

Application Manual

Real Time Clock Module

RA-4565SA

EPSON TOYOCOM CORPORATION

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Extended operating temperature range : -40 °C to +125 °C
 Serial Interface Real Time Clock Module

RA – 4565 SA

- It is suitable for the car accessories. : Extended operating temperature range / -40 °C to +125 °C
- Built in frequency adjusted 32.768 kHz crystal unit.
- Serial interface in 4 lines form
 (possible to make it to 3 lines by wired-OR connecting DI and DO pins)
- Wide operating voltage range : 1.6 V to 5.5 V
- Wide timekeeper voltage range : 1.5 V to 5.5 V
- 32.768-kHz clock output function : Open drain output with output control function
- Real-time clock function
 Clock/calendar function, auto leap year correction function, alarm interrupt function, etc.

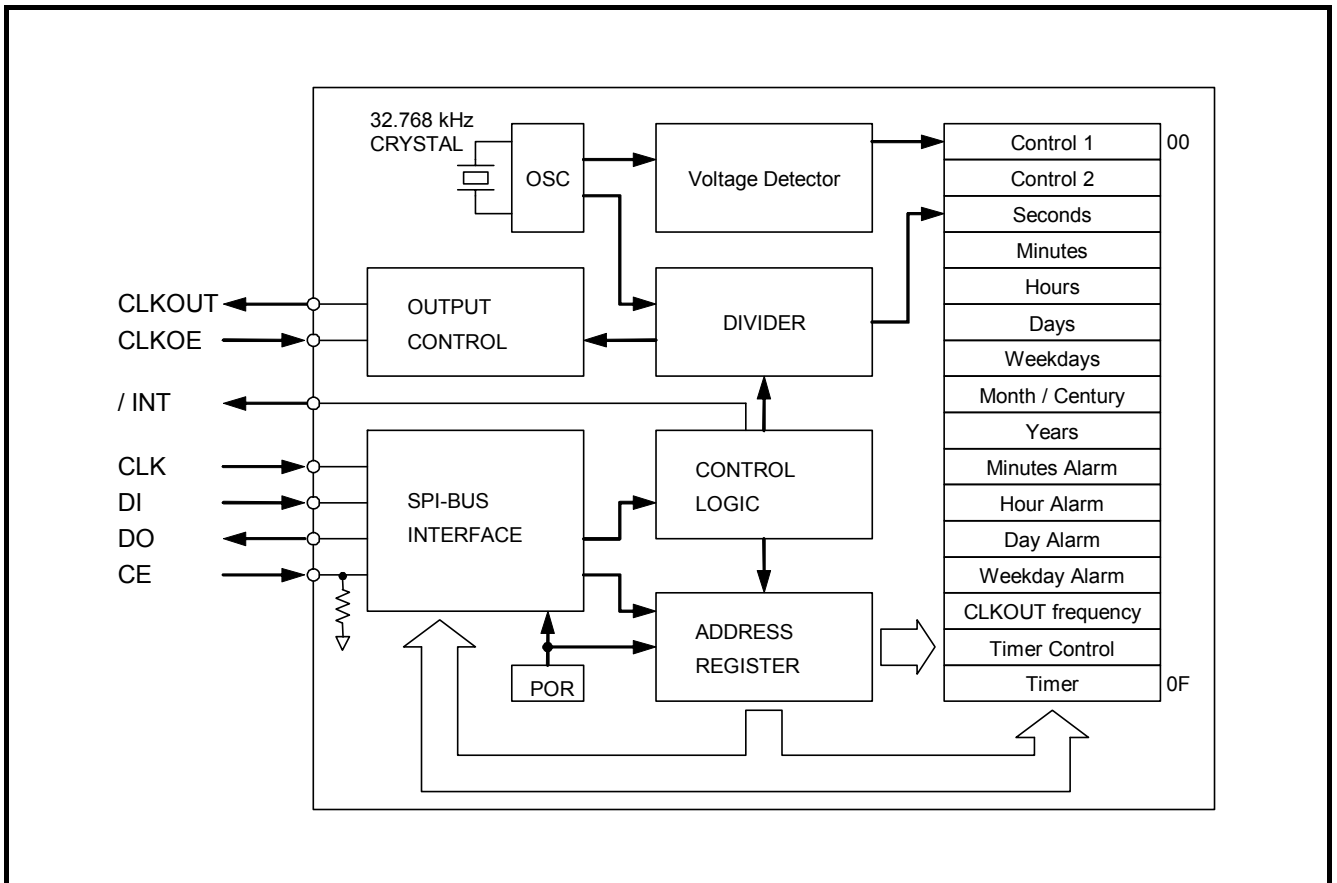
1. Overview

This module is a real-time clock with serial interface in 4 lines form (or 3 lines form). It has a built-in crystal oscillator.

Operating temperature range is -40 °C to +125 °C, it is suitable for the car accessories.

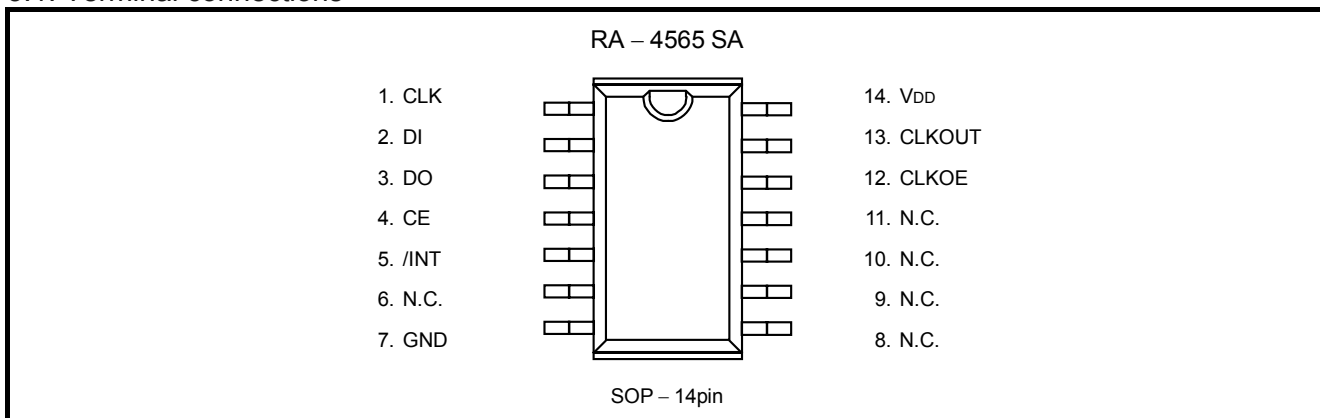
In addition to a calendar (year, month, day, weekday, hour, minute, second) function and a clock counter function, this module's real-time clock functions include an alarm function and a fixed-cycle timer interrupt function.

2. Block diagram



3. Terminal description

3.1. Terminal connections



3.2. Pin Functions

Signal name	I/O	Function																					
CE	Input	This is the chip enabled input pin. It has a built-in pull-down resistance. When CE pin is at the "H" level, access to this RTC becomes possible.																					
CLK	Input	This is the shift clock input pin for serial data transfer. In the write mode, it takes in data from the DI pin using the CLK signal rise edge. In the read mode, it outputs data from the DO pin using the fall edge.																					
DI	Input	This is the data input pin for serial data transfer.																					
DO	Output	This is the data output pin for serial data transfer. * When access, please give pull-up treatment to DO pin with high resistance.																					
CLKOUT	Output	The CLKOUT pin is a clock output (open drain output) pin with control output. The CLKOE pin is an input pin used to control the output mode of the CLKOUT output pin. The CLKOE input pin can be used in combination with the FD1 bit and FD0 bit to select the output frequency from the CLKOUT output pin (32.768 kHz, 1024 Hz, 32 Hz, or 1 Hz) or to stop output. When output is stopped, the CLKOUT output pin is at high impedance.																					
CLKOE	Input	<table border="1" style="width: 100%; border-collapse: collapse; margin-bottom: 10px;"> <thead> <tr> <th style="width: 15%;">CLKOE pin input</th> <th style="width: 10%;">FD1 bit</th> <th style="width: 10%;">FD0 bit</th> <th style="width: 65%;">CLKOUT pin output</th> </tr> </thead> <tbody> <tr> <td rowspan="4" style="text-align: center;">" H "</td> <td style="text-align: center;">0</td> <td style="text-align: center;">0</td> <td style="text-align: center;">32768 Hz Output (open-drain output)</td> </tr> <tr> <td style="text-align: center;">0</td> <td style="text-align: center;">1</td> <td style="text-align: center;">1024 Hz Output (open-drain output)</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">0</td> <td style="text-align: center;">32 Hz Output (open-drain output)</td> </tr> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">1</td> <td style="text-align: center;">1 Hz Output (open-drain output)</td> </tr> <tr> <td style="text-align: center;">" L "</td> <td style="text-align: center;">X</td> <td style="text-align: center;">X</td> <td style="text-align: center;">OFF (high impedance)</td> </tr> </tbody> </table> During the initial power-on (when power is applied from 0 V), if the CLKOE input pin is at high level (= H), the power-on reset function selects 32.768 kHz as the frequency.	CLKOE pin input	FD1 bit	FD0 bit	CLKOUT pin output	" H "	0	0	32768 Hz Output (open-drain output)	0	1	1024 Hz Output (open-drain output)	1	0	32 Hz Output (open-drain output)	1	1	1 Hz Output (open-drain output)	" L "	X	X	OFF (high impedance)
CLKOE pin input	FD1 bit	FD0 bit	CLKOUT pin output																				
" H "	0	0	32768 Hz Output (open-drain output)																				
	0	1	1024 Hz Output (open-drain output)																				
	1	0	32 Hz Output (open-drain output)																				
	1	1	1 Hz Output (open-drain output)																				
" L "	X	X	OFF (high impedance)																				
/INT	Output	This pin outputs alarm signals, fixed timer interrupt signals, and other interrupt signals at low level (= " L "). This pin is an open drain pin.																					
VDD	–	This pin connects to the plus side of the power.																					
GND	–	This pin connects to the minus side (ground) of the power.																					
N.C.	–	This pin is not connected internally. Be sure to connect using OPEN, or GND or VDD.																					

Note : Be sure to connect a bypass capacitor rated at least 0.1 μF between VDD and GND.

4. External Dimensions / Marking Layout

4.1. External dimensions

RA - 4565 SA (SOP-14pin)

• External dimensions

• Recommended soldering pattern

Unit : mm

* The cylinder of the crystal unit can be seen in this area (front), but it has no affect on the performance of the device.

4.2. Marking layout

RA - 4565 SA (SOP-14pin)

Type

Logo

Production lot

A 4565

E A123B

* Contents displayed indicate the general markings and display, but are not the standards for the fonts, sizes and positioning.

5. Absolute Maximum Ratings

GND = 0 V

Parameter	Symbol	Condition	Rating	Unit
Supply Voltage	V _{DD}	Between V _{DD} and GND	-0.5 to +6.5	V
Supply Voltage	I _{DD}	V _{DD} pin	-50 to 50	mA
Input Voltage	V _i	CE, CLK, DI pins	GND-0.5 ~ +6.5	V
		CLKOE pin	GND-0.5 ~ V _{DD} +0.5	V
Output Voltage	V _o	CLKOUT, /INT pins	GND-0.5 ~ 6.5	V
		DO pin	GND-0.5 ~ V _{DD} +0.5	V
DC Input Current	I _i		-10 to 10	mA
DC Output Current	I _o		-10 to 10	mA
Storage Temperature Range	T _{STG}	Stored bare product after unpacking	-55 to +125	°C

6. Recommended operating conditions

GND = 0 V

Item	Symbol	Condition	Rating	Unit
Operating supply voltage	V _{DD}		1.6 to 5.5	V
Clock supply voltage	V _{CLK}		1.5 to 5.5	V
Operating temperature	T _{OPR}	No condensation	-40 to +125	°C

7. Frequency Characteristics

* Unless otherwise specified, GND = 0 V, V_{DD} = 3.0 V, T_a = +25 °C

Item	Symbol	Comments	Min.	Typ.	Max.	Unit	
Output frequency	f _o			32.768 (Typ.)		kHz	
Frequency precision	$\Delta f / f$	T _a = +25 °C V _{DD} = 3.0 V		5 ± 23 (*1)		× 10 ⁻⁶	
Frequency voltage characteristics	f / V	T _a = +25 °C V _{DD} = 2.0 V to 5.5 V		± 2 (Max.)		× 10 ⁻⁶ / V	
Frequency temperature characteristics	T _{op}	V _{DD} = 3.0 V Reference at +25 °C	T _a = -40 °C to +125 °C	-600		+10	× 10 ⁻⁶
			T _a = -40 °C to +85 °C	-240		+10	× 10 ⁻⁶
			T _a = -20 °C to +70 °C	-120		+10	× 10 ⁻⁶
Oscillation startup-up time	t _{STA}	V _{DD} = 1.6 V	T _a = -40 °C ~ +125 °C			3.0	s
			T _a = +25 °C		0.5	1.5	s
Aging	f _a	T _a = +25 °C, V _{DD} = 3.0 V; first year	-5		+5	× 10 ⁻⁶ / year	

*1) This difference is 1 minute by 1 month. (excluding offset)

