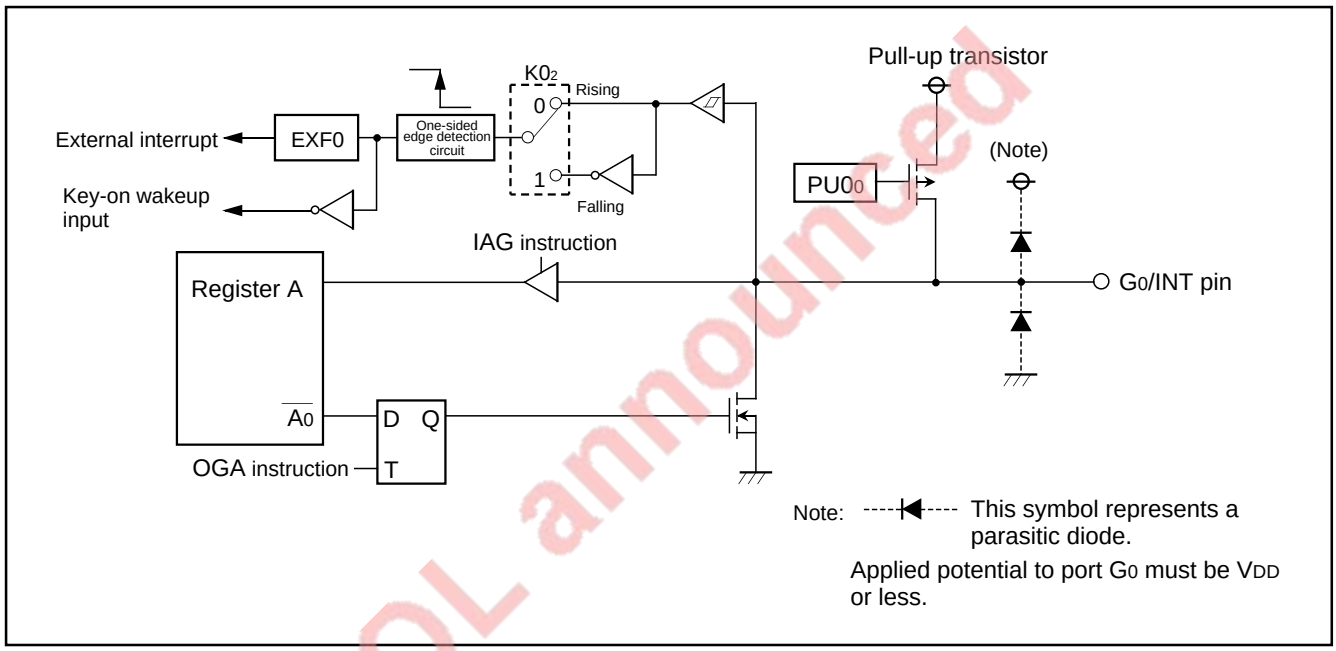


Fig. 17 External interrupt circuit structure

(1) External interrupt request flag (EXF0)

External interrupt request flag (EXF0) is set to "1" when a valid waveform is input to G_0/INT pin.

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

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

- External interrupt activated condition

  External interrupt activated condition is satisfied when a valid waveform is input to G_0/INT pin.

  The valid waveform can be selected from rising waveform or falling waveform. An example of how to use the external interrupt is as follows.

① Select the valid waveform with the bit 2 of register K0.
② Clear the EXF0 flag to "0" with the SNZ0 instruction.
③ Set the NOP instruction for the case when a skip is performed with the SNZ0 instruction.
④ Set both the external interrupt enable bit ($V1_0$) and the INTE flag to "1."

The external interrupt is now enabled. Now when a valid waveform is input to the G_0/INT pin, the EXF0 flag is set to "1" and the external interrupt occurs.

(2) Control register related to external interrupt

- Key-on wakeup control register K0

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

Table 8 Control register related to external interrupt

Key-on wakeup control register K0		at reset : 0000_2		at RAM back-up : state retained	R/W
$K0_3$	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4		
		1	Instruction clock divided by 512		
$K0_2$	Interrupt valid waveform for INT pin/ key-on wakeup valid waveform selection bit (Note 2)	0	Rising waveform ("L" → "H")		
		1	Falling waveform ("H" → "L")		
$K0_1$	Ports G_1–G_3 key-on wakeup control bit	0	Key-on wakeup not used		
		1	Key-on wakeup used ("L" level recognized)		
$K0_0$	Ports S_0–S_3 key-on wakeup control bit	0	Key-on wakeup not used		
		1	Key-on wakeup used ("L" level recognized)		

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

2: Set a value to the bit 2 of register K0, and execute the SNZ0 instruction to clear the EXF0 flag to "0" after executing at least one instruction. According to the input state of G_0/INT pin, the external interrupt request flag (EXF0) may be set to "1" when the interrupt valid waveform is changed.

TIMERS

The 4250 Group has the programmable timer.

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

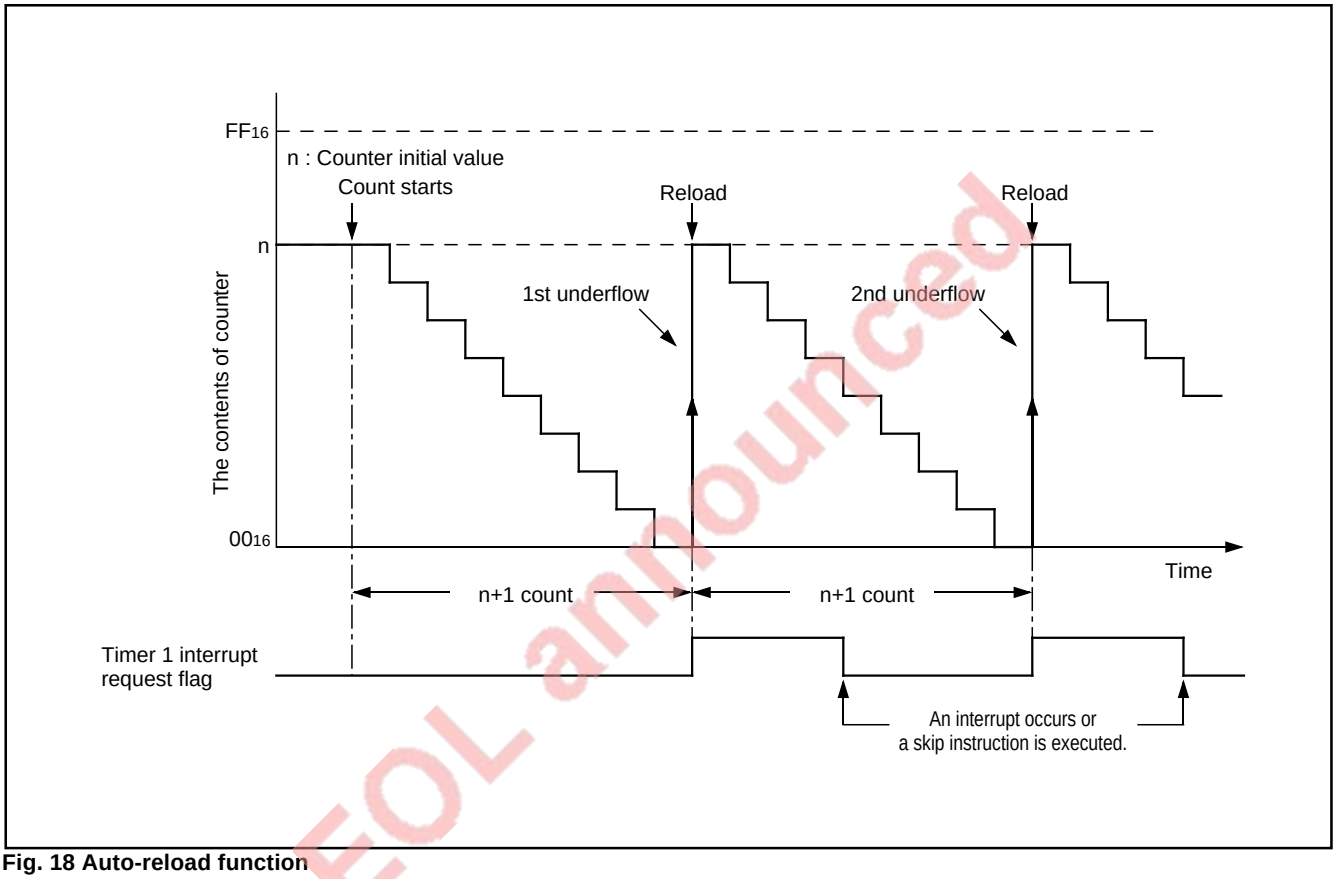


Fig. 18 Auto-reload function

The 4250 Group timer consists of the following circuits.
- Prescaler : frequency divider
- Timer 1 : 8-bit programmable timer with the interrupt function

