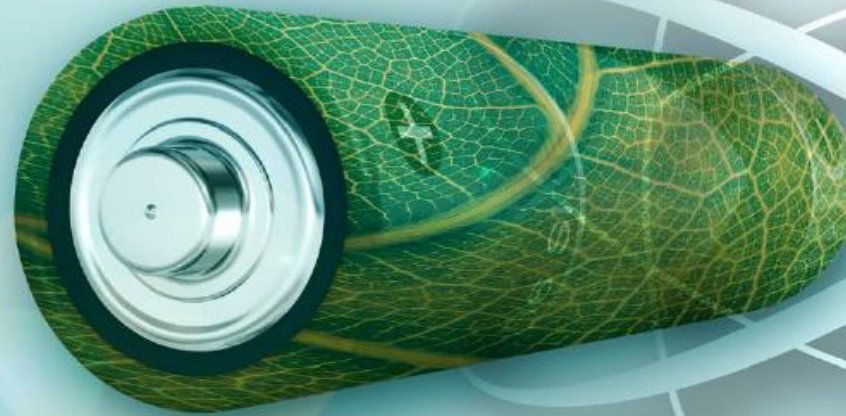


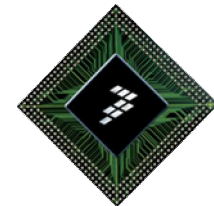
# Balancing Design Challenges in Portable Products

Design With  
Freescale  
Low Power  
Seminars



[www.freescale.com/lowpowerseminars](http://www.freescale.com/lowpowerseminars)

## Low Power Product *Design* Seminars *A new approach to low power training*



# What will I learn?

## Your Goal:

- To develop a scalable handheld battery operated product

## Our Objectives:

- To provide you with an understanding of Freescale's low power solutions
- To educate you on the benefits of designing products based on Freescale devices
- To provide you with the techniques required to design a low power, scaleable handheld product with a rich human-machine interface

# Seminar Agenda

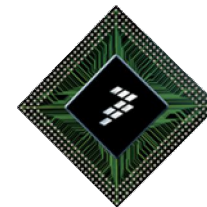
- Defining low power
- Defining your power management strategy
- Selecting your low power MCU
- Other Low Power solutions from Freescale
- Introduction to CodeWarrior & Processor Expert
- Digital Multi-Meter Design
  - Labs: S08QE8, S08QE32, S08QE128, CF51QE128
- Low Power Resources & Wrap-up

8-bit S08

32-bit ColdFire

After the seminar each attendee will be [sent an email voucher with instructions on how to get their free development tool.](#)

# Defining low power



# The Importance of Low Power

Longer battery life

Reduced operating costs /  
end product differentiation

Reduced heat dissipation

Removes cost of heat sinks  
/ fans

Reduced system complexity

Faster development /  
time-to-market

Ability to meet more  
low power standards

Larger target market

Increased reliability for battery  
back-up critical applications

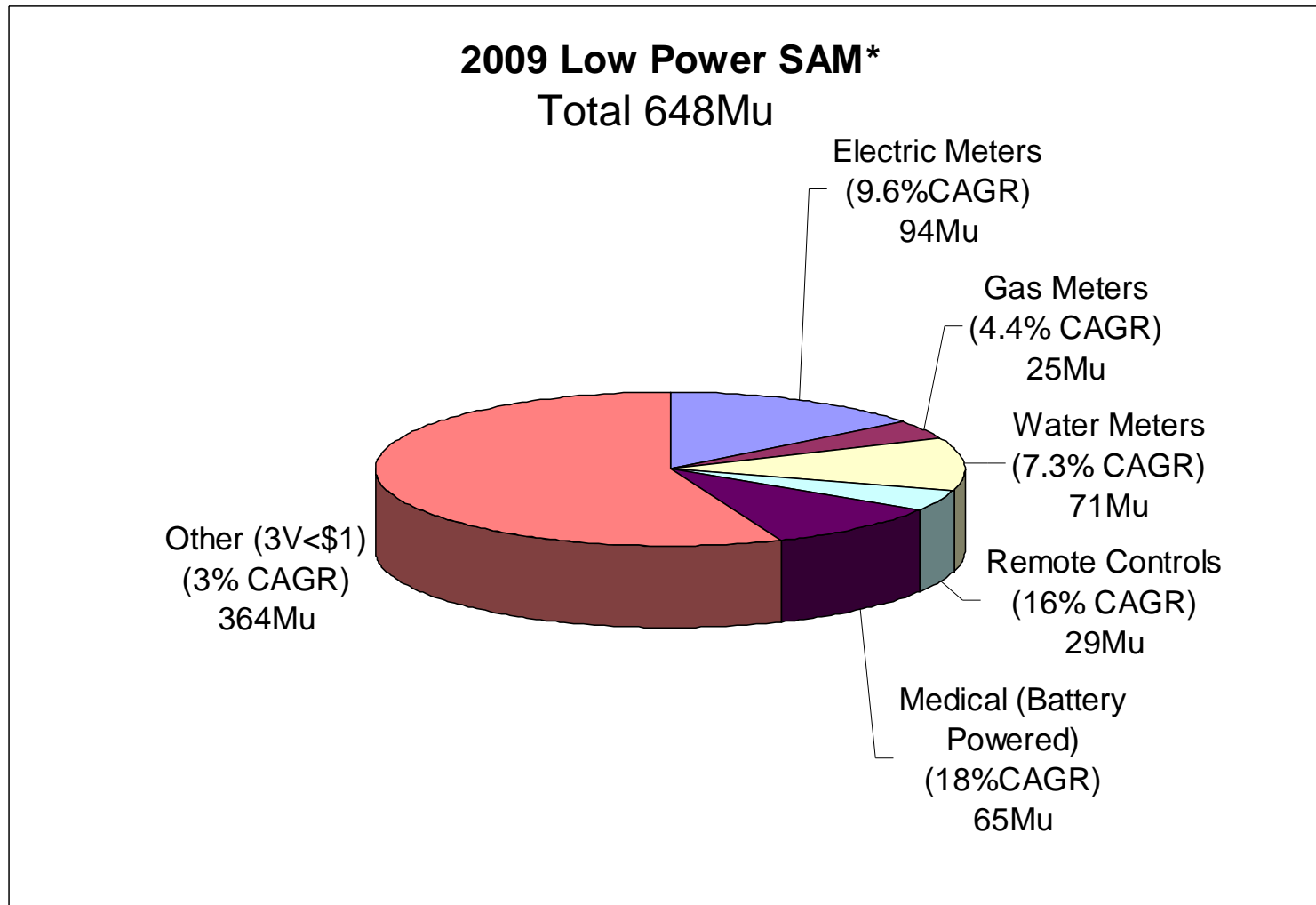
End product differentiation

Increased board density

Increased system performance



# Low Power Market Overview - SAM



Source: iSuppli, IMM Marketing

# Freescale's Low Power Strategy

- Develop **industry leading low power technology** that delivers enhanced battery life performance for embedded applications
- Embed low power IP across the 8-bit S08, 16-bit Digital Signal Controller, & 32-bit ColdFire architectures offering **performance & price scalability for low power applications**
- Develop a **broad portfolio of general purpose & market specific product families** that combine low power IP with LCD, Ethernet, USB, and Motor Control functionality
- Provide an **extensive development ecosystem** including reference designs, application notes, and training resources (like this seminar!) to promote the awareness of low power design techniques and reduce product time to market



# Defining Low Power

How semiconductor manufacturers specify low power?

**Measured in Run Current (mA or mA/MHz)**

Does high Run Current mean high power consumption?

**Measured in Lowest Sleep Current (nA or uA)**

Low Power is Defined as Lowest Power Mode. Is it practical? Is it useful in real applications?

**Measured in performance per Watt (MIPS/Watt)**

Does it make more sense?



# Defining Low Power

How customers ask for low power?

**Measured in Battery Life ( Years )**

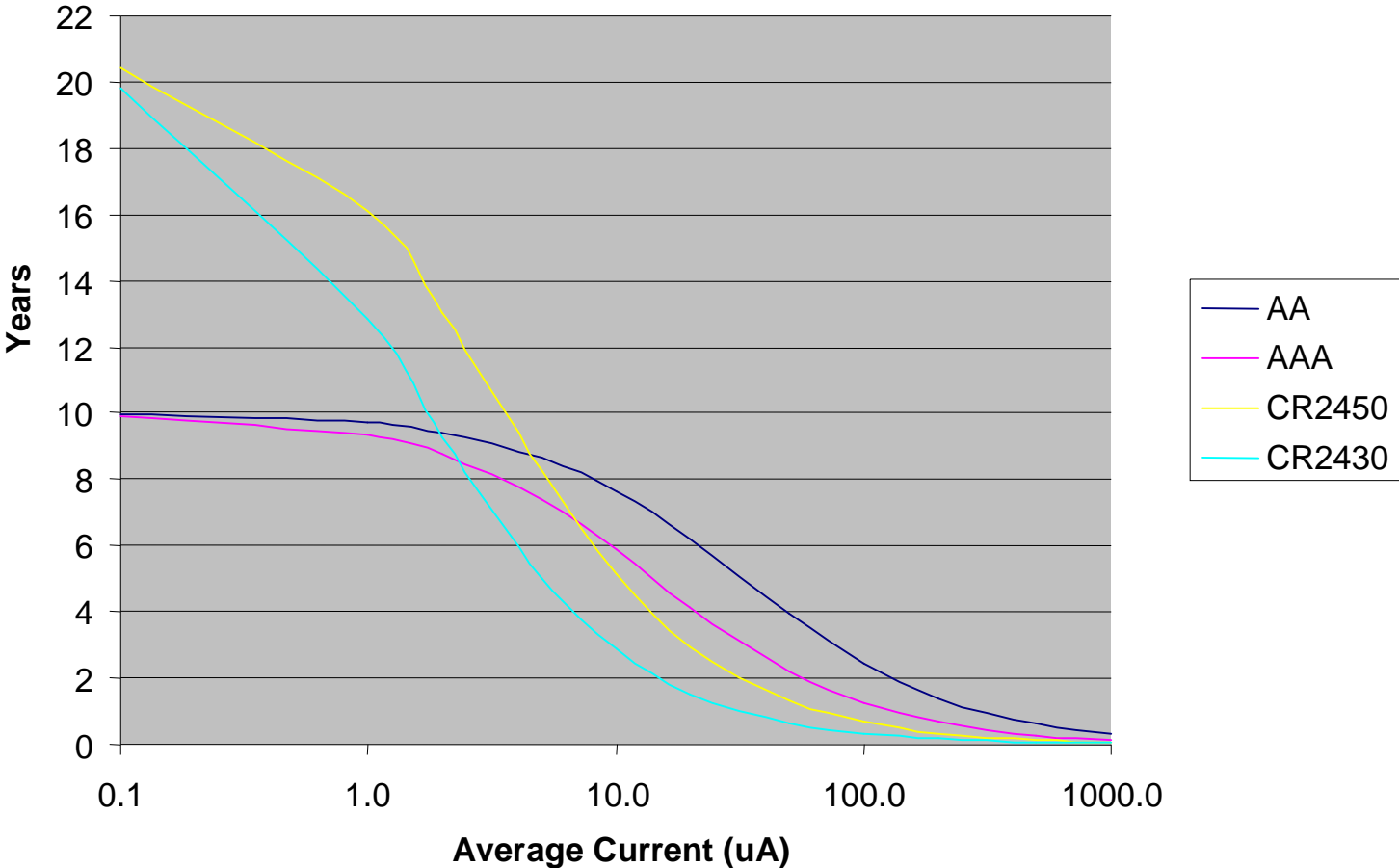
Customer preferred method

**Measured in Average Power ( Watt/Hour)**

Influences battery life. See the figure on following slide

**Measured in Peak Current? ( mA )**

# Battery Life vs. Average Current

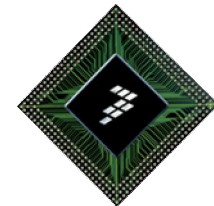


# Defining Low Power

Low Power means different things for different applications

Every low power design is different and will have its own interesting set of problems to solve. You have to think through every element of the design, not only hardware but software if you want to operate at very low power levels.

# Defining your power management strategy



# Factors affecting power consumption

- ▶ MCU Low Power modes
- ▶ MCU Speed
- ▶ MCU Peripheral Power Consumption
- ▶ Low Power I/O
- ▶ Periodic Wake-Up from Low Power mode

## How many MCU operating modes are there and what are they?

- Does the MCU have one or more low power modes?

## What are the features of each operating mode?

- What is the maximum speed?
- What is the regulator status?

## Is the Low Power mode practical for your application?

- How long will the MCU take to recover from the Low power mode? Too long for the application?
- What functions can be supported by the MCU in the Low-Power mode? How to wake up the MCU from the Low-Power mode?

## Speed kills !

- Power consumed by modern CMOS devices is almost always dominated by how fast the device is being clocked.
- As a general rule, if you double the speed, you double the power consumption.
- We often forget, if you double the bus width, you may also double the power consumption.
- Try to architect your system to run as slowly as practical.

## Can the clock speed be changed on the fly?

- Allow the processor to dynamically change the speed of operation based on instantaneous demand for computing power

## Run at the full speed across the whole voltage range?

- How fast can the part run at lower voltages?
- Typically Low Power Competitors Have 1MHz Bus Speed

# Peripheral Power Consumption

## Do the peripherals consume power when unused?

- Try to reduce the power consumption of the peripherals unused

## Is it practical to turn off all functions in the Low Power mode?

- The functions may be critical to your application in the LP mode. For example, the low power mode won't do much good if it turns off the on-chip UART and you have to wake up based on receiving characters on the serial port.

## Are the peripherals fully functional when the voltage is low?

- Can the flash be programmed at lower voltages? Typically Low Power Competitors need  $> 2V$
- Can the ADC work at lower voltages?



## What pull-up values are really needed?

- The days of using 4.7K pull-up resistors are gone.
- Start thinking of pull-ups with values in the 1M $\Omega$  range.

## Are all of the pull-up resistors required all of the time?

- Consider removing power from pull-ups.

## Should you use a pull-down instead?

- Look at the state you expect an input to be in most of the time. If it will be reliably low most of the time, consider using a pull-down resistor rather than a pull-up.

## Do not float the I/O unused!

- Current is consumed at the point where the transistor switches.
- Applying a mid-rail voltage and allowing an input pin to float will cause a current to flow from VDD to VSS.
- Ensure that input voltages are held to VDD or VSS.

## Periodic Wake-Up

**Reducing the power consumption by sleeping and waking up periodically provided your applif your application can**

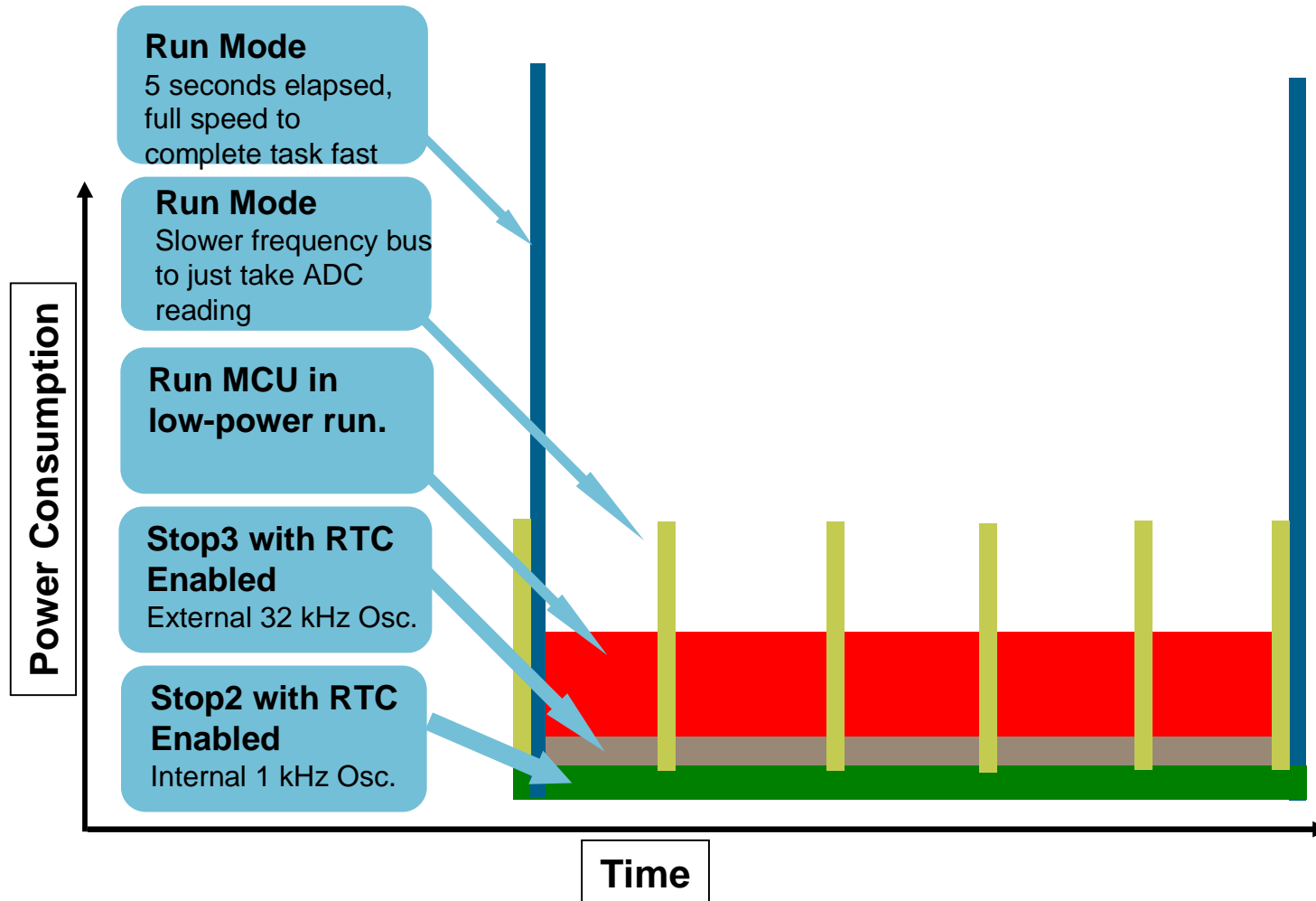
Many embedded applications spend most of their time waiting for something to happen: receiving data on a serial port, watching an I/O pin change state, or waiting for a time delay to expire. If the processor is still running at full speed when it is just waiting for something to happen, we are burning up battery life while accomplishing little.

**Example:  
Need to wake every second and read sensor. Every 5 seconds, process data.**

*Which approach uses less power?*

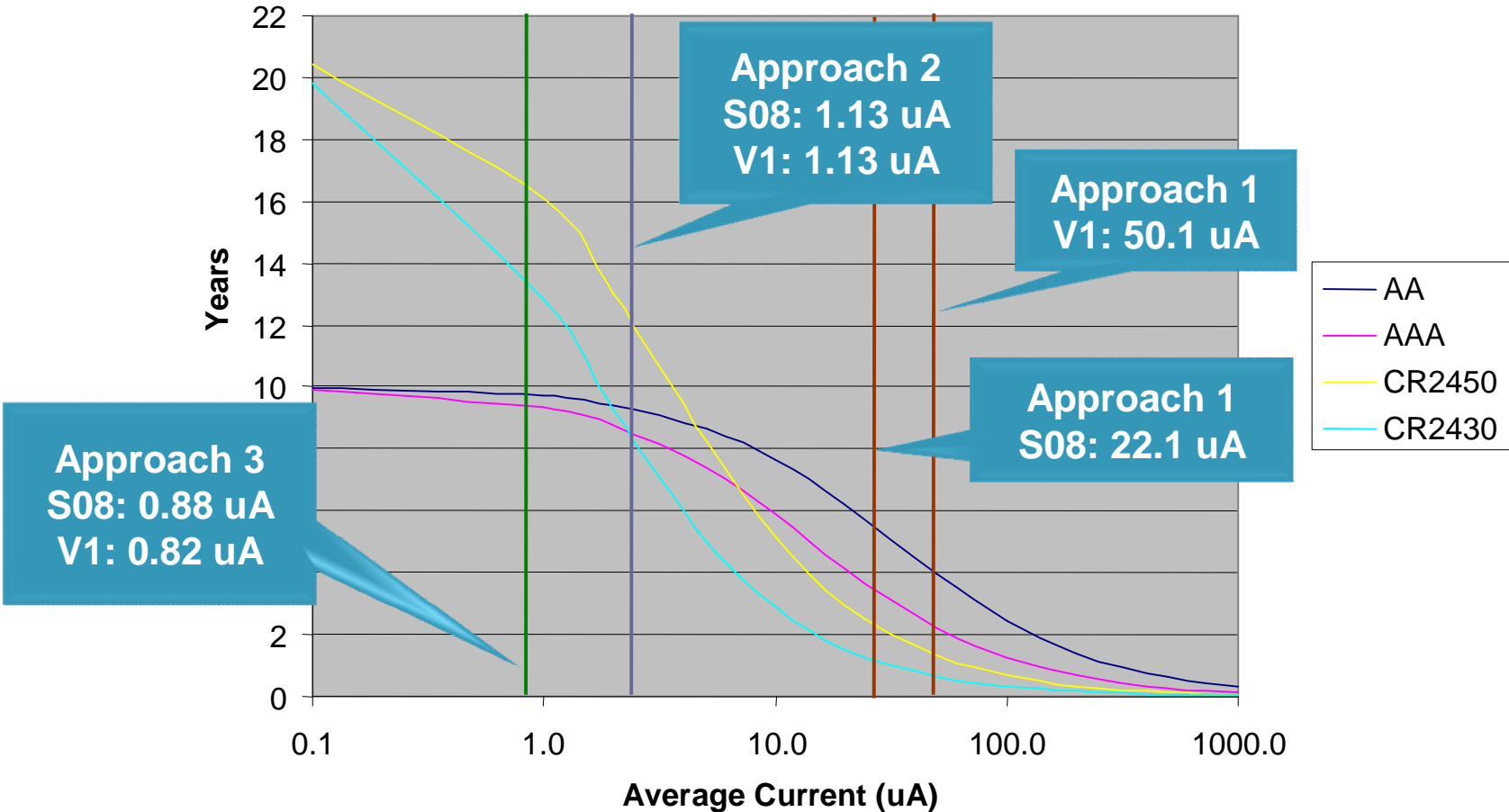
1. Run MCU in low-power run the entire time
2. Use MCU's RTC with a crystal to provide accurate clock during Stop3 mode
3. Use MCU's RTC with internal LPO reference during Stop2 mode

# Example



# Battery Life vs. Average Current

Battery Life vs. Average Current



# The Product: Digital Multi-Meter

▶ In the following labs you will design a portable Digital Multi-Meter (DMM)

▶ Why was a Digital Multi-meter chosen?

- The DMM was selected as the end product for reasons of design simplicity. The low power design principles used in this seminar can be applied to any portable battery-operated product

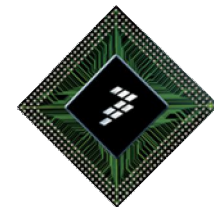
▶ Typical DMM application requirements

- Easy development to provide shorter time to market
- Time keeping in low power mode
- Ability to turn peripherals on and off in order to reduce power consumption
- Ability to change System clock speeds
- Flash programming at low voltages
  - Data capture and display
- Operation across Battery voltage range 1.8V-3.6V
- Scalability for a Family of Multi Meter devices
  - Low end DMM to Oscilloscope DMM with Data logger



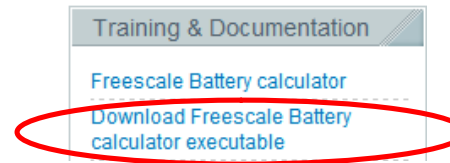
▶ In the next section we will map product requirements to MCU device features

# Selecting your Low Power MCU



# Freescale Battery Life Calculator

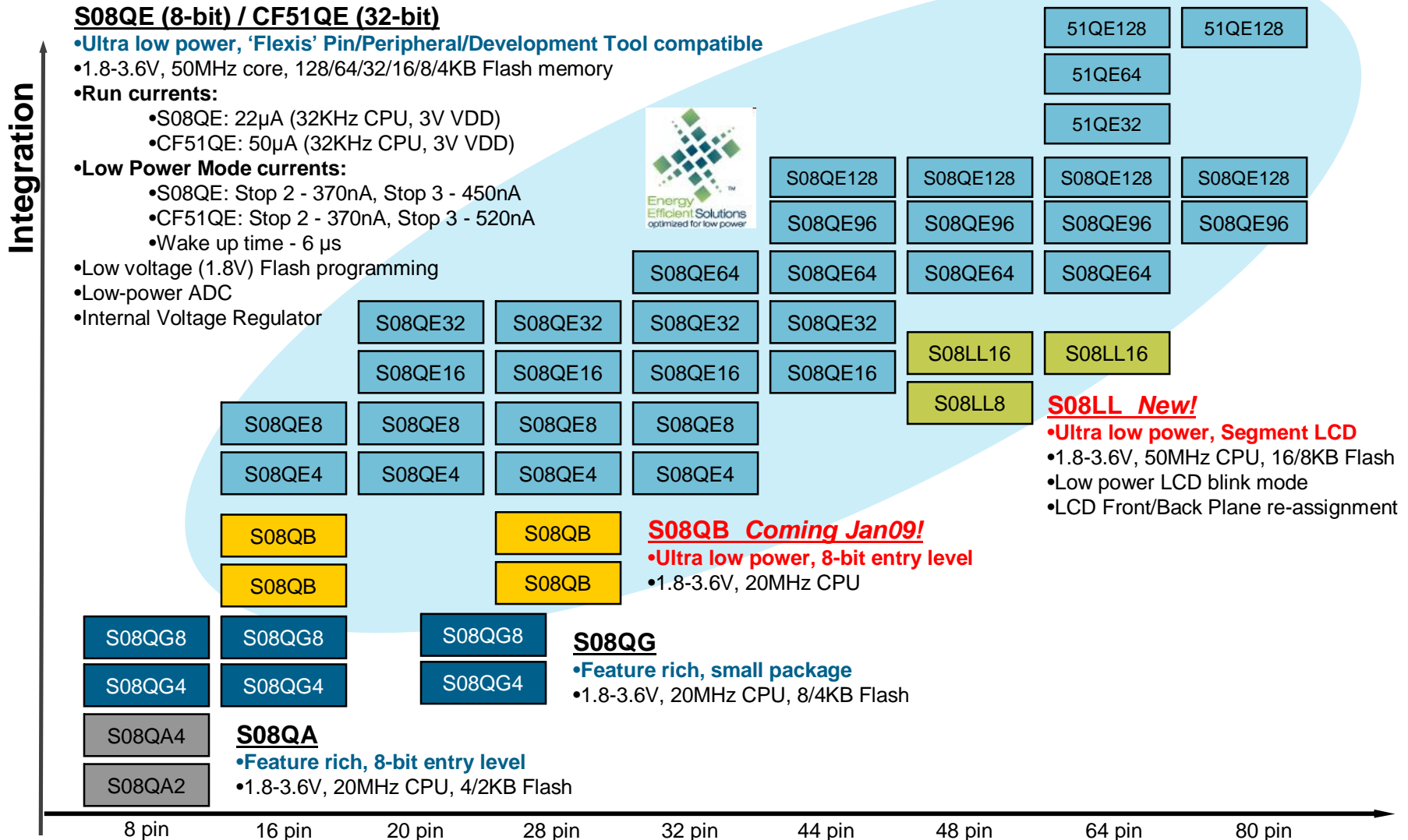
- [www.freescale.com/lowpower](http://www.freescale.com/lowpower)
- Determines the average current the MCU is consuming and estimate the resulting battery life
- Based on application system variables: V, Hz, °C, % of time in in MCU modes (run, wait, stop3, stop2 and stop1), periodic wakeup interval
- User can select from a variety of standard battery sizes and types or enter battery characteristics directly



mean (uA)	Battery Life (years)	Run	Wait	LPRun	LPWait	Stop(3)	Stop(2)	ACMP	ADC	LVD	RTC
49.9	1.133	27121	5052	56	11	1,358	0.330	60	108	0	0.670

- Devices currently supported: S08QE128/96/64, MCF51QE128/64/32, S08QE8
- Additional devices will be added as they are introduced to market

# Freescal 3V MCU Solutions



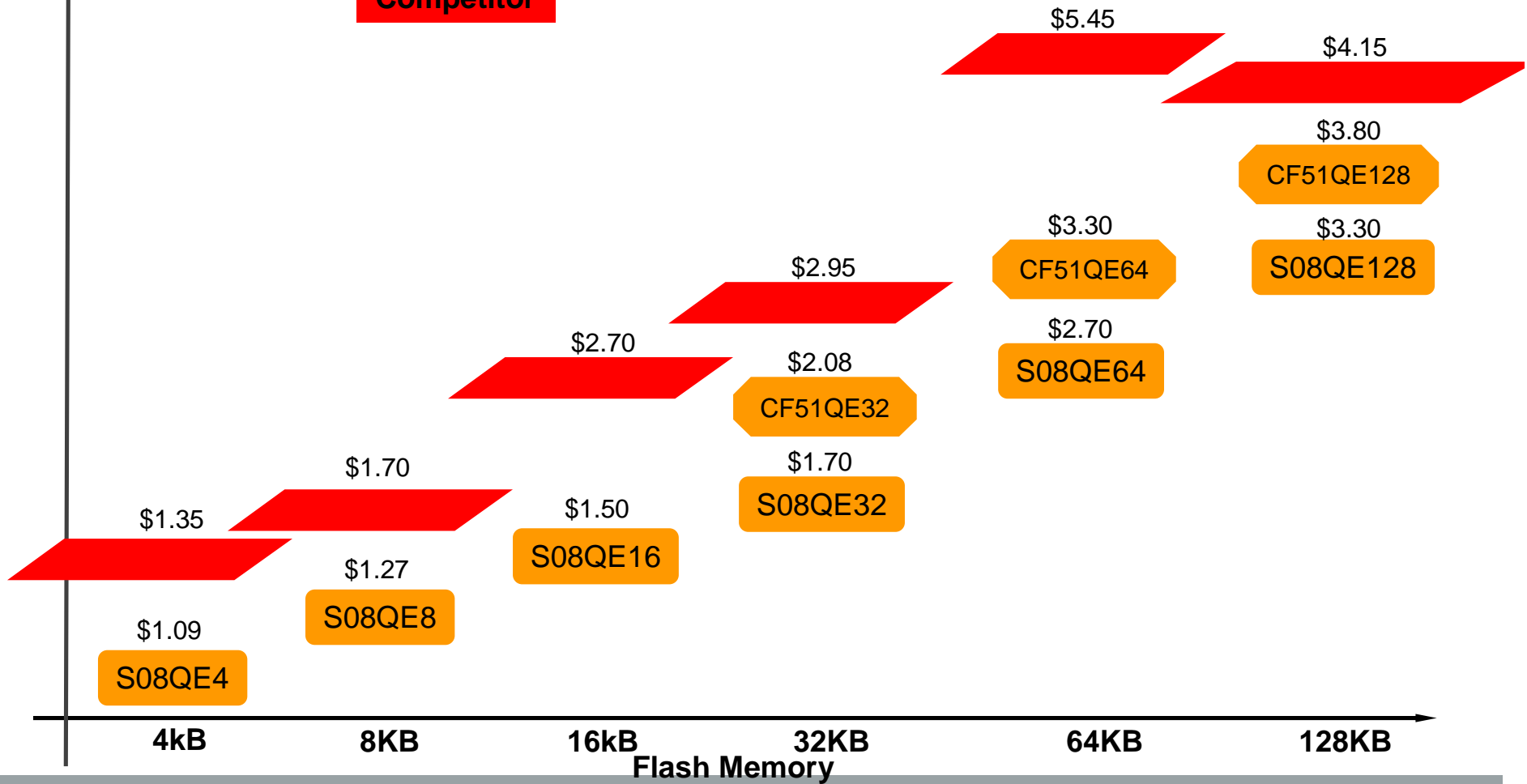


# Low Power and High Value

100# Resale  
Web Price (\$)