8. Electrical Characteristics

8.1. DC characteristics

8.1.1. DC characteristics (1)

* Unless otherwise specified, GND = 0 V, VDD = 1.6 V to 5.5 V, Ta = -40 °C to +125 °C

Item	Symbol	Condition	Min.	Typ.	Max.	Unit	
Current consumption * interface inactive (fCLK = 0 Hz) * CLKOUT = disabled (CLKOE = GND)	IDD	VDD = 5.0 V	Ta = +125 °C		1.0	2.0	μA
			Ta = -40 °C to +85 °C		0.6	1.2	
		VDD = 3.0 V	Ta = +125 °C		0.8	1.6	
			Ta = -40 °C to +85 °C		0.5	1.0	
		VDD = 2.0 V	Ta = +125 °C		0.8	1.5	
			Ta = -40 °C to +85 °C		0.5	0.9	
Current consumption * interface inactive (fCLK = 0 Hz) * CLKOUT = 32 kHz output (CLKOE = VDD)	IDD32K	VDD = 5.0 V	Ta = +125 °C		1.5	4.0	μA
			Ta = -40 °C to +85 °C		1.1	2.2	
		VDD = 3.0 V	Ta = +125 °C		1.1	2.2	
			Ta = -40 °C to +85 °C		0.7	1.4	
		VDD = 2.0 V	Ta = +125 °C		0.9	1.8	
			Ta = -40 °C to +85 °C		0.6	1.2	
"L" output current	IOL (DO)	VOL = 0.4 V, VDD = 5 V	-1.5			mA	
	IOL (/INT)	VOL = 0.4 V, VDD = 5 V	-2				
	IOL (CLKOUT)	VOL = 0.4 V, VDD = 5 V	-2				
	IOL (DO)	VOL = 0.4 V, VDD = 3 V	-1				
	IOL (/INT)	VOL = 0.4 V, VDD = 3 V	-1				
	IOL (CLKOUT)	VOL = 0.4 V, VDD = 3 V	-1				
Leakage current	ILO	Vo = VDD or GND	-1	0	1	μA	

8.1.2. DC characteristics (2)

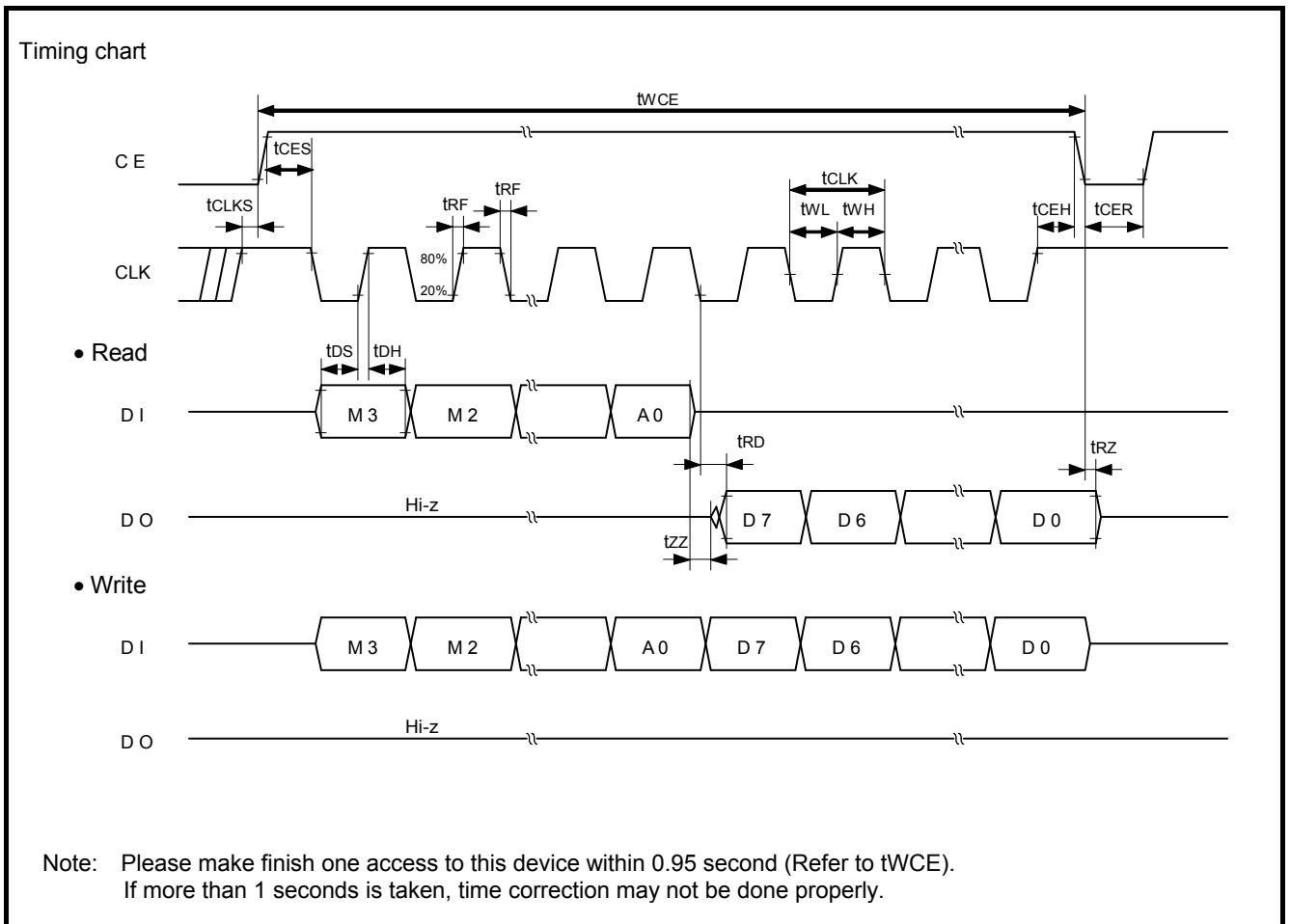
* Unless otherwise specified, GND = 0 V, VDD = 1.6 V to 5.5 V, Ta = -40 °C to +125 °C

Item	Symbol	Condition	Min.	Typ.	Max.	Unit
"L" input voltage	VIL		GND - 0.3		0.3 × VDD	V
"H" input voltage	VIH (CE, CLK, DI)		0.7 × VDD		6.5	V
	VIH (CLKOE)		0.7 × VDD		VDD + 0.5	V
Input resistance	RDOWN (CE)			240	550	kΩ

8.2. AC electrical characteristics

* Unless otherwise specified, GND = 0 V, V_{DD} = 1.6 V to 5.5 V, Ta = -40 °C to +125 °C

Parameter	Symbol	V _{DD} = 1.6 V < 2.7 V		V _{DD} = 3 V ± 10 %		V _{DD} = 5 V ± 10 %		V _{DD} = 5.5 V		Unit
		Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
CLK clock frequency	f _{CLK}		2.00		3.33		4.34		4.76	MHz
clock cycle CLK	t _{CLK}	500		300		230		210		ns
CLK pulse width high	t _{WH}	180		130		120		110		ns
CLK pulse width low	t _{WL}	320		170		110		100		ns
CLK rise and fall time	t _{RF}		100		100		100		100	ns
CLK setup time	t _{CLKS}	0		0		0		0		ns
CE setup time	t _{CES}	50		50		50		50		ns
CE hold time	t _{CEH}	70		40		40		30		ns
CE recovery time	t _{CER}	50		50		50		50		ns
Pulse width CE	t _{WCE}		0.99		0.99		0.99		0.99	s
DI setup time	t _{DS}	30		30		30		30		ns
DI hold time	t _{DH}	100		60		40		40		ns
DO read delay time *1	t _{RD}		320		170		120		110	ns
DO disable time *2	t _{RZ}		50		30		30		25	ns
Bus conflict avoidance time	t _{ZZ}	0		0		0		0		ns



9. Matters that demand special attention on use

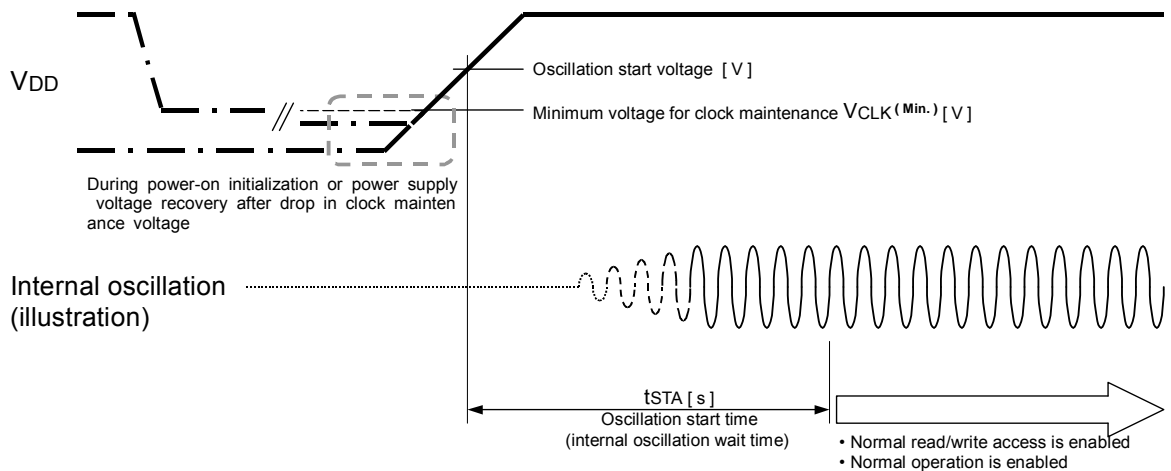
9.1. Restrictions on Access Operations During Power-on Initialization and Recovery from Backup

- The RA-4565 SA does not allow access (read or write) when there is no internal oscillation (= stopped oscillation). Therefore, we recommend that the first access during power-on initialization or backup and restore operations (i.e., when the power supply voltage is recovered after oscillation has stopped due to a voltage drop, etc.) should be performed after starting internal oscillation and waiting for the oscillation stabilization time (see tSTA standard) to elapse.
- Note the following caution points concerning access operations during power-on initialization or when restoring the power supply voltage from backup mode (hereafter referred to as "switching to the operating voltage").
 - 1) Before switching to the operating voltage, read the VL-bit (which indicates the RTC error status).
 - 2) Initialization is required when the value read from the VL-bit is "VL = 1 (error status)". Initialize after the oscillation stabilization time has elapsed.

Initialization is required when the status after reading a VL-bit value of "1" is any of the following.

(Status 1) During power-on initialization
 (Status 2) When only "VL = 1" can be read since internal oscillation is stopped and normal access is disabled
 (Status 3) When normal access is enabled but the clock setting is invalid due to a voltage drop during backup, etc.

* Access timing during power-on initialization and when recovering the power supply voltage after a drop in the voltage used to maintain the clock



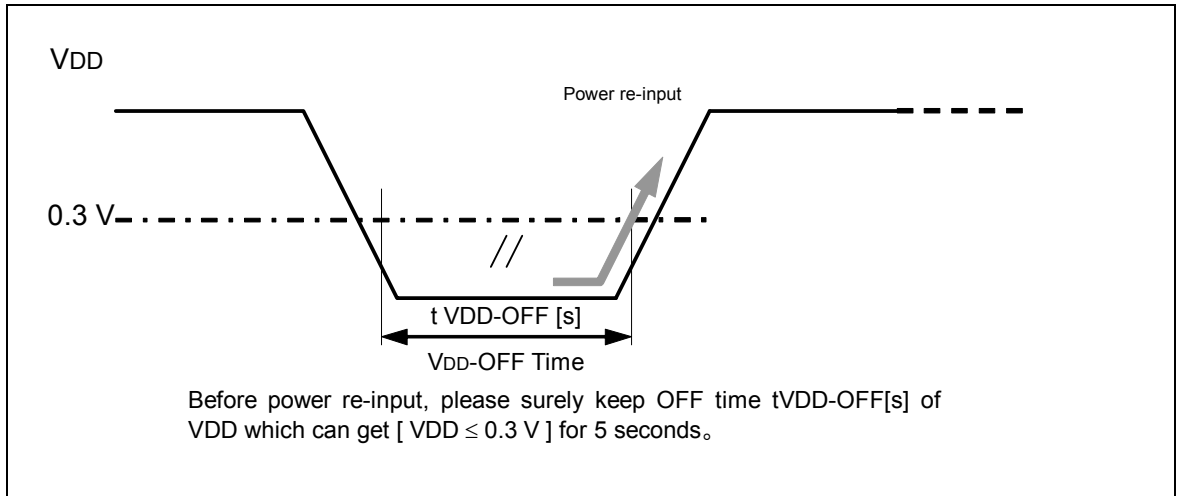
- 3) When the read VL-bit value is "VL = 0 (normal status)", access is enabled without waiting for stabilization of oscillation.

Normal operation is enabled under the following two statuses when "0" is read as the VL-bit value.

(Status 1) When correct operation is enabled (except for settings errors while in use)
 (Status 2) When data is retained normally while switching to the operating voltage from backup mode

10.2 Notes to make movement of power-on reset function when re-input power.

Please secure power OFF time ($t_{VDD-OFF}$ [s]) to make movement of power-on reset function.



[If there is already power OFF time more than 5 seconds] for example when input initial power etc. the above-mentioned time is no needed.

