

# EE309(S2): Microprocessors

Spring 2025

[Week#5 Slides]

Instructor: Shalabh Gupta

# Interrupts:

## TCON: Interrupt Control Register

**Table 2-3.** TCON Register - *TCON (S:88h)*  
Timer/Counter Control Register.

7	6	5	4	3	2	1	0
TF1	TR1	TF0	TR0	IE1	IT1	IE0	IT0
Bit Number	Bit Mnemonic	Description					
7	TF1	<b>Timer 1 Overflow Flag</b> Cleared by hardware when processor vectors to interrupt routine. Set by hardware on timer/counter overflow, when the timer 1 register overflows.					
6	TR1	<b>Timer 1 Run Control Bit</b> Clear to turn off timer/counter 1. Set to turn on timer/counter 1.					
5	TF0	<b>Timer 0 Overflow Flag</b> Cleared by hardware when processor vectors to interrupt routine. Set by hardware on timer/counter overflow, when the timer 0 register overflows.					
4	TR0	<b>Timer 0 Run Control Bit</b> Clear to turn off timer/counter 0. Set to turn on timer/counter 0.					
3	IE1	<b>Interrupt 1 Edge Flag</b> Cleared by hardware when interrupt is processed if edge-triggered (see IT1). Set by hardware when external interrupt is detected on INT1# pin.					
2	IT1	<b>Interrupt 1 Type Control Bit</b> Clear to select low level active (level triggered) for external interrupt 1 (INT1#). Set to select falling edge active (edge triggered) for external interrupt 1.					
1	IE0	<b>Interrupt 0 Edge Flag</b> Cleared by hardware when interrupt is processed if edge-triggered (see IT0). Set by hardware when external interrupt is detected on INT0# pin.					
0	IT0	<b>Interrupt 0 Type Control Bit</b> Clear to select low level active (level triggered) for external interrupt 0 (INT0#). Set to select falling edge active (edge triggered) for external interrupt 0.					

Reset Value = 0000 0000b

# TMOD: Timer Modes

P1.0	1	40	VCC
P1.1	2	39	P0.0 (AD0)
P1.2	3	38	P0.1 (AD1)
P1.3	4	37	P0.2 (AD2)
P1.4	5	36	P0.3 (AD3)
P1.5	6	35	P0.4 (AD4)
P1.6	7	34	P0.5 (AD5)
P1.7	8	33	P0.6 (AD6)
RST	9	32	P0.7 (AD7)
(RXD) P3.0	10	31	EA/VPP
(TXD) P3.1	11	30	ALE/PROG
(INT0) P3.2	12	29	PSEN
(INT1) P3.3	13	28	P2.7 (A15)
(T0) P3.4	14	27	P2.6 (A14)
(T1) P3.5	15	26	P2.5 (A13)
(WR) P3.6	16	25	P2.4 (A12)
(RD) P3.7	17	24	P2.3 (A11)
XTAL2	18	23	P2.2 (A10)
XTAL1	19	22	P2.1 (A9)
GND	20	21	P2.0 (A8)

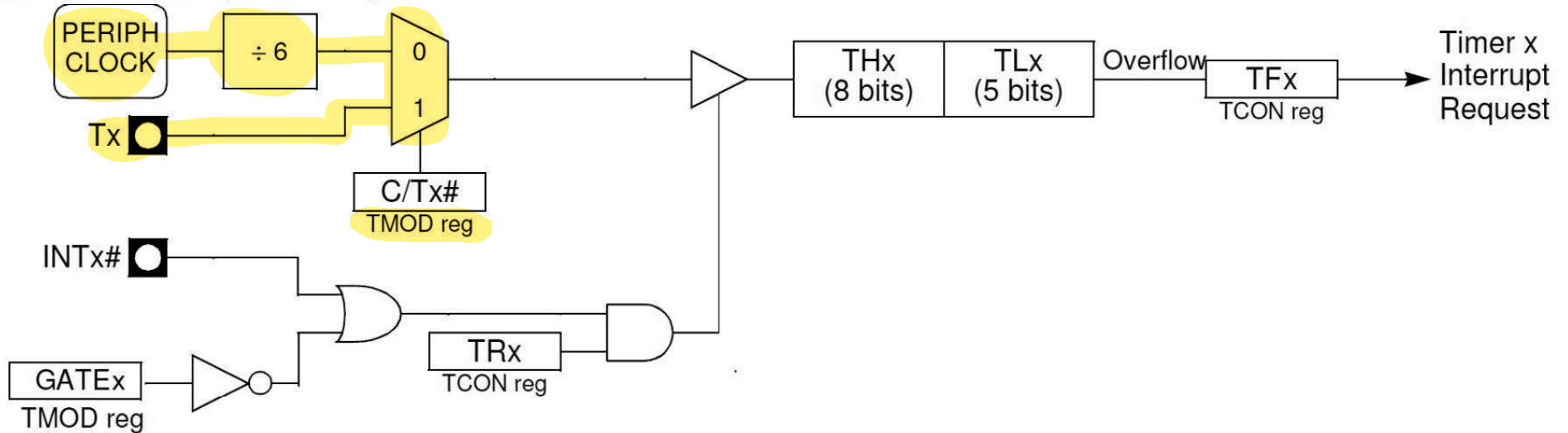
**Table 2-4.** TMOD Register - TMOD (S: 89h)  
TMOD - Timer/Counter 0 and 1 Modes