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

Table 9 Function related timers

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

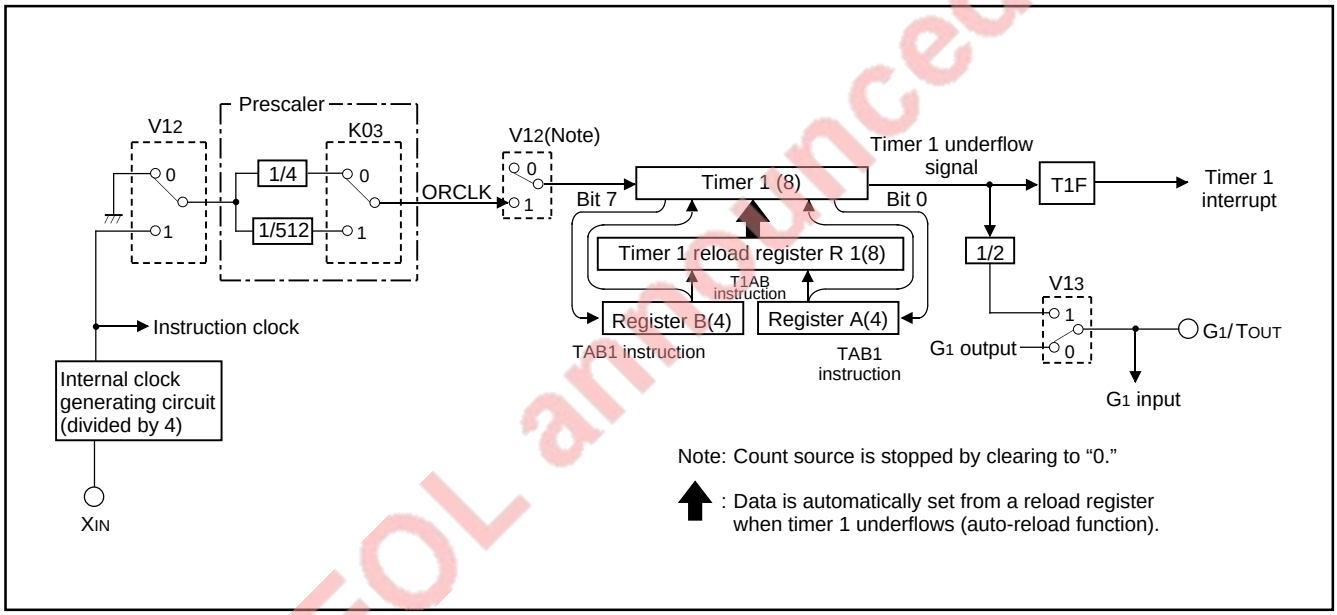


Fig. 19 Timers structure

Table 10 Control registers related to timer

Timer control register V1		at reset : 0000_2		at RAM back-up : 0000_2	R/W
$V1_3$	G_1/T_{OUT} pin function selection bit	0	Port G_1 (I/O)		
		1	T_{OUT} pin (output)/port G_1(input)		
$V1_2$	Prescaler/timer 1 operation start bit	0	Prescaler stop (initial state) / timer 1 stop (state retained)		
		1	Prescaler / timer 1 operation		
$V1_1$	Timer 1 interrupt enable bit	0	Interrupt disabled (SNZ1 instruction is valid)		
		1	Interrupt enabled (SNZ1 instruction is invalid)		
$V1_0$	External interrupt enable bit	0	Interrupt disabled (SNZ0 instruction is valid)		
		1	Interrupt enabled (SNZ0 instruction is invalid)		
Key-on wakeup control register K0		at reset : 0000_2		at RAM back-up : state retained	R/W
$K0_3$	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4		
		1	Instruction clock divided by 512		
$K0_2$	Interrupt valid waveform for INT pin/ key-on wakeup valid waveform selection bit (Note 2)	0	Rising waveform (“L” → “H”)		
		1	Falling waveform (“H” → “L”)		
$K0_1$	Ports G_1–G_3 key-on wakeup control bit	0	Key-on wakeup not used		
		1	Key-on wakeup used (“L” level recognized)		
$K0_0$	Ports S_0–S_3 key-on wakeup control bit	0	Key-on wakeup not used		
		1	Key-on wakeup used (“L” level recognized)		

Notes 1: “R” represents read enabled, and “W” represents write enabled.
2: Set a value to the bit 2 of register K0, and execute the SNZ0 instruction to clear the EXF0 flag to “0” after executing at least one instruction. According to the input state of G_0/INT pin, the external interrupt request flag (EXF0) may be set to “1” when the interrupt valid waveform is changed.

(1) Control registers related to timer

- Timer control register V1
  G_1/TOUT pin function selection bit and prescaler/timer 1 operation start bit are assigned to register V1. Set the contents of this register through register A with the TV1A instruction. The TAV1 instruction can be used to transfer the contents of register V1 to register A.
- Key-on wakeup control register K0
  Prescaler dividing ratio selection bit is assigned to register K0. Set the contents of this register through register A with the TK0A instruction. The TAK0 instruction can be used to transfer the contents of register K0 to register A.

(2) Precautions

Note the following for the use of timers.

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

(3) Prescaler

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

Use the bit 3 of register K0 to select the prescaler dividing ratio and the bit 2 of register V1 to start and stop its operation.

Prescaler is initialized, and the output signal (ORCLK) stops when the bit 2 of register V1 is cleared to "0."

(4) Timer 1 (interrupt function)

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

Timer 1 starts counting after the following process;

① set data in timer 1, and

② set the bit 2 of register V1 to "1."

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

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

Data can be read from timer 1 to registers A and B with the TAB1 instruction. When reading the data, stop the counter and then execute the TAB1 instruction. Timer 1 underflow signal divided by 2 can be output from G_1/TOUT pin.

(5) Timer output pin (G_1/TOUT)

Timer output pin (G_1/TOUT) has the function to output the timer 1 underflow signal divided by 2. The selection of G_1/TOUT pin function can be controlled with the bit 3 of register V1.

(6) Timer interrupt request flag (T1F)

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

Use the register V1 to select an interrupt or a skip instruction.