10.3 Notes when use CLKOUT output function and fixed cycle timer interrupting function.

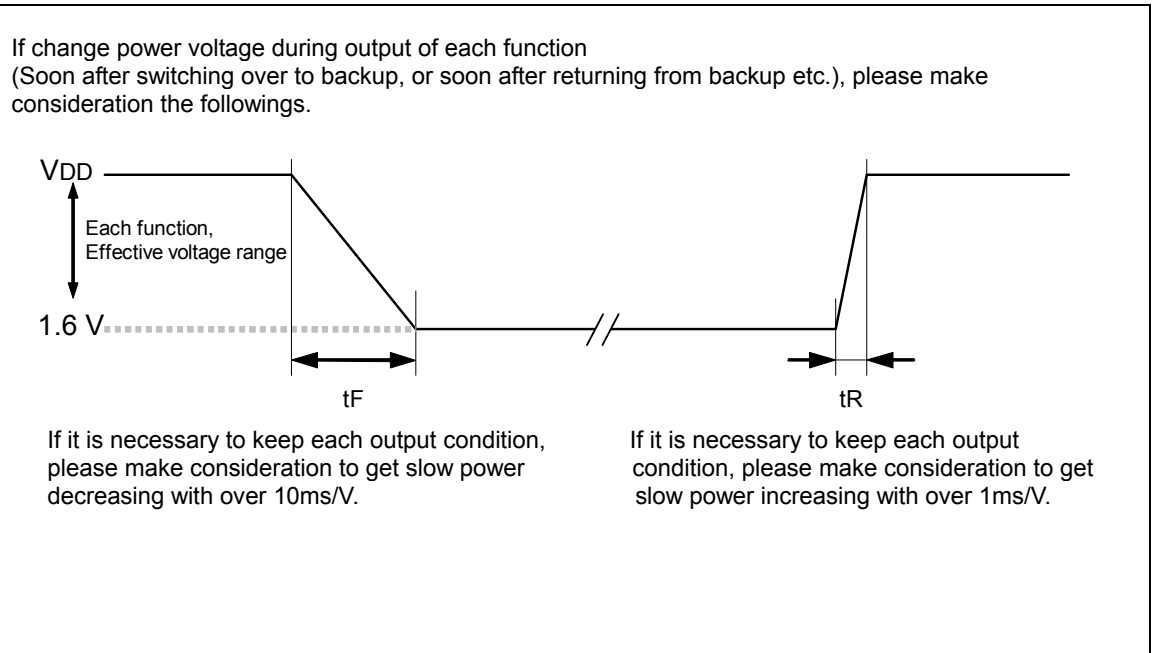
Notes 1) Power voltage range with effective CLKOUT output function and fixed cycle timer interrupt function.

Power voltage range with effective CLKOUT output function and fixed cycle timer interrupt function is 1.6 V to 5.5 V. (Please refer to movement power voltage rule)

Notes 2) Power voltage change under the condition of using CLKOUT output function and fixed cycle timer interrupt output function.

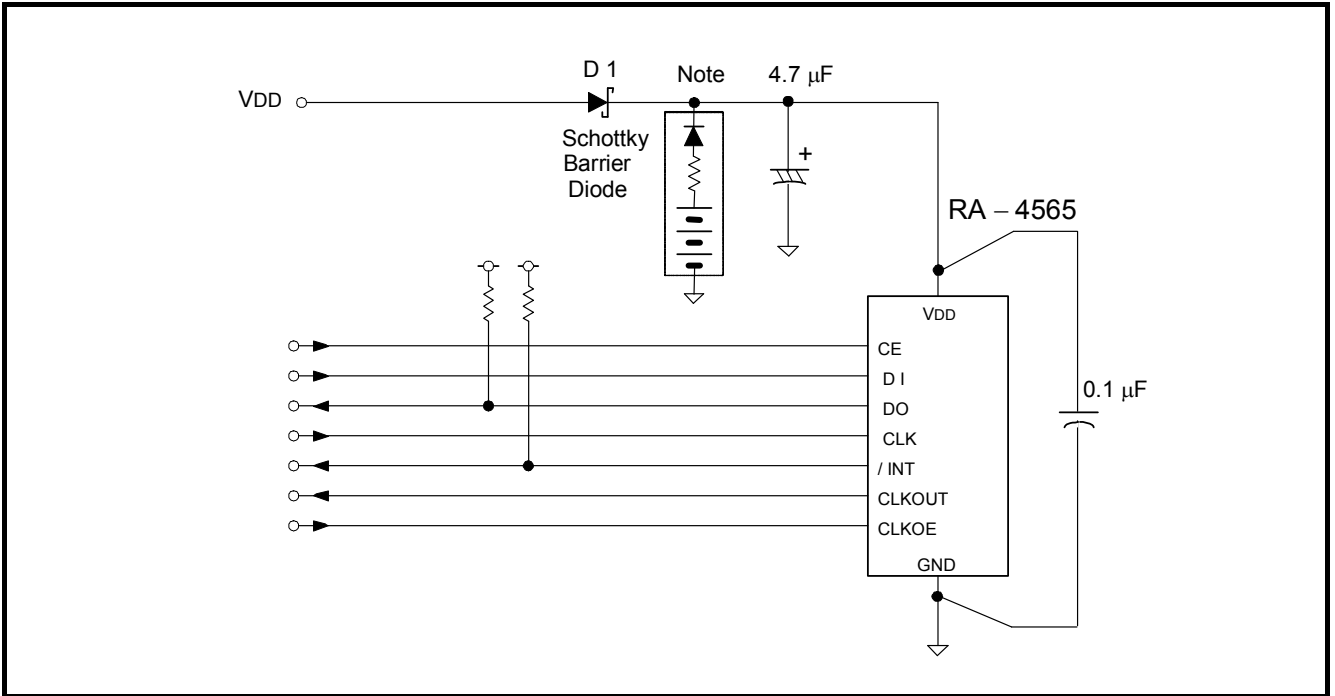
If power voltage is largely changed, each output may be stopped for several ms due to such change.

If it is also necessary to keep each output condition when change power voltage, please make consideration to get slow change of power.



10. Reference information

10.1. Reference Data



Note)

When access, please give pull-up treatment to DO pin with high resistance.

* If read out when input initial power and when 「Without internal oscillation = Stop oscillation」 for example back up recovery error, misjudgment that has no pull up resistance on DO pin (originally it should be VL-bit = "1") and misreading with VL-bit of "0" may be happened.

11. Application notes

1) Notes on handling

This module uses a C-MOS IC to realize low power consumption. Carefully note the following cautions when handling.

(1) Static electricity

While this module has built-in circuitry designed to protect it against electrostatic discharge, the chip could still be damaged by a large discharge of static electricity. Containers used for packing and transport should be constructed of conductive materials. In addition, only soldering irons, measurement circuits, and other such devices which do not leak high voltage should be used with this module, which should also be grounded when such devices are being used.

(2) Noise

If a signal with excessive external noise is applied to the power supply or input pins, the device may malfunction or "latch up." In order to ensure stable operation, connect a filter capacitor (preferably ceramic) of greater than 0.1 μF as close as possible to the power supply pins (between VDD and GNDs). Also, avoid placing any device that generates high level of electronic noise near this module.

* Do not connect signal lines to the shaded area in the figure shown in Fig. 1 and, if possible, embed this area in a GND land.

(3) Voltage levels of input pins

When the input pins are at the mid-level, this will cause increased current consumption and a reduced noise margin, and can impair the functioning of the device. Therefore, try as much as possible to apply the voltage level close to VDD or GND.

(4) Handling of unused pins

Since the input impedance of the input pins is extremely high, operating the device with these pins in the open circuit state can lead to unstable voltage level and malfunctions due to noise. Therefore, pull-up or pull-down resistors should be provided for all unused input pins.

2) Notes on packaging

(1) Soldering heat resistance.

If the temperature within the package exceeds +260 $^{\circ}\text{C}$, the characteristics of the crystal oscillator will be degraded and it may be damaged. The reflow conditions within our reflow profile is recommended. Therefore, always check the mounting temperature and time before mounting this device. Also, check again if the mounting conditions are later changed.

* See Fig. 2 profile for our evaluation of Soldering heat resistance for reference.

(2) Mounting equipment

While this module can be used with general-purpose mounting equipment, the internal crystal oscillator may be damaged in some circumstances, depending on the equipment and conditions. Therefore, be sure to check this. In addition, if the mounting conditions are later changed, the same check should be performed again.

(3) Ultrasonic cleaning

Depending on the usage conditions, there is a possibility that the crystal oscillator will be damaged by resonance during ultrasonic cleaning. Since the conditions under which ultrasonic cleaning is carried out (the type of cleaner, power level, time, state of the inside of the cleaning vessel, etc.) vary widely, this device is not warranted against damage during ultrasonic cleaning.

(4) Mounting orientation

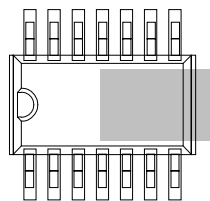
This device can be damaged if it is mounted in the wrong orientation. Always confirm the orientation of the device before mounting.

(5) Leakage between pins

Leakage between pins may occur if the power is turned on while the device has condensation or dirt on it. Make sure the device is dry and clean before supplying power to it.

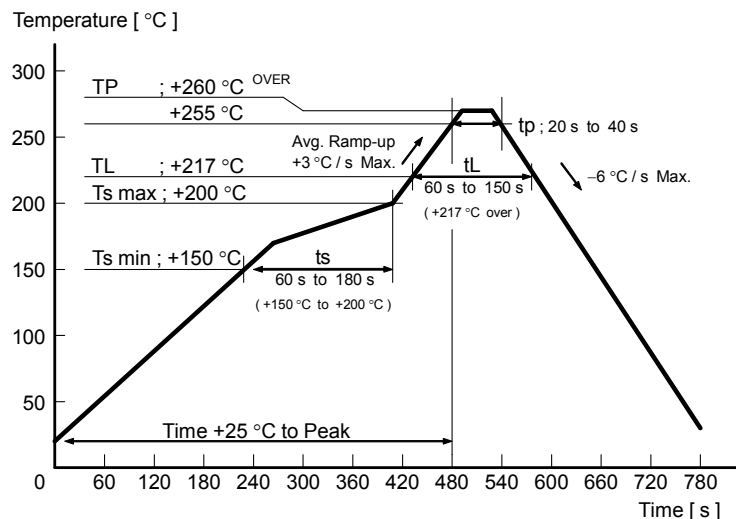
Fig. 1 : Example GND Pattern

RA – 4565 SA
(SOP – 14 pin)



* The shaded part () indicates where a GND pattern should be set without getting too close to a signal line

Fig. 2 : Reference profile for our evaluation of Soldering heat resistance.



* In addition, please confirm the Notes of an individual specification.

12. Overview of Functions and Description of Registers

12.1. Overview of Functions

1) Clock functions

This function is used to set and read out month, day, hour, date, minute, second, and year (last two digits) data. Any (two-digit) year that is a multiple of 4 is treated as a leap year and calculated automatically as such until the year 2099.

* For details, see "13.1. Description of Registers".

2) Fixed-cycle interrupt generation function

The fixed-cycle timer interrupt generation function generates an interrupt event periodically at any fixed cycle set between 244.14 μ s and 255 minutes.

When an interrupt event is generated, the /INT pin goes to low level ("L") and "1" is set to the TF bit to report that an event has occurred.

Two types of operations can be selected for this function (level interrupt mode and repeated interrupt mode).

* For details, see "13.2. Fixed-cycle Interrupt Function".

3) Alarm interrupt function

The alarm interrupt generation function generates interrupt events for alarm settings such as date, day, hour, and minute settings.

When an interrupt event occurs, the AF bit value is set to "1" and the /INT pin goes to low level to indicate that an event has occurred.

* For details, see "13.3. Alarm Interrupt Function".

4) 32.768 kHz output function

The 32.768 kHz clock signal (with precision equal to that of the on-chip crystal oscillator) can be output (as open-drain output) via the CLKOUT pin.

If a different frequency is required, 32.768 kHz, 1024 Hz, 32 Hz, or 1 Hz can be selected.

* For details, see "13.1.9. CLKOUT output register".

12.2. Register table

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0	note
00	Control 1	TEST	×	STOP	×	TEST	×	×	×	*3, *4
01	Control 2	×	×	×	TI / TP	AF	TF	AIE	TIE	*4
02	Seconds	VL	40	20	10	8	4	2	1	*1
03	Minutes	×	40	20	10	8	4	2	1	*4
04	Hours	×	×	20	10	8	4	2	1	*4
05	Days	×	×	20	10	8	4	2	1	*4
06	Weekdays	×	×	×	×	×	4	2	1	*4
07	Months / Century	×	×	×	10	8	4	2	1	*4
08	Years	80	40	20	10	8	4	2	1	
09	Minute Alarm	AE	40	20	10	8	4	2	1	
0A	Hour Alarm	AE	×	20	10	8	4	2	1	*4
0B	Day Alarm	AE	×	20	10	8	4	2	1	*4
0C	Weekday Alarm	AE	×	×	×	×	4	2	1	*4
0D	CLKOUT frequency	×	×	×	×	×	×	FD1	FD0	*2, *4
0E	Timer control	TE	×	×	×	×	×	TD1	TD0	*4
0F	Timer	128	64	32	16	8	4	2	1	

Note) During the initial power-on (from 0 V) and if the value of the VL bit is "1" when the VL bit is read, be sure to initialize all registers before using them.

