

PIC16F/LF720/721
Data Sheet

20-Pin Flash Microcontrollers with nanoWatt XLP Technology

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PIC16F/LF720/721

20-Pin Flash Microcontrollers with nanoWatt XLP Technology

Devices Included In This Data Sheet:

- PIC16F720
- PIC16LF720
- PIC16F721
- PIC16LF721

High-Performance RISC CPU:

- Only 35 Instructions to Learn:
  - All single-cycle instructions except branches
- Operating Speed:
  - DC – 16 MHz oscillator/clock input
  - DC – 250 ns instruction cycle
- Up to 4K x 14 Words of Flash Program Memory
- Up to 256 bytes of Data Memory (RAM)
- Interrupt Capability
- 8-Level Deep Hardware Stack
- Direct, Indirect and Relative Addressing modes
- Processor Self-Write/Read access to Program Memory

Special Microcontroller Features:

- Precision Internal Oscillator:
  - 16 MHz or 500 kHz operation
  - Factory calibrated to ±1%, typical
  - Software tunable
  - Software selectable ÷1, ÷2, ÷4 or ÷8 divider
- Power-Saving Sleep mode
- Industrial and Extended Temperature Range
- Power-on Reset (POR)
- Power-up Timer (PWRT)
- Brown-out Reset (BOR)
- Multiplexed Master Clear with Pull-up/Input Pin
- Programmable Code Protection
- In-Circuit Serial Programming™ (ICSP™) via Two Pins
- High-Endurance Flash Cell:
  - 10,000 write Flash endurance (typical)
  - Flash retention: > 40 years
- Wide Operating Voltage Range:
  - 1.8V to 5.5V (PIC16F720/721)
  - 1.8V to 3.6V (PIC16LF720/721)

Low-Power Features:

- Standby Current:
  - 50 nA @ 1.8V, typical
- Operating Current:
  - 100 μA @ 500 kHz, 1.8V, typical
- Low-Power Watchdog Timer Current:
  - 500 nA @ 1.8V, typical

Peripheral Features:

- Up to 17 I/O Pins and 1 Input-only Pin:
  - High-current source/sink for direct LED drive
  - Interrupt-on-pin change
  - Individually programmable weak pull-ups
- A/D Converter:
  - 8-bit resolution
  - 12 channels
  - Selectable Voltage reference
- Timer0: 8-Bit Timer/Counter with 8-Bit Programmable Prescaler
- Enhanced Timer1
  - 16-bit timer/counter with prescaler
  - External Gate Input mode with toggle and single shot modes
  - Interrupt-on-gate completion
- Timer2: 8-Bit Timer/Counter with 8-Bit Period Register, Prescaler and Postscaler
- Capture, Compare, PWM module (CCP)
  - 16-bit Capture, max resolution 12.5 ns
  - 16-bit Compare, max resolution 250 ns
  - 10-bit PWM, max frequency 15 kHz
- Addressable Universal Synchronous Asynchronous Receiver Transmitter (AUSART)
- Synchronous Serial Port (SSP)
  - SPI (Master/Slave)
  - I^2C™ (Slave) with Address Mask

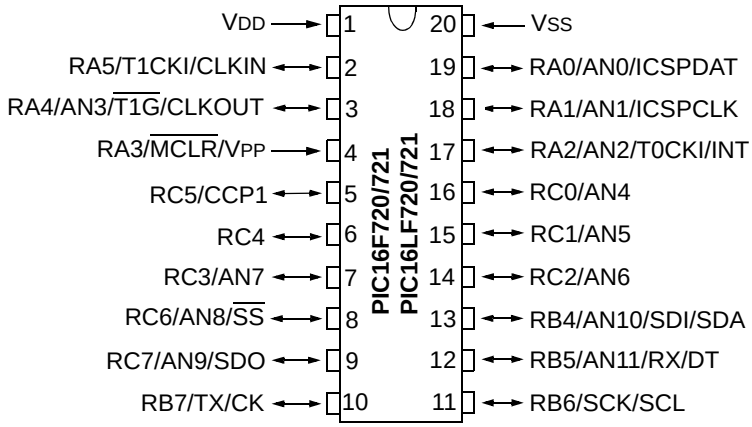
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Device	Program Memory Flash (words)	SRAM (bytes)	I/O	Timers 8/16-bit	8-bit A/D (ch)	AUSART	CCP	SSP
PIC16F720	2048	128	18	2/1	12	Yes	1	1
PIC16F721	4096	256	18	2/1	12	Yes	1	1
PIC16LF720	2048	128	18	2/1	12	Yes	1	1
PIC16LF721	4096	256	18	2/1	12	Yes	1	1

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Pin Diagrams – 20-PIN DIAGRAM FOR PIC16F720/721 AND PIC16LF720/721

PDIP, SOIC, SSOP



Pin Diagrams – 20-PIN DIAGRAM FOR PIC16F720/721 AND PIC16LF720/721

20-Pin QFN (4x4)

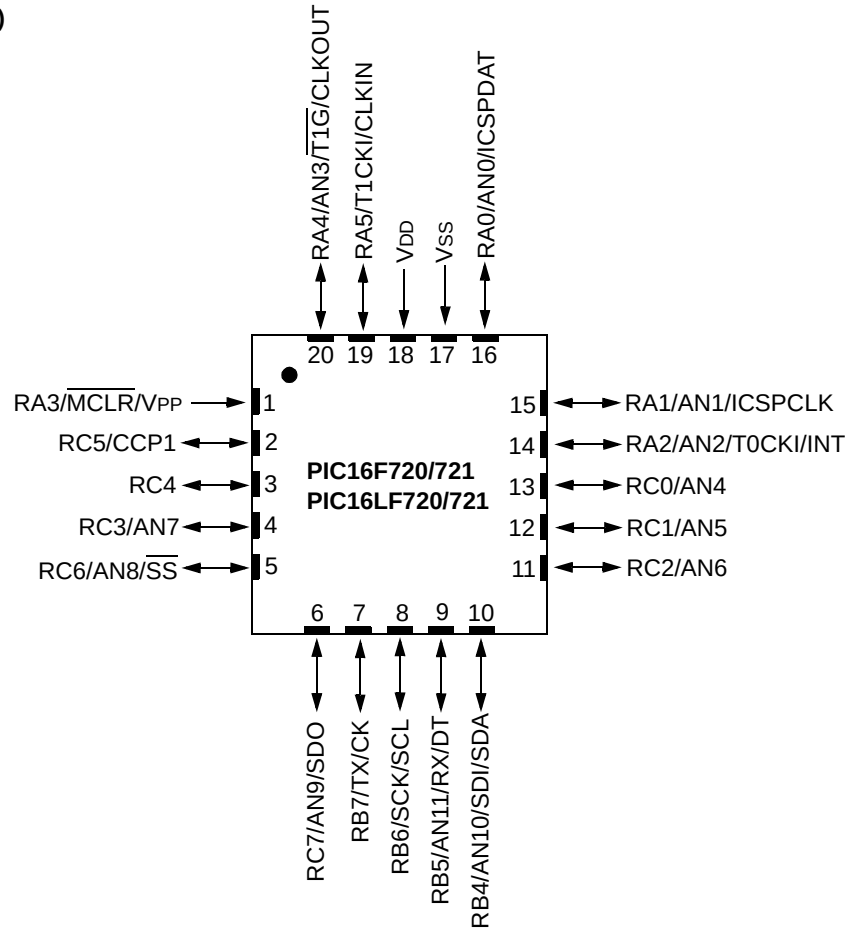


TABLE 1: 20-PIN ALLOCATION TABLE (PIC16F720/721 AND PIC16LF720/721)

I/O	20-Pin DIP/SOIC/ SSOP	20-Pin QFN	A/D	Timers	CCP	AUSART	SSP	Interrupt	Pull-up	Basic
RA0	19	16	AN0	—	—	—	—	IOC	Y	ICSPDAT/ ICDDAT
RA1	18	15	AN1	—	—	—	—	IOC	Y	ICSPCLK/ ICDCLK
RA2	17	14	AN2	T0CKI	—	—	—	INT/IOC	—	—
RA3	4	1	—	—	—	—	—	IOC	Y	$\overline{\text{MCLR}}$/VPP
RA4	3	20	AN3	$\overline{\text{T1G}}$	—	—	—	IOC	Y	CLKOUT
RA5	2	19	—	T1CKI	—	—	—	IOC	Y	CLKIN
RB4	13	10	AN10	—	—	—	SDI/SDA	IOC	Y	—
RB5	12	9	AN11	—	—	RX/DT	—	IOC	Y	—
RB6	11	8	—	—	—	—	SCK/SCL	IOC	Y	—
RB7	10	7	—	—	—	TX/CK	—	IOC	Y	—
RC0	16	13	AN4	—	—	—	—	—	—	—
RC1	15	12	AN5	—	—	—	—	—	—	—
RC2	14	11	AN6	—	—	—	—	—	—	—
RC3	7	4	AN7	—	—	—	—	—	—	—
RC4	6	3	—	—	—	—	—	—	—	—
RC5	5	2	—	—	CCP1	—	—	—	—	—
RC6	8	5	AN8	—	—	—	$\overline{\text{SS}}$	—	—	—
RC7	9	6	AN9	—	—	—	SDO	—	—	—
VDD	1	18	—	—	—	—	—	—	—	VDD
Vss	20	17	—	—	—	—	—	—	—	VSS

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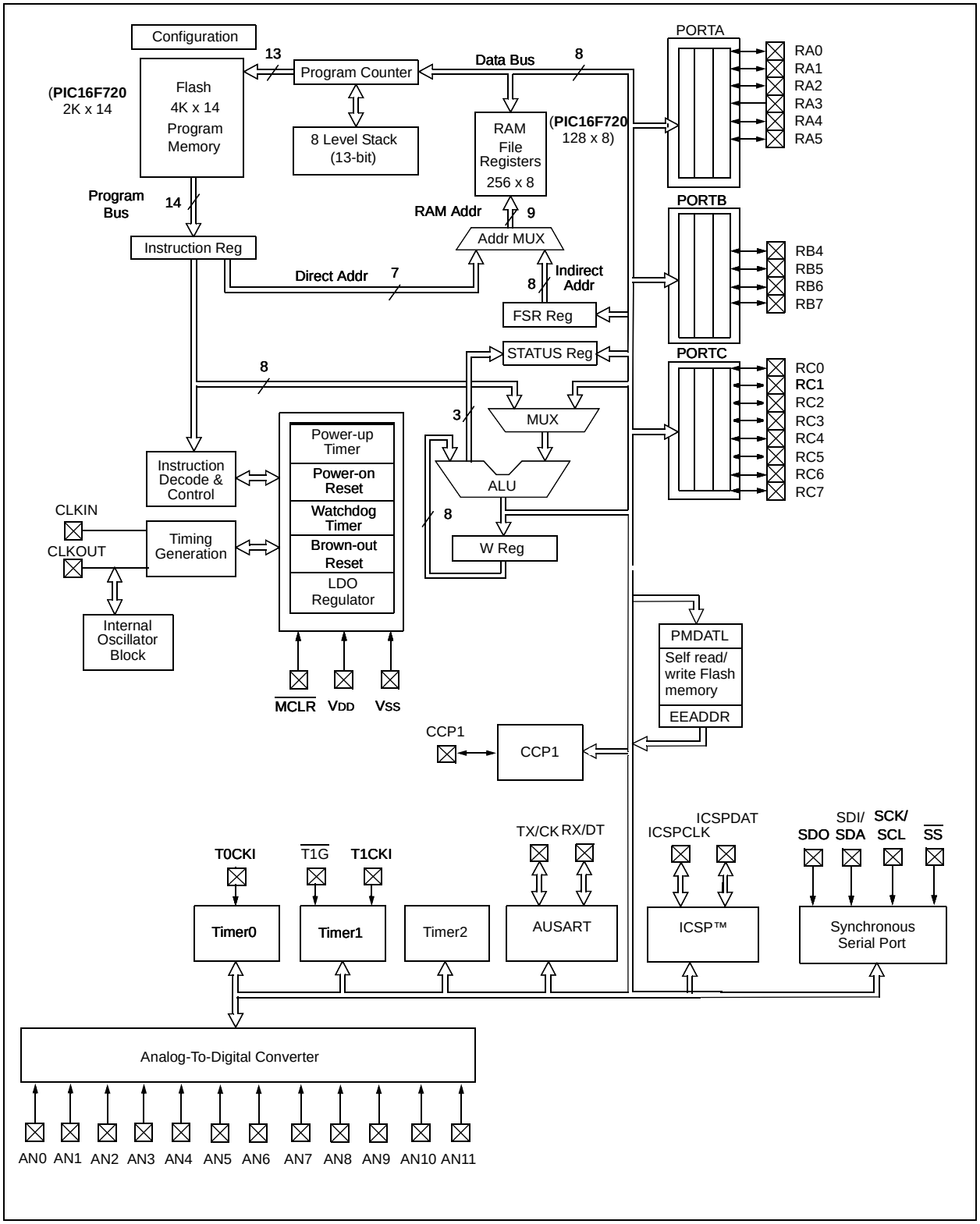
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1.0 DEVICE OVERVIEW

The PIC16F/LF720/721 devices are covered by this data sheet. They are available in 20-pin packages. Figure 1-1 shows a block diagram of the PIC16F/LF720/721 devices. Table 1-1 shows the pin-out descriptions.

FIGURE 1-1: 20-PIN DEVICE BLOCK DIAGRAM FOR PIC16F720/721



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TABLE 1-1: PINOUT DESCRIPTION

Name	Function	IN	OUT	Description
RA0/AN0/ICSPDAT	RA0	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN0	AN	—	A/D Channel 0 Input.
	ICSPDAT	ST	CMOS	Serial mode Schmitt Trigger.
	ICDDAT	ST	CMOS	Debug mode Schmitt Trigger.
RA1/AN1/ICSPCLK	RA1	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN1	AN	—	A/D Channel 1 Input.
	ICSPCLK	ST	—	Serial mode Schmitt Trigger.
	ICDCLK	ST	CMOS	Debug mode Schmitt Trigger.
RA2/AN2/T0CKI/INT	RA2	ST	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN2	AN	—	A/D Channel 2 Input.
	T0CKI	ST	—	Timer0 Clock Input.
	INT	ST	—	External interrupt.
RA3/$\overline{\text{MCLR}}$/VPP	RA3	TTL	CMOS	General purpose input only. Individually controlled interrupt-on-change. Individually enabled pull-up.
	$\overline{\text{MCLR}}$	ST	—	Master Clear Reset. Pull-up enabled when configured as $\overline{\text{MCLR}}$.
	VPP	HV	—	Programming Voltage.
RA4/AN3/$\overline{\text{T1G}}$/CLKOUT	RA4	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN3	AN	—	A/D Channel 3 Input.
	$\overline{\text{T1G}}$	ST	—	Timer1 Gate Input.
	CLKOUT	—	CMOS	FOSC/4 output.
RA5/T1CKI/CLKIN	RA5	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	T1CKI	ST	—	Timer1 Clock input.
	CLKIN	ST	—	External Clock Input (EC mode).
RB4/AN10/SDI/SDA	RB4	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN10	AN	—	A/D Channel 10 Input.
	SDI	ST	—	SPI Data Input.
	SDA	ST	OD	I^2C™ Data.
RB5/AN11/RX/DT	RB5	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN11	AN	—	A/D Channel 11 Input.
	RX	ST	—	USART asynchronous input.
	DT	ST	CMOS	USART synchronous data.

Legend: AN = Analog input or output, CMOS = CMOS compatible input or output, OD = Open Drain, TTL = TTL compatible input, ST = Schmitt Trigger input with CMOS levels, I^2C™ = Schmitt Trigger input with I^2C, HV = High Voltage, XTAL = Crystal levels

TABLE 1-1: PINOUT DESCRIPTION

Name	Function	IN	OUT	Description
RB6/SCK/SCL	RB6	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	SCK	ST	CMOS	SPI Clock.
	SCL	ST	OD	I^2C™ Clock.
RB7/TX/CK	RB7	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	TX	—	CMOS	USART asynchronous transmit.
	CK	ST	CMOS	USART synchronous clock.
RC0/AN4	RC0	ST	CMOS	General purpose I/O.
	AN4	AN	—	A/D Channel 4 Input.
RC1/AN5	RC1	ST	CMOS	General purpose I/O.
	AN5	AN	—	A/D Channel 5 Input.
RC2/AN6	RC2	ST	CMOS	General purpose I/O.
	AN6	AN	—	A/D Channel 6 Input.
RC3/AN7	RC3	ST	CMOS	General purpose I/O.
	AN7	AN	—	A/D Channel 7 Input.
RC4	RC4	ST	CMOS	General purpose I/O.
RC5/CCP1	RC5	ST	CMOS	General purpose I/O.
	CCP1	ST	CMOS	Capture/Compare/PWM 1.
RC6/AN8/$\overline{SS}$	RC6	ST	CMOS	General purpose I/O.
	AN8	AN	—	A/D Channel 8 Input.
	$\overline{SS}$	ST	—	Slave Select input.
RC7/AN9/SDO	RC7	ST	CMOS	General purpose I/O.
	AN9	AN	—	A/D Channel 9 Input.
	SDO	—	CMOS	SPI Data Output.
V_{DD}	V_{DD}	Power	—	Positive supply.
Vss	Vss	Power	—	Ground supply.

Legend: AN = Analog input or output, CMOS = CMOS compatible input or output, OD = Open Drain, TTL = TTL compatible input, ST = Schmitt Trigger input with CMOS levels, I^2C™ = Schmitt Trigger input with I^2C, HV = High Voltage, XTAL = Crystal levels

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2.0 MEMORY ORGANIZATION

2.1 Program Memory Organization

The PIC16F720/LF720 has a 13-bit program counter capable of addressing a 2K x 14 program memory space (0000h-07FFh), a 4K x 14 program memory space for the PIC16F721/LF721 (0000h-0FFFh). Accessing a location above the memory boundaries for the PIC16F720/LF720 will cause a wrap-around within the first 2K x 14 program memory space. Accessing a location above the memory boundaries for the PIC16F721/LF721 will cause a wrap-around within the first 4K x 14 program memory space. The Reset vector is at 0000h and the interrupt vector is at 0004h.

FIGURE 2-1: PROGRAM MEMORY MAP AND STACK FOR THE PIC16F720/LF720

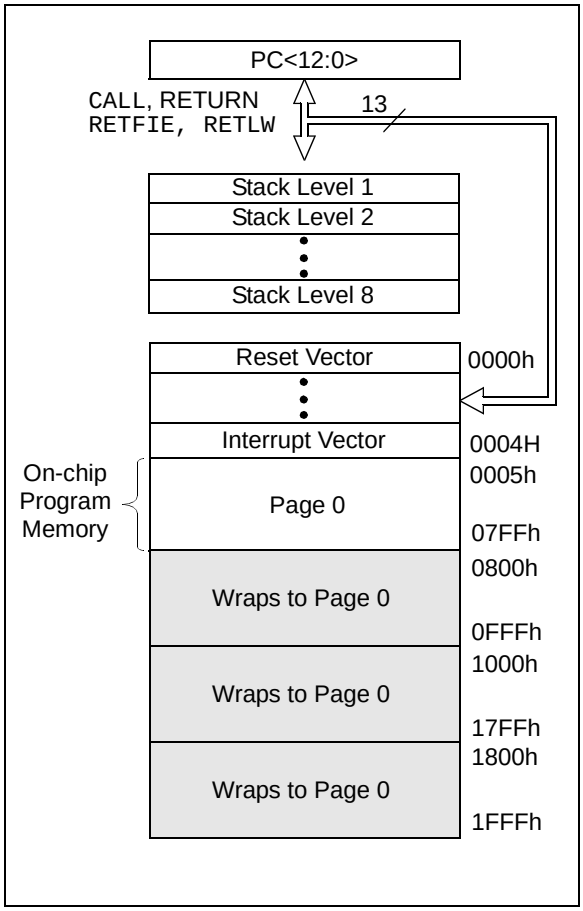
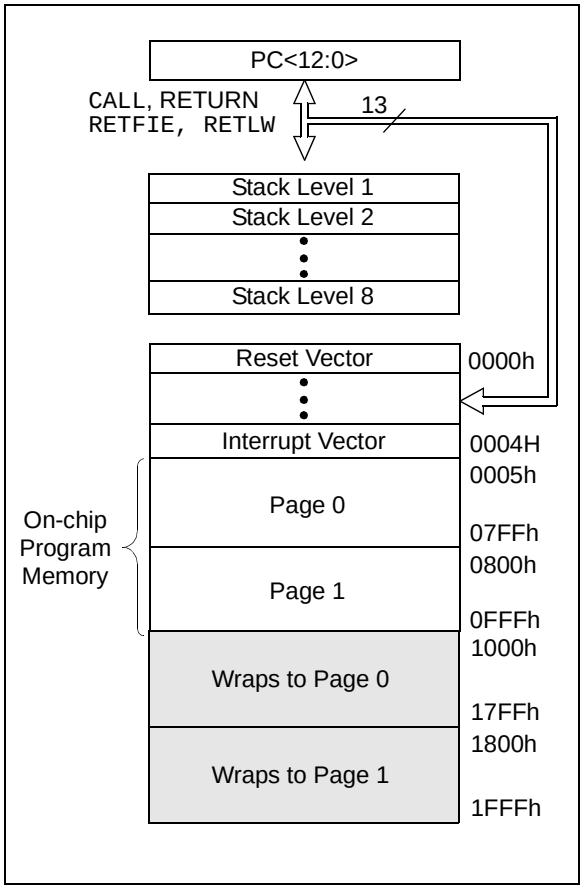


FIGURE 2-2: PROGRAM MEMORY MAP AND STACK FOR THE PIC16F721/LF721



2.2 Data Memory Organization

The data memory is partitioned into multiple banks which contain the General Purpose Registers (GPRs) and the Special Function Registers (SFRs). Bits RP0 and RP1 are bank select bits.

RP1	RP0		
0	0	→	Bank 0 is selected
0	1	→	Bank 1 is selected
1	0	→	Bank 2 is selected
1	1	→	Bank 3 is selected

Each bank extends up to 7Fh (128 bytes). The lower locations of each bank are reserved for the Special Function Registers. Above the Special Function Registers are the General Purpose Registers, implemented as static RAM. All implemented banks contain Special Function Registers. Some frequently used Special Function Registers from one bank are mirrored in another bank for code reduction and quicker access.

2.2.1 GENERAL PURPOSE REGISTER FILE

The register file is organized as 128 x 8 bits in the PIC16F720/LF720, 256 x 8 bits in the PIC16F721/LF721. Each register is accessed either directly or indirectly through the File Select Register (FSR), (Refer to **Section 2.5 "Indirect Addressing, INDF and FSR Registers"**).

2.2.2 SPECIAL FUNCTION REGISTERS

The Special Function Registers are registers used by the CPU and peripheral functions for controlling the desired operation of the device (refer to Table 2-1). These registers are static RAM.

The Special Function Registers can be classified into two sets: core and peripheral. The Special Function Registers associated with the "core" are described in this section. Those related to the operation of the peripheral features are described in the section of that peripheral feature.

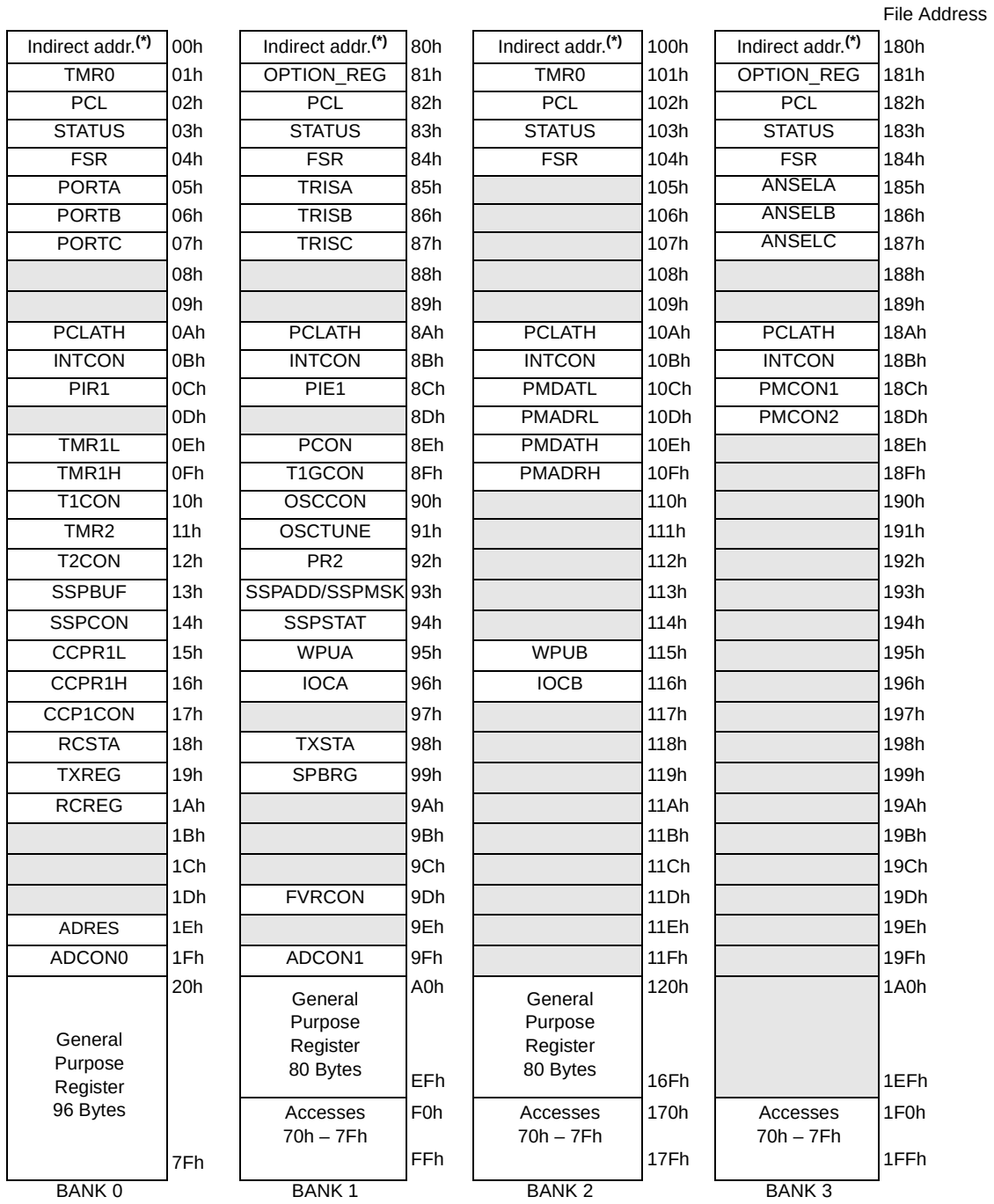
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FIGURE 2-3: PIC16F720/LF720 SPECIAL FUNCTION REGISTERS

	File Address		File Address		File Address		File Address
Indirect addr.(*)	00h	Indirect addr.(*)	80h	Indirect addr.(*)	100h	Indirect addr.(*)	180h
TMR0	01h	OPTION_REG	81h	TMR0	101h	OPTION_REG	181h
PCL	02h	PCL	82h	PCL	102h	PCL	182h
STATUS	03h	STATUS	83h	STATUS	103h	STATUS	183h
FSR	04h	FSR	84h	FSR	104h	FSR	184h
PORTA	05h	TRISA	85h		105h	ANSELA	185h
PORTB	06h	TRISB	86h		106h	ANSELB	186h
PORTC	07h	TRISC	87h		107h	ANSELC	187h
	08h		88h		108h		188h
	09h		89h		109h		189h
PCLATH	0Ah	PCLATH	8Ah	PCLATH	10Ah	PCLATH	18Ah
INTCON	0Bh	INTCON	8Bh	INTCON	10Bh	INTCON	18Bh
PIR1	0Ch	PIE1	8Ch	PMDATL	10Ch	PMCON1	18Ch
	0Dh		8Dh	PMADRL	10Dh	PMCON2	18Dh
TMR1L	0Eh	PCON	8Eh	PMDATH	10Eh		18Eh
TMR1H	0Fh	T1GCON	8Fh	PMADRH	10Fh		18Fh
T1CON	10h	OSCCON	90h		110h		190h
TMR2	11h	OSCTUNE	91h		111h		191h
T2CON	12h	PR2	92h		112h		192h
SSPBUF	13h	SSPADD/SSPMSK	93h		113h		193h
SSPCON	14h	SSPSTAT	94h		114h		194h
CCPR1L	15h	WPUA	95h	WPUB	115h		195h
CCPR1H	16h	IOCA	96h	IOCB	116h		196h
CCP1CON	17h		97h		117h		197h
RCSTA	18h	TXSTA	98h		118h		198h
TXREG	19h	SPBRG	99h		119h		199h
RCREG	1Ah		9Ah		11Ah		19Ah
	1Bh		9Bh		11Bh		19Bh
	1Ch		9Ch		11Ch		19Ch
	1Dh	FVRCON	9Dh		11Dh		19Dh
ADRES	1Eh		9Eh		11Eh		19Eh
ADCON0	1Fh	ADCON1	9Fh		11Fh		19Fh
General Purpose Register 96 Bytes	20h – 7Fh	General Purpose Register 32 Bytes	A0h – BFh		120h – 16Fh		1A0h – 1EFh
			C0h – EFh				
		Accesses 70h – 7Fh	F0h – FFh	Accesses 70h – 7Fh	170h – 17Fh	Accesses 70h – 7Fh	1F0h – 1FFh
BANK 0		BANK 1		BANK 2		BANK 3	

Legend: = Unimplemented data memory locations, read as '0'.
* = Not a physical register.

FIGURE 2-4: PIC16F721/LF721 SPECIAL FUNCTION REGISTERS



Legend: = Unimplemented data memory locations, read as '0'.
* = Not a physical register.

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TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
Bank 0											
00h(2)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
01h	TMR0	Timer0 module Register								xxxx xxxx	uuuu uuuu
02h(2)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	0000 0000
03h(2)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	000q quuu
04h(2)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	uuuu uuuu
05h	PORTA	—	—	RA5	RA4	RA3	RA2	RA1	RA0	--xx xxxx	--xx xxxx
06h	PORTB	RB7	RB6	RB5	RB4	—	—	—	—	xxxx ----	uuuu ----
07h	PORTC	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0	xxxx xxxx	uuuu uuuu
08h	—	Unimplemented								—	—
09h	—	Unimplemented								—	—
0Ah(1),(2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
0Bh(2)	INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
0Ch	PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
0Dh	—	Unimplemented								—	—
0Eh	TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
0Fh	TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
10h	T1CON	TMR1CS1	TMR1CS0	T1CKPS1	T1CKPS0	—	$\overline{T1SYNC}$	—	TMR1ON	0000 -0-0	uuuu -u-u
11h	TMR2	Timer2 module Register								0000 0000	0000 0000
12h	T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000
13h	SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	uuuu uuuu
14h	SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
15h	CCPR1L	Capture/Compare/PWM Register Low Byte								xxxx xxxx	uuuu uuuu
16h	CCPR1H	Capture/Compare/PWM Register High Byte								xxxx xxxx	uuuu uuuu
17h	CCP1CON	—	—	DC1	B1	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000
18h	RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
19h	TXREG	AUSART Transmit Data Register								0000 0000	0000 0000
1Ah	RCREG	AUSART Receive Data Register								0000 0000	0000 0000
1Bh	—	Unimplemented								—	—
1Ch	—	Unimplemented								—	—
1Dh	—	Unimplemented								—	—
1Eh	ADRES	ADC Result Register								xxxx xxxx	uuuu uuuu
1Fh	ADCON0	—	—	CHS3	CHS2	CHS1	CHS0	GO/$\overline{DONE}$	ADON	--00 0000	--00 0000

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as '0', r = reserved.
Shaded locations are unimplemented, read as '0'.

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8>, whose contents are transferred to the upper byte of the program counter.
2: These registers can be addressed from any bank.
3: Accessible only when SSPM<3:0> = 1001.
4: This bit is unimplemented and reads as '1'.
5: See Register 6-2.

TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
Bank 1											
80h(2)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
81h	OPTION_REG	$\overline{RABPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
82h(2)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	0000 0000
83h(2)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	000q quuu
84h(2)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	uuuu uuuu
85h(5)	TRISA	—	—	TRISA5	TRISA4	**Note 4**	TRISA2	TRISA1	TRISA0	--11 -111	--11 -111
86h	TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
87h	TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
88h	—	Unimplemented								—	—
89h	—	Unimplemented								—	—
8Ah(1),(2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
8Bh(2)	INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
8Ch	PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
8Dh	—	Unimplemented								—	—
8Eh	PCON	—	—	—	—	—	—	$\overline{POR}$	$\overline{BOR}$	---- --qq	---- --uu
8Fh	T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/$\overline{DONE}$	T1GVAL	T1GSS1	T1GSS0	0000 0x00	uuuu uxuu
90h	OSCCON	—	—	IRCF1	IRCF0	ICSL	ICSS	—	—	--10 qq--	--10 qq--
91h	OSCTUNE	—	—	TUN5	TUN4	TUN3	TUN2	TUN1	TUN0	--00 0000	--uu uuuu
92h	PR2	Timer2 module Period Register								1111 1111	1111 1111
93h	SSPADD	ADD<7:0>								0000 0000	0000 0000
93h(3)	SSPMSK	MSK<7:0>								1111 1111	1111 1111
94h	SSPSTAT	SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	0000 0000
95h	WPUA	—	—	WPUA5	WPUA4	WPUA3	WPUA2	WPUA1	WPUA0	--11 1111	--11 1111
96h	IOCA	—	—	IOCA5	IOCA4	IOCA3	IOCA2	IOCA1	IOCA0	--00 0000	--00 0000
97h	—	Unimplemented								—	—
98h	TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010
99h	SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
9Ah	—	Unimplemented								—	—
9Bh	—	Unimplemented								—	—
9Ch	—	Unimplemented								—	—
9Dh	FVRCON	FVRRDY	FVREN	TSEN	TSRNG	—	—	ADFVR1	ADFVR0	q000 --00	q000 --00
9Eh	—	Unimplemented								—	—
9Fh	ADCON1	—	ADCS2	ADCS1	ADCS0	—	—	—	—	-000 ----	-000 ----

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as '0', r = reserved. Shaded locations are unimplemented, read as '0'.

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8>, whose contents are transferred to the upper byte of the program counter.

2: These registers can be addressed from any bank.

3: Accessible only when SSPM<3:0> = 1001.

4: This bit is unimplemented and reads as '1'.

5: See Register 6-2.

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TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
Bank 2											
100h(2)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
101h	TMR0	Timer0 module Register								xxxx xxxx	uuuu uuuu
102h(2)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	0000 0000
103h(2)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	000q quuu
104h(2)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	uuuu uuuu
105h	—	Unimplemented								—	—
106h	—	Unimplemented								—	—
107h	—	Unimplemented								—	—
108h	—	Unimplemented								—	—
109h	—	Unimplemented								—	—
10Ah(1),(2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
10Bh(2)	INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
10Ch	PMDATL	Program Memory Read Data Register Low Byte								xxxx xxxx	xxxx xxxx
10Dh	PMADRL	Program Memory Read Address Register Low Byte								0000 0000	0000 0000
10Eh	PMDATH	—	—	Program Memory Read Data Register High Byte						--xx xxxx	--xx xxxx
10Fh	PMADRH	—	—	—	Program Memory Read Address Register High Byte					---0 0000	---0 0000
110h	—	Unimplemented								—	—
111h	—	Unimplemented								—	—
112h	—	Unimplemented								—	—
113h	—	Unimplemented								—	—
114h	—	Unimplemented								—	—
115h	WPUB	WPUB7	WPUB6	WPUB5	WPUB4	—	—	—	—	1111 ----	1111 ----
116h	IOCB	IOCB7	IOCB6	IOCB5	IOCB4	—	—	—	—	0000 ----	0000 ----
117h	—	Unimplemented								—	—
118h	—	Unimplemented								—	—
119h	—	Unimplemented								—	—
11Ah	—	Unimplemented								—	—
11Bh	—	Unimplemented								—	—
11Ch	—	Unimplemented								—	—
11Dh	—	Unimplemented								—	—
11Eh	—	Unimplemented								—	—
11Fh	—	Unimplemented								—	—

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as '0', r = reserved. Shaded locations are unimplemented, read as '0'.

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8>, whose contents are transferred to the upper byte of the program counter.

2: These registers can be addressed from any bank.

3: Accessible only when SSPM<3:0> = 1001.

4: This bit is unimplemented and reads as '1'.

5: See Register 6-2.

TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
Bank 3											
180h(2)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
181h	OPTION_REG	$\overline{\text{RABPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
182h(2)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	0000 0000
183h(2)	STATUS	IRP	RP1	RP0	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC	C	0001 1xxx	000q quuu
184h(2)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	uuuu uuuu
185h	ANSELA	—	—	—	ANSA4	—	ANSA2	ANSA1	ANSA0	---1 -111	---1 -111
186h	ANSELB	—	—	ANSB5	ANSB4	—	—	—	—	--11 ----	--11 ----
187h	ANSELC	ANSC7	ANSC6	—	—	ANSC3	ANSC2	ANSC1	ANSC0	11-- 1111	11-- 1111
188h	—	Unimplemented								—	—
18Ah(1),(2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
18Bh(2)	INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
18Ch	PMCON1	—(4)	CFGS	LWLO	FREE	—	WREN	WR	RD	1000 -000	1000 -000
18Dh	PMCON2	Program Memory Control Register 2 (not a physical register)								---- ----	---- ----
190h	—	Unimplemented								—	—
191h	—	Unimplemented								—	—
192h	—	Unimplemented								—	—
193h	—	Unimplemented								—	—
194h	—	Unimplemented								—	—
195h	—	Unimplemented								—	—
196h	—	Unimplemented								—	—
197h	—	Unimplemented								—	—
198h	—	Unimplemented								—	—
199h	—	Unimplemented								—	—
19Ah	—	Unimplemented								—	—
19Bh	—	Unimplemented								—	—
19Ch	—	Unimplemented								—	—
19Dh	—	Unimplemented								—	—
19Eh	—	Unimplemented								—	—
19Fh	—	Unimplemented								—	—

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as '0', r = reserved. Shaded locations are unimplemented, read as '0'.

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8>, whose contents are transferred to the upper byte of the program counter.

2: These registers can be addressed from any bank.

3: Accessible only when SSPM<3:0> = 1001.

4: This bit is unimplemented and reads as '1'.

5: See Register 6-2.

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2.2.2.1 STATUS Register

The STATUS register, shown in Register 2-1, contains:

- the arithmetic status of the ALU
- the Reset status
- the bank select bits for data memory (SRAM)

The STATUS register can be the destination for any instruction, like any other register. If the STATUS register is the destination for an instruction that affects the Z, DC or C bits, then the write to these three bits is disabled. These bits are set or cleared according to the device logic. Furthermore, the $\overline{TO}$ and $\overline{PD}$ bits are not writable. Therefore, the result of an instruction with the STATUS register as destination may be different than intended.

For example, `CLRF STATUS` will clear the upper three bits and set the Z bit. This leaves the STATUS register as '`000u u1uu`' (where u = unchanged).

It is recommended, therefore, that only `BCF`, `BSF`, `SWAPF` and `MOVWF` instructions are used to alter the STATUS register, because these instructions do not affect any Status bits. For other instructions not affecting any Status bits (Refer to **Section 21.0 "Instruction Set Summary"**).

Note 1: The C and DC bits operate as $\overline{Borrow}$ and $\overline{Digit\ Borrow}$ out bits, respectively, in subtraction.

REGISTER 2-1: STATUS: STATUS REGISTER

R/W-0	R/W-0	R/W-0	R-1	R-1	R/W-x	R/W-x	R/W-x
IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC(1)	C(1)
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **IRP:** Register Bank Select bit (used for indirect addressing)
`1` = Bank 2, 3 (100h-1FFh)
`0` = Bank 0, 1 (00h-FFh)

bit 6-5 **RP<1:0>:** Register Bank Select bits (used for direct addressing)
`00` = Bank 0 (00h-7Fh)
`01` = Bank 1 (80h-FFh)
`10` = Bank 2 (100h-17Fh)
`11` = Bank 3 (180h-1FFh)

bit 4 **$\overline{TO}$:** Time-out bit
`1` = After power-up, `CLRWDT` instruction or `SLEEP` instruction
`0` = A WDT time-out occurred

bit 3 **$\overline{PD}$:** Power-down bit
`1` = After power-up or by the `CLRWDT` instruction
`0` = By execution of the `SLEEP` instruction

bit 2 **Z:** Zero bit
`1` = The result of an arithmetic or logic operation is zero
`0` = The result of an arithmetic or logic operation is not zero

bit 1 **DC:** Digit Carry/$\overline{Digit\ Borrow}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)(1)
`1` = A carry-out from the 4th low-order bit of the result occurred
`0` = No carry-out from the 4th low-order bit of the result

bit 0 **C:** Carry/$\overline{Borrow}$ bit(1) (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)(1)
`1` = A carry-out from the Most Significant bit of the result occurred
`0` = No carry-out from the Most Significant bit of the result occurred

Note 1: For $\overline{Borrow}$, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (`RRF`, `RLF`) instructions, this bit is loaded with either the high-order or low-order bit of the source register.

2.2.2.2 OPTION register

The OPTION register, shown in Register 2-2, is a readable and writable register, which contains various control bits to configure:

- Software programmable prescaler for the Timer0/ WDT
- External RA2/INT interrupt
- Timer0
- Weak pull-ups on PORTA or PORTB

Note: To achieve a 1:1 prescaler assignment for Timer0, assign the prescaler to the WDT by setting the PSA bit of the OPTION register to '1'. Refer to **Section 12.1.3 "Software Programmable Prescaler"**.

REGISTER 2-2: OPTION_REG: OPTION REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
$\overline{\text{RABPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **$\overline{\text{RABPU}}$:** PORTA or PORTB Pull-up Enable bit
1 = PORTA or PORTB pull-ups are disabled
0 = PORTA or PORTB pull-ups are enabled by individual bits in the WPUB register

bit 6 **INTEDG:** Interrupt Edge Select bit
1 = Interrupt on rising edge of RA2/INT pin
0 = Interrupt on falling edge of RA2/INT pin

bit 5 **T0CS:** Timer0 Clock Source Select bit
1 = Transition on RA2/T0CKI pin
0 = Internal instruction cycle clock (FOSC/4)

bit 4 **T0SE:** Timer0 Source Edge Select bit
1 = Increment on high-to-low transition on RA2/T0CKI pin
0 = Increment on low-to-high transition on RA2/T0CKI pin

bit 3 **PSA:** Prescaler Assignment bit
1 = Prescaler is assigned to the WDT
0 = Prescaler is assigned to the Timer0 module

bit 2-0 **PS<2:0>:** Prescaler Rate Select bits

Bit Value	Timer0 Rate	WDT Rate
000	1 : 2	1 : 1
001	1 : 4	1 : 2
010	1 : 8	1 : 4
011	1 : 16	1 : 8
100	1 : 32	1 : 16
101	1 : 64	1 : 32
110	1 : 128	1 : 64
111	1 : 256	1 : 128

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2.2.2.3 PCON Register

The Power Control (PCON) register contains flag bits (refer to Table 3-4) to differentiate between a:

- Power-on Reset ($\overline{POR}$)
- Brown-out Reset ($\overline{BOR}$)
- Watchdog Timer Reset (WDT)
- External $\overline{MCLR}$ Reset

The PCON register also controls the software enable of the BOR.

The PCON register bits are shown in Register 2-3.

REGISTER 2-3: PCON: POWER CONTROL REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	R/W-q	R/W-q
—	—	—	—	—	—	$\overline{POR}$	$\overline{BOR}$
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown
q = Value depends on condition			

bit 7-2 **Unimplemented:** Read as ‘0’

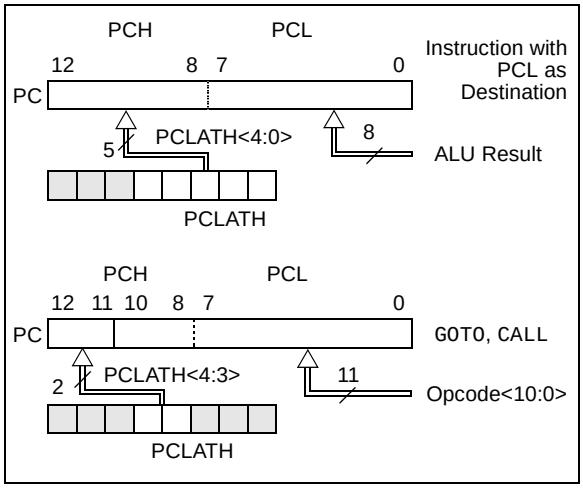
bit 1 **$\overline{POR}$:** Power-on Reset Status bit
1 = No Power-on Reset occurred
0 = A Power-on Reset occurred (must be set in software after a Power-on Reset occurs)

bit 0 **$\overline{BOR}$:** Brown-out Reset Status bit
1 = No Brown-out Reset occurred
0 = A Brown-out Reset occurred (must be set in software after a Power-on Reset or Brown-out Reset occurs)

2.3 PCL and PCLATH

The Program Counter (PC) is 13 bits wide. The low byte comes from the PCL register, which is a readable and writable register. The high byte (PC<12:8>) is not directly readable or writable and comes from PCLATH. On any Reset, the PC is cleared. Figure 2-5 shows the two situations for the loading of the PC. The upper example in Figure 2-5 shows how the PC is loaded on a write to PCL (PCLATH<4:0> → PCH). The lower example in Figure 2-5 shows how the PC is loaded during a CALL or GOTO instruction (PCLATH<4:3> → PCH).

FIGURE 2-5: LOADING OF PC IN DIFFERENT SITUATIONS



2.3.1 COMPUTED GOTO

A computed GOTO is accomplished by adding an offset to the program counter (ADDWF PCL). When performing a table read using a computed GOTO method, care should be exercised if the table location crosses a PCL memory boundary (each 256-byte block). Refer to the Application Note AN556, *"Implementing a Table Read"* (DS00556).

2.3.2 STACK

All devices have an 8-level x 13-bit wide hardware stack (refer to Figures 2-1 and 2-2). The stack space is not part of either program or data space and the Stack Pointer is not readable or writable. The PC is PUSHed onto the stack when a CALL instruction is executed or an interrupt causes a branch. The stack is POPed in the event of a RETURN, RETLW or a RETFIE instruction execution. PCLATH is not affected by a PUSH or POP operation.

The stack operates as a circular buffer. This means that after the stack has been PUSHed eight times, the ninth PUSH overwrites the value that was stored from the first PUSH. The tenth PUSH overwrites the second PUSH (and so on).

Note 1:	There are no Status bits to indicate stack overflow or stack underflow conditions.
2:	There are no instructions/mnemonics called PUSH or POP. These are actions that occur from the execution of the CALL, RETURN, RETLW and RETFIE instructions or the vectoring to an interrupt address.

2.4 Program Memory Paging

All devices are capable of addressing a continuous 8K word block of program memory. The CALL and GOTO instructions provide only 11 bits of address to allow branching within any 2K program memory page. When doing a CALL or GOTO instruction, the upper 2 bits of the address are provided by PCLATH<4:3>. When doing a CALL or GOTO instruction, the user must ensure that the page select bits are programmed so that the desired program memory page is addressed. If a return from a CALL instruction (or interrupt) is executed, the entire 13-bit PC is POPed off the stack. Therefore, manipulation of the PCLATH<4:3> bits is not required for the RETURN instructions (which POPs the address from the stack).

Note:	The contents of the PCLATH register are unchanged after a RETURN or RETFIE instruction is executed. The user must rewrite the contents of the PCLATH register for any subsequent subroutine calls or GOTO instructions.

Example 2-1 shows the calling of a subroutine in page 1 of the program memory. This example assumes that PCLATH is saved and restored by the Interrupt Service Routine (if interrupts are used).

EXAMPLE 2-1: CALL OF A SUBROUTINE IN PAGE 1 FROM PAGE 0

```
        ORG 500h
        PAGESEL SUB_P1  ;Select page 1
                        ;(800h-FFFh)
        CALL    SUB1_P1 ;Call subroutine in
        :               ;page 1 (800h-FFFh)
        :
        ORG     900h    ;page 1 (800h-FFFh)
SUB1_P1
        :               ;called subroutine
                        ;page 1 (800h-FFFh)
        :
        RETURN          ;return to
                        ;Call subroutine
                        ;in page 0
                        ;(000h-7FFh)
```


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2.5 Indirect Addressing, INDF and FSR Registers

The INDF register is not a physical register. Addressing the INDF register will cause indirect addressing.

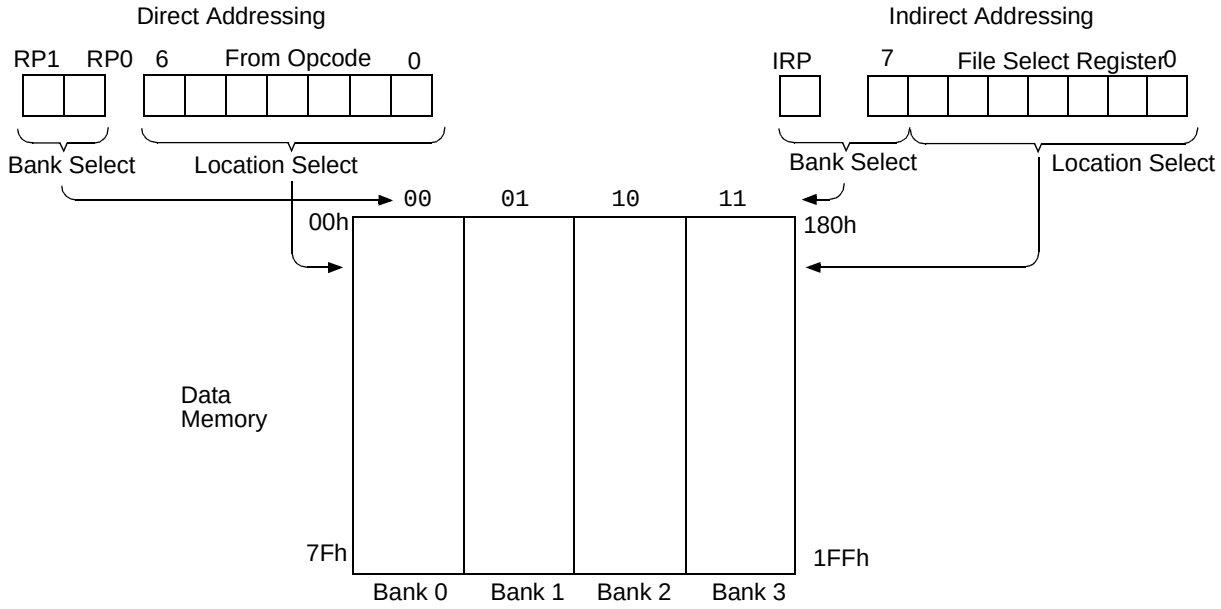
Indirect addressing is possible by using the INDF register. Any instruction using the INDF register actually accesses data pointed to by the File Select Register (FSR). Reading INDF itself indirectly will produce 00h. Writing to the INDF register indirectly results in a no operation (although Status bits may be affected). An effective 9-bit address is obtained by concatenating the 8-bit FSR register and the IRP bit of the STATUS register, as shown in Figure 2-6.

A simple program to clear RAM location 020h-02Fh using indirect addressing is shown in Example 2-2.

EXAMPLE 2-2: INDIRECT ADDRESSING

```
    MOVLW020h  ;initialize pointer
    MOVWFFSR   ;to RAM
    BANKISEL020h
NEXTCLRFINDF   ;clear INDF register
    INCFFSR    ;inc pointer
    BTFSSFSR,4 ;all done?
    GOTONEXT   ;no clear next
CONTINUE       ;yes continue
```

FIGURE 2-6: DIRECT/INDIRECT ADDRESSING



Note: For memory map detail, refer to Figures 2-3 and 2-4.

NOTES:

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3.0 RESETS

The PIC16F/LF720/721 differentiates between various kinds of Reset:

a) Power-on Reset (POR)
b) WDT Reset during normal operation
c) WDT Reset during Sleep
d) $\overline{\text{MCLR}}$ Reset during normal operation
e) $\overline{\text{MCLR}}$ Reset during Sleep
f) Brown-out Reset (BOR)

Some registers are not affected in any Reset condition; their status is unknown on POR and unchanged in any other Reset. Most other registers are reset to a "Reset state" on:

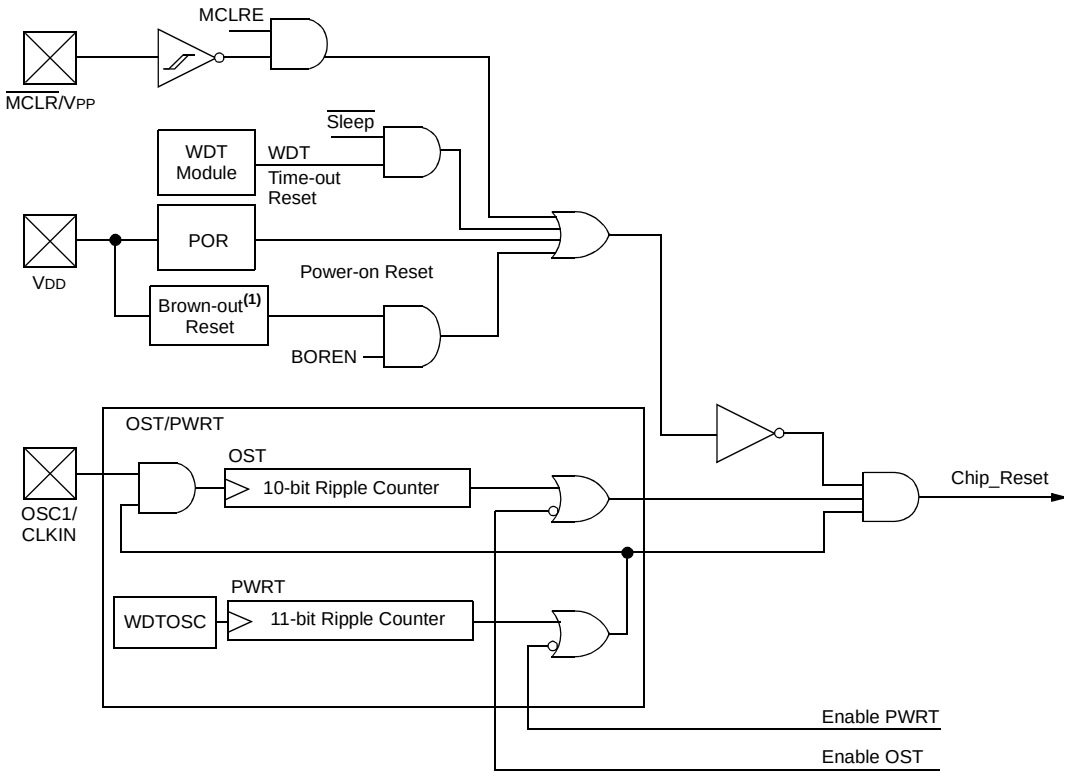
- Power-on Reset (POR)
- $\overline{\text{MCLR}}$ Reset
- $\overline{\text{MCLR}}$ Reset during Sleep
- WDT Reset
- Brown-out Reset (BOR)

Most registers are not affected by a WDT wake-up since this is viewed as the resumption of normal operation. $\overline{\text{TO}}$ and $\overline{\text{PD}}$ bits are set or cleared differently in different Reset situations, as indicated in Table 3-5. These bits are used in software to determine the nature of the Reset.

A simplified block diagram of the On-Chip Reset Circuit is shown in Figure 3-1.

The $\overline{\text{MCLR}}$ Reset path has a noise filter to detect and ignore small pulses. See **Section 23.0 "Electrical Specifications"** for pulse width specifications.

FIGURE 3-1: SIMPLIFIED BLOCK DIAGRAM OF ON-CHIP RESET CIRCUIT



Note 1: Refer to the Configuration Word Register 1 (Register 8-1).

TABLE 3-1: STATUS BITS AND THEIR SIGNIFICANCE

$\overline{POR}$	$\overline{BOR}$	$\overline{TO}$	$\overline{PD}$	Condition
0	x	1	1	Power-on Reset or LDO Reset
0	x	0	x	Illegal, $\overline{TO}$ is set on $\overline{POR}$
0	x	x	0	Illegal, $\overline{PD}$ is set on $\overline{POR}$
1	0	1	1	Brown-out Reset
1	1	0	1	WDT Reset
1	1	0	0	WDT Wake-up
1	1	u	u	$\overline{MCLR}$ Reset during normal operation
1	1	1	0	$\overline{MCLR}$ Reset during Sleep or interrupt wake-up from Sleep

TABLE 3-2: RESET CONDITION FOR SPECIAL REGISTERS(2)

Condition	Program Counter	STATUS Register	PCON Register
Power-on Reset	0000h	0001 1xxx	---- --0x
$\overline{MCLR}$ Reset during normal operation	0000h	000u uuuu	---- --uu
$\overline{MCLR}$ Reset during Sleep	0000h	0001 0uuu	---- --uu
WDT Reset	0000h	0000 1uuu	---- --uu
WDT Wake-up	PC + 1	uuu0 0uuu	---- --uu
Brown-out Reset	0000h	0001 1uuu	---- --u0
Interrupt Wake-up from Sleep	PC + 1(1)	uuu1 0uuu	---- --uu

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0'.

Note 1: When the wake-up is due to an interrupt and Global Interrupt Enable bit (GIE) is set, the return address is pushed on the stack and PC is loaded with the interrupt vector (0004h) after execution of PC + 1.

2: If a Status bit is not implemented, that bit will be read as '0'.

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3.1 MCLR

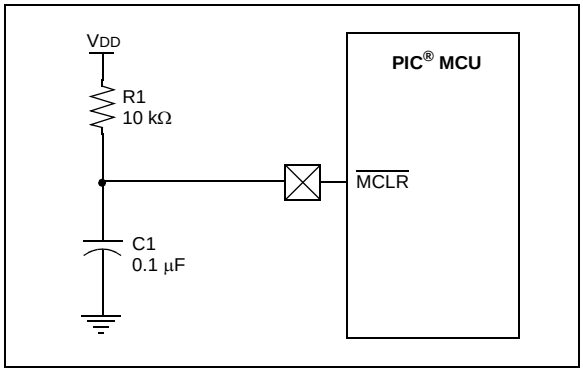
The PIC16F/LF720/721 has a noise filter in the MCLR Reset path. The filter will detect and ignore small pulses.

It should be noted that a Reset does not drive the MCLR pin low.

Voltages applied to the pin that exceed its specification can result in both MCLR Resets and excessive current beyond the device specification during the ESD event. For this reason, Microchip recommends that the MCLR pin no longer be tied directly to VDD. The use of an RC network, as shown in Figure 3-2, is suggested.

An internal MCLR option is enabled by clearing the MCLRE bit in the Configuration Word register. When MCLRE = 0, the Reset signal to the chip is generated internally. When the MCLRE = 1, the RA3/MCLR pin becomes an external Reset input. In this mode, the RA3/MCLR pin has a weak pull-up to VDD. In-Circuit Serial Programming™ is not affected by selecting the internal MCLR option.

FIGURE 3-2: RECOMMENDED MCLR CIRCUIT



3.2 Power-on Reset (POR)

The on-chip POR circuit holds the chip in Reset until VDD has reached a high enough level for proper operation. A maximum rise time for VDD is required. See **Section 23.0 "Electrical Specifications"** for details. If the BOR is enabled, the maximum rise time specification does not apply. The BOR circuitry will keep the device in Reset until VDD reaches VBOR (see **Section 3.5 "Brown-Out Reset (BOR)"**).

When the device starts normal operation (exits the Reset condition), device operating parameters (i.e., voltage, frequency, temperature, etc.) must be met to ensure operation. If these conditions are not met, the device must be held in Reset until the operating conditions are met.

For additional information, refer to Application Note AN607, *"Power-up Trouble Shooting"* (DS00607).

3.3 Power-up Timer (PWRT)

The Power-up Timer provides a fixed 72 ms (nominal) time out on power-up only, from POR or Brown-out Reset. The Power-up Timer operates from the WDT oscillator. For more information, see **Section 7.3 "Internal Clock Modes"**. The chip is kept in Reset as long as PWRT is active. The PWRT delay allows the VDD to rise to an acceptable level. A Configuration bit, PWRTE, can disable (if set) or enable (if cleared or programmed) the Power-up Timer. The Power-up Timer should be enabled when Brown-out Reset is enabled, although it is not required.

The Power-up Timer delay will vary from chip-to-chip and vary due to:

- VDD variation
- Temperature variation
- Process variation

See DC parameters for details (**Section 23.0 "Electrical Specifications"**).

Note:	The Power-up Timer is enabled by the PWRTE bit in the Configuration Word.

3.4 Watchdog Timer (WDT)

The WDT has the following features:

- Shares an 8-bit prescaler with Timer0
- Time-out period is from 17 ms to 2.2 seconds, nominal
- Enabled by a Configuration bit

WDT is cleared under certain conditions described in Table 3-3.

3.4.1 WDT OSCILLATOR

The WDT derives its time base from 31 kHz internal oscillator.

3.4.2 WDT CONTROL

The WDTE bit is located in the Configuration Word Register 1. When set, the WDT runs continuously.

The PSA and PS<2:0> bits of the OPTION register control the WDT period. See **Section 12.0 "Timer0 Module"** for more information.

FIGURE 3-1: WATCHDOG TIMER BLOCK DIAGRAM

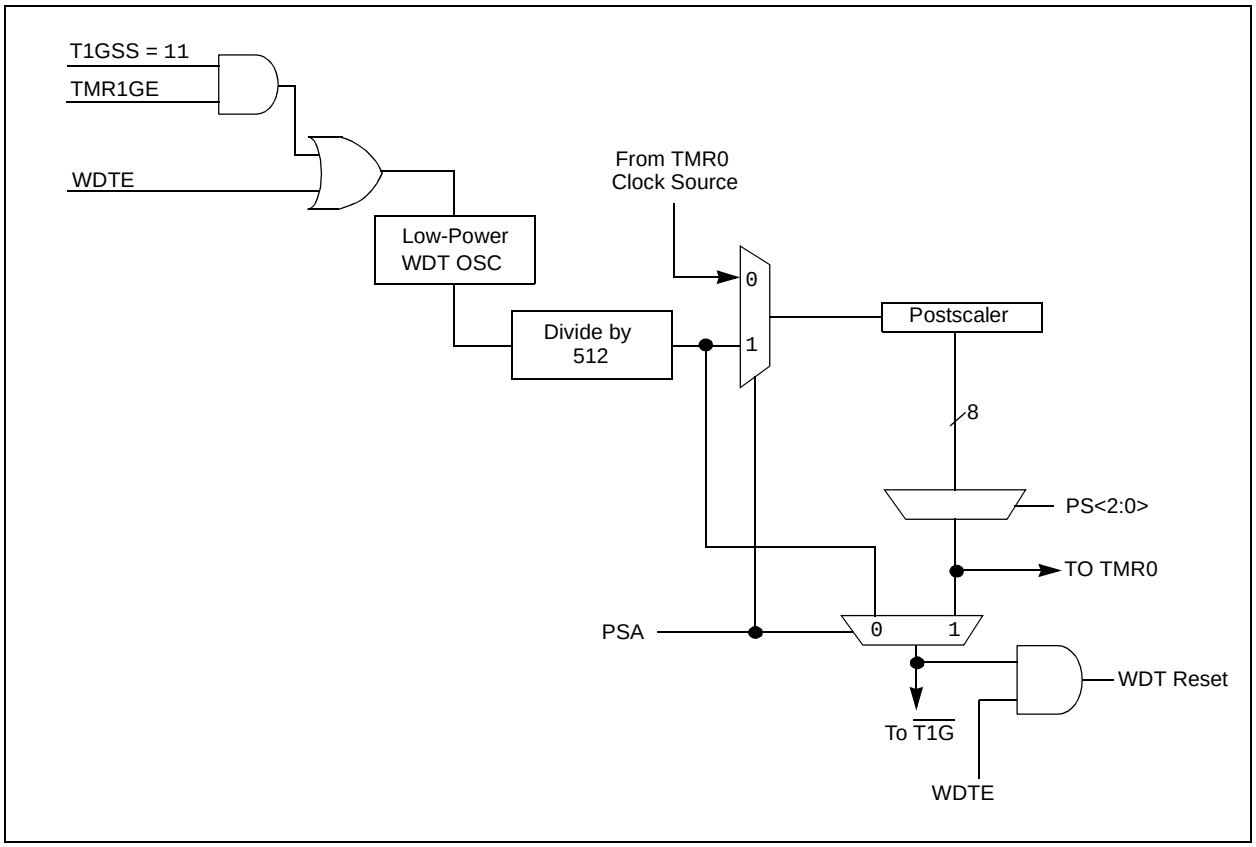


TABLE 3-3: WDT STATUS

Conditions	WDT
WDTE = 0	Cleared
CLRWDT Command	
Exit Sleep + System Clock = INTOSC, EXTCLK	

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3.5 Brown-Out Reset (BOR)

Brown-out Reset is enabled by programming the BOREN<1:0> bits in the Configuration register.

