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H8/38602

Low Power Mode Demonstration

Introduction

This application note demonstrates the H8/38602 in all possible power modes using all the types of transitions possible. The code was developed using HEW4, the Renesas toolchain version 6.1.0.0 and an E8.

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Development Environment

Figure 1 shows the development environment used to produce the H8/38602 low power code.

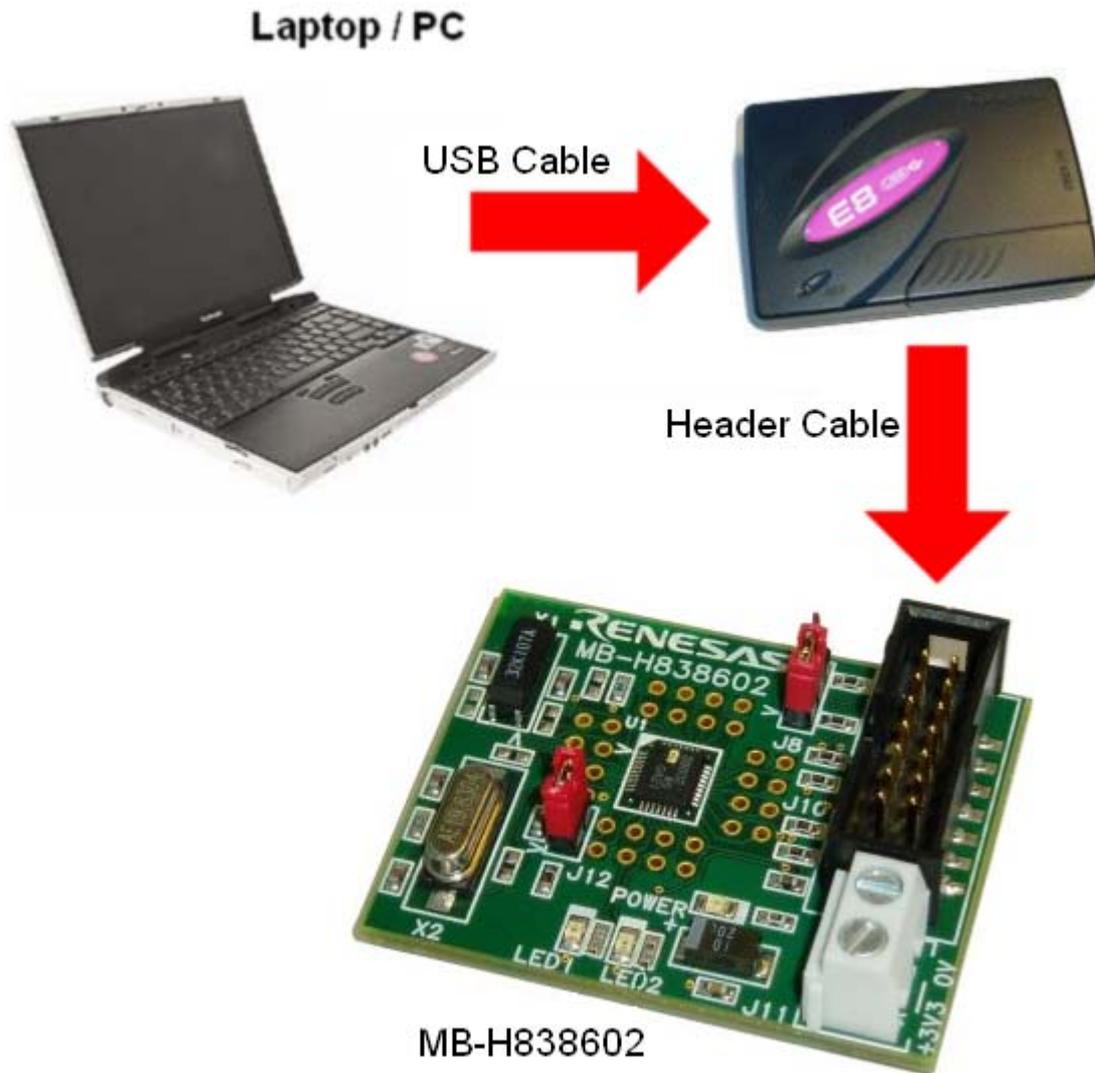


Figure 1: Development Environment

The PC is used to run HEW4, utilise the toolchain and to drive the E8. It is connected to one side of the E8 via a USB cable, another side of the E8 is connected to the MB-H838602 board via a header cable. The E8 provides a 3v3 supply to the MCU board, so whilst debugging with the E8 there is no external power requirement for the H8/38602 board.