When doing this, be careful to avoid setting incorrect data as the date or time, as timed operations cannot be guaranteed if incorrect date or time data has been set.

- *1. During the initial power-on (from 0 V), the power-on reset function sets "1" to the VL bit.
* Since the value of other registers is undefined at this time, be sure to reset all registers before using them.
- *2. During the initial power-on (from 0 V), the power-on reset function resets the FD1 and FD0 bits to "0".
* If the CLKOE input pin is at high level ("H"), output from the CLKOUT output pin is at 32.768(kHz).
- *3. The two TEST bits for address 00 (Control(1)) are for use by Epson Toyocom Corporation.
When initializing, be sure to write "0". Afterward, be sure to write "0" whenever writing to these bits.
(This device's operations are not guaranteed if "1" has been set to any of these bits.
- *4. The ' × ' mark indicates when "0" should be set.
The ' × ' mark is undefined when read. This bit should be masked after being read.

13. Description of Functions

13.1. Description of registers

13.1.1. Control register 1 (Reg – 00 [h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
00	Control 1	TEST	×	STOP	×	TEST	×	×	×

- This register is used to control stopping and starting of the clock function, calendar function, and other functions.

1) TEST bits (bit 7 and bit 3)

These two TEST bits are for use by Seiko Epson Corporation.

When initializing, be sure to write "0". Afterward, be sure to write "0" whenever writing to these bits.

* This device's operations are not guaranteed if "1" has been set to any of these bits.

2) STOP bit

The STOP bit is used to stop functions such as the clock, calendar, alarm, and timer.

Writing "1" to the STOP bit stops operation of the clock, calendar, alarm, timer, etc.

*1) When the STOP bit = "1", operations are restricted.

Do not use any settings other than the clock and calendar settings.

*2) When the STOP bit = "1", output via CLKOUT may be stopped, depending on the selected frequency.

Note this with caution.

(1) If 32.768 kHz has been selected as the output frequency, output will continue at 32.768 kHz.

(2) If any other output frequency was selected (1024 Hz, 32 Hz, or 1 Hz), CLKOUT output is stopped.

*3) When the STOP bit = "1", the I²C-BUS bus timeout function is disabled. Note this with caution.

When the STOP bit = "0", these operations are resumed (stop mode is canceled).

* 0.5 seconds after the STOP bit value is changed from "1" to "0", the "second" value is updated (without waiting for a full second to elapse). This operation occurs once only after changing the STOP bit value. (This is done to keep the error margin to within ± 0.5 seconds in relation to the actual time whenever the clock value is changed via any timing.)

13.1.2. Control register 2 (Reg – 01 [h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
01	Control 2	x	x	x	TI / TP	AF	TF	AIE	TIE

- This register is used to monitor various interrupt event settings and the conditions under which various interrupt-related events occur.

1) TI / TP bit (Interrupt Signal Output Mode Select. Interrupt / Periodic)

When a fixed-cycle timer interrupt event occurs (when the TF bit goes from "0" to "1"), this bit specifies whether the interrupt operation occurs just once or repeatedly.

Writing "1" to this bit sets repeated operation.

Writing "0" to this bit sets single-shot operation.

* For details, see "13.2. Fixed-cycle Timer Interrupt Function".

2) AF bit (Alarm Flag)

This is a flag bit that retains the result when an alarm interrupt event has been detected.

When an alarm interrupt event occurs, this bit's value changes from "0" to "1".

* For details, see "13.3. Alarm Interrupt Function".

3) TF bit (Timer Flag)

This is a flag bit that retains the result when a fixed-cycle timer interrupt event has been detected.

When a fixed-cycle timer interrupt event occurs, this bit's value changes from "0" to "1".

* For details, see "13.2. Fixed-cycle Timer Interrupt Function".

4) AIE bit (Alarm Interrupt Enable)

This bit sets the operation of the /INT interrupt signal when an alarm interrupt event has occurred (the AF bit value changes from "0" to "1").

When a "1" is written to this bit, occurrence of an interrupt event causes a low-level interrupt signal to be output from /INT pin.

Writing "0" to this bit prohibits low-level output from the /INT pin.

* For details, see "13.3. Alarm Interrupt Function".

5) TIE bit (Timer Interrupt Enable)

This bit sets the operation of the /INT interrupt signal when a fixed-cycle interrupt event has occurred (the TF bit value changes from "0" to "1").

When a "1" is written to this bit, occurrence of an interrupt event causes a low-level interrupt signal to be output from /INT pin.

Writing "0" to this bit prohibits low-level output from the /INT pin.

* For details, see "13.2. Fixed-cycle Timer Interrupt Function".

13.1.3 Clock counter (Reg – 02 [h] to 04 [h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
02	Seconds	VL	40	20	10	8	4	2	1
03	Minutes	×	40	20	10	8	4	2	1
04	Hours	×	×	20	10	8	4	2	1

- The clock counter counts seconds, minutes, and hours.
- The data format is BCD format. For example, when the "seconds" register value is "0101 1001" it indicates 59 seconds.

* When overwriting time data, we recommend setting "1" to the STOP bit to stop the clock before overwriting. (This prevents unintentional carry operations from occurring while overwriting data.)

* Note with caution that writing non-existent time data may interfere with normal operation of the clock counter.

1) [Seconds] register (Reg – 02 [h])

This counter counts seconds.
Count values are updated as: 00 seconds, 01 second, 02 to 59 seconds, 00 seconds, 01 second, etc. in that order.

2) [Minutes] register (Reg – 03 [h])

This counter counts minutes.
Count values are updated as: 00 minutes, 01 minute, 02 to 59 minutes, 00 minutes, 01 minute, etc. in that order.

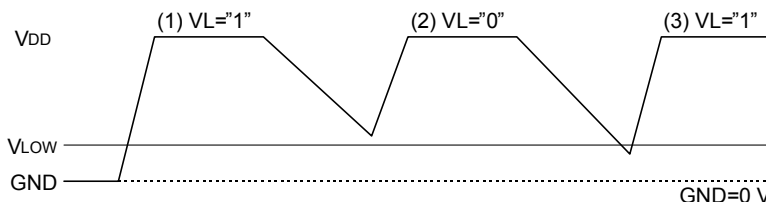
3) [Hours] register (Reg – 04 [h])

The [Hours] counter uses a 24-hour clock.
Count values are updated as: 00 hours, 01 hour, 02 to 23 hours, 00 hours, 01 hour, etc. in that order.

4) VL bit (Voltage Low Flag)

This is a flag bit that retains the result when detecting low voltage.
When the power source's voltage drops below $V_{LOW}[V]^*$, this flag is set to 1.
If this bit's value is "1" when read, this RTC's data is ignored, in which case all registers should be initialized before being used.

- (1) A "1" is set to this VL flag during initial power-on (from 0 V).
Since the value of other registers is undefined at this time, be sure to reset all registers before using them.
- (2) When recovering from backup mode, read this VL flag, and if its value is "1" be sure to initialize the registers before using them.
- (3) When initializing, be sure to clear this VL flag to zero to prepare for the next voltage detection.
- (4) This VL flag was designed to provide a voltage drop warning after the voltage of the backup battery or other devices has gradually dropped, and it is not designed to respond to sharp fluctuations in voltage due to power supply chatter, etc.



- (1) VL="1" as result of initial supply of power
- (2) When the power supply is low but voltage not dropping to V_{LOW} , VL remains at "0" with no change
- (3) When the power supply is low and voltage dropping below V_{LOW} , VL becomes "1".

* The value of the VL bit in (2) and (3) need to be zero cleared in (1).

- (5) This VL flag is cleared via a write operation regardless of data.
Be sure to read this flag's value before writing to this register.

13.1.4. Calendar counter (Reg – 05 [h] , 07 [h] , 08 [h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
05	Days	×	×	20	10	8	4	2	1
07	Months	×	×	×	10	8	4	2	1
08	Years	80	40	20	10	8	4	2	1

- The auto calendar function updates all dates, months, and years from January 1, 2001 to December 31, 2099.
- The data format is BCD format. For example, a date register value of "0011 0001" indicates the 31st.
- * Note with caution that writing non-existent date data may interfere with normal operation of the calendar counter.

1) [Day] register (Reg – 05 [h])

- This is the date counter.
Updating of this counter varies depending on the month.
- * A leap year is set whenever the year value is a multiple of four (such as 04, 08, 12, 88, 92, or 96). In February of a leap year, the counter counts dates from "01," "02," "03," to "28," "29," "01," etc.

[Days]	Month	Date update pattern
Write / Read	1, 3, 5, 7, 8, 10, or 12	01, 02, 03 ~ 30, 31, 01 ~
	4, 6, 9, or 11	01, 02, 03 ~ 30, 01, 02 ~
	February in normal year	01, 02, 03 ~ 28, 01, 02 ~
	February in leap year	01, 02, 03 ~ 28, 29, 01 ~

2) [Months] register (Reg – 07 [h])

- This is the month counter.
It is updated in annual cycles of regularly ordered months (January, February, March, etc.).

3) [YEAR] register (Reg – 08 [h])

- This is the year counter.
It is updated in 100-year cycles of regularly ordered years (00, 01, 02 to 99, etc.).
- * Any year that is a multiple of four (04, 08, 12, 88, 92, 96, etc.) is handled as a leap year.

13.1.5. Day counter (Reg – 6[h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
06	Weekdays	×	×	×	×	×	4	2	1

- The day (of the week) is indicated by 3 bits, bit 0 to bit 2.

[Weekdays]	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0	Day
Write / Read	×	×	×	×	×	0	0	0	Sunday
	×	×	×	×	×	0	0	1	Monday
	×	×	×	×	×	0	1	0	Tuesday
	×	×	×	×	×	0	1	1	Wednesday
	×	×	×	×	×	1	0	0	Thursday
	×	×	×	×	×	1	0	1	Friday
	×	×	×	×	×	1	1	0	Saturday

- * Note with caution that any settings other than the seven listed above may prevent normal operation.

13.1.6. Alarm registers (Reg – 09 [h] to 0C [h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
09	Minute Alarm	AE	40	20	10	8	4	2	1
0A	Hour Alarm	AE	×	20	10	8	4	2	1
0B	Day Alarm	AE	×	20	10	8	4	2	1
0C	Weekday Alarm	AE	×	×	×	×	4	2	1

- The AIE bit and AF bit can both be set or used when using alarm interrupt function to set interrupt events for dates, days, hours, minutes, etc.
- When the current time matches the settings in the above alarm registers, the AF bit's value is "1" and the /INT pin's status is low to indicate that an alarm interrupt event has occurred.

* For details, see "13.3. Alarm Interrupt Function".

13.1.7. Timer setting register (Reg – 0E [h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
0E	Timer control	TE	×	×	×	×	×	TD1	TD0

- This register is used to control the fixed-cycle timer interrupt function.
- To use the fixed-cycle timer interrupt function, the TI/TP bits (Reg – 01 [h]), timer register (Reg – 0F [h]), and the TF and TIE bits are all set or used.

1) TE bit (Timer Enable)

This bit is used to control operation of the fixed-cycle timer interrupt function.

When "1" is written to this bit, the fixed-cycle timer interrupt function starts operating.

When "0" is written to this bit, the fixed-cycle timer interrupt function stops operating.

* For details, see "13.2. Fixed-cycle Timer Interrupt Function".

2) TD1,TD0 bits (Timer countDown interval select 1, 0)

These bits specify the fixed-cycle timer interrupt function's countdown period (source clock).

Four different periods can be selected via combinations of these two bit values.

* For details, see "13.2. Fixed-cycle Timer Interrupt Function".

13.1.8. Down counter for fixed-cycle timer (Reg – 0F [h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
0F	Timer	128	64	32	16	8	4	2	1

- This register is used to set the default (preset) value for the counter. Any count value from 1 (01h) to 255 (FFh) can be set
- To use the fixed-cycle timer interrupt function, the TE, TI/TP, TF, TIE, TD1, and TD0 bits are set and used.
- When this down counter's count value changes from 01h to 00h, when TF bit = "1", or when the /INT pin is at low level ("L"), it indicates that a fixed-cycle timer interrupt event has occurred.
- The current countdown status can be checked by reading this register.
 - * However, since the read data is not held (the data may be changing), to obtain accurate data the countdown status should be read twice and then compared.

* For details, see "13.2. Fixed-cycle Timer Interrupt Function".

13.1.9. CLKOUT output register (Reg - 0D [h])

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
0D	CLKOUT frequency	x	x	x	x	x	x	FD1	FD0

- When this register is valid (when CLKOE is at high level), it is used to control the CLKOUT pin's output frequency.
- * When the CLKOE input pin is at low level, CLKOUT is at high-impedance regardless of the settings in this register.

1) FD1, FD0 bits

A combination of the FD1 and FD0 bits is used to select the frequency to be output.

2) CLKOUT output based on various settings

CLKOE pin input	FD1 bit	FD0 bit	CLKOUT pin output
" H "	0	0	32768 Hz Output (open-drain output)
	0	1	1024 Hz Output (open-drain output)
	1	0	32 Hz Output (open-drain output)
	1	1	1 Hz Output (open-drain output)
" L "	X	X	OFF (high impedance)

X : don't care

- * During the initial power-on (from 0 V), the power-on reset function resets the FD1 and FD0 bits to "0". Consequently, 32.768 kHz output can be obtained from the CLKOUT output pin by setting the CLKOE input pin to high level.