**Freescale**  
**Leading Low Power Competitor**

8-bit    16bit    32-bit



NOTE: Pricing valid Nov08

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# Flexis™ QE Device Overview

	S08	ColdFire V1
<b>CPU Mode</b>	Only one mode	User Mode/Supervisor Mode
<b>Program Model</b>	A(8-bit), HX(16-bit), SP(16-bit), PC(16-bit), CCR(8-bit)	User Mode D0-7(32-bit), A0-7(32-bit), PC(32-bit), CCR(32-bit) Supervisor Mode OTHER_A7, VBR, CPU CR, SR(16-bit)
<b>Bus</b>	8-bit Data bus, 16-bit Address bus	32-bit Data bus, 24-bit Address bus
<b>Instruction</b>	HC08 instruction set with added BGND, CALL, RTC instructions	ColdFire Instruction Set Revision C (ISA_C)
<b>Memory Map</b>	64K-byte Memory Map, Memory Management unit (MMU) for S08, 16K paging window for addressing memory beyond 64K, Linear address pointer for addressing data across entire memory,	16M-byte Memory Map, entire memory map addressed directly
<b>Exception/Interrupt</b>	Support up to 32 interrupt/reset vectors, priorities are fixed, One level interrupt grouping, No hardware support for nesting	Support up to 32 interrupt/exception vectors, interrupt/exception priorities are fixed except two interrupts can be remapped, seven levels interrupt grouping, hardware support for nesting
<b>Reset</b>	One vector for reset sources	Vectors for up to 64 reset sources

# Flexis™ QE Device Overview (Continued)

	MC9S08QE128	MCF51QE128
<b>Development Support</b>	Single-wire background debug interface, Same hardware/BDM cable for both devices, One version of CodeWarrior IDE and debugger support both devices,	
<b>Operation Range</b>	Up to 50MHz CPU from 3.6V ~ 2.1V, 20MHz CPU from 2.1V ~ 1.8V, across temperature range -40C ~ 85C	
<b>On-chip memory</b>	8K-byte RAM, 128K-byte Flash	
<b>Operation Mode</b>	Run, Low Power Run, Wait, Low Power Wait, STOP3, STOP2	
	-	STOP4
<b>Peripherals</b>	24-ch 12-bit ADC, 2 TPM (3-ch) 1 TPM (6-ch), 2 SPI, 2 SCI, 2 IIC, 16-ch KBI, RTC, GPIO	
	-	Interrupt controller, Rapid GPIO,
<b>Packages</b>	Pin to pin compatible in 80-pin LQFP and 64-pin LQFP	
	48-pin QFN, 44-pin QFP, 32-pin LQFP	-

# QE Low Power Family Device Overview

	QE8	QE32	S08QE128	51QE128
CPU	S08 Up to 20 MHz	S08 Up to 50MHz	S08 Up to 50 MHz	ColdFire V1 Up to 50 MHz
FLASH	8K Bytes	32K Bytes	128K Bytes	128K Bytes
RAM	512 Bytes	2K Bytes	8K Bytes	8K Bytes
ADC	10-ch 12-bit ADC	10-ch 12-bit ADC	24-ch 12-bit ADC	24-ch 12-bit ADC
TPM	2 TPM (3-ch)	2 TPM (3-ch) 1 TPM (6-ch)	2 TPM (3-ch) 1 TPM (6-ch)	2 TPM (3-ch) 1 TPM (6-ch)
SPI	1 SPI	1 SPI	2 SPI	2 SPI
SCI	1 SCI	2 SCI	2 SCI	2 SCI
IIC	1 IIC	1 IIC	2 IIC	2 IIC
KBI	8-ch KBI	16-ch KBI	16-ch KBI	16-ch KBI
Rapid GPIO	NA	NA	NA	Yes
Others	ICS, RTC, GPIO, BDM			

# Ultra-Low Power Overview

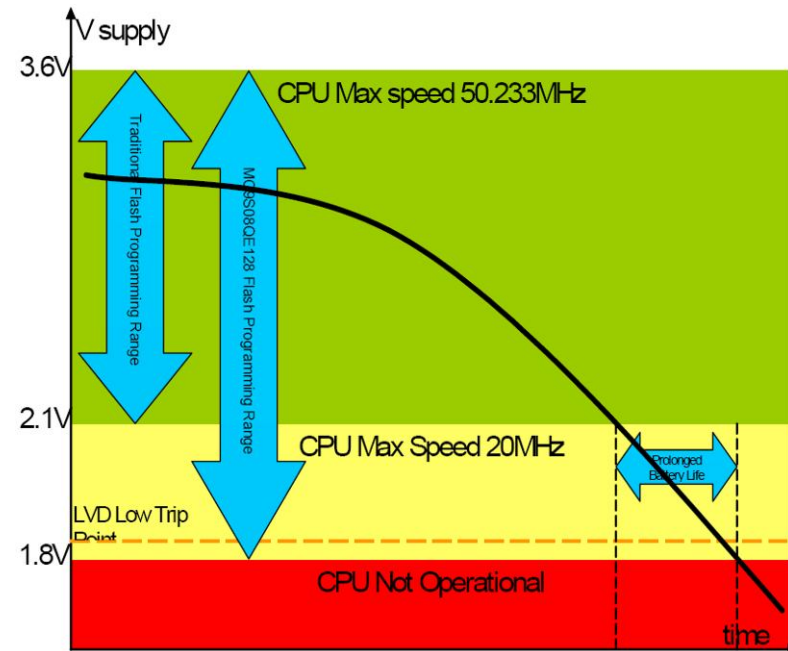
- ▶ **Ultra-low-power run and wait modes**
- ▶ CPU and peripherals run with voltage regulator in low power mode
- ▶ Allows full functionality at reduced frequency for lower power operation
  
- ▶ **Clock gating**
- ▶ Turn clocks off to unused peripherals
- ▶ Reduces overall run and wait mode current
  
- ▶ **Ultra-low-power internal regulator & oscillator**
- ▶ Fast Start Up from stop modes, typically 6-7 usec
- ▶ New low power external oscillator consumes less than 1 uA
  
- ▶ **Ultra-low-power internal clock source & oscillator**
- ▶ Eliminates need for external clock source
- ▶ Supports low frequency operations which lowers power in system
  
- ▶ **Ultra-low-power real-time counter**
- ▶ Use in run, wait and stop modes
- ▶ Use with low power oscillator, internal or external clock sources

	MCF51QE128	MC9S08QE128
Run Mode @ 2 MHz CPU / 1 MHz bus	2 mA	1 mA
Run Mode @ 50 MHz CPU / 25 MHz bus	27 mA	11 mA
Lower Power Run Mode @ 32 kHz CPU/16 kHz bus	50 uA	22 uA
Stop 2 – Lowest power mode; partial power down of circuits	370 nA	370 nA
Stop 3 - Int. circuits loosely regulated; clocks at low frequency	520nA	450 nA
Stop 3 - Wake Up Time	6 us	6 us

Preliminary typical measurements, Vdd = 3V, Temp = 25C

# High Performance *and* Low Power

- ▶ QE128 devices can run at 50 MHz CPU frequency down to 2.4V, 40MHz from 2.4V to 2.1V
  - Configure peripherals in microseconds
  - Copy/search large data tables rapidly
  - Perform complex calculations faster
- ▶ Below 2.1V, QE128's can still run at 20 MHz CPU frequency
  - Flexis devices are designed to run at high frequency across all voltages
- ▶ Flash programming at 1.8V while typical competitors' lowest is 2.2V
  - If working off batteries, with FSL part customer can re-program flash
  - Ability to update variables/constants and provides greater flexibility
    - Can save variables to flash before batteries die and are replaced
    - Can perform field s/w upgrades at any time, doesn't require fresh batteries

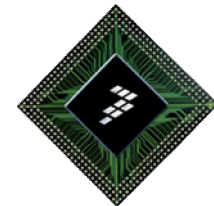


# Internal Positioning

	S08QE8	S08QE32	S08QE128	MCF51QE128
Stop2 @ 3V	750 nA	950 nA	2000 nA	11 uA
Stop2 @ 2V	600 nA	850 nA	1900 nA	10 uA
Stop3 @ 3V	1800 nA	2300 nA	4200 nA	18 uA
Stop3 @ 2V	1500 nA	2000 nA	3900 nA	16 uA

FSL spec max @70C

# Freescale Product Specifications





# New Product Specifications: S08QE8 & S08QE32

S08QE8						
		V	typ	max		temp
P	Stop 2	3	0.3	0.65	uA	-40 to 25
C			0.5	0.8		70
P			1	2.5		85
C		2	0.25	0.5	uA	-40 to 25
C			0.3	0.6		70
C			0.7	2		85

S08QE32						
		V	typ	max		temp
P	Stop 2	3	0.35	0.65	uA	-40 to 25
C			0.8	1		70
P			2	4.5		85
C		2	0.25	0.5	uA	-40 to 25
C			0.75	0.85		70
C			1.5	3.5		85

P	Stop 3	3	0.4	0.8	uA	-40 to 25
C			1	1.8		70
P			3	6		85
C		2	0.35	0.6	uA	-40 to 25
C			0.8	1.5		70
C			2.5	5.5		85

P	Stop 3	3	0.45	1	uA	-40 to 25
C			1.5	2.3		70
P			4	8		85
C		2	0.35	0.7	uA	-40 to 25
C			1	2		70
C			3.5	6		85

- Changes have been made to the Flexis QE family product specifications to include power consumption ratings @ 70°C
- Stop Idd grows exponentially with temperature - 70°C rating is significantly lower than 85°C rating – good for applications that don't require 85C
- Parameters are characterized by design [C] and production tested [P]. Parameters that are production tested are checked on every device before it is shipped
- Typical values: the value that most parts will achieve
- Maximum values: the Limit (usually set in production testing) that parts will achieve

# New Product Specifications: S08QE128 & MCF51QE128

S08QE128						
		V	typ	max		temp
P	Stop 2	3	0.35	0.6	uA	-40 to 25
C			0.98	2		70
P			2.5	7.5		85
C		2	0.25	0.5	uA	-40 to 25
C			1.4	1.9		70
C			1.91	6.5		85

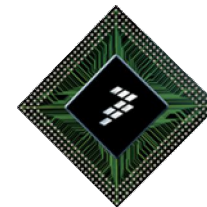
51QE128 - O'Douls						
		V	typ	max		temp
P	Stop 2	3	0.6	0.8	uA	-40 to 25
C			3.0	11		70
P			8.0	20		85
C		2	0.6	0.8	uA	-40 to 25
C			2.5	10		70
C			6.0	12		85

P	Stop 3	3	0.45	1	uA	-40 to 25
C			1.99	4.2		70
P			5	15		85
C		2	0.35	0.7	uA	-40 to 25
C			2.9	3.9		70
C			3.77	13.2		85

P	Stop 3	3	0.8	1.3	uA	-40 to 25
C			6.0	18		70
P			18.0	28		85
C		2	0.8	1.3	uA	-40 to 25
C			5.0	16		70
C			12.0	20		85

- Changes have been made to the Flexis QE family product specifications to include power consumption ratings @ 70°C
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- Maximum values: the Limit (usually set in production testing) that parts will achieve

## Other Low Power Solutions from Freescale



# Compatibility with Flexis™ Series

ColdFire® V1  
S08

*Colors Indicate  
Pin/Peripheral Compatibility*

**ColdFire V1  
QE128**  
Ultra-low-power MCU

**ColdFire V1  
JM128**  
USB Enabled MCU

**ColdFire V1  
AC256**  
Industrial Apps MCU

**S08QE128**  
Ultra-low-power MCU

**S08JM60**  
USB Enabled MCU

**S08AC128**  
Industrial Applications  
MCU

**ColdFire V1**  
Medical Applications  
MCU

**S08**  
Medical Applications  
MCU

**ColdFire V1**  
LCD Applications  
MCU

**S08**  
LCD Applications  
MCU

Roadmap designates planned devices.

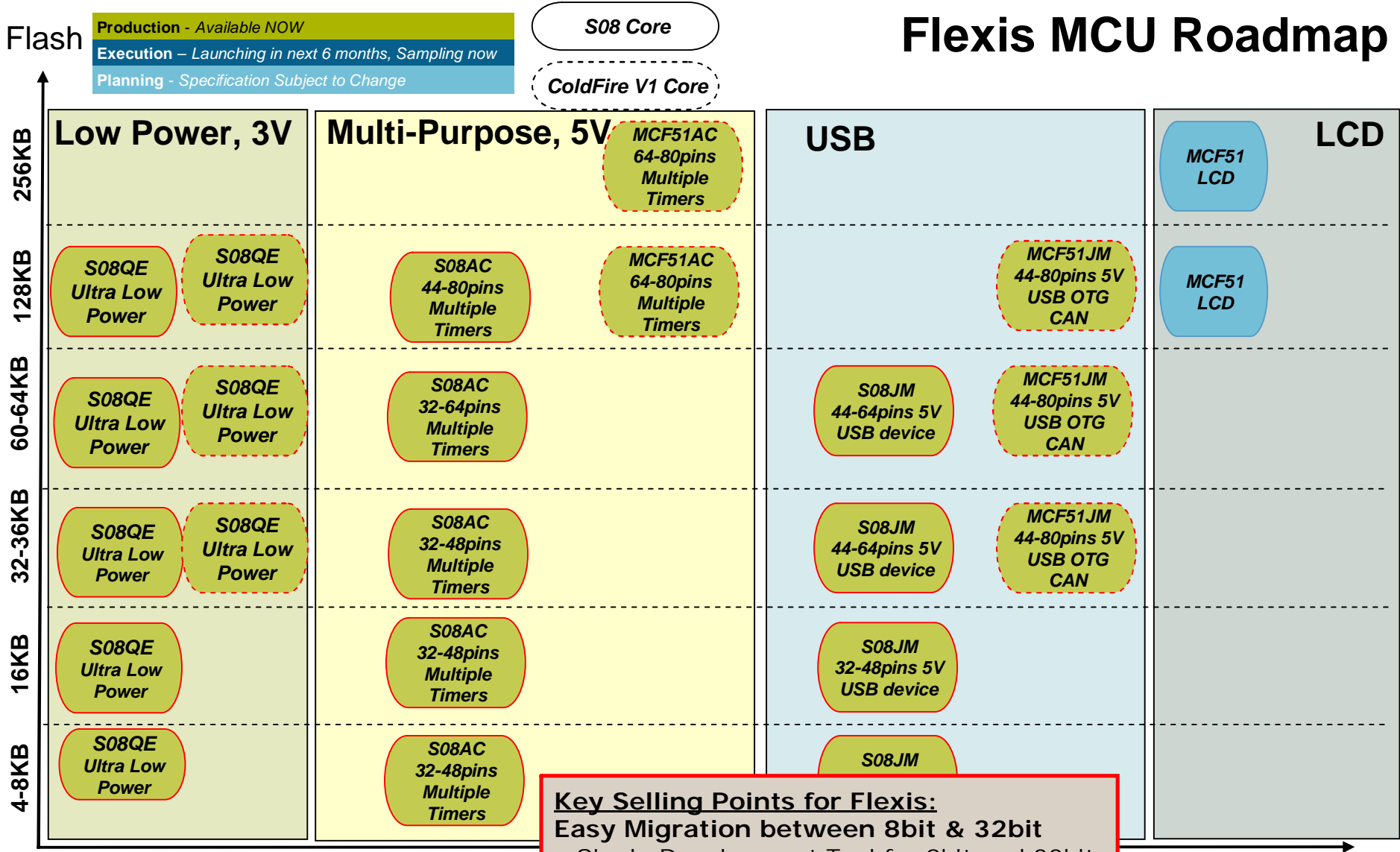
**Current**

**June 2008**

**Future**

**Learn more at [www.freescale.com/flexis101](http://www.freescale.com/flexis101)**

# Flexis MCU Roadmap



**Key Selling Points for Flexis:**  
**Easy Migration between 8bit & 32bit**

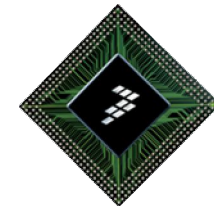
- Single Development Tool for 8bit and 32bit
- Common Peripheral Set – allows software re-use between 8bit & 32bit
- Pin-to-Pin Compatibility – maximises hardware re-use between 8bit and 32bit designs

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## Introducing new 8-bit MCUs with LCD capability: **S08LL16/8**, **RS08LA8**, **RS08LE4**



# Introducing the L Family

Introducing a trio of 8-bit MCU families (S08LL, RS08LA, RS08LE) with industry-leading LCD capabilities, including the ability to drive more segments with fewer pins (up to 8x mode). In addition, the S08LL family offers best-in-class, ultra-low-power performance.

## Integrated LCD Driver

- ▶ High segment on-chip LCD driver module is software-configurable and eliminates the need for separate display driver chip, reducing board space and total system cost.

## Flexible Pin Functionality

- ▶ With L family MCUs, developers can drive more segments with fewer pins, enabling smaller connectors and smaller footprint. Different functionality can be assigned to pins, enhancing design flexibility

## Ultra-Low Power

- ▶ Developers can choose from a wide range of products within the family to optimize their designs for power-conscious, cost-sensitive applications.

# LCD MCU Series Roadmap

ColdFire®

S08/RS08

MCF532x  
Graphic LCD  
MPU

MCF52274/7  
Graphic LCD  
MPU

S08LC60  
Segment LCD  
MCU

S08LC36  
Segment LCD  
MCU

S08LL16  
Ultra-low power  
Segment LCD  
MCU

S08LL8  
Ultra-low power  
Segment LCD  
MCU

RS08LA8  
Segment LCD  
MCU

RS08LE4  
Segment LCD  
MCU

New

S08  
Ultra-low-power  
Segment LCD  
MCU

S08  
Ultra-low-power  
Segment LCD  
MCU

S08  
Ultra-low-power  
Segment LCD  
MCU

S08  
Ultra-low-power  
Segment LCD  
MCU

ColdFire  
Graphic LCD  
MCU

S08  
Segment LCD  
MCU

Current

November 2008

Future

Roadmap designates planned devices.



# New Segment LCD Solutions

Segment LCD Solutions	Key Features & Benefits
S08LL16/8	<ul style="list-style-type: none"><li>The LL16/8 offers Freescale's ultra-low-power technology at 1.8V with winning features, such as 20MHz CPU, flash reprogramming and ADC accuracy. Intended for low-power and portable applications, such as thermostats and blood glucose meters.</li></ul>
9RS08LA8	<ul style="list-style-type: none"><li>The LA8 is a cost-effective MCU that features 6-channel 10-bit ADC, analog comparator, internal charge pump and internal oscillator.</li></ul>
9RS08LE4	<ul style="list-style-type: none"><li>The LE4 has the RS08 core, which provides 8-channel 10-bit ADC in 28-pin SOIC package options for small appliances and meters.</li></ul>
Common Features	<ul style="list-style-type: none"><li>LCD features can drive large segment (8x mode) LCDs with fewer pins. FP or BP reassignment simplifies PCB layout and provides the opportunity to optimize designs for EMI performance.</li></ul>

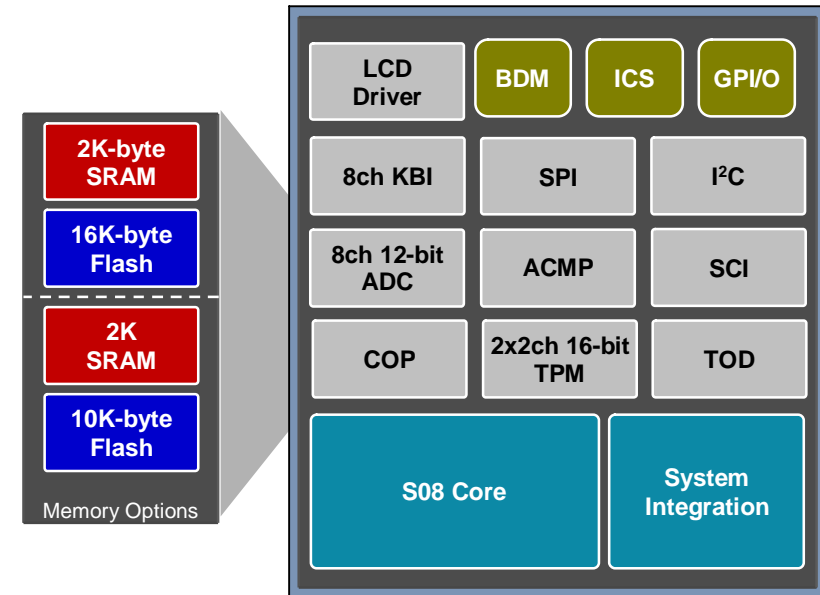
New

# MC9S08LL16 – Ultra Low Power with Segment LCD

Introducing the 8-bit MCU LL family with industry-leading LCD capabilities, including the ability to drive more segments with fewer pins (up to 8x mode). In addition, it offers best-in-class, ultra-low-power performance.

## S08 Core

- Up to 20M CPU
- Temperature range of -40°C to 85°C, 1.8-3.6V Op Range
- **On-Chip Memory**
  - FLASH read/program/erase over full operating voltage and temperature
  - 2K Random-access memory (RAM)
  - Flash size
    - LL16: 16K-byte, 8K in Flash A, 8K in Flash B
    - LL8: 10K-byte, 8K in Flash A, 2K in Flash B
- **Clock Source Options**
  - Oscillator (XOSC) — Loop-control Pierce oscillator; Crystal or ceramic resonator range of 31.25 kHz to 38.4 kHz or 1 MHz to 16 MHz
  - Internal Clock Source (ICS) — Internal clock source module containing an FLL controlled by internal or external reference; supports bus frequencies up to 10 MHz
- **System Protection**
  - Watchdog computer operating properly (COP) reset
  - Low-voltage detection with reset or interrupt
  - Illegal opcode detection with reset
  - FLASH block protect
- **Single Wire Background Debug Interface**



## Power-Saving Modes

- 2 very low power stop modes
- Reduced power wait mode
- Low power run and wait modes allow peripherals to run while voltage regulator is in standby
- Very low power external oscillator that can be used in stop2 or stop3 modes to provide accurate clock source
- 6 usec typical wake up time
- Peripheral clock gating

# MC9S08LL16: Low Power Features

## Power Saving modes

- ▶ 2 very low power stop modes
- ▶ Reduced power wait mode
- ▶ Low power run and wait modes allow peripherals to run while voltage regulator is in standby
- ▶ 6 usec typical wake up time

## Low Power LCD Module

- ▶ Low power LCD waveform
- ▶ Multi LCD power supply configuration
- ▶ Efficient internal charge pump to produce LCD bias voltages
- ▶ LCD display and blink in Low Power mode

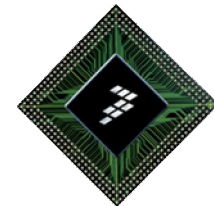
## Low Power Oscillator

- ▶ Very low power external oscillator that can be used in stop2 or stop3 modes to provide accurate clock source in LP mode

## Others

- ▶ TOD for low power time keeping
- ▶ Clock gating

# Freescale Battery Charging Solutions



# Target Applications for Battery Chargers



# FreescalE Battery Charger Benefits

The industry's most flexible battery charger ICs that can be customized for a wide variety of applications during the final test phase of the manufacturing process

## Flexibility

Not just three devices but a family of devices because of flexibility

Process allows quick customization to meet application needs

Pin-out, feature set and charging parameters can be customized to customer requirements

Up to hundreds of configurations with initial devices

## High Performance/Accuracy

These chargers provide the highest performance and accuracy in the industry

Output voltage accuracy up to 0.2% at room temperature

Output voltage accuracy up to 0.4% at over temperature

Charge current accuracy is 6% over temperature

## Compact Packaging

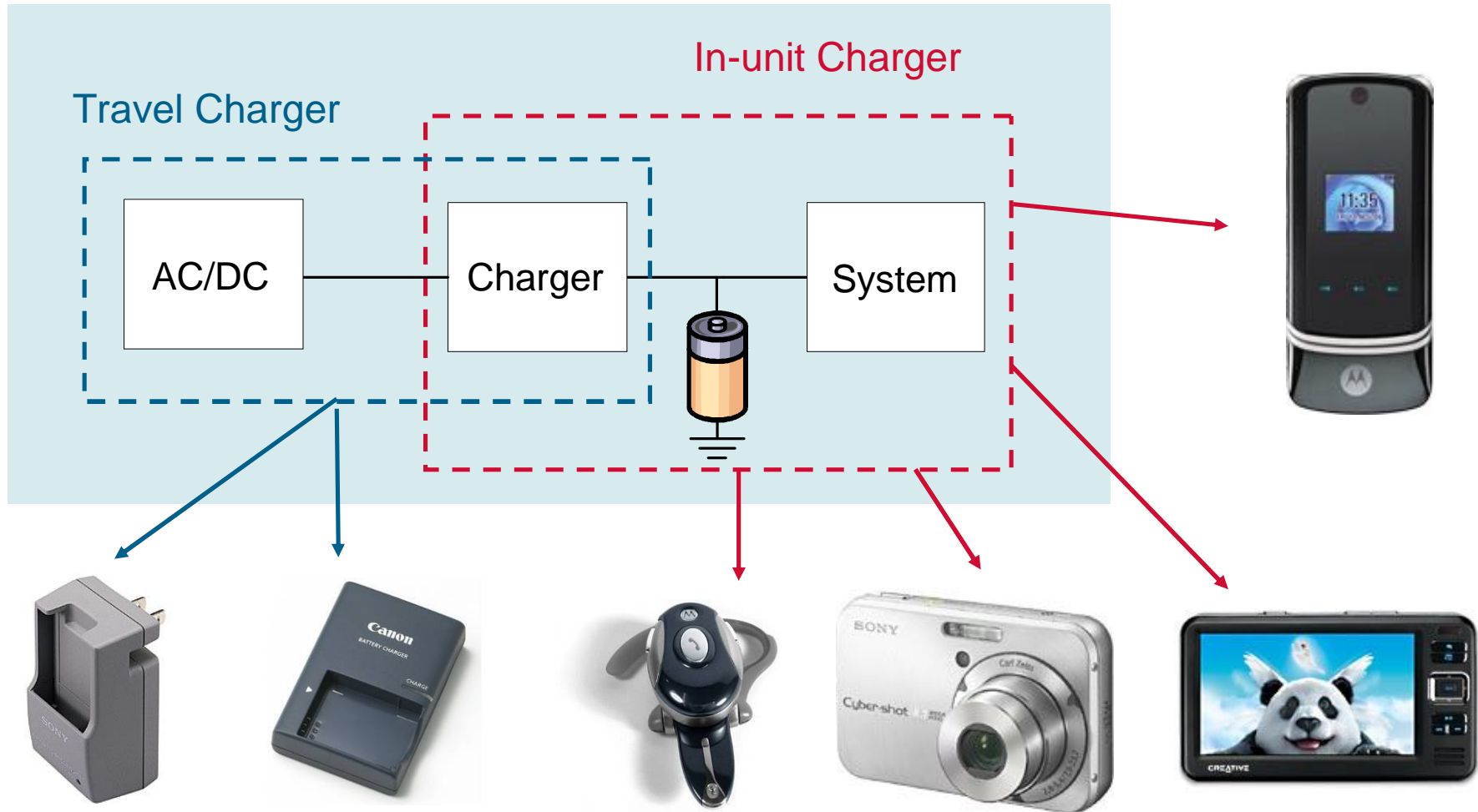
Meets customers' needs of manufacturing smaller, lighter portable devices

2x3 mm ultra thin dual flat no-lead (UDFN)

Low profile package 0.65 mm

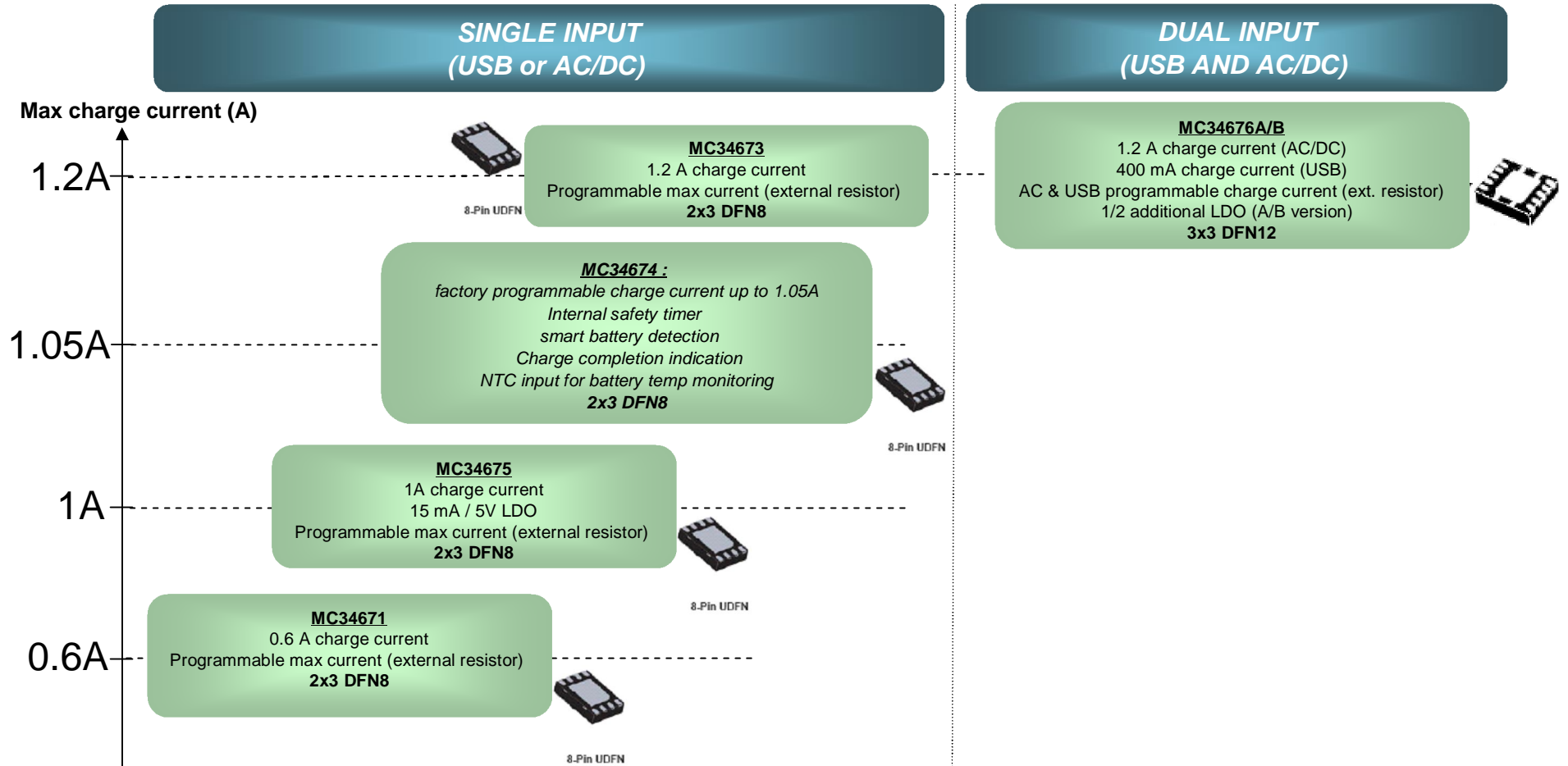
Cost efficient

# Where Does It Fit in System?



# MC3467x Product Roadmap

A complete family from the low end to the high end....