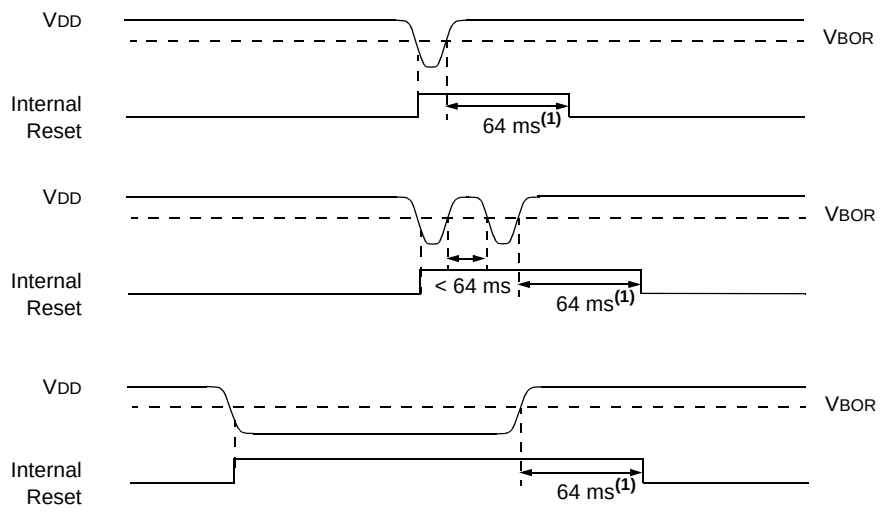
Between the POR and BOR, complete voltage range coverage for execution protection can be implemented.

Two bits are used to enable the BOR. When BOREN = 11, the BOR is always enabled. When BOREN = 10, the BOR is enabled, but disabled during Sleep. When BOREN = 0X, the BOR is disabled.

If VDD falls below VBOR for greater than parameter (TBOR) (see **Section 23.0 "Electrical Specifications"**), the Brown-out situation will reset the device. This will occur regardless of VDD slew rate. A Reset is not ensured to occur if VDD falls below VBOR for more than parameter (TBOR).

If VDD drops below VBOR while the Power-up Timer is running, the chip will go back into a Brown-out Reset and the Power-up Timer will be re-initialized. Once VDD rises above VBOR, the Power-up Timer will execute a 64 ms Reset.

FIGURE 3-3: BROWN-OUT SITUATIONS



Note 1: 64 ms delay only if $\overline{\text{PWRTE}}$ bit is programmed to '0'.

3.6 Time-out Sequence

On power-up, the time-out sequence is as follows: first, PWRT time-out is invoked after POR has expired, then OST is activated after the PWRT time-out has expired. The total time-out will vary based on oscillator configuration and $\overline{PWRTE}$ bit status. For example, in EC mode with $\overline{PWRTE}$ bit = 1 (PWRT disabled), there will be no time-out at all. Figure 3-4, Figure 3-5 and Figure 3-6 depict time-out sequences.

Since the time-outs occur from the POR pulse, if $\overline{MCLR}$ is kept low long enough, the time-outs will expire. Then, bringing $\overline{MCLR}$ high will begin execution immediately (see Figure 3-5). This is useful for testing purposes or to synchronize more than one PIC16F/LF720/721 device operating in parallel.

Table 3-5 shows the Reset conditions for some special registers.

3.7 Power Control (PCON) Register

The Power Control (PCON) register has two Status bits to indicate what type of Reset that last occurred.

Bit 0 is $\overline{BOR}$ (Brown-out Reset). $\overline{BOR}$ is unknown on Power-on Reset. It must then be set by the user and checked on subsequent Resets to see if $\overline{BOR}$ = 0, indicating that a Brown-out has occurred. The $\overline{BOR}$ Status bit is a “don’t care” and is not necessarily predictable if the brown-out circuit is disabled (BOREN<1:0> = 00 in the Configuration Word register).

Bit 1 is $\overline{POR}$ (Power-on Reset). It is a ‘0’ on Power-on Reset and unaffected otherwise. The user must write a ‘1’ to this bit following a Power-on Reset. On a subsequent Reset, if $\overline{POR}$ is ‘0’, it will indicate that a Power-on Reset has occurred (i.e., VDD may have gone too low).

For more information, see **Section 3.5 “Brown-Out Reset (BOR)”**.

TABLE 3-4: TIME-OUT IN VARIOUS SITUATIONS

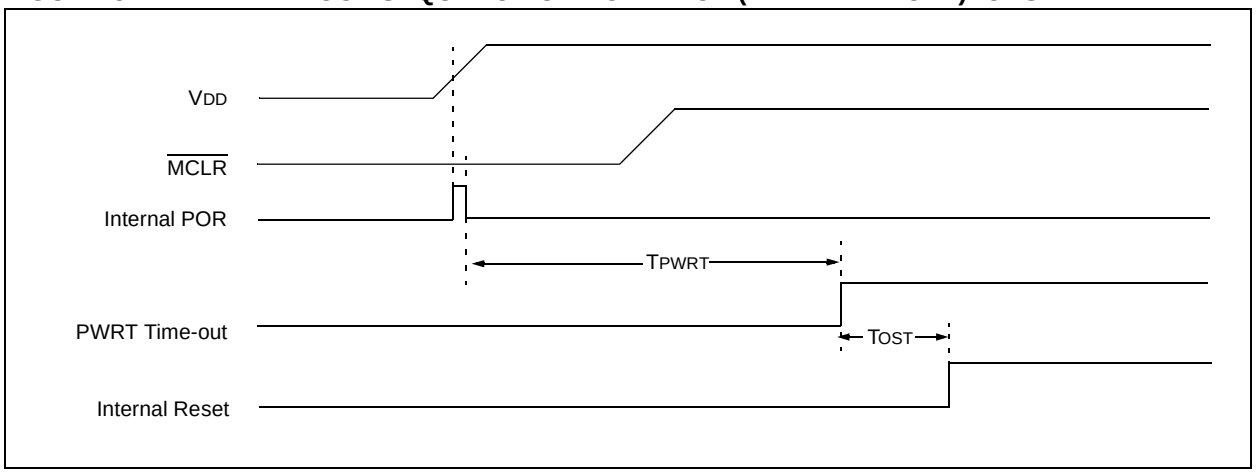
Oscillator Configuration	Power-up		Brown-out Reset		Wake-up from Sleep
	$\overline{PWRTE}$ = 0	$\overline{PWRTE}$ = 1	$\overline{PWRTE}$ = 0	$\overline{PWRTE}$ = 1	
EC, INTOSC	TPWRT	—	TPWRT	—	—

TABLE 3-5: RESET BITS AND THEIR SIGNIFICANCE

$\overline{POR}$	$\overline{BOR}$	$\overline{TO}$	$\overline{PD}$	Condition
0	u	1	1	Power-on Reset
1	0	1	1	Brown-out Reset
u	u	0	u	WDT Reset
u	u	0	0	WDT Wake-up
u	u	u	u	$\overline{MCLR}$ Reset during normal operation
u	u	1	0	$\overline{MCLR}$ Reset during Sleep

Legend: u = unchanged, x = unknown

FIGURE 3-4: TIME-OUT SEQUENCE ON POWER-UP (DELAYED $\overline{MCLR}$): CASE 1



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FIGURE 3-5: TIME-OUT SEQUENCE ON POWER-UP (DELAYED $\overline{\text{MCLR}}$): CASE 2

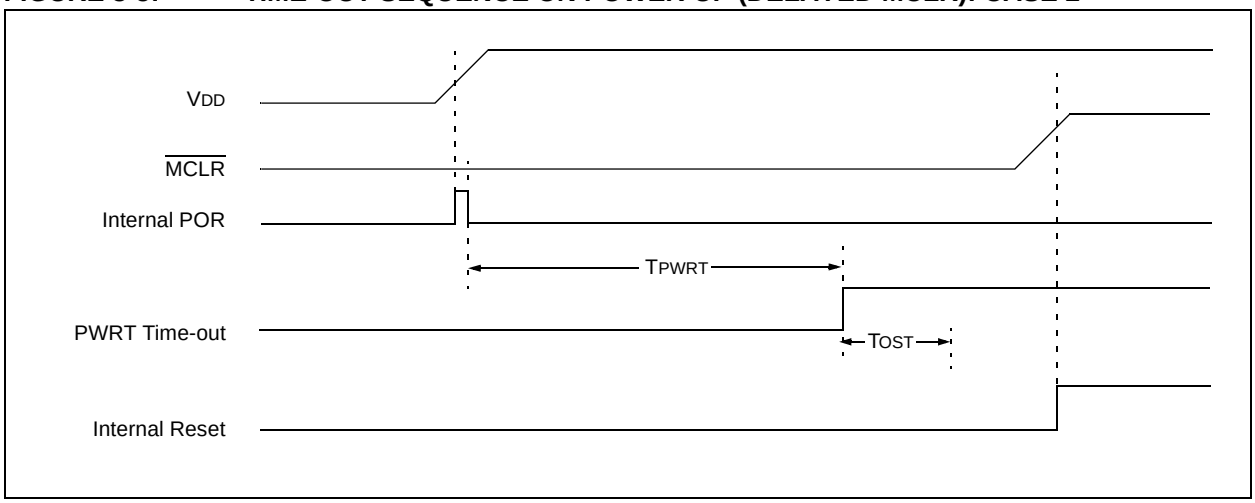


FIGURE 3-6: TIME-OUT SEQUENCE ON POWER-UP ($\overline{\text{MCLR}}$ WITH VDD): CASE 3

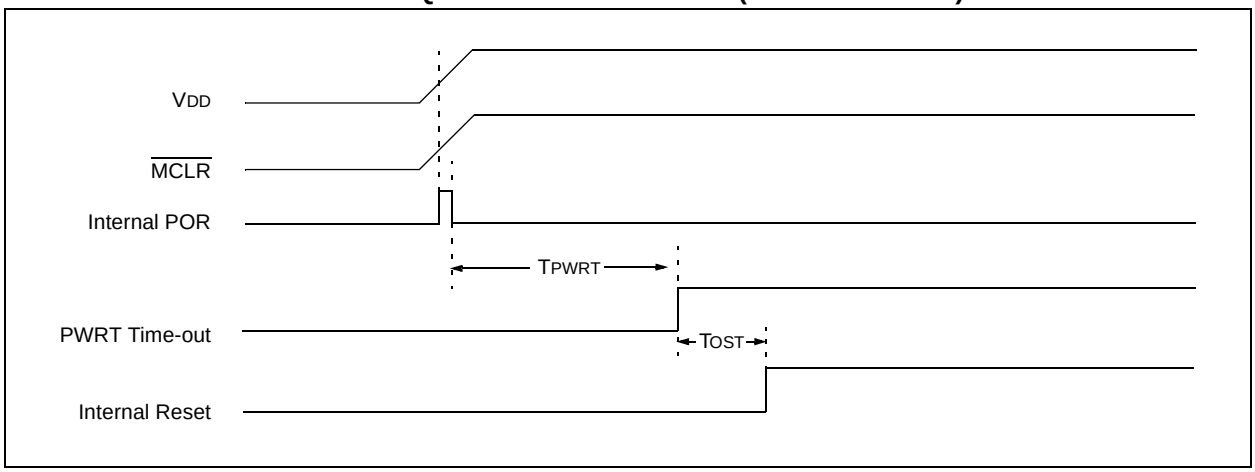


TABLE 3-6: INITIALIZATION CONDITION FOR REGISTERS

Register	Address	Power-on Reset/ Brown-out Reset(1)	$\overline{\text{MCLR}}$ Reset/ WDT Reset	Wake-up from Sleep through Interrupt/Time-out
W	—	xxxx xxxx	uuuu uuuu	uuuu uuuu
INDF	00h/80h/ 100h/180h	xxxx xxxx	xxxx xxxx	uuuu uuuu
TMR0	01h/101h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	02h/82h/ 102h/182h	0000 0000	0000 0000	PC + 1(3)
STATUS	03h/83h/ 103h/183h	0001 1xxx	000q quuu(4)	uuuq quuu(4)
FSR	04h/84h/ 104h/184h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	05h	--xx xxxx	--xx xxxx	--uu uuuu
PORTB	06h	xxxx ----	xxxx ----	uuuu ----
PORTC	07h	xxxx xxxx	xxxx xxxx	uuuu uuuu
PCLATH	0Ah/8Ah/ 10Ah/18Ah	---0 0000	---0 0000	---u uuuu
INTCON	0Bh/8Bh/ 10Bh/18Bh	0000 000x	0000 000x	uuuu uuuu(2)
PIR1	0Ch	0000 0000	0000 0000	uuuu uuuu(2)
TMR1L	0Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
TMR1H	0Fh	xxxx xxxx	uuuu uuuu	uuuu uuuu
T1CON	10h	0000 -0-0	0000 -0-0	uuuu -u-u
TMR2	11h	0000 0000	0000 0000	uuuu uuuu
T2CON	12h	-000 0000	-000 0000	-uuu uuuu
SSPBUF	13h	xxxx xxxx	xxxx xxxx	uuuu uuuu
SSPCON	14h	0000 0000	0000 0000	uuuu uuuu
CCPR1L	15h	xxxx xxxx	xxxx xxxx	uuuu uuuu
CCPR1H	16h	xxxx xxxx	xxxx xxxx	uuuu uuuu
CCP1CON	17h	--00 0000	--00 0000	--uu uuuu
RCSTA	18h	0000 000x	0000 000x	uuuu uuuu
TXREG	19h	0000 0000	0000 0000	uuuu uuuu
RCREG	1Ah	0000 0000	0000 0000	uuuu uuuu
ADRES	1Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADCON0	1Fh	--00 0000	--00 0000	--uu uuuu
OPTION_REG	81h/181h	1111 1111	1111 1111	uuuu uuuu
TRISA	85h	--11 -111	--11 -111	--uu -uuu
TRISB	86h	1111 ----	1111 ----	uuuu ----
TRISC	87h	1111 1111	1111 1111	uuuu uuuu
PIE1	8Ch	0000 0000	0000 0000	uuuu uuuu

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0', q = value depends on condition.

Note 1: If VDD goes too low, Power-on Reset will be activated and registers will be affected differently.

2: One or more bits in INTCON and/or PIR1 will be affected (to cause wake-up).

3: When the wake-up is due to an interrupt and the GIE bit is set, the PC is loaded with the interrupt vector (0004h).

4: See Table 3-8 for Reset value for specific condition.

5: If Reset was due to brown-out, then bit 0 = 0. All other Resets will cause bit 0 = u.

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TABLE 3-6: INITIALIZATION CONDITION FOR REGISTERS (CONTINUED)

Register	Address	Power-on Reset/ Brown-out Reset(1)	$\overline{\text{MCLR}}$ Reset/ WDT Reset	Wake-up from Sleep through Interrupt/Time-out
PCON	8Eh	---- --qq	---- --uu(1,5)	---- --uu
T1GCON	8Fh	0000 0x00	uuuu uxuu	uuuu uxuu
OSCCON	90h	--10 qq--	--10 qq--	--uu qq--
OSCTUNE	91h	--00 0000	--uu uuuu	--uu uuuu
PR2	92h	1111 1111	1111 1111	uuuu uuuu
SSPADD	93h	0000 0000	0000 0000	uuuu uuuu
SSPMSK	93h	1111 1111	1111 1111	uuuu uuuu
SSPSTAT	94h	0000 0000	0000 0000	uuuu uuuu
WPUB	115h	1111 ----	1111 ----	uuuu ----
WPUA	95h	--11 1111	--11 1111	--uu uuuu
IOCB	116h	0000 ----	0000 ----	uuuu ----
IOCA	96h	--00 0000	--00 0000	--uu uuuu
TXSTA	98h	0000 -010	0000 -010	uuuu -uuu
SPBRG	99h	0000 0000	0000 0000	uuuu uuuu
FVRCON	9Dh	q000 --00	q000 --00	uuuu --uu
ADCON1	9Fh	-000 ----	-000 ----	-uuu ----
PMDATL	10Ch	xxxx xxxx	xxxx xxxx	uuuu uuuu
PMADRL	10Dh	0000 0000	0000 0000	uuuu uuuu
PMDATH	10Eh	--xx xxxx	--xx xxxx	--uu uuuu
PMADRH	10Fh	---0 0000	---0 0000	---u uuuu
ANSELA	185h	---1 -111	---1 -111	---u -uuu
ANSELB	186h	--11 ----	--11 ----	--uu ----
ANSELC	187h	11-- 1111	11-- 1111	uu-- uuuu
PMCON1	18Ch	1000 -000	1000 -000	1000 -000

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0', q = value depends on condition.

Note 1: If VDD goes too low, Power-on Reset will be activated and registers will be affected differently.

2: One or more bits in INTCON and/or PIR1 will be affected (to cause wake-up).

3: When the wake-up is due to an interrupt and the GIE bit is set, the PC is loaded with the interrupt vector (0004h).

4: See Table 3-8 for Reset value for specific condition.

5: If Reset was due to brown-out, then bit 0 = 0. All other Resets will cause bit 0 = u.

TABLE 3-7: INITIALIZATION CONDITION FOR SPECIAL REGISTERS

Condition	Program Counter	STATUS Register	PCON Register
Power-on Reset	0000h	0001 1xxx	---- --0x
$\overline{MCLR}$ Reset during normal operation	0000h	000u uuuu	---- --uu
$\overline{MCLR}$ Reset during Sleep	0000h	0001 0uuu	---- --uu
WDT Reset	0000h	0000 uuuu	---- --uu
WDT Wake-up	PC + 1	uuu0 0uuu	---- --uu
Brown-out Reset	0000h	0001 1xxx	---- --10
Interrupt Wake-up from Sleep	PC + 1(1)	uuu1 0uuu	---- --uu

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0'.

Note 1: When the wake-up is due to an interrupt and Global Interrupt Enable bit (GIE) is set, the PC is loaded with the interrupt vector (0004h) after execution of PC + 1.

TABLE 3-8: SUMMARY OF REGISTERS ASSOCIATED WITH RESETS

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets(1)
STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	000q quuu
PCON	—	—	—	—	—	—	$\overline{POR}$	$\overline{BOR}$	---- --qq	---- --uu

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0', q = value depends on condition. Shaded cells are not used by Resets.

Note 1: Other (non Power-up) Resets include $\overline{MCLR}$ Reset and Watchdog Timer Reset during normal operation.

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4.0 INTERRUPTS

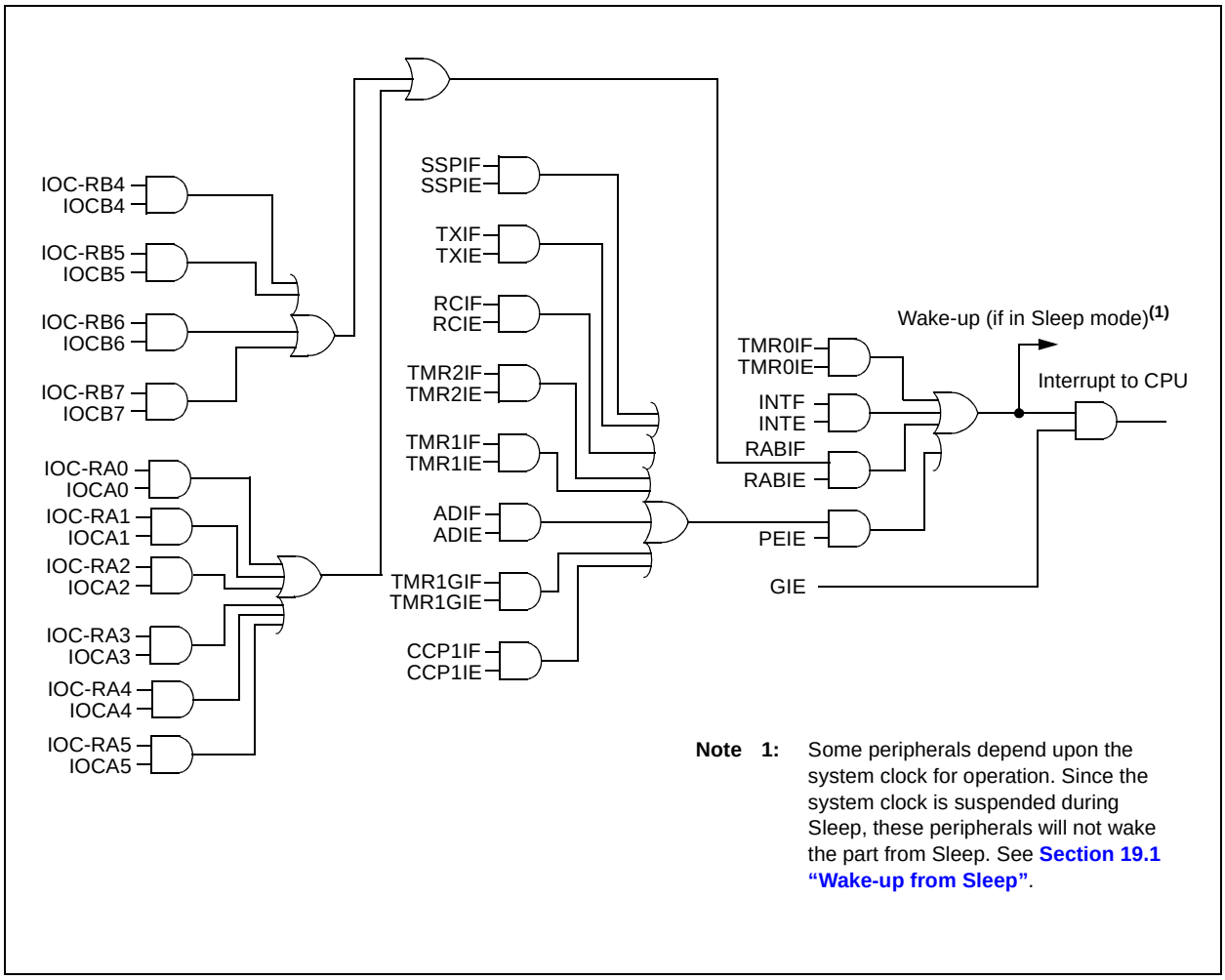
The PIC16F/LF720/721 device family features an interruptible core, allowing certain events to preempt normal program flow. An Interrupt Service Routine (ISR) is used to determine the source of the interrupt and act accordingly. Some interrupts can be configured to wake the MCU from Sleep mode.

The PIC16F/LF720/721 device family has 12 interrupt sources, differentiated by corresponding interrupt enable and flag bits:

- Timer0 Overflow Interrupt
- External Edge Detect on INT Pin Interrupt
- PORTA and PORTB Change Interrupt
- Timer1 Gate Interrupt
- A/D Conversion Complete Interrupt
- AUSART Receive Interrupt
- AUSART Transmit Interrupt
- SSP Event Interrupt
- CCP1 Event Interrupt
- Timer2 Match with PR2 Interrupt
- Timer1 Overflow Interrupt

A block diagram of the interrupt logic is shown in Figure 4-1.

FIGURE 4-1: INTERRUPT LOGIC



Note 1: Some peripherals depend upon the system clock for operation. Since the system clock is suspended during Sleep, these peripherals will not wake the part from Sleep. See **Section 19.1 "Wake-up from Sleep"**.

4.1 Operation

Interrupts are disabled upon any device Reset. They are enabled by setting the following bits:

- GIE bit of the INTCON register
- Interrupt Enable bit(s) for the specific interrupt event(s)
- PEIE bit of the INTCON register (if the Interrupt Enable bit of the interrupt event is contained in the PIE1 register)

The INTCON and PIR1 registers record individual interrupts via interrupt flag bits. Interrupt flag bits will be set, regardless of the status of the GIE, PEIE and individual Interrupt Enable bits.

The following events happen when an interrupt event occurs while the GIE bit is set:

- Current prefetched instruction is flushed
- GIE bit is cleared
- Current Program Counter (PC) is pushed onto the stack
- PC is loaded with the interrupt vector 0004h

The ISR determines the source of the interrupt by polling the interrupt flag bits. The interrupt flag bits must be cleared before exiting the ISR to avoid repeated interrupts. Because the GIE bit is cleared, any interrupt that occurs while executing the ISR will be recorded through its Interrupt Flag, but will not cause the processor to redirect to the interrupt vector.

The `RETFIE` instruction exits the ISR by popping the previous address from the stack and setting the GIE bit.

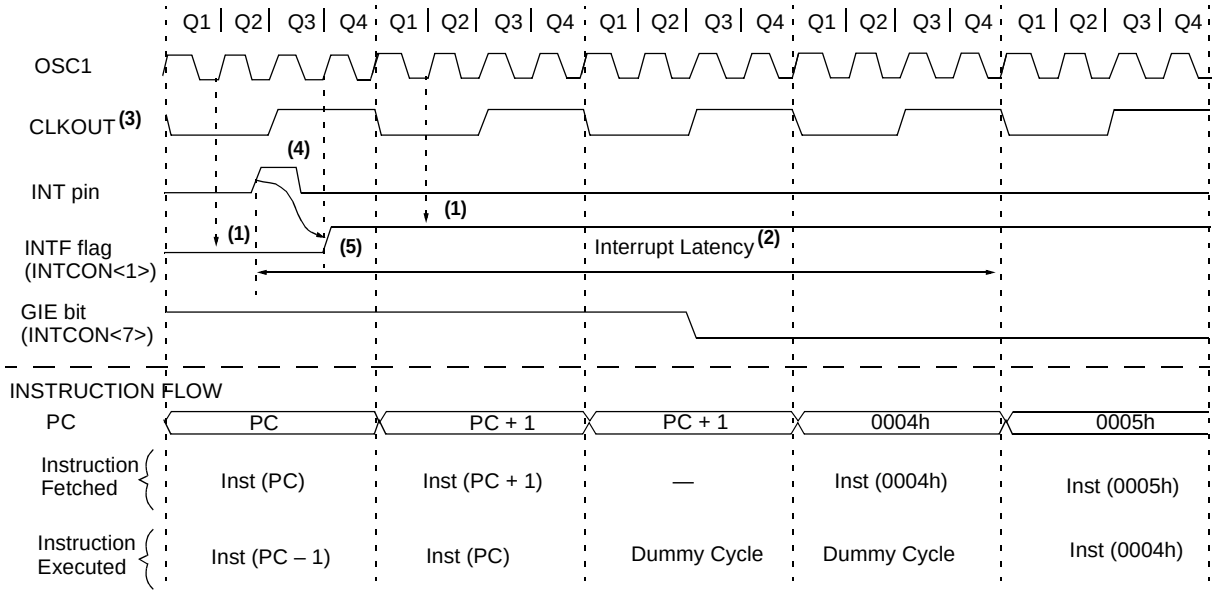
For additional information on a specific interrupt's operation, refer to its peripheral chapter.

Note 1:	Individual interrupt flag bits are set, regardless of the state of any other enable bits.
2:	All interrupts will be ignored while the GIE bit is cleared. Any interrupt occurring while the GIE bit is clear will be serviced when the GIE bit is set again.

4.2 Interrupt Latency

Interrupt latency is defined as the time from when the interrupt event occurs to the time code execution at the interrupt vector begins. The latency for synchronous interrupts is 3 instruction cycles. For asynchronous interrupts, the latency is 3 to 4 instruction cycles, depending on when the interrupt occurs. See Figure 4-2 for timing details.

FIGURE 4-2: INT PIN INTERRUPT TIMING



Note 1: INTF flag is sampled here (every Q1).

2: Asynchronous interrupt latency = 3-4 TCY. Synchronous latency = 3 TCY, where TCY = instruction cycle time. Latency is the same whether Inst (PC) is a single cycle or a 2-cycle instruction.

3: CLKOUT is available only in INTOSC and RC Oscillator modes.

4: For minimum width of INT pulse, refer to AC specifications in **Section 23.0 "Electrical Specifications"**.

5: INTF is enabled to be set any time during the Q4-Q1 cycles.

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4.3 Interrupts During Sleep

Some interrupts can be used to wake from Sleep. To wake from Sleep, the peripheral must be able to operate without the system clock. The interrupt source must have the appropriate Interrupt Enable bit(s) set prior to entering Sleep.

On waking from Sleep, if the GIE bit is also set, the processor will branch to the interrupt vector. Otherwise, the processor will continue executing instructions after the SLEEP instruction. The instruction directly after the SLEEP instruction will always be executed before branching to the ISR. Refer to the **Section 19.0 "Power-Down Mode (Sleep)"** for more details.

4.4 INT Pin

The external interrupt, INT pin, causes an asynchronous, edge-triggered interrupt. The INTEDG bit of the OPTION register determines on which edge the interrupt will occur. When the INTEDG bit is set, the rising edge will cause the interrupt. When the INTEDG bit is clear, the falling edge will cause the interrupt. The INTF bit of the INTCON register will be set when a valid edge appears on the INT pin. If the GIE and INTE bits are also set, the processor will redirect program execution to the interrupt vector. This interrupt is disabled by clearing the INTE bit of the INTCON register.

4.5 Context Saving

When an interrupt occurs, only the return PC value is saved to the stack. If the ISR modifies or uses an instruction that modifies key registers, their values must be saved at the beginning of the ISR and restored when the ISR completes. This prevents instructions following the ISR from using invalid data. Examples of key registers include the W, STATUS, FSR and PCLATH registers.

Note:	The microcontroller does not normally require saving the PCLATH register. However, if computed GOTOs are used, the PCLATH register must be saved at the beginning of the ISR and restored when the ISR is complete to ensure correct program flow.

The code shown in Example 4-1 can be used to do the following.

- Save the W register
- Save the STATUS register
- Save the PCLATH register
- Execute the ISR program
- Restore the PCLATH register
- Restore the STATUS register
- Restore the W register

Since most instructions modify the W register, it must be saved immediately upon entering the ISR. The SWAPF instruction is used when saving and restoring the W and STATUS registers because it will not affect any bits in the STATUS register. It is useful to place W_TEMP in shared memory because the ISR cannot predict which bank will be selected when the interrupt occurs.

The processor will branch to the interrupt vector by loading the PC with 0004h. The PCLATH register will remain unchanged. This requires the ISR to ensure that the PCLATH register is set properly before using an instruction that causes PCLATH to be loaded into the PC. See **Section 2.3 "PCL and PCLATH"** for details on PC operation.