Note) Re: CLKOUT output operation when STOP bit value is "1"

Note with caution that when the STOP bit value is "1", output via CLKOUT may be stopped, depending on the selected frequency.

- (1) When 32.768 kHz output has been selected, output continues at 32.768 kHz.
- (2) When any other frequency has been set (1024Hz, 32Hz, or 1Hz), CLKOUT output is stopped. (CLKOUT = " L ")

13.2. Fixed-cycle Timer Interrupt Function

The fixed-cycle timer interrupt function generates an interrupt event periodically at any fixed cycle set between 244.14 μ s and 255 minutes.

There are two operation modes: "level interrupt mode" whereby the operation ends after one time, and "repeated interrupt mode" whereby the operation is automatically repeated.

When either of these interrupt events occurs, the event's occurrence is indicated by the "1" value set to the TF bit and by the low-level ("L") status of the /INT pin.

13.2.1. Overview of fixed-cycle timer interrupt function

- The fixed-cycle timer interrupt function is used with several combinations of settings.
 - (1) Operation mode setting (level interrupt mode or repeated interrupt mode)
 - (2) Fixed-cycle timer operation period setting (period = countdown reference cycle \times count value)
 - (3) Setting as to whether to output (at low level) an interrupt signal from the /INT output pin after a specified amount of operation time has elapsed.
- When operation of the fixed-cycle timer starts (TE, "0" \rightarrow "1"), various events occur after the specified time has elapsed.
 - (1) The TF (Timer Flag) bit value, which indicates when a fixed-cycle timer interrupt event has occurred, changes from "0" to "1".
 - (2) When the TIE (Timer Interrupt Enable) bit value is "1", the /INT output pin status changes from Hi-Z to "L".

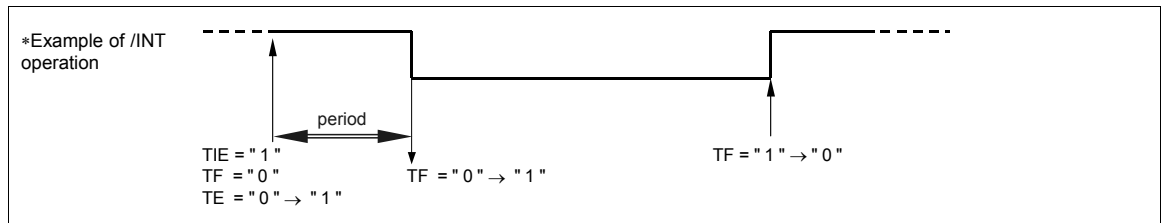
1) Overview of level interrupt mode (TI/TP bit = "0")

Once an interrupt event has occurred, the operation ends after one iteration.

* However, if only the TF bit is cleared to zero without stopping operation of the fixed-cycle timer (TE bit value remains "1"), note with caution that an interrupt event will occur during the next timer cycle (period).

If an interrupt event occurs during level interrupt mode, the /INT output goes to low level.

The low level output is maintained as it is until the TF bit is cleared to zero. (When TIE = "1")



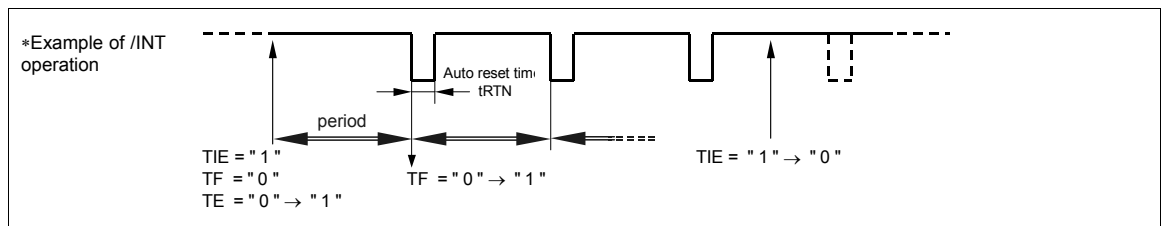
2) Overview of repeated interrupt mode (TI/TP bit = "1")

After an interrupt event occurs, the operation is automatically repeated.

When an interrupt event occurs during repeated interrupt mode, /INT output goes to low level only during the tRTN period, and then it is automatically canceled and returns to Hi-Z status.

However, even after returning to Hi-Z status, similar /INT output is obtained after the next interrupt event occurs.

Afterward, this is repeated until fixed-cycle timer operation is stopped.



3) Overview of fixed-cycle timer interrupt function

(1) Changing the TE (Timer Enable) bit value from "0" to "1" starts operation of the fixed-cycle timer interrupt function.

* Before starting the fixed-cycle timer interrupt function each time, be sure to write a value (preset value/Reg-0F[h]) as the down counter value for the timer (when TE = "0").
 (Note) Note with caution that the preset value must be set or reset to enable correct operation.

(2) When the TE bit = "1", the timer's down counter (Timer Register/Reg – 0F[h]) counts down once per cycle (countdown cycle) of the source clock that was selected via the TD1 and TD0 bits (Timer countdown interval select bits 1 and 0).

* Timer cycle (Period) = Source clock × value (preset value) set to timer's down counter

(3) The following processing is executed after an event is triggered by the countdown reaching a count value of "0".

- *1) The TF (Timer Flag) bit value becomes "1".
- *2) When the TIE (Timer Interrupt Enable) bit value becomes "1", the /INT output pin's status changes from Hi-z to "L".

* After the /INT output pin's status changes from Hi-z to "L", the /INT status is either held at low level or automatically cleared, depending on the TI/TP bit's setting from the operation mode (level interrupt mode or repeated interrupt mode).

- *3) The timer's down counter automatically returns to the preset value and then the countdown operation is repeated.

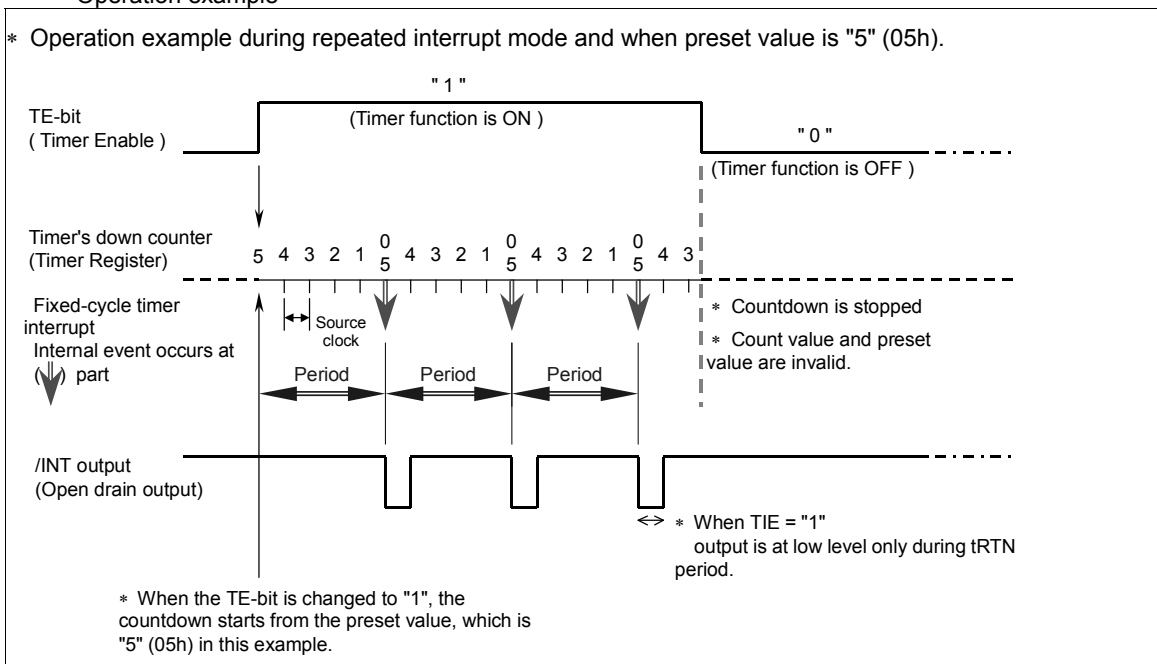
* When the TE bit value is "1", countdown operation of the timer's down counter will be repeated regardless of the operation mode or of any event that has occurred.

(4) When the TE bit is cleared from "1" to 0, the fixed-cycle timer interrupt function stops.

- *1) The TF bit value remains "1" until it is cleared to zero (even if the fixed-cycle timer function has been stopped).
- *2) The timer's down counter value becomes invalid once the fixed-cycle timer function has been stopped.

* When the fixed-cycle timer interrupt function is stopped, the timer's down counter value and the preset value both become invalid.
 * The preset value must be written again (when TE = "0") in order to start the fixed-cycle timer interrupt function again.

* Operation example



13.2.2. Related registers for function of timer interrupts.

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
01	Control 2	×	×	×	TI / TP	AF	TF	AIE	TIE
0E	Timer control	TE	×	×	×	×	×	TD1	TD0
0F	Timer	128	64	32	16	8	4	2	1

* Before starting the fixed-cycle timer interrupt function each time, be sure to write a value (preset value/Reg-0F[h]) as the timer's down counter value (when TE = "0").

(Note) Note with caution that the preset value must be set or reset to enable correct operation.

* Before entering operation settings, we recommend first clearing the TE bit to "0" and then clearing the TF and TIE bits to "0" in that order, so that all control-related bits are zero-cleared (= set to operation stop mode) to prevent hardware interrupts from occurring inadvertently while entering settings.

1) TI / TP bit (Interrupt Signal Output Mode Select. Interrupt / Periodic)

When a fixed-cycle timer interrupt event occurs, this bit selects whether to end the operation after one iteration or to repeat the operation.

TI / TP	Data	Description
Write / Read	0	[Level interrupt mode] Fixed-cycle timer interrupt function operates one time only (*) *) Another operation can be set via various bit settings.
	1	[Repeated interrupt mode] Fixed-cycle timer interrupt function operates repeatedly

2) TD1, TD0 bits (Timer countDown interval select 1, 0)

These bits specify the fixed-cycle timer interrupt function's countdown period (source clock).
Four different periods can be selected via combinations of these two bit values.

TD1, TD0	TD1 (bit 1)	TD0 (bit 0)	Source clock	/INT auto recovery time tRTN during repeated interrupt mode	
				Preset value n = 1	Preset value 1 < n
W / R	0	0	4096 Hz / 244.14 μ s cycle	122 μ s	244 μ s
	0	1	64 Hz / 15.625 ms cycle	7.813 ms	15.625 ms
	1	0	1 Hz / Updated per second	15.625 ms	15.625 ms
	1	1	1/60 Hz / Updated per minute	15.625 ms	15.625 ms

*1) During repeated interrupt mode (TI/TP bit = "1"), the auto recovery time tRTN (when the /INT pin is switched from low level to Hi-Z) varies according to the source clock and preset value, as shown above.

*2) The countdown when a 1-Hz source clock has been selected is linked to updating of the internal clock's seconds setting.

* Since the internal clock is linked to updating of the seconds setting, if the timer is started at a clock time of 0.9 seconds, the first countdown will occur only 0.1 second later. (The second and subsequent countdowns will occur at the correct time interval.)

*2) The countdown when a 1/60-Hz source clock has been selected is linked to updating of the internal clock's minutes setting.

* Since the internal clock is linked to updating of the minutes setting, if the timer is started at a clock time of 50 seconds, the first countdown will occur only 10 seconds later. (The second and subsequent countdowns will occur at the correct time interval.)

3) Down counter for fixed-cycle timer (Timer Register)

This register is used to set the default (preset) value for the counter. Any count value from 1 (01h) to 255 (FFh) can be set

When the fixed-cycle timer interrupt function is operating, the down counter counts down one step per source clock cycle, and when the count value goes from 01h to 00h, an event such as changing the TF bit value to "1" occurs.

- * When the fixed-cycle timer function has been stopped (when the TE bit value has been changed from "1" to "0"), the timer's down counter value and preset value both become invalid.
- * The preset value must be written again (when TE = "0") in order to start the fixed-cycle timer interrupt function again.
- * The status during a countdown can be checked by reading this register.
(However, since the read data is not held (the data may be changing), to obtain accurate data the countdown status should be read twice and then compared.)

4) TE bit (Timer Enable)

This bit enables operation of the of the fixed-cycle timer interrupt function to start.

TE	Data	Description
Write / Read	0	Stops fixed-cycle timer interrupt function
	1	Starts fixed-cycle timer interrupt function

5) TF bit (Timer Flag)

This is a flag bit that retains the result when a fixed-cycle timer interrupt event is detected.

If it was already cleared to zero, this value changes from "0" to "1" when an event occurs, and the new value is retained.

TF	Data	Description
Write	0	The TF bit is cleared to zero (to cancel the interrupt event), to prepare for the next event detection. Note) Even after the interrupt event has been canceled, the fixed-cycle timer function operates continuously as long as the TE bit (Timer Enable) value is "1". * Level interrupt mode (single-shot operation) 1) Clearing the TF bit to zero cancels the low-level status of the /INT pin (the /INT pin goes to Hi-Z status) . 2) When the TE bit value remains "1", the timer's down counter continues to count down, and when the counter value goes from 01h to 00h, the TF bit value is again changed to "1", the /INT pin goes to low level, and an event occurs.
	1	This bit is invalid after a "1" has been written to it.
Read	0	Fixed-cycle timer interrupt events are not detected.
	1	Fixed-cycle timer interrupt events are detected. * Result is retained until this bit is cleared to zero

6) TIE bit (Timer Interrupt Enable)

This bit is used to control output of interrupt signals from the /INT pin when a fixed-cycle timer interrupt event has occurred.