**Applications :** PC peripherals, cell phone, blue-tooth headset, MP3, gaming, PMP, portable Medical, POS, bar code scanners



# Battery Charger Solutions: Product Overview

**MC34671**

- 600mA charge current

**MC34673**

- 1200mA charge current

**MC34674**

- Travel Charger
- 1050mA charge current

**MC34675**

- 1000mA charge current
- 4.8V@10mA LDO

**MC34676**

- 1200mA charge current (AC)
- 400mA charge current (USB)
- 4.8V@10mA LDO or BATT detect

## Highest Performance Chargers in Industry

- 0.4% output voltage accuracy over temperature
- 5% current accuracy

## Up to 28V input voltage

## Factory-Programmable Parameters for Increased Device Flexibility

- Output voltage
- Input over-voltage protection
- CC current
- Trickle charge current
- Trickle charge voltage threshold
- EOC current
- Recharge threshold
- Thermal fold back threshold
- Timeout
- Verification filter timing

## Factory-Reconfigurable Features

- Indicator pin functions are programmable
- ISET pin
- Negative Temperature Coefficient (NTC) thermistor interface
- Battery connection verification
- EOC flow
- Remote sense

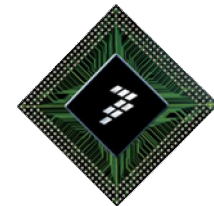
# Battery Charger Solutions: Competitive Overview

Vendor	Part Number	Max Input voltage (V)	Max CC (A)	Safety Timer? (Y/N)	Thermal Reg? (Y/N)	Pwr Path mgmt (Y/N)	CC Accuracy (+/- %)	Voltage Accuracy (+/- %)	Status Indication (# of bits)	OVP (V)	Package
TI	bq24061/2/3/4/5/6	18	1	Y	Y	N		0.5	3	6.5V/10.5	3x3DFN-10
TI	bq24030/2/5/8	18	1.5	Y	Y	Y	17	1	4	-	3.5x4.5QFN-20
TI	bq24020/2/3/4/5/6/7	7	1	Y	N	N		1	2	-	3x3DFN-10
Intersil	ISL6294	28	0.9	N	Y	N	10	1	2	6.5	2x3DFN-8
Intersil	ISL6299A	28/7	1	N	Y	N	10	1	2	-	3x3DFN-10
Intersil	ISL6292/B/C/D	7	2	Y	Y	N	10	1	2	-	3x3DFN-10/4x4/5x5
Intersil	ISL6297	7	1.5	Y	Y	N	10	0.7	2	-	4x4QFN-16
Maxim	MAX8808X/Y/Z	16	1	N	Y	N	10	1	2	7	2x2TDFN-8
Maxim	MAX8606	16	1	Y	Y	N		0.5	2	5.8	3x3TDFN-14
Maxim	MAX1551/5	7	0.28	N	Y	N	20	0.5	1	-	SOT23-5
LTC	LTC4055	5.5	1.25	Y	Y	Y	5	1	2	-	4x4QFN-16
LTC	LTC4065	5.5	0.75	Y	Y	N	5	1	1	-	2x2DFN-6
LTC	LTC4059A	10	0.9	N	Y	N	6	1	1	-	2x2DFN-6
LTC	LTC4075	10	0.95	Y	Y	N	5	1	2	-	3x3DFN-10
National	LM3658	6.5	1	Y	Y	N	15	1.5	2	-	3x3DFN-10
<b>Freescale</b>	<b>MC34xxxx</b>	<b>28</b>	<b>1.2</b>	<b>Y</b>	<b>Y</b>	<b>N</b>	<b>5</b>	<b>0.5</b>	<b>3</b>	<b>5.5/6.8/11</b>	<b>2x3DFN-8/2x2DFN-8</b>



# Battery Charger Solutions: Summary

- ✓• Industry's most flexible Li-ion and Li-polymer battery charger solution
- ✓• Complete charger for single-cell Li-ion and Li-polymer batteries
- ✓• Feature-rich and easily modified to meet the needs of a wide variety of applications
  - ✓ • +/-0.7% output voltage accuracy over -20°C to +70°C (+/-0.4% at room temperature)
  - ✓ • +/-0.7% output voltage accuracy over -40°C to +85°C (MC34675)
  - ✓ • +/-5% charge current accuracy over -40°C to +85°C (+/-6% for MC34673 and MC34675)
- ✓• Factory-configurable parameters for faster time to market and lower system cost
- ✓• Meets AC/DC adapter standard YD/T 1591-2006 in the Chinese cell phone market
- ✓• Low external component count

# Freescale Low Power Features



# Freescal Low Power Features

1. Multiple power-saving modes
  - 6 modes totally
  - Low-power run and wait modes 
2. Clock gating for the peripherals
3. Internal Clock Source (ICS) module allows to generate clock signals from a variety of sources
4. Ultra-low-power (ULP) 32kHz oscillator
5. New voltage regulator
  - Faster wake up times 
6. Low power Peripherals Real Time Counter
  - Ultra-low power Real Time Counter (RTC)
  - Low power ADC



# Operation Modes

Highest functionality ← → Lowest power



# QE8 – Run Mode

## ► Run Mode

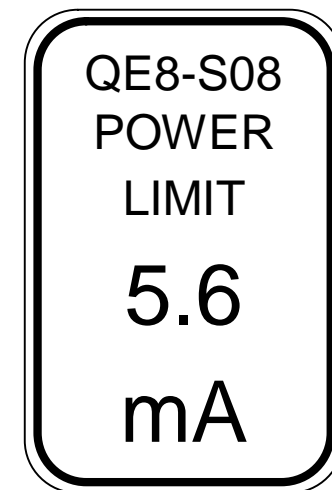
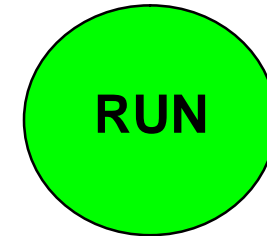
- Standard user mode – default mode out of any reset
  - Clocks are enabled to CPU and all peripherals
  - All peripherals disabled out of reset.
- The voltage regulator is in active mode
- Typical  $I_{DD}$  as low as **5.6 mA** at 10 MHz Bus and 3V with all modules enabled.

## ► Advantages

- All peripherals can be used without limitations
- Interrupts can be serviced without changing modes
- Flash can be reprogrammed across all VDDs and temperature

## ► Limitations

- Consumes more current than other modes



# QE8- Wait Mode

## ► Wait Mode

- The bus clock source remains active
- Clocks are disabled to CPU but peripherals can be clocked
- Typical IDD as low as 0.57 mA at 10 MHz CPU and 3V

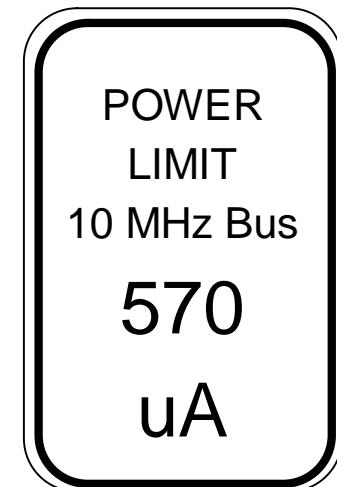
## ► Advantages

- Reduces power consumption versus run mode
- No stop recovery time; the interrupt is serviced immediately
- Reduces noise while taking A-to-D readings

## ► Limitations

- The voltage regulator remains active, consuming more current than stop or LP modes

## ► Exit times :





# QE8 Low-power Modes : LPRun

New

## ► Low-power Run (LPRun) Mode

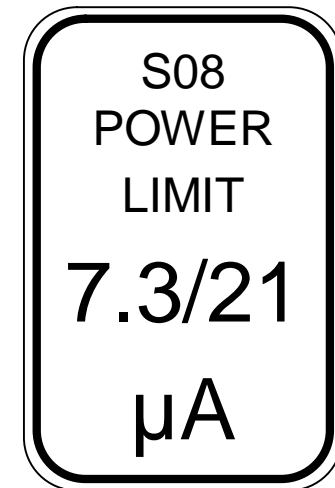
- The bus clock source is limited to FBELP
- Typical  $I_{DD}$  as low as 7.3  $\mu\text{A}$  at 32 kHz CPU and 3V when executing from RAM
- Typical  $I_{DD}$  as low as 21  $\mu\text{A}$  at 32 kHz CPU and 3V when executing from Flash
- The voltage regulator is in low-power mode

## ► Advantages

- All peripherals can be used
- Reduces power consumption versus Run mode when high performance is not required
- Interrupts can be serviced without changing modes

## ► Limitations

- Maximum frequency is limited (see reference manual)
- Flash cannot be programmed or erased



# Low-power Modes—LPWait

New

## ► Low-power Wait (LPWait) Mode

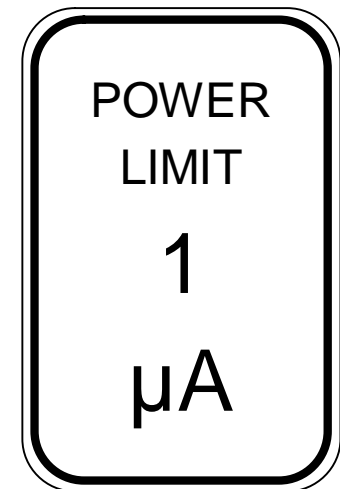
- The bus clock source is limited to FBELP
- Clocks are disabled to CPU but peripherals can be clocked
- Typical  $I_{DD}$  as low as 1  $\mu\text{A}$  at 32 kHz CPU and 3V
- The voltage regulator is in low-power mode

## ► Advantages

- Reduces power consumption versus LPRun mode
- No stop recovery time; the interrupt stacking begins immediately
- Reduces noise while taking A-to-D readings

## ► Limitations

- Consumes more current than stop modes
- Maximum frequency is limited
- Due to slower frequencies, may take longer to react to wake-up trigger than stop2 or stop3 modes



# QE8-Low-power Modes: Stop3

## ► Stop3 Mode

- Bus and CPU clocks halted
- Voltage regulator in standby
- Typical IDD of 400 nA at 3V
- Exit with any active interrupt: ADC, ACMP, IRQ, KBI, LVD, RTC, SCI or reset

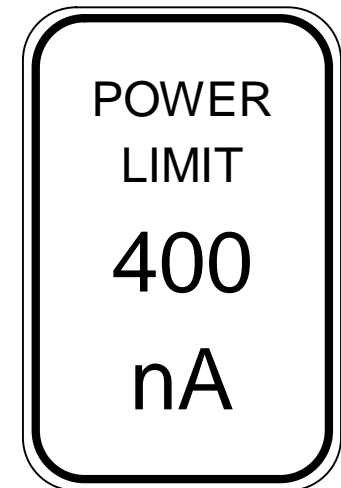
## ► Exit times : 6 uS

## ► Advantages

- Still has very low-current consumption
- RAM and register retain their values
  - Does not require reinitializing peripherals
- Latency from interrupt event to code execution is only 5 us + 38 ICSOUT cycles

## ► Limitations

- Not quite as low current as stop2



# QE8- Low-power Modes: Stop2

## ► Stop2 Mode

- Partial power down mode with typical  $I_{DD}$  as low as 300 nA at 3V
- Exit with wake-up pin (IRQ/RESET pin) or RTC
  - Stop2 recovery is always through a system reset

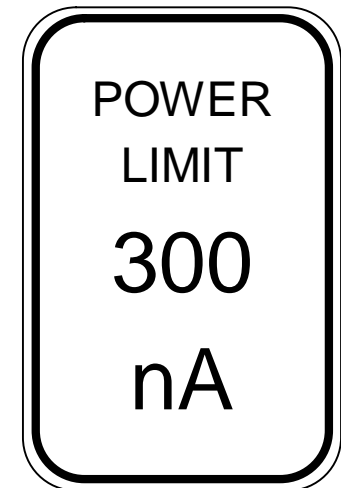
## ► Advantages

- Lowest-power consumption mode for these devices
- RAM contents are maintained, I/O pin states are latched.

## ► Exit times : 29 $\mu$ S

## ► Limitations

- Register values are reset, but values can be saved to and restored from RAM
- Wake up latency from reset to code execution is  $\sim 5 \mu\text{s} + 162$  ICSSOUT cycles.



# CPU Mode Comparison Chart

	Features	Exit Sources	Wake-up Time
Run	CPU clocks can be run at full speed Internal supply is fully regulated	n/a	n/a
Wait	CPU not clocked System clocks are running Full regulation is maintained	Any interrupt	Instantly
LP Run	Bus frequency is restricted to 125 kHz maximum Voltage regulator standby	Clear LP bit or interrupt with LPWUI set	n/a
LP Wait	CPU not clocked Bus frequency is restricted to 125 kHz maximum Full regulation is maintained	Any interrupt	Instantly
Stop 3	CPU not clocked Voltage regulator stand by Peripherals not clocked but powered for fast recovery	RTC, LVD/LVW, ADC, ACMP, IRQ, SCI, KBI or RESET	6 $\mu$ s
Stop 2	CPU and peripherals not clocked Voltage regulator partial power down RAM content is retained	RTC, IRQ or RESET	29 $\mu$ s

# New Voltage Regulator

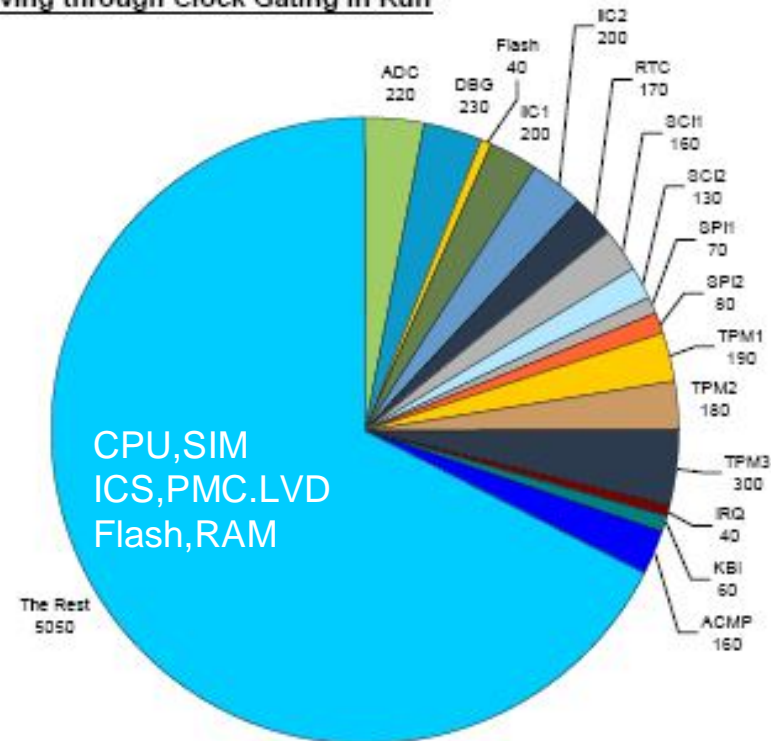
- Voltage Regulator is always on when MCU is in Run or Wait modes
  - Also on when in stop3 with LVI or ADC enabled
  - Runs internal logic at lower voltage, therefore lower power
- Modified stand-by mode to allow execution in low power modes
  - New LPRun and LPWait modes allow peripherals to run while regulator is in stand-by
  - Condition for this is to have ICS configured in a special low power modes where bus frequency is restricted (125 KHz max)
  - *New faster regulator start-up time! **6 uS***
  - Allows more applications to use Stop modes

# Peripherals Clock Gating μA Saved Through Clock Gating @ 20MHz CPU in FEE Mode

- ▶ Clock gating is the mechanism used to disable the clock tree to any unused peripheral
- ▶ Bus or peripheral clock runs to all modules
  - Regardless if they are enabled or not
- ▶ Saves power by not clocking unused gates

**Using the system clock gating registers  
RUN IDD can be reduced by up to ~33%**

μA Saving through Clock Gating in Run



Total Run Current with all module clocks disabled = 5050uA

Total Run IDD with all module clocks enabled = 7480uA

## How does power relate to ICS?

- ▶ Software-selectable bus frequency divider (BDIV)
  - Available in all clock modes
  - Allows frequency changes without losing FLL Lock in FEI and FEE
  - Run fast only when needed
- ▶ Low-power or high-gain oscillator options
  - Low-power limits voltage swing on oscillator pins to minimize power consumption
- ▶ The external reference can be left enabled in stop mode
  - 32 kHz crystal in low-power mode only adds 800nA to stop mode currents!
- ▶ Stop mode currents are affected only by the references enabled in stop mode, not the ICS mode before entering
  - Ex: if running FEE mode with ext oscillator enabled in stop mode, only the ext oscillator will be enabled when stop is entered, the FLL will be disabled automatically



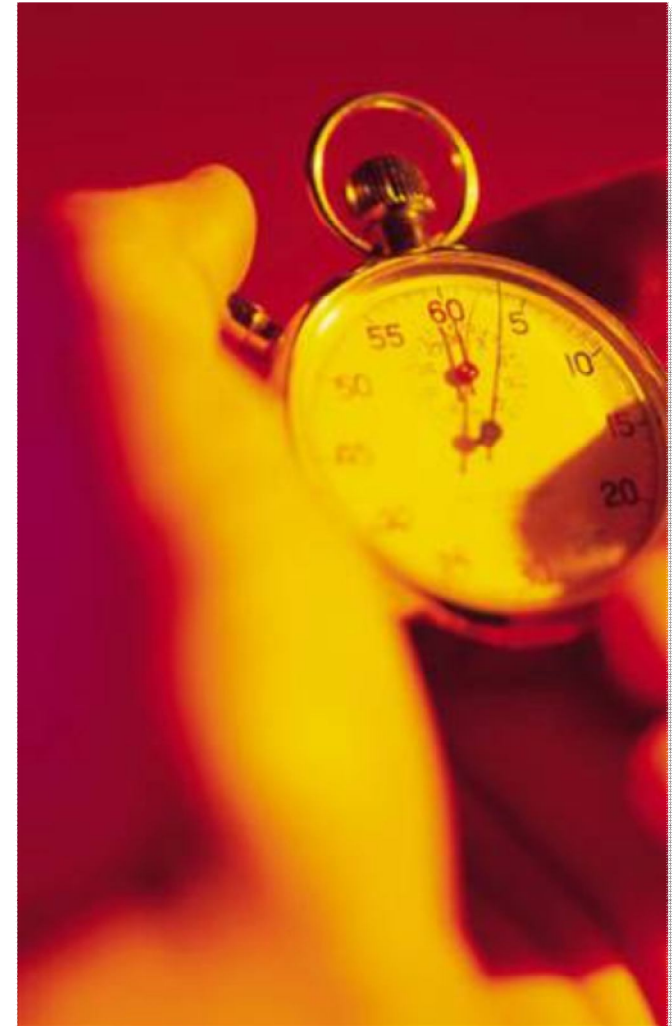
# Ultra-low Power Real-time Counter (RTC)

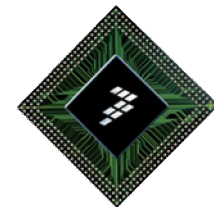
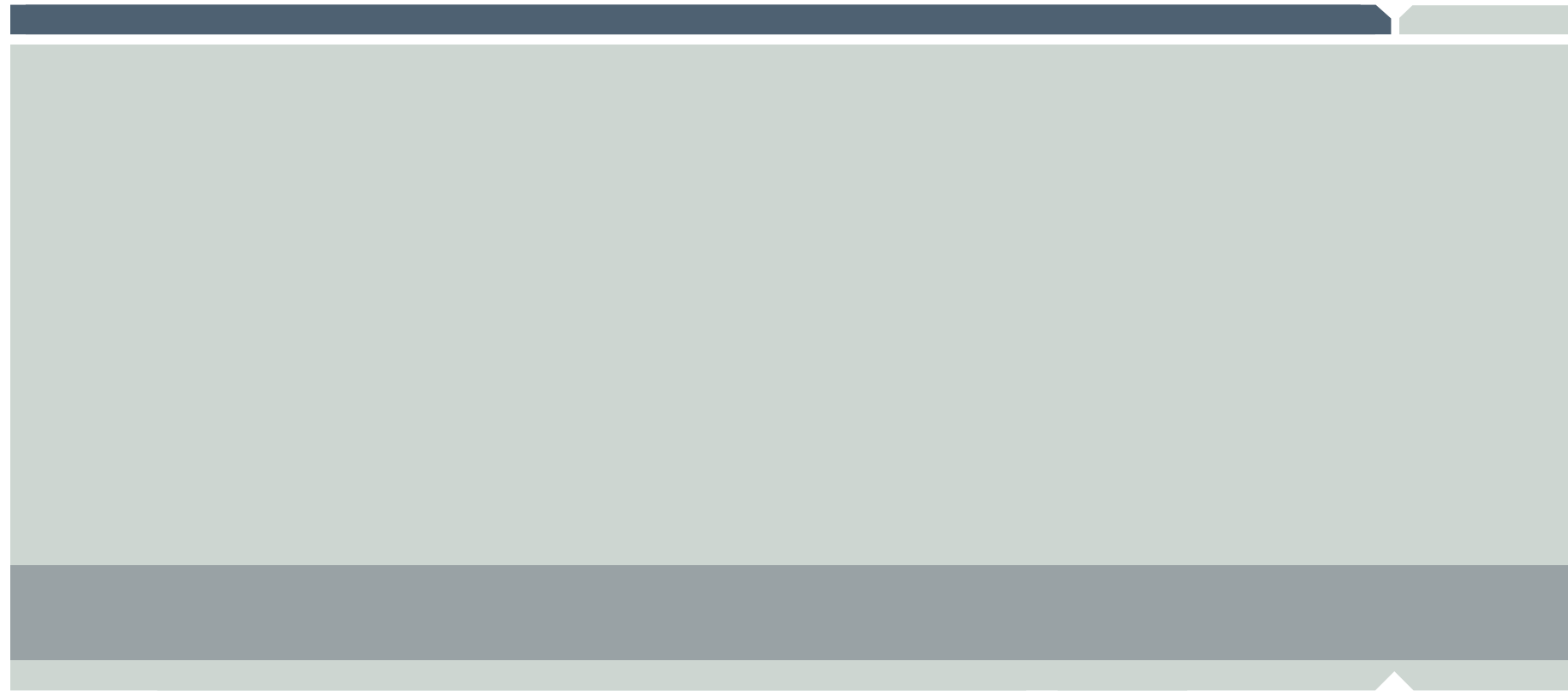
- ▶ Enhancement from Real-Time Interrupt Module
- ▶ 1 kHz internal low-power oscillator (LPO)
  - 300 nA typical power consumption
  - No crystal required
  - Independent of internal bus clock source
- ▶ External clock option for greater accuracy
  - 550 nA typical power consumption with 32 kHz low power oscillator
- ▶ Programmable wake-up intervals
  - 8-bit counter
  - 15 selectable input clock prescalers
  - 8-bit user programmable modulo value
- ▶ Can be enabled in any mode



## **TIP**

The internal LPO oscillator can be measured against the bus clock. User software can adjust RTC timeout to compensate for inaccurate LPO clock.





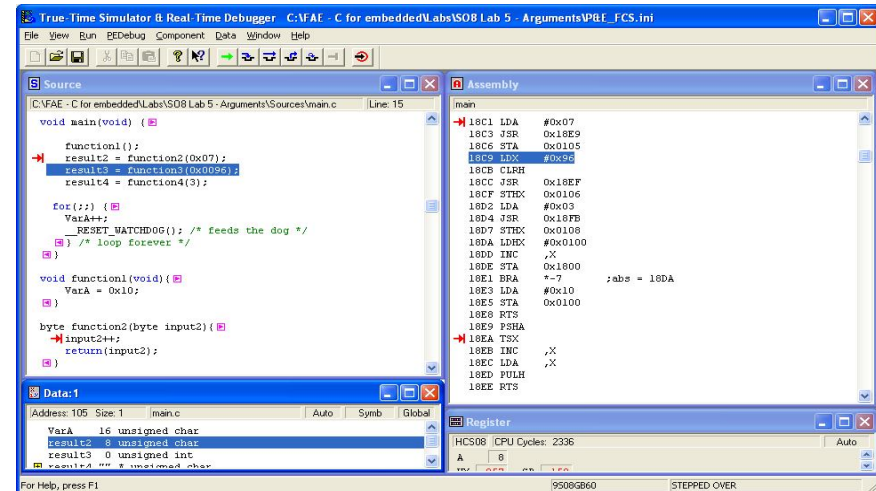
# Introduction to CodeWarrior & Processor Expert

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# CodeWarrior IDE (Integrated Development Environment)

## Fully featured and class leading IDE

- ▶ Full-chip simulation and flash programming
- ▶ Assembler, linker, and source level debugger supports all MCUs
- ▶ Highly optimized ANSI C compiler and C (code limitations)
- ▶ Automatic C code generation for on-chip peripherals with Processor Expert
- ▶ Special edition for S08 free up to 32k code
  - CodeWarrior for Microcontrollers
- ▶ Special edition for MCF51 free up to 64k code
  - CodeWarrior for Microcontrollers



# What is Processor Expert?

## A rapid application design tool with ...

- ▶ **Graphical User Interface** which allows an application to be specified by the functionality needed
- ▶ **Automatic code generator** which creates tested, optimized C code tuned to the application needs and selected Freescale MCU
- ▶ **Built-in knowledgebase**, which immediately flags resource conflicts and incorrect settings in the beginning phase

## Creating...

- ▶ **Hardware Abstraction Layer (HAL)** – hardware-dependent, low-level drivers with a known application programming interface (API)

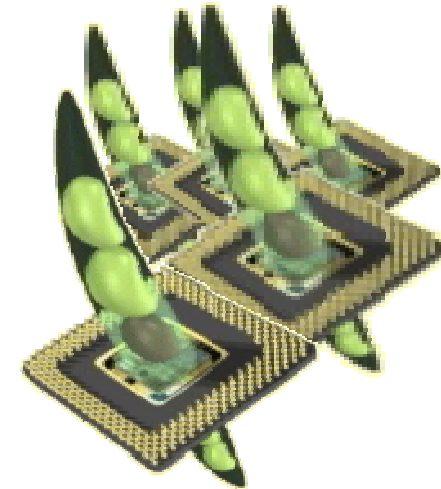
## Benefits

- ▶ Eases migration between Freescale devices
- ▶ Designers don't have to be intimately familiar with every page of a specification
- ▶ Errors are caught early in design cycle; therefore, designers get to market faster with higher quality product

# What is an Embedded Bean?

► Embedded Beans are software components, which encapsulate the initialization and functionality of an embedded system's basic elements

- CPU core
- CPU on-chip peripherals
- FPGAs
- Stand-alone peripherals
- Virtual devices
- Pure software algorithms



► Embedded Beans provide a hardware abstraction layer (HAL), which eases migration between devices



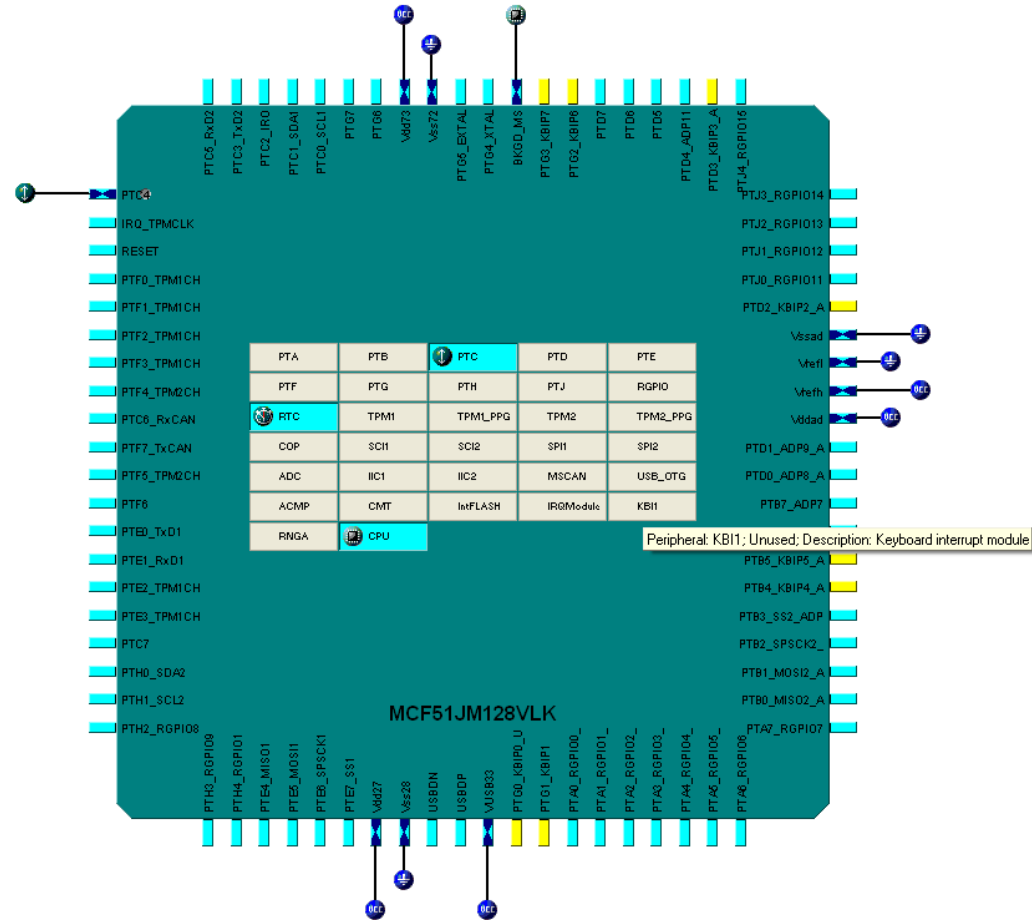
# Migration Aids

- ▶ Porting initialization code/low level drivers with Processor Expert
  - Use GUI to map software components to resources on new silicon
  - Regenerate initialization code and low-level drivers
  - Limitations
    - Only code generated by Processor Expert can be reconfigured and re-generated.
- ▶ Porting initialization code with Device Initialization
  - Use GUI to select, configure and generate initialization code for new silicon
  - Replace initialization code in project

# Evaluate Silicon

## ► CPU Package and Peripherals

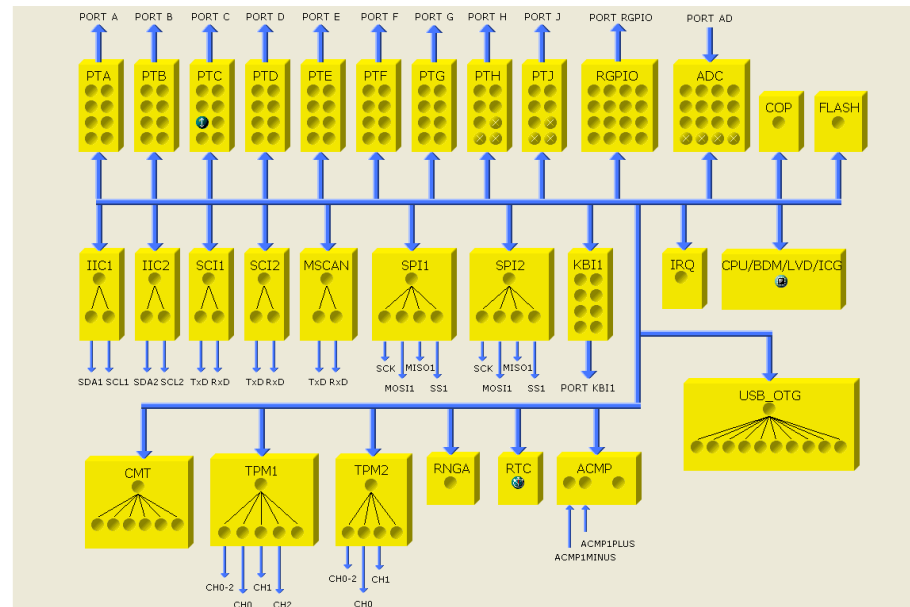
- Displays selected targeted MCU with its peripherals and pins
- Pins associated with a peripheral are highlighted when mouse hovers over the peripheral
- Help is available for pins and peripherals by moving the mouse over the item





## ► CPU Block Diagram

- Every peripheral is represented by a block.
- Every block contains slots for every resource that can be allocated (e.g. pin or channel).
- If the resource is allocated, the slot contains the icon of the allocating component.