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

RESET FUNCTION

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

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

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

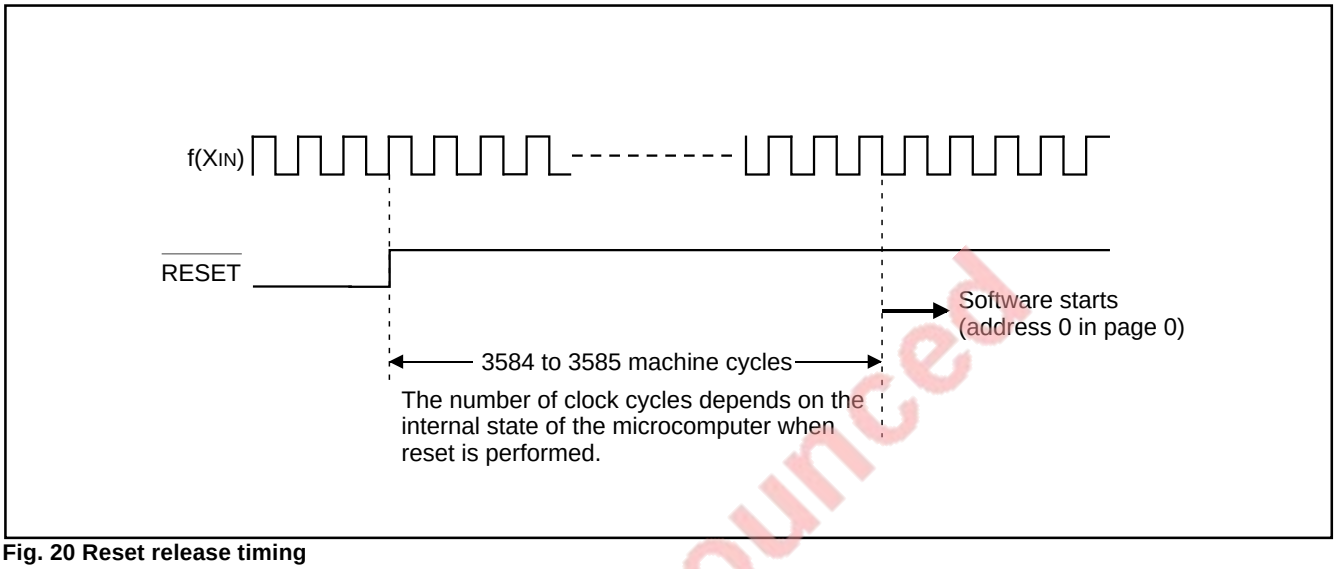


Fig. 20 Reset release timing

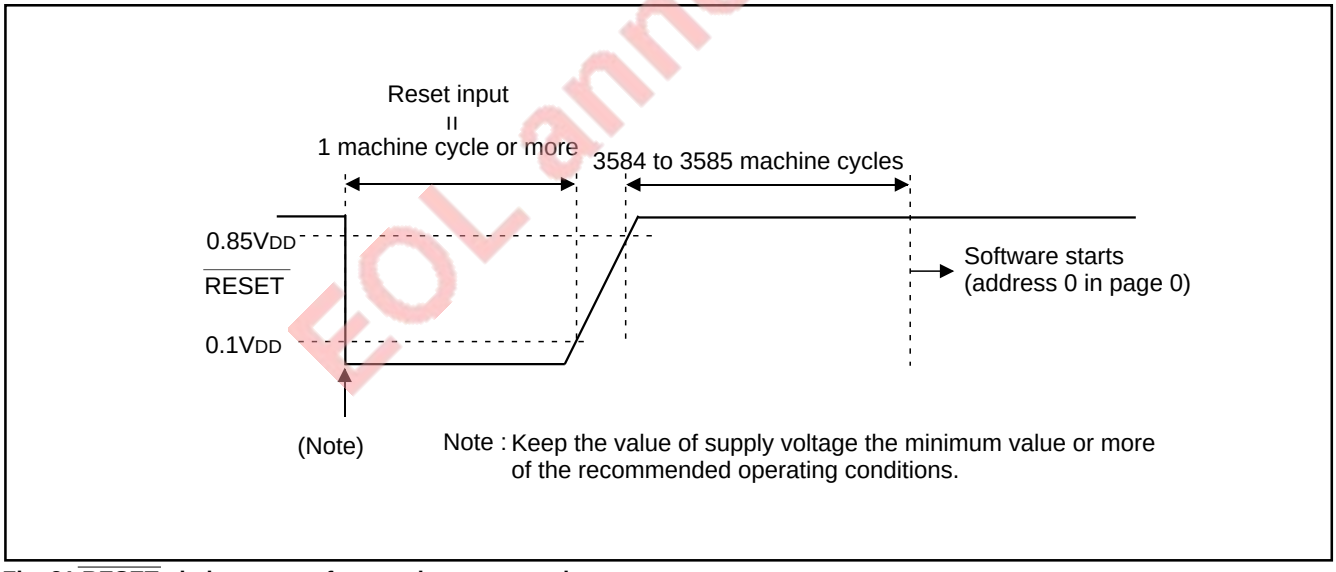


Fig. 21 $\overline{\text{RESET}}$ pin input waveform and reset operation

(1) Power-on reset

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

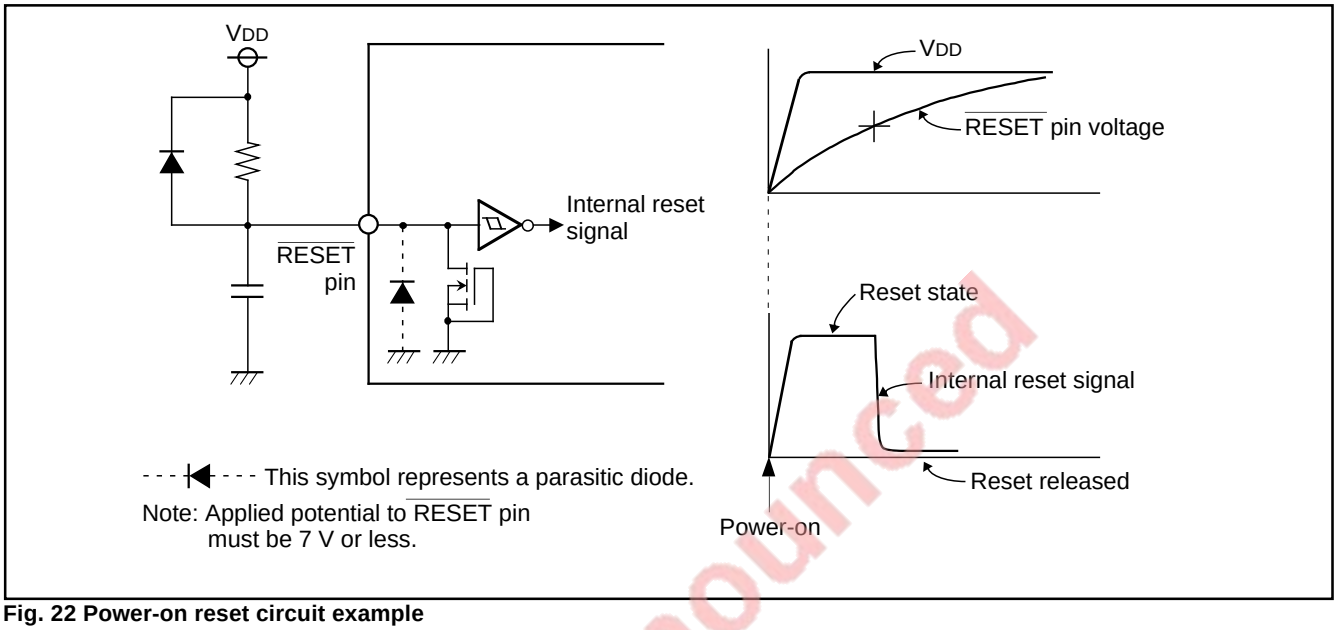


Fig. 22 Power-on reset circuit example

(2) Internal state at reset

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

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

Table 11 Port state at reset

Name	Function	State
D_0, D_1, D_2/C, D_3/K	D_0, D_1, D_2/C, D_3/K	High impedance (Note)
S_0–S_3	S_0–S_3	
G_0/INT, G_1/T_{OUT}	G_0/INT, G_1	
G_2, G_3	G_2, G_3	
F_0, F_1	F_0, F_1	

Note: Output latch is set to “1.”

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

Fig. 23 Internal state at reset

RAM BACK-UP MODE

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

(1) Identification of the start condition

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

(2) Warm start condition

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

(3) Cold start condition

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

(4) Return signal

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

Table 12 Functions and states retained at RAM back-up

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

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

Table 13 Return source and return condition

Return source	Return condition	Remarks
G_0/INT pin	Return by an external rising edge input ("L"→"H") or falling edge input ("H"→"L"). The EXF0 flag is not set.	Select the return edge (rising edge or falling edge) with the bit 2 of register K0 according to the external state before going into the RAM back-up state.
Ports G_1–G_3 S_0–S_3	Return by an external "L" level input.	Set the port using the key-on wakeup function selected with register K0 to "H" level before going into the RAM back-up state.

Note: G_0/INT pin and ports G_1–G_3, S_0–S_3 share the circuit which is used to detect the edge and to recognize "L" level.
The G_0/INT pin cannot be set to "no key-on wakeup."

(5) Key-on wakeup control register K0

- Key-on wakeup control register K0
  The interrupt valid waveform for INT pin/key-on wakeup valid waveform selection bit, the ports G_1–G_3 key-on wakeup control bit and the ports S_0–S_3 key-on wakeup control bit are assigned to the register K0. Set the contents of this register through register A with the TK0A instruction. The TAK0 instruction can be used to transfer the contents of register K0 to register A.

Table 14 Key-on wakeup control register

Key-on wakeup control register K0		at reset : 0000_2	at RAM back-up : state retained	R/W
$K0_3$	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4	
		1	Instruction clock divided by 512	
$K0_2$	Interrupt valid waveform for INT pin/ key-on wakeup valid waveform selection bit (Note 2)	0	Rising waveform (“L” → “H”)	
		1	Falling waveform (“H” → “L”)	
$K0_1$	Ports G_1–G_3 key-on wakeup control bit	0	Key-on wakeup not used	
		1	Key-on wakeup used (“L” level recognized)	
$K0_0$	Ports S_0–S_3 key-on wakeup control bit	0	Key-on wakeup not used	
		1	Key-on wakeup used (“L” level recognized)	

Notes 1: “R” represents read enabled, and “W” represents write enabled.
2: Set a value to the bit 2 of register K0, and execute the SNZ0 instruction to clear the EXF0 flag after executing at least one instruction. According to the input state of G_0/INT pin, the external interrupt request flag (EXF0) may be set when the interrupt valid waveform is changed.