Code purpose and flow

The purpose of the code is to demonstrate each power mode transition at least once. The power mode transition diagram is shown in figure 2.

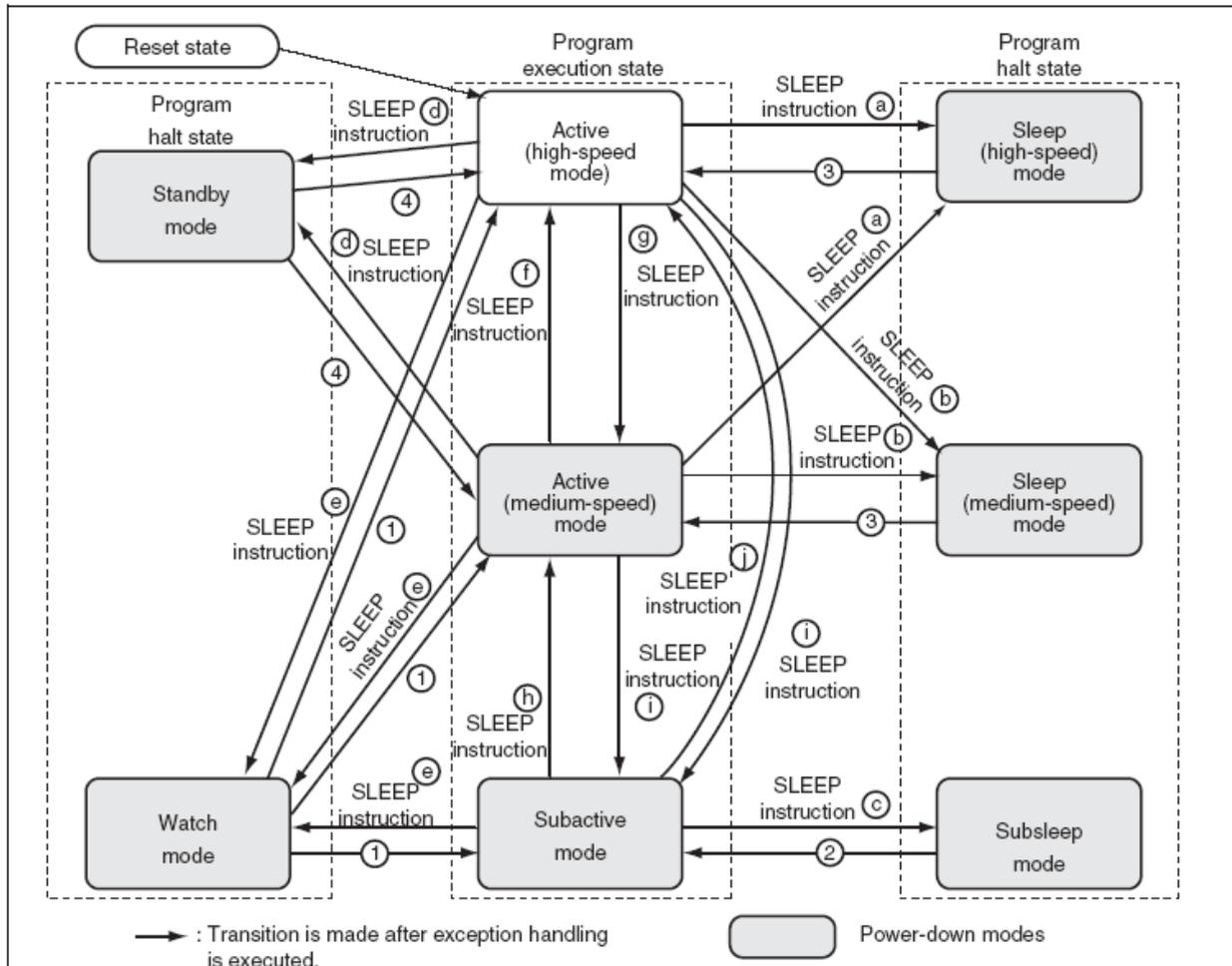


Figure 2: Power mode transition

The transitions marked a to j are software transitions i.e. some bits must be set in specific registers and a specific instruction executed for these transitions to occur. In the sleep modes the CPU is switched off, so typically most interrupts will initiate a transition out of sleep mode.

The active modes are modes in which the CPU is active so transitions between and out of these modes are software controlled.

Standby and watch modes are also modes in which the CPU is off. In these modes specific peripherals are also inactive.

For the purposes of this demo code, the transitions are controlled by timer B. Timer B is configured to produce an interrupt every 8 seconds. This interrupt is used either to automatically change power mode (for transitions which only require the timer B interrupt) or for controlling software transitions.

A diagram of the transition made in the code is shown in figure 3.