EXAMPLE 4-1: SAVING W, STATUS AND PCLATH REGISTERS IN RAM

```
MOVWFW_TEMP         ;Copy W to W_TEMP register
SWAPFSTATUS,W       ;Swap status to be saved into W
                    ;Swaps are used because they do not affect the status bits
BANKSELSTATUS_TEMP ;Select regardless of current bank
MOVWFSTATUS_TEMP   ;Copy status to bank zero STATUS_TEMP register
MOVF    PCLATH,W   ;Copy PCLATH to W register
MOVWF   PCLATH_TEMP   ;Copy W register to PCLATH_TEMP
:
:(ISR)              ;Insert user code here
:
BANKSELSTATUS_TEMP ;Select regardless of current bank
MOVF    PCLATH_TEMP,W;
MOVWF   PCLATH      ;Restore PCLATH
SWAPFSTATUS_TEMP,W ;Swap STATUS_TEMP register into W
                    ;(sets bank to original state)
MOVWFSTATUS         ;Move W into STATUS register
SWAPFW_TEMP,F       ;Swap W_TEMP
SWAPFW_TEMP,W       ;Swap W_TEMP into W
```

4.5.1 INTCON REGISTER

The INTCON register is a readable and writable register, which contains the various enable and flag bits for TMR0 register overflow, PORTB change and external RA2/INT pin interrupts.

Note:	Interrupt flag bits are set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the Global Interrupt Enable bit, GIE of the INTCON register. User software should ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.

REGISTER 4-1: INTCON: INTERRUPT CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-x
GIE	PEIE	TMR0IE	INTE	RABIE(1)	TMR0IF(2)	INTF	RABIF
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **GIE:** Global Interrupt Enable bit
1 = Enables all unmasked interrupts
0 = Disables all interrupts

bit 6 **PEIE:** Peripheral Interrupt Enable bit
1 = Enables all unmasked peripheral interrupts
0 = Disables all peripheral interrupts

bit 5 **TMR0IE:** Timer0 Overflow Interrupt Enable bit
1 = Enables the Timer0 interrupt
0 = Disables the Timer0 interrupt

bit 4 **INTE:** RA2/INT External Interrupt Enable bit
1 = Enables the RA2/INT external interrupt
0 = Disables the RA2/INT external interrupt

bit 3 **RABIE:** PORTA or PORTB Change Interrupt Enable bit(1)
1 = Enables the PORTA or PORTB change interrupt
0 = Disables the PORTA or PORTB change interrupt

bit 2 **TMR0IF:** Timer0 Overflow Interrupt Flag bit(2)
1 = TMR0 register has overflowed (must be cleared in software)
0 = TMR0 register did not overflow

bit 1 **INTF:** RA2/INT External Interrupt Flag bit
1 = The RA2/INT external interrupt occurred (must be cleared in software)
0 = The RA2/INT external interrupt did not occur

bit 0 **RABIF:** PORTA or PORTB Change Interrupt Flag bit
1 = When at least one of the PORTA or PORTB general purpose I/O pins changed state (must be cleared in software)
0 = None of the PORTA or PORTB general purpose I/O pins have changed state

Note 1: The appropriate bits in the IOCB register must also be set.
2: TMR0IF bit is set when Timer0 rolls over. Timer0 is unchanged on Reset and should be initialized before clearing TMR0IF bit.

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4.5.2 PIE1 REGISTER

The PIE1 register contains the interrupt enable bits, as shown in Register 4-2.

Note: Bit PEIE of the INTCON register must be set to enable any peripheral interrupt.

REGISTER 4-2: PIE1: PERIPHERAL INTERRUPT ENABLE REGISTER 1

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **TMR1GIE:** Timer1 Gate Interrupt Enable bit
1 = Enable the Timer1 gate acquisition complete interrupt
0 = Disable the Timer1 gate acquisition complete interrupt

bit 6 **ADIE:** A/D Converter (ADC) Interrupt Enable bit
1 = Enables the ADC interrupt
0 = Disables the ADC interrupt

bit 5 **RCIE:** USART Receive Interrupt Enable bit
1 = Enables the USART receive interrupt
0 = Disables the USART receive interrupt

bit 4 **TXIE:** USART Transmit Interrupt Enable bit
1 = Enables the USART transmit interrupt
0 = Disables the USART transmit interrupt

bit 3 **SSPIE:** Synchronous Serial Port (SSP) Interrupt Enable bit
1 = Enables the SSP interrupt
0 = Disables the SSP interrupt

bit 2 **CCP1IE:** CCP1 Interrupt Enable bit
1 = Enables the CCP1 interrupt
0 = Disables the CCP1 interrupt

bit 1 **TMR2IE:** TMR2 to PR2 Match Interrupt Enable bit
1 = Enables the Timer2 to PR2 match interrupt
0 = Disables the Timer2 to PR2 match interrupt

bit 0 **TMR1IE:** Timer1 Overflow Interrupt Enable bit
1 = Enables the Timer1 overflow interrupt
0 = Disables the Timer1 overflow interrupt

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4.5.3 PIR1 REGISTER

The PIR1 register contains the interrupt flag bits, as shown in Register 4-3.

Note: Interrupt flag bits are set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the Global Interrupt Enable bit, GIE of the INTCON register. User software should ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.

REGISTER 4-3: PIR1: PERIPHERAL INTERRUPT REQUEST REGISTER 1

R/W-0	R/W-0	R-0	R-0	R/W-0	R/W-0	R/W-0	R/W-0
TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **TMR1GIF:** Timer1 Gate Interrupt Flag bit
1 = Timer1 gate is inactive
0 = Timer1 gate is active

bit 6 **ADIF:** A/D Converter Interrupt Flag bit
1 = A/D conversion complete (must be cleared in software)
0 = A/D conversion has not completed or has not been started

bit 5 **RCIF:** USART Receive Interrupt Flag bit
1 = The USART receive buffer is full (cleared by reading RCREG)
0 = The USART receive buffer is not full

bit 4 **TXIF:** USART Transmit Interrupt Flag bit
1 = The USART transmit buffer is empty (cleared by writing to TXREG)
0 = The USART transmit buffer is full

bit 3 **SSPIF:** Synchronous Serial Port (SSP) Interrupt Flag bit
1 = The Transmission/Reception is complete (must be cleared in software)
0 = Waiting to Transmit/Receive

bit 2 **CCP1IF:** CCP1 Interrupt Flag bit
Capture mode:
1 = A TMR1 register capture occurred (must be cleared in software)
0 = No TMR1 register capture occurred
Compare mode:
1 = A TMR1 register compare match occurred (must be cleared in software)
0 = No TMR1 register compare match occurred
PWM mode:
Unused in this mode

bit 1 **TMR2IF:** Timer2 to PR2 Interrupt Flag bit
1 = A Timer2 to PR2 match occurred (must be cleared in software)
0 = No Timer2 to PR2 match occurred

bit 0 **TMR1IF:** Timer1 Overflow Interrupt Flag bit
1 = The TMR1 register overflowed (must be cleared in software)
0 = The TMR1 register did not overflow

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TABLE 4-1: SUMMARY OF REGISTERS ASSOCIATED WITH INTERRUPTS

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
OPTION_REG	$\overline{\text{RABPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000

Legend: - = Unimplemented locations, read as '0', u = unchanged, x = unknown. Shaded cells are not used by the Capture, Compare and PWM.

NOTES:

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5.0 LOW DROPOUT (LDO) VOLTAGE REGULATOR

The PIC16F720/721 devices differ from the PIC16LF720/721 devices due to an internal Low Dropout (LDO) voltage regulator. The PIC16F720/721 contain an internal LDO, while the PIC16LF720/721 do not.

The lithography of the die allows a maximum operating voltage of 3.6V on the internal digital logic. In order to continue to support 5.0V designs, a LDO voltage regulator is integrated on the die. The LDO voltage regulator allows for the internal digital logic to operate at 3.2V, while I/O's operate at 5.0V (V_{DD}).

NOTES:

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6.0 I/O PORTS

There are as many as eighteen general purpose I/O pins available. Depending on which peripherals are enabled, some or all of the pins may not be available as general purpose I/O. In general, when a peripheral is enabled, the associated pin may not be used as a general purpose I/O pin.

6.1 PORTA and the TRISA Registers

PORTA is a 8-bit wide, bidirectional port. The corresponding data direction register is TRISA (Register 6-2). Setting a TRISA bit (= 1) will make the corresponding PORTA pin an input (i.e., disable the output driver). Clearing a TRISA bit (= 0) will make the corresponding PORTA pin an output (i.e., enables output driver and puts the contents of the output latch on the selected pin). Example 6-1 shows how to initialize PORTA.

Reading the PORTA register (Register 6-1) reads the status of the pins, whereas writing to it will write to the PORT latch. All write operations are read-modify-write operations. Therefore, a write to a port implies that the port pins are read, this value is modified and then written to the PORT data latch.

The TRISA register (Register 6-2) controls the PORTA pin output drivers, even when they are being used as analog inputs. The user should ensure the bits in the TRISA register are maintained set when using them as analog inputs. I/O pins configured as analog input always read '0'.

Note:	The ANSELA register must be initialized to configure an analog channel as a digital input. Pins configured as analog inputs will read '0'.

EXAMPLE 6-1: INITIALIZING PORTA

```
BANKSEL PORTA      ;
CLRF    PORTA      ;Init PORTA
BANKSEL ANSELA     ;
CLRF    ANSELA     ;digital I/O
BANKSEL TRISA      ;
MOVLW   0Ch        ;Set RA<3:2> as inputs
MOVWF   TRISA      ;and set RA<5:4,1:0>
                   ;as outputs
```

6.1.1 WEAK PULL-UPS

Each of the PORTA pins has an individually configurable internal weak pull-up. Control bits WPUA<5:0> enable or disable each pull-up (see Register 6-5). Each weak pull-up is automatically turned off when the port pin is configured as an output. All pull-ups are disabled on a Power-on Reset by the RABPU bit of the OPTION register.

6.1.2 INTERRUPT-ON-CHANGE

All of the PORTA pins are individually configurable as an interrupt-on-change pin. Control bits IOCA<5:0> enable or disable the interrupt function for each pin (see Register 6-6). The interrupt-on-change feature is disabled on a Power-on Reset.

For enable interrupt-on-change pins, the present value is compared with the old value latched on the last read of PORTA to determine which bits have changed or mismatched the old value. The 'mismatch' outputs of the last read are OR'd together to set the PORTA Change Interrupt Flag bit (RABIF) in the INTCON register. This interrupt can wake the device from Sleep. The user, in the Interrupt Service Routine, clears the interrupt by:

1. Any read or write of PORTA. This will end the mismatch condition.
2. Clear the flag bit RABIF.

A mismatch condition will continue to set flag bit RABIF. Reading or writing PORTA will end the mismatch condition and allow flag bit RABIF to be cleared. The latch holding the last read value is not affected by a MCLR or Brown-out Reset. After these Resets, the RABIF flag will continue to be set if a mismatch is present.

Note:	When a pin change occurs at the same time as a read operation on PORTA, the RABIF flag will always be set. If multiple PORTA pins are configured for the interrupt-on-change, the user may not be able to identify which pin changed state.

REGISTER 6-1: PORTA: PORTA REGISTER

U-0	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
—	—	RA5	RA4	RA3(1)	RA2	RA1	RA0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **RA<5:0>:** PORTA I/O Pin bit
1 = Port pin is > VIH
0 = Port pin is < VIL

Note 1: PORTA<3> is input only.

REGISTER 6-2: TRISA: PORTA TRI-STATE REGISTER

U-0	U-0	R/W-1	R/W-1	U-1	R/W-1	R/W-1	R/W-1
—	—	TRISA5	TRISA4	—(1)	TRISA2	TRISA1	TRISA0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **TRISA<5:0>:** PORTA Tri-State Control bit
1 = PORTA pin configured as an input (tri-stated)
0 = PORTA pin configured as an output

Note 1: TRISA<3> is unimplemented and read as 1.

REGISTER 6-3: WPUA: WEAK PULL-UP PORTA REGISTER

U-0	U-0	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
—	—	WPUA5	WPUA4	WPUA3(2)	WPUA2	WPUA1	WPUA0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **WPUA<5:0>:** Weak Pull-up PORTA Control bits
1 = Weak pull-up enabled(1)
0 = Weak pull-up disabled

Note 1: Enabling weak pull-ups also requires that the $\overline{\text{RABPU}}$ bit of the OPTION register be cleared.
2: If MCLREN = 1, WPUA3 is always enabled.

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REGISTER 6-4: IOCA: INTERRUPT-ON-CHANGE PORTA REGISTER

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	IOCA5	IOCA4	IOCA3	IOCA2	IOCA1	IOCA0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **IOCA<5:0>:** Interrupt-on-Change PORTA Control bits
1 = Interrupt-on-change enabled(1)
0 = Interrupt-on-change disabled

Note 1: Interrupt-on-change also requires that the RABIE bit of the INTCON register be set.

6.1.3 ANSELA REGISTER

The ANSELA register (Register 6-5) is used to configure the Input mode of an I/O pin to analog. Setting the appropriate ANSELA bit high will cause all digital reads on the pin to be read as '0' and allow analog functions on the pin to operate correctly.

The state of the ANSELA bits has no affect on digital output functions. A pin with TRIS clear and ANSEL set will still operate as a digital output, but the Input mode will be analog. This can cause unexpected behavior when executing read-modify-write instructions on the affected port.

REGISTER 6-5: ANSELA: PORTA ANALOG SELECT REGISTER

U-0	U-0	U-0	R/W-1	U-0	R/W-1	R/W-1	R/W-1
—	—	—	ANSA4	—	ANSA2	ANSA1	ANSA0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-5 **Unimplemented:** Read as '0'

bit 4 **ANSA**: Analog Select between Analog or Digital Function on Pin RA<4>
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer is disabled.

bit 3 **Unimplemented:** Read as '0'

bit 2-0 **ANSA<2:0>**: Analog Select between Analog or Digital Function on Pins RA<2:0>, respectively
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer is disabled.

Note 1: Setting a pin to an analog input automatically disables the digital input circuitry. Weak pull-ups, if available, are unaffected. The corresponding TRIS bit must be set to Input mode by the user in order to allow external control of the voltage on the pin.

6.1.4 PIN DESCRIPTIONS AND DIAGRAMS

Each PORTA pin is multiplexed with other functions. The pins and their combined functions are briefly described here. For specific information about individual functions such as the A/D Converter (ADC), refer to the appropriate section in this data sheet.

6.1.4.1 RA0/AN0/ICSPDAT

Figure 6-1 shows the diagram for this pin. This pin is configurable to function as one of the following:

- a general purpose I/O
- an analog input for the ADC
- ICSP programming data (separate controls from TRISA)
- ICD Debugging data (separate controls from TRISA)

6.1.4.2 RA1/AN1/ICSPCLK

Figure 6-2 shows the diagram for this pin. This pin is configurable to function as one of the following:

- a general purpose I/O
- an analog input for the ADC
- ICSP programming clock (separate controls from TRISA)
- ICD Debugging clock (separate controls from TRISA)

6.1.4.3 RA2/AN2/T0CKI/INT

Figure 6-3 shows the diagram for this pin. This pin is configurable to function as one of the following:

- a general purpose I/O
- an analog input for the ADC
- external interrupt
- clock input for Timer0

The Timer0 clock input function works independently of any TRIS register setting. Effectively, if TRISA2 = 0, the PORTA2 register bit will output to the pad and Clock Timer0 at the same time.

6.1.4.4 RA3/$\overline{\text{MCLR}}$/V_{PP}

Figure 6-4 shows the diagram for this pin. This pin is configurable to function as one of the following:

- a general purpose I/O
- Master Clear Reset with weak pull-up

6.1.4.5 RA4/AN3/$\overline{\text{T1G}}$/CLKOUT

Figure 6-5 shows the diagram for this pin. This pin is configurable to function as one of the following:

- a general purpose I/O
- analog input for the ADC
- Timer1 gate input
- clock output

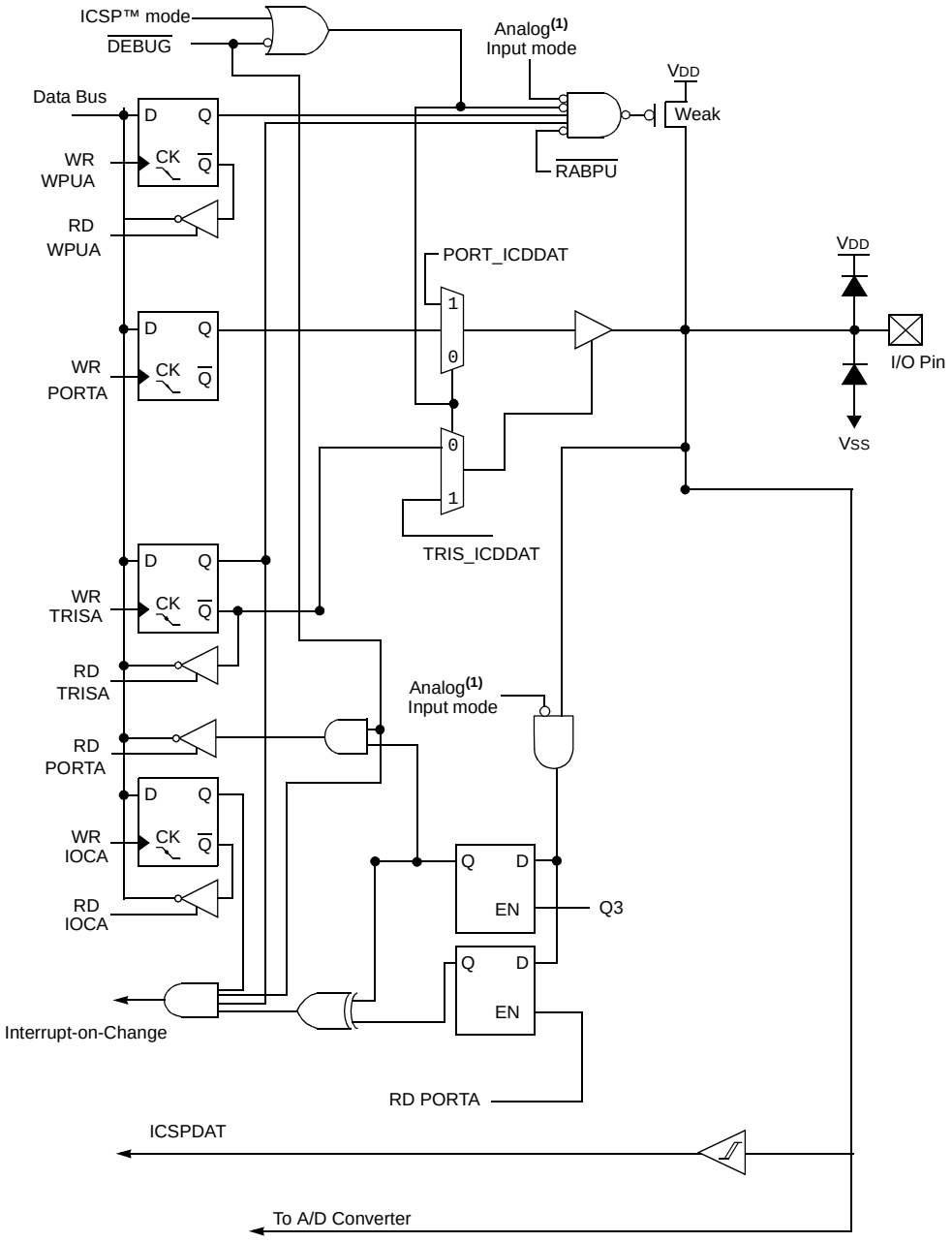
6.1.4.6 RA5/T1CKI/CLKIN

Figure 6-6 shows the diagram for this pin. This pin is configurable to function as one of the following:

- a general purpose I/O
- Timer1 Clock input
- clock input

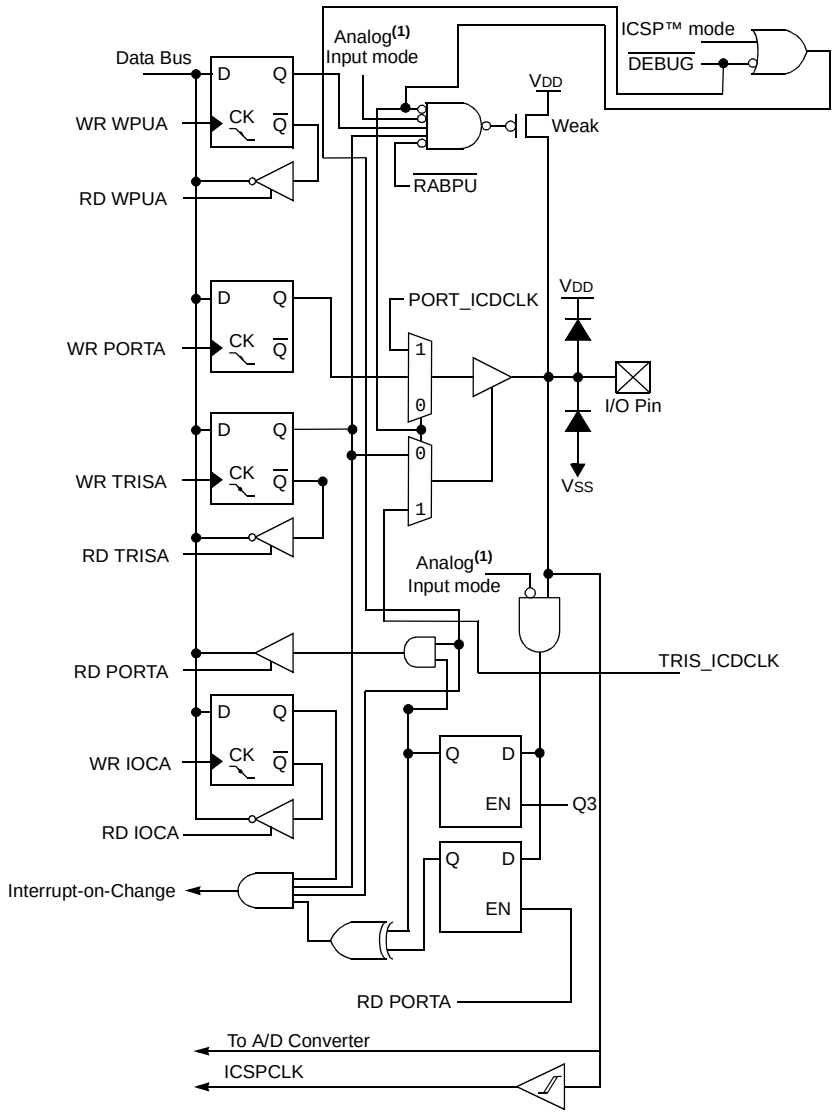
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FIGURE 6-1: BLOCK DIAGRAM OF RA0



Note 1: ANSEL determines Analog Input mode.

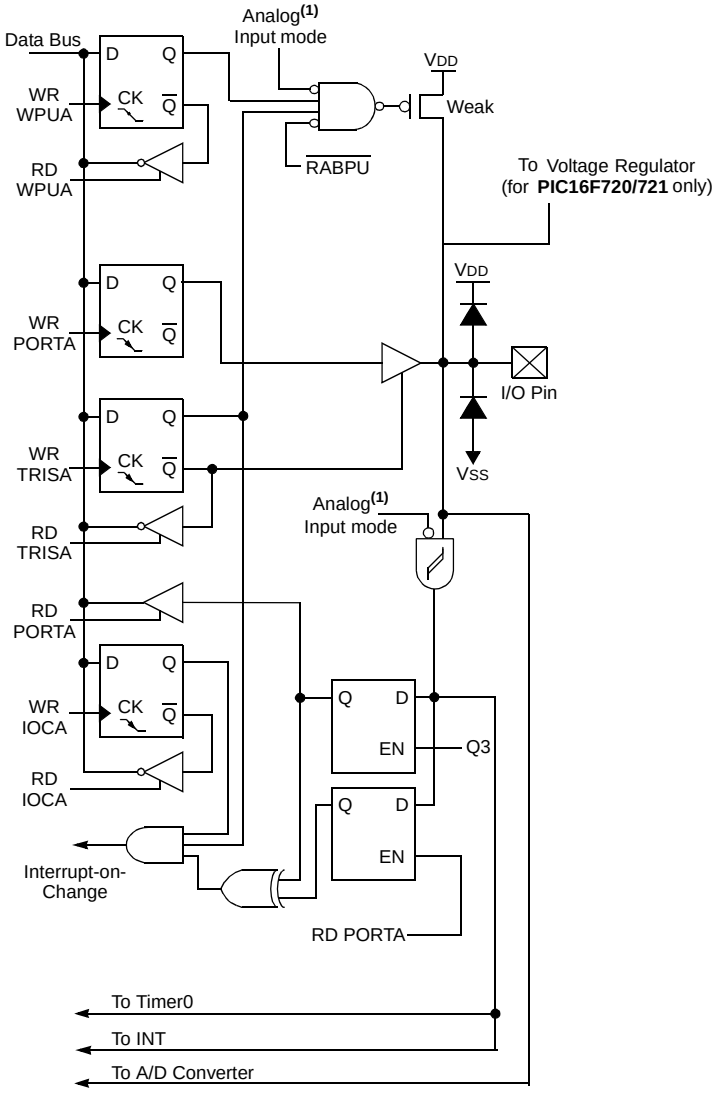
FIGURE 6-2: BLOCK DIAGRAM OF RA1



Note 1: ANSEL determines Analog Input mode.

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FIGURE 6-3: BLOCK DIAGRAM OF RA2



Note 1: ANSEL determines Analog Input mode.

FIGURE 6-4: BLOCK DIAGRAM OF RA3

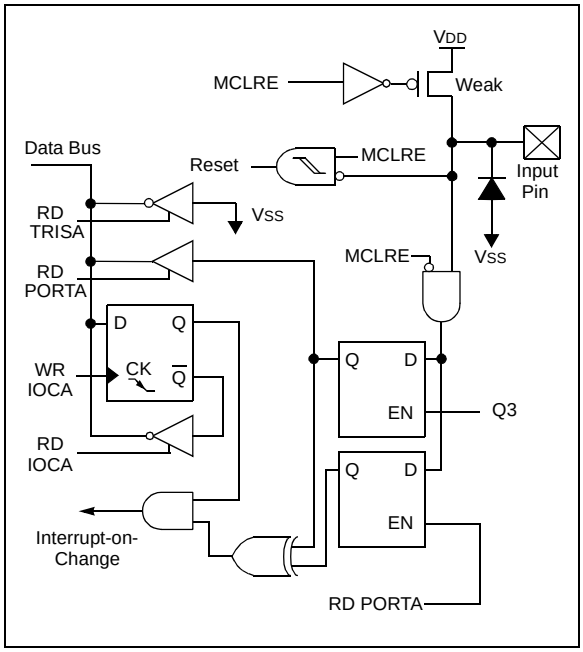
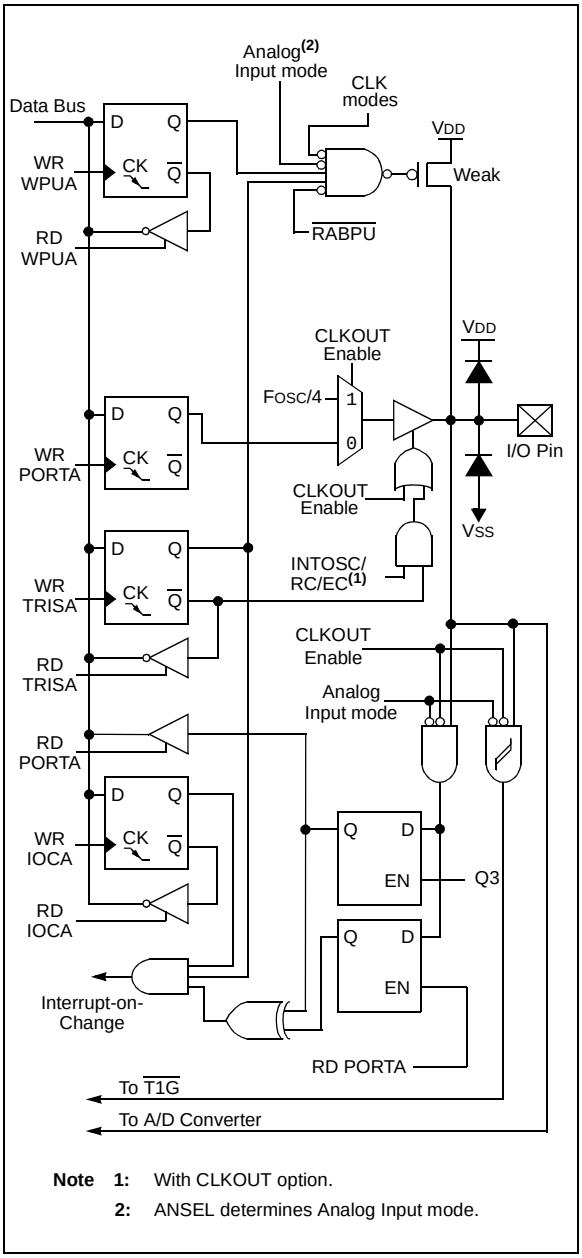


FIGURE 6-5: BLOCK DIAGRAM OF RA4



Note 1: With CLKOUT option.

2: ANSEL determines Analog Input mode.

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FIGURE 6-6: BLOCK DIAGRAM OF RA5

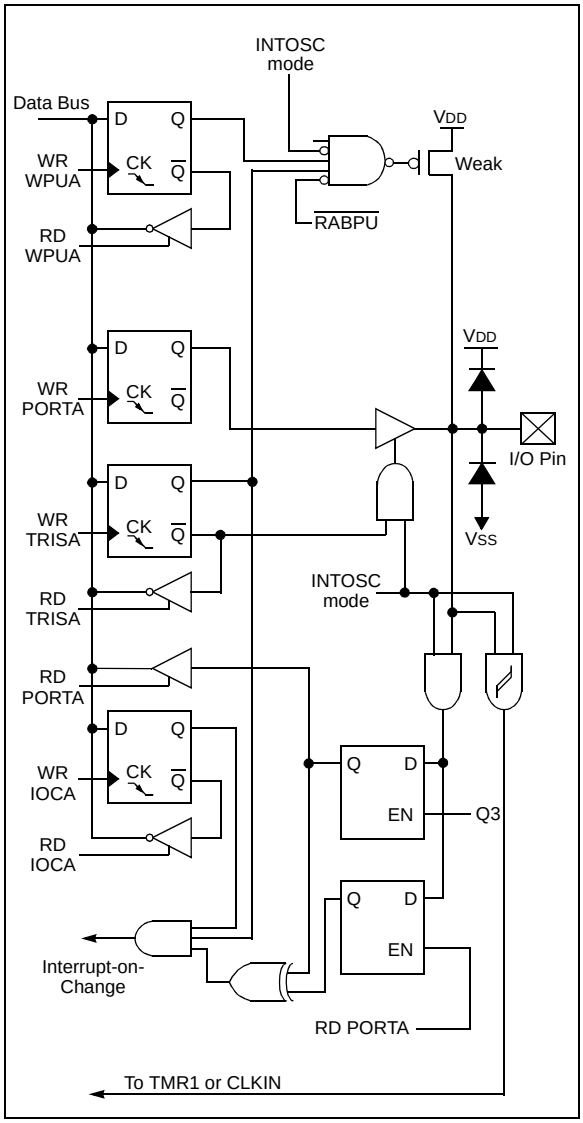


TABLE 6-1: SUMMARY OF REGISTERS ASSOCIATED WITH PORTA

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
ADCON0	—	—	CHS3	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	ADON	--00 0000	--00 0000
ANSELA	—	—	—	ANSA4	—	ANSA2	ANSA1	ANSA0	---1 -111	---1 -111
OPTION_REG	$\overline{\text{RABPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
PORTA	—	—	RA5	RA4	RA3	RA2	RA1	RA0	--xx xxxx	--xx xxxx
TRISA	—	—	TRISA5	TRISA4	—	TRISA2	TRISA1	TRISA0	--11 -111	--11 -111

Legend: x = unknown, u = unchanged, – = unimplemented locations read as '0'. Shaded cells are not used by PORTA.

6.2 PORTB and TRISB Registers

PORTB is an 8-bit wide, bidirectional port. The corresponding data direction register is TRISB (Register 6-7). Setting a TRISB bit (= 1) will make the corresponding PORTB pin an input (i.e., put the corresponding output driver in a High-Impedance mode). Clearing a TRISB bit (= 0) will make the corresponding PORTB pin an output (i.e., enable the output driver and put the contents of the output latch on the selected pin). Example 6-2 shows how to initialize PORTB.