7	6	5	4	3	2	1	0
GATE1	C/T1#	M11	M01	GATE0	C/T0#	M10	M00
Bit Number	Bit Mnemonic	Description					
7	GATE1	<b>Timer 1 Gating Control Bit</b> Clear to enable timer 1 whenever the TR1 bit is set. Set to enable timer 1 only while the INT1# pin is high and TR1 bit is set.					
6	C/T1#	<b>Timer 1 Counter/Timer Select Bit</b> Clear for timer operation: timer 1 counts the divided-down system clock. Set for Counter operation: timer 1 counts negative transitions on external pin T1.					
5	M11	<b>Timer 1 Mode Select Bits</b>					
4	M01	M11	M01	Operating mode			
		0	0	Mode 0: 8-bit timer/counter (TH1) with 5-bit prescaler (TL1).			
		0	1	Mode 1: 16-bit timer/counter.			
		1	0	Mode 2: 8-bit auto-reload timer/counter (TL1). Reloaded from TH1 at overflow.			
		1	1	Mode 3: timer 1 halted. Retains count.			
3	GATE0	<b>Timer 0 Gating Control Bit</b> Clear to enable timer 0 whenever the TR0 bit is set. Set to enable timer/counter 0 only while the INT0# pin is high and the TR0 bit is set.					
2	C/T0#	<b>Timer 0 Counter/Timer Select Bit</b> Clear for timer operation: timer 0 counts the divided-down system clock. Set for counter operation: timer 0 counts negative transitions on external pin T0.					
1	M10	<b>Timer 0 Mode Select Bit</b>					
0	M00	M10	M00	Operating mode			
		0	0	Mode 0: 8-bit timer/counter (TH0) with 5-bit prescaler (TL0).			
		0	1	Mode 1: 16-bit timer/counter.			
		1	0	Mode 2: 8-bit auto-reload timer/counter (TL0). Reloaded from TH0 at overflow.			
		1	1	Mode 3: TL0 is an 8-bit timer/counter.			
		TH0 is an 8-bit timer using timer 1's TR0 and TF0 bits.					