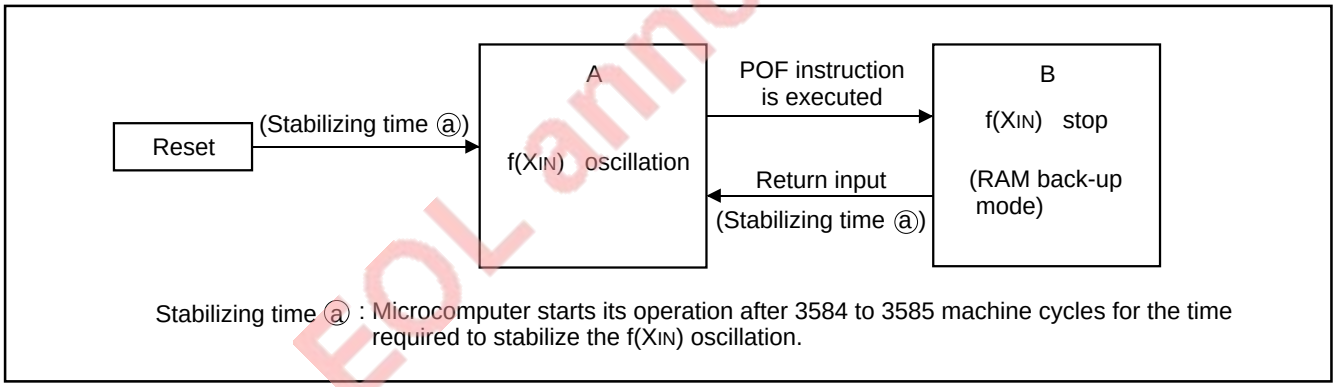


Fig. 24 State transition

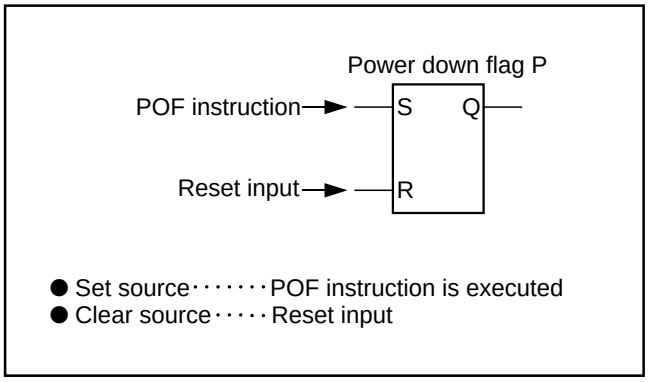


Fig. 25 Set source and clear source of the P flag

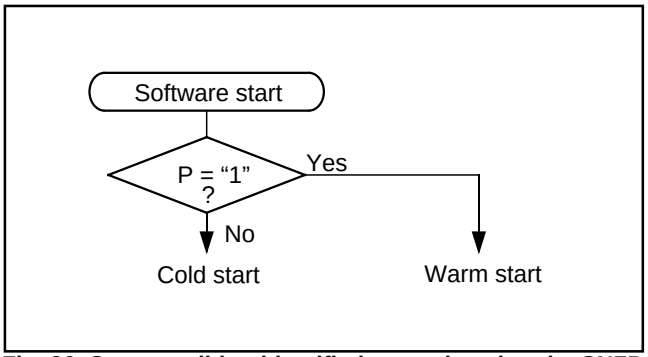
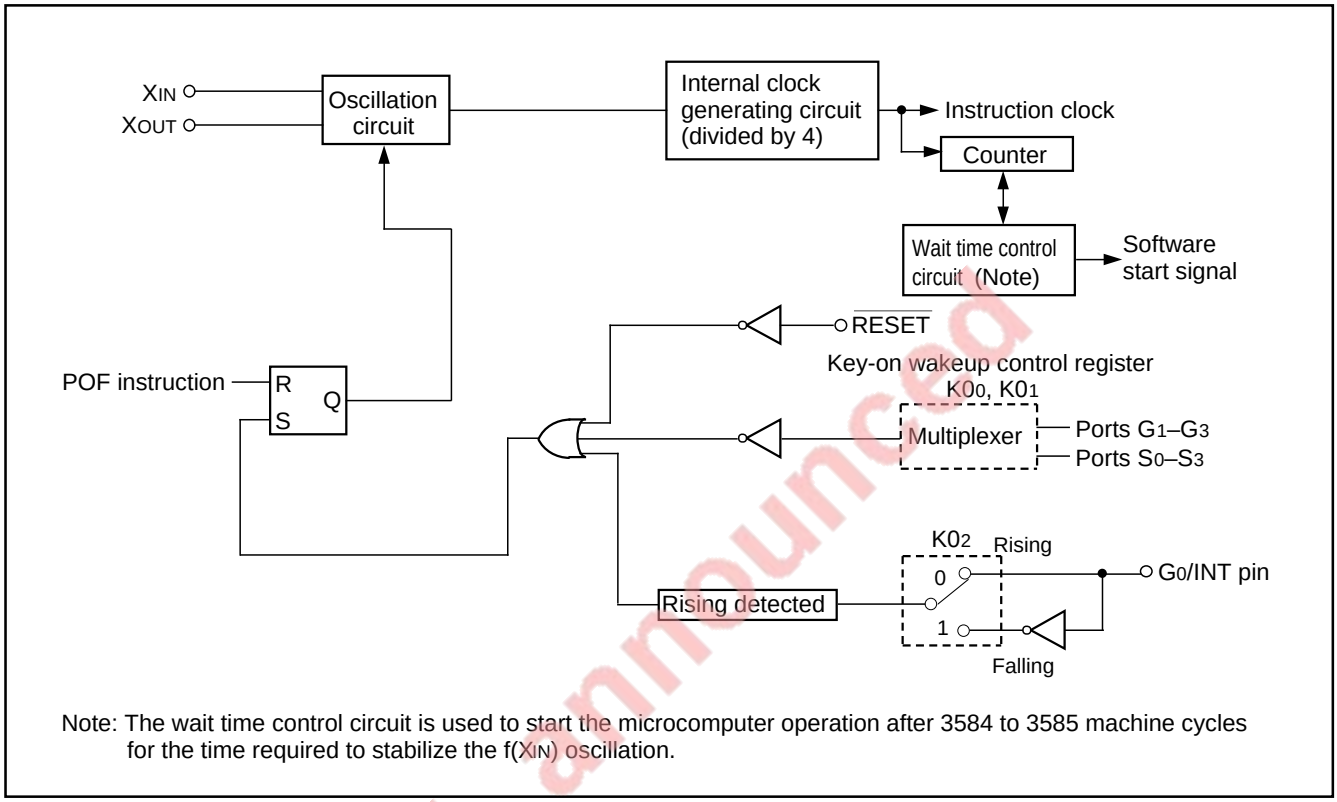


Fig. 26 Start condition identified example using the SNZP instruction

CLOCK CONTROL

The clock control circuit consists of the following circuits.

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



Note: The wait time control circuit is used to start the microcomputer operation after 3584 to 3585 machine cycles for the time required to stabilize the f(XIN) oscillation.

Fig. 27 Clock control circuit structure

Clock signal f(XIN) is obtained by connecting XIN pin and XOUT pin directly, and externally connecting a resistor to XIN and a capacitor to XOUT. Connect this external circuit to pins XIN and XOUT at the shortest distance.
When an external clock signal is input, note the input waveform (refer to the list of precaution).

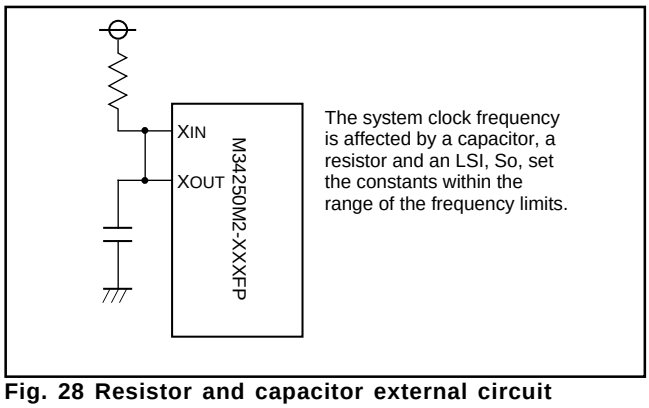


Fig. 28 Resistor and capacitor external circuit

ROM ORDERING METHOD

Please submit the information described below when ordering Mask ROM.

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

LIST OF PRECAUTIONS

① Noise and latch-up prevention

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

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

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

② Prescaler

Stop the prescaler operation to change its frequency dividing ratio.

③ Timer count source

Stop timer 1 counting to change its count source.

④ Program counter

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

⑤ G_0/INT pin

When the interrupt valid waveform of the G_0/INT pin is changed with the bit 2 of register K0 in software, be careful about the following notes.

- After clear the bit 0 of register V1 to "0" (Figure 29①), change the interrupt valid waveform of G_0/INT pin with the bit 2 of register K0 .
- Set a value to bit 2 of register K0 and execute the SNZ0 instruction to clear the external interrupt request flag (EXF0) after executing at least one instruction (refer to Figure 29②). Depending on the input state of the G_0/INT pin, the EXF0 flag may be set when the interrupt valid waveform is changed.

```
 ⋮
LA  4          ; (XXX0₂)
TV1A           ; The SNZ0 instruction is valid ..... ①
LA  4
TK0A           ; Change of the interrupt valid waveform
NOP            ..................................................... ②
SNZ0           ; The SNZ0 instruction is executed
NOP
 ⋮
```

X : this bit is not related to the setting of G_0/INT pin.

Fig. 29 External interrupt program example

⑥ Notes on unused pins

- When pins G_0/INT, G_1/T_{OUT}, G_2 and G_3 are connected to V_{SS} pin, turn off their pull-up transistors (register PU0="X0₂") and also invalidate the key-on wakeup functions of pins G_1/T_{OUT}, G_2 and G_3 (register K0="XX0X₂") by software. When the POF instruction is executed while these pins are connected to V_{SS} and the key-on wakeup functions are left valid, the system returns from RAM back-up state by recognizing the return condition immediately after going into the RAM back-up state. When these pins are open, turn on their pull-up transistors (register PU0="X1₂") by software.

- When ports S_0–S_3 are connected to V_{SS} pin, invalidate the key-on wakeup functions (register K0="XXX0₂") by software. When the POF instruction is executed while these pins are connected to V_{SS} and the key-on wakeup functions are left valid, the system returns from RAM back-up state by recognizing the return condition immediately after going into the RAM back-up state.

- When ports D_2/C and D_3/K are connected to V_{SS} pin, turn off their pull-up transistors (register PU0="0X₂") by software. When these pins are open, turn on their pull-up transistors (register PU0="1X₂") by software.

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

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

⑦ Multifunction

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

⑧ Key-on wakeup

When system returns from RAM back-up state by using the G_0/INT pin, select the return edge (rising edge or falling edge) with the bit 2 of register K0 according to the external state before going into the RAM back-up state.

When system returns from RAM back-up state by using the ports G_1–G_3 and S_0–S_3, set the port using the key-on wakeup function selected with register K0 to "H" level before going into the RAM back-up state.

G_0/INT pin and ports G_1–G_3, S_0–S_3 share the circuit which is used to detect the edge and to recognize "L" level.

The G_0/INT pin cannot be set to "no key-on wakeup."

⑨ External clock input waveform

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

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

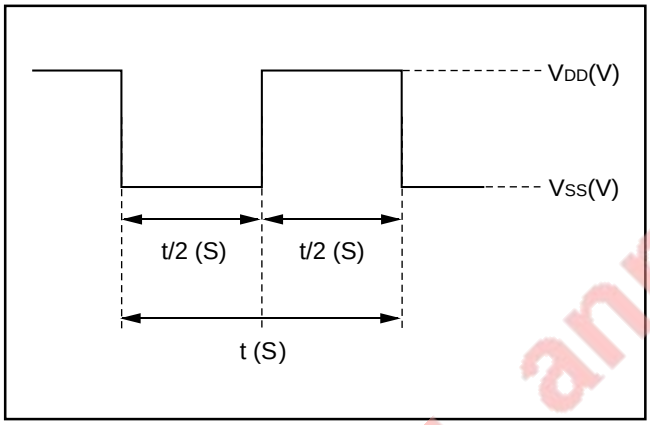


Fig. 30 External clock input waveform

⑩ CR oscillation constant

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

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

SYMBOL

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

Symbol	Contents	Symbol	Contents
A	Register A (4 bits)	D	Port D (4 bits)
B	Register B (4 bits)	F	Port F (2 bits)
DR	Register D (3 bits)	G	Port G (4 bits)
E	Register E (8 bits)	S	Port S (4 bits)
V1	Timer control register V1 (4 bits)	K	Port K (1 bit)
K0	Key-on wakeup control register K0 (4 bits)	C	Port C (1 bit)
PU0	Pull-up control register PU0 (2 bits)		
LO	Logic operation selection register LO (2 bits)	x	Hexadecimal variable
		y	Hexadecimal variable
X	Register X (2 bits)	p	Hexadecimal variable
Y	Register Y (4 bits)	n	Hexadecimal constant which represents the immediate value
DP	Data pointer (6 bits)		
	(It consists of registers X and Y)	j	Hexadecimal constant which represents the immediate value
PC	Program counter (11 bits)		
PC_H	High-order 4 bits of program counter	$A_3A_2A_1A_0$	Binary notation of hexadecimal variable A
PC_L	Low-order 7 bits of program counter		(same for others)
SK	Stack register (11 bits × 4)		
SP	Stack pointer (2 bits)	←	Direction of data movement
CY	Carry flag	↔	Data exchange between a register and memory
R1	Timer 1 reload register	?	Decision of state shown before “?”
T1	Timer 1	( )	Contents of registers and memories
T1F	Timer 1 interrupt request flag	—	Negate, Flag unchanged after executing instruction
INTE	Interrupt enable flag		
EXF0	External interrupt request flag	M(DP)	RAM address pointed by the data pointer
P	Power down flag	a	Label indicating address a_6 a_5 a_4 a_3 a_2 a_1 a_0
		p, a	Label indicating address a_6 a_5 a_4 a_3 a_2 a_1 a_0 in page p_3 p_2 p_1 p_0
		C	Hex. C + Hex. number x (also same for others)
		+	
		x	

