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This article is a primer and general FAQ about microcontrollers. Included is a collection of information sources on various microcontrollers.

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0) Rantings and ravings

Disclaimer: Just so it is understood, the "rantings and ravings" are my rantings and ravings. My readers are refined and sophisticated and would never rant or rave. I, on the other hand, sit in front of the TV in torn underwear and drink beer out of the bottle.

Yeah, I know, this FAQ is getting a just a BIT long. I apologize to those who aren't able to retrieve the whole document. I'm now working on reformatting and splitting it up into multiple parts. I avoided this for as long as possible, since it is much more convenient when the entire article is only one piece, but - that's life :-).

Tom Kellet's FAQ on the PIC line of microcontrollers has just been approved for posting to news.answers. If you're into the PIC, then his FAQ is a must. See section 8.4 for more information on his FAQ and others. Good job Tom!

If you're interested in porting GCC to the processor you're using, check out the Cross GCC mailing list. See section 9.3 for details on how to subscribe.

The other day I was watching my 8 year old daughter play with her Barbie Dolls. She has about 7 or so, including two that used to belong to my wife (Roz) when she was a girl. I noticed an interesting difference between the old dolls and the new dolls. The old Barbies could only move their heads sideways, while the new Barbies not only can move their heads sideways, but also up and down. AMAZING - the old Barbies were good girls - they could only say no. The new Barbies however can also say yes. Progress - isn't it wonderful!

Dave Perry adds: "My Daughter got a gymnast Barbie for Christmas - wait'll you see what *she* can do ;-)"

Which leads me to an amazing fact. Most everyone thinks of the PIC microcontroller line as being a recent introduction. However, they've been around for over 20 years. What's the difference? The new chips are fabricated in CMOS, some features have been added, new family lines have been introduced, and the company name is Microchip and not General Instrument. Microchip actually seems to care - they are aggressive and are providing a product that their customers want. Whatever the differences might be, these chips are really dynamite.

PSST! Hey kid! Want a naked Barbie Doll?!

Just a reminder to please be kind and send in your suggestions. Thanks.

Take care of yourselves,

Uncle Russ

1) ABOUT THIS FAQ

1.1) Who put this FAQ together?

Me again! This FAQ is just a way to tie up loose ends. From time to time, general questions about microcontrollers (from beginners to experienced designers) pop up in the newsgroups. It seemed that a general primer/FAQ on microcontrollers might be useful.

Much of this document could be considered as a sort of a primer on microcontrollers. For those of you with previous experience, sections 8 and 9 might be of special interest (especially for those of you looking for that elusive "free COBOL compiler for the 1802").

1.2) How can I contribute to this list?

I please ask that if you have any suggestions or additions, or you would like to correct any of the information contained herein, please send me a note.

My Email address is: sibit@datasrv.co.il

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Thanks to the following who have contributed to this document:

Robin L. Getz (National Semiconductor)
Robert Boys
Dave Dunfield (Dunfield Development Systems)
Jeff Fox (Ultra Technology)
Zack Lau

Also, thanks to those who have posted questions and to those who have posted answers. Thanks to "my new friends" who send suggestions and encouragement, as well as the occasional question. Special thanks to my mother-in-law, who thankfully will probably never read this document ;-).

I hope that those of you who have special knowledge on the subject of microcontroller use, or know of sources of information on microcontrollers, will share with everyone by contributing to document.

1.3) What newsgroups will this FAQ be posted to?

This FAQ will be posted to the following newsgroups:

comp.robotics
comp.sys.intel
comp.sys.m68k
comp.sys.6809
sci.electronics
alt.comp.hardware.homebuilt

I will post once a month - on or about the 26th of each month.

1.4) May I distribute this FAQ or post it somewhere else?

I am putting no restrictions on the use of this FAQ except - It must

be distributed in its entirety with the copyright notice, and no financial gain may be realized from it. After all, I have spent, and continue to spend, a lot of time on this.