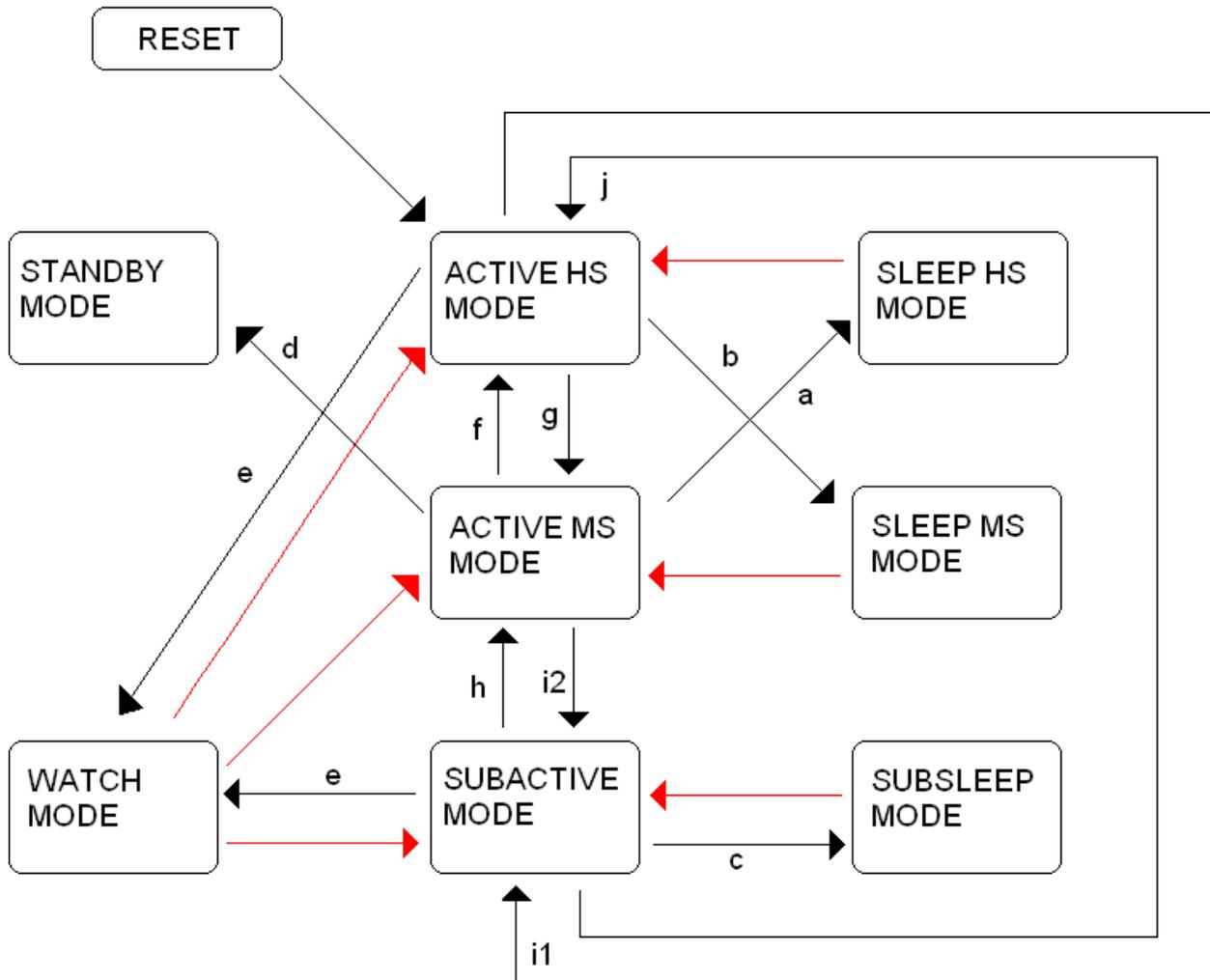


Figure 3: Power mode transitions used in the code

Figure 3 shows software controlled transitions in black and interrupt driven transitions in red. The demo code utilises as many of the transitions as possible, at least once. Transitions from active high speed mode to and from standby mode are not performed in the code, neither are transitions from standby to active medium speed mode or active medium to watch.

The order in which the transitions are performed is listed in table 1

Power Mode	Transition type to next power mode
Reset	None required: automatically goes to active high speed mode.
Active HS	Software Transition b
Sleep MS	By timer B interrupt
Active MS	Software Transition a
Sleep HS	By timer B interrupt
Active HS	Software Transition g
Active MS	Software Transition i2
Subactive	Software Transition c
Subsleep	By timer B interrupt
Subactive	Software Transition j
Active HS	Software Transition e
Watch	By timer B interrupt
Active HS	Software Transition i1
Subactive	Software Transition e
Watch	By timer B interrupt
Subactive	Software Transition h
Active MS	Software Transition f
Active HS	Software Transition e
Watch	By timer B interrupt
Active MS	Software Transition d
Standby	Device stays in this mode until the device is reset

Table 1: Power Mode transition table

The code will make the transitions in the order given in table 1 above. Some modes are entered more than once. Once the code reaches the last power mode (standby mode), the device will stay in standby mode until the device is reset again or disconnected from the power supply.

The timer B is set up to produce an interrupt every 8 seconds. This should provide sufficient time to perform a current consumption reading if desired.

Power Mode Code and Workspace

Workspace View

Figures 4 and 5 show the workspace view when the H8/38602 low power demo workspace code is opened. There are two build configurations and two sessions in the workspace. The build configurations are “Release” and “Debug”. For debugging using the E8, use the “.abs” file produced by the Debug build, for standalone code use the “.mot” file under the Release build. The Debug session file automatically points to the Debug abs file, the Release session file points to the “.mot” file produced by the Release build.