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

LIST OF INSTRUCTION FUNCTION

Grouping	Mnemonic	Function
Register to register transfer	TAB	(A) ← (B)
	TBA	(B) ← (A)
	TAY	(A) ← (Y)
	TYA	(Y) ← (A)
	TEAB	(E_7–E_4) ← (B) (E_3–E_0) ← (A)
	TABE	(B) ← (E_7–E_4) (A) ← (E_3–E_0)
	TDA	(DR_2–DR_0) ← (A_2–A_0)
RAM addresses	LXY x, y	(X) ← x, x = 0 to 3 (Y) ← y, y = 0 to 15
	INY	(Y) ← (Y) + 1
	DEY	(Y) ← (Y) – 1
RAM to register transfer	TAM j	(A) ← (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3
	XAM j	(A) ←→ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3
	XAMD j	(A) ←→ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3 (Y) ← (Y) – 1
	XAMI j	(A) ←→ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3 (Y) ← (Y) + 1

Grouping	Mnemonic	Function
Arithmetic operation	LA n	(A) ← n n = 0 to 15
	TABP p	(SP) ← (SP) + 1 (SK(SP)) ← (PC) (PC_H) ← p (PC_L) ← (DR_2–DR_0, A_3–A_0) (B) ← (ROM(PC))$_{7\ to\ 4}$ (A) ← (ROM(PC))$_{3\ to\ 0}$ (PC) ← (SK(SP)) (SP) ← (SP) – 1
	AM	(A) ← (A) + (M(DP))
	AMC	(A) ← (A) + (M(DP)) + (CY) (CY) ← Carry
	A n	(A) ← (A) + n n = 0 to 15
	SC	(CY) ← 1
	RC	(CY) ← 0
	SZC	(CY) = 0 ?
	CMA	(A) ← $(\overline{A})$
	RAR	→ CY → $A_3A_2A_1A_0$
	LGOP	Logic operation instruction XOR, OR, AND
Bit operation	SB j	(Mj(DP)) ← 1 j = 0 to 3
	RB j	(Mj(DP)) ← 0 j = 0 to 3
	SZB j	(Mj(DP)) = 0 ? j = 0 to 3

Grouping	Mnemonic	Function
Comparison operation	SEAM	(A) = (M(DP)) ?
	SEA n	(A) = n ? n = 0 to 15
Branch operation	B a	(PC_L) ← a_6–a_0
	BL p, a	(PC_H) ← p (PC_L) ← a_6–a_0
	BA a	(PC_L) ← (a_6–a_4, A_3–A_0)
	BLA p, a	(PC_H) ← p (PC_L) ← (a_6–a_4, A_3–A_0)
Subroutine operation	BM a	(SP) ← (SP) + 1 (SK(SP)) ← (PC) (PC_H) ← 2 (PC_L) ← a_6–a_0
	BML p, a	(SP) ← (SP) + 1 (SK(SP)) ← (PC) (PC_H) ← p (PC_L) ← a_6–a_0
	BMLA p, a	(SP) ← (SP) + 1 (SK(SP)) ← (PC) (PC_H) ← p (PC_L) ← (a_6–a_4, A_3–A_0)
Return operation	RTI	(PC) ← (SK(SP)) (SP) ← (SP) – 1
	RT	(PC) ← (SK(SP)) (SP) ← (SP) – 1
	RTS	(PC) ← (SK(SP)) (SP) ← (SP) – 1

LIST OF INSTRUCTION FUNCTION (CONTINUED)

Grouping	Mnemonic	Function	Grouping	Mnemonic	Function	Grouping	Mnemonic	Function
Interrupt operation	DI	INTE← 0	Input/Output operation	CLD	(D) ← 1	Other operation	NOP	(PC) ← (PC) + 1
	EI	INTE ← 1		RD	(D(Y)) ← 0 (Y) = 0 to 3		POF	RAM back-up
	SNZ0	(EXF0) = 1 ? After skipping the next instruction (EXF0) ← 0		SD	(D(Y)) ← 1 (Y) = 0 to 3		SNZP	(P) = 1 ?
Timer operation	TAB1	(B) ← ($T1_7$–$T1_4$) (A) ← ($T1_3$–$T1_0$)		SZD	(D(Y)) = 0 ? (Y) = 0 to 3		TLOA	(LO) ← (A_1, A_0)
	T1AB	($R1_7$–$R1_4$) ← (B) ($T1_7$–$T1_4$) ← (B) ($R1_3$–$R1_0$) ← (A) ($T1_3$–$T1_0$) ← (A)		SCP	(C) ← 1		TV1A	(V1) ← (A)
	SNZ1	(T1F) = 1 ? After skipping the next instruction (T1F) ← 0		RCP	(C) ← 0		TAV1	(A) ← (V1)
				SNZCP	(C) = 1?		TK0A	(K0) ← (A)
				OFA	(F) ← (A_1, A_0)		TAK0	(A) ← (K0)
				IAF	(A_1, A_0) ← (F) (A_3, A_2) ← (0)		TPU0A	(PU0) ← (A)
				OGA	(G) ← (A)			
				IAG	(A) ← (G)			
				OSA	(S) ← (A)			
				IAS	(A) ← (S)			
				OKA	(K) ← (A_0)			
				IAK	(A_0) ← (K), (A_3, A_2, A_1) ← (0)			

INSTRUCTION CODE TABLE

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

The above table shows the relationship between machine language codes and machine language instructions. D_3–D_0 show the low-order 4 bits of the machine language code, and D_8–D_4 show the high-order 5 bits of the machine language code. The hexadecimal representation of the code is also provided. There are one-word instructions and two-word instructions, but only the first word of each instruction is shown.

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

	The second word
BL	1 1aaa aaaa
BML	1 0aaa aaaa
BA	1 1aaa aaaa
BLA	1 1aaa pppp
BMLA	1 0aaa pppp
SEA	0 1011 nnnn
SZD	0 0010 1011

Do not use the code marked "–."

MACHINE INSTRUCTIONS

Type of instructions \ Parameter	Mnemonic	Instruction code									Hexadecimal notation	Number of words	Number of cycles	Function
		D_8	D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0				
Register to register transfer	TAB	0	0	0	0	1	1	1	1	0	0 1 E	1	1	(A) ← (B)
	TBA	0	0	0	0	0	1	1	1	0	0 0 E	1	1	(B) ← (A)
	TAY	0	0	0	0	1	1	1	1	1	0 1 F	1	1	(A) ← (Y)
	TYA	0	0	0	0	0	1	1	0	0	0 0 C	1	1	(Y) ← (A)
	TEAB	0	0	0	0	1	1	0	1	0	0 1 A	1	1	(E_7–E_4) ← (B) (E_3–E_0) ← (A)
	TABE	0	0	0	1	0	1	0	1	0	0 2 A	1	1	(B) ← (E_7–E_4) (A) ← (E_3–E_0)
	TDA	0	0	0	1	0	1	0	0	1	0 2 9	1	1	(DR_2–DR_0) ← (A_2–A_0)
RAM addresses	LXY x, y	0	1	1	x_1	x_0	y_3	y_2	y_1	y_0	0 C y +x	1	1	(X) ← x, x = 0 to 3 (Y) ← y, y = 0 to 15
	INY	0	0	0	0	1	0	0	1	1	0 1 3	1	1	(Y) ← (Y) + 1
	DEY	0	0	0	0	1	0	1	1	1	0 1 7	1	1	(Y) ← (Y) – 1

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

MACHINE INSTRUCTIONS (CONTINUED)

Type of instructions \ Parameter	Mnemonic	Instruction code										Number of words	Number of cycles	Function
		D_8	D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0	Hexadecimal notation			
RAM to register transfer	TAM j	0	0	1	1	0	0	1	j_1	j_0	0 6 4+j	1	1	(A) ← (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3
	XAM j	0	0	1	1	0	0	0	j_1	j_0	0 6 j	1	1	(A) ←→ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3
	XAMD j	0	0	1	1	0	1	1	j_1	j_0	0 6 C+j	1	1	(A) ←→ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3 (Y) ← (Y) – 1
	XAMI j	0	0	1	1	0	1	0	j_1	j_0	0 6 8+j	1	1	(A) ←→ (M(DP)) (X) ← (X) EXOR(j) j = 0 to 3 (Y) ← (Y) + 1

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

MACHINE INSTRUCTIONS (CONTINUED)

Type of instructions / Parameter	Mnemonic	Instruction code D8	D7	D6	D5	D4	D3	D2	D1	D0	Hexadecimal notation	Number of words	Number of cycles	Function
Arithmetic operation	LA n	0	1	0	1	1	n_3	n_2	n_1	n_0	0 B n	1	1	(A) ← n n = 0 to 15
	TABP p	0	1	0	0	1	p_3	p_2	p_1	p_0	0 9 p	1	3	(SK(SP)) ← (PC) (SP) ← (SP) + 1 (PC_H) ← p (PC_L) ← (DR_2–DR_0, A_3–A_0) (B) ← (ROM(PC))$_{7\ to\ 4}$ (A) ← (ROM(PC))$_{3\ to\ 0}$ (SP) ← (SP) – 1 (PC) ← (SK(SP)) (Note)
	AM	0	0	0	0	0	1	0	1	0	0 0 A	1	1	(A) ← (A) + (M(DP))
	AMC	0	0	0	0	0	1	0	1	1	0 0 B	1	1	(A) ← (A) + (M(DP))+ (CY) (CY) ← Carry
	A n	0	1	0	1	0	n_3	n_2	n_1	n_0	0 A n	1	1	(A) ← (A) + n n = 0 to 15
	SC	0	0	0	0	0	0	1	1	1	0 0 7	1	1	(CY) ← 1
	RC	0	0	0	0	0	0	1	1	0	0 0 6	1	1	(CY) ← 0
	SZC	0	0	0	1	0	1	1	1	1	0 2 F	1	1	(CY) = 0 ?
	CMA	0	0	0	0	1	1	1	0	0	0 1 C	1	1	(A) ← ($\overline{A}$)
	RAR	0	0	0	0	1	1	1	0	1	0 1 D	1	1	→ CY → $A_3A_2A_1A_0$ →
	LGOP	0	1	0	0	0	0	0	0	1	0 4 1	1	1	Logic operation instruction XOR, OR, AND