When a "1" is written to this bit, occurrence of an interrupt event causes a low-level interrupt signal to be output from /INT pin.

When a "0" is written to this bit, output from the /INT pin is prohibited (disabled).

TIE	Data	Description
Write / Read	0	1) When a fixed-cycle timer interrupt event occurs, an interrupt signal is not generated or is canceled (/INT status remains Hi-Z). 2) When a fixed-cycle timer interrupt event occurs, the interrupt signal is canceled (/INT status changes from low to Hi-Z).
	1	When a fixed-cycle timer interrupt event occurs, an interrupt signal is generated (/INT status changes from Hi-Z to low). * Level interrupt mode (single-shot operation) If the TIE bit value is changed from "0" to "1" without first canceling the interrupt event, the /INT pin immediately goes to low level.

13.2.3. Fixed-cycle timer interrupt interval (example)

The combination of the source clock settings (settings in TD1 and TD0) and fixed-cycle timer countdown setting (Reg-C setting) sets the fixed-cycle timer interrupt interval, as shown in the following examples.

Timer Counter setting	Source clock			
	4096 Hz TD1,0 = 0,0	64 Hz TD1,0 = 0,1	1 Hz (When seconds setting is updated) TD1,0 = 1,0	1/60 Hz (When minutes setting is updated) TD1,0 = 1,1
0 (00h)	–	–	–	–
1 (01h)	244.14 μs	15.625 ms	1 s	1 min
2 (02h)	488.28 μs	31.250 ms	2 s	2 min
3 (03h)	732.42 μs	46.875 ms	3 s	3 min
⋮	⋮	⋮	⋮	⋮
255 (FFh)	62.26 ms	3.1384 s	255 s	255 min

• Fixed-cycle timer interrupt time error and fixed-cycle timer interrupt interval time

A fixed-cycle timer interrupt time error is an error in the selected source clock's ⁺⁰/₋₁ interval time. Accordingly, the fixed-cycle timer interrupt's interval (one cycle) falls within the following range in relation to the set time.

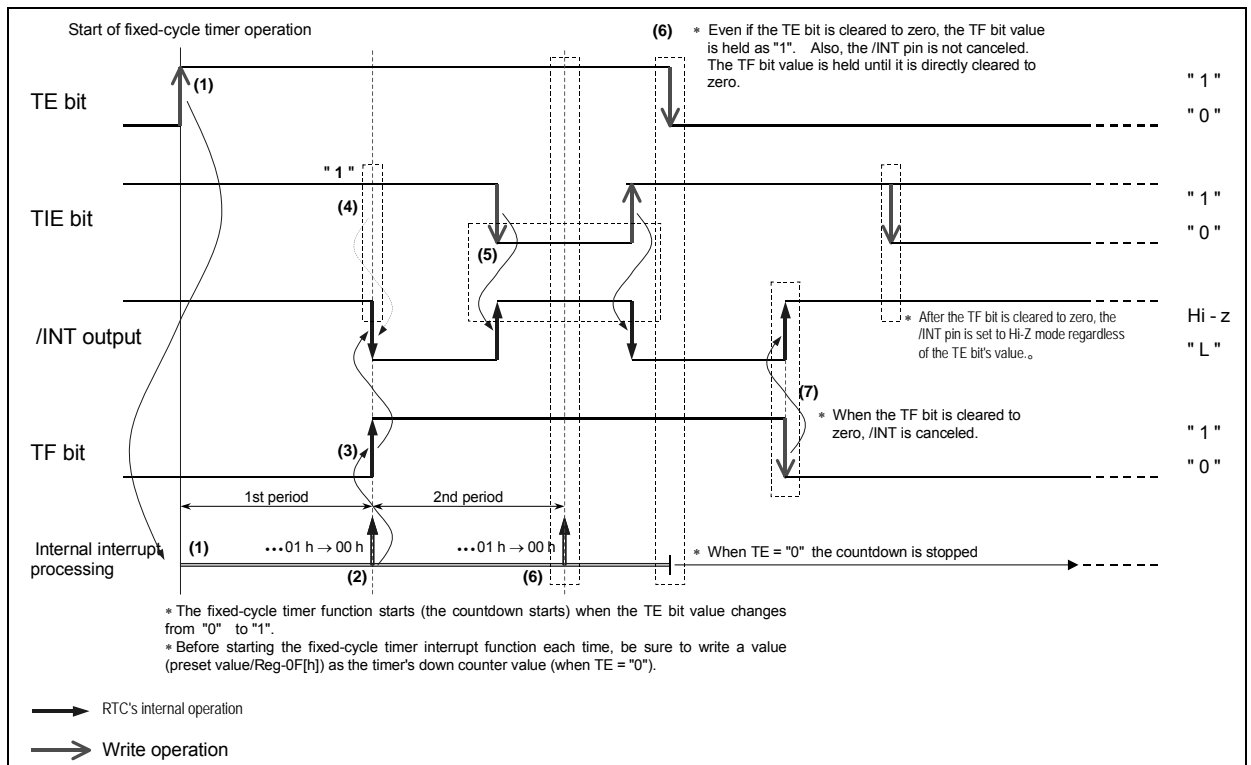
Fixed-cycle timer interrupt's interval (Fixed-cycle timer interrupt's set time(*) – source clock interval) to (fixed-cycle timer interrupt set time) *) Fixed-cycle timer interrupt's set time = Source clock setting × Countdown timer setting for fixed-cycle timer

* The time actually set to the timer is adjusted by adding the time described above to the communication time for the serial data transfer clock used for the setting.

13.2.4. Diagram of fixed-cycle timer interrupt function

13.2.4.1. Operation example of level interrupt mode (TI / TP = " 0 ")

- After an interrupt event has occurred, this function operates only once.



- * Before starting the fixed-cycle timer interrupt function each time, be sure to write a value (preset value/Reg-0F[h]) as the timer's down counter value (when TE = "0").
(Note) Note with caution that the preset value must be set or reset to enable correct operation.
- * Before entering operation settings, we recommend first clearing the TE bit to "0" and then clearing the TF and TIE bits to "0" in that order, so that all control-related bits are zero-cleared (= set to operation stop mode) to prevent hardware interrupts from occurring inadvertently while entering settings.

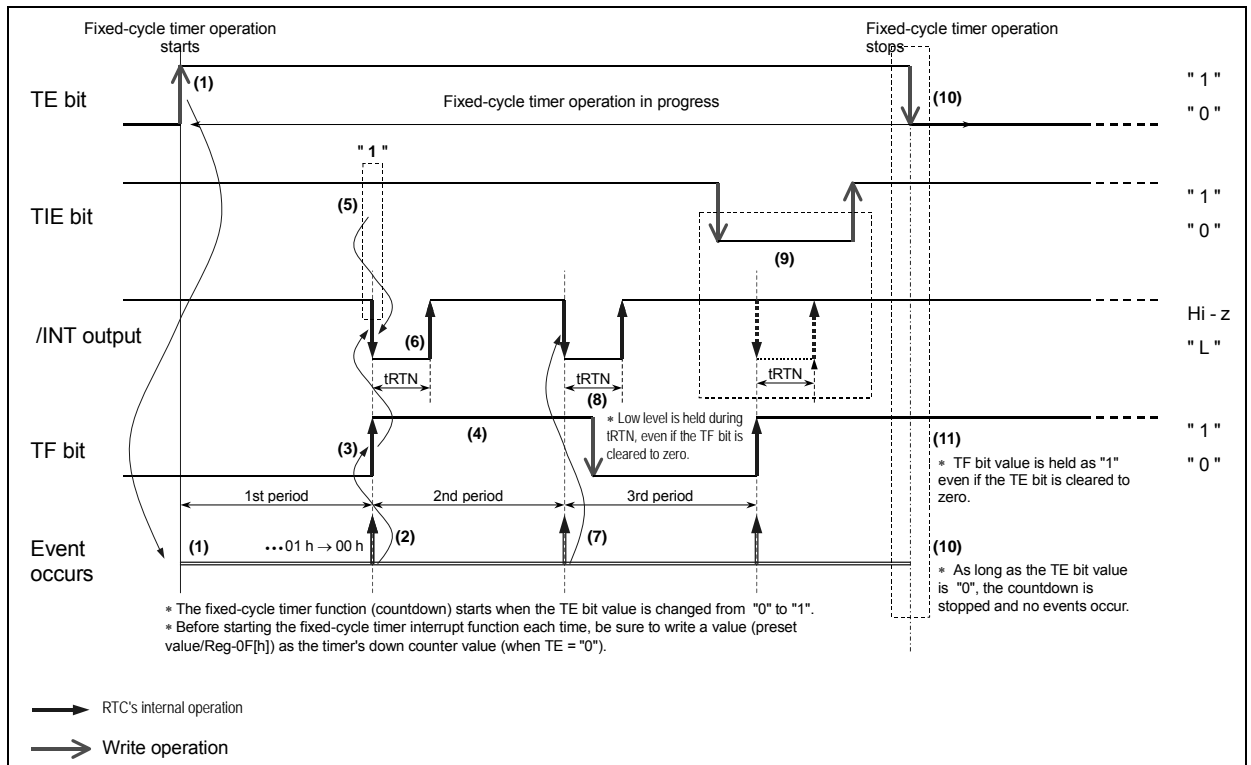
- (1) When the TE bit value is changed from "0" to "1", the fixed-cycle timer's countdown begins.
- (2) A fixed-cycle timer interrupt event occurs when the down counter value goes from 01h to 00h during a countdown in which the down counter's count value is decremented at each source clock cycle.
- (3) When a fixed-cycle timer interrupt event occurs, the TF bit value is changed to "1".
- (4) If the TIE bit = "1" when a fixed-cycle timer interrupt occurs, /TIRQ pin output goes low.
* If the TIE bit = "0" when a fixed-cycle timer interrupt occurs, /TIRQ pin output remains Hi-Z.
- (5) During the period when the TF bit value is "1" following the occurrence of an interrupt event, the TIE bit can be set to switch the /INT pin to any status.
- (6) As long as the TE bit value remains "1", the operation sequence "countdown by timer's down counter → internal event processing → loading of preset value → countdown..." is repeated regardless of the operation mode, etc.
However, this operation sequence has no effect unless the TF bit has been cleared to zero.

* If the TE bit value remains "1" and only the TF bit is cleared to zero, (the fixed-cycle timer continues to operate), note with caution that an interrupt event will occur the next time the counter value changes from 01h to 00h (the TF bit will become "1" again and the /INT pin status will be "L").

- (6) When the TF bit = "1" its value is retained until it is cleared to zero.
Even when the TE bit is cleared to zero, the TF bit value is retained as "1" and the /INT pin status is not reset.
- (7) After the TF bit is cleared to zero, the /TIRQ pin is set to Hi-Z status regardless of the TIE bit's value.

13.2.4.2. Operation example of repeated interrupt mode (TI / TP = " 1 ")

- After an interrupt event has occurred, execution of the operation is automatically repeated continuously.



- * Before starting the fixed-cycle timer interrupt function each time, be sure to write a value (preset value/Reg-0F[h]) as the timer's down counter value (when TE = "0").
(Note) Note with caution that the preset value must be set or reset to enable correct operation.
- * Before entering operation settings, we recommend first clearing the TE bit to "0" and then clearing the TF and TIE bits to "0" in that order, so that all control-related bits are zero-cleared (= set to operation stop mode) to prevent hardware interrupts from occurring inadvertently while entering settings.

- (1) When the TE bit value is changed from "0" to "1", the fixed-cycle timer's countdown begins.
- (2) A fixed-cycle timer interrupt event starts a countdown based on the countdown period (source clock). When the count value changes from 01h to 00h, an interrupt event occurs.

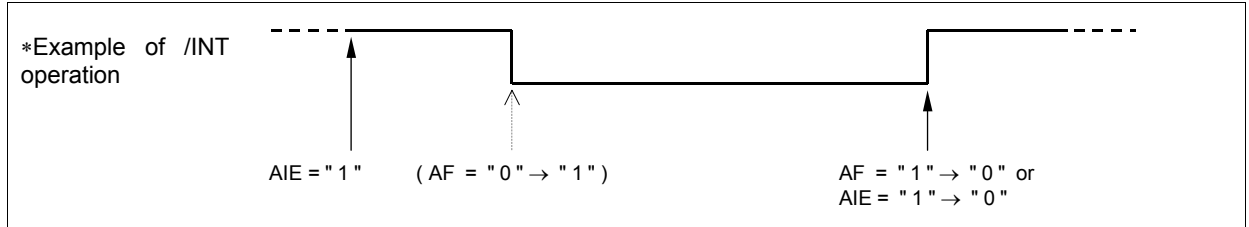
* After the interrupt event that occurs when the count value changes from 01h to 00h, the counter automatically reloads the preset value and again starts to count down. (Repeated operation)
- (3) When a fixed-cycle timer interrupt event occurs, "1" is written to the TF bit.
- (4) When the TF bit = "1" its value is retained until it is cleared to zero.
 - * (11) Even when the TE bit is cleared to zero, the TF bit value is retained as "1" and the /TIRQ pin status is not reset.
- (5) If the TIE bit = "1" when a fixed-cycle timer interrupt occurs, /INT pin output goes low.
 - * (9) If the TIE bit = "0" when a fixed-cycle timer interrupt occurs, /INT pin output remains Hi-Z.
- (6) Output from the /INT pin remains low during the tRTN period following each event, after which it is automatically cleared to Hi-Z status.
- (7) When the next interrupt event occurs, the /INT is again set to low level ("L").
 - * (4) In this operation example, the TF bit is not cleared to zero, so the "1" value is held.
- (8) When /INT is at low level ("L"), it remains at low level during the tRTN period, even if the TF bit value is changed from "1" to "0".
- (10) Changing the TE bit value from "1" to "0" stops the fixed-cycle timer's function (stops the countdown).