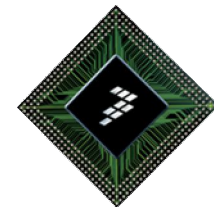
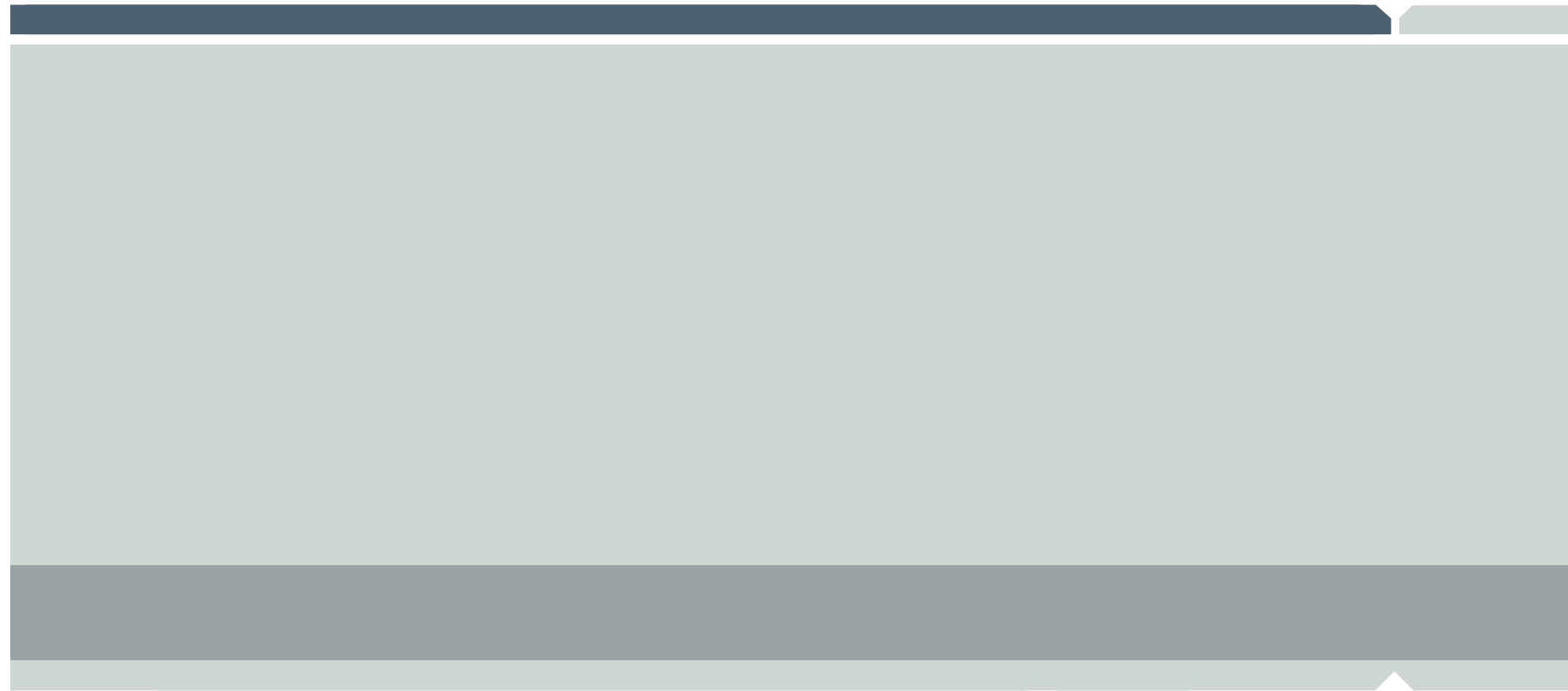


# Unique in the Market

► Processor Expert delivers functionality that is unique in the market.

	CodeWarrior - Processor Expert	RealView Tools Suite	Green Hills	IAR (VisualSTATE 6.1)	HITEX (startEasy)	Keil
Graphical Interface	Yes	Yes	Yes	Yes	Yes	Yes
Configurable Application Notes	Yes	No	No	Yes	Yes	No
Integrated Knowledgebase	Yes	No	No	No	No	No
Generates Initialization Code	Yes	No	No	Yes	Yes	No
Generates Low Level Drivers	Yes	No	No	Yes	No	No
Tools to Add Higher Level Drivers	Yes	No	No	No	No	No
Integration with UML Modeling Tools	Yes	Yes	Yes	Yes	No	Yes

\* Software support for ARM competitors



# Digital Multimeter Design

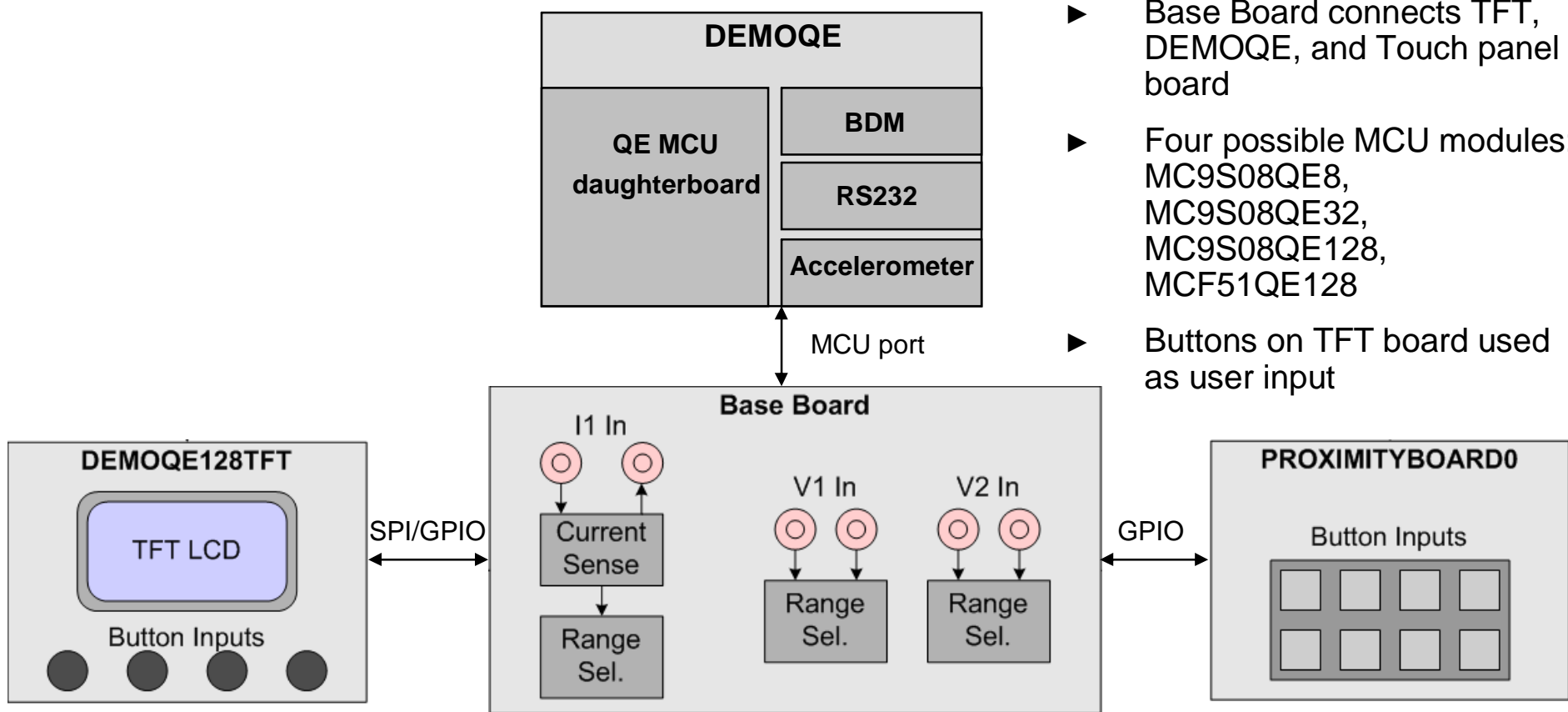
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# Agenda

- **Introductory information**
  - System design
  - Software Overview
- CodeWarrior, Processor Expert, and Beans
- Lab1: QE8
- Lab2: QE32
- Lab3: QE128 (HCS08)
- Lab4: QE128 (Coldfire V1)

# Digital Multimeter System Design

## Hardware Overview



# Digital Multimeter System Design

## Hardware Overview

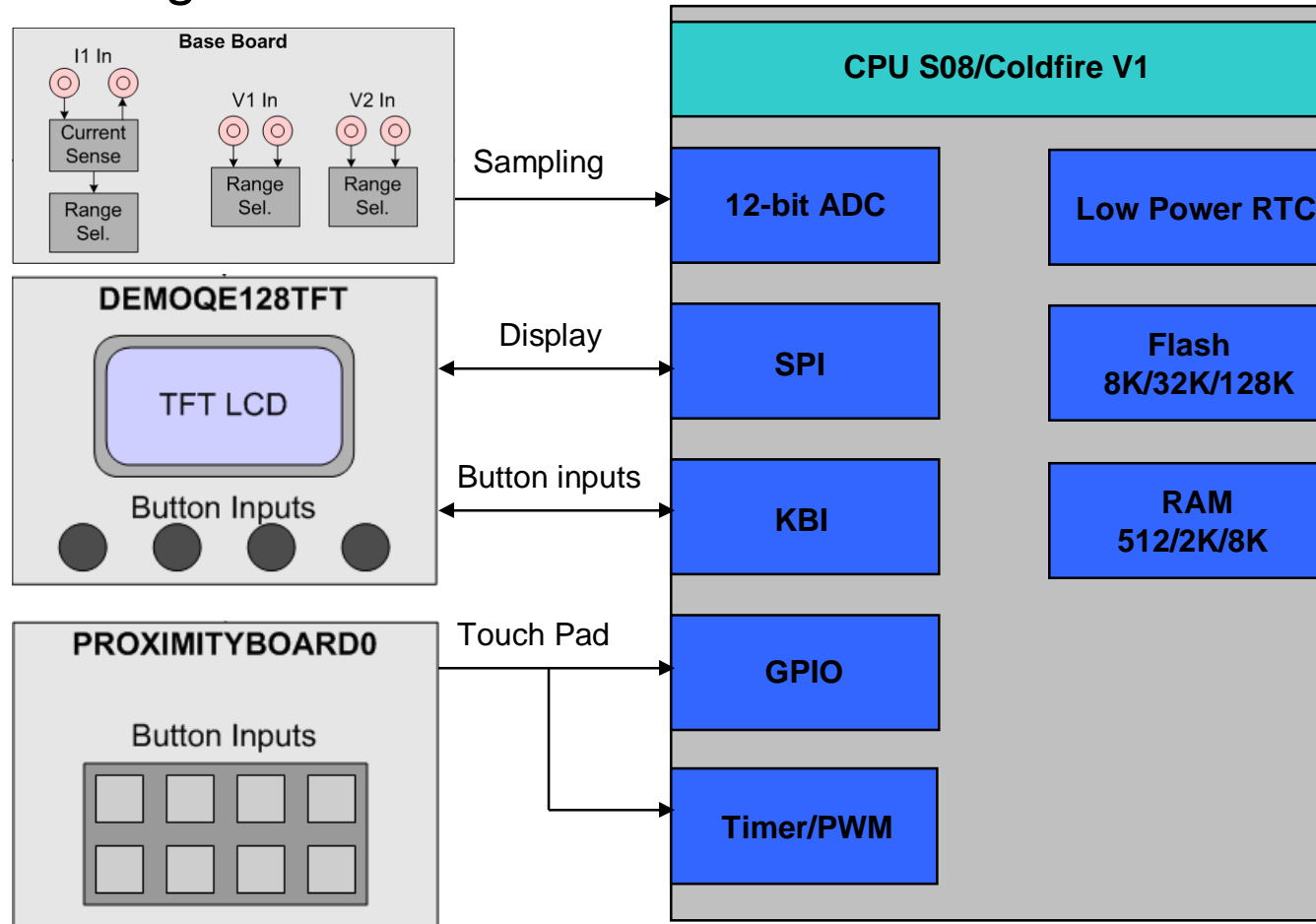
### Hardware Block Connection:

- ▶ Base Board (J1) connects DEMOQE (J1)
- ▶ Base Board (J2) connects TFT
- ▶ Base Board (J5) connects Touch panel board (J1)
- ▶ Four possible MCU daughter boards connect to DEMOQE:
  - MC9S08QE8
  - MC9S08QE32
  - MC9S08QE128
  - MCF51QE128

# Digital Multimeter System Design

## Hardware Overview

### Functional Diagram:



# Hardware & Software Re-use

To meet the time-to-market requirements of the DMM project, the re-use of Freescale reference h/ware & s/ware was essential -

- DEMOQE128 board & associated daughter cards

[Freescale]

- [www.freescale.com/flexis](http://www.freescale.com/flexis)

- DMM Connector/Expansion board

[Freescale 3<sup>rd</sup> party vendor]

- DMM Software

NUVATION

- DEMOQE128TFT LCD board & display driver software

DISPLAY 3000

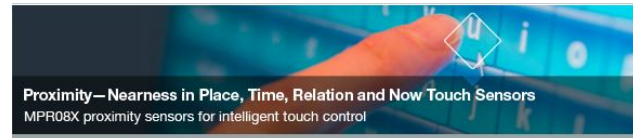
- S/ware is included with purchase of any DEMOQETFT LCD board
  - [www.shop-en.display3000.com/pi19/pi18/pd38.html](http://www.shop-en.display3000.com/pi19/pi18/pd38.html)



- Capacitive touch software

[Freescale]

- [www.freescale.com/proximity](http://www.freescale.com/proximity)

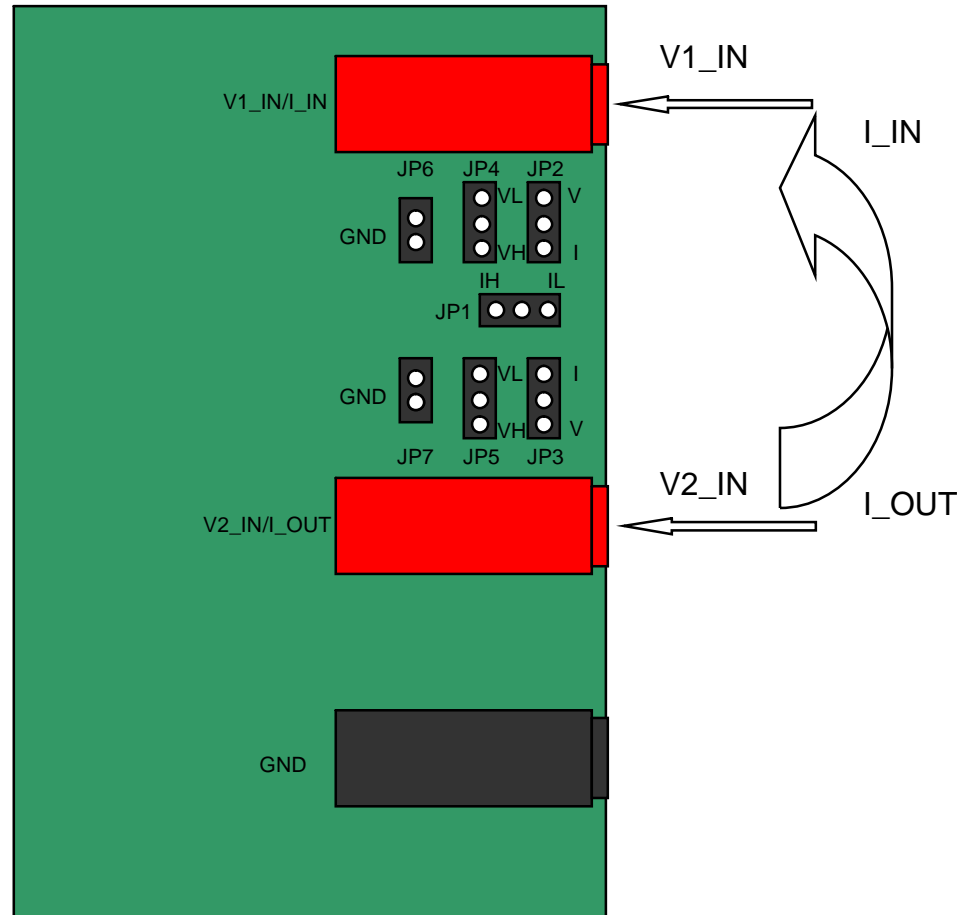


- Application notes were referenced in order to illustrate migrating across the QE family



# DMM System Design

## Base Board Configuration



- ▶ Jumper JP2 and JP3 Select Voltage or Current measurement of input 1 and 2
- ▶ Jumper JP4 and JP5 control input range for Voltage input 1 and 2
  - High Voltage input range: 0 – 15V
  - Low Voltage input range: 0 – 7.5V
- ▶ Jumper JP1 controls input range for Current input
  - High Current input range: 100  $\mu$ A~100 mA
  - Low Current input range: 500 nA~500  $\mu$ A

Default Jumper Settings	
Jumper	Setting
JP1	500nA – 500 $\mu$ A (IL)
JP2	(V)
JP3	(V)
JP4	0 – 7.5V (VL)
JP5	0 – 7.5V (VL)
JP6	Installed
JP7	Installed

# DMM System Design

## Operational Overview

### Using the DMM Base Board:

- ▶ Jumper JP4 controls input range for Voltage input 1
  - JP4 VL selects 0 ~ 15V
  - JP4 VH selects 0 ~ 7.5V
- ▶ Jumper JP5 controls input range for Voltage input 2
  - JP5 VL selects 0 ~ 15V
  - JP5 VH selects 0 ~ 7.5V
- ▶ Jumper JP1 controls input range for Current input 1
  - JP1 IL selects 500 nA – 500  $\mu$ A
  - JP1 IH selects 100  $\mu$ A – 100 mA



# Lab 1: QE8

## Testing

### DEMOQE Board Jumper Settings:

Accelerometer	
Jumper	Pins
J13	2&3
J14	2&3
J15	2&3
J16	None

Inputs	
Jumper	Pins
J12	None
J18	1&2, 3&4
J11	1&2, 3&4

System Power	
Jumper	Pins
J3	2&3
J4	3&4
J5	3&4, 5&6

RS232	
Jumper	Pins
J6	1&2
J7	1&2
J8	2&3

External Clock	
Jumper	Pins
J17	1&2, 3&4

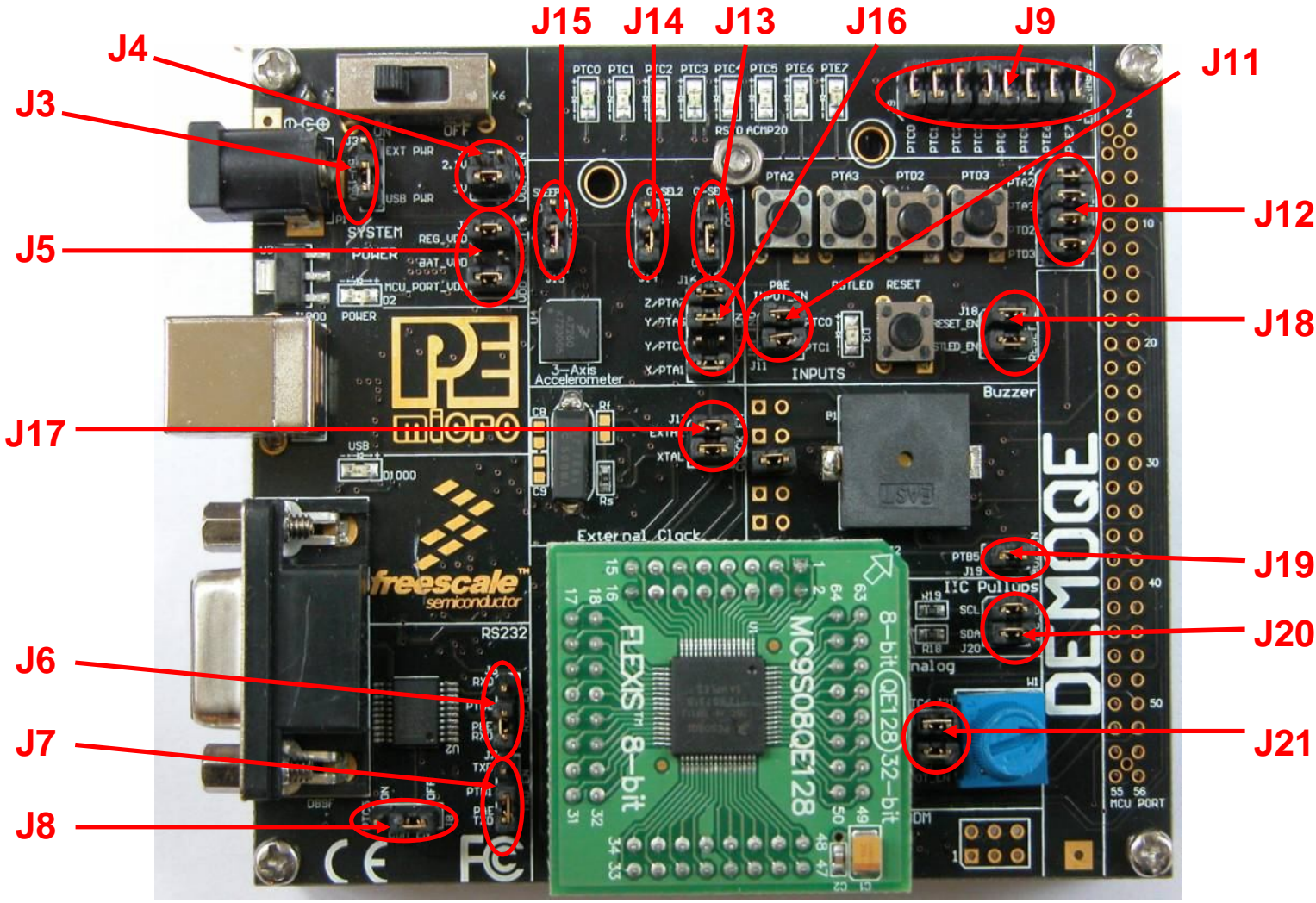
Buzzer	
Jumper	Pins
J19	1&2

IIC Pullups	
Jumper	Pins
J20	None

Analog	
Jumper	Pins
J21	None

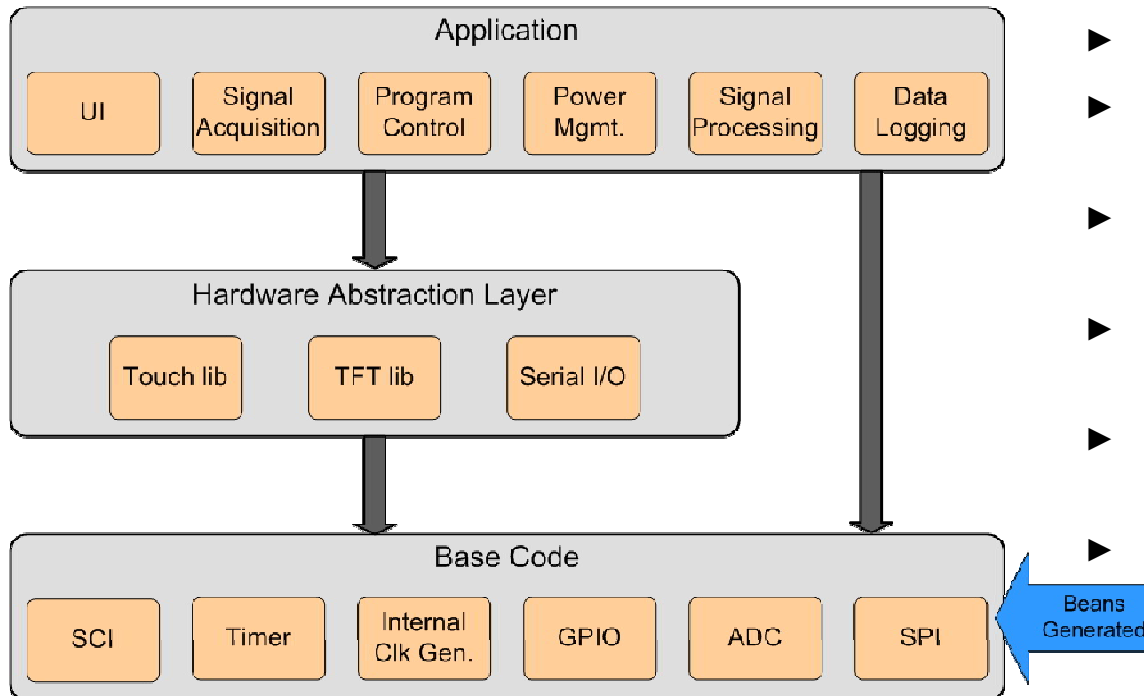
LEDs	
Jumper	Pins
J9	None

# DEMOQE Board Jumper Locations



# Software Overview

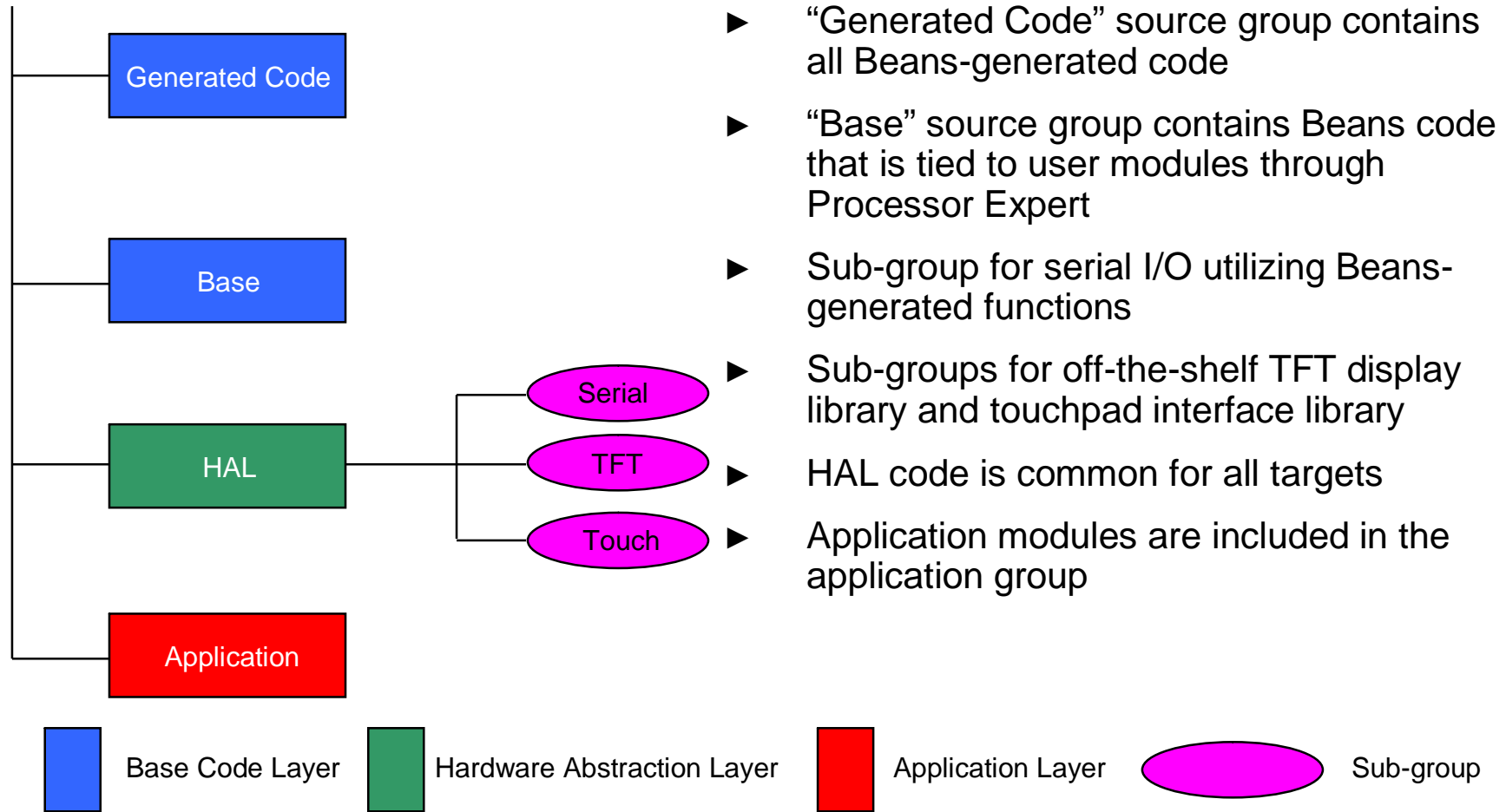
## Architecture



- ▶ Three functional layers
- ▶ Each functional layer is unaware of the layer(s) above it
- ▶ Base code generated exclusively by Processor Expert Beans
- ▶ HAL layer generalizes hardware-specific functionality
- ▶ Application layer implements demo application functionality
- ▶ Object oriented module-based approach