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

Skip condition	Carry flag CY	Detailed description
Continuous description	–	Loads the value n in the immediate field to register A. When the LA instructions are continuously coded and executed, only the first LA instruction is executed and other LA instructions coded continuously are skipped.
–	–	Transfers bits 7 to 4 to register B and bits 3 to 0 to register A. These bits 7 to 0 are the ROM pattern in address (DR_2 DR_1 DR_0 A_3 A_2 A_1 A_0) specified by registers A and D in page p. When this instruction is executed, 1 stage of stack register is used.
–	–	Adds the contents of M(DP) to register A. Stores the result in register A. The contents of carry flag CY remains unchanged.
–	0/1	Adds the contents of M(DP) and carry flag CY to register A. Stores the result in register A and carry flag CY.
Overflow = 0	–	Adds the value n in the immediate field to register A. The contents of carry flag CY remains unchanged. Skips the next instruction when there is no overflow as the result of operation.
–	1	Sets (1) to carry flag CY.
–	0	Clears (0) to carry flag CY.
(CY) = 0	–	Skips the next instruction when the contents of carry flag CY is “0.”
–	–	Stores the one‘s complement for register A‘s contents in register A.
–	0/1	Rotates 1 bit of the contents of register A including the contents of carry flag CY to the right.
–	–	Execute the logic operation selected by logic operation selection register LO between the contents of register A and port S, and stores the result in register A.

MACHINE INSTRUCTIONS (CONTINUED)

Type of instructions \ Parameter	Mnemonic	Instruction code D8 D7 D6 D5 D4 D3 D2 D1 D0	Hexadecimal notation	Number of words	Number of cycles	Function
Bit operation	SB j	0 0 1 0 1 1 1 j_1 j_0	0 5 C+j	1	1	(Mj(DP)) ← 1 j = 0 to 3
	RB j	0 0 1 0 0 1 1 j_1 j_0	0 4 C+j	1	1	(Mj(DP)) ← 0 j = 0 to 3
	SZB j	0 0 0 1 0 0 0 j_1 j_0	0 2 j	1	1	(Mj(DP)) = 0 ? j = 0 to 3
Comparison operation	SEAM	0 0 0 1 0 0 1 1 0	0 2 6	1	1	(A) = (M(DP)) ?
	SEA n	0 0 0 1 0 0 1 0 1	0 2 5	2	2	(A) = n ? n = 0 to 15
		0 1 0 1 1 n_3 n_2 n_1 n_0	0 B n			
Branch operation	B a	1 1 a_6 a_5 a_4 a_3 a_2 a_1 a_0	1 8+a a	1	1	(PC_L) ← a_6–a_0
	BL p, a	0 0 0 1 1 p_3 p_2 p_1 p_0	0 3 p	2	2	(PC_H) ← p (PC_L) ← a_6–a_0 (Note)
		1 1 a_6 a_5 a_4 a_3 a_2 a_1 a_0	1 8+a a			
	BA a	0 0 0 0 0 0 0 0 1	0 0 1	2	2	(PC_L) ← (a_6–a_4, A_3–A_0)
		1 1 a_6 a_5 a_4 a_3 a_2 a_1 a_0	1 8+a a			
	BLA p, a	0 0 0 0 1 0 0 0 0	0 1 0	2	2	(PC_H) ← p (PC_L) ← (a_6–a_4, A_3–A_0) (Note)
		1 1 a_6 a_5 a_4 p_3 p_2 p_1 p_0	1 8+a p			

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

Skip condition	Carry flag CY	Detailed description
–	–	Sets (1) the contents of bit j (bit specified by the value j in the immediate field) of M(DP).
–	–	Clears (0) the contents of bit j (bit specified by the value j in the immediate field) of M(DP).
(Mj(DP)) = 0 j = 0 to 3	–	Skips the next instruction when the contents of bit j (bit specified by the value j in the immediate field) of M(DP) is "0."
(A) = (M(DP))	–	Skips the next instruction when the contents of register A is equal to the contents of M(DP).
(A) = n n = 0 to 15	–	Skips the next instruction when the contents of register A is equal to the value n in the immediate field.
–	–	Branch within a page : Branches to address a in the identical page.
–	–	Branch out of a page : Branches to address a in page p.
–	–	Branch within a page : Branches to address (a_6 a_5 a_4 A_3 A_2 A_1 A_0) determined by replacing the low-order 4 bits of the address a with register A in the identical page.
–	–	Branch out of a page : Branches to address (a_6 a_5 a_4 A_3 A_2 A_1 A_0) determined by replacing the low-order 4 bits of the address a with register A in page p.

MACHINE INSTRUCTIONS (CONTINUED)

Type of instructions \ Parameter	Mnemonic	Instruction code D8	D7	D6	D5	D4	D3	D2	D1	D0	Hexadecimal notation	Number of words	Number of cycles	Function
Subroutine operation	BM a	1	0	a_6	a_5	a_4	a_3	a_2	a_1	a_0	1 a a	1	1	(SK(SP)) ← (PC) (SP) ← (SP) + 1 (PC_H) ← 2 (PC_L) ← a_6–a_0
	BML p, a	0	0	1	1	1	p_3	p_2	p_1	p_0	0 7 p	2	2	(SK(SP)) ← (PC) (SP) ← (SP) + 1 (PC_H) ← p
		1	0	a_6	a_5	a_4	a_3	a_2	a_1	a_0	1 a a			(PC_L) ← a_6–a_0 (Note)
	BMLA p, a	0	0	1	0	1	0	0	0	0	0 5 0	2	2	(SK(SP)) ← (PC) (SP) ← (SP) + 1
		1	0	a_6	a_5	a_4	p_3	p_2	p_1	p_0	1 a p			(PC_H) ← p (PC_L) ← (a_6–a_4, A_3–A_0) (Note)
Return operation	RTI	0	0	1	0	0	0	1	1	0	0 4 6	1	1	(PC) ← (SK(SP)) (SP) ← (SP) – 1
	RT	0	0	1	0	0	0	1	0	0	0 4 4	1	2	(PC) ← (SK(SP)) (SP) ← (SP) – 1
	RTS	0	0	1	0	0	0	1	0	1	0 4 5	1	2	(PC) ← (SK(SP)) (SP) ← (SP) – 1
Interrupt operation	DI	0	0	0	0	0	0	1	0	0	0 0 4	1	1	(INTE) ← 0
	EI	0	0	0	0	0	0	1	0	1	0 0 5	1	1	(INTE) ← 1
	SNZ0	0	1	0	0	0	1	1	1	1	0 8 F	1	1	(EXF0) = 1 ? After skipping the next instruction (EXF0) ← 0

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

Skip condition	Carry flag CY	Detailed description
–	–	Call the subroutine in page 2 : Calls the subroutine at address a in page 2.
–	–	Call the subroutine : Calls the subroutine at address a in page p.
–	–	Call the subroutine : Calls the subroutine at address (a_6 a_5 a_4 A_3 A_2 A_1 A_0) determined by replacing the low-order 4 bits of address a with register A in page p.
–	–	Returns from interrupt service routine to main routine. Returns each value of data pointer (X, Y), carry flag, skip status, NOP mode status by the continuous description of the LA/LXY instruction to the states just before interrupt.
–	–	Returns from subroutine to the routine called the subroutine.
Skip at uncondition	–	Returns from subroutine to the routine called the subroutine, and skips the next instruction at uncondition.
–	–	Clears (0) to the interrupt enable flag INTE, and disables the interrupt.
–	–	Sets (1) to the interrupt enable flag INTE, and enables the interrupt.
(EXF0) = 1	–	Skips the next instruction when the contents of EXF0 flag is “1.” After skipping, clears the EXF0 flag.

MACHINE INSTRUCTIONS (CONTINUED)

Type of instructions \ Parameter	Mnemonic	Instruction code D_8 D_7 D_6 D_5 D_4 D_3 D_2 D_1 D_0	Hexadecimal notation	Number of words	Number of cycles	Function
Timer operation	TAB1	0 1 0 0 0 1 0 1 0	0 8 A	1	1	(B) ← ($T1_7$–$T1_4$) (A) ← ($T1_3$–$T1_0$)
	T1AB	0 1 0 0 0 0 1 0 1	0 8 5	1	1	($R1_7$–$R1_4$) ← (B) ($T1_7$–$T1_4$) ← (B) ($R1_3$–$R1_0$) ← (A) ($T1_3$–$T1_0$) ← (A)
	SNZ1	0 1 0 0 0 1 1 0 0	0 8 C	1	1	(T1F) = 1 ? After skipping the next instruction (T1F) ← 0
Input/Output operation	CLD	0 0 0 0 1 0 0 0 1	0 1 1	1	1	(D) ← 1
	RD	0 0 0 0 1 0 1 0 0	0 1 4	1	1	(D(Y)) ← 0 (Y) = 0 to 3
	SD	0 0 0 0 1 0 1 0 1	0 1 5	1	1	(D(Y)) ← 1 (Y) = 0 to 3
	SZD	0 0 0 1 0 0 1 0 0	0 2 4	2	2	(D(Y)) = 0 ? (Y) = 0 to 3
		0 0 0 1 0 1 0 1 1	0 2 B			

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

MACHINE INSTRUCTIONS (CONTINUED)