13.3. Alarm Interrupt Function

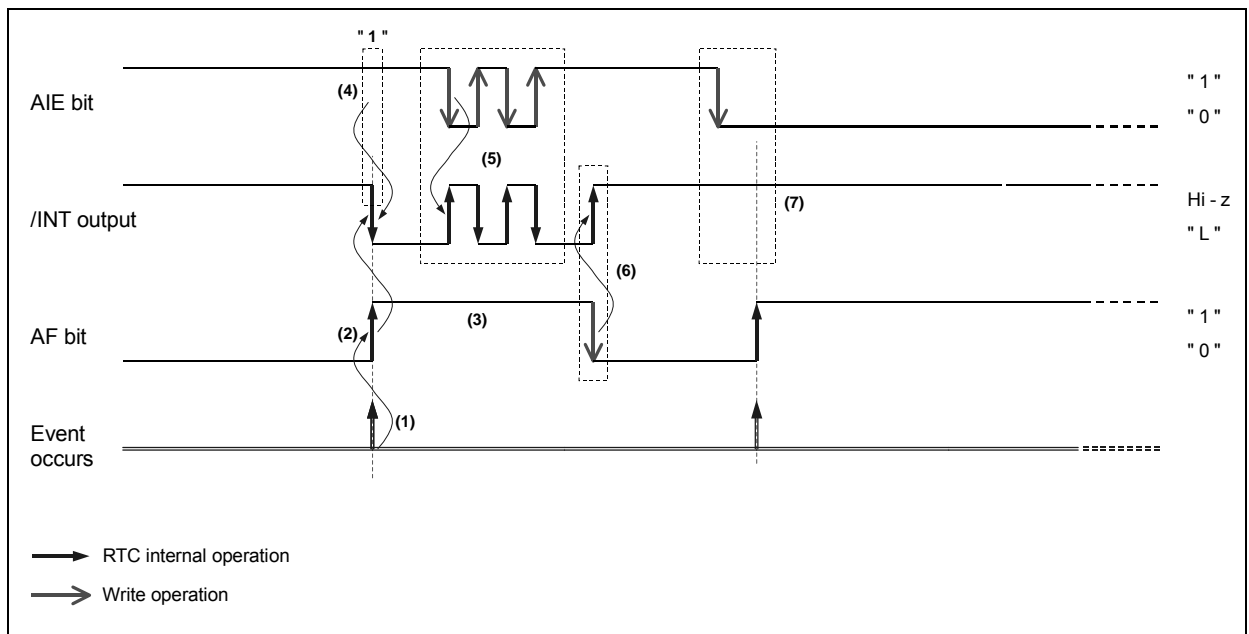
The alarm interrupt generation function generates interrupt events for alarm settings such as date, day, hour, and minute settings.

When an interrupt event occurs, the AF bit value is set to "1" and the /INT pin goes to low level to indicate that an event has occurred.

* When an alarm interrupt event occurs, low-level output from /AIRQ is not automatically reset (it can be reset only intentionally) and the low-level status of /AIRQ is retained.



13.3.1. Diagram of alarm interrupt function



- (1) The minute, hour, day of week (weekday), and date at which an alarm interrupt event will occur is set in advance, and the interrupt event occurs when the current time matches this pre-set time.
- (2) When a time alarm interrupt event occurs, the AF bit values becomes "1".
- (3) When the AF bit = "1", its value is retained until it is cleared to zero.
- (4) If AIE = "1" when an alarm interrupt occurs, the /INT pin output goes low.
 * When an alarm interrupt event occurs, /INT pin output goes low, and this status is then held until it is cleared via the AF bit or AIE bit.
- (5) If the AIE value is changed from "1" to "0" while /INT is low, the /INT status immediately changes from low to Hi-z.
 * After the alarm interrupt occurs and before the AF bit value is cleared to zero, the /INT status can be controlled via the AIE bit.
- (6) If the AF bit value is changed from "1" to "0" while /INT is low, the /INT status immediately changes from low to Hi-z.
- (7) If the AIE bit value is "0" when an alarm interrupt occurs, the /INT pin status remains Hi-z.

13.3.2. Alarm interrupt function registers

Address [h]	Function	bit 7	bit 6	bit 5	bit 4	bit 3	bit 2	bit 1	bit 0
01	Control 2	×	×	×	TI / TP	AF	TF	AIE	TIE
03	Minutes	×	40	20	10	8	4	2	1
04	Hours	×	×	20	10	8	4	2	1
05	Days	×	×	20	10	8	4	2	1
06	Weekdays	×	×	×	×	×	4	2	1
09	Minute Alarm	AE	40	20	10	8	4	2	1
0A	Hour Alarm	AE	×	20	10	8	4	2	1
0B	Day Alarm	AE	×	20	10	8	4	2	1
0C	Weekday Alarm	AE	×	×	×	×	4	2	1

* Before entering settings for operations, we recommend writing a "0" to the AIE bit to prevent hardware interrupts from occurring inadvertently while entering settings.

1) Alarm registers (Reg – 09 [h] to 0C [h])

The hour, minute, date or day when an alarm interrupt event will occur is set using this register and the AE bit.

When the settings made in the alarm registers match the current time, the AF bit value is changed to "1". At that time, if the AIE bit value has already been set to "1", the /INT pin goes low.

• AE bit

*1) When the AE bit value is "1", the data concerning the setting in question is ignored and is not subject to any comparison that would trigger an alarm interrupt.

To exclude a setting from possibly triggering an alarm interrupt, write "1" to the AE bit in the register corresponding to the setting in question.

(Example) To leave [hour], [minute], and [day of week (weekday)] settings as possible alarm interrupt triggers while excluding only the [day] setting from being a possible alarm interrupt trigger: → Write 80h (AE = "1") to the register used for the [day] setting register (the DAY Alarm register, (Reg – 0B[h])).

*2) If all four AE bits have a value of "1", no alarm interrupt events will occur.

2) AF bit (Alarm Flag)

This is a flag bit that retains the result when an alarm interrupt event has been detected.

When this flag bit value is already set to "0", occurrence of an alarm interrupt event changes it to "1".

AF	Data	Description
Write	0	The AF bit is cleared to zero to prepare for the next status detection * Clearing this bit to zero enables /AIRQ low output to be canceled (/AIRQ remains Hi-Z) when an alarm interrupt event has occurred.
	1	This bit is invalid after a "1" has been written to it.
Read	0	Alarm interrupt events are not detected.
	1	Alarm interrupt events are detected. * Result is retained until this bit is cleared to zero.

3) AIE bit (Alarm Interrupt Enable)

This bit is used to control interrupt signal output from the /INT pin when an alarm interrupt event has occurred.

Writing "1" to this bit causes a low-level interrupt signal to be output from the /INT pin when an interrupt event occurs.

When a "0" is written to this bit, output from the /INT pin is prohibited (disabled).

AIE	Data	Description
Write / Read	0	1) When an alarm interrupt event occurs, an interrupt signal is not generated or is canceled (/INT status remains Hi-z). 2) When an alarm interrupt event occurs, the interrupt signal is canceled (/INT status changes from low to Hi-z).
	1	When an alarm interrupt event occurs, an interrupt signal is generated (/INT status changes from Hi-z to low). * If the AIE bit value is changed from "0" to "1" without first canceling an interrupt event (i.e., if the AF bit value remains "1"), the /INT pin is immediately set to low level ("L").

* To detect when an alarm interrupt event has occurred without having to set the /INT pin to low level, monitor the AF bit value (to see if it changes from "0" to "1") while keeping the AIE bit value as "0".

13.3.3. Examples of alarm settings

1) Basic information about alarm settings

- Four parameters can be set as alarm objects: minute, hour, day, and date.
- Hour settings are based on a 24-hour clock.
- To exclude a setting from possibly triggering an alarm interrupt, write "1" to the AE bit in the register corresponding to the setting in question.
 - * If all four AE bits have a value of "1", no alarm interrupt events will occur.
- Alarm interrupt events occur when conditions change to become conditions which trigger an alarm.

2) Examples of alarm settings are listed below.

	Reg – 0C[h] Weekday Alarm [Weekday] set	Reg – 0B[h] Day Alarm [Day] set	Reg – 0A[h] Hour Alarm [Hour] set	Reg – 09[h] Minute Alarm [Minute] set
At 7:30 AM every Monday	01 h (Monday [Weekday])	AE bit "1" ([Day] ignored)	07h (7:00 AM)	30h (30 [Minute])
At 7:30 PM on the 15th of each month	AE bit "1" ([Weekday] ignored)	15 h ([15] days)	19 h (7:00 PM)	30 h (30 minutes)
At the top of each =hour (one-hour cycle)	AE bit "1" ([Weekday] ignored)	AE bit "1" ([Day] ignored)	AE bit "1" ([Hour] ignored)	00 h (00 minutes)

13.4. /INT "L" Interrupt Output When Interrupt Function Operates

1) Setting interrupt events to occur in response to /INT "L" interrupt output

The /INT interrupt output pin is shared as the output pin for two kinds of interrupt events: events related to the fixed-cycle timer interrupt function and events related to the alarm interrupt function.

When an interrupt occurs (when /INT is at low level ("L")), read the TF and AF flags to determine which type of interrupt event occurred (which flag value changed to "1").

2) How to prevent /INT pin from going to low level ("L")

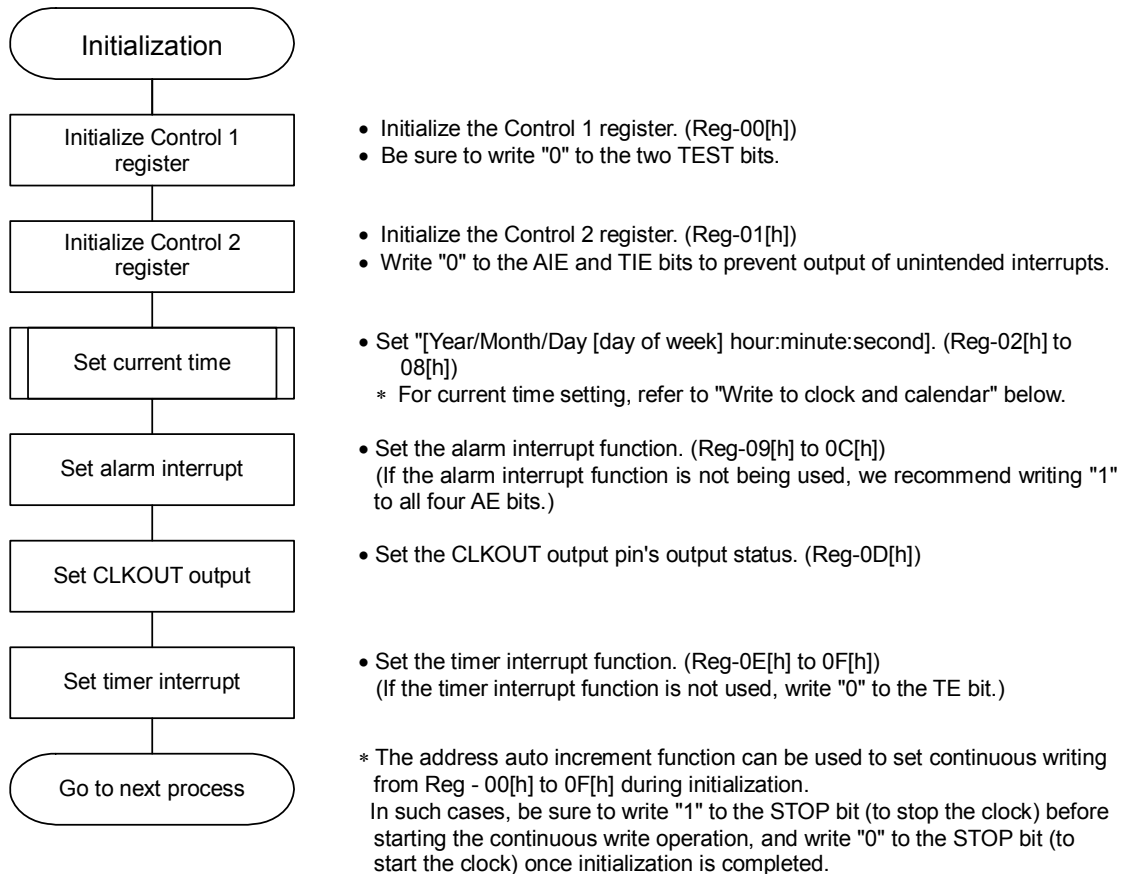
To prevent the /INT pin from going to low level ("L"), clear all TIE and AIE bits to zero.