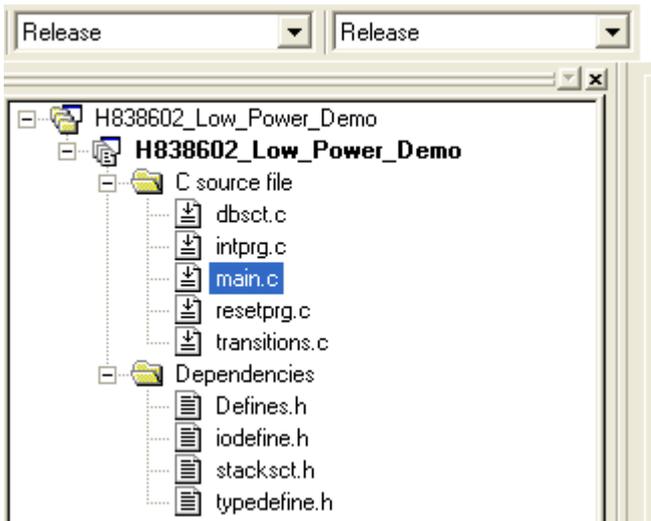


Figure 4: Release session and build configuration

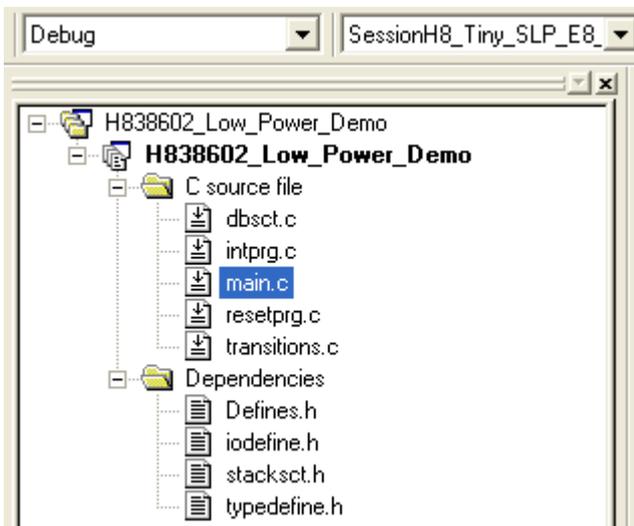
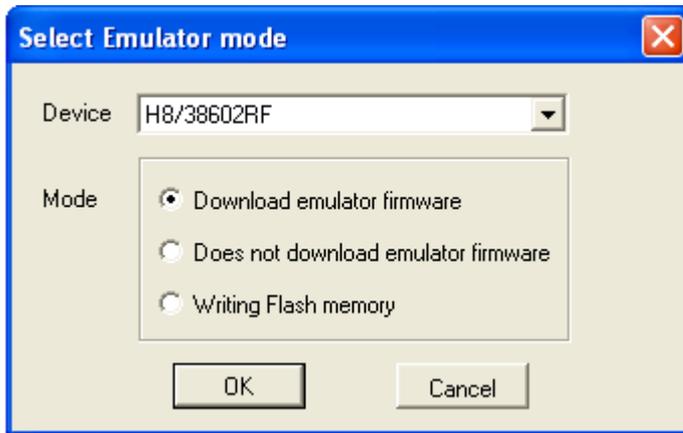


Figure 5: H838602 Low Power Demo Workspace

To download the “.abs” file using the debug configuration, click on the “connect” icon and select the first option.



To download the “.mot” file using the Release configuration, click on the “connect” icon and select the third option in the window that appears.



Workspace Files

There are five C source files in the workspace. These are:

“**dbstc.c**”: sets up the memory sections

“**intprg.c**”: contains the interrupt vector table

“**resetprg.c**”: holds code which is run after a reset

“**Transitions.c**”: provides a function for performing the software transitions

“**main.c**”: Contains the main function, and majority of code.

resetprg.c

The code for the resetprg.c file is shown below

```
// include low level machine functions
#include <machine.h>
#include <_h_c_lib.h>
// include typedefine to define _UBYTE
#include "typedefine.h"
// include stack size
#include "stacksct.h"

// declare function main as external
extern void main(void);
// Declare reset function
void PowerON_Reset(void);

// Define a section called ResetPRG
#pragma section ResetPRG

// Set this function as first function
// to be run after a reset
__entry(vect=0) void PowerON_Reset(void)
{
    // Set the interrupt mask bit
    set_imask_ccr((_UBYTE)1);
    // Initialise the data sections
    _INITSCT();
    // Clear the I mask bit
    set_imask_ccr((_UBYTE)0);
    // Set entry to function main
    main();
    // Code should never get here!
    sleep();
}
```

Some header files are included which allow the code to access the CCR, and to define _UBYTE.