Reading the PORTB register (Register 6-6) reads the status of the pins, whereas writing to it will write to the PORT latch. All write operations are read-modify-write operations. Therefore, a write to a port implies that the port pins are read, this value is modified and then written to the PORT data latch.

The TRISB register (Register 6-7) controls the PORTB pin output drivers, even when they are being used as analog inputs. The user should ensure the bits in the TRISB register are maintained set when using them as analog inputs. I/O pins configured as analog input always read '0'. Example 6-2 shows how to initialize PORTB.

EXAMPLE 6-2: INITIALIZING PORTB

```
BANKSEL PORTB   ;
CLRF    PORTB   ;Init PORTB
BANKSEL ANSELB
CLRF    ANSELB  ;Make RB<7:4> digital
BANKSEL TRISB   ;
MOVLW   B'11110000';Set RB<7:4> as inputs
MOVWF   TRISB   ;
```

Note:	The ANSELB register must be initialized to configure an analog channel as a digital input. Pins configured as analog inputs will read '0'.

6.2.1 ANSELB REGISTER

The ANSELB register (Register 6-10) is used to configure the Input mode of an I/O pin to analog. Setting the appropriate ANSELB bit high will cause all digital reads on the pin to be read as '0' and allow analog functions on the pin to operate correctly.

The state of the ANSELB bits has no affect on digital output functions. A pin with TRIS clear and ANSELB set will still operate as a digital output, but the Input mode will be analog. This can cause unexpected behavior when executing read-modify-write instructions on the affected port.

6.2.2 WEAK PULL-UPS

Each of the PORTB pins has an individually configurable internal weak pull-up. Control bits WPUB<7:4> enable or disable each pull-up (see Register 6-8). Each weak pull-up is automatically turned off when the port pin is configured as an output. All pull-ups are disabled on a Power-on Reset by the $\overline{\text{RABPU}}$ bit of the OPTION register.

6.2.3 INTERRUPT-ON-CHANGE

All of the PORTB pins are individually configurable as an interrupt-on-change pin. Control bits IOCB<7:4> enable or disable the interrupt function for each pin. Refer to Register 6-9. The interrupt-on-change feature is disabled on a Power-on Reset.

For enabled interrupt-on-change pins, the present value is compared with the old value latched on the last read of PORTB to determine which bits have changed or mismatched the old value. The 'mismatch' outputs of the last read are OR'd together to set the PORTB Change Interrupt Flag bit (RABIF) in the INTCON register.

This interrupt can wake the device from Sleep. The user, in the Interrupt Service Routine, clears the interrupt by:

a) Any read or write of PORTB. This will end the mismatch condition.
b) Clear the flag bit RABIF.

A mismatch condition will continue to set flag bit RABIF. Reading or writing PORTB will end the mismatch condition and allow flag bit RABIF to be cleared. The latch holding the last read value is not affected by a $\overline{\text{MCLR}}$ nor Brown-out Reset. After these Resets, the RABIF flag will continue to be set if a mismatch is present.

Note:	When a pin change occurs at the same time as a read operation on PORTB, the RABIF flag will always be set. If multiple PORTB pins are configured for the interrupt-on-change, the user may not be able to identify which pin changed state.

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REGISTER 6-6: PORTB: PORTB REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	U-0	U-0	U-0	U-0
RB7	RB6	RB5	RB4	—	—	—	—
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-4 **RB<7:4>**: PORTB I/O Pin bit
1 = Port pin is > V_{IH}
0 = Port pin is < V_{IL}

bit 3-0 **Unimplemented:** Read as '0'

REGISTER 6-7: TRISB: PORTB TRI-STATE REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	U-0	U-0	U-0	U-0
TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-4 **TRISB<7:4>:** PORTB Tri-State Control bit
1 = PORTB pin configured as an input (tri-stated)
0 = PORTB pin configured as an output

bit 3-0 **Unimplemented:** Read as '0'

REGISTER 6-8: WPUB: WEAK PULL-UP PORTB REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	U-0	U-0	U-0	U-0
WPUB7	WPUB6	WPUB5	WPUB4	—	—	—	—
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-4 **WPUB<7:4>**: Weak Pull-up PORTB Control bits
1 = Weak pull-up enabled **(1,2)**
0 = Weak pull-up disabled

bit 3-0 **Unimplemented:** Read as '0'

Note 1: Global $\overline{\text{RABPU}}$ bit of the OPTION register must be cleared for individual pull-ups to be enabled.
2: The weak pull-up device is automatically disabled if the pin is in configured as an output.

REGISTER 6-9: IOCB: INTERRUPT-ON-CHANGE PORTB REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0
IOCB7	IOCB6	IOCB5	IOCB4	—	—	—	—
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-4 **IOCB<7:4>:** Interrupt-on-Change PORTB Control bits
1 = Interrupt-on-change enabled(1)
0 = Interrupt-on-change disabled

bit 3-0 **Unimplemented:** Read as '0'

Note 1: Interrupt-on-change also requires that the RABIE bit of the INTCON register be set.

REGISTER 6-10: ANSELB: PORTB ANALOG SELECT REGISTER

U-0	U-0	R/W-1	R/W-1	U-0	U-0	U-0	U-0
—	—	ANSB5	ANSB4	—	—	—	—
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as '0'

bit 5-4 **ANSB<5:4>**: Analog Select between Analog or Digital Function on Pins RB<5:4>, respectively
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer disabled.

bit 3-0 **Unimplemented:** Read as '0'

Note 1: Setting a pin to an analog input automatically disables the digital input circuitry. Weak pull-ups, if available, are unaffected. The corresponding TRIS bit must be set to Input mode by the user, in order to allow external control of the voltage on the pin.

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6.2.4 PIN DESCRIPTIONS AND DIAGRAMS

Each PORTB pin is multiplexed with other functions. The pins and their combined functions are briefly described here. For specific information about individual functions such as the SSP, I²C™ or interrupts, refer to the appropriate section in this data sheet.

6.2.4.1 RB4/AN10/SDI/SDA

Figure 6-7 shows the diagram for this pin. The RB4 pin is configurable to function as one of the following:

- General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
- Analog input for the A/D
- Synchronous Serial Port Input (SPI)
- I²C data I/O

6.2.4.2 RB5/AN11/RX/DT

Figure 6-8 shows the diagram for this pin. The RB5 pin is configurable to function as one of the following:

- General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
- Analog input for the A/D
- USART asynchronous receive
- USART synchronous receive

6.2.4.3 RB6/SCK/SCL

Figure 6-9 shows the diagram for this pin. The RB6 pin is configurable to function as one of the following:

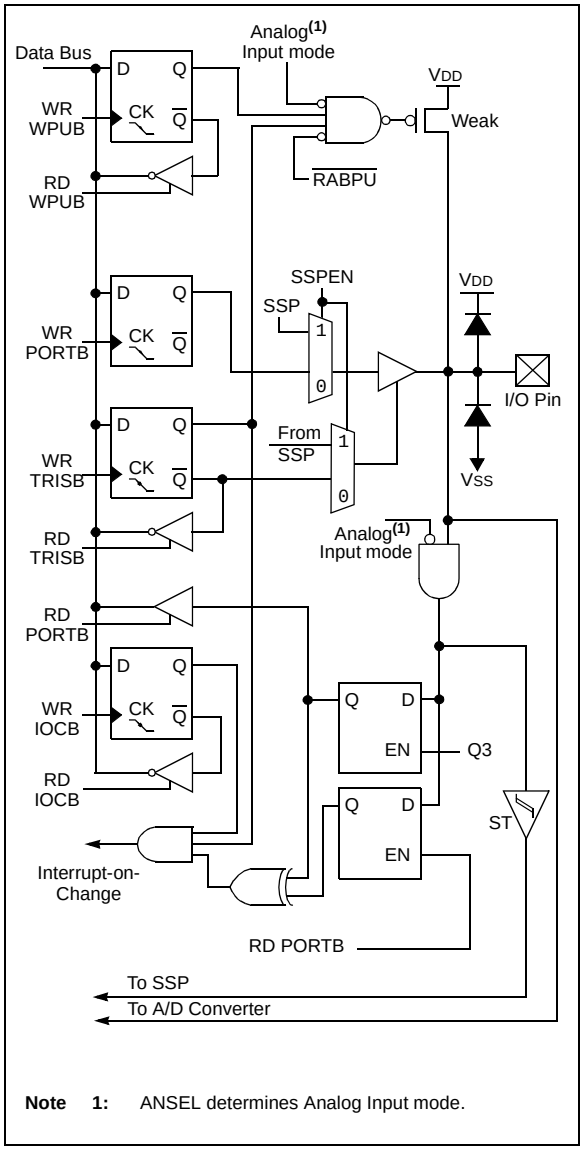
- General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
- Synchronous Serial Port clock for both SPI and I²C

6.2.4.4 RB7/TX/CK

Figure 6-10 shows the diagram for this pin. The RB7 pin is configurable to function as one of the following:

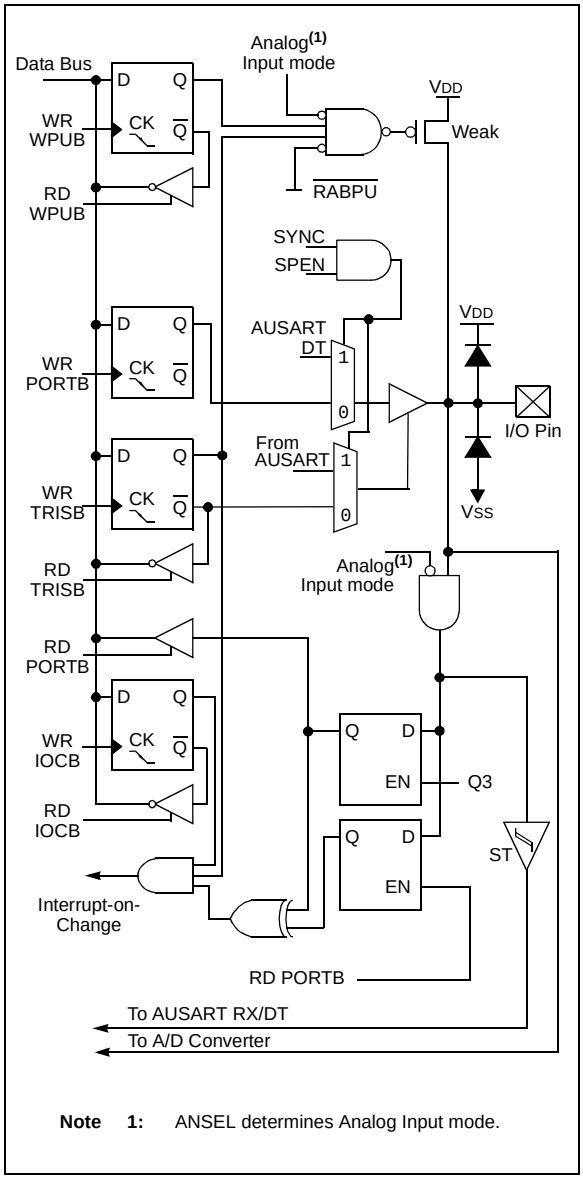
- General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
- USART asynchronous transmit
- USART synchronous clock

FIGURE 6-7: BLOCK DIAGRAM OF RB4



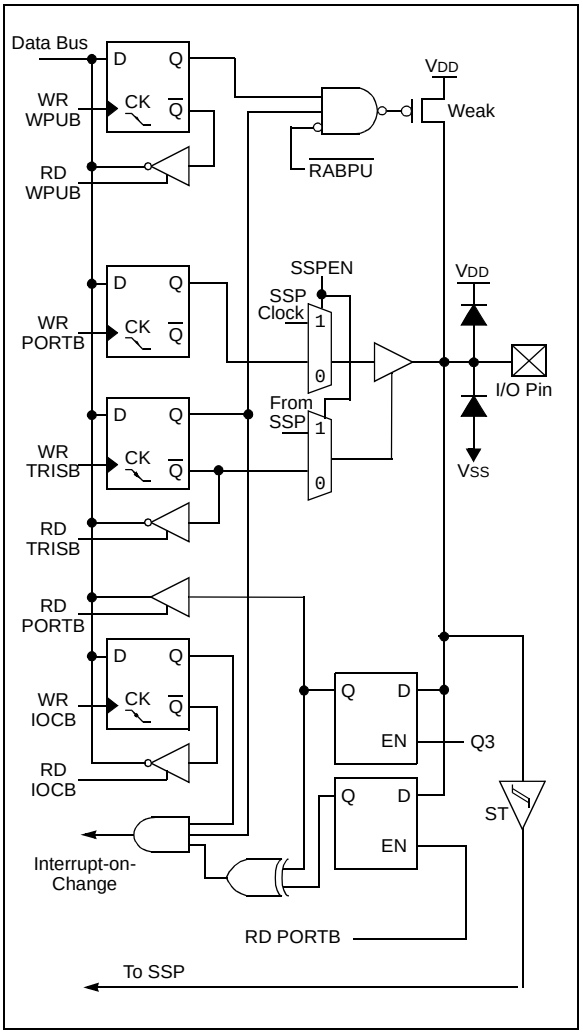
Note 1: ANSEL determines Analog Input mode.

FIGURE 6-8: BLOCK DIAGRAM OF RB5



Note 1: ANSEL determines Analog Input mode.

FIGURE 6-9: BLOCK DIAGRAM OF RB6



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FIGURE 6-10: BLOCK DIAGRAM OF RB7

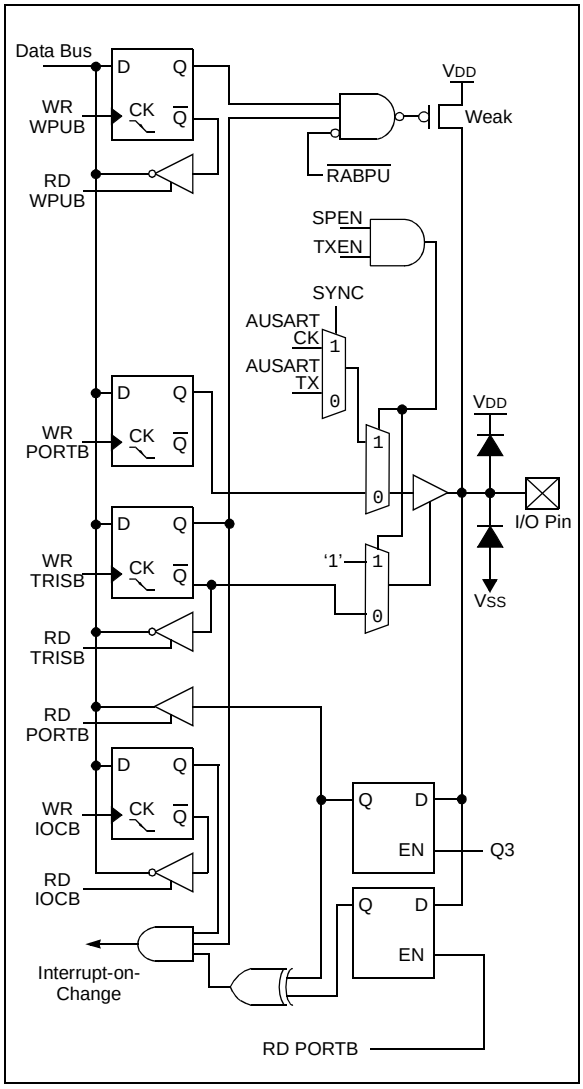


TABLE 6-2: SUMMARY OF REGISTERS ASSOCIATED WITH PORTB

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
ADCON0	—	—	CHS3	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	ADON	--00 0000	--00 0000
ANSELB	—	—	ANSB5	ANSB4	—	—	—	—	--11 ----	--11 ----
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
IOCB	IOCB7	IOCB6	IOCB5	IOCB4	—	—	—	—	0000 ----	0000 ----
OPTION_REG	$\overline{\text{RABPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
PORTB	RB7	RB6	RB5	RB4	—	—	—	—	xxxx ----	uuuu ----
T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/$\overline{\text{DONE}}$	T1GVAL	T1GSS1	T1GSS0	0000 0x00	uuuu uxuu
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
WPUB	WPUB7	WPUB6	WPUB5	WPUB4	—	—	—	—	1111 ----	1111 ----
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
TXREG	AUSART Transmit Data Register								0000 0000	0000 0000
RCREG	AUSART Receive Data Register								0000 0000	0000 0000

Legend: x = unknown, u = unchanged, - = unimplemented locations read as '0'. Shaded cells are not used by PORTB.

6.3 PORTC and TRISC Registers

PORTC is a 8-bit wide, bidirectional port. The corresponding data direction register is TRISC (Register 6-12). Setting a TRISC bit (= 1) will make the corresponding PORTC pin an input (i.e., put the corresponding output driver in a High-Impedance mode). Clearing a TRISC bit (= 0) will make the corresponding PORTC pin an output (i.e., enable the output driver and put the contents of the output latch on the selected pin). Example 6-3 shows how to initialize PORTC.

Reading the PORTC register (Register 6-11) reads the status of the pins, whereas writing to it will write to the PORT latch. All write operations are read-modify-write operations. Therefore, a write to a port implies that the port pins are read, this value is modified and then written to the PORT data latch.

The TRISC register (Register 6-12) controls the PORTC pin output drivers, even when they are being used as analog inputs. The user should ensure the bits in the TRISC register are maintained set when using them as analog inputs. I/O pins configured as analog input always read '0'.

EXAMPLE 6-3: INITIALIZING PORTC

```
BANKSEL PORTC        ;
CLRF    PORTC        ;Init PORTC
BANKSEL TRISC        ;
MOVLW   B'00001100'  ;Set RC<3:2> as inputs
MOVWF   TRISC        ;and set RC<7:4,1:0>
                     ;as outputs
```

6.3.1 ANSELC REGISTER

The ANSELC register (Register 6-13) is used to configure the Input mode of an I/O pin to analog. Setting the appropriate ANSELC bit high will cause all digital reads on the pin to be read as '0' and allow analog functions on the pin to operate correctly.

The state of the ANSELC bits has no effect on digital output functions. A pin with TRIS clear and ANSELC set will still operate as a digital output, but the Input mode will be analog. This can cause unexpected behavior when executing read-modify-write instructions on the affected port.

REGISTER 6-11: PORTC: PORTC REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-0 **RC<7:0>**: PORTC General Purpose I/O Pin bits
1 = Port pin is > V_{IH}
0 = Port pin is < V_{IL}

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REGISTER 6-12: TRISC: PORTC TRI-STATE REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-0 **TRISC<7:0>:** PORTC Tri-State Control bits
1 = PORTC pin configured as an input (tri-stated)
0 = PORTC pin configured as an output

REGISTER 6-13: ANSELC: ANALOG SELECT REGISTER FOR PORTC

R/W-1	R/W-1	U-0	U-0	R/W-1	R/W-1	R/W-1	R/W-1
ANSC7	ANSC6	—	—	ANSC3	ANSC2	ANSC1	ANSC0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **ANSC<7:6>**: Analog Select between Analog or Digital Function on Pins RB<7:6>, respectively
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer disabled.

bit 5-4 **Unimplemented**: Read as '0'

bit 3-0 **ANSC<3:0>**: Analog Select between Analog or Digital Function on Pins RC<3:0>, respectively
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer disabled.

Note 1: Setting a pin to an analog input automatically disables the digital input circuitry. Weak pull-ups, if available, are unaffected. The corresponding TRIS bit must be set to Input mode by the user in order to allow external control of the voltage on the pin.

6.3.2 RC0/AN4

Figure 6-11 shows the diagram for this pin. The RC0 pin is configurable to function as one of the following:

- general purpose I/O
- analog input for the A/D

6.3.3 RC1/AN5

Figure 6-11 shows the diagram for this pin. The RC1 pin is configurable to function as one of the following:

- general purpose I/O
- analog input for the A/D

6.3.4 RC2/AN6

Figure 6-12 shows the diagram for this pin. The RC2 pin is configurable to function as one of the following:

- general purpose I/O
- analog input for the A/D

6.3.5 RC3/AN7

Figure 6-12 shows the diagram for this pin. The RC3 pin is configurable to function as one of the following:

- general purpose I/O
- analog input for the A/D

6.3.6 RC4

Figure 6-13 shows the diagram for this pin. The RC4 pin functions as one of the following:

- general purpose I/O

6.3.7 RC5/CCP1

Figure 6-14 shows the diagram for this pin. The RC5 pin is configurable to function as one of the following:

- general purpose I/O
- Capture, Compare or PWM (1 output)

6.3.8 RC6/AN8/SS

Figure 6-15 shows the diagram for this pin. The RC6 pin is configurable to function as one of the following:

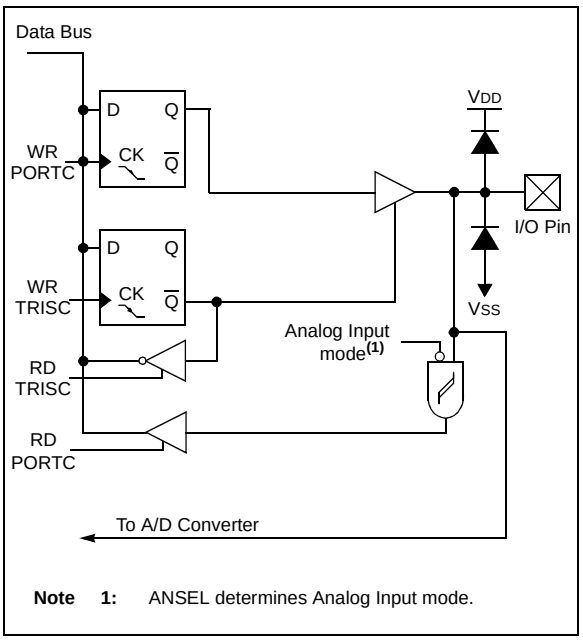
- general purpose I/O
- analog input for the A/D
- $\overline{SS}$ input to SSP

6.3.9 RC7/AN9/SDO

Figure 6-16 shows the diagram for this pin. The RC7 pin is configurable to function as one of the following:

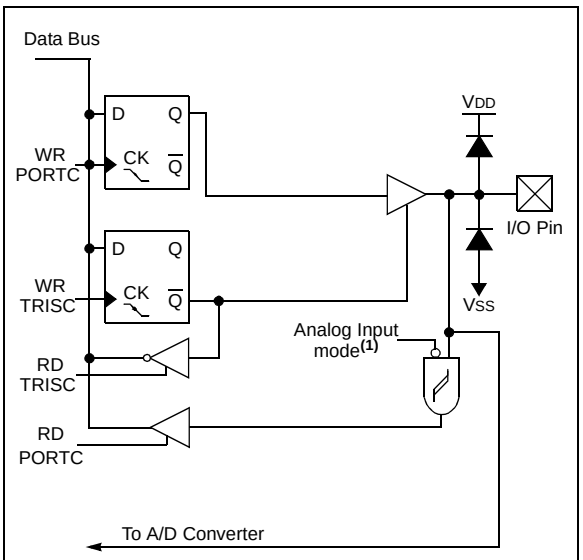
- general purpose I/O
- analog input for the A/D
- SDO output of SSP

FIGURE 6-11: BLOCK DIAGRAM OF RC0 AND RC1



Note 1: ANSEL determines Analog Input mode.

FIGURE 6-12: BLOCK DIAGRAM OF RC2 AND RC3



Note 1: ANSEL determines Analog Input mode.

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FIGURE 6-13: BLOCK DIAGRAM OF RC4

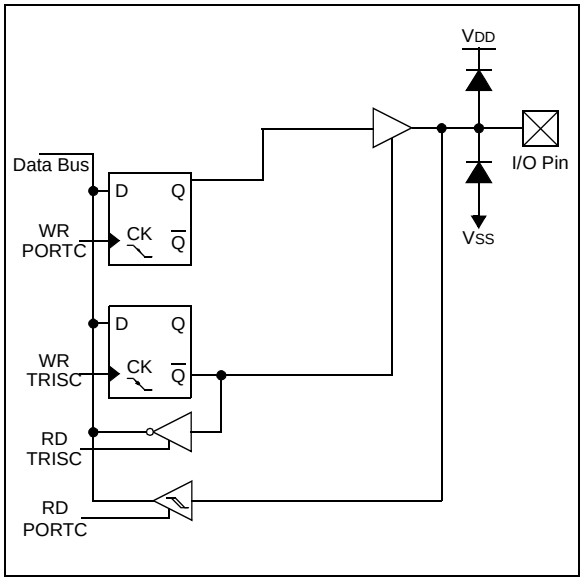


FIGURE 6-14: BLOCK DIAGRAM OF RC5

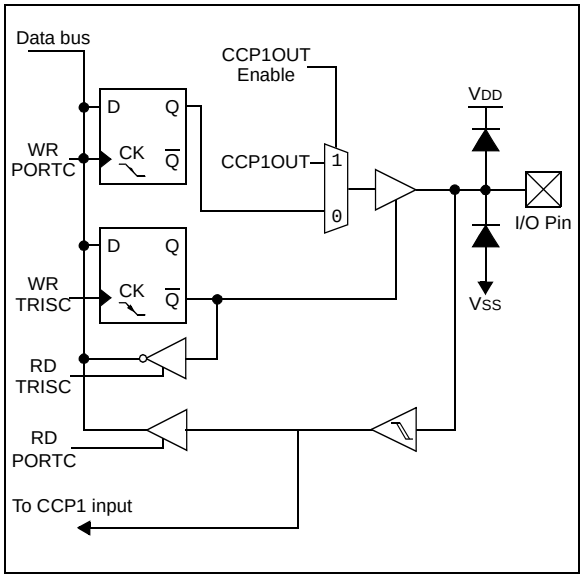
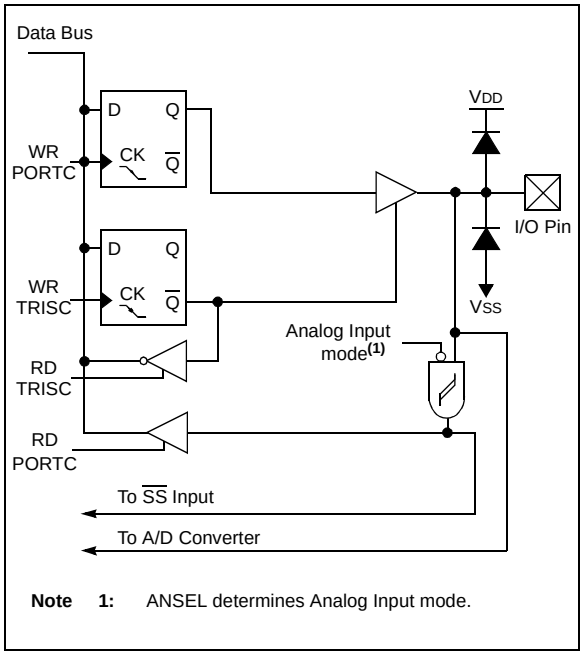
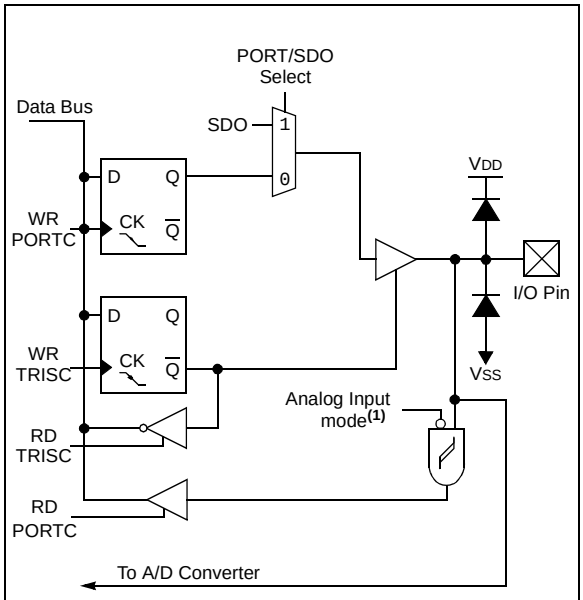


FIGURE 6-15: BLOCK DIAGRAM OF RC6



Note 1: ANSEL determines Analog Input mode.

FIGURE 6-16: BLOCK DIAGRAM OF RC7



Note 1: ANSEL determines Analog Input mode.

TABLE 6-3: SUMMARY OF REGISTERS ASSOCIATED WITH PORTC

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
PORTC	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0	xxxx xxxx	uuuu uuuu
ANSELC	ANSC7	ANSC6	—	—	ANSC3	ANSC2	ANSC1	ANSC0	11-- 1111	11-- 1111
ADCON0	—	—	CHS3	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	ADON	--00 0000	--00 0000
SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
CCP1CON	—	—	DC1	B1	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000

Legend: x = unknown, u = unchanged, - = unimplemented locations read as '0'. Shaded cells are not used by PORTC.

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7.0 OSCILLATOR MODULE

7.1 Overview

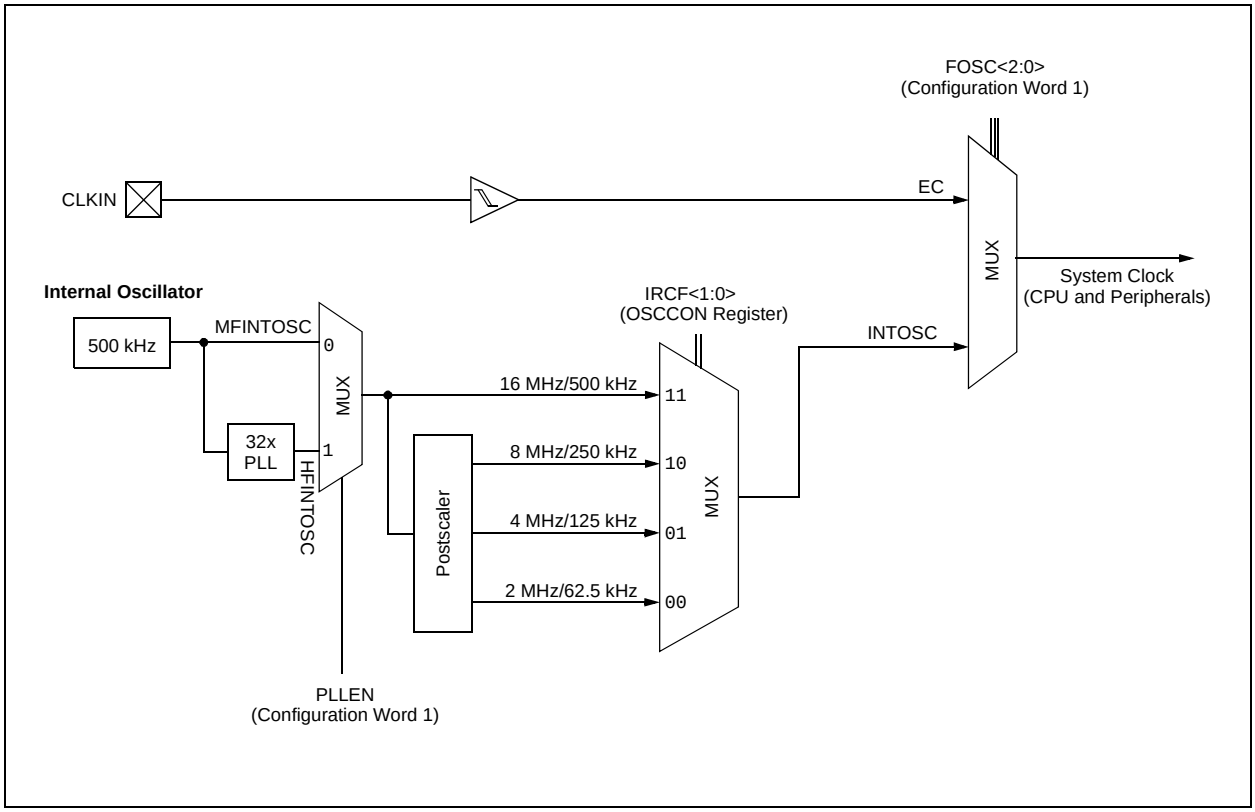
The oscillator module has a wide variety of clock sources and selection features that allow it to be used in a wide range of applications while maximizing performance and minimizing power consumption. Figure 7-1 illustrates a block diagram of the oscillator module.

