

# CG\_IDLE

## 1. Operation Outline

The port input by SW5 triggers the transition to Low power mode (IDLE mode).

The external interrupt is generated by SW4. It return to NORMAL mode.

The lighting and the blink of the LEDs depend on the operation mode.

## 2. Each Setting

|                                   |                |                       |                  |
|-----------------------------------|----------------|-----------------------|------------------|
| <u>Low power mode switch (SW)</u> |                | IDLE                  | : SW5 (PortA1)   |
|                                   |                | NORMAL mode resumptio | : SW4 (PortA2)   |
| <u>LED</u>                        | NORMAL mode    |                       | : LED0 (PortJ0)  |
|                                   | Low power mode | IDLE                  | : LED1 (PortJ1)  |
| <u>LED operation</u>              | NORMAL mode    |                       | : blinking       |
|                                   | Low power mode | IDLE                  | : Lighting       |
| <u>External interrupt</u>         |                |                       | : INT00 (PortA2) |

## 3. Basic Operation

- The following operations are done in NORMAL mode.
  - Assigned LED blinks with the set cycle (the other LED lights out).
  - SW5 (PortA1) operation transits to IDLE mode.
- The following operations are done in Low power mode.

IDLE

- Assigned LED lights (the other LED lights out).
- SW4 (PortA2) operation transits to NORMAL mode.

## 4. Note

In Low power mode, the other inputs than the PortA2 input (transition of Low power mode -> Low power mode) are invalid.

Multiple push-downs of the switch are not supported.

## 5. Terms

| <b>Operation mode</b> | <b>Term</b> | <b>Description</b>                           |
|-----------------------|-------------|--|
| NORMAL mode           | NORMAL      | NORMAL operation.                            |
| Low power mode        | IDLE        | CPU stops. Peripheral functions can operate. |