main.c

The code for the main function is shown in the next code section. Firstly two variables are declared; one to hold the current power mode and the other to specify whether or not a power transition is required. Following a reset the device is set for the watchdog timer to be on. This must be switched off after a short time otherwise the device will continuously reset without running much user code. Since the code requires timer B to perform the power mode transitions, the timer B module is switched on, and the timer B interrupt enabled. Some set up of timer B is then required and so the start bit is cleared, the timer is set as a reload timer, and the slowest clock is selected as the clock input. The timer B load register is cleared to 0 to give the longest possible period between timer B interrupts. This is because the reload value in the register is placed in the counter register when the counter register overflows. An infinite while loop is then set up, within this loop the INCREMENT_PMODE variable is tested as to whether the power mode should be changed or not. If its value is 0, no power mode change is required and the code goes round the loop continuously

testing the value of INCREMENT_PMODE. If the value is 1, the current power mode value is tested, and the appropriate software settings are made to enable a transition to the next desired power mode. For those power modes which do not require a software transition (such as the sleep modes, where a timer B interrupt is sufficient to cause the transition) the code exits the loop and continues to test the value of INCREMENT_PMODE for when a software change in power mode transition is required.

```

void main(void)
{
    // The following lines of code
    WDT.TCSRWD1.BYTE = 0x9e;    /* Watchdog timer OFF */
    WDT.TCSRWD1.BYTE = 0xa2;
    WDT.TCSRWD1.BYTE = 0x8e;
    // Switch on the timer B module
    CKSTPR1.BIT.TB1CKSTP = 1;
    CKSTPR2.BIT.WDCKSTP = 0;
    // Enable the timer B interrupt
    IENR2.BIT.IENTB1 = 1;
    // Ensure timer B is turned off
    TB1.TMB1.BIT.STR = 0;
    // Set timer B as reload timer
    TB1.TMB1.BIT.RLD = 1;
    // Set the clock input to thiw/1024 (slowest clock)
    TB1.TMB1.BIT.CKS = 6;
    // Timer load register set to 0 for maximum count time
    TB1.TLB1 = 0x00;
    // All the setup is done so start the timer
    TB1.TMB1.BIT.STR = 1;
        // All outputs ON
    IO.PCR1 = 0xff;
    IO.PDR1.BYTE = 0xff;
    IO.PCR3 = 0xff;
    IO.PDR3.BYTE = 0xff;
    IO.PCR8 = 0xff;
    IO.PDR8.BYTE = 0xff;
    IO.PCR9 = 0xff;
    IO.PDR9.BYTE = 0xff;
    while(1) // Enter while loop
    {
        // Global var to determine whether it is time
        // to change power mode. If it is time...
        if(INCREMENT_PMODE == 1)
        { // Reset the variable
            INCREMENT_PMODE = 0;
            // Determine the current power mode
            if( // If in any of these modes, timer B interrupt will be enough to
                // make the transition automatically
                (PMODE == SLEEP_MS) || (PMODE == SLEEP_HS) || (PMODE == SUBSLEEP) ||
                (PMODE == WATCH_1) || (PMODE == WATCH_2) || (PMODE == WATCH_3))
                //return
                ;
            // For all other power modes, determine the appropriate transition
            else if (PMODE == ACTIVE_HS_1)
            {
                TRANSITIONS(b);
                //return;
            }
        }
    }
}

```

```

else if (PMODE == ACTIVE_MS_1)
{
    TRANSITIONS(a);
    //return;
}
else if (PMODE == ACTIVE_HS_2)
{
    TRANSITIONS(g);
    //return;
}
else if (PMODE == ACTIVE_MS_2)
{
    TRANSITIONS(i2);
    //return;
}
else if (PMODE == SUBACTIVE_1)
{
    TRANSITIONS(c);
    //return;
}
else if (PMODE == SUBACTIVE_2)
{
    TRANSITIONS(j);
    //return;
}
else if (PMODE == ACTIVE_HS_3)
{
    // Determine power mode to be entered
    // on coming out of the next power mode
    SYSCR2.BIT.MSON = 0;
    SYSCR1.BIT.LSON = 0;
    TRANSITIONS(e);
    //return;
}
else if (PMODE == ACTIVE_HS_4)
{
    TRANSITIONS(i1);
    //return;
}
else if (PMODE == SUBACTIVE_3)
{
    // Determine power mode to be entered
    // on coming out of the next power mode
    SYSCR2.BIT.MSON = 0;
    SYSCR1.BIT.LSON = 1;
    TRANSITIONS(e);
    //return;
}
else if (PMODE == SUBACTIVE_4)
{
    TRANSITIONS(h);
    //return;
}
else if (PMODE == ACTIVE_MS_3)
{
    TRANSITIONS(f);
    //return;
}
}