Clock sources can be configured from external oscillators, quartz crystal resonators, ceramic resonators and Resistor-Capacitor (RC) circuits. In addition, the system can be configured to use an internal calibrated high-frequency oscillator as clock source, with a choice of selectable speeds via software.

Clock source modes are configured by the FOSC bits in Configuration Word 1 (CONFIG1). The oscillator module can be configured for one of eight modes of operation.

1. EC – CLKOUT function on RA4/CLKOUT pin, CLKIN on RA5/CLKIN.
2. EC – I/O function on RA4/CLKOUT pin, CLKIN on RA5/CLKIN.
3. INTOSC – CLKOUT function on RA4/CLKOUT pin, I/O function on RA5/CLKIN
4. INTOSCIO – I/O function on RA4/CLKOUT pin, I/O function on RA5/CLKIN

FIGURE 7-1: SIMPLIFIED PIC® MCU CLOCK SOURCE BLOCK DIAGRAM



7.2 Clock Source Modes

Clock source modes can be classified as external or internal.

- Internal clock source (INTOSC) is contained within the oscillator module and derived from a 500 kHz high precision oscillator. The oscillator module has eight selectable output frequencies, with a maximum internal frequency of 16 MHz.
- The external clock mode (EC) relies on an external signal for the clock source.

The system clock can be selected between external or internal clock sources via the FOSC bits of the Configuration Word 1.

7.3 Internal Clock Modes

The oscillator module has eight output frequencies derived from a 500 kHz high precision oscillator. The IRCF bits of the OSCCON register select the postscaler applied to the clock source dividing the frequency by 1, 2, 4 or 8. Setting the PLLEN bit of the Configuration Word 1 locks the internal clock source to 16 MHz before the postscaler is selected by the IRCF bits. The PLLEN bit must be set or cleared at the time of programming; therefore, only the upper or low four clock source frequencies are selectable in software.

Internal clock sources are contained internally within the oscillator module. The internal oscillator block has two internal oscillators and a dedicated Phase Locked Loop that are used to generate three internal system clock sources: the 16 MHz High-Frequency Internal Oscillator (HFINTOSC) and the 500 kHz (MFINTOSC). Both can be user-adjusted via software using the OSCTUNE register (Register 7-2).

7.3.1 INTOSC AND INTOSCIO MODES

The INTOSC and INTOSCIO modes configure the internal oscillators as the system clock source when the device is programmed using the oscillator selection or the FOSC<2:0> bits in the CONFIG1 register. See **Section 8.0 "Device Configuration"** for more information.

In INTOSC mode, CLKIN is available for general purpose I/O. CLKOUT outputs the selected internal oscillator frequency divided by 4. The CLKOUT signal may be used to provide a clock for external circuitry, synchronization, calibration, test or other application requirements.

In INTOSCIO mode, CLKIN and CLKOUT are available for general purpose I/O.

7.3.2 FREQUENCY SELECT BITS (IRCF)

The output of the 500 kHz MFINTOSC and 16 MHz HFINTOSC, with Phase Locked Loop enabled, connect to a postscaler and multiplexer (see Figure 7-1). The Internal Oscillator Frequency Select bits (IRCF) of the OSCCON register select the frequency output of the internal oscillator. Depending upon the PLLEN bit, one of four frequencies of two frequency sets can be selected via software:

If PLLEN = 1, HFINTOSC frequency selection is as follows:

- 16 MHz
- 8 MHz (default after Reset)
- 4 MHz
- 2 MHz

If PLLEN = 0, MFINTOSC frequency selection is as follows:

- 500 kHz
- 250 kHz (default after Reset)
- 125 kHz
- 62.5 kHz

Note:	Following any Reset, the IRCF<1:0> bits of the OSCCON register are set to '10' and the frequency selection is set to 8 MHz or 250 kHz. The user can modify the IRCF bits to select a different frequency.

There is no start-up delay before a new frequency selected in the IRCF bits takes effect. This is because the old and new frequencies are derived from INTOSC via the postscaler and multiplexer.

Start-up delay specifications are located in the Table 23-2 in **Section 23.0 "Electrical Specifications"**.

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7.4 Oscillator Control

The Oscillator Control (OSCCON) register (Figure 7-1) displays the status and allows frequency selection of the internal oscillator (INTOSC) system clock. The OSCCON register contains the following bits:

- Frequency selection bits (IRCF)
- Status Locked bits (ICSL)
- Status Stable bits (ICSS)

REGISTER 7-1: OSCCON: OSCILLATOR CONTROL REGISTER

U-0	U-0	R/W-1	R/W-0	R-q	R-q	U-0	U-0
—	—	IRCF1	IRCF0	ICSL	ICSS	—	—
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown
q = Value depends on condition			

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-4 **IRCF<1:0>:** Internal Oscillator Frequency Select bits

When PLLEN = 1 (16 MHz HFINTOSC)
11 = 16 MHz
10 = 8 MHz (POR value)
01 = 4 MHz
00 = 2 MHz
When PLLEN = 0 (500 kHz MFINTOSC)
11 = 500 kHz
10 = 250 kHz (POR value)
01 = 125 kHz
00 = 62.5 kHz

bit 3 **ICSL:** Internal Clock Oscillator Status Locked bit (2% Stable)

1 = 16 MHz/500 kHz internal oscillator is in lock
0 = 16 MHz/500 kHz internal oscillator has not yet locked

bit 2 **ICSS:** Internal Clock Oscillator Status Stable bit (0.5% Stable)

1 = 16 MHz/500 kHz internal oscillator has stabilized to its maximum accuracy
0 = 16 MHz/500 kHz internal oscillator has not yet reached its maximum accuracy

bit 1-0 **Unimplemented:** Read as ‘0’

7.5 Oscillator Tuning

The INTOSC is factory calibrated but can be adjusted in software by writing to the OSCTUNE register (Register 7-2).

The default value of the OSCTUNE register is '0'. The value is a 6-bit two's complement number.

When the OSCTUNE register is modified, the INTOSC frequency will begin shifting to the new frequency. Code execution continues during this shift. There is no indication that the shift has occurred.

REGISTER 7-2: OSCTUNE: OSCILLATOR TUNING REGISTER

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	TUN5	TUN4	TUN3	TUN2	TUN1	TUN0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **TUN<5:0>:** Frequency Tuning bits

01 1111 = Maximum frequency
01 1110 =
•
•
•
00 0001 =
00 0000 = Oscillator module is running at the factory-calibrated frequency.
11 1111 =
•
•
•
10 0000 = Minimum frequency

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7.6 External Clock Modes

7.6.1 EC MODE

The External Clock (EC) mode allows an externally generated logic level as the system clock source. When operating in this mode, an external clock source is connected to the CLKOUT input and the CLKIN is available for general purpose I/O. Figure 7-2 shows the pin connections for EC mode.

FIGURE 7-2: EXTERNAL CLOCK (EC) MODE OPERATION

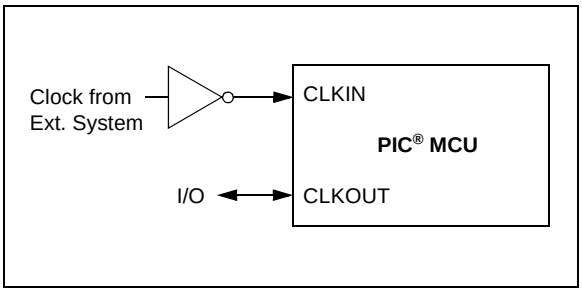


TABLE 7-1: SUMMARY OF REGISTERS ASSOCIATED WITH CLOCK SOURCES

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets(1)
CONFIG1(1)	—	$\overline{CP}$	MCLRE	$\overline{PWRTE}$	WDTEN	—	FOSC1	FOSC0	—	—
OSCCON	—	—	IRCF1	IRCF0	ICSL	ICSS	—	—	--10 qq--	--10 qq--
OSCTUNE	—	—	TUN5	TUN4	TUN3	TUN2	TUN1	TUN0	--00 0000	--uu uuuu

Legend: x = unknown, u = unchanged, – = unimplemented locations read as '0'. Shaded cells are not used by oscillators.

Note 1: See Configuration Word 1 (Register 8-1) for operation of all bits.

NOTES:

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8.0 DEVICE CONFIGURATION

Device configuration consists of Configuration Word 1 and Configuration Word 2 registers, code protection and device ID.

8.1 Configuration Words

There are several Configuration Word bits that allow different oscillator and memory protection options. These are implemented as Configuration Word 1 register at 2007h and Configuration Word 2 register at 2008h. These registers are only accessible during programming.

REGISTER 8-1: CONFIGURATION WORD 1

		R/P-1	R/P-1	U-1	U-1	R/P-1	R/P-1
—	—	$\overline{\text{DEBUG}}$(1)	PLLEN	—	—	BOREN1	BOREN0
bit 15							bit 8

U-1	R/P-1	R/P-1	R/P-1	R/P-1	U-1	R/P-1	R/P-1
—	$\overline{\text{CP}}$	MCLRE	$\overline{\text{PWRTE}}$	WDTEN	—	FOSC1	FOSC0
bit 7							bit 0

Legend:	P = Programmable bit		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 13 **$\overline{\text{DEBUG}}$(1):** Debugger Mode bit
0 = Background debugger is enabled
1 = Background debugger is disabled

bit 12 **PLLEN:** INTOSC PLL Enable bit
0 = INTOSC frequency is 500 kHz
1 = INTOSC frequency is 16 MHz (32x)

bit 11-10 **Unimplemented:** Read as ‘1’

bit 9-8 **BOREN<1:0>:** Brown-out Reset Enable bits (2)
0x = Brown-out Reset disabled
10 = Brown-out Reset enabled during operation and disabled in Sleep
11 = Brown-out Reset enabled

bit 7 **Unimplemented:** Read as ‘1’

bit 6 **$\overline{\text{CP}}$:** Flash Program Memory Code Protection bit
PIC16F720/721
0 = 0000h to 07FFh/0FFFh code protection on
1 = Code protection off

bit 5 **MCLRE:** RA3/$\overline{\text{MCLR}}$/V_{PP} Pin Function Select bit
1 = RA3/$\overline{\text{MCLR}}$/V_{PP} pin function is $\overline{\text{MCLR}}$; Weak pull-up enabled.
0 = RA3/$\overline{\text{MCLR}}$/V_{PP} pin function is digital input; $\overline{\text{MCLR}}$ internally disabled; Weak pull-up disabled

bit 4 **$\overline{\text{PWRTE}}$:** Power-up Timer Enable bit
0 = PWRT enabled
1 = PWRT disabled

bit 3 **WDTEN:** Watchdog Timer Enable bit
0 = WDT disabled
1 = WDT enabled

bit 2 **Unimplemented:** Read as ‘1’

bit 1-0 **FOSC<1:0>:** Oscillator Selection bits
11 = EC oscillator: CLKOUT function on RA4/CLKOUT pin, CLKIN on RA5/CLKIN
10 = EC oscillator: I/O function on RA4/CLKOUT pin, CLKIN on RA5/CLKIN
01 = INTOSC oscillator: CLKOUT function on RA4/CLKOUT pin, I/O function on RA5/CLKIN
00 = INTOSCIO oscillator: I/O function on RA4/CLKOUT pin, I/O function on RA5/CLKIN

Note 1: The Configuration bit is managed automatically by the device development tools. The user should not attempt to manually write this bit location. However, the user should ensure that this location has been programmed to a ‘1’ and the device checksum is correct for proper operation of production software.
2: Fixed Voltage Reference is automatically enabled whenever the BOR is enabled.

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REGISTER 8-2: CONFIGURATION WORD 2

		U-1	U-1	U-1	U-1	U-1	U-1
—	—	—	—	—	—	—	—
bit 15							bit 8

U-1	U-1	U-1	Reserved	U-1	U-1	R/P-1	R/P-1
—	—	—	—	—	—	WRT1	WRT0
bit 7							bit 0

Legend:	P = Programmable bit		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 13-5 **Unimplemented**: Read as ‘1’

bit 4 **Reserved:** Maintain as ‘1’

bit 3-2 **Unimplemented**: Read as ‘1’

bit 1-0 **WRT<1:0>:** Flash Memory Self-Write Protection bits

2 kW Flash memory: PIC16F722/LF722:
- 11 = Write protection off
- 10 = 000h to 1FFh write-protected, 200h to 7FFh may be modified by EECON control
- 01 = 000h to 3FFh write-protected, 400h to 7FFh may be modified by EECON control
- 00 = 000h to 7FFh write-protected, no addresses may be modified by EECON control

4 kW Flash memory: PIC16F723/LF723:
- 11 = Write protection off
- 10 = 000h to 1FFh write-protected, 200h to FFFh may be modified by EECON control
- 01 = 000h to 7FFh write-protected, 800h to FFFh may be modified by EECON control
- 00 = 000h to FFFh write-protected, no addresses may be modified by EECON control

8.2 Code Protection

If the code protection bit(s) have not been programmed, the on-chip program memory can be read out using ICSP™ for verification purposes.

Note:	The entire Flash program memory will be erased when the code protection is turned off. See the "*PIC16F72X/PIC16LF72X Memory Programming Specification"* (DS41332) for more information.

8.3 User ID

Four memory locations (2000h-2003h) are designated as ID locations where the user can store checksum or other code identification numbers. These locations are not accessible during normal execution, but are readable and writable during Program/Verify mode. Only the Least Significant 7 bits of the ID locations are reported when using MPLAB® IDE. See the "*PIC16F72X/PIC16LF72X Memory Programming Specification"* (DS41332) for more information.

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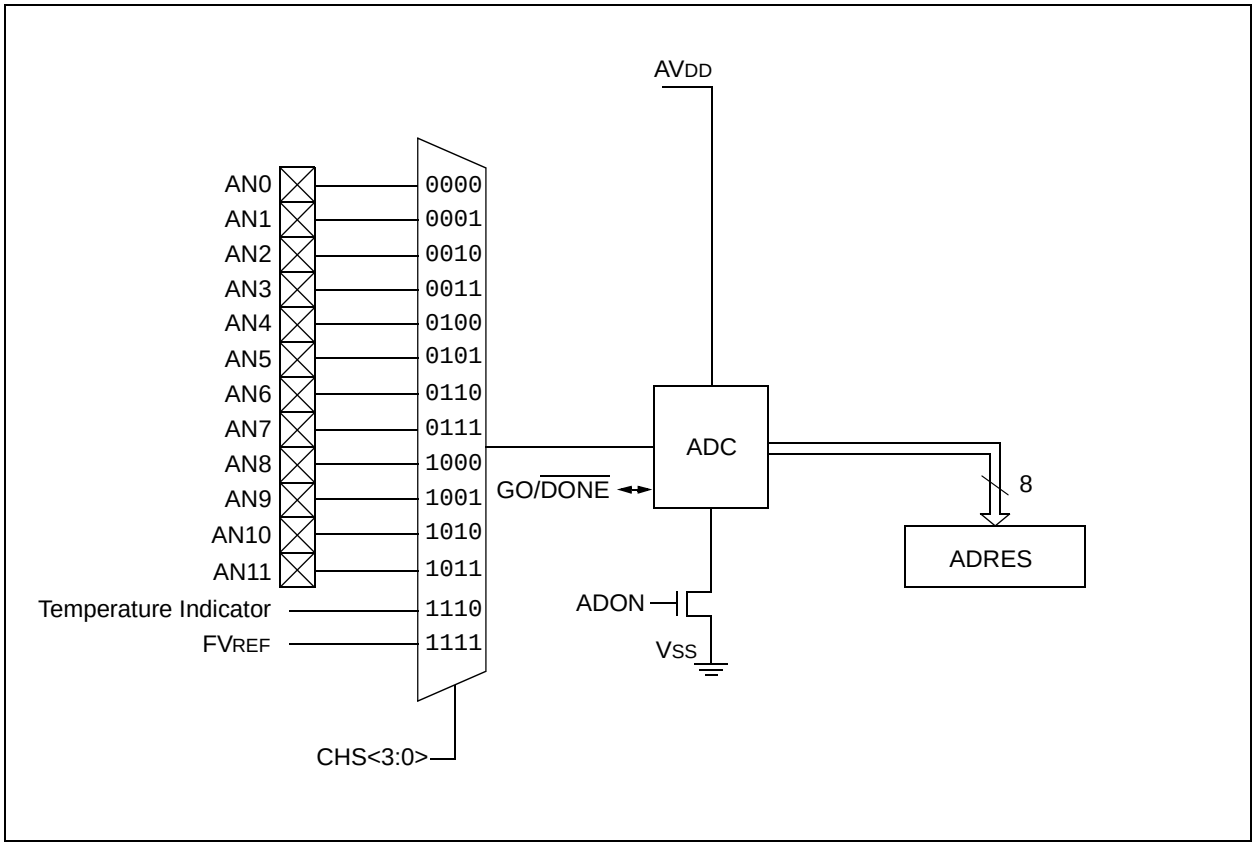
9.0 ANALOG-TO-DIGITAL CONVERTER (ADC) MODULE

The Analog-to-Digital Converter (ADC) allows conversion of an analog input signal to a 8-bit binary representation of that signal. This device uses analog inputs, which are multiplexed into a single sample and hold circuit. The output of the sample and hold is connected to the input of the converter. The converter generates a 8-bit binary result via successive approximation and stores the conversion result into the ADC result register (ADRES). Figure 9-1 shows the block diagram of the ADC.

The ADC voltage reference is software selectable to be either internally generated or externally supplied.

The ADC can generate an interrupt upon completion of a conversion. This interrupt can be used to wake-up the device from Sleep.

FIGURE 9-1: ADC BLOCK DIAGRAM



9.1 ADC Configuration

When configuring and using the ADC the following functions must be considered:

- Port configuration
- Channel selection
- ADC conversion clock source
- Interrupt control

9.1.1 PORT CONFIGURATION

When converting analog signals, the I/O pin selected as the input channel should be configured for analog by setting the associated TRIS and ANSEL bits. Refer to **Section 6.0 "I/O Ports"** for more information.

Note:	Analog voltages on any pin that is defined as a digital input may cause the input buffer to conduct excess current.

9.1.2 CHANNEL SELECTION

There are 14 channel selections available:

- AN<11:0> pins
- Temperature Indicator
- FVR (Fixed Voltage Reference) Output

Refer to **Section 11.0 "Temperature Indicator Module"** and **Section 10.0 "Fixed Voltage Reference"** for more information on these channel selections.

The CHS bits of the ADCON0 register determine which channel is connected to the sample and hold circuit.

When changing channels, a delay is required before starting the next conversion. Refer to **Section 9.2 "ADC Operation"** for more information.

9.1.3 CONVERSION CLOCK

The source of the conversion clock is software selectable via the ADCS bits of the ADCON1 register. There are seven possible clock options:

- FOSC/2
- FOSC/4
- FOSC/8
- FOSC/16
- FOSC/32
- FOSC/64
- FRC (dedicated internal oscillator)

The time to complete one bit conversion is defined as TAD. One full 8-bit conversion requires 10 TAD periods as shown in Figure 9-2.

For correct conversion, the appropriate TAD specification must be met. Refer to the A/D conversion requirements in **Section 23.0 "Electrical Specifications"** for more information. Table 9-1 gives examples of appropriate ADC clock selections.

Note:	Unless using the FRC, any changes in the system clock frequency will change the ADC clock frequency, which may adversely affect the ADC result.

TABLE 9-1: ADC CLOCK PERIOD (TAD) VS. DEVICE OPERATING FREQUENCIES

ADC Clock Period (TAD)		Device Frequency (FOSC)			
ADC Clock Source	**ADCS<2:0>**	**16 MHz**	**8 MHz**	**4 MHz**	**1 MHz**
FOSC/2	000	125 ns(2)	250 ns(2)	500 ns(2)	2.0 µs
FOSC/4	100	250 ns(2)	500 ns(2)	1.0 µs	4.0 µs
FOSC/8	001	0.5 µs(2)	1.0 µs	2.0 µs	8 µs(5)
FOSC/16	101	1.0 µs	2.0 µs	4.0 µs	16.0 µs(5)
FOSC/32	010	2.0 µs	4.0 µs	8 µs(5)	32.0 µs(3)
FOSC/64	110	4.0 µs	8 µs(5)	16.0 µs(5)	64.0 µs(3)
FRC	x11	1.0-6.0 µs(1,4)	1.0-6.0 µs(1,4)	1.0-6.0 µs(1,4)	1.0-6.0 µs(1,4)

Legend: Shaded cells are outside of recommended range.

Note 1: The FRC source has a typical TAD time of 1.6 µs for VDD.

2: These values violate the minimum required TAD time.

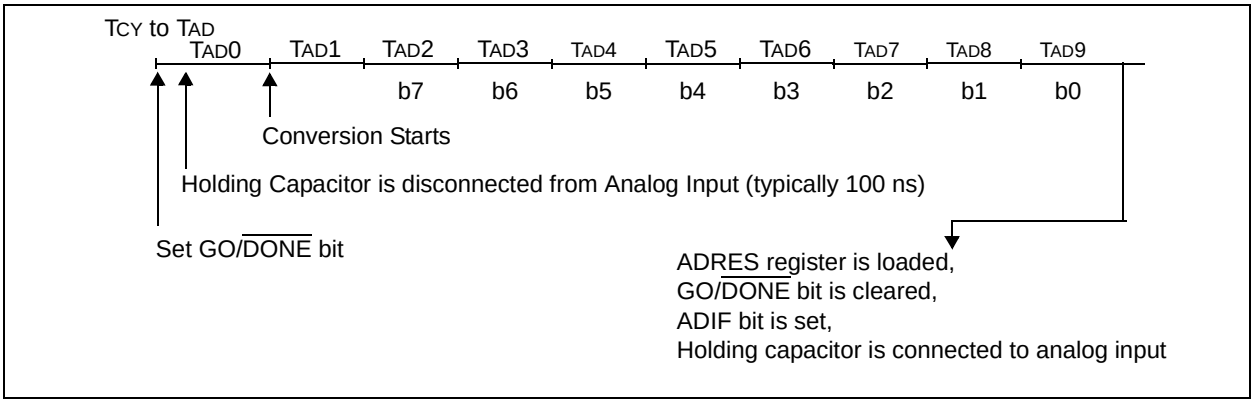
3: For faster conversion times, the selection of another clock source is recommended.

4: When the device frequency is greater than 1 MHz, the FRC clock source is only recommended if the conversion will be performed during Sleep.

5: Recommended values for VDD ≤ 2.0V and temperature -40°C to 85°C. The 16.0 µs setting should be avoided for temperature > 85°C.

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FIGURE 9-2: ANALOG-TO-DIGITAL CONVERSION TAD CYCLES



9.1.4 INTERRUPTS

The ADC module allows for the ability to generate an interrupt upon completion of an Analog-to-Digital conversion. The ADC Interrupt Flag is the ADIF bit in the PIR1 register. The ADC Interrupt Enable is the ADIE bit in the PIE1 register. The ADIF bit must be cleared in software.

Note 1:	The ADIF bit is set at the completion of every conversion, regardless of whether or not the ADC interrupt is enabled.
2:	The ADC operates during Sleep only when the FRC oscillator is selected.

This interrupt can be generated while the device is operating or while in Sleep. If the device is in Sleep, the interrupt will wake-up the device. Upon waking from Sleep, the next instruction following the SLEEP instruction is always executed. If the user is attempting to wake-up from Sleep and resume in-line code execution, the GIE and PEIE bits of the INTCON register must be disabled. If the GIE and PEIE bits of the INTCON register are enabled, execution will switch to the Interrupt Service Routine.

Please refer to **Section 9.1.4 "Interrupts"** for more information.

9.2 ADC Operation

9.2.1 STARTING A CONVERSION

To enable the ADC module, the ADON bit of the ADCON0 register must be set to a '1'. Setting the GO/DONE bit of the ADCON0 register to a '1' will start the Analog-to-Digital conversion.

Note:	The GO/DONE bit should not be set in the same instruction that turns on the ADC. Refer to **Section 9.2.6 "A/D Conversion Procedure"**.

9.2.2 COMPLETION OF A CONVERSION

When the conversion is complete, the ADC module will:

- Clear the GO/DONE bit
- Set the ADIF Interrupt Flag bit
- Update the ADRES register with new conversion result

9.2.3 TERMINATING A CONVERSION

If a conversion must be terminated before completion, the GO/DONE bit can be cleared in software. The ADRES register will be updated with the partially complete Analog-to-Digital conversion sample. Incomplete bits will match the last bit converted.

Note:	A device Reset forces all registers to their Reset state. Thus, the ADC module is turned off and any pending conversion is terminated.

9.2.4 ADC OPERATION DURING SLEEP

The ADC module can operate during Sleep. This requires the ADC clock source to be set to the FRC option. When the FRC clock source is selected, the ADC waits one additional instruction before starting the conversion. This allows the SLEEP instruction to be executed, which can reduce system noise during the conversion. If the ADC interrupt is enabled, the device will wake-up from Sleep when the conversion completes. If the ADC interrupt is disabled, the ADC module is turned off after the conversion completes, although the ADON bit remains set.

When the ADC clock source is something other than FRC, a SLEEP instruction causes the present conversion to be aborted and the ADC module is turned off, although the ADON bit remains set.

9.2.5 SPECIAL EVENT TRIGGER

The Special Event Trigger of the CCP module allows periodic ADC measurements without software intervention. When this trigger occurs, the GO/$\overline{\text{DONE}}$ bit is set by hardware and the Timer1 counter resets to zero.

Using the Special Event Trigger does not assure proper ADC timing. It is the user's responsibility to ensure that the ADC timing requirements are met.

Refer to **Section 15.0 "Capture/Compare/PWM (CCP) Module"** for more information.

9.2.6 A/D CONVERSION PROCEDURE

This is an example procedure for using the ADC to perform an Analog-to-Digital conversion:

1. Configure Port:
   - Disable pin output driver (Refer to the TRIS register)
   - Configure pin as analog (Refer to the ANSEL register)
2. Configure the ADC module:
   - Select ADC conversion clock
   - Select ADC input channel
   - Turn on ADC module
3. Configure ADC interrupt (optional):
   - Clear ADC interrupt flag
   - Enable ADC interrupt
   - Enable peripheral interrupt
   - Enable global interrupt(1)
4. Wait the required acquisition time(2).
5. Start conversion by setting the GO/$\overline{\text{DONE}}$ bit.
6. Wait for ADC conversion to complete by one of the following:
   - Polling the GO/$\overline{\text{DONE}}$ bit
   - Waiting for the ADC interrupt (interrupts enabled)
7. Read ADC Result.
8. Clear the ADC interrupt flag (required if interrupt is enabled).

Note 1: The global interrupt can be disabled if the user is attempting to wake-up from Sleep and resume in-line code execution.

2: Refer to **Section 9.3 "A/D Acquisition Requirements"**.

EXAMPLE 9-1: A/D CONVERSION

```
;This code block configures the ADC
;for polling, Vdd reference, Frc clock
;and AN0 input.
;
;Conversion start & polling for completion
; are included.
;
BANKSEL     ADCON1      ;
MOVLW       B'01110000';ADC Frc clock,
                        ;VDD reference
MOVWF       ADCON1      ;
BANKSEL     TRISA       ;
BSF         TRISA,0     ;Set RA0 to input
BANKSEL     ANSELA      ;
BSF         ANSELA,0    ;Set RA0 to analog
BANKSEL     ADCON0      ;
MOVLW       B'00000001';AN0, On
MOVWF       ADCON0      ;
CALL        SampleTime  ;Acquisiton delay
BSF         ADCON0,GO   ;Start conversion
BTFSC       ADCON0,GO   ;Is conversion done?
GOTO        $-1         ;No, test again
BANKSEL     ADRES       ;
MOVF        ADRES,W     ;Read result
MOVWF       RESULT      ;store in GPR space
```


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9.2.7 ADC REGISTER DEFINITIONS

The following registers are used to control the operation of the ADC.

REGISTER 9-1: ADCON0: A/D CONTROL REGISTER 0

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	CHS3	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	ADON
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-2 **CHS<3:0>:** Analog Channel Select bits

0000 = AN0
0001 = AN1
0010 = AN2
0011 = AN3
0100 = AN4
0101 = AN5
0110 = AN6
0111 = AN7
1000 = AN8
1001 = AN9
1010 = AN10
1011 = AN11
1110 = Temperature Indicator(1)
1111 = Fixed Voltage Reference (FV_{REF})(2)

bit 1 **GO/$\overline{\text{DONE}}$:** A/D Conversion Status bit

1 = A/D conversion cycle in progress. Setting this bit starts an A/D conversion cycle.
This bit is automatically cleared by hardware when the A/D conversion has completed.
0 = A/D conversion completed/not in progress

bit 0 **ADON:** ADC Enable bit

1 = ADC is enabled
0 = ADC is disabled and consumes no operating current

Note 1: See **Section 11.0 “Temperature Indicator Module”** for more information.

2: See **Section 10.0 “Fixed Voltage Reference”** for more information.

REGISTER 9-2: ADCON1: A/D CONTROL REGISTER 1

U-0	R/W-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	ADCS2	ADCS1	ADCS0	—	—	—	—
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **ADCS<2:0>:** A/D Conversion Clock Select bits

000 = FOSC/2
001 = FOSC/8
010 = FOSC/32
011 = FRC (clock supplied from a dedicated RC oscillator)
100 = FOSC/4
101 = FOSC/16
110 = FOSC/64
111 = FRC (clock supplied from a dedicated RC oscillator)

bit 3-0 **Unimplemented:** Read as ‘0’

REGISTER 9-3: ADRES: ADC RESULT REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
ADRES7	ADRES6	ADRES5	ADRES4	ADRES3	ADRES2	ADRES1	ADRES0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7-0 **ADRES<7:0>**: ADC Result Register bits

8-bit conversion result.

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9.3 A/D Acquisition Requirements

For the ADC to meet its specified accuracy, the charge holding capacitor (CHOLD) must be allowed to fully charge to the input channel voltage level. The Analog Input model is shown in Figure 9-3. The source impedance (RS) and the internal sampling switch (RSS) impedance directly affect the time required to charge the capacitor CHOLD. The sampling switch (RSS) impedance varies over the device voltage (VDD), refer to Figure 9-3. **The maximum recommended impedance for analog sources is 10 kΩ.** As the source impedance is decreased, the acquisition time may be decreased. After the analog input channel is selected (or changed), an A/D acquisition must be done before the conversion can be started. To calculate the minimum acquisition time, Equation 9-1 may be used. This equation assumes that 1/2 LSb error is used (256 steps for the ADC). The 1/2 LSb error is the maximum error allowed for the ADC to meet its specified resolution. It is noted that if the device is operated at or below 2.0V VDD with the FRC clock selected for the ADC and if the analog input changes by more than 1 or 2 LSBs from the previous conversion, then the use of at least 16 µs TACQ time is recommended.

EQUATION 9-1: ACQUISITION TIME EXAMPLE

Assumptions: $Temperature = 50°C$ *and external impedance of* $10k\Omega$ *5.0V* V_{DD}

$$\begin{aligned} T_{ACQ} &= \text{Amplifier Settling Time} + \text{Hold Capacitor Charging Time} + \text{Temperature Coefficient} \\ &= T_{AMP} + T_C + T_{COFF} \\ &= 2\mu s + T_C + [(Temperature - 25°C)(0.05\mu s/°C)] \end{aligned}$$

Note: TCOFF is zero for temperatures below 25 degrees C.

The value for T_C *can be approximated with the following equations:*

$$V_{APPLIED}\left(1 - \frac{1}{(2^{n+1}) - 1}\right) = V_{CHOLD} \quad ;[1]\ V_{CHOLD}\ \text{charged to within 1/2 lsb}$$

$$V_{APPLIED}\left(1 - e^{\frac{-T_C}{RC}}\right) = V_{CHOLD} \quad ;[2]\ V_{CHOLD}\ \text{charge response to}\ V_{APPLIED}$$

$$V_{APPLIED}\left(1 - e^{\frac{-T_C}{RC}}\right) = V_{APPLIED}\left(1 - \frac{1}{(2^{n+1}) - 1}\right) \quad ;\text{combining [1] and [2]}$$

Note: Where n = number of bits of the ADC.