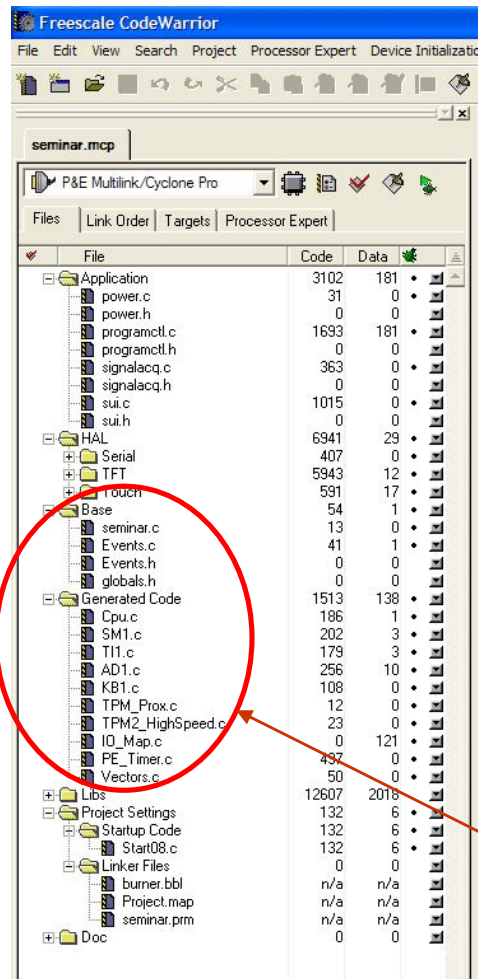
# Software Overview

## Project Structure



# Software Overview

## Project Structure

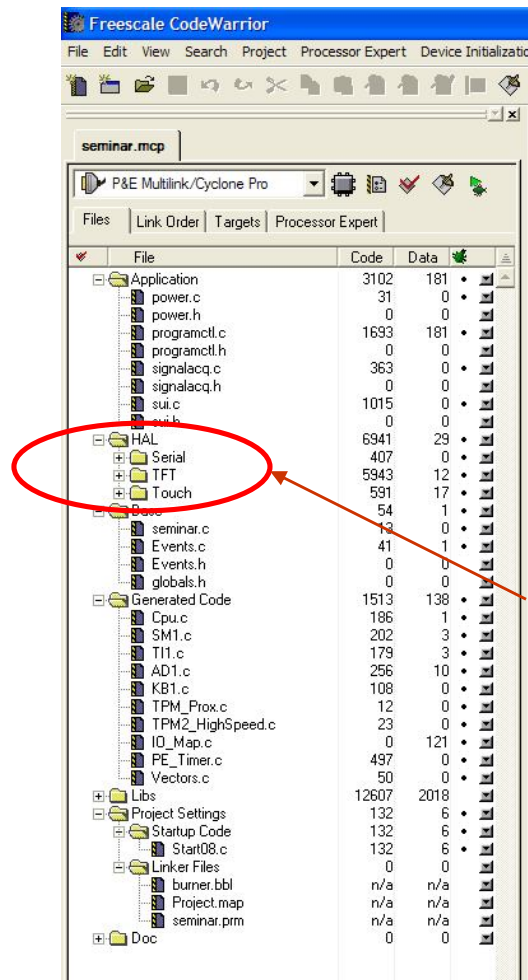


- ▶ Base layer sources contained in “Base” and “Generated Code” source groups
- ▶ “Generated Code” source group contains all Beans-generated code
- ▶ “Base” source group contains Beans code that is tied to user modules through Processor Expert

Base layer

# Software Overview

## Project Structure

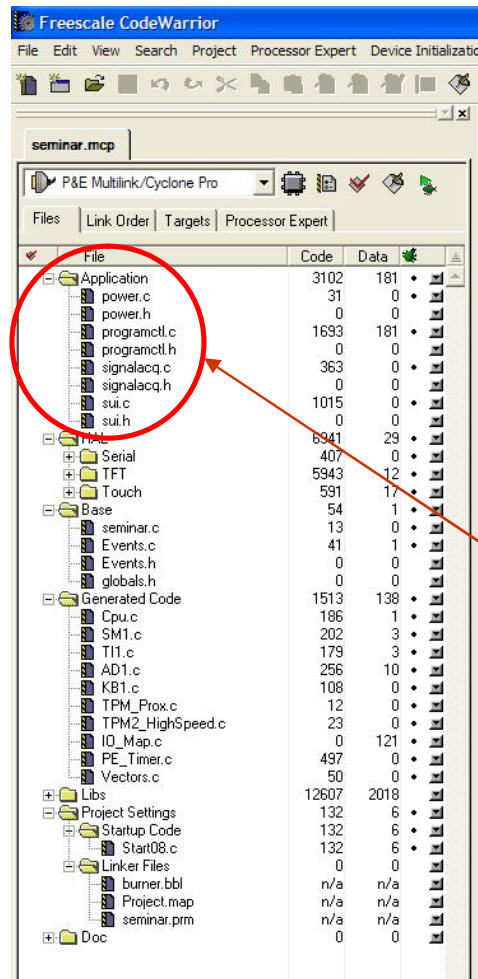


- ▶ Hardware Abstraction Layer is contained in the “HAL” source group
- ▶ Contains sub-group for serial I/O utilizing Beans-generated functions
- ▶ Contains sub-groups for off-the-shelf TFT display and touchpad interface libraries
- ▶ HAL code is common for all targets



# Software Overview

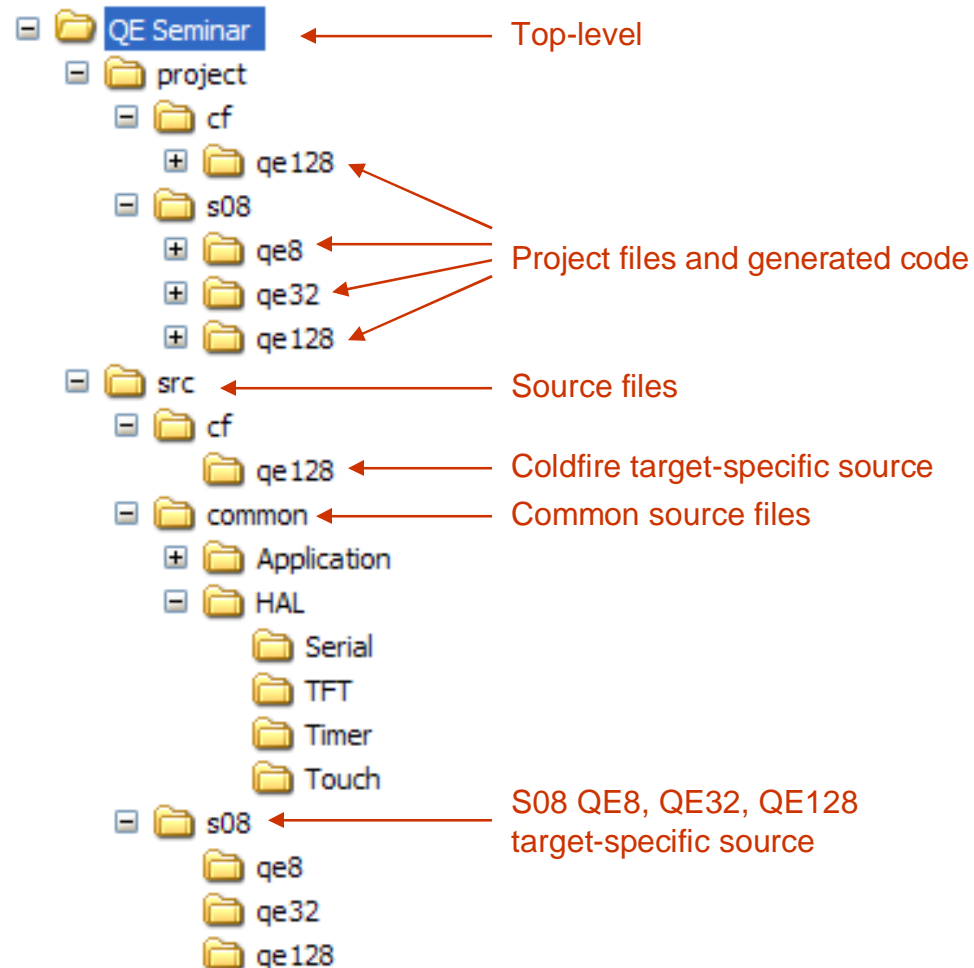
## Project Structure



- ▶ Application modules are contained in the “Application” source group
- ▶ Each module implemented as one source and one header file
- ▶ The list of included application modules will change/increase as program complexity increases

# Software Overview

## Directory Structure



- ▶ We will start with QE8 project and modify this project for migration to other targets
- ▶ Target-specific projects allow seminar labs to continue should something go wrong
- ▶ The majority of the source is common amongst all targets
- ▶ Only programctl modules differ from target to target

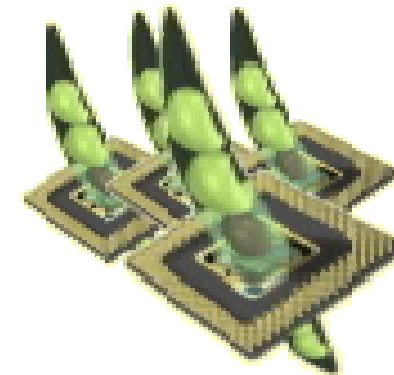
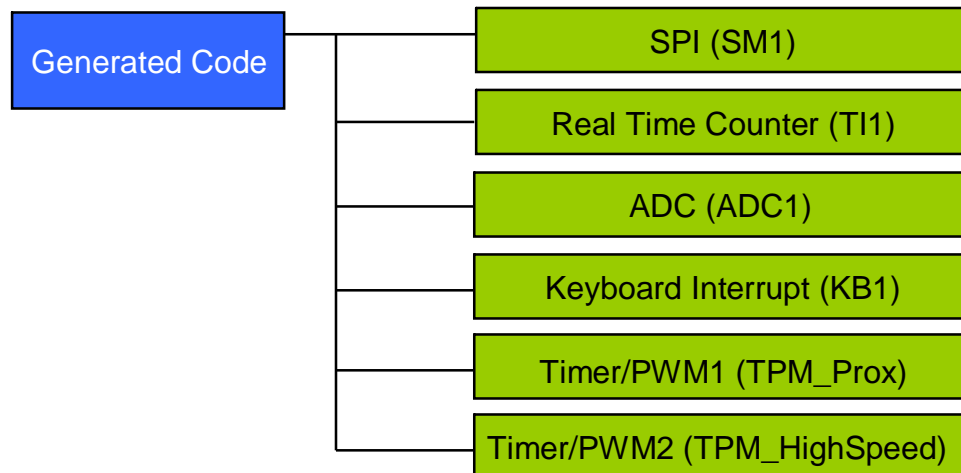
# Agenda

- Introductory information
  - System design
  - Software Overview
- **CodeWarrior, Processor Expert, and Beans**
- Lab1: QE8
- Lab2: QE32
- Lab3: QE128 (HCS08)
- Lab4: QE128 (Coldfire V1)

## Processor Expert, and Beans

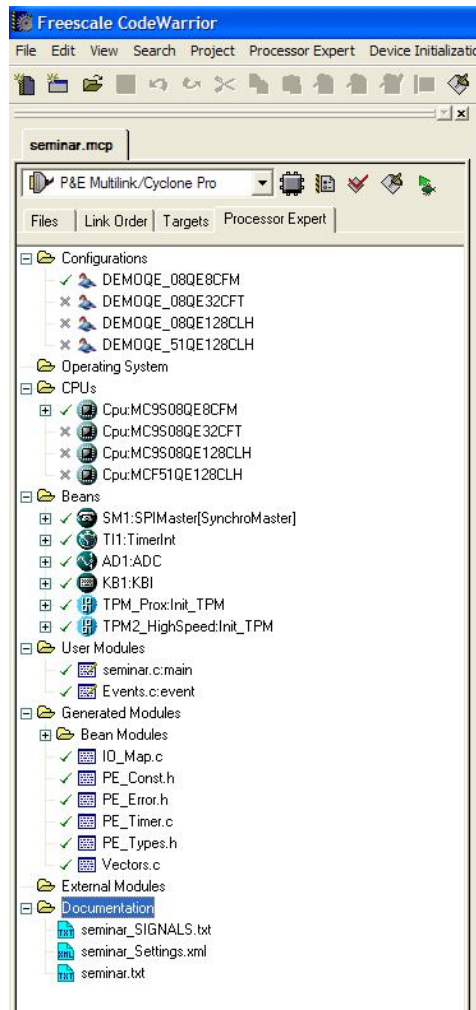
- ▶ Beans are self contained configuration modules that automatically generate peripheral driver code
- ▶ Beans provide a high-level interface to low-level hardware functions
- ▶ Modifying Beans settings has little to no impact on the code using it; code is refactored on-the-fly
- ▶ CPU Beans allow the changing of target MCUs on-the-fly within the same project

Peripheral driver Beans in this project include:



# CodeWarrior, Processor Expert, and Beans

## Beans Configuration



- ▶ CPU Beans allow the changing of target MCUs on-the-fly within the same project
- ▶ Peripheral driver Beans in this project include:
  - SPI (SM1)
  - Real Time Counter (TI1)
  - ADC (ADC1)
  - Keyboard Interrupt (KB1)
  - Timer/PWM1 (TPM\_Prox)
  - Timer/PWM2 (TPM\_HighSpeed)
- ▶ User code that uses Beans is mapped to “User Modules” allowing on-the-fly refactoring when Beans settings or naming changes

# CodeWarrior, Processor Expert, and Beans

## Designing for Portability

### Technique 1: Using Processor Expert

- ▶ Processor Expert generates the underlying driver code
- ▶ If the target changes, the driver code will be re-generated automatically since driver function definitions are specific to a given Bean, and not the target MCU

# CodeWarrior, Processor Expert, and Beans

## Designing for Portability

### Technique 2: Using the provided register map

- ▶ Freescale provides a standard header file containing the entire register map for all Flexis MCUs
- ▶ Contains named interrupt vector definitions
- ▶ This header file can be accessed directly, or through Beans
- ▶ Easy to use Word, Byte, or bit access to registers
- ▶ Flexis MCUs with compatible peripheral sets can be targeted easily; naming conventions are consistent

```
Path: C:\prj\seminar_release\project\s08\qe32\Sources\Base\IO_Map.h

/** ADCSC1 - Status and Control Register 1; 0x00000010 */
typedef union {
    byte Byte;
    struct {
        byte ADCH0      :1;      /* Input Channel Select Bit 0 */
        byte ADCH1      :1;      /* Input Channel Select Bit 1 */
        byte ADCH2      :1;      /* Input Channel Select Bit 2 */
        byte ADCH3      :1;      /* Input Channel Select Bit 3 */
        byte ADCH4      :1;      /* Input Channel Select Bit 4 */
        byte ADCO        :1;      /* Continuous Conversion Enable -
        byte AIEN        :1;      /* Interrupt Enable - AIEN is use
        byte COCO        :1;      /* Conversion Complete Flag */
    } Bits;
    struct {
```

# CodeWarrior, Processor Expert, and Beans

## Designing for Portability

### Technique 3: Defining standard primitive types

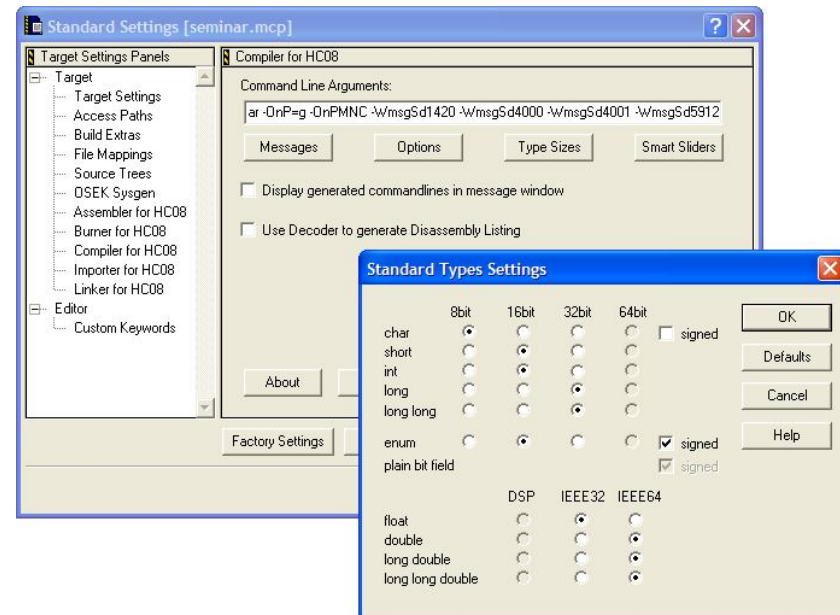
- ▶ Primitive type sizes can be different from one compiler to another
- ▶ Defining a fixed set of standard primitives will allow seamless migration between CPU targets and compilers

Example:

```
typedef unsigned char   uint8;
typedef unsigned short  uint16;
typedef unsigned long   uint32;

typedef char            int8;
typedef short           int16;
typedef long            int32;
```

Compiler Setup:





# CodeWarrior, Processor Expert, and Beans

## Designing for Portability

### Things to avoid:

- ▶ Avoid using assembly code wherever possible
- ▶ Absolute memory declarations for memory access, peripheral addressing, and interrupt vectors

### Things to be cautious of:

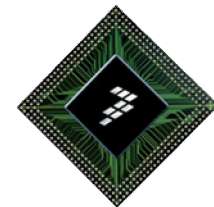
- ▶ Timing routines
  - blocking cpu timers will not necessarily execute at the same rate
  - clocking may not be the same between targets
- ▶ Entering low power modes

### More information:

*Migrating from 8-bit S08 to 32-bit ColdFire V1 using CodeWarrior for Microcontrollers V6.x Application Note*

## Low Power Considerations: Software

- ▶ Properly set the system options and configurations registers
  - The stop instruction must be enabled
  - Low voltage detect in stop mode must be disabled
  - The internal bandgap signal must be disabled
  - Enable/disable the IRQ and Reset pins as necessary
- ▶ Routines to enter low power modes should disable all un-necessary internal and external peripherals
  - SCI/SPI should be disabled so that pin control is handled by GPIO
  - All unused GPIO should be configured
  - TFT display should be placed into low power mode
- ▶ Routines to recover from low power modes must handle re-initializing the TFT display



## LAB1: QE8

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## QE8 Overview

	QE8	QE32	S08QE128	51QE128
CPU	S08 Up to 20 MHz	S08 Up to 50MHz	S08 Up to 50 MHz	ColdFire V1 Up to 50 MHz
FLASH	8K Bytes	32K Bytes	128K Bytes	128K Bytes
RAM	512 Bytes	2K Bytes	8K Bytes	8K Bytes
ADC	10-ch 12-bit ADC	10-ch 12-bit ADC	24-ch 12-bit ADC	24-ch 12-bit ADC
TPM	2 TPM (3-ch)	2 TPM (3-ch) 1 TPM (6-ch)	2 TPM (3-ch) 1 TPM (6-ch)	2 TPM (3-ch) 1 TPM (6-ch)
SPI	1 SPI	1 SPI	2 SPI	2 SPI
SCI	1 SCI	2 SCI	2 SCI	2 SCI
IIC	1 IIC	1 IIC	2 IIC	2 IIC
KBI	8-ch KBI	16-ch KBI	16-ch KBI	16-ch KBI
Rapid GPIO	NA	NA	NA	Yes
Others	ICS, RTC, GPIO, BDM			

# Lab 1: QE8

## Device Overview

MCU: MC9S08QE8

Specs	
<b>CPU</b>	HCS08
<b>RAM</b>	512 Bytes
<b>Flash</b>	8192 Bytes
<b>Max Bus Clock</b>	10 MHz
<b>Max CPU Clock</b>	20 MHz

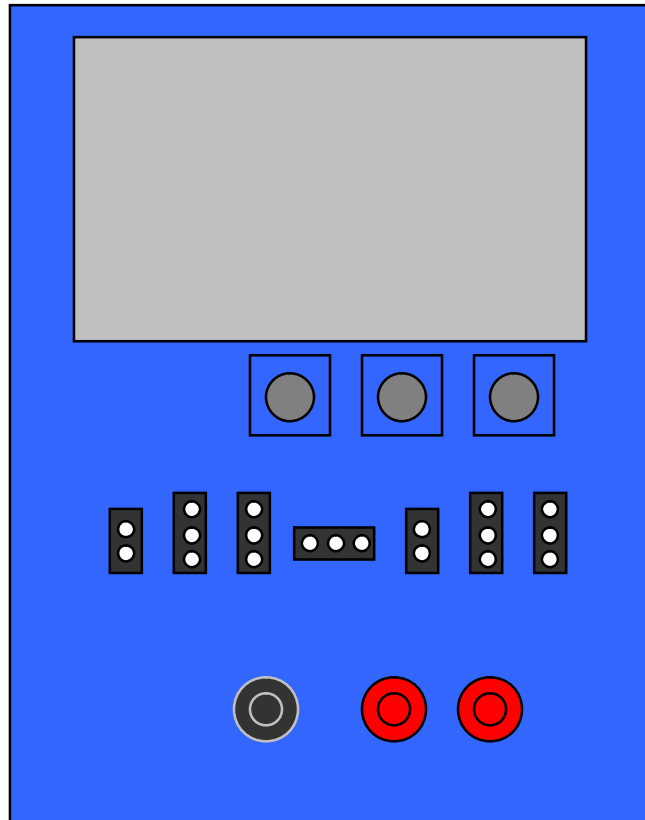
### Peripherals:

- ▶ ADC (10-ch, 12-bit)
- ▶ Comparators (2)
- ▶ SCI
- ▶ SPI
- ▶ I2C
- ▶ TPM (2x 3-ch)
- ▶ RTC
- ▶ KBI (8-ch)

# Lab 1: QE8

## Software Overview

### Program Mode: Digital Multimeter



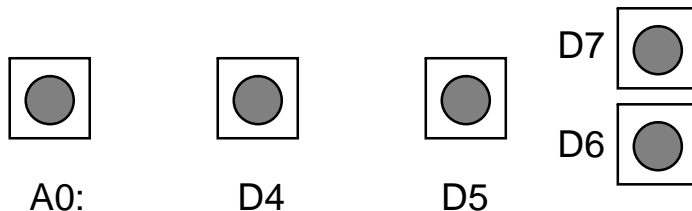
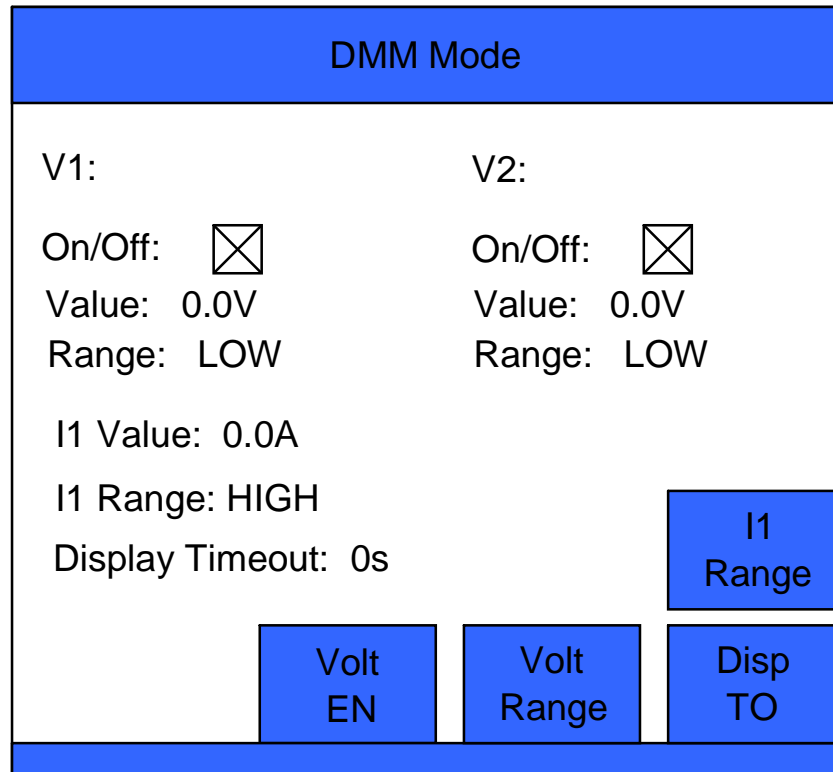
- ▶ readings on two voltage inputs and one current input
- ▶ Can select input range with jumpers
- ▶ Readings displayed on the TFT LCD
- ▶ Can enable/disable voltage inputs
- ▶ User input is done through push buttons on LCD board
- ▶ Enters low power “sleep” mode after a user configurable timeout interval
- ▶ Measurements taken upon “wakeup” from sleep mode
- ▶ Wakeup sources – RTC and KBI

### Program Mode: Digital Multimeter

- ▶ Implements a Digital Multimeter
  - Performs readings on two voltage inputs and one current input
  - Can select input range with jumpers
  - Readings displayed on the TFT LCD
  - Can enable/disable voltage inputs
- ▶ User input is done through push buttons on LCD board
- ▶ Enters low power “sleep” mode after a user configurable timeout interval
- ▶ Measurements taken upon “wakeup” from sleep mode
- ▶ Wakeup sources – RTC and KBI

# Lab 1: QE8

## Graphical User Interface



- ▶ Single UI screen – no program mode switching
- ▶ Very simple UI element definitions
- ▶ Mapping button functions one-to-one
  - Push button D4 to enable/disable voltage inputs
  - Push button D5 to select voltage range
  - Push button D7 to select current range
  - Push button D6 to select display timeout
- ▶ The active UI element is not highlighted





### Non-blocking push-button polling:

- ▶ One channel of one TPM module used as a debounce timer
- ▶ A change in button values starts the debounce timer and disables further polling
- ▶ In the *configure\_debounce\_timer* function,
  - The TPM counter is read
  - Compare register is set such that a compare event happens 10 ms in the future
- ▶ Compare ISR sets debounce flag in programctl module and keys are polled again when this is detected by the program loop
- ▶ Generated ISR function and timer Bean used to accomplish this

### Graphical User Interface

- ▶ Custom UI written on top of off-the-shelf LCD drawing library
  - Drawing library allows for lines, shapes, text
- ▶ 8k code size is the primary constraint
- ▶ Code was kept small through:
  - Simplified implementation of UI module used in QE32 and QE128 code
  - Mapping button functions one-to-one (no dynamic UI element highlighting)
  - Very simple UI element definitions – cannot re-paint an element
  - Single UI screen – no program mode switching
  - Minimized use of program modules external to programctl

### Program control structure

- ▶ This is the heart of the application; ties all module functionality together
- ▶ Program modes implemented by individual functions with program loops
- ▶ Program mode functions called from top-level switch statement in `set_next_program_mode(void)`
- ▶ The QE8 currently has one program mode
- ▶ No blocking calls in any of the program modes
- ▶ Program modes are determined by the `mode` variable (static to `programctl`)
  - If this is changed anywhere, the current program mode function will drop out of its program loop and return
  - The next program mode will be called from the `set_next_program_mode` function

## Sleep/Wakeup

- ▶ In `power.c`, stop mode functions are defined
  - `Cpu_SetStopMode()` function generated by the CPU bean
- ▶ In `programctl`, when the `power_set_mode_stop3()` function is called, code stops executing
- ▶ When a wakeup source (RTC, KBI, etc.) generates a wakeup condition, code resumes executing within the `power_set_mode_stop3()` function and returns

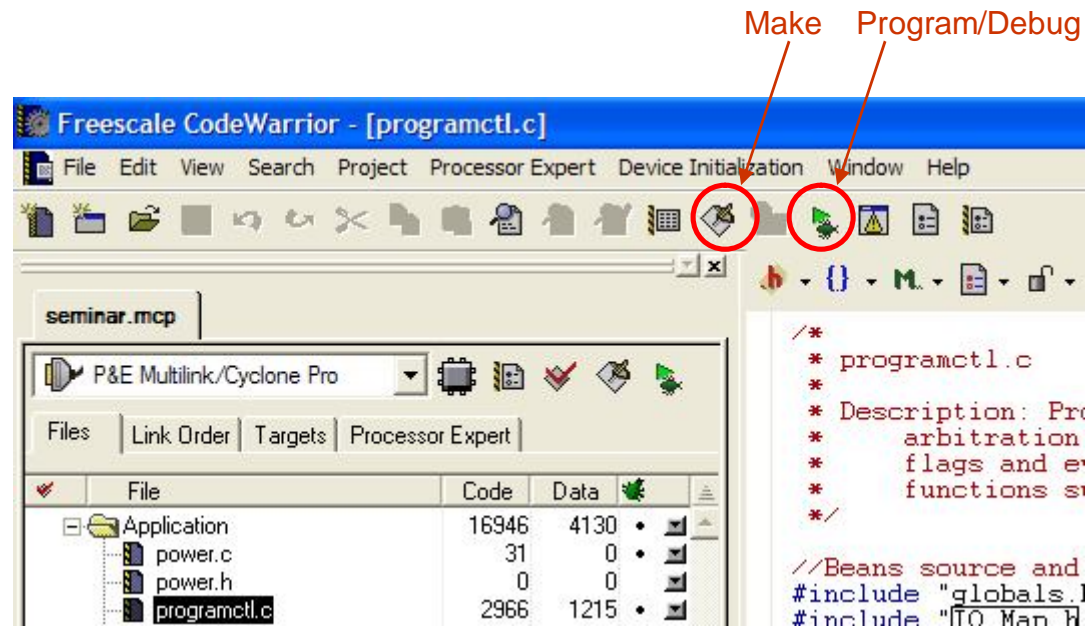
## Low Power Design Challenge

- ▶ For the QE8 application the main Low power design challenge was configuring the TFT Display for low power
  - The TFT display interface involves several GPIO and SPI lines
  - In order to enter low power modes several steps were necessary
    - The SPI was disabled in order to allow the SPI pins to be configured as GPIO
    - The CS and D/C lines were driven low
    - The RESET line Was driven low
  
- ▶ Upon wake up the display has to be re-initialized in order to recover from the low power configuration
  
- ▶ NOTE: Low power designs should always place internal and external peripherals in a low power state, and handle recovery within the software routines

# Lab 1: QE8

## Testing

### Compile, Run, and Test!



# Lab 1: QE8

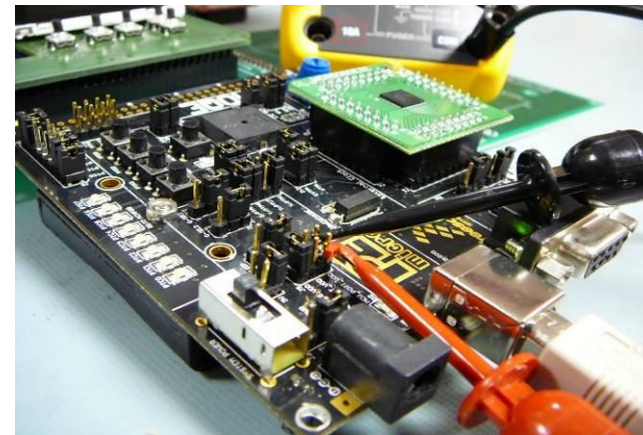
## Testing

Stop Current		
SIDD(nA)	Condition	Note
400	Stop3, 3V	External Crystal disabled
300	Stop2, 3V	
1350	Stop3, 3V	External Crystal enabled
1300	Stop2, 3V	



Test Point:

- ▶ Test on Jumper J5.5 and J5.6 Near DC Power jack.
- ▶ Test on Jumper J24 (next to buzzer).