```

```

else if (PMODE == ACTIVE_HS_5)
{ // Determine power mode to be entered
  // on coming out of the next power mode
  SYSCR2.BIT.MSON = 1;
  SYSCR1.BIT.LSON = 0;
  TRANSITIONS(e);
  //return;
}

else if (PMODE == ACTIVE_MS_4)
{
  TRANSITIONS(d);
  //return;
}
// Increment the power mode variable to indicate
// the next power mode
PMODE++;
}
}

while(1);
}
// Interrupt B overflow
__interrupt(vect=33) void INT_TIMERB1(void)
{ // Clear the flag
  IRR2.BIT.IRRTB1 = 0;
  // Set the change power mode variable
  INCREMENT_PMODE = 1;
}

__interrupt(vect=13) void INT_DIRECT_TRANS(void)
{
}

```

The interrupt service routine for timer B is also shown here. Once the ISR is entered, the timer B flag is cleared. The INCREMENT_PMODE variable is then set to indicate to the main code that the current power mode is to change. No code is required for the direct transition interrupt for this specific device (H8/38602).

Current Measurement Technique

The current consumed by the H8/38602 device in the various power modes was measured via the jumper, J12. This jumper was removed, and a current meter connected between the jumper terminals. Figure shows the section of circuitry on the MB-H838602 board which contains jumper J12.

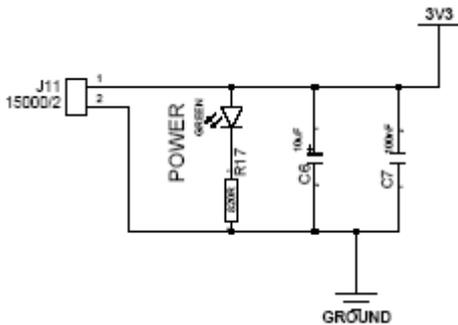


Figure: Circuitry section for MB-H838602 Board

The equipment used to measure the MB-H838602 power consumption were a Fluke 87 true RMS multimeter and a Thurlby PL320 power supply set to 2.7V. The results of the current consumption values are shown in the “Current Results Section”.

The E8 connector was disconnected during the power measurement.

The resistors R9 and R10 (which connect LED1 and LED2 to 3V3) were also removed.

Current Results

Table 2 shows the current consumption of the device in the various power modes.

Power Mode	Expected Power Consumption (MAX)	Actual Power Consumption
Active HS	10 mA	6.22 mA
Sleep MS	6.4 mA	1.021 mA
Active MS	1.3 mA	1.022 mA
Sleep HS	6.4 mA	4.04 mA
Active HS	10 mA	6.225 mA
Active MS	1.3 mA	1.022 mA
Subactive	75 uA	9.29 uA
Subsleep	16 uA	3.21 uA
Subactive	75 uA	9.05uA
Active HS	10 mA	6.226 mA
Watch	5 uA	2.75 uA
Active HS	10 mA	6.226 mA
Subactive	75 uA	9.33 uA
Watch	5 uA	2.81 uA
Subactive	75 uA	9.56 uA
Active MS	1.3 mA	1.023 mA
Active HS	10 mA	6.226 mA
Watch	5 uA	2.75 uA
Active MS	1.3 mA	1.025 mA
Standby	5 uA	2.56 uA

Table 2: Current values

All current measurement values were within the expected maximum values. The lowest power consumption recorded was 2.56 uA in standby mode. In some cases there is a large difference between the actual and expected current consumption. This is because the device was running from 2.7 V and the expected values are maximum values.

Conclusion

All the possible software transition types were implemented in the software. All power modes were entered and the current consumption in each mode measured. The power consumption measured in each mode was within the maximum values given in the hardware manual.

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