Parameter / Type of instructions	Mnemonic	Instruction code									Hexadecimal notation	Number of words	Number of cycles	Function
		D_8	D_7	D_6	D_5	D_4	D_3	D_2	D_1	D_0				
Input/Output operation	OFA	0	1	0	0	0	0	1	0	0	0 8 4	1	1	(F) ← (A_1, A_0)
	IAF	0	0	1	0	1	0	1	1	0	0 5 6	1	1	(A_1, A_0) ← (F), (A_3, A_2) ← 0
	OGA	0	1	0	0	0	0	0	0	0	0 8 0	1	1	(G) ← (A)
	IAG	0	0	0	1	0	1	0	0	0	0 2 8	1	1	(A) ← (G)
	OSA	0	0	0	0	1	1	0	1	1	0 1 B	1	1	(S) ← (A)
	IAS	0	0	1	0	1	0	1	0	1	0 5 5	1	1	(A) ← (S)
	OKA	0	1	0	0	0	0	0	0	1	0 8 1	1	1	(K) ← (A_0)
	IAK	0	0	1	0	1	0	1	1	1	0 5 7	1	1	(A_0) ← (K), (A_3–A_1) ← 0
	SCP	0	1	0	0	0	0	0	1	0	0 8 2	1	1	(C) ← 1
	RCP	0	1	0	0	0	0	0	1	1	0 8 3	1	1	(C) ← 0
	SNZCP	0	1	0	0	0	1	1	0	1	0 8 D	1	1	(C) = 1 ?
Other operation	NOP	0	0	0	0	0	0	0	0	0	0 0 0	1	1	(PC) ← (PC) + 1
	POF	0	0	0	0	0	1	1	0	1	0 0 D	1	1	RAM back-up
	SNZP	0	0	0	0	0	0	0	1	1	0 0 3	1	1	(P) = 1 ?
	TLOA	0	0	1	0	1	1	0	0	0	0 5 8	1	1	(LO) ← (A_1, A_0)
	TV1A	0	1	0	0	0	0	1	1	0	0 8 6	1	1	(V1) ← (A)
	TAV1	0	1	0	0	0	1	0	0	0	0 8 8	1	1	(A) ← (V1)
	TK0A	0	1	0	0	0	0	1	1	1	0 8 7	1	1	(K0) ← (A)
	TAK0	0	1	0	0	0	1	0	0	1	0 8 9	1	1	(A) ← (K0)
	TPU0A	0	1	0	0	0	1	0	1	1	0 8 B	1	1	(PU0) ← (A)

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

CONTROL REGISTERS

Timer control register V1		at reset : 0000_2	at RAM back-up : 0000_2	R/W
$V1_3$	G_1/T_{OUT} pin function selection bit	0	Port G_1 (I/O)	
		1	T_{OUT} pin (output) / port G_1(input)	
$V1_2$	Prescaler/timer 1 operation start bit	0	Prescaler stop (initial state) / timer 1 stop (state retained)	
		1	Prescaler/timer 1 operation	
$V1_1$	Timer 1 interrupt enable bit	0	Interrupt disabled (SNZ1 instruction is valid)	
		1	Interrupt enabled (SNZ1 instruction is invalid)	
$V1_0$	External interrupt enable bit	0	Interrupt disabled (SNZ0 instruction is valid)	
		1	Interrupt enabled (SNZ0 instruction is invalid)	

Key-on wakeup control register K0		at reset : 0000_2	at RAM back-up : state retained	R/W
$K0_3$	Prescaler dividing ratio selection bit	0	Instruction clock divided by 4	
		1	Instruction clock divided by 512	
$K0_2$	Interrupt valid waveform for INT pin/ key-on wakeup valid waveform selection bit (Note 2)	0	Rising waveform (“L” → “H”)	
		1	Falling waveform (“H” → “L”)	
$K0_1$	Ports G_1–G_3 key-on wakeup control bit	0	Key-on wakeup not used	
		1	Key-on wakeup used (“L” level recognized)	
$K0_0$	Ports S_0–S_3 key-on wakeup control bit	0	Key-on wakeup not used	
		1	Key-on wakeup used (“L” level recognized)	

Pull-up control register PU0		at reset : 00_2	at RAM back-up : state retained	W
$PU0_1$	Ports C and K pull-up transistor control bit	0	Pull-up transistor OFF	
		1	Pull-up transistor ON	
$PU0_0$	Ports G_0–G_3 pull-up transistor control bit	0	Pull-up transistor OFF	
		1	Pull-up transistor ON	

Logic operation selection register LO		at reset : 00_2	at RAM back-up : 00_2	W
LO_1	Logic operation function selection bits	LO_1	LO_0	Functions
		0	0	XOR operation
LO_0		0	1	OR operation
		1	0	AND operation
		1	1	Not available

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

2: Set a value to the bit 2 of register K0, and execute the SNZ0 instruction to clear the EXF0 flag to “0” after executing at least one instruction. According to the input state of G_0/INT pin, the external interrupt request flag (EXF0) may be set to “1” when the interrupt valid waveform is changed.

ABSOLUTE MAXIMUM RATINGS

Symbol	Parameter	Conditions	Ratings	Unit
V_{DD}	Supply voltage		–0.3 to 7.0	V
V_I	Input voltage X_{IN}, G_0–G_3, D_2/C, D_3/K		–0.3 to V_{DD}+0.3	V
V_I	Input voltage F_0, F_1, S_0–S_3, D_0, D_1, $\overline{RESET}$		–0.3 to 8.0	V
V_O	Output voltage X_{OUT}		–0.3 to V_{DD}+0.3	V
V_O	Output voltage F_0, F_1, S_0–S_3, D_0, D_1	Output transistors	–0.3 to 8.0	V
V_O	Output voltage G_0–G_3, D_2/C, D_3/K	in cut-off state	–0.3 to V_{DD}+0.3	V
P_d	Power dissipation	Ta = 25 °C	300	mW
T_{opr}	Operating temperature range		–20 to 85	°C
T_{stg}	Storage temperature range		–40 to 125	°C

RECOMMENDED OPERATING CONDITIONS

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

Symbol	Parameter	Conditions	Limits			Unit
			Min.	Typ.	Max.	
V_{DD}	Supply voltage	0.4 MHz ≤ f(X_{IN}) ≤ 4.4 MHz	4.5	5.0	5.5	V
		0.4 MHz ≤ f(X_{IN}) ≤ 1.1 MHz	2.2		5.5	V
V_{RAM}	RAM back-up voltage (at RAM back-up mode)		2.0		5.5	V
V_{SS}	Supply voltage			0		V
V_{IH}	“H” level input voltage F_0, F_1, D_0, D_1		0.7V_{DD}		7	V
V_{IH}	“H” level input voltage G_0–G_3, D_2, D_3		0.7V_{DD}		V_{DD}	V
V_{IH}	“H” level input voltage INT		0.85V_{DD}		V_{DD}	V
V_{IH}	“H” level input voltage C, K	V_{DD} = 4.5 V to 5.5 V	0.5V_{DD}		V_{DD}	V
		V_{DD} = 2.2 V to 5.5 V	0.7V_{DD}		V_{DD}	V
V_{IH}	“H” level input voltage S_0–S_3	V_{DD} = 4.5 V to 5.5 V	0.4V_{DD}		7	V
		V_{DD} = 2.2 V to 5.5 V	0.6V_{DD}		7	V
V_{IH}	“H” level input voltage $\overline{RESET}$		0.85V_{DD}		7	V
V_{IL}	“L” level input voltage C, K		0		0.16V_{DD}	V
V_{IL}	“L” level input voltage S_0–S_3		0		0.2V_{DD}	V
V_{IL}	“L” level input voltage F_0, F_1, G_0–G_3, D_0–D_3		0		0.3V_{DD}	V
V_{IL}	“L” level input voltage INT		0		0.15V_{DD}	V
V_{IL}	“L” level input voltage $\overline{RESET}$		0		0.1V_{DD}	V
I_{OL}(peak)	“L” level peak output current F_0, F_1, S_0–S_3, D_0, D_1, D_2/C, D_3/K				24	mA
I_{OL}(peak)	“L” level peak output current G_0, G_1/T_{OUT}, G_2, G_3				10	mA
I_{OL}(avg)	“L” level average output current F_0, F_1, S_0–S_3, D_0, D_1, D_2/C, D_3/K	(Note 1)			12	mA
I_{OL}(avg)	“L” level average output current G_0, G_1/T_{OUT}, G_2, G_3	(Note 1)			5	mA
f(X_{IN})	System clock frequency (Note 2)	V_{DD} = 4.5 V to 5.5 V	0.4	4.0	4.4	MHz
		V_{DD} = 2.2 V to 5.5 V	0.4	1.0	1.1	
Δf(X_{IN})	Frequency error (errors of external capacitor and resistor not included) Note: Use the 30 pF capacitor externally and enable the change of frequency by external resistor.	V_{DD} = 5 V ±10 % Ta = 25 °C [reference] (–20 °C to 85 °C)			±17	%
		V_{DD} = 3 V ±10 % Ta = 25 °C [reference] (–20 °C to 85 °C)			±17	

Notes 1: Keep the total currents of I_{OL}(avg) for ports S_0–S_3, D_0, D_1, D_2/C, D_3/K to 50 mA or less.
Keep the total currents of I_{OL}(avg) for ports F_0, F_1, G_0, G_2, G_3 and G_1/T_{OUT} pin to 30 mA or less.
2: The system clock frequency is affected by the external capacitor, resistor and LSI. Accordingly, set the constants so as not to exceed the frequency limits.
Be careful about the input waveform when using the external clock. Refer to the notes on use.