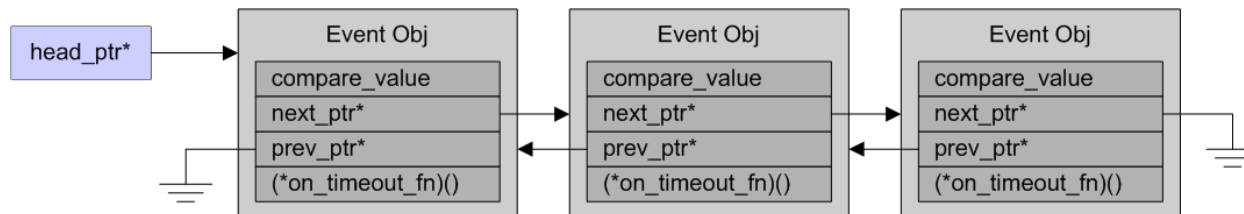
### Enhancement: Event Scheduler

- ▶ Channels in a given TPM module are a finite resource
- ▶ Can maximize the use of TPM peripherals by scheduling events through dynamically configuring a TPM channel's compare interrupt
- ▶ Events objects are queued in a doubly linked list sorted by timer compare value
- ▶ Insertion sort algorithm used to add new elements to the list
- ▶ Compare ISR calls event callback (on\_timeout\_ptr in diagram)

#### Functions to be written:

```
int8 schedule_event(uint16 ticks_from_now, on_timeout_fn callback);  
void ch_n_compare_isr(void);
```

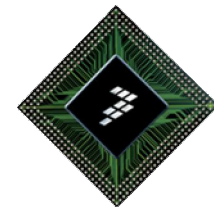
#### Event queue:





## LAB2: QE32

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## QE32 Overview

	QE8	QE32	S08QE128	51QE128
CPU	S08 Up to 20 MHz	<b>S08 Up to 50MHz</b>	S08 Up to 50 MHz	ColdFire V1 Up to 50 MHz
FLASH	8K Bytes	<b>32K Bytes</b>	128K Bytes	128K Bytes
RAM	512 Bytes	<b>2K Bytes</b>	8K Bytes	8K Bytes
ADC	10-ch 12-bit ADC	<b>10-ch 12-bit ADC</b>	24-ch 12-bit ADC	24-ch 12-bit ADC
TPM	2 TPM (3-ch)	<b>2 TPM (3-ch) 1 TPM (6-ch)</b>	2 TPM (3-ch) 1 TPM (6-ch)	2 TPM (3-ch) 1 TPM (6-ch)
SPI	1 SPI	<b>1 SPI</b>	2 SPI	2 SPI
SCI	1 SCI	<b>2 SCI</b>	2 SCI	2 SCI
IIC	1 IIC	<b>1 IIC</b>	2 IIC	2 IIC
KBI	8-ch KBI	<b>16-ch KBI</b>	16-ch KBI	16-ch KBI
Rapid GPIO	NA	<b>NA</b>	NA	Yes
Others	<b>ICS, RTC, GPIO, BDM</b>			

## Lab 2: QE32

Device Overview

MCU: MC9S08QE32

Specs	
CPU	HCS08
RAM	2k Bytes
Flash	32k Bytes
Max Bus Clock	25 MHz
Max CPU Clock	50 MHz

Peripherals:

- ▶ ADC (10-ch, 12-bit)
- ▶ Comparators (2)
- ▶ **SCI (2)**
- ▶ SPI
- ▶ I2C
- ▶ **TPM (2x 3-ch, 1x6-ch)**
- ▶ RTC
- ▶ **KBI (16-ch)**

# Proximity/Capacitive Sensing: Overview

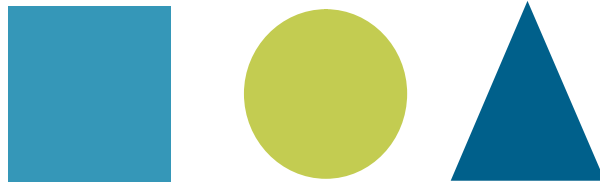
- ▶ The S08QE32 based DMM design will include a proximity/capacitive touch sensing user interface implemented using Freescale's off-the-shelf capacitive touch software library

- ▶ **What is capacitance sensing?**

- Technology that enables detection of touch by measuring capacitance
- Responds to a change in physical stimulus
- Used in many areas of consumer, industrial and automotive applications
- Can be used to measure liquid level and detect frost
- One of the most popular applications today is touch sensing



- ▶ **Single Electrode**



- ▶ **Multiplexed Electrodes**



# Proximity/Capacitive Sensing: Benefits

## User interface flexibility & product differentiation

- ▶ Enables more intuitive user interfaces such as rotary wheels and linear sliders.
- ▶ Enables an evolution in user interfaces in a wide range of applications
  - ▶ Ability to hide buttons underneath the surface and illuminate them when needed
  - ▶ Ability to “morph” touchpad patterns depending on mode of device
- ▶ Gives greater flexibility for product designers
- ▶ Enhances reliability by eliminating mechanical button/switch wear & tear



## Reduced system power consumption

- ▶ Enables battery-powered applications
- ▶ Satisfies the market need for “green” products



## Reduced cost and time-to-market

- ▶ Enables current MCU users to “just add touch”
- ▶ Additional integration lowers component cost
- ▶ Providing complimentary enablement software lowers development cost and speeds time to market



# Proximity/Capacitive Sensing: New Products

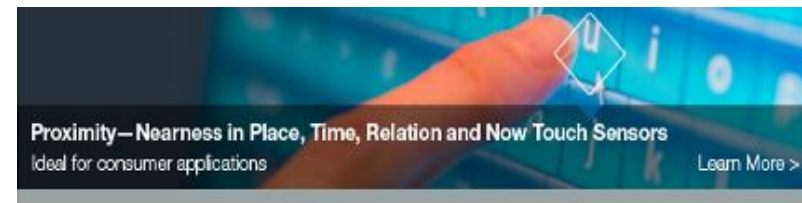
## MPR083 – Rotary Capacitive Touch Sensor Controller

- ▶ **Sensitive touch panel control**
  - 8-position rotary
  - Button and switch replacement
  - Multiple electrode configurations
  - Low 1.8 - 3.6 voltage operation
  - I<sup>2</sup>C interface



## MPR084 – Touchpad Capacitive Touch Sensor Controller

- ▶ **Sensitive touch panel control**
  - 8 touch pads
  - Button and switch replacement
  - Multiple electrode configurations
  - Low 1.8 - 3.6 voltage operation
  - I<sup>2</sup>C interface



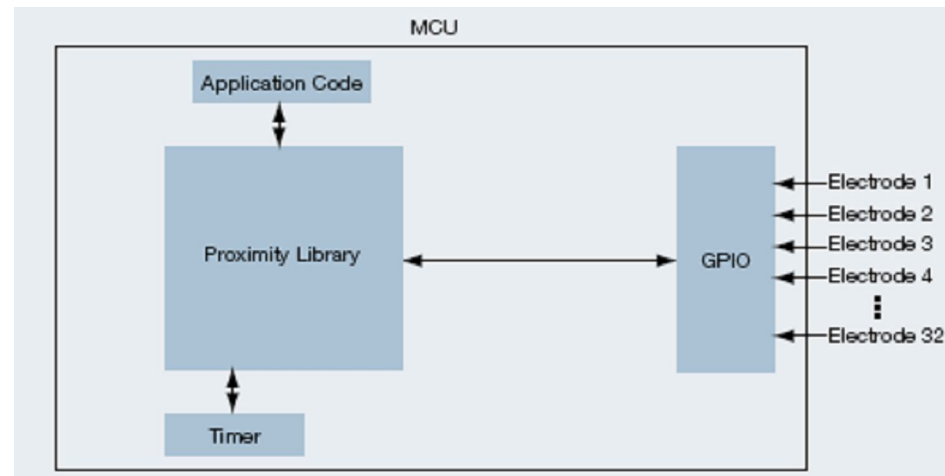
## Proximity Sensing Software Solution for Freescale S08 and ColdFire® V1 MCUs

- ▶ **Available on all S08/V1 MCUs (hundreds of MCUs)**
  - Complimentary (royalty/NRE free)
  - Downloadable from freescale.com
  - Development kits available as a plug-in module to the MCU development kits
  - Allows customer to perform both control and UI functions.

# Proximity/Capacitive Sensing Software Solution

## Features

- ▶ NRE/royalty-free solution
- ▶ Supports up to 32 electrodes
- ▶ Wide variety of hardware options
  - Compatible with HC9S08 and ColdFire V1 products
  - 1.8V–5.0V operation (MCU dependent)
  - Numerous package options (MCU dependent)
  - -40°C to +85°C operating temperature
- ▶ Programmable sampling period
- ▶ Simple averaging function as basic low pass filter
- ▶ Adjustable touch threshold setting
- ▶ Source code built on Codewarrior Suite
- ▶ Electrode touch buzzer sound feedback



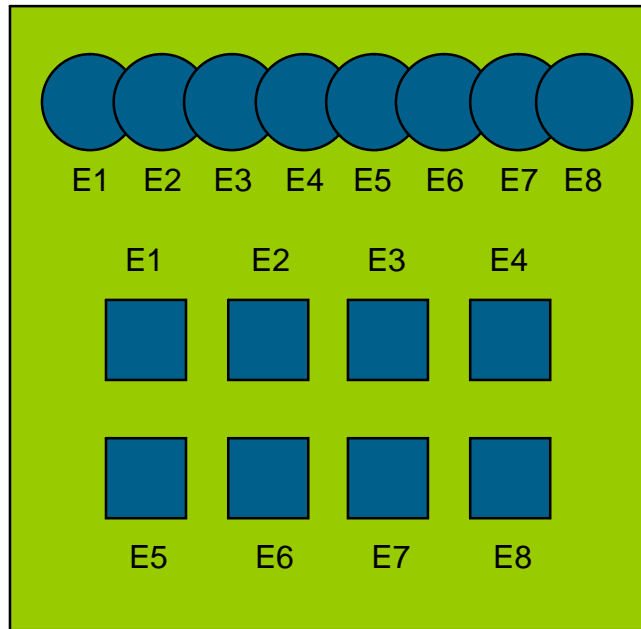
## Applications

- ▶ General Consumer
  - Remote controls / Cell phone / Appliances
- ▶ General Industrial
  - Building control panels / Machine user interface



## Lab 2: QE32

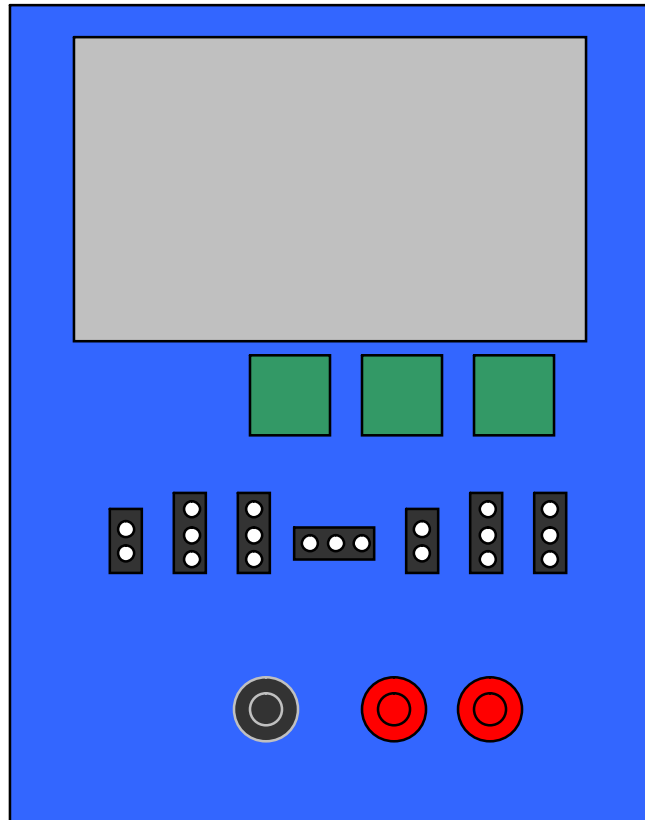
### Touch Pad



- ▶ E8 – Switch between Configuration Mode and Display Mode
- ▶ E7 – Scroll Right through the UI elements
- ▶ E6 – Select UI element
- ▶ E5 – Scroll left through the UI elements
- ▶ E1 ~ E4 are implemented as a slider

- ▶ Freescale's off-the-shelf capacitive touch library is used
- ▶ KBI with capacitive touchpad can not wake the system up from the LP mode
- ▶ Only remaining wakeup source is the RTC
- ▶ Use the RTC to wakeup and poll the touchpad once every 250 ms in sleep mode

### Program Mode: Enhanced Digital Multimeter



- ▶ readings on two voltage inputs and one current input
- ▶ Can select input range with jumpers
- ▶ Readings displayed on the TFT LCD
- ▶ Can enable/disable voltage inputs
- ▶ Implements an enhanced UI
- ▶ Separate screens for DMM configuration and display
- ▶ User input is done through capacitive touch pad
- ▶ Enters low power “sleep” mode after a user configurable timeout interval that can wake the system up
- ▶ Measurements now taken at user configurable intervals

# Lab 2: QE32

## Graphic User Interface

Configuration Mode

Configuration			
V1 Settings		V2 Settings	
On/Off:	<input checked="" type="checkbox"/>	On/Off:	<input type="checkbox"/>
Range:	LOW ▾	Range:	LOW ▾
I1 Range:	LOW ▾		
Display Time:	1 ▾		
Measure Time:	1 ▾		
E5[<]	E6[0]	E7[>]	E8[M]

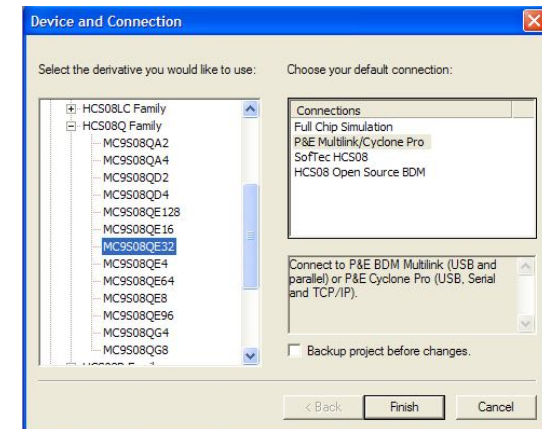
Display Mode

Values			
V1 Voltage: 0.217V			
V1 Voltage: 0.217V			
I1 Current: 20.25uA			
E5[<]	E6[0]	E7[>]	E8[M]

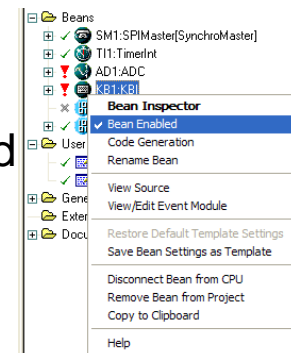
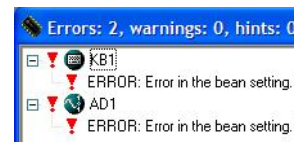
# Lab 2: QE32 Migration Process

## Changes in Processor Expert

1. Click on *Change MCU/Connection*
2. Select MC9S08QE32 from the list
  - ▶ Ensure that *P&E Multilink Cyclone Pro* is selected
  - ▶ Ensure that the *Backup project before changes* box is unchecked



3. Note the Processor Expert errors
4. Click the Processor Expert tab in left panel
5. Right click the KBI Bean's icon and click the *Bean Enabled* menu item to disable it; it is not needed
6. Right click the *TPM\_Prox:Init\_TPM* bean's icon and click the *Bean Enabled* menu item to enable it

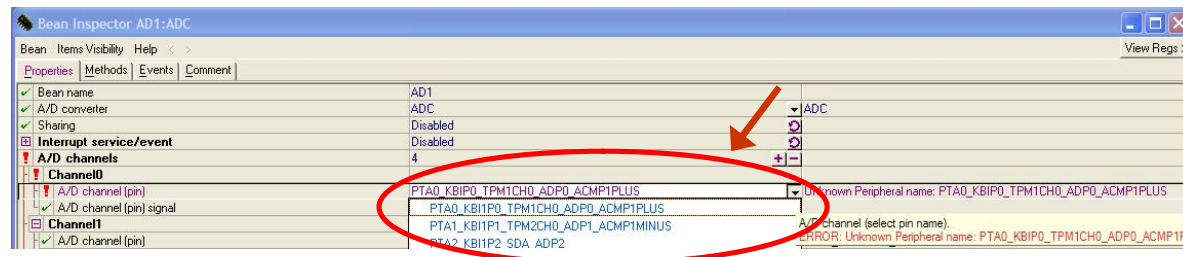


# Lab 2: QE32

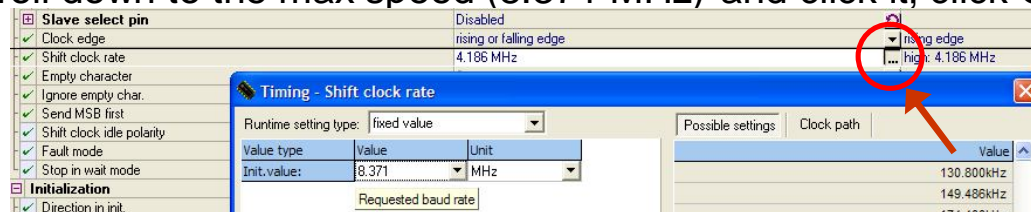
## Migration Process

### Changes in Processor Expert

7. Double click *AD1:ADC* icon to bring up Bean Inspector for this bean
  - ▶ in *Channel0*, click dropdown for PTA0 to remove error
  - ▶ in *Channel2*, click dropdown for PTA1 to remove error



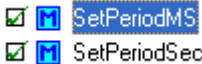
8. Close the bean inspector (saves changes)
9. Double click *SM1:SPIMaster* icon to bring up Bean Inspector for this bean
  - ▶ Under *Settings > Shift clock rate*, expand this option by clicking the ellipsis
  - ▶ Scroll down to the max speed (8.371 MHz) and click it; click OK to save

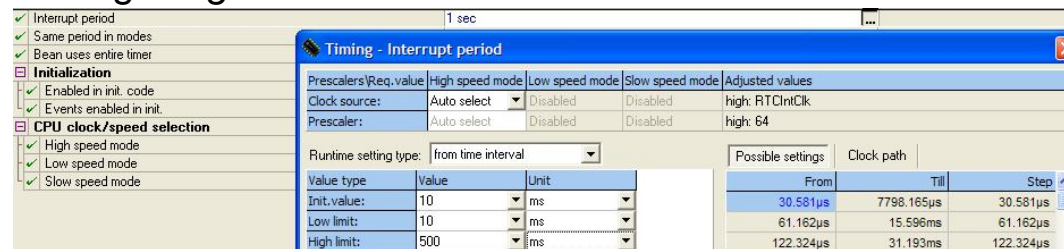


# Lab 2: QE32

## Migration Process

### Changes in Processor Expert

10. Expand the *TI1:TimerInt* bean
11. Double click the red X beside *SetPeriodMS* function to enable it to be generated. This should turn into a green check mark 
12. Double click *TI1:TimerInt* bean icon
13. Click the ellipsis next to the *Interrupt period* setting
  - ▶ Change *Init value* to 10 ms
  - ▶ Change *Low limit* to 10 ms
  - ▶ Change *High limit* to 500 ms



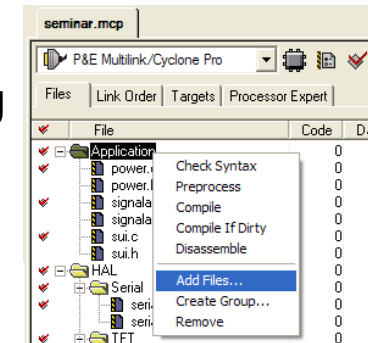
14. Note the warning generated by PE 
15. Double click check beside *SetPeriodSec* to disable it; warning should disappear

# Lab 2: QE32

## Migration Process

### Changes in the CodeWarrior Project

1. Click the *Files* tab on the left panel
2. Remove both *programctl* files by right clicking them and selecting *Remove*
3. Remove both *sui* files – the old simplified UI from the QE8
4. Right click on the *Application* source group and click *Add Files...*
5. Browse from the top-level directory to:  
`<top_level>\src\common\Application` and select the *ui* and *ui\_screens* source files
  - ▶ These are the source files for the enhanced UI
6. Browse from the top-level directory to:  
`<top_level>\src\s08\qe32` and select the *programctl* files
  - ▶ These implement the target-specific program control structure



### Changes in the CodeWarrior Project

7. Click the *Edit > Standard Settings* menu
8. Click on the *Access Paths* on the left pane
9. Click on the old QE8 directory and press the *Remove* button
10. Press OK on the Standard Settings dialog
11. Open seminar.c from the file browser on the left panel
12. Modify the *start\_program\_ctrl* function to take the *PROGRAM\_MODE\_NORMAL\_DMM\_CONFIG* setting as an argument
  - ▶ Starts the program off in normal DMM mode instead of the old QE8 DMM mode
  - ▶ Can see program mode definitions in programctl.h
  - ▶ Browse the code to see how program modes are switched



## What have we just accomplished?

- ▶ We now have:
  - More RAM
  - More Flash
  - More peripherals
  - Pin-compatibility
  - Identical tool chain, development environment, design flow
- ▶ We are running on a completely different processor target
- ▶ Switching processors typically involves lengthy redesigns
- ▶ Demonstrated the ability to enhance our product with minimal impact on:
  - The original HW/SW design
  - The existing design flow

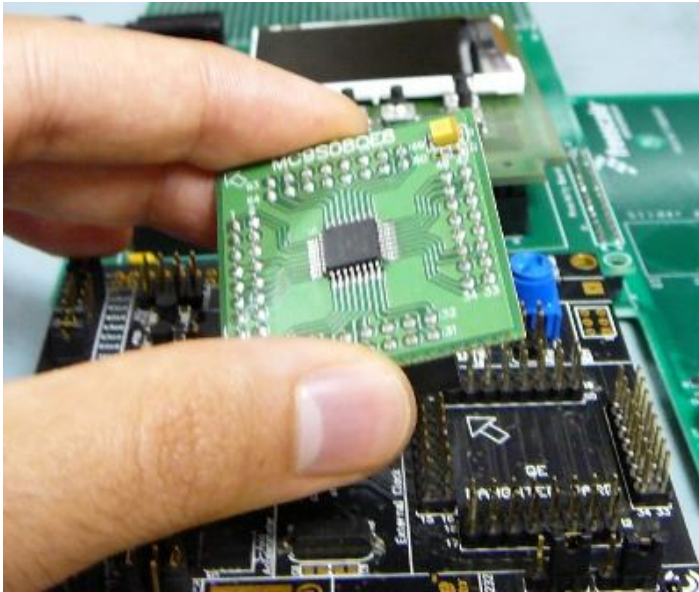
### Program Mode: Enhanced Digital Multimeter

- ▶ Implements a Digital Multimeter
  - Performs readings on two voltage inputs and one current input
  - Can select input range with jumpers
  - Readings displayed on the TFT LCD
  - Can enable/disable voltage inputs
- ▶ Implements an enhanced UI
- ▶ Separate screens for DMM configuration and display
- ▶ User input is done through capacitive touch pad – Freescale’s off-the-shelf capacitive touch library is used
- ▶ Enters low power “sleep” mode after a user configurable timeout interval that can wake the system up
- ▶ Measurements now taken at user configurable intervals
- ▶ Press E8 to scroll through program modes

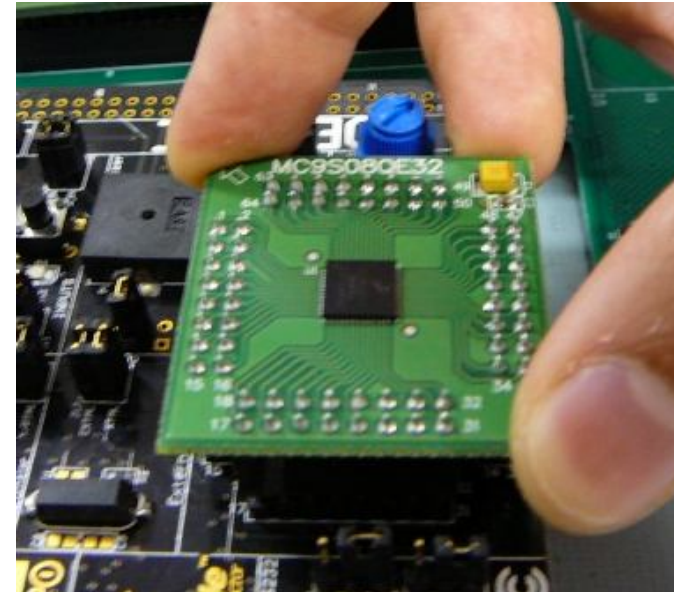
## Lab 2: QE32 Testing

### Compile, Run, and Test!

Remove QE8 module



Insert QE32 module



### Enhanced Graphical User Interface

- ▶ Code size limitation no longer a major issue
- ▶ Instead of fixed one-to-one mappings for button functions, can now intelligently highlight UI elements and select them
  - UI elements each have an “on\_select” callback in addition to the many new dynamically modifiable attributes
- ▶ Widgets now contain basic color attributes
- ▶ UI widget definitions and drawing functions contained in *ui* module
- ▶ Screen configurations and widget declarations contained in *ui\_screens* module
- ▶ Can implement basic object model allowing inheritance and generalized widget actions
  - Recursive painter – A top-level redraw function that traverses the list of on-screen to find “dirty” widgets that need to be re-drawn
  - *on\_select* callbacks for widgets allow actions to be mapped

## Lab 2: QE32

### Application Features

#### Low power touchpad polling and display:

- ▶ Cannot use KBI with capacitive touchpad to wake the system up
- ▶ Only remaining wakeup source is the RTC
- ▶ Cannot tight poll on touchpad in sleep mode due to power concerns

#### Solution:

- ▶ Use the RTC to wakeup and poll the touchpad once every 250 ms in sleep mode
- ▶ No need to debounce anymore

## Low Power Design Challenge

▶ With the addition of the capacitive touch pad interface, the low power design strategy had to change slightly in order to handle this new interface

### Low power touchpad polling and display:

- ▶ Cannot use KBI with capacitive touchpad to wake the system up
- ▶ Only remaining wakeup source is the RTC
- ▶ Cannot tight poll on touchpad in sleep mode due to power concerns

### Solution:

- ▶ Use the RTC to wakeup and poll the touchpad once every 250 ms in sleep mode
- ▶ No need to debounce anymore

NOTE: Implement timed polling schemes to lower overall average power consumption

### UI navigation through button callbacks

- ▶ All program modes have the same user input interface
  - [E5:SCROLL LEFT] [E6:SELECT] [E7:SCROLL RIGHT] [E8:MODE SWITCH]
- ▶ Scrolling through UI elements with E5 and E7:
  - Every UI screen has a linked-list of UI elements; pressing E5 or E7 traverses to the next or previous (respectively) element in this list
  - The current element is de-highlighted, and the next is highlighted
- ▶ Selecting a UI element with E6:
  - UI widgets all inherit from the `UIElement` type
  - This `UIElement` type defines an element that is a function pointer to functions with a `uint8 select_function(void)` signature
  - Pressing the select button, E6, calls this callback
- ▶ Switching program modes with E8:
  - The main program loop for each program mode is conditional on the mode variable
  - When E8 is polled and active, the polling function changes the mode variable

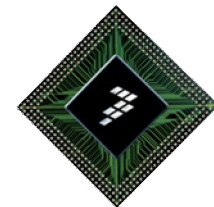
### Enhancement: Touchpad slider widget

- ▶ Use the enhanced UI to create a slider widget that can represent one value in a continuous range
- ▶ Use the remaining four capacitive touch pads E1 to E4 to implement the slider
- ▶ Use the touchpad library in the HAL code to read adjacent pad values and interpolate between the two highest ones to determine slider position

#### Design challenges:

- How will this widget be integrated into the current polling scheme?
- How will the widget's *on\_select* callback be called?