Solving for T_C*:*

$$\begin{aligned} T_C &= -C_{HOLD}(R_{IC} + R_{SS} + R_S)\ ln(1/511) \\ &= -20pF(1k\Omega + 7k\Omega + 10k\Omega)\ ln(0.001957) \\ &= 2.25\mu s \end{aligned}$$

Therefore:

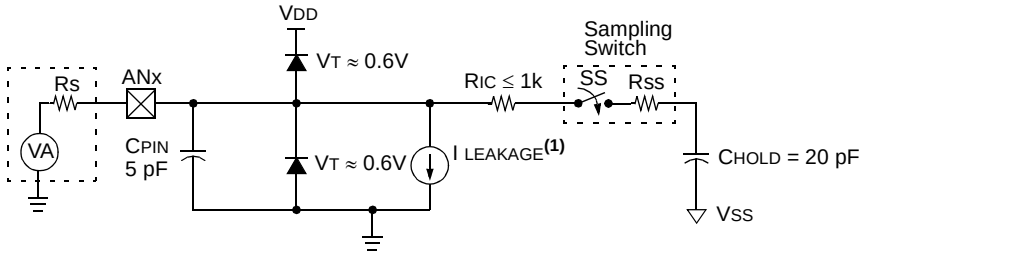
$$\begin{aligned} T_{ACQ} &= 2\mu s + 2.25\mu s + [(50°C - 25°C)(0.05\mu s/°C)] \\ &= 5.5\mu s \end{aligned}$$

Note 1: The reference voltage (V_{REF}) has no effect on the equation, since it cancels itself out.

2: The charge holding capacitor (C_{HOLD}) is not discharged after each conversion.

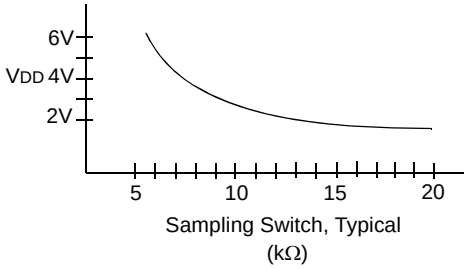
3: The maximum recommended impedance for analog sources is 10 kΩ. This is required to meet the pin leakage specification.

FIGURE 9-3: ANALOG INPUT MODEL



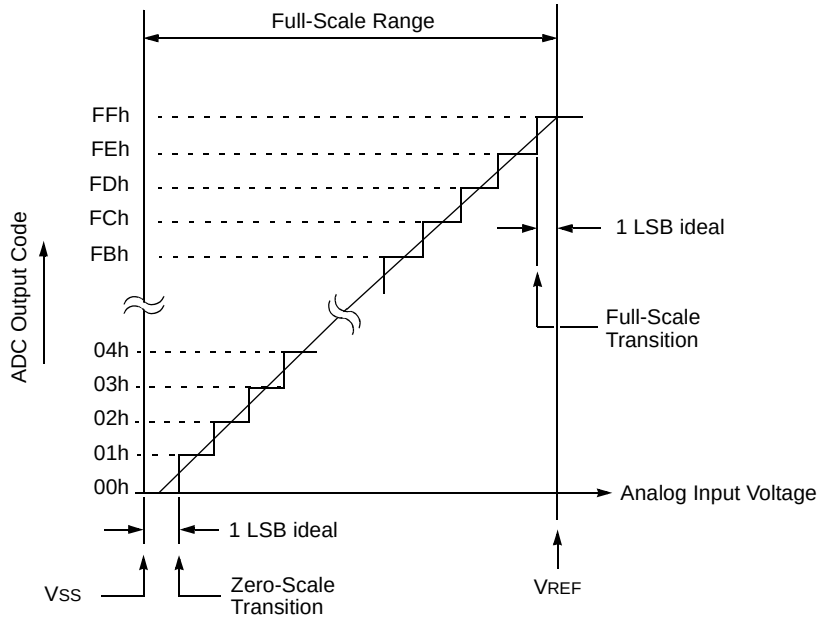
Legend:

C_{HOLD}	=	Sample/Hold Capacitance
C_{PIN}	=	Input Capacitance
I LEAKAGE	=	Leakage current at the pin due to various junctions
R_{IC}	=	Interconnect Resistance
R_{SS}	=	Resistance of Sampling Switch
SS	=	Sampling Switch
V_T	=	Threshold Voltage



Note 1: Refer to **Section 23.0 "Electrical Specifications"**.

FIGURE 9-4: ADC TRANSFER FUNCTION



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TABLE 9-2: SUMMARY OF ASSOCIATED ADC REGISTERS

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
ADCON0	—	—	CHS3	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	ADON	--00 0000	--00 0000
ADCON1	—	ADCS2	ADCS1	ADCS0	—	—	—	—	-000 ----	-000 ----
ANSELA	—	—	ANSA5	ANSA4	—	ANSA2	ANSA1	ANSA0	--11 -111	--11 -111
ANSELB	—	—	ANSB5	ANSB4	—	—	—	—	--11 ----	--11 ----
ANSELC	ANSC7	ANSC6	—	—	ANSC3	ANSC2	ANSC1	ANSC0	11-- 1111	11-- 1111
ADRES	ADC Result Register								xxxx xxxx	uuuu uuuu
FVRCON	FVRRDY	FVREN	TSEN	TSRNG	—	—	ADFVR1	ADFVR0	q000 --00	q000 --00
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
TRISA	—	—	TRISA5	TRISA4	—	TRISA2	TRISA1	TRISA0	--11 -111	--11 -111
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111

Legend: x = unknown, u = unchanged, – = unimplemented read as '0', q = value depends on condition. Shaded cells are not used for ADC module.

NOTES:

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10.0 FIXED VOLTAGE REFERENCE

This device contains an internal voltage regulator. To provide a reference for the regulator, a band gap reference is provided. This band gap is also user accessible via an A/D converter channel.

User level band gap functions are controlled by the FVRCON register, which is shown in Register 10-1.

REGISTER 10-1: FVRCON: FIXED VOLTAGE REFERENCE REGISTER

R-q	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0	R/W-0
FVRRDY	FVREN	TSEN	TSRNG	—	—	ADFVR1	ADFVR0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown
q = Value depends on condition			

bit 7 **FVRRDY(1):** Fixed Voltage Reference Ready Flag bit
- 0 = Fixed Voltage Reference output is not active or stable
- 1 = Fixed Voltage Reference output is ready for use

bit 6 **FVREN(2):** Fixed Voltage Reference Enable bit
- 0 = Fixed Voltage Reference is disabled
- 1 = Fixed Voltage Reference is enabled

bit 5 **TSEN:** Temperature Indicator Enable bit(3)
- 0 = Temperature indicator is disabled
- 1 = Temperature indicator is enabled

bit 4 **TSRNG:** Temperature Indicator Range Selection bit(3)
- 0 = VOUT = VDD - 4VT (High Range)
- 1 = VOUT = VDD - 2VT (Low Range)

bit 3-2 **Unimplemented:** Read as '0'

bit 1-0 **ADFVR<1:0>:** A/D Converter Fixed Voltage Reference Selection bits
- 00 = A/D Converter Fixed Voltage Reference Peripheral output is off
- 01 = A/D Converter Fixed Voltage Reference Peripheral output is 1x (1.024V)
- 10 = A/D Converter Fixed Voltage Reference Peripheral output is 2x (2.048V)(2)
- 11 = A/D Converter Fixed Voltage Reference Peripheral output is 4x (4.096V)(2)

Note 1: FVRRDY is always '1' for the PIC16F720/721 devices.
2: Fixed Voltage Reference output cannot exceed VDD.
3: See **Section 11.0 "Temperature Indicator Module"** for additional information.

TABLE 10-1: SUMMARY OF ASSOCIATED FIXED VOLTAGE REFERENCE REGISTERS

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
FVRCON	FVRRDY	FVREN	TSEN	TSRNG	—	—	ADFVR1	ADFVR0	q000 --00	q000 --00

Legend: x = unknown, u = unchanged, – = unimplemented read as '0', q = value depends on condition. Shaded cells are not used for ADC module.

NOTES:

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11.0 TEMPERATURE INDICATOR MODULE

This family of devices is equipped with a temperature circuit designed to measure the operating temperature of the silicon die. The circuit's range of operating temperature falls between -40°C and +85°C. The output is a voltage that is proportional to the device temperature. The output of the temperature indicator is internally connected to the device ADC.

The circuit may be used as a temperature threshold detector or a more accurate temperature indicator, depending on the level of calibration performed. A one-point calibration allows the circuit to indicate a temperature closely surrounding that point. A two-point calibration allows the circuit to sense the entire range of temperature more accurately. Reference Application Note AN1333, "*Use and Calibration of the Internal Temperature Indicator*" (DS01333) for more details regarding the calibration process.

11.1 Circuit Operation

Figure 11-1 shows a simplified block diagram of the temperature circuit. The proportional voltage output is achieved by measuring the forward voltage drop across multiple silicon junctions.

Equation 11-1 describes the output characteristics of the temperature indicator.

EQUATION 11-1: VOUT RANGES

High Range: $V_{OUT} = V_{DD} - 4V_T$

Low Range: $V_{OUT} = V_{DD} - 2V_T$

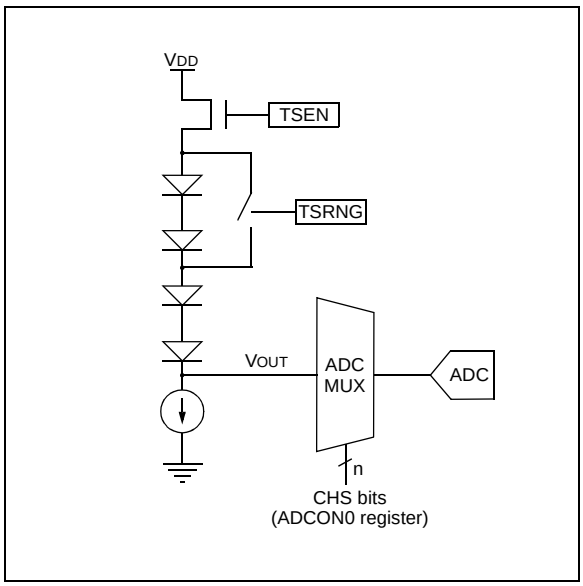
The temperature sense circuit is integrated with the Fixed Voltage Reference (FVR) module. See **Section 10.0 "Fixed Voltage Reference"** for more information.

The circuit is enabled by setting the TSEN bit of the FVRCON register. When disabled, the circuit draws no current.

The circuit operates in either high or low range. The high range, selected by setting the TSRNG bit of the FVRCON register, provides a wider output voltage. This provides more resolution over the temperature range, but may be less consistent from part to part. This range requires a higher bias voltage to operate and thus, a higher VDD is needed.

The low range is selected by clearing the TSRNG bit of the FVRCON register. The low range generates a lower voltage drop and thus, a lower bias voltage is needed to operate the circuit. The low range is provided for low voltage operation.

FIGURE 11-1: TEMPERATURE CIRCUIT DIAGRAM



11.2 Minimum Operating VDD vs. Minimum Sensing Temperature

When the temperature circuit is operated in low range, the device may be operated at any operating voltage that is within specifications.

When the temperature circuit is operated in high range, the device operating voltage, VDD, must be high enough to ensure that the temperature circuit is correctly biased.

Table 11-1 shows the recommended minimum VDD vs. range setting.

TABLE 11-1: RECOMMENDED VDD VS. RANGE

Min. VDD, TSRNG = 1	Min. VDD, TSRNG = 0
3.6V	1.8V

11.3 Temperature Output

The output of the circuit is measured using the internal Analog-to-Digital converter. Channel 14 is reserved for the temperature circuit output. Refer to **Section 9.0 "Analog-to-Digital Converter (ADC) Module"** for detailed information.

Note:	Every time the ADC MUX is changed to the temperature indicator output selection (CHS bit in the ADCCON0 register), wait 500 usec for the sampling capacitor to fully charge before sampling the temperature indicator output.

NOTES:

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12.0 TIMER0 MODULE

The Timer0 module is an 8-bit timer/counter with the following features:

- 8-bit timer/counter register (TMR0)
- 8-bit prescaler (shared with Watchdog Timer)
- Programmable internal or external clock source
- Programmable external clock edge selection
- Interrupt on overflow
- TMR0 can be used to gate Timer1

Figure 12-1 is a block diagram of the Timer0 module.

12.1 Timer0 Operation

The Timer0 module can be used as either an 8-bit timer or an 8-bit counter.

12.1.1 8-BIT TIMER MODE

The Timer0 module will increment every instruction cycle, if used without a prescaler. 8-Bit Timer mode is selected by clearing the T0CS bit of the OPTION register.

When TMR0 is written, the increment is inhibited for two instruction cycles immediately following the write.

Note:	The value written to the TMR0 register can be adjusted, in order to account for the two instruction cycle delay when TMR0 is written.

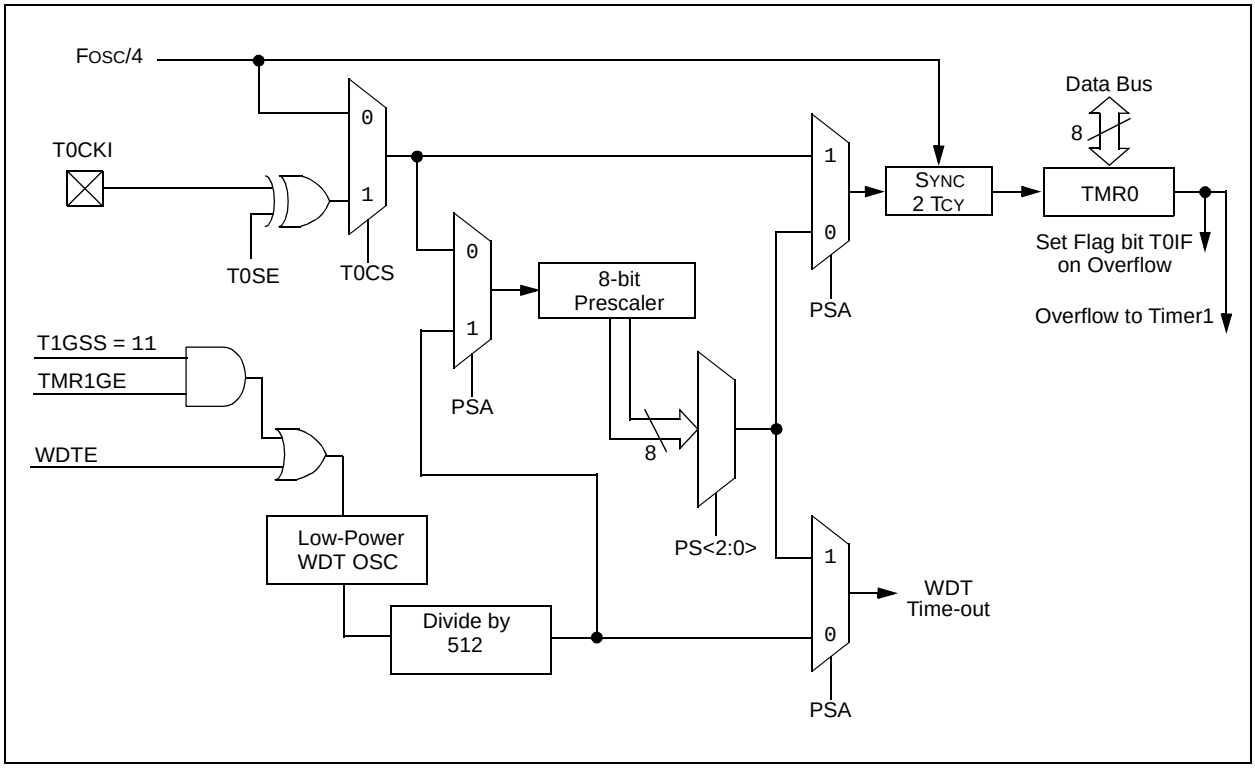
12.1.2 8-BIT COUNTER MODE

In 8-Bit Counter mode, the Timer0 module will increment on every rising or falling edge of the T0CKI pin.

8-Bit Counter mode using the T0CKI pin is selected by setting the T0CS bit in the OPTION register to '1'.

The rising or falling transition of the incrementing edge for either input source is determined by the T0SE bit in the OPTION register.

FIGURE 12-1: BLOCK DIAGRAM OF THE TIMER0/WDT PRESCALER



12.1.3 SOFTWARE PROGRAMMABLE PRESCALER

A single software programmable prescaler is available for use with either Timer0 or the Watchdog Timer (WDT), but not both simultaneously. The prescaler assignment is controlled by the PSA bit of the OPTION register. To assign the prescaler to Timer0, the PSA bit must be cleared to a '0'.

There are 8 prescaler options for the Timer0 module ranging from 1:2 to 1:256. The prescale values are selectable via the PS<2:0> bits of the OPTION register. In order to have a 1:1 prescaler value for the Timer0 module, the prescaler must be assigned to the WDT module.

The prescaler is not readable or writable. When assigned to the Timer0 module, all instructions writing to the TMR0 register will clear the prescaler.

Note:	When the prescaler is assigned to WDT, a CLRWDT instruction will clear the prescaler along with the WDT.

12.1.4 TIMER0 INTERRUPT

Timer0 will generate an interrupt when the TMR0 register overflows from FFh to 00h. The TMR0IF interrupt flag bit of the INTCON register is set every time the TMR0 register overflows, regardless of whether or not the Timer0 interrupt is enabled. The TMR0IF bit can only be cleared in software. The Timer0 interrupt enable is the TMR0IE bit of the INTCON register.

Note:	The Timer0 interrupt cannot wake the processor from Sleep since the timer is frozen during Sleep.

12.1.5 8-BIT COUNTER MODE SYNCHRONIZATION

When in 8-Bit Counter Mode, the incrementing edge on the T0CKI pin must be synchronized to the instruction clock. Synchronization can be accomplished by sampling the prescaler output on the Q2 and Q4 cycles of the instruction clock. The high and low periods of the external clocking source must meet the timing requirements as shown in **Section 23.0 "Electrical Specifications"**.

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REGISTER 12-1: OPTION_REG: OPTION REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
$\overline{\text{RABPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **$\overline{\text{RABPU}}$:** PORTA or PORTB Pull-up Enable bit
1 = PORTA or PORTB pull-ups are disabled
0 = PORTA or PORTB pull-ups are enabled by individual PORT latch values

bit 6 **INTEDG:** Interrupt Edge Select bit
1 = Interrupt on rising edge of INT pin
0 = Interrupt on falling edge of INT pin

bit 5 **T0CS:** TMR0 Clock Source Select bit
1 = Transition on T0CKI pin
0 = Internal instruction cycle clock (FOSC/4)

bit 4 **T0SE:** TMR0 Source Edge Select bit
1 = Increment on high-to-low transition on T0CKI pin
0 = Increment on low-to-high transition on T0CKI pin

bit 3 **PSA:** Prescaler Assignment bit
1 = Prescaler is assigned to the WDT
0 = Prescaler is assigned to the Timer0 module

bit 2-0 **PS<2:0>:** Prescaler Rate Select bits

Bit Value	TMR0 Rate	WDT Rate
000	1 : 2	1 : 1
001	1 : 4	1 : 2
010	1 : 8	1 : 4
011	1 : 16	1 : 8
100	1 : 32	1 : 16
101	1 : 64	1 : 32
110	1 : 128	1 : 64
111	1 : 256	1 : 128

TABLE 12-1: SUMMARY OF REGISTERS ASSOCIATED WITH TIMER0

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
OPTION_REG	$\overline{\text{RABPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
TMR0	Timer0 module Register								xxxx xxxx	uuuu uuuu
TRISA	—	—	TRISA5	TRISA4	—	TRISA2	TRISA1	TRISA0	--11 -111	--11 -111

Legend: – = Unimplemented locations, read as '0', u = unchanged, x = unknown. Shaded cells are not used by the Timer0 module.

NOTES:

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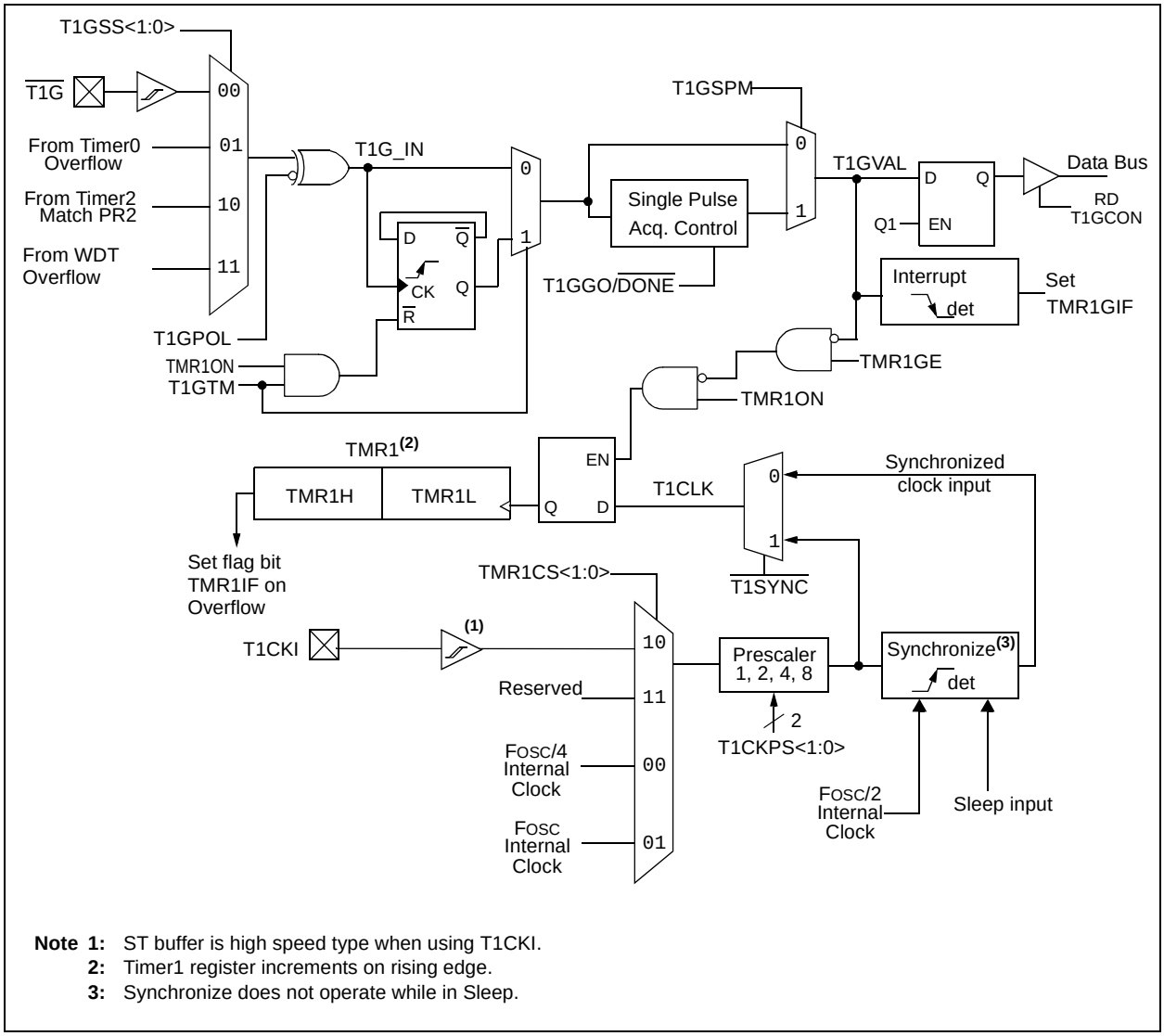
13.0 TIMER1 MODULE WITH GATE CONTROL

The Timer1 module is a 16-bit timer/counter with the following features:

- 16-bit timer/counter register pair (TMR1H:TMR1L)
- Programmable internal or external clock source
- 3-bit prescaler
- Synchronous or asynchronous operation
- Multiple Timer1 gate (count enable) sources
- Interrupt on overflow
- Wake-up on overflow (external clock, Asynchronous mode only)
- Time base for the Capture/Compare function
- Special Event Trigger (with CCP)
- Selectable Gate Source Polarity
- Gate Toggle Mode
- Gate Single-pulse Mode
- Gate Value Status
- Gate Event Interrupt

Figure 13-1 is a block diagram of the Timer1 module.

FIGURE 13-1: TIMER1 BLOCK DIAGRAM



Note 1: ST buffer is high speed type when using T1CKI.
2: Timer1 register increments on rising edge.
3: Synchronize does not operate while in Sleep.

13.1 Timer1 Operation

The Timer1 module is a 16-bit incrementing counter which is accessed through the TMR1H:TMR1L register pair. Writes to TMR1H or TMR1L directly update the counter.

When used with an internal clock source, the module is a timer and increments on every instruction cycle. When used with an external clock source, the module can be used as either a timer or counter and increments on every selected edge of the external source.

Timer1 is enabled by configuring the TMR1ON and TMR1GE bits in the T1CON and T1GCON registers, respectively. Table 13-1 displays the Timer1 enable selections.

TABLE 13-1: TIMER1 ENABLE SELECTIONS

TMR1ON	TMR1GE	Timer1 Operation
0	0	Off
0	1	Off
1	0	Always On
1	1	Count Enabled

13.2 Clock Source Selection

The TMR1CS<1:0> bits of the T1CON register are used to select the clock source for Timer1. Table 13-2 displays the clock source selections.

13.2.1 INTERNAL CLOCK SOURCE

When the internal clock source is selected the TMR1H:TMR1L register pair will increment on multiples of FOSC as determined by the Timer1 prescaler.

13.2.2 EXTERNAL CLOCK SOURCE

When the external clock source is selected, the Timer1 module may work as a timer or a counter. When enabled to count, Timer1 is incremented on the rising edge of the external clock input T1CKI.

Note: In Counter mode, a falling edge must be registered by the counter prior to the first incrementing rising edge after any one or more of the following conditions:

- Timer1 enabled after POR Reset
- Write to TMR1H or TMR1L
- Timer1 is disabled
- Timer1 is disabled (TMR1ON = 0) when T1CKI is high then Timer1 is enabled (TMR1ON=1) when T1CKI is low.

TABLE 13-2: CLOCK SOURCE SELECTIONS

TMR1CS1	TMR1CS0	Clock Source
0	1	System Clock (FOSC)
0	0	Instruction Clock (FOSC/4)
1	0	External Clocking on T1CKI Pin
1	1	Reserved

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13.3 Timer1 Prescaler

Timer1 has four prescaler options allowing 1, 2, 4 or 8 divisions of the clock input. The T1CKPS bits of the T1CON register control the prescale counter. The prescale counter is not directly readable or writable; however, the prescaler counter is cleared upon a write to TMR1H or TMR1L.

13.4 Timer1 Operation in Asynchronous Counter Mode

If control bit $\overline{\text{T1SYNC}}$ of the T1CON register is set, the external clock input is not synchronized. The timer increments asynchronously to the internal phase clocks. If external clock source is selected then the timer will continue to run during Sleep and can generate an interrupt on overflow, which will wake-up the processor. However, special precautions in software are needed to read/write the timer (see **Section 13.4.1 "Reading and Writing Timer1 in Asynchronous Counter Mode"**).

Note:	When switching from synchronous to asynchronous operation, it is possible to skip an increment. When switching from asynchronous to synchronous operation, it is possible to produce an additional increment.

13.4.1 READING AND WRITING TIMER1 IN ASYNCHRONOUS COUNTER MODE

Reading TMR1H or TMR1L while the timer is running from an external asynchronous clock will ensure a valid read (taken care of in hardware). However, the user should keep in mind that reading the 16-bit timer in two 8-bit values itself, poses certain problems, since the timer may overflow between the reads.

For writes, it is recommended that the user simply stop the timer and write the desired values. A write contention may occur by writing to the timer registers, while the register is incrementing. This may produce an unpredictable value in the TMR1H:TMR1L register pair.

13.5 Timer1 Gate

Timer1 can be configured to count freely or the count can be enabled and disabled using Timer1 gate circuitry. This is also referred to as Timer1 gate count enable.

Timer1 gate can also be driven by multiple selectable sources.

13.5.1 TIMER1 GATE COUNT ENABLE

The Timer1 gate is enabled by setting the TMR1GE bit of the T1GCON register. The polarity of the Timer1 gate is configured using the T1GPOL bit of the T1GCON register.

When Timer1 Gate ($\overline{\text{T1G}}$) input is active, Timer1 will increment on the rising edge of the Timer1 clock source. When Timer1 gate input is inactive, no incrementing will occur and Timer1 will hold the current count. See Figure 13-3 for timing details.

TABLE 13-3: TIMER1 GATE ENABLE SELECTIONS

T1CLK	T1GPOL	$\overline{\text{T1G}}$	Timer1 Operation
↑	0	0	Counts
↑	0	1	Holds Count
↑	1	0	Holds Count
↑	1	1	Counts

13.5.2 TIMER1 GATE SOURCE SELECTION

The Timer1 gate source can be selected from one of four different sources. Source selection is controlled by the T1GSS bits of the T1GCON register. The polarity for each available source is also selectable. Polarity selection is controlled by the T1GPOL bit of the T1GCON register.

TABLE 13-4: TIMER1 GATE SOURCES

T1GSS	Timer1 Gate Source
00	Timer1 Gate Pin
01	Overflow of Timer0 (TMR0 increments from FFh to 00h)
10	Timer2 match PR2 (TMR2 increments to match PR2)
11	Count Enabled by WDT Overflow (Watchdog Time-out interval expired)

13.5.2.1 T1G Pin Gate Operation

The T1G pin is one source for Timer1 gate control. It can be used to supply an external source to the Timer1 gate circuitry.

13.5.2.2 Timer0 Overflow Gate Operation

When Timer0 increments from FFh to 00h, a low-to-high pulse will automatically be generated and internally supplied to the Timer1 gate circuitry.

13.5.2.3 Timer2 Match Gate Operation

The TMR2 register will increment until it matches the value in the PR2 register. On the very next increment cycle, TMR2 will be reset to 00h. When this Reset occurs, a low-to-high pulse will automatically be generated and internally supplied to the Timer1 gate circuitry.

13.5.2.4 Watchdog Overflow Gate Operation

The Watchdog Timer oscillator, prescaler and counter will be automatically turned on when TMR1GE = 1 and T1GSS selects the WDT as a gate source for Timer1 (T1GSS = 11). TMR1ON does not factor into the oscillator, prescaler and counter enable. See Table 13-5.

The PSA and PS bits of the OPTION register still control what time-out interval is selected. Changing the prescaler during operation may result in a spurious capture.

Enabling the Watchdog Timer oscillator does not automatically enable a Watchdog Reset or Wake-up from Sleep upon counter overflow.

Note:	When using the WDT as a gate source for Timer1, operations that clear the Watchdog Timer (CLRWDT, SLEEP instructions) will affect the time interval being measured. This includes waking from Sleep. All other interrupts that might wake the device from Sleep should be disabled to prevent them from disturbing the measurement period.

As the gate signal coming from the WDT counter will generate different pulse widths depending on if the WDT is enabled, when the CLRWDT instruction is executed, and so on, Toggle mode must be used. A specific sequence is required to put the device into the correct state to capture the next WDT counter interval.

TABLE 13-5: WDT/TIMER1 GATE INTERACTION

WDTE	TMR1GE = 1 and T1GSS = 11	WDT Oscillator Enable	WDT Reset	Wake-up	WDT Available for T1G Source
1	N	Y	Y	Y	N
1	Y	Y	Y	Y	Y
0	Y	Y	N	N	Y
0	N	N	N	N	N

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13.5.3 TIMER1 GATE TOGGLE MODE

When Timer1 Gate Toggle mode is enabled, it is possible to measure the full-cycle length of a Timer1 gate signal, as opposed to the duration of a single level pulse.