To detect when an interrupt event has occurred without having to set the /INT pin to low level, monitor the TF and AF flag bit values to see if the target interrupt event has occurred (i.e., to see if either flag bit value changes from "0" to "1").

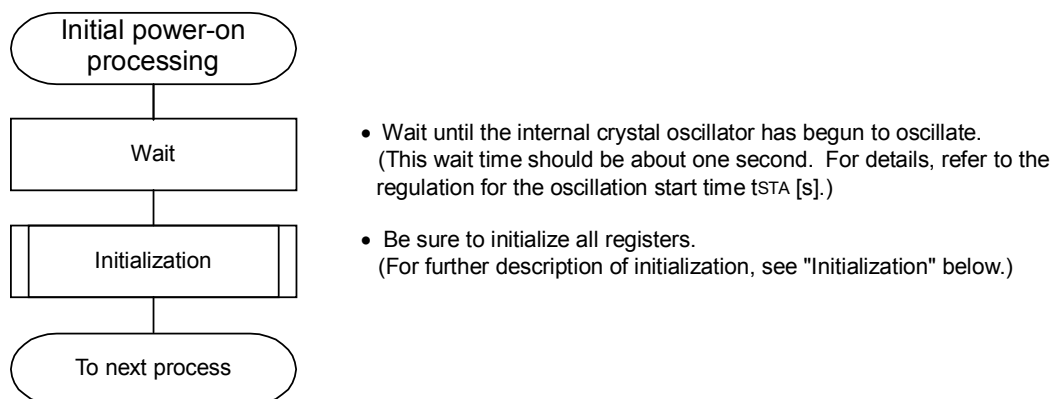
13.5. Flow Charts

- The flow charts shown below are intended as examples only.
- * These examples are written to be easily understood, and therefore they may not be as efficient as the actual processing.
- * Ways to boost processing efficiency include setting several processes as parallel processes and changing the sequence of operations in areas where it does not create any problems. (Some of the processing described here may not be necessary under certain use conditions.)
- * To ensure that operations are as expected, make adjustments according to the use conditions (use environment).

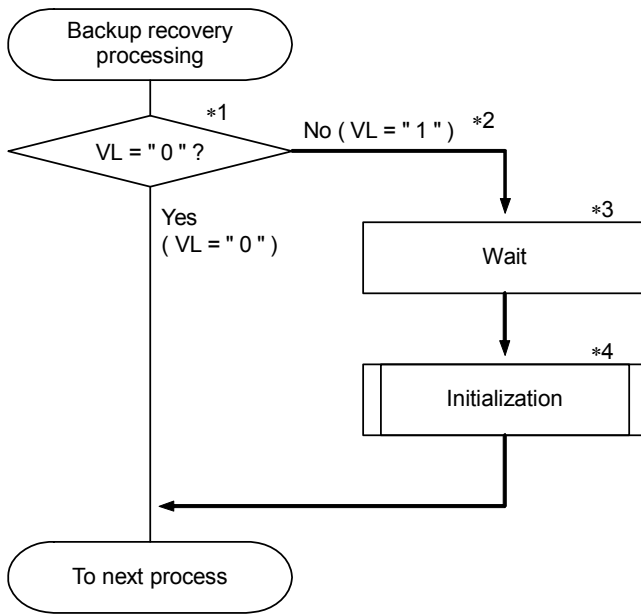
1) Initialization example



2) Example of initial power-on processing



3) Example of processing to recover from backup mode



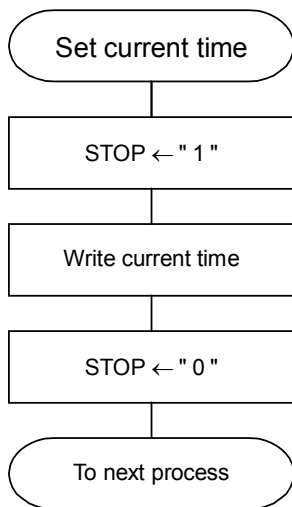
*1) Check the VL bit.

*2) When the VL bit = "1", it may be due to an error during backup (clock data or register settings may have been lost, due to a voltage drop, etc.), so be sure to initialize.

*3) When dropped the power supply voltage, please wait till an internal crystal oscillator does a stable oscillation again. (This wait time should be about one second. For details, refer to the regulation for the oscillation start time tSTA [s].)

*4) Be sure to initialize all registers. (For further description of initialization, see "Initialization" below.)

4) Example of clock and calendar write processing

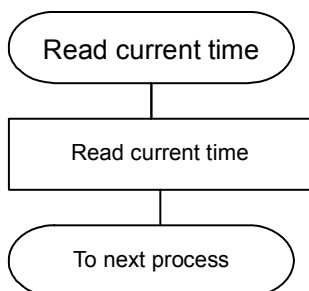


- Write "1" to the STOP bit to prevent clock updates while setting the current time.

- Write the data (among the [Year/Month/Day [day of week]:hour:minute:second] data) that needs to be set (or reset).
* When initializing be sure to initialize all of the data.

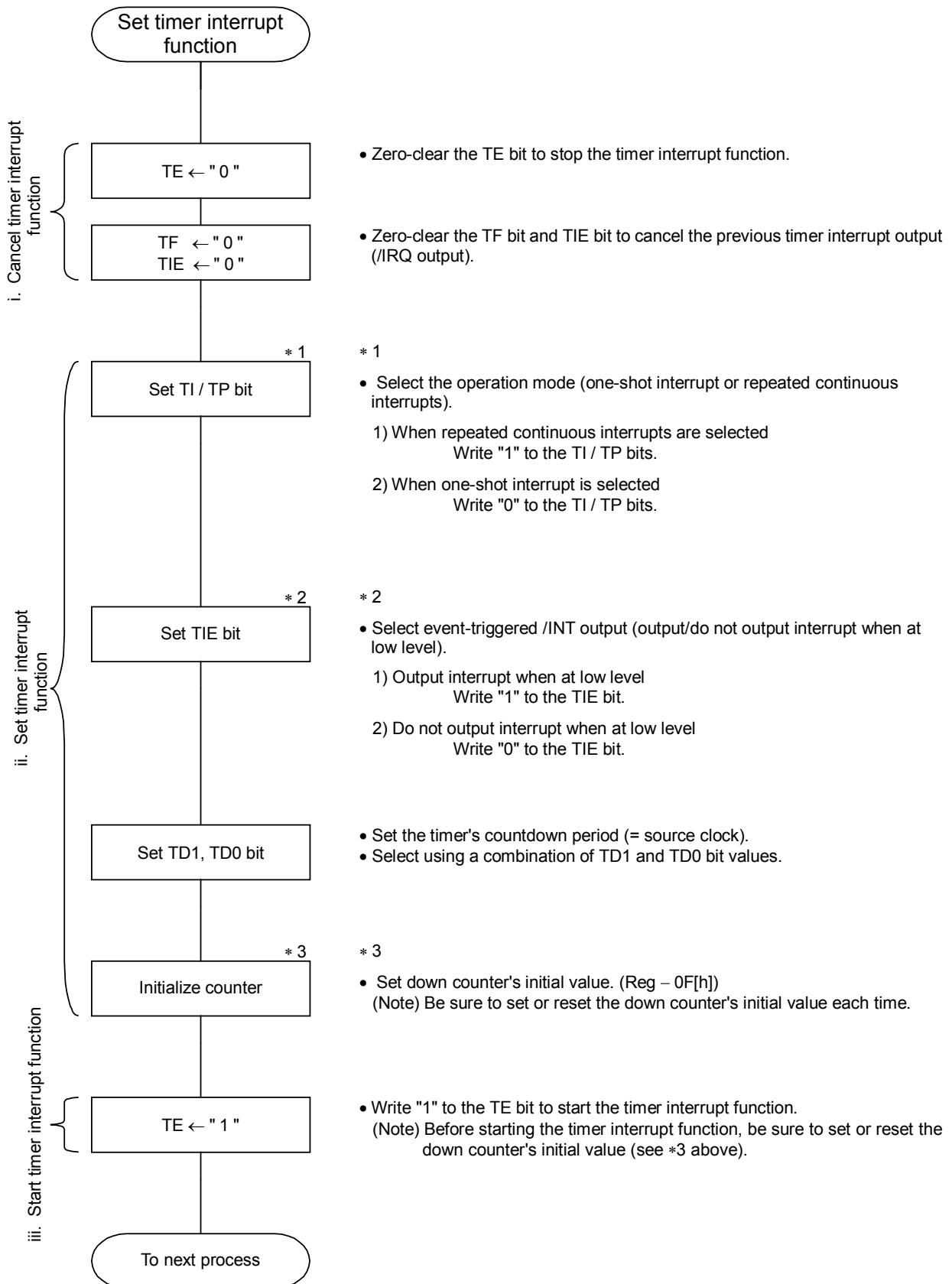
- Zero-clear the STOP bit to start (restart) the clock's operation.
* The clock starts from the set [second] + 500 ms (500 ms after the set second). (The first [second] update occurs 500 ms later.)

5) Example of clock and calendar read processing



- The required information (among the [Year/Month/Day [day of week]:hour:minute:second] data) is read within one second.
* There is no need to manipulate the STOP bit.

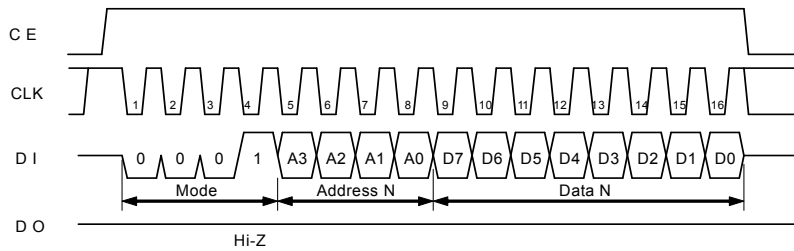
6) Example of timer interrupt function setting



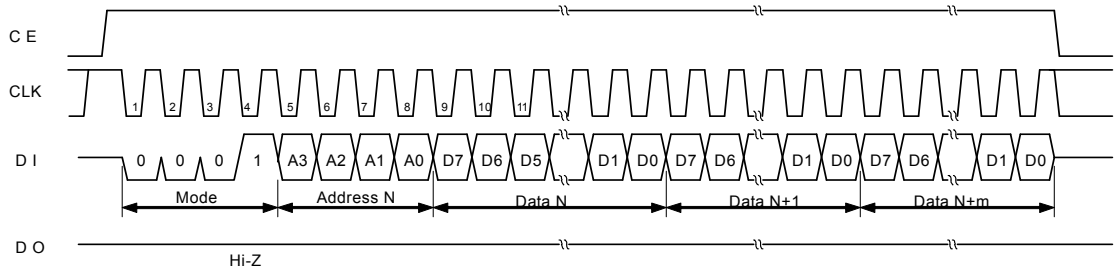
13.6. Read/Write of data

13.6.1. Write of data

1) One-shot writing



2) Continuous writing

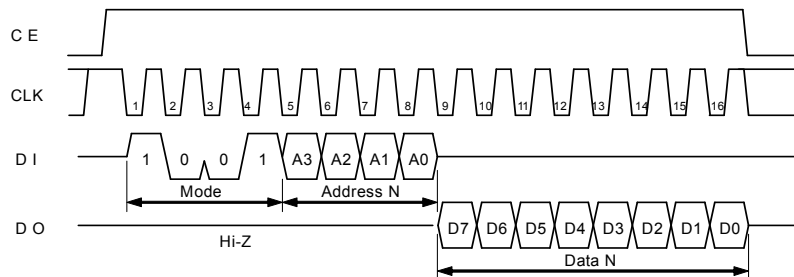


*When writing data, the data needs to be entered in 8-bits units.

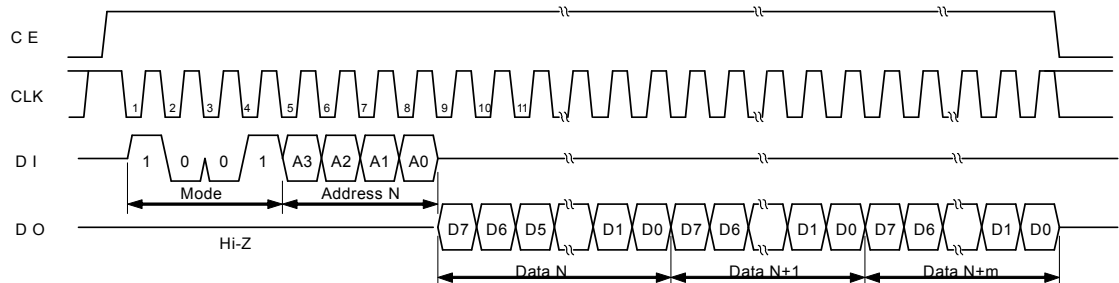
If the input of data in 8-bits unit is not completed before CE input falls, the 8-bits data will not be written properly at the time CE input falls.

13.6.2. Read of data

1) One-shot reading



2) Continuous reading



13.6.3. Write/Read mode setting code

Mode	Setting Code
Write	1 h
Read	9 h

*In the mode setting code, if a value other than those listed is used, the subsequent data will be ignored and the DO pin remains in the Hi-z state.

Application Manual

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