## LAB2: QE128

---

# S08QE128 Overview

	QE8	QE32	S08QE128	51QE128
CPU	S08 Up to 20 MHz	S08 Up to 50MHz	<b>S08 Up to 50 MHz</b>	ColdFire V1 Up to 50 MHz
FLASH	8K Bytes	32K Bytes	<b>128K Bytes</b>	128K Bytes
RAM	512 Bytes	2K Bytes	<b>8K Bytes</b>	8K Bytes
ADC	10-ch 12-bit ADC	10-ch 12-bit ADC	<b>24-ch 12-bit ADC</b>	24-ch 12-bit ADC
TPM	2 TPM (3-ch)	2 TPM (3-ch) 1 TPM (6-ch)	<b>2 TPM (3-ch) 1 TPM (6-ch)</b>	2 TPM (3-ch) 1 TPM (6-ch)
SPI	1 SPI	1 SPI	<b>2 SPI</b>	2 SPI
SCI	1 SCI	2 SCI	<b>2 SCI</b>	2 SCI
IIC	1 IIC	1 IIC	<b>2 IIC</b>	2 IIC
KBI	8-ch KBI	16-ch KBI	<b>16-ch KBI</b>	16-ch KBI
Rapid GPIO	NA	NA	<b>NA</b>	Yes
Others	<b>ICS, RTC, GPIO, BDM</b>			

# Lab 3: QE128 (HCS08)

## Device Overview

MCU: MC9S08QE128

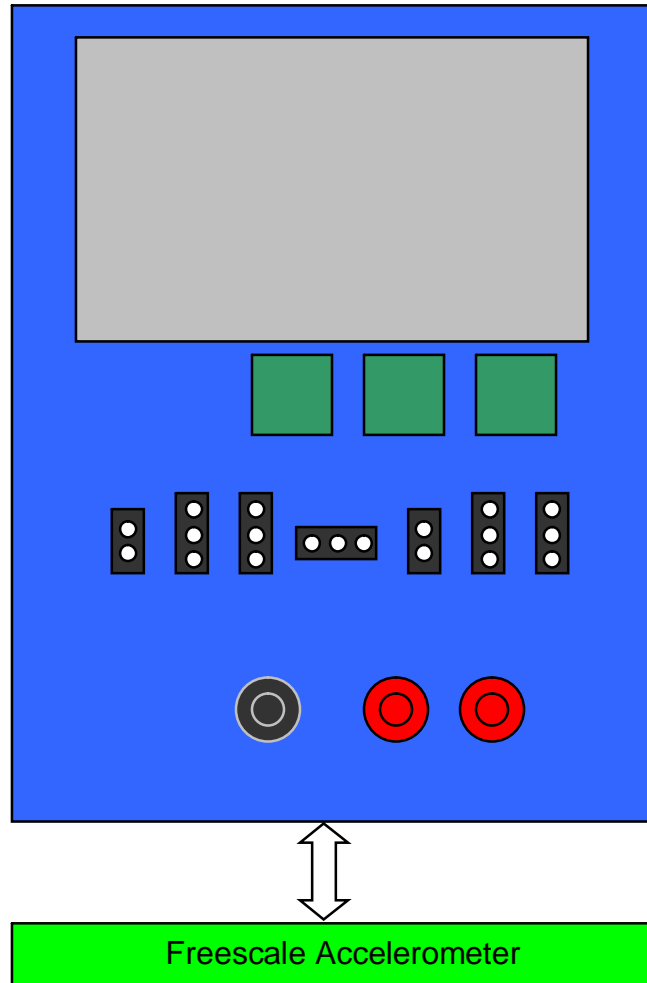
Specs	
CPU	HCS08
RAM	8k Bytes
Flash	128k Bytes
Max Bus Clock	25 MHz
Max CPU Clock	50 MHz

### Peripherals:

- ▶ ADC (24-ch, 12-bit)
- ▶ Comparators (2)
- ▶ SCI (2)
- ▶ SPI (2)
- ▶ I2C (2)
- ▶ TPM (1x 6-ch, 2x 3-ch)
- ▶ RTC
- ▶ KBI (16-ch)

# Lab 3: QE128 (HCS08)

## Software Overview



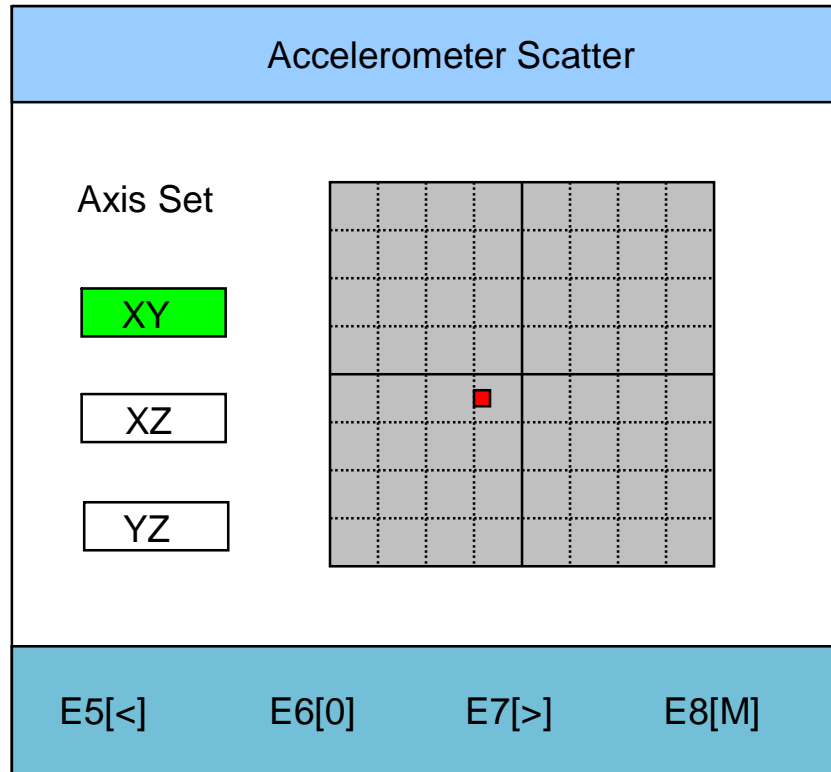
## New Program Mode

- ▶ 5 Modes (screens) for: DMM configuration, Display, Scatter plot, Data logger for Accelerometer and DMM inputs
- ▶ Scatter plot
  - Shows the accelerometer's output on a two-axis display
  - Can select which two axes of the accelerometer are displayed
- ▶ Data logger for Accelerometer and DMM inputs
  - Can capture data from both inputs
  - Scroll through captured data in a display window
  - Send captured data out to a serial port (use PE Micro USB scope utility)

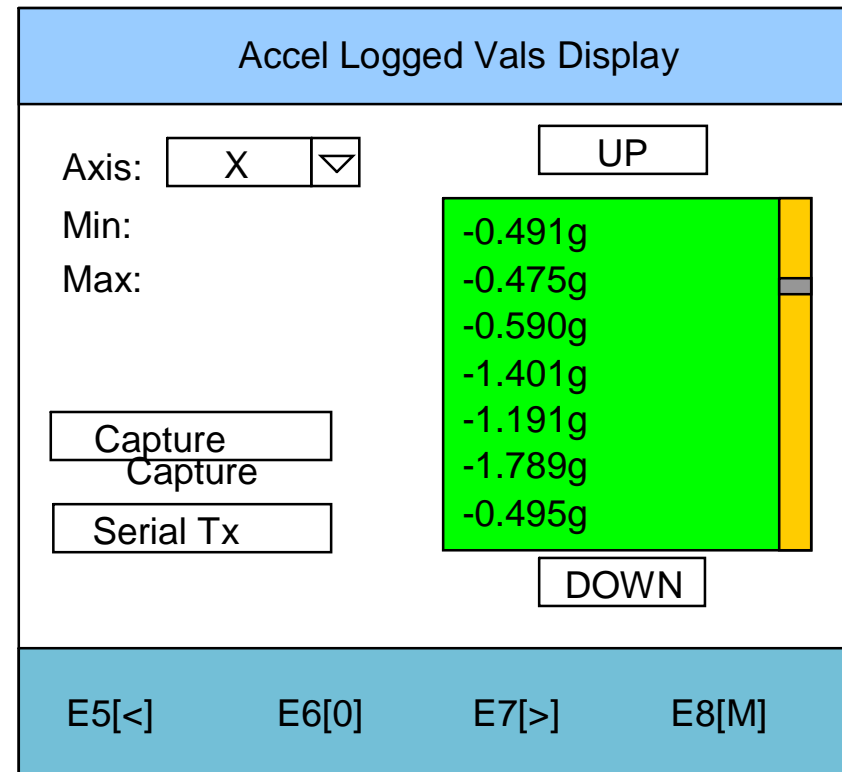
# Lab 3: QE128 (HCS08)

## New Graphic User Interface

Scatter Plot Mode



Data logger for Accelerometer Mode



# Lab 3: QE128 (HCS08)

## New Graphic User Interface

Data logger for DMM inputs Mode

**DMM Logged Vals Display**

Axis:

Min: 0.217V

Max: 0.219V

0.218V

0.217V

0.220V

0.219V

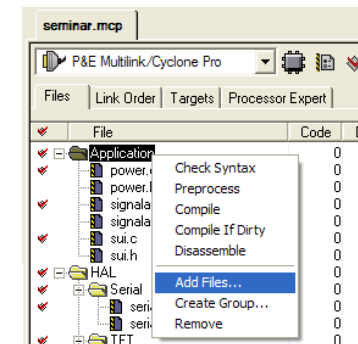
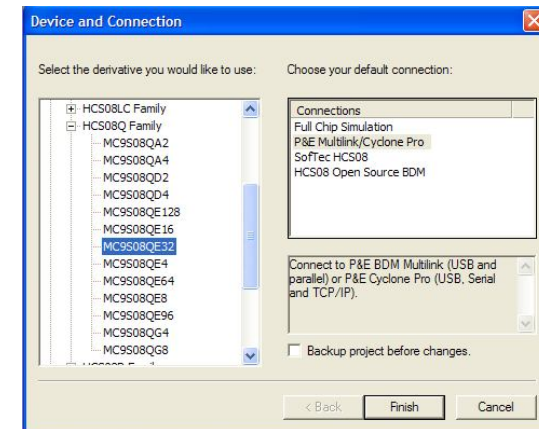
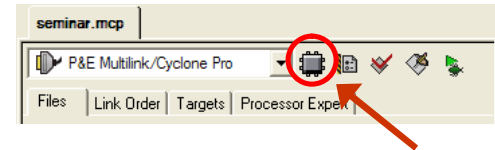
0.219V

E5[<]    E6[0]    E7[>]    E8[M]

# Lab 3: QE128 (HCS08) Migration Process

## Changes in the CodeWarrior Project

1. Click on *Change MCU/Connection*
2. Select MC9S08QE128 from the list
  - ▶ Ensure that *P&E Multilink Cyclone Pro* is selected
  - ▶ Ensure that the *Backup project before changes* box is unchecked
3. Click the *Files* tab on the left panel
4. Remove both *programctl* files by right clicking them and selecting *Remove*
5. Right click on the *Application* source group and click *Add Files...*
6. Browse from the top-level directory to:  
`<top_level>\src\s08\qe128` and select the *programctl* files
  - ▶ These implement the target-specific program control structure



## Lab 3: QE128 (HCS08) Migration Process

### Changes in the CodeWarrior Project

7. Browse from the top-level directory to:  
`<top_level>\src\common\Application` and select `logging.c/logging.h`, and `bitmap_screens.c`
  - ▶ The “logging” files implement the datalogger functionality
  - ▶ The `bitmap_screens` contains the bitmap arrays for the accelerometer scatter-plot background graphic
8. Right click the *HAL/Serial* source group and select *Add Files...*
9. Browse from the top-level directory to:  
`<top_level>\src\common\HAL\Serial` and select `serialio.c/serialio.h` files
  - ▶ These file implement the higher level RS232 functionality and utilize the SERIAL bean we will add
10. Open `serialio.c` and add `#include "SERIAL.h"` at the top of the file to the list of included header files.



## Lab 3: QE128 (HCS08)

### Migration Process

### Changes in the CodeWarrior Project

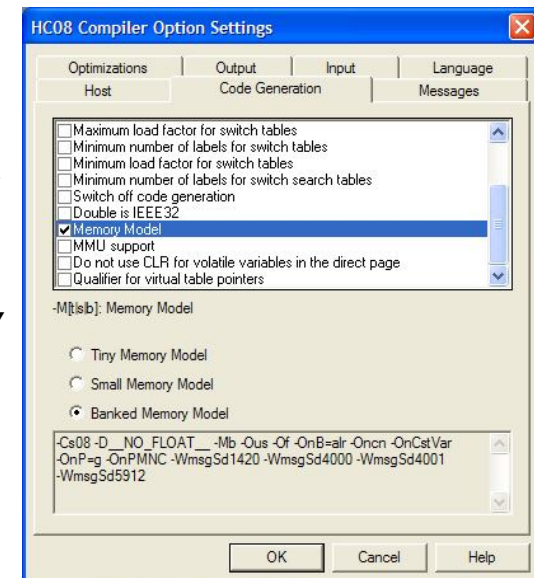
11. Under the *Libs* source group remove the *ansiis.lib* file
12. Right click the *Libs* source group and click *Add Files...*
13. Browse to the CodeWarrior HCS08 library file directory, typically  
`C:\Program Files\Freescale\CodeWarrior for  
Microcontrollers 6.2\lib\hcs08\lib`
12. Select the *ansibim.lib* file.

# Lab 3: QE128 (HCS08)

## Migration Process

### Changes in the CodeWarrior Project

9. Click the *Edit > Standard Settings* menu
10. Click on the *Access Paths* on the left pane
11. Click on the old QE32 directory and press the *Remove* button
12. On the left pane, click the *Compiler for HC08* option
13. Click the *Options* button
14. Select the *Code Generation* tab.
15. Scroll down and uncheck, then check the *Memory Model* checkbox
16. On the radio buttons that appear, select *Banked Memory Model*. Press OK to exit this dialog.
17. Press OK on the Standard Settings dialog.

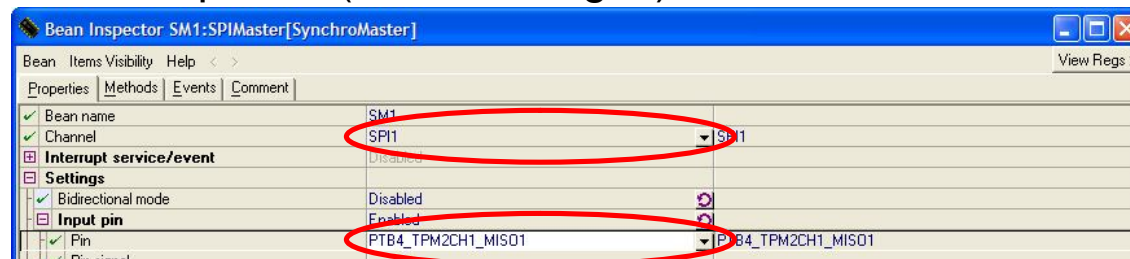


# Lab 3: QE128 (HCS08)

## Migration Process

### Changes in Processor Expert

1. Click the Processor Expert tab in left panel
2. Right click the KBI Bean's icon and click the *Bean Enabled* menu item to disable it; it is not needed
3. Right click the *TPM\_Prox:Init\_TPM* bean's icon and click the *Bean Enabled* menu item to enable it
6. Double click *SM1:SPIMaster* icon to bring up Bean Inspector for this bean
  - ▶ Click the dropdown at the top for "Channel" and select SPI1 to resolve the naming conflict
  - ▶ Click the dropdown for the input pin and select the option for PTB4 to resolve the naming conflict
7. Close the bean inspector (saves changes)

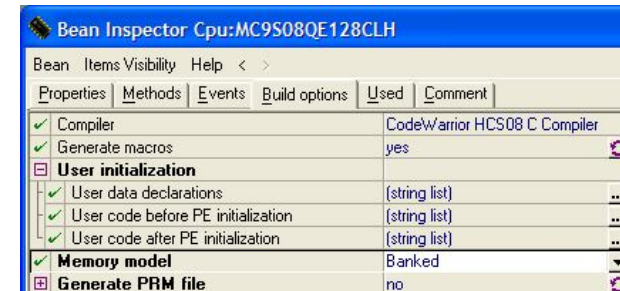
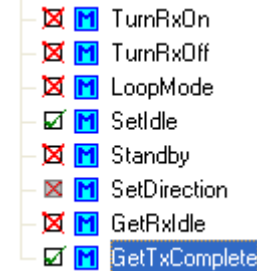




# Lab 3: QE128 (HCS08) Migration Process

## Changes in Processor Expert

14. Open the function list for the SERIAL bean and ensure that the GetTxComplete is enabled.
16. Under the *CPUs* category, right click the QE128 CPU icon and select *CPU Inspector*.
17. Select the *Build Options* tab.
18. Select *Banked* for the memory model.
19. Ensure that the stack size is 256 bytes or higher.
20. Build the project.
21. The linker will report an error about running out of allocation space.
22. Go back to the CPU inspector and click the circular arrow beside *Generate PRM File* to disable PRM file generation.



# Lab 3: QE128 (HCS08)

## Migration Process

### Changes to the Linker Settings

1. Click the *Files* tab on the left panel to return to the source browser.
2. Under the *Project Settings/Linker Files* source group, double click the *seminar.prm* file to bring up the linker configuration file for this project.
  - ▶ We will need to ensure that the banked memory is set up properly for the extra flash on the S08 QE128
3. Move the *DEFAULT\_ROM* value to after *PAGED\_ROM* on the line below
4. Save the PRM file and re-build the project.

```
NON_BANKED, DEFAULT_ROM, ROM_VAR, STRINGS INTO ROM;  
PAGED_ROM                                /* routines which can be banked */  
                                           INTO PPAGE_0, PPAGE_2, PPAGE_4, PPAGE_5, PPAGE_6, PPAGE_7, ROM1;
```

```
NON_BANKED, ROM_VAR, STRINGS INTO ROM;  
PAGED_ROM, DEFAULT_ROM                   /* routines which can be banked */  
                                           INTO PPAGE_0, PPAGE_2, PPAGE_4, PPAGE_5, PPAGE_6, PPAGE_7, ROM1;
```

# Lab 3: QE128 (HCS08)

## Software Overview

### New Program Modes:

- ▶ Scatter plot
  - Shows the accelerometer's output on a two-axis display
  - Can select which two axes of the accelerometer are displayed
- ▶ Data logger for Accelerometer and DMM inputs
  - Can capture data from both inputs
  - Scroll through captured data in a display window
  - Send captured data out to a serial port (use PE Micro USB scope utility)
- ▶ DMM modes from QE32 are preserved as-is

# Lab 3: QE128 (HCS08)

## Testing

### DEMOQE Board Jumper Settings:

Accelerometer	
Jumper	Pins
J13	2&3
J14	2&3
J15	2&3
J16	None

Inputs	
Jumper	Pins
J12	None
J18	1&2, 3&4
J11	1&2, 3&4

System Power	
Jumper	Pins
J3	2&3
J4	3&4
J5	3&4, 5&6

RS232	
Jumper	Pins
J6	2&3
J7	2&3
J8	2&3

External Clock	
Jumper	Pins
J17	1&2, 3&4

Buzzer	
Jumper	Pins
J19	1&2

IIC Pullups	
Jumper	Pins
J20	None

Analog	
Jumper	Pins
J21	None

LEDs	
Jumper	Pins
J9	None



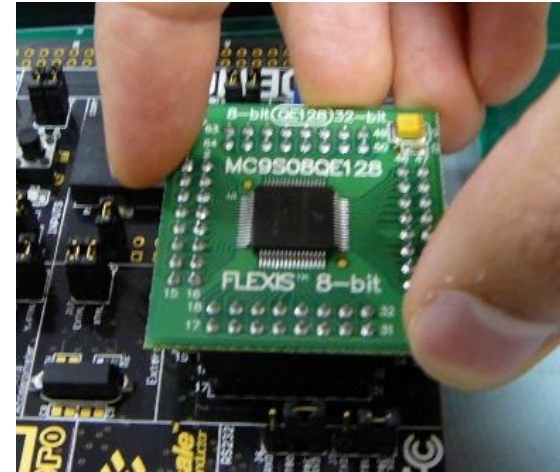
# Lab 3: QE128 (HCS08) Testing

## Compile, Run, and Test!

Remove QE32 module



Insert QE128 module



Open PE Micro USB Terminal utility



# Lab 3: QE128 (HCS08)

## Application Features

### Scatter Plot

- ▶ Increased flash space allows a richer UI experience
- ▶ Large bitmap is used to store the scatter plot background image
- ▶ Bitmap utilizes paged memory on S08
- ▶ Must put accelerometer jumpers J16 on when using accelerometer modes, such as the scatter plot
  - Jumpers on pins 1&2, 3&4, and 7&8

### Datalogger

- ▶ Increased RAM allows for storage of DMM/Accelerometer data
- ▶ Serial bean functions used in *serialio* HAL module to perform Tx routines

# Lab 3: QE128 (HCS08)

## Code Highlights

### Serial transmit routines

- ▶ Note the use of PE bean-generated code in the custom HAL code
- ▶ The function, `int8 serialio_write_string(uint8_t* str)` provides an example of this
- ▶ Open the *Processor Expert* tab and open the function list for the *SERIAL* bean to see which of the available functions were used in `serialio.c`

### Bitmap allocation and display

- ▶ The bitmap representing the scatter plot background image was generated using a bitmap to array converter utility provided by the TFT vendor
- ▶ This array is contained in the *Application/bitmap\_screens.c* source file
- ▶ When the red cursor representing the accelerometer deflection needs to be updated, the previous cursor is erased, the bitmap is redrawn in this location only, and the new cursor is written
  - See the `uint8 UI_PaintScatterPlot(...)` function in `ui.c`

## Lab 3: QE128 (HCS08)

### Flash Programmability

Flash can be programmed at a wide range of voltages

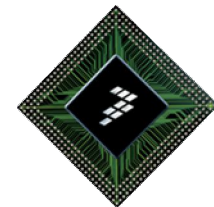
- ▶ Range of voltages: 1.8V to 3.6V
- ▶ Can test this out on the DEMOQE board
  - Turn off power to the board
  - Ensure that the *REG\_VDD* jumper is in place on J5
  - Remove the jumper on J4 from the 3V position (pins 3&4) and place it onto the 2.1V position (pins 1&2)
  - Plug the USB cable into the board
  - Turn on the board
  - Program the device in CodeWarrior and observe that it programs successfully
  - Turn off the board
  - Place the jumper on J4 back onto the 3V position
  - Turn on the board and observe that the demo application still runs

## Lab 3: QE128 (HCS08)

### Self-Study Project Enhancement

#### Enhancement: Flash Datalogger

- ▶ Modify the datalogger program mode so that it transfers logged values into flash once the RAM is full
- ▶ Will use the IntFLASH peripheral on the MCU
- ▶ Utilize the flash programming bean based on the IntFLASH peripheral in Processor Expert to:
  - Set up the flash paging and space allocation in the MCU memory map
  - Enable read/write functions to manipulate flash segments



## LAB4: MCF51QE128

---

# 51QE128 Overview

	QE8	QE32	S08QE128	51QE128
CPU	S08 Up to 20 MHz	S08 Up to 50MHz	S08 Up to 50 MHz	<b>ColdFire V1 Up to 50 MHz</b>
FLASH	8K Bytes	32K Bytes	128K Bytes	<b>128K Bytes</b>
RAM	512 Bytes	2K Bytes	8K Bytes	<b>8K Bytes</b>
ADC	10-ch 12-bit ADC	10-ch 12-bit ADC	24-ch 12-bit ADC	<b>24-ch 12-bit ADC</b>
TPM	2 TPM (3-ch)	2 TPM (3-ch) 1 TPM (6-ch)	2 TPM (3-ch) 1 TPM (6-ch)	<b>2 TPM (3-ch) 1 TPM (6-ch)</b>
SPI	1 SPI	1 SPI	2 SPI	<b>2 SPI</b>
SCI	1 SCI	2 SCI	2 SCI	<b>2 SCI</b>
IIC	1 IIC	1 IIC	2 IIC	<b>2 IIC</b>
KBI	8-ch KBI	16-ch KBI	16-ch KBI	<b>16-ch KBI</b>
Rapid GPIO	NA	NA	NA	<b>Yes</b>
Others	<b>ICS, RTC, GPIO, BDM</b>			

# Lab 4: QE128 (Coldfire V1)

## Device Overview

MCU: MCF51QE128

Specs	
CPU	Coldfire V1
RAM	8k Bytes
Flash	32k Bytes
Max Bus Clock	25 MHz
Max CPU Clock	50 MHz

### Peripherals:

- ▶ ADC (24-ch, 12-bit)
- ▶ Comparators (2)
- ▶ SCI (2)
- ▶ SPI (2)
- ▶ I2C (2)
- ▶ TPM (1x 6-ch, 2x 3-ch)
- ▶ RTC
- ▶ KBI (16-ch)

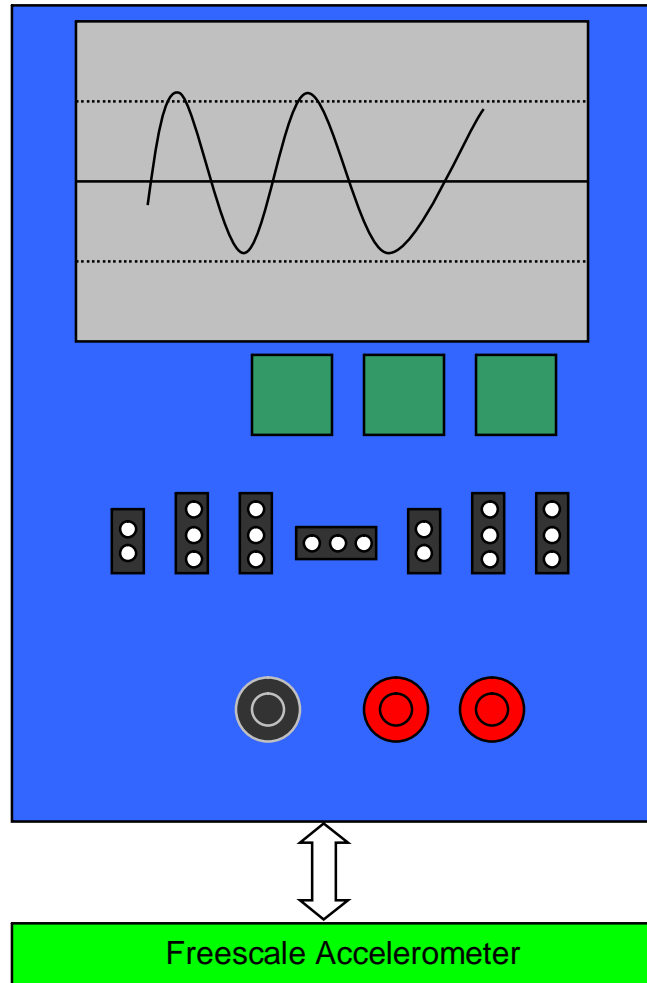


# Lab 4: QE128 (Coldfire V1)

## Software Overview

### New Program Mode

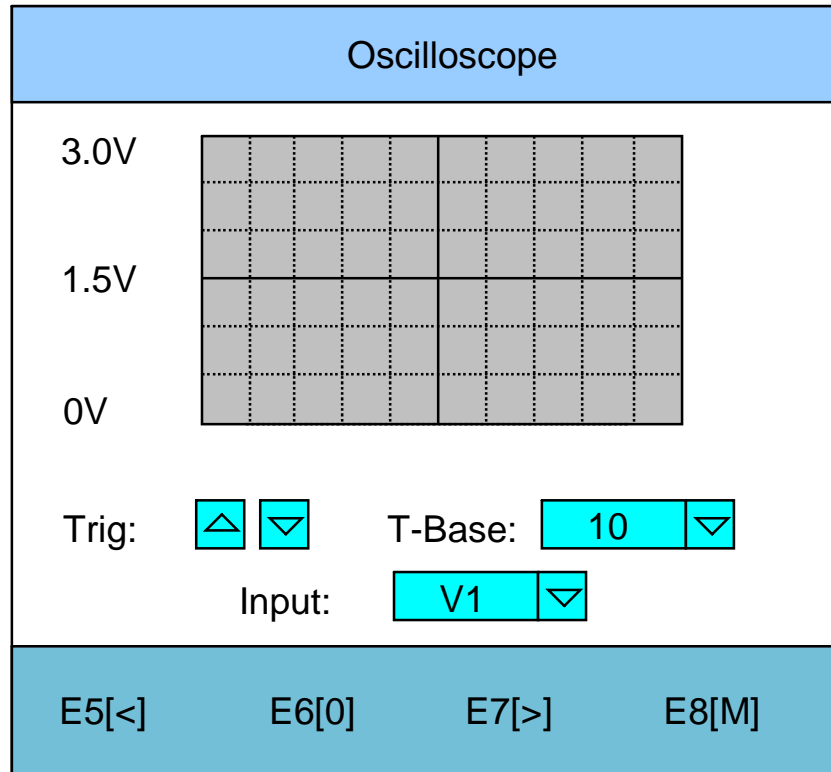
- ▶ Real-time graph
  - Plots the input signal from the DMM inputs or accelerometer axes in real-time
  - Utilizes the added processing power of the Coldfire to erase and re-draw all points on the screen as fast as data comes in
  - Can capture one screen of data at a time at the push of a button
- ▶ Oscilloscope
  - Implements an oscilloscope function that can operate on DMM inputs or accelerometer axes
  - Triggers on the rising edge of a signal throughout the input voltage range, configurable by the user
  - User can set the timebase in terms of sampling rate in milliseconds