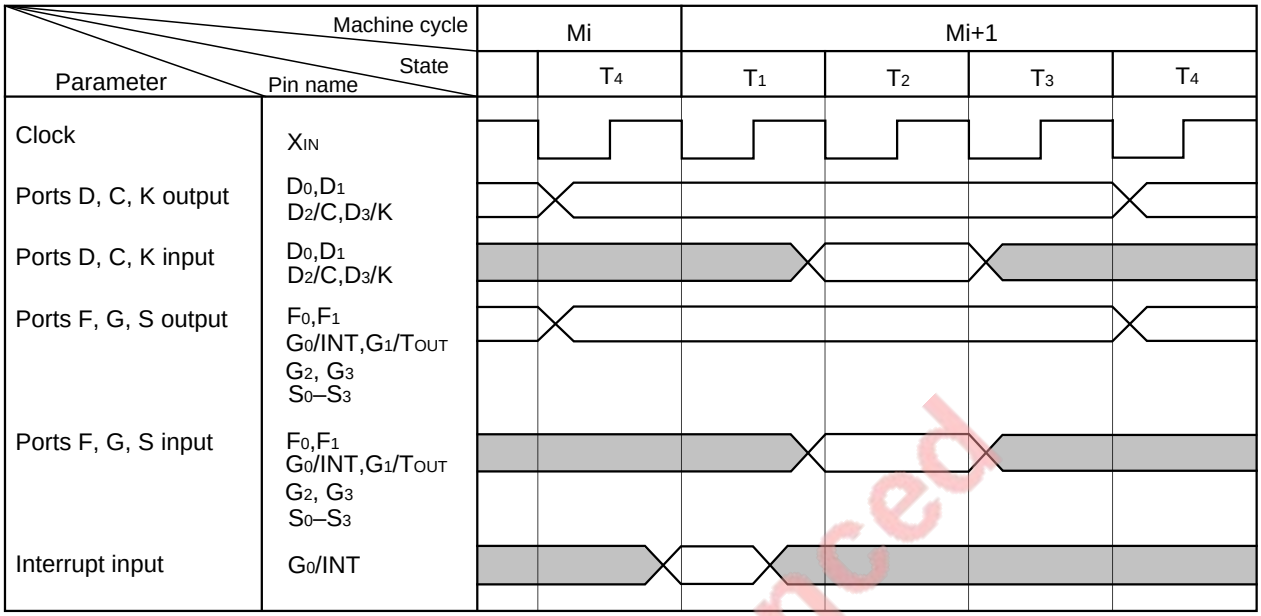
ELECTRICAL CHARACTERISTICS

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

Symbol	Parameter		Test conditions		Limits			Unit
					Min.	Typ.	Max.	
V_{OL}	"L" level output voltage F_0, F_1, S_0–S_3, D_0, D_1, D_2/C, D_3/K		V_{DD} = 5 V	I_{OL} = 12 mA			2	V
			V_{DD} = 3 V	I_{OL} = 6 mA			0.9	V
V_{OL}	"L" level output voltage G_0, G_1/T_{OUT}, G_2, G_3		V_{DD} = 5 V	I_{OL} = 5 mA			2	V
			V_{DD} = 3 V	I_{OL} = 2 mA			0.9	V
I_{IH}	"H" level input current F_0, F_1, S_0–S_3, D_0, D_1, $\overline{RESET}$		V_I = 7 V				1	μA
I_{IH}	"H" level input current G_0/INT, G_1, G_2, G_3, D_2/C, D_3/K		V_I = V_{DD}				1	μA
I_{IL}	"L" level input current F_0, F_1, S_0–S_3, D_0, D_1, D_2/C, D_3/K, G_0/INT, G_1, G_2, G_3, $\overline{RESET}$		V_I = 0 V (Note)				–1	μA
I_{OZH}	Output current at off-state F_0, F_1, S_0–S_3, D_0, D_1		V_O = 7 V				1	μA
I_{OZH}	Output current at off-state G_0, G_1/T_{OUT}, G_2, G_3, D_2/C, D_3/K		V_O = V_{DD}				1	μA
I_{DD}	Supply current	at active mode	V_{DD} = 5 V	f(X_{IN}) = 4.0 MHz		1.5	5	mA
			V_{DD} = 3 V	f(X_{IN}) = 1.0 MHz		0.3	1	mA
		at RAM back-up mode	Ta = 25 °C			0.1	1	μA
			V_{DD} = 5 V				10	μA
			V_{DD} = 3 V				6	μA
R_{PU}	Pull-up transistor G_0/INT, G_1, G_2, G_3, D_2/C, D_3/K		V_{DD} = 5 V, V_I = 0 V		5	11	25	kΩ
V_{T+} – V_{T-}	Hysteresis INT					0.3		V
V_{T+} – V_{T-}	Hysteresis S_0–S_3		V_{DD} = 5 V		0.1			V
V_{T+} – V_{T-}	Hysteresis $\overline{RESET}$		V_{DD} = 5 V			1.8		V
			V_{DD} = 3 V			0.7		V

Note: In this case, the pull-up transistors for G_0/INT pin and ports G_1, G_2, G_3, D_2/C and D_3/K are not selected.

BASIC TIMING DIAGRAM



BUILT-IN PROM VERSION

In addition to the mask ROM versions, the 4250 Group has the One Time PROM versions whose PROMs can only be written to and not be erased.
The built-in PROM version has functions similar to those of the mask ROM versions, but it has PROM mode that enables writing to built-in PROM.

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

Table 15 Product of built-in PROM version

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

*: Under development

PIN CONFIGURATION (TOP VIEW)

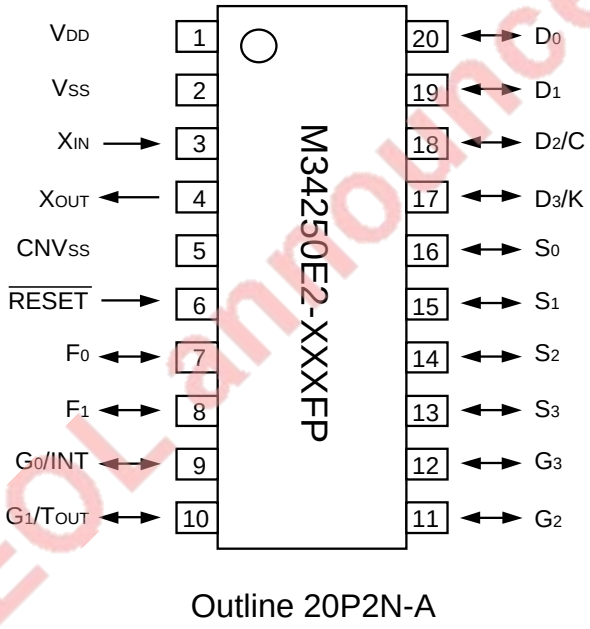
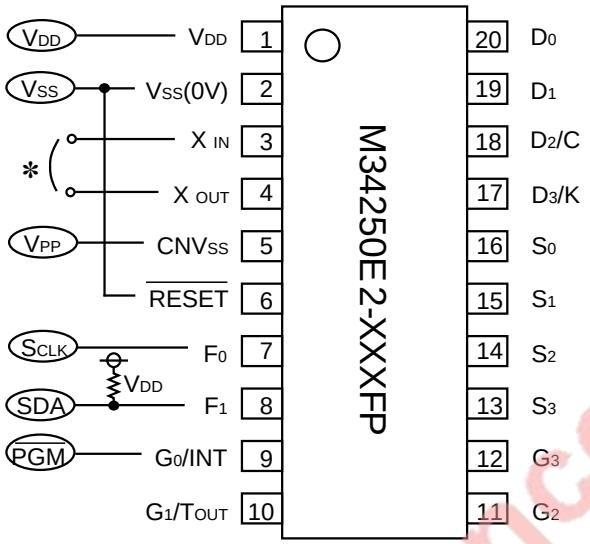


Fig. 31 Pin configuration of built-in PROM version

PIN CONFIGURATION (TOP VIEW)



Outline 20P2N-A

✻ : A resistor is connected to XIN pin.
A capacitor is connected to XOUT pin.
Note: The state of each disconnected pin is the same as that at reset.

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

(1) PROM mode

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

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

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

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

(2) Notes on handling

① A high-voltage is used for writing. Take care that overvoltage is not applied. Take care especially at turning on the power.

② For the One Time PROM version shipped in blank, Mitsubishi Electric corp. does not perform PROM writing test and screening in the assembly process and following processes. In order to improve reliability after writing, performing writing and test according to the flow shown in Figure 33 before using is recommended (Products shipped in blank: PROM contents is not written in factory when shipped)

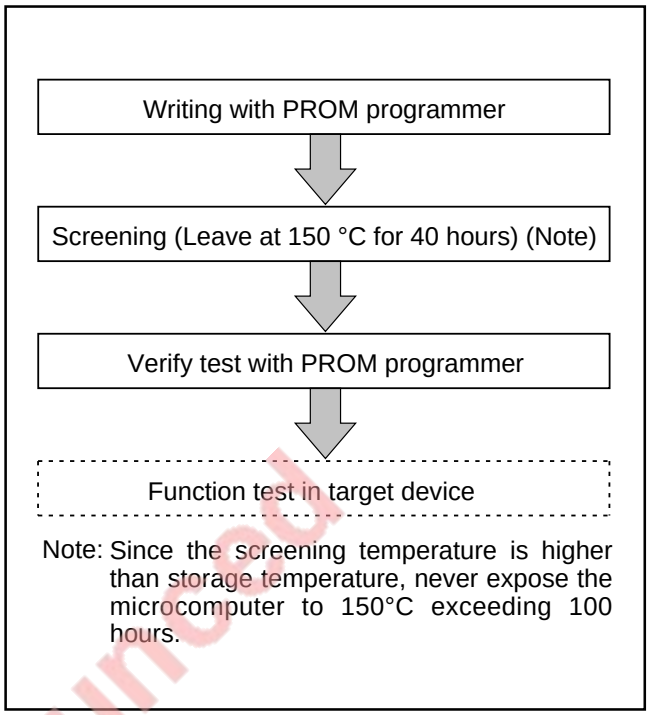


Fig. 33 Flow of writing and test of the product shipped in blank

MITSUBISHI MICROCOMPUTERS

4250 Group

SINGLE-CHIP 4-BIT CMOS MICROCOMPUTER

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