Reset Value = 0000 0000b

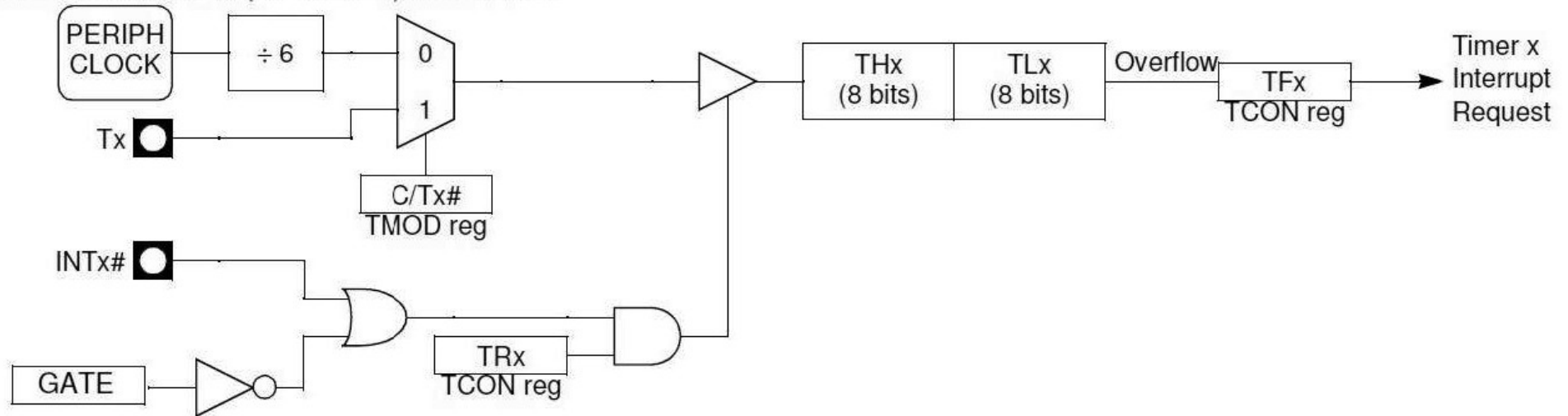
# Block Diagram: Timer 0 or 1 in Mode 0

**Figure 2-9.** Timer/Counter x (x = 0 or 1) in Mode 0



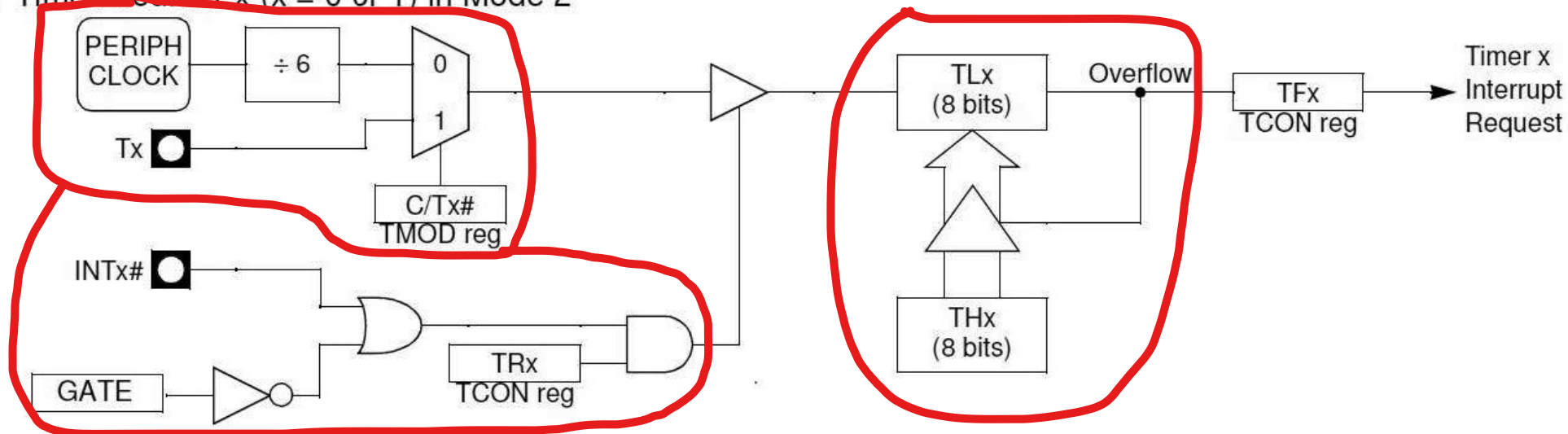
# Block Diagram: Timer 0 or 1 in Mode 1

**Figure 2-10.** Timer/Counter x (x = 0 or 1) in Mode 1



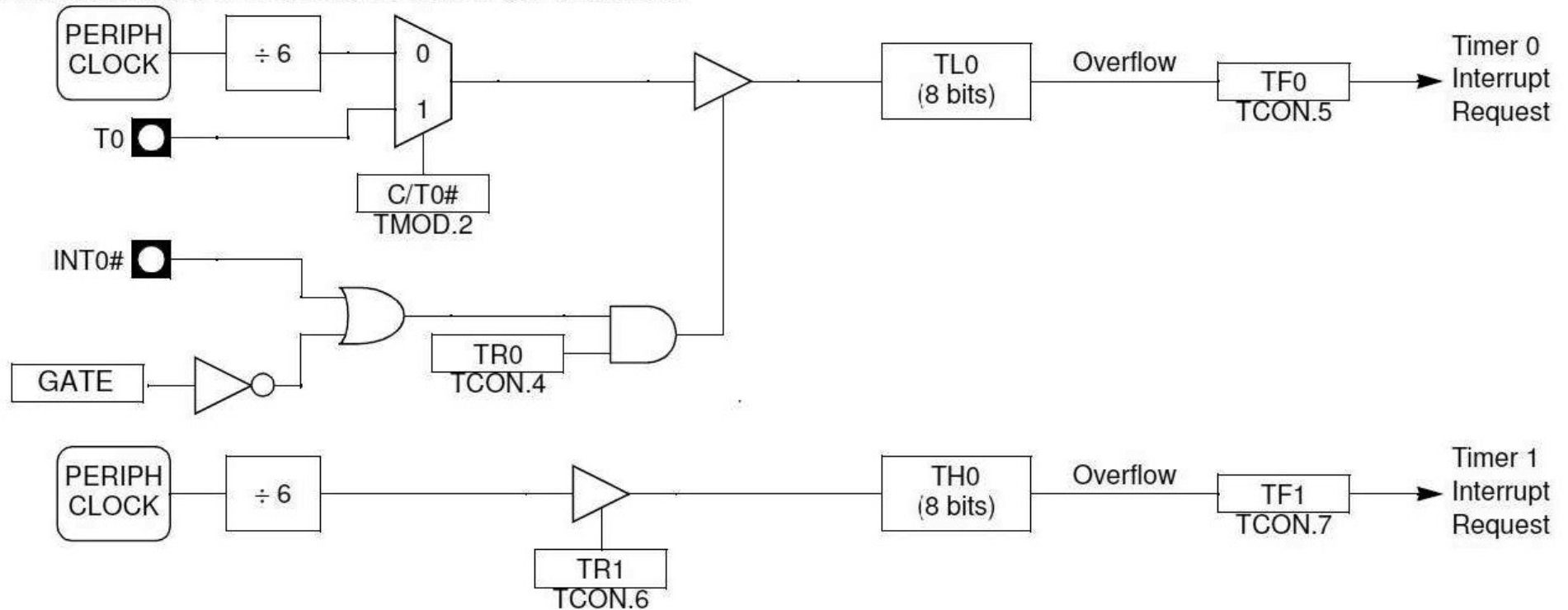
# Block Diagram: Timer 0 or 1 in Mode 2

**Figure 2-11.** Timer/Counter x (x = 0 or 1) in Mode 2

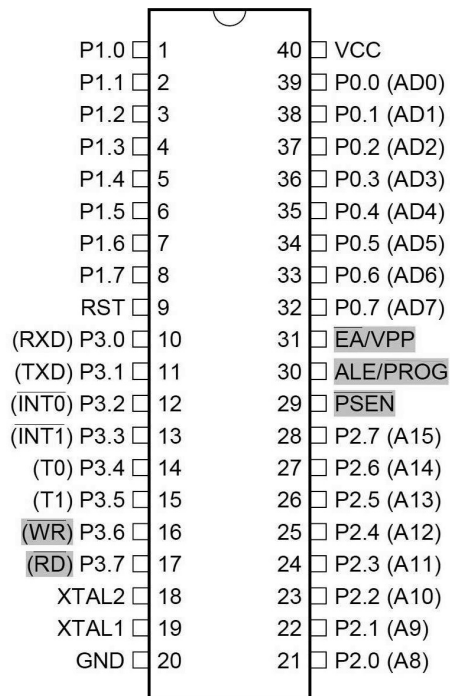


# Block Diagram: Timer 0 in Mode 3

**Figure 2-12.** Timer/Counter 0 in Mode 3: Two 8-bit Counters



# TMOD: Timer Modes



The serial port can operate in 4 modes:

**Mode 0:** Serial data enters and exits through RXD. TXD outputs the shift clock. 8 bits are transmitted/received: 8 data bits (LSB first). The baud rate is fixed at 1/12 the oscillator frequency.

**Mode 1:** 10 bits are transmitted (through TXD) or received (through RXD): a start bit (0), 8 data bits (LSB first), and a stop bit (1). On receive, the stop bit goes into RB8 in Special Function Register SCON. The baud rate is variable.

**Mode 2:** 11 bits are transmitted (through TXD) or received (through RXD): a start bit (0), 8 data bits (LSB first), a programmable 9th data bit, and a stop bit (1). On transmit, the 9th data bit (TB8 in SCON) can be assigned the value of 0 or 1. Or, for example, the parity bit (P, in the PSW) could be moved into TB8. On receive, the 9th data bit goes into RB8 in Special Function register SCON, while the stop bit is ignored. The baud rate is programmable to either 1/32 or 1/64 the oscillator frequency.

**Mode 3:** 11 bits are transmitted (through TXD) or received (through RXD): a start bit (0), 8 data bits (LSB first), a programmable 9th data bit and a stop bit (1). In fact, Mode 3 is the same as Mode 2 in all respects except the baud rate. The baud rate in Mode 3 is variable.