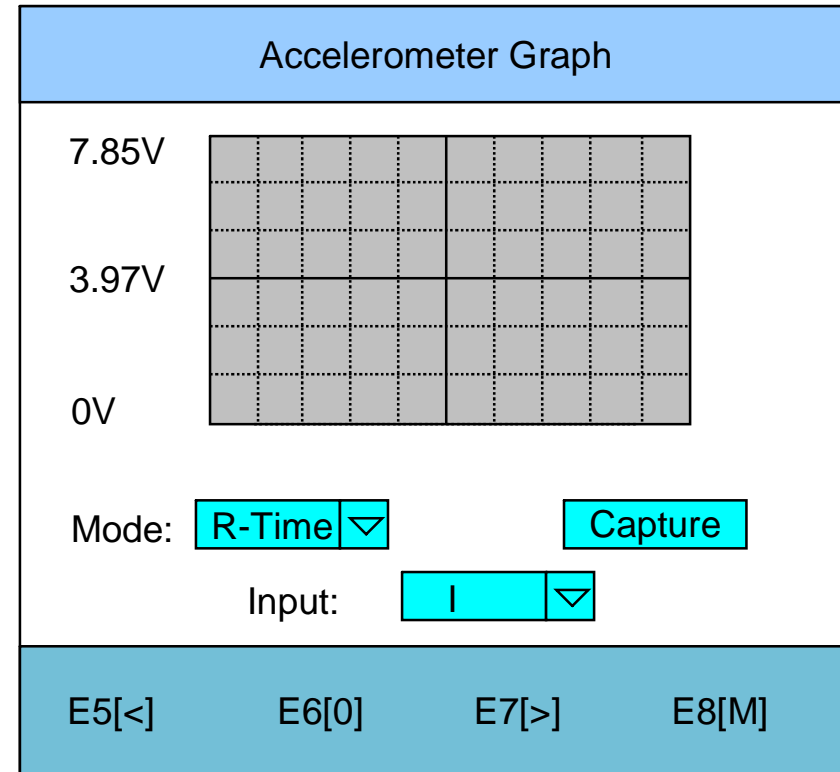
# Lab 4: QE128 (Coldfire V1)

## New Graphic User Interface

Oscilloscope Mode



Accelerometer Graph Mode



# Lab 4: QE128 (Coldfire V1)

## CPU Comparison

MC9S08QE128	
<b>CPU</b>	HCS08 (8-bit)
<b>Address Bus</b>	16-bit
<b>Data Bus</b>	8-bit
<b>Instruction Set</b>	HCS08
<b>Interrupt Support</b>	32 interrupts, no nesting

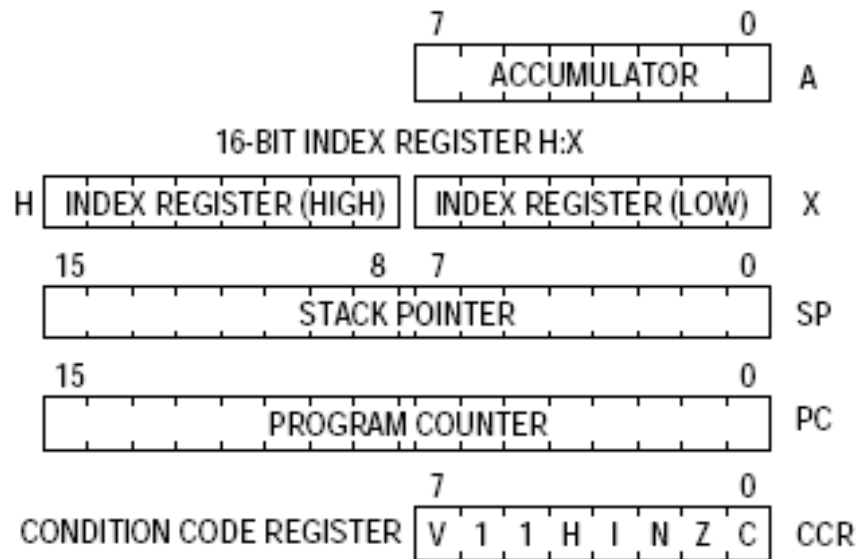
MCF51QE128	
<b>CPU</b>	Coldfire V1 (32-bit)
<b>Address Bus</b>	24-bit
<b>Data Bus</b>	32-bit core, 8-bit peripheral
<b>Instruction Set</b>	Coldfire V1 Rev. C
<b>Interrupt Support</b>	256 interrupts, nesting supported

# Lab 4: QE128 (Coldfire V1)

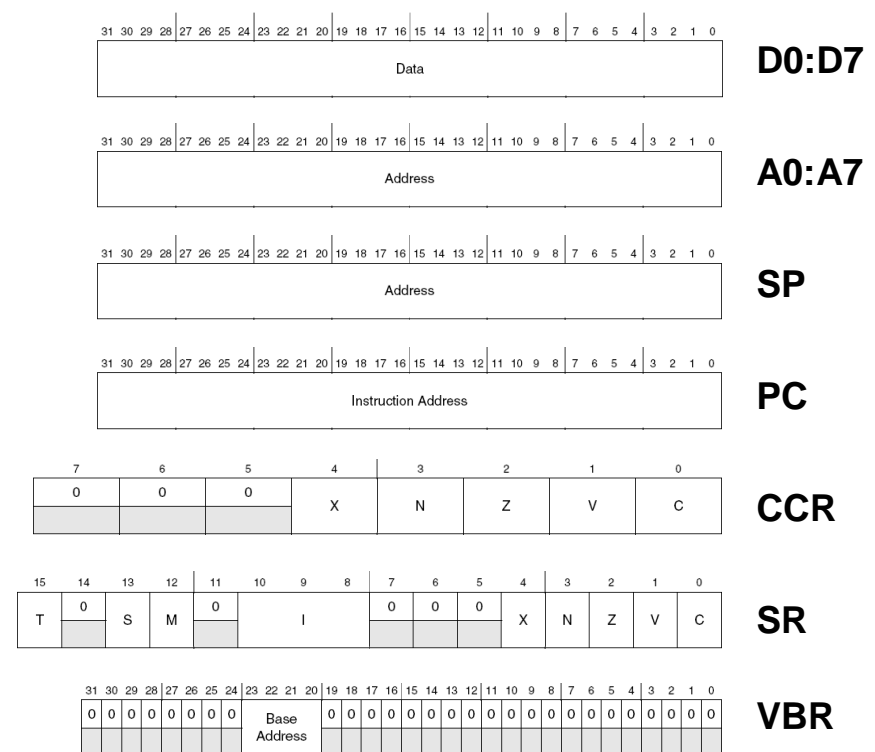
## CPU Comparison

### CPU Registers:

#### HCS08



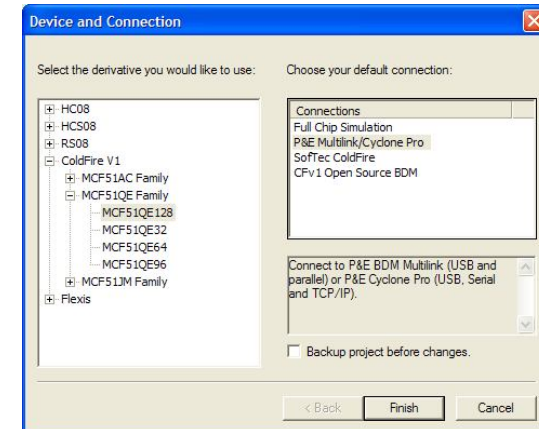
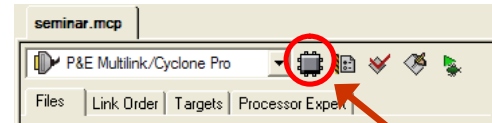
#### Coldfire V1



# Lab 4: QE128 (Coldfire V1) Migration Process

## Changes in Processor Expert

1. Click on *Change MCU/Connection*
2. Select MCF51QE128 from the list
  - ▶ Ensure that *P&E Multilink Cyclone Pro* is selected
  - ▶ Ensure that the *Backup project before changes* box is unchecked
3. Click the Processor Expert tab in left panel
4. Right click the CPU bean's icon and select the *CPU Inspector* option
5. Select the properties tab
6. Set the *Internal Oscillator Frequency* to 39 (kHz)
7. Set the *Internal Bus Clock* to 19.968 (MHz)



# Lab 4: QE128 (Coldfire V1)

## Migration Process

### Changes in Processor Expert

8. Right click the KBI Bean's icon and click the *Bean Enabled* menu item to disable it; it is not needed
9. Right click the *TPM\_Prox:Init\_TPM* bean's icon and click the *Bean Enabled* menu item to enable it
10. Right click the *TPM2\_HighSpeed:Init\_TPM* bean's icon and click the *Bean Enabled* menu item to enable it
11. Double click the TPM2\_HighSpeed bean to open the Bean Inspector
12. Press the plus sign (+) beside the *Channels* heading to add a second TPM channel
13. Set the *Capture/Compare Device* to TPM21 and the *Mode* to *Output compare*
14. Set interrupt priorities for all of the TPM channels to remove the errors
15. Enable the interrupt for this channel and name it `TPM2_CompareISR_1`
16. Since the Coldfire core supports interrupt priorities, these need to be set for all interrupts in the TPM bean

# Lab 4: QE128 (Coldfire V1)

## Migration Process

### Changes in Processor Expert

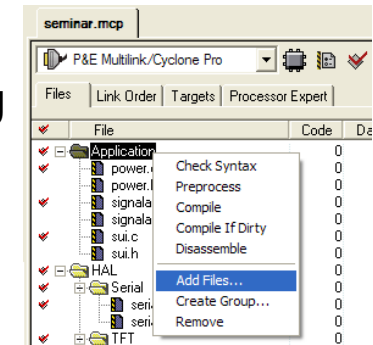
17. Double click the SERIAL bean to open the Bean Inspector
18. Click the ellipsis beside the *Baud Rate* option to open the baud rate dialog
19. Change the tolerance to 2% to remove the error.
  - ▶ The resultant baud rate is only 0.01% over the original tolerance for the S08 QE128, which is marginal
20. Double click the SPI bean to open the Bean Inspector
21. Click the ellipsis to set a new shift clock rate.
22. Set the new shift clock rate to 9.984 MHz, the last option in the dropdown list.

# Lab 4: QE128 (Coldfire V1)

## Migration Process

### Changes in the CodeWarrior Project

1. Click the *Files* tab on the left panel
2. Remove both *programctl* files by right clicking them and selecting *Remove*
3. Right click on the *Application* source group and click *Add Files...*
4. Browse from the top-level directory to:  
<top\_level>\src\cf\qe128 and select the programctl files
5. Click the *Edit > Standard Settings* menu
6. Click on the *Access Paths* on the left pane
7. Click on the old s08\qe128 directory and press the *Remove* button
8. Press OK on the Standard Settings dialog
9. Open up the *Libs* source group and remove the ansibim.lib file





# Lab 4: QE128 (Coldfire V1)

## Migration Process

### Changes in the CodeWarrior Project

10. Open Events.c. This file contains all Beans-generated interrupt service routines.
11. Insert the following lines into the `TPM2_CompareISR_1` at the bottom of the file:
  - ▶ This allows the compare interrupt to sample data as part of the fixed frequency sampling code in the signal acquisition module (signalacq)

```
/*
** =====
**      Interrupt handler : TPM2_CompareISR_1
**
**      Description :
**          User interrupt service routine.
**      Parameters  : None
**      Returns     : Nothing
** =====
*/
ISR(TPM2_CompareISR_1)
{
    /* Write your interrupt code here ... */
    //clear compare flag
    TPM2C1SC_CH1F = 0;

    //call sampling function from signalacq module
    sample_data_isr();
}
```

# Lab 4: QE128 (Coldfire V1)

## Migration Process

### Changes in the CodeWarrior Project

10. Open seminar.c. This file contains the main function and all initialization code.
11. Insert the highlighted line into `main()` :
  - ▶ We now need to initialize the signal acquisition module for use with the fixed frequency sampling code.

```
void main(void)
{
    /* Write your local variable definition here */

    /*** Processor Expert internal initialization. DON'T REMOVE THIS CODE!!! ***/
    PE_low_level_init();
    /*** End of Processor Expert internal initialization. ***/

    /* Write your code here */

    //initialize application modules
    pctrl_init();
    signalacq_init();
    App_Init();

    //start program control (will never exit)
    start_program_ctrl(PROGRAM_MODE_NORMAL_DMM_CONFIG);
}
```

# Lab 4: QE128 (Coldfire V1)

## Software Overview

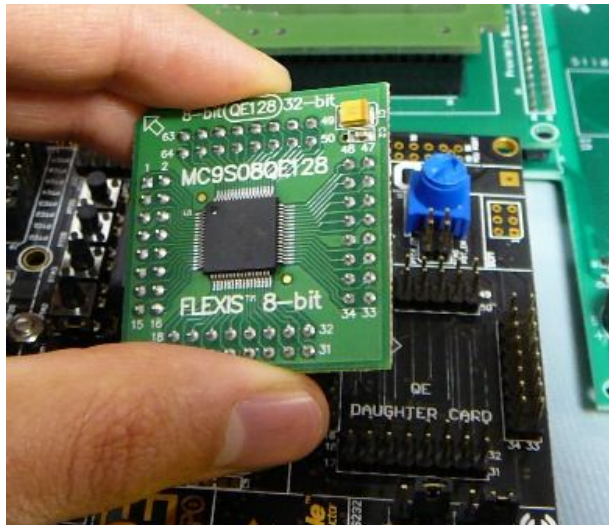
### New Program Modes:

- ▶ Real-time graph
  - Plots the input signal from the DMM inputs or accelerometer axes in real-time
  - Utilizes the added processing power of the ColdFire to erase and re-draw all points on the screen as fast as data comes in
  - Can capture one screen of data at a time at the push of a button
- ▶ Oscilloscope
  - Implements an oscilloscope function that can operate on DMM inputs or accelerometer axes
  - Triggers on the rising edge of a signal throughout the input voltage range, configurable by the user
  - User can set the sampling interval in milliseconds
- ▶ All previous program modes are preserved as-is

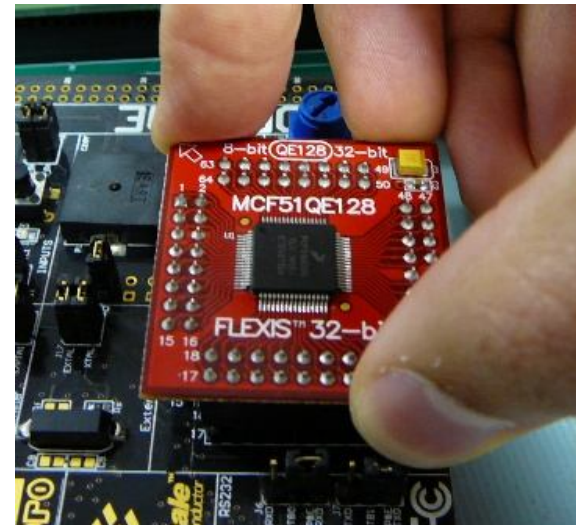
# Lab 4: QE128 (Coldfire V1) Testing

## Compile, Run, and Test!

Insert QE128 CF module



Insert QE128 CF module



Open PE Micro USB Terminal utility



# Lab 4: QE128 (Coldfire V1)

## Code Highlights

### Fixed Frequency Sampling (Signal Acquisition Module)

- ▶ All sampling functions have the same signature – one function pointer stores the currently active sampling function
  - Pointer definition: `uint16 (*sample_fn)(void);`
- ▶ Sampling function externally set with enumerated input types using the function, `int8 assign_sampling_input(sampling_input_t sample_input)`
- ▶ Sampling function called from the ISR for TPM2's Ch. 1 compare ISR generated by the TPM2\_HighSpeed bean
  - ISR contained in Events.c, browse to: `ISR(TPM2_CompareISR_1)`
  - Main processing in ISR done in `sample_data_isr()`
- ▶ Cannot modify signal acquisition module's parameters while a transfer is in progress
  - `sampling_in_progress` flag implements this functionality

# Lab 4: QE128 (Coldfire V1)

## Code Highlights

### Graphing UI Widgets (User Interface Module)

- ▶ Operate on buffered ADC data
- ▶ Can draw an arbitrary number of points on-screen
- ▶ Can operate in free-running mode (single point updates) or buffered mode
  - This can be seen in the graph and oscilloscope functions
- ▶ Axis labels and trigger level indicator are also part of this widget; can be set and re-drawn independent of the graph portion of the widget

# Lab 4: QE128 (Coldfire V1)

## Power Consumption Comparison

### 32-bit Can be lower power than 8-bit

- ▶ It's not simply about processor speed or instruction size, but execution efficiency of those instructions
- ▶ Compare:
  - HCS08 core has one 8-bit accumulator and one 16-bit index register
  - Coldfire V1 core has eight dedicated 32-bit address and data registers
- ▶ **Example 1:** Compare the disassembly of highlighted line of code, below

C code from `sample_data_isr` function in `signalacq.c`

```
void sample_data_isr(void)
{
    //sample data with sampling function
    sample_buffer[sample_count] = sample_fn();

    ...
}
```

# Lab 4: QE128 (Coldfire V1)

## Power Consumption Comparison

### 32-bit Can be lower power than 8-bit

#### Coldfire V1 disassembly of signalacq.c

```
; 586: void sample_data_isr(void)
; 587: {
; 588: //sample data with sampling function
; 589: sample_buffer[sample_count] = sample_fn();
;
0x00000000      _sample_data_isr:
;              sample_data_isr:
0x00000000      0x206D0000      movea.l  _sample_fn(a5),a0
0x00000004      0x4E90          jsr      (a0)
0x00000006      0x73AD0000      mvz.b   _sample_count(a5),d1
0x0000000A      0x41ED0000      lea     _sample_buffer(a5),a0
0x0000000E      0x31801A00      move.w  d0,(a0,d1.l*2)
```

#### Summary:

- ▶ 3 move instructions
- ▶ 1 jump instruction
- ▶ 1 load instruction



# Lab 4: QE128 (Coldfire V1)

## Power Consumption Comparison

32-bit Can be lower power than 8-bit

### HCS08 disassembly of signalacq.c

```
589:    sample_buffer[sample_count] = sample_fn();
0000 ce0000    [4]          LDX    sample_count
0003 58        [1]          LSLX
0004 89        [2]          PSHX
0005 320001    [5]          LDHX   sample_fn:1
0008 c60000    [4]          LDA    sample_fn
000b 8b        [2]          PSHH
000c 8b        [2]          PSHH
000d 8b        [2]          PSHH
000e ac000000 [8]          CALL  _CALL_STAR08_FAR
0012 8b        [2]          PSHH
0013 8c        [1]          CLRH
0014 9f        [1]          TXA
0015 9eee02    [4]          LDX    2,SP
0018 d70001    [4]          STA    @sample_buffer:1,X
001b 86        [3]          PULA
001c d70000    [4]          STA    @sample_buffer,X
```

### Summary:

- ▶ 1 shift instruction
- ▶ 1 jump instruction
- ▶ 4 load instructions
- ▶ 5 push (stack) instructions
- ▶ 1 pull (stack) instruction
- ▶ 1 clear instructions
- ▶ 1 transfer instruction

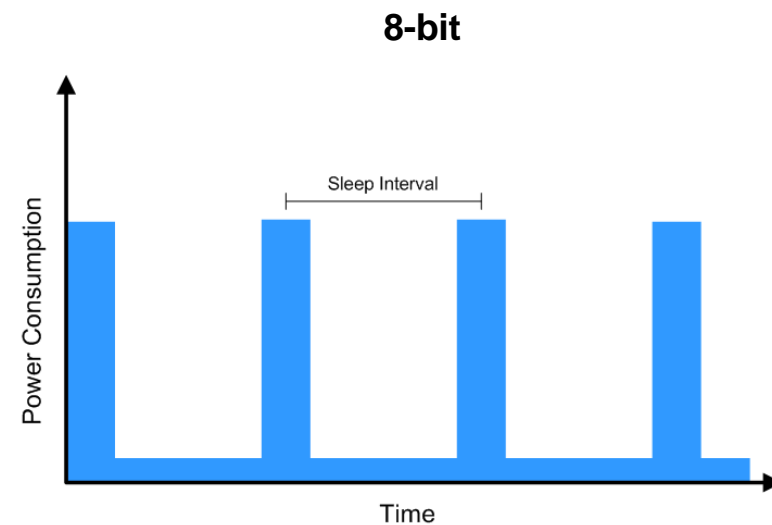
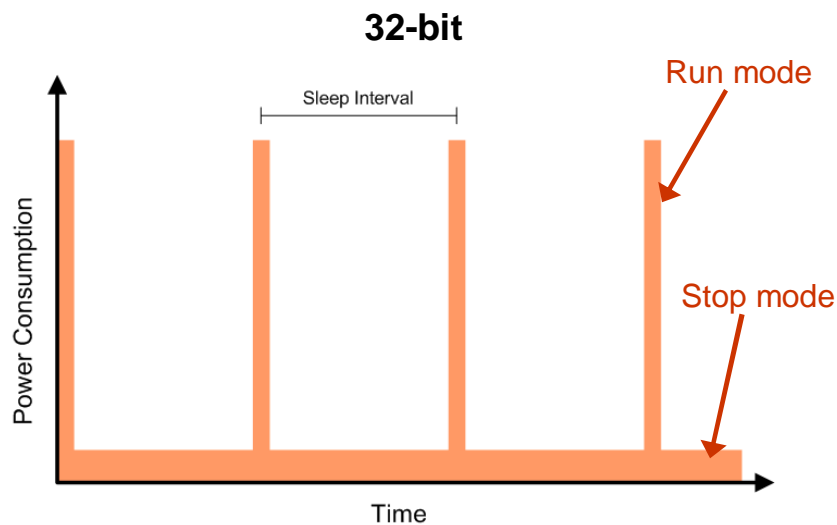
**Three times as many instructions as the CFV1**

# Lab 4: QE128 (Coldfire V1)

## Power Consumption Comparison

### 32-bit Can be lower power than 8-bit

- ▶ **Example 2:** Faster execution time does not necessarily mean more power
  - Less time in run-mode means less total power consumption
  - E.g., Doing the same operation in half the time on a fast CPU is equivalent to taking twice as long despite using half the wattage on the slow CPU
  - Area under the power curve represents total power consumed



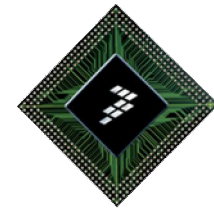
# Lab 4: QE128 (Coldfire V1)

## Self-Study Project Enhancement

### Enhancement: Spectrum Analyzer

- ▶ Both the oscilloscope and the real-time graph program modes operate on buffered data
- ▶ Write code that captures data at a fixed sampling interval by using the fixed frequency sampling functions in the signal acquisition module
- ▶ Run an FFT algorithm on this data to generate the frequency spectrum data
- ▶ Plot this processed data on-screen in a similar way to how it has been done with the oscilloscope and real-time graph program modes
  - Can modify the graph widget to interpolate points using lines instead of drawing single dots

# Low Power Resources



# Low Power Application Notes & Training

## •Application Notes

- AN3460 Low Power Design enabled by MC9S08QE128 & MCF51QE128 MCUs
- AN3629: Migrating from the 9S08QE32 to the MCF51QE32
- AN3502: Differences between the TI MSP430 and QE128
- AN3506: Migrating from TI's MSP430 to the 9S08QE128 or MCF51QE128
- AN3467: Using Processor Expert with Flexis MCUs
- AN3464: Migrating code between ColdFire V1 and V2
- AN3466: Differences Between a Cortex M3 Processor and the MCF51QE128
- QRUG QE128 (QE128 Peripheral Module Quick Reference Guide)

•Flexis QE Virtual Lab @ <http://www.techonline.com/product/virtualab/202200251>



•Online training presentations @ [www.freescale.com/flexis](http://www.freescale.com/flexis)

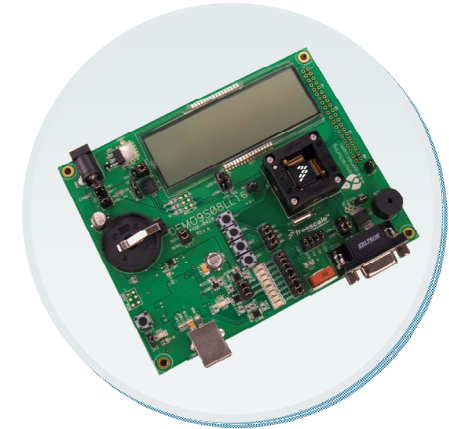
# Flexis QE Family Development Tools

Tool	Resale Price (\$)	MCUs Supported	Comments
<b>EVBQE128</b>	325	<b>MC9S08QE128/96/64/32</b> <b>MCF51QE128/64/32</b>	Evaluation board for in-depth application development. Contains socket to allow evaluation of MC9S08QE or MCF51QE devices
<b>DEMOQE128</b>	99	<b>MC9S08QE128/96/64/32</b> <b>MCF51QE128/64/32</b>	DEMOQE128 board + MC9S08QE128 daughter card + MCF51QE128 daughter card
<b>DEMO9S08QE32</b>	69	<b>MC9S08QE32/16</b>	DEMOQE32 board + MC9S08QE32 daughter card
<b>DEMO9S08QE8</b>	69	<b>MC9S08QE8/4</b>	DEMOQE8 board + MC9S08QE8 daughter card
<b>DC51QE128</b>	10	<b>MCF51QE128/64/32</b>	MCF51QE128 daughter card. Use with DEMOQE128
<b>DC9S08QE128</b>	10	<b>MC9S08QE128/96/64</b>	MC9S08QE128 daughter card. Use with DEMOQE128
<b>DC9S08QE32</b>	10	<b>MC9S08QE32/16</b>	MC9S08QE32 daughter card. Can be used with DEMO9S08QE8, DEMO9S08QE32, & DEMOQE128 boards
<b>DC9S08QE8</b>	10	<b>MC9S08QE8/4</b>	MC9S08QE8 daughter card. Can be used with DEMO9S08QE8, DEMO9S08QE32, & DEMOQE128 boards

# MC9S08LL16 Development Tools

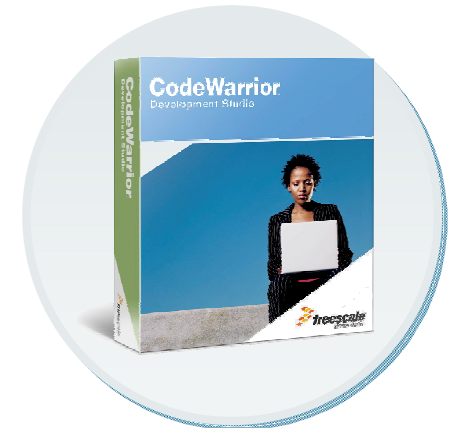
## ► Cost-effective development kits

- DEMO9S08LL16           \$69           MSRP
- DEMO9RS08LA8       \$59           MSRP
- DEMO9RS08LE4       \$59           MSRP
  
- Integrated USB-to-BDM interface
  - No USBMULTILINKBDME required - \$99 savings!
  
- Integrated USB-to-BDM circuit
  - In-circuit debugging & Flash programming
  - Without emulation requirements of serial monitors or other debugging techniques in the industry.
  
- Demo board can be powered by the USB circuit
  - No need for external power supply.



## ► CodeWarrior Development Studio for Microcontrollers v6.2

- Complimentary Special Edition with compiler sizes of 32K
- Single tool suite that supports software development for future migration opportunities for both 8-bit or 32-bit and includes rapid application development tool, Processor Expert



## ► Online training, webcast, technical documentation and application notes available at [www.freescale.com/lcd](http://www.freescale.com/lcd)

# Freescal MicroSelector

## Finding the right Freescale MCU for your design

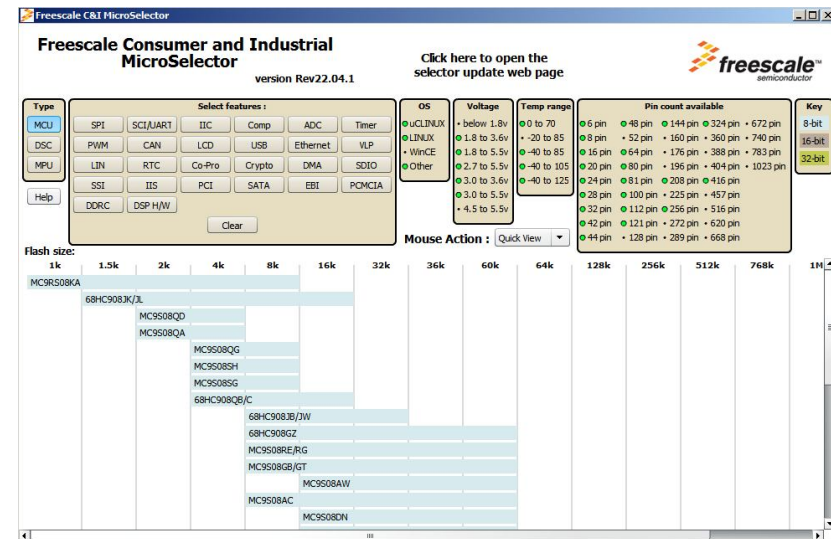
<http://www.freescale.com/microselector>

### Enables you to:

- Find the best fit - filter by features in our wide variety of controller solutions:
  - 8-bit products (RS08, HC08 and HCS08 families)
  - 16-bit products (DSC and S12X families)
  - 32-bit products (ColdFire, i.MX and Power)
- Find package and temperature range offerings.
- Documentation - read collateral for each family.
- Visit the Product Page

### Using MicroSelector:

- 1) Download Freescale MicroSelector Installer.
- 2) Unzip and execute the file.
- 3) Open Freescale MicroSelector.
- 4) Choose Product Type: Microcontroller / Digital Signal Controller / Microprocessor
- 5) Navigate to find information





# LCD Hardware [www.display3000.com](http://www.display3000.com)

► The LCD board used in the DMM design is [DEMOQE128TFT](#)

- Price \$78
- Available from [www.display3000.com](http://www.display3000.com)
- 176x132 64k colour plug-in LCD module
- Kit includes
  - Free license of E-S030 graphics converter software
  - Board schematics
  - CD with heavily commented C (CodeWarrior) software showing you everything you can do with the display
  - Detailed documentation about how to use/program and details on sample s/ware routines (more than 50 pages)



# What did I learn?

## Goal:

- I developed a scalable handheld battery operated product

## Objectives:

- I was provided with an understanding of Freescale's low power solutions
- I was educated on the benefits of designing products based on Freescale devices
- I was provided with the techniques required to design a low power, scaleable handheld product with a rich human-machine interface

**Thank you**