For this reason I have appended a copyright statement to the end of this FAQ. I feel pretty silly doing this, but I just want to protect myself. The copyright does not limit the use of this list for noncommercial purposes. I hereby give my permission to one and all to pass this list around and post it wherever you want - as long as it is not for financial gain.

Thank you.

2) MICROCONTROLLERS

2.1) What is a Microcontroller?

A controller is used to control (makes sense!) some process or aspect of the environment. A typical microcontroller application is the monitoring of my house. As the temperature rises, the controller causes the windows to open. If the temperature goes above a certain threshold, the air conditioner is activated. If the system detects my mother-in-law approaching, the doors are locked and the windows barred. In addition, upon detecting that my computer is turned on, the stereo turns on at deafening volume (for more on this, see the section on development tools).

At one time, controllers were built exclusively from logic components, and were usually large, heavy boxes (before this, they were even bigger, more complex analog circuits). Later on, microprocessors were used and the entire controller could fit on a small circuit board. This is still common - you can find many [good] controllers powered by one of the many common microprocessors (including Zilog Z80, Intel 8088, Motorola 6809, and others).

As the process of miniaturization continued, all of the components needed for a controller were built right onto one chip. A one chip computer, or microcontroller was born. A microcontroller is a highly integrated chip which includes, on one chip, all or most of the parts needed for a controller. The microcontroller could be called a "one-chip solution". It typically includes:

- CPU (central processing unit)
- RAM (Random Access Memory)
- EPROM/PROM/ROM (Erasable Programmable Read Only Memory)
- I/O (input/output) - serial and parallel
- timers
- interrupt controller

By only including the features specific to the task (control), cost is relatively low. A typical microcontroller has bit manipulation instructions, easy and direct access to I/O (input/output), and quick and efficient interrupt processing. Microcontrollers are a "one-chip solution" which drastically reduces parts count and design costs.

2.2) Applications

In addition to control applications such as the above home monitoring

system, microcontrollers are frequently found in embedded applications. Among the many uses that you can find one or more microcontrollers: appliances (microwave oven, refrigerators, television and VCRs, stereos), automobiles (engine control, diagnostics, climate control), environmental control (greenhouse, factory, home), instrumentation, aerospace, and thousands of other uses.

Microcontrollers are used extensively in robotics. In this application, many specific tasks might be distributed among a large number of microcontrollers in one system. Communications between each microcontroller and a central, more powerful microcontroller (or microcomputer, or even large computer) would enable information to be processed by the central computer, or to be passed around to other microcontrollers in the system.

A special application that microcontrollers are well suited for is data logging. Stick one of these chips out in the middle of a corn field or up in a balloon, and monitor and record environmental parameters (temperature, humidity, rain, etc). Small size, low power consumption, and flexibility make these devices ideal for unattended data monitoring and recording.

2.3) Flavors

Microcontrollers come in many flavors and varieties. Depending on the power and features that are needed, you might choose a 4 bit, 8 bit, 16 bit, or 32 bit microcontroller. In addition, some specialized versions are available which include features specific for communications, keyboard handling, signal processing, video processing, and other tasks.

3) MICROCONTROLLER FEATURES

3.1) Fabrication techniques

CMOS - Complementary Metal Oxide Semiconductor

This is the name of a common technique used to fabricate most (if not all) of the newer microcontrollers. CMOS requires much less power than older fabrication techniques, which permits battery operation. CMOS chips also can be fully or near fully static, which means that the clock can be slowed up (or even stopped) putting the chip in sleep mode. CMOS has a much higher immunity to noise (power fluctuations or spikes) than the older fabrication techniques.

PMP - Post Metal Programming (National Semiconductor)

PMP is a high-energy implantation process that allows microcontroller ROM to be programmed AFTER final metalization. Usually ROM is implemented in the second layer die, with nine or ten other layers then added on top. That means the ROM pattern must be specified early in the production process, and completed prototypes devices won't be available typically for six to eight weeks. With PMP, however, dies can be fully manufactured through

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