The Timer1 gate source is routed through a flip-flop that changes state on every incrementing edge of the signal. See Figure 13-4 for timing details.

Timer1 Gate Toggle mode is enabled by setting the T1GTM bit of the T1GCON register. When the T1GTM bit is cleared, the flip-flop is cleared and held clear. This is necessary in order to control which edge is measured.

Note:	Enabling Toggle mode at the same time as changing the gate polarity may result in indeterminate operation.

13.5.4 TIMER1 GATE SINGLE-PULSE MODE

When Timer1 Gate Single-Pulse mode is enabled, it is possible to capture a single pulse gate event. Timer1 Gate Single-Pulse mode is first enabled by setting the T1GSPM bit in the T1GCON register. Next, the T1GGO/DONE bit in the T1GCON register must be set. The Timer1 will be fully enabled on the next incrementing edge. On the next trailing edge of the pulse, the T1GGO/DONE bit will automatically be cleared. No other gate events will be allowed to increment Timer1 until the T1GGO/DONE bit is once again set in software.

Clearing the T1GSPM bit of the T1GCON register will also clear the T1GGO/DONE bit. See Figure 13-5 for timing details.

Enabling the Toggle mode and the Single-Pulse mode simultaneously will permit both sections to work together. This allows the cycle times on the Timer1 gate source to be measured. See Figure 13-6 for timing details.

13.5.5 TIMER1 GATE VALUE STATUS

When Timer1 gate value status is utilized, it is possible to read the most current level of the gate control value. The value is stored in the T1GVAL bit in the T1GCON register. The T1GVAL bit is valid even when the Timer1 gate is not enabled (TMR1GE bit is cleared).

13.5.6 TIMER1 GATE EVENT INTERRUPT

When Timer1 gate event interrupt is enabled, it is possible to generate an interrupt upon the completion of a gate event. When the falling edge of T1GVAL occurs, the TMR1GIF flag bit in the PIR1 register will be set. If the TMR1GIE bit in the PIE1 register is set, then an interrupt will be recognized.

The TMR1GIF flag bit operates even when the Timer1 gate is not enabled (TMR1GE bit is cleared).

13.6 Timer1 Interrupt

The Timer1 register pair (TMR1H:TMR1L) increments to FFFFh and rolls over to 0000h. When Timer1 rolls over, the Timer1 interrupt flag bit of the PIR1 register is set. To enable the interrupt on rollover, you must set these bits:

- TMR1ON bit of the T1CON register
- TMR1IE bit of the PIE1 register
- PEIE bit of the INTCON register
- GIE bit of the INTCON register

The interrupt is cleared by clearing the TMR1IF bit in the Interrupt Service Routine.

Note:	The TMR1H:TMR1L register pair and the TMR1IF bit should be cleared before enabling interrupts.

13.7 Timer1 Operation During Sleep

Timer1 can only operate during Sleep when setup in Asynchronous Counter mode. In this mode, the clock source can be used to increment the counter. To set up the timer to wake the device:

- TMR1ON bit of the T1CON register must be set
- TMR1IE bit of the PIE1 register must be set
- PEIE bit of the INTCON register must be set
- $\overline{\text{T1SYNC}}$ bit of the T1CON register must be set
- TMR1CS bits of the T1CON register must be configured
- TMR1GE bit of the T1GCON register must be configured

The device will wake-up on an overflow and execute the next instructions. If the GIE bit of the INTCON register is set, the device will call the Interrupt Service Routine (0004h).

13.8 CCP Capture/Compare Time Base

The CCP module uses the TMR1H:TMR1L register pair as the time base when operating in Capture or Compare mode.

In Capture mode, the value in the TMR1H:TMR1L register pair is copied into the CCPR1H:CCPR1L register pair on a configured event.

In Compare mode, an event is triggered when the value CCPR1H:CCPR1L register pair matches the value in the TMR1H:TMR1L register pair. This event can be a Special Event Trigger.

For more information, see **Section 15.0 "Capture/ Compare/PWM (CCP) Module"**.

13.9 CCP Special Event Trigger

When the CCP is configured to trigger a special event, the trigger will clear the TMR1H:TMR1L register pair. This special event does not cause a Timer1 interrupt. The CCP module may still be configured to generate a CCP interrupt.

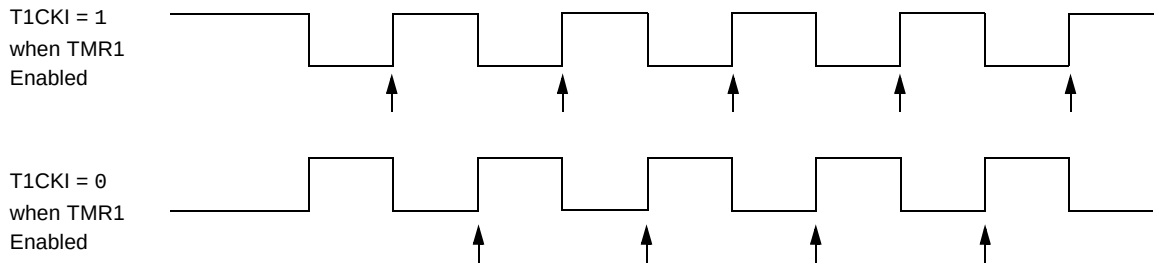
In this mode of operation, the CCPR1H:CCPR1L register pair becomes the period register for Timer1.

Timer1 should be synchronized to the FOSC/4 to utilize the Special Event Trigger. Asynchronous operation of Timer1 can cause a Special Event Trigger to be missed.

In the event that a write to TMR1H or TMR1L coincides with a Special Event Trigger from the CCP, the write will take precedence.

For more information, see **Section 9.2.5 "Special Event Trigger"**.

FIGURE 13-2: TIMER1 INCREMENTING EDGE



Note 1: Arrows indicate counter increments.

2: In Counter mode, a falling edge must be registered by the counter prior to the first incrementing rising edge of the clock.

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FIGURE 13-3: TIMER1 GATE COUNT ENABLE MODE

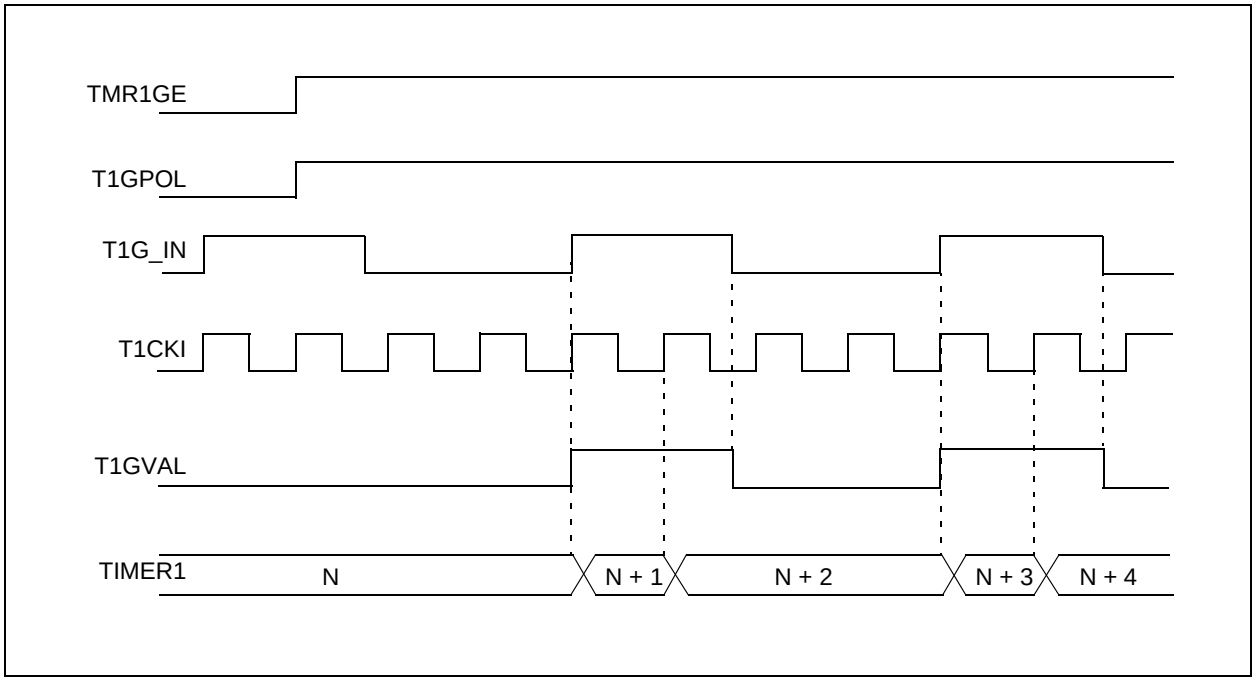


FIGURE 13-4: TIMER1 GATE TOGGLE MODE

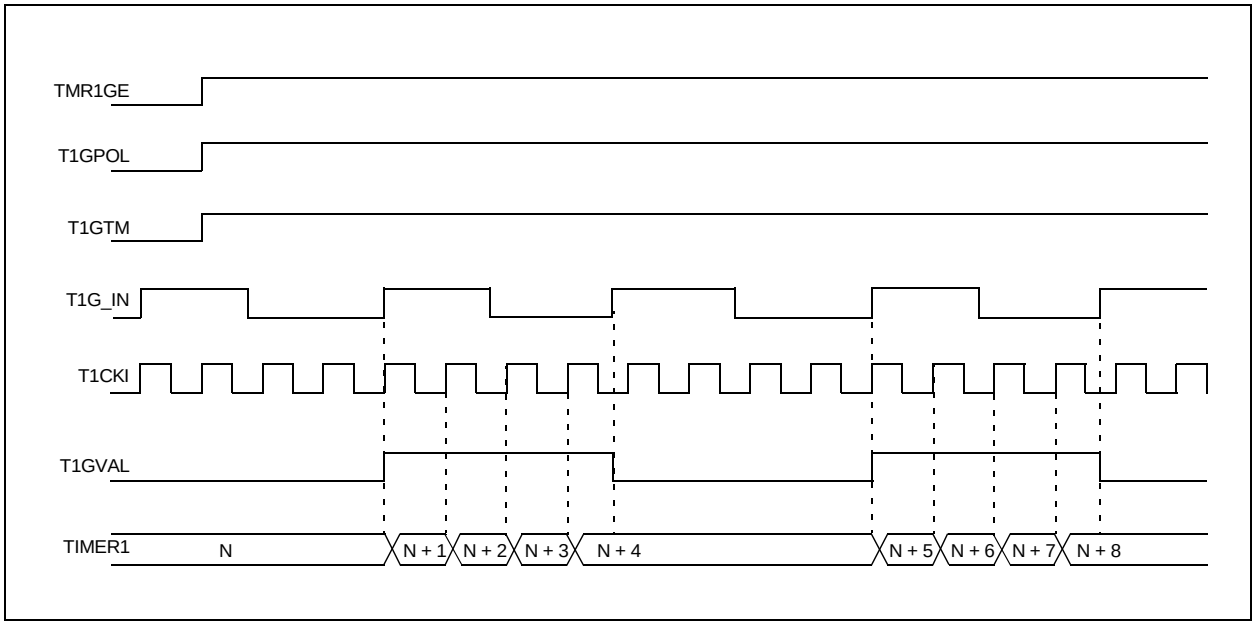
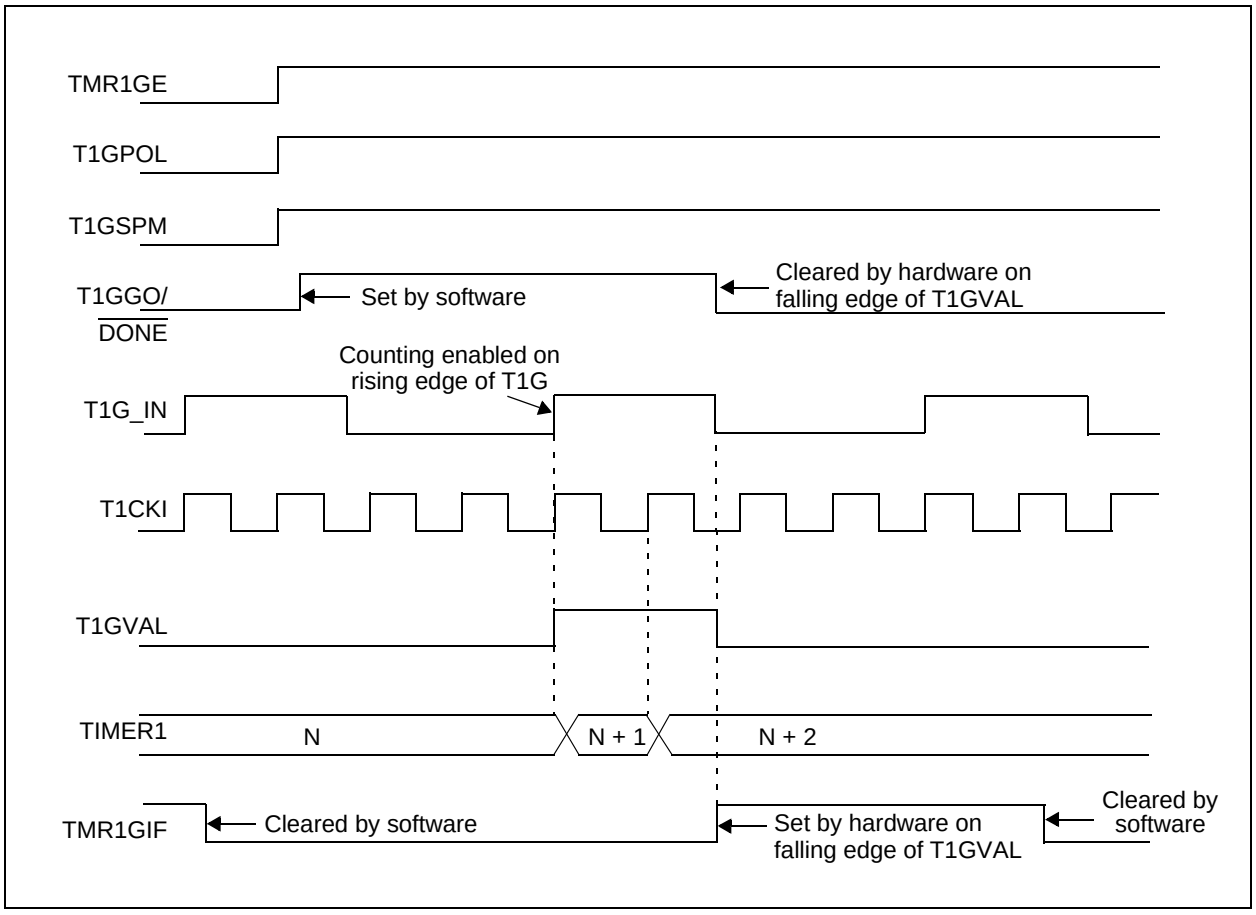
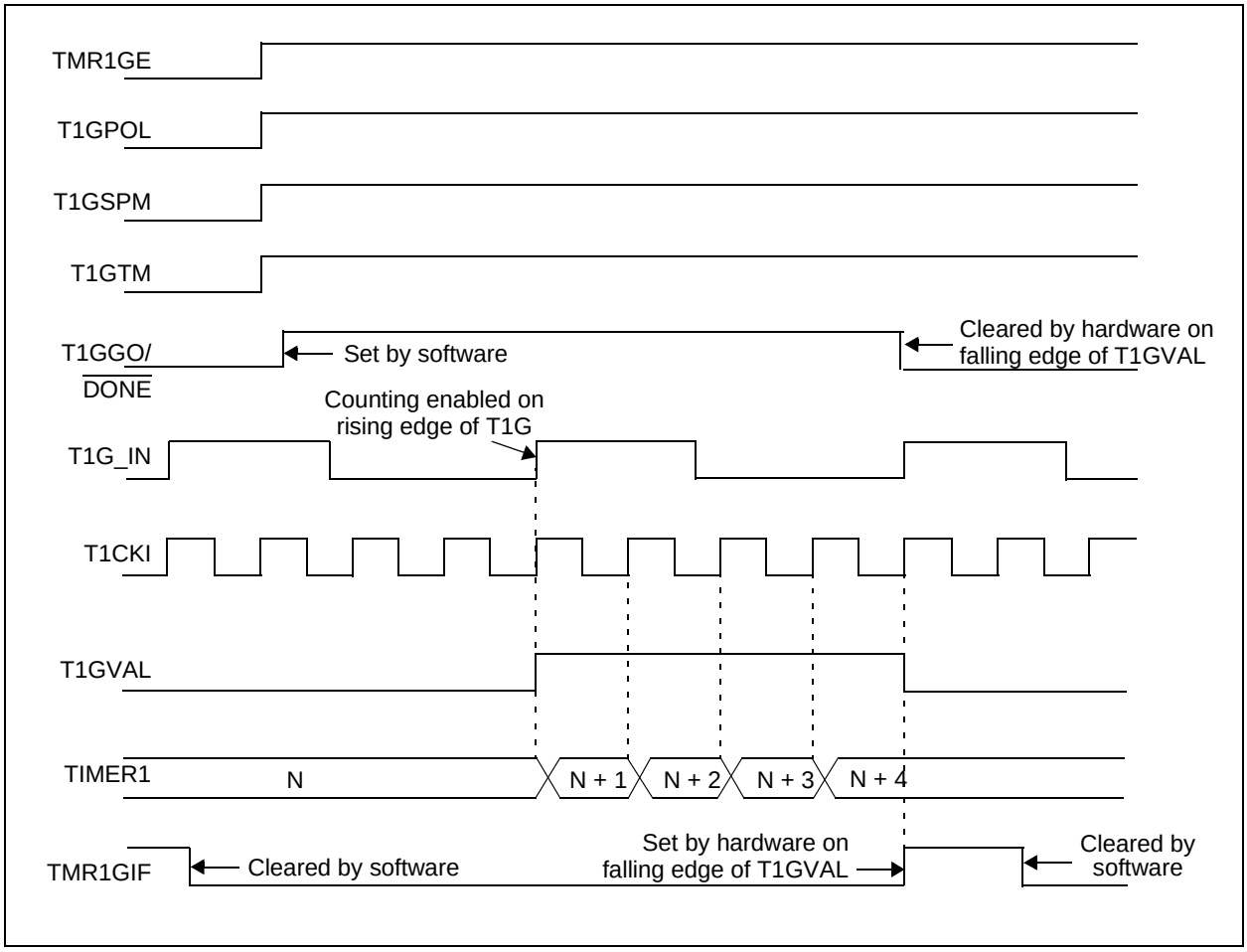


FIGURE 13-5: TIMER1 GATE SINGLE-PULSE MODE



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FIGURE 13-6: TIMER1 GATE SINGLE-PULSE AND TOGGLE COMBINED MODE



13.10 Timer1 Control Register

The Timer1 Control register (T1CON), shown in Register 13-1, is used to control Timer1 and select the various features of the Timer1 module.

REGISTER 13-1: T1CON: TIMER1 CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	U-0	R/W-0
TMR1CS1	TMR1CS0	T1CKPS1	T1CKPS0	—	$\overline{\text{T1SYNC}}$	—	TMR1ON
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **TMR1CS<1:0>:** Timer1 Clock Source Select bits
- 11 = Reserved
- 10 = Timer1 clock source is pin or oscillator. External clock from T1CKI pin (on the rising edge)
- 01 = Timer1 clock source is system clock (FOSC)
- 00 = Timer1 clock source is instruction clock (FOSC/4)

bit 5-4 **T1CKPS<1:0>:** Timer1 Input Clock Prescale Select bits
- 11 = 1:8 Prescale value
- 10 = 1:4 Prescale value
- 01 = 1:2 Prescale value
- 00 = 1:1 Prescale value

bit 3 **Unimplemented:** Read as '0'

bit 2 **T1SYNC:** Timer1 External Clock Input Synchronization Control bit

TMR1CS<1:0> = 1X
- 1 = Do not synchronize external clock input
- 0 = Synchronize external clock input with system clock (FOSC)

TMR1CS<1:0> = 0X

This bit is ignored. Timer1 uses the internal clock when TMR1CS<1:0> = 1X.

bit 1 **Unimplemented:** Read as '0'

bit 0 **TMR1ON:** Timer1 On bit
- 1 = Enables Timer1
- 0 = Stops Timer1

Clears Timer1 gate flip-flop

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13.11 Timer1 Gate Control Register

The Timer1 Gate Control register (T1GCON), shown in Register 13-2, is used to control Timer1 gate.

REGISTER 13-2: T1GCON: TIMER1 GATE CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-x	R/W-0	R/W-0
TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/$\overline{\text{DONE}}$	T1GVAL	T1GSS1	T1GSS0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **TMR1GE:** Timer1 Gate Enable bit

If TMR1ON = 0:
This bit is ignored
If TMR1ON = 1:
1 = Timer1 counting is controlled by the Timer1 gate function
0 = Timer1 counts regardless of Timer1 gate function

bit 6 **T1GPOL:** Timer1 Gate Polarity bit

1 = Timer1 gate is active-high (Timer1 counts when gate is high)
0 = Timer1 gate is active-low (Timer1 counts when gate is low)

bit 5 **T1GTM:** Timer1 Gate Toggle mode bit

1 = Timer1 Gate Toggle mode is enabled.
0 = Timer1 Gate Toggle mode is disabled and toggle flip-flop is cleared
Timer1 gate flip-flop toggles on every rising edge.

bit 4 **T1GSPM:** Timer1 Gate Single Pulse mode bit

1 = Timer1 Gate Single-Pulse mode is enabled and is controlling Timer1 gate
0 = Timer1 Gate Single-Pulse mode is disabled

bit 3 **T1GGO/$\overline{\text{DONE}}$:** Timer1 Gate Single-Pulse Acquisition Status bit

1 = Timer1 gate single-pulse acquisition is ready, waiting for an edge
0 = Timer1 gate single-pulse acquisition has completed or has not been started
This bit is automatically cleared when T1GSPM is cleared.

bit 2 **T1GVAL:** Timer1 Gate Current State bit

Indicates the current state of the Timer1 gate that could be provided to TMR1H:TMR1L.
Unaffected by Timer1 Gate Enable (TMR1GE).

bit 1-0 **T1GSS<1:0>:** Timer1 Gate Source Select bits

00 = Timer1 gate pin
01 = Timer0 overflow output
10 = TMR2 match PR2 output
11 = Watchdog Timer scaler overflow
Watchdog Timer oscillator is turned on if TMR1GE = 1, regardless of the state of TMR1ON

TABLE 13-6: SUMMARY OF REGISTERS ASSOCIATED WITH TIMER1

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
ANSELB	—	—	ANSB5	ANSB4	—	—	—	—	--11 ----	--11 ----
CCP1CON	—	—	DC1	B1	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
PORTB	RB7	RB6	RB5	RB4	—	—	—	—	xxxx ----	uuuu ----
TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
T1CON	TMR1CS1	TMR1CS0	T1CKPS1	T1CKPS0	—	$\overline{\text{T1SYNC}}$	—	TMR1ON	0000 -0-0	uuuu -u-u
T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	$\overline{\text{T1GGO}}$/$\overline{\text{DONE}}$	T1GVAL	T1GSS1	T1GSS0	0000 0x00	uuuu uxuu

Legend: x = unknown, u = unchanged, – = unimplemented, read as '0'. Shaded cells are not used by the Timer1 module.

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14.0 TIMER2 MODULE

The Timer2 module is an 8-bit timer with the following features:

- 8-bit timer register (TMR2)
- 8-bit period register (PR2)
- Interrupt on TMR2 match with PR2
- Software programmable prescaler (1:1, 1:4, 1:16)
- Software programmable postscaler (1:1 to 1:16)

See Figure 14-1 for a block diagram of Timer2.

14.1 Timer2 Operation

The clock input to the Timer2 module is the system instruction clock (FOSC/4). The clock is fed into the Timer2 prescaler, which has prescale options of 1:1, 1:4 or 1:16. The output of the prescaler is then used to increment the TMR2 register.

The values of TMR2 and PR2 are constantly compared to determine when they match. TMR2 will increment from 00h until it matches the value in PR2. When a match occurs, two things happen:

- TMR2 is reset to 00h on the next increment cycle.
- The Timer2 postscaler is incremented.

The match output of the Timer2/PR2 comparator is then fed into the Timer2 postscaler. The postscaler has postscale options of 1:1 to 1:16 inclusive. The output of the Timer2 postscaler is used to set the TMR2IF interrupt flag bit in the PIR1 register.

The TMR2 and PR2 registers are both fully readable and writable. On any Reset, the TMR2 register is set to 00h and the PR2 register is set to FFh.

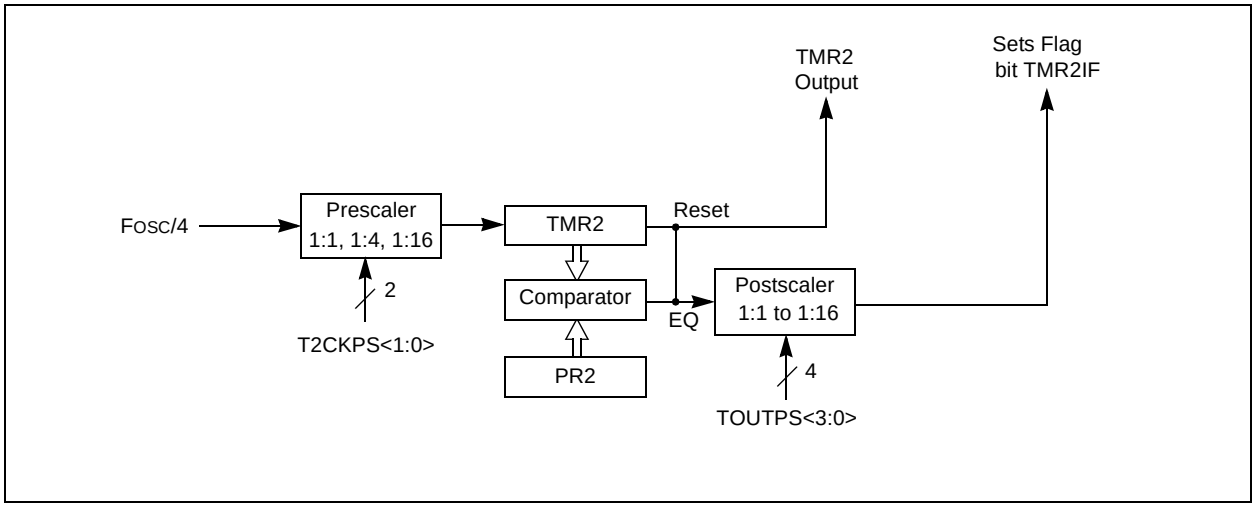
Timer2 is turned on by setting the TMR2ON bit in the T2CON register to a '1'. Timer2 is turned off by clearing the TMR2ON bit to a '0'.

The Timer2 prescaler is controlled by the T2CKPS bits in the T2CON register. The Timer2 postscaler is controlled by the TOUTPS bits in the T2CON register. The prescaler and postscaler counters are cleared when:

- A write to TMR2 occurs.
- A write to T2CON occurs.
- Any device Reset occurs (Power-on Reset, $\overline{\text{MCLR}}$ Reset, Watchdog Timer Reset, or Brown-out Reset).

Note: TMR2 is not cleared when T2CON is written.

FIGURE 14-1: TIMER2 BLOCK DIAGRAM



REGISTER 14-1: T2CON: TIMER2 CONTROL REGISTER

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **Unimplemented:** Read as '0'

bit 6-3 **TOUTPS<3:0>:** Timer2 Output Postscaler Select bits

0000 = 1:1 Postscaler
0001 = 1:2 Postscaler
0010 = 1:3 Postscaler
0011 = 1:4 Postscaler
0100 = 1:5 Postscaler
0101 = 1:6 Postscaler
0110 = 1:7 Postscaler
0111 = 1:8 Postscaler
1000 = 1:9 Postscaler
1001 = 1:10 Postscaler
1010 = 1:11 Postscaler
1011 = 1:12 Postscaler
1100 = 1:13 Postscaler
1101 = 1:14 Postscaler
1110 = 1:15 Postscaler
1111 = 1:16 Postscaler

bit 2 **TMR2ON:** Timer2 On bit

1 = Timer2 is on
0 = Timer2 is off

bit 1-0 **T2CKPS<1:0>:** Timer2 Clock Prescale Select bits

00 = Prescaler is 1
01 = Prescaler is 4
1x = Prescaler is 16

TABLE 14-1: SUMMARY OF REGISTERS ASSOCIATED WITH TIMER2

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
PR2	Timer2 module Period Register								1111 1111	1111 1111
TMR2	Timer2 module Register								0000 0000	0000 0000
T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000

Legend: x = unknown, u = unchanged, - = unimplemented read as '0'. Shaded cells are not used for Timer2 module.

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15.0 CAPTURE/COMPARE/PWM (CCP) MODULE

The Capture/Compare/PWM module is a peripheral which allows the user to time and control different events. In Capture mode, the peripheral allows the timing of the duration of an event. The Compare mode allows the user to trigger an external event when a predetermined amount of time has expired. The PWM mode can generate a Pulse-Width Modulated signal of varying frequency and duty cycle.

The timer resources used by the module are shown in Table 15-1.

Additional information on CCP modules is available in the Application Note AN594, *"Using the CCP Modules"* (DS00594).

TABLE 15-1: CCP MODE – TIMER RESOURCES REQUIRED

CCP Mode	Timer Resource
Capture	Timer1
Compare	Timer1
PWM	Timer2

REGISTER 15-1: CCP1CON: CCP1 CONTROL REGISTER

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	DC1	B1	CCP1M3	CCP1M2	CCP1M1	CCP1M0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as '0'

bit 5-4 **DC1:B1**: PWM Duty Cycle Least Significant bits
Capture mode:
Unused
Compare mode:
Unused
PWM mode:
These bits are the two LSbs of the PWM duty cycle. The eight MSbs are found in CCPR1L.

bit 3-0 **CCP1M<3:0>:** CCP mode Select bits
0000 = Capture/Compare/PWM off (resets CCP module)
0001 = Unused (reserved)
0010 = Compare mode, toggle output on match (CCP1IF bit of the PIRx register is set)
0011 = Unused (reserved)
0100 = Capture mode, every falling edge
0101 = Capture mode, every rising edge
0110 = Capture mode, every 4th rising edge
0111 = Capture mode, every 16th rising edge
1000 = Compare mode, set output on match (CCP1IF bit of the PIR1 register is set)
1001 = Compare mode, clear output on match (CCP1IF bit of the PIR1 register is set)
1010 = Compare mode, generate software interrupt on match (CCP1IF bit is set of the PIRx register, CCP1 pin is unaffected)
1011 = Compare mode, trigger special event (CCP1IF bit of the PIR1register is set, TMR1 is reset and A/D conversion is started if the ADC module is enabled. CCP1 pin is unaffected.)
11xx = PWM mode.

15.1 Capture Mode

In Capture mode, CCPR1H:CCPR1L captures the 16-bit value of the TMR1 register when an event occurs on pin CCP1. An event is defined as one of the following and is configured by the CCP1M<3:0> bits of the CCP1CON register:

- Every falling edge
- Every rising edge
- Every 4th rising edge
- Every 16th rising edge

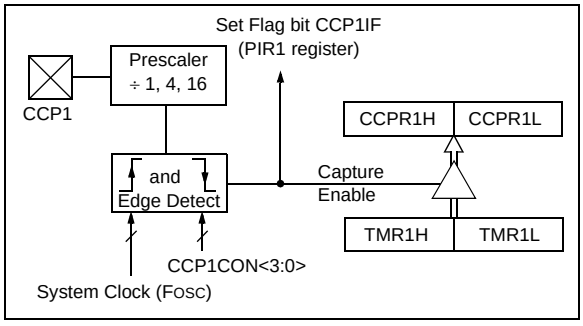
When a capture is made, the Interrupt Request Flag bit CCP1IF of the PIR1 register is set. The interrupt flag must be cleared in software. If another capture occurs before the value in the CCPR1H, CCPR1L register pair is read, the old captured value is overwritten by the new captured value (refer to Figure 15-1).

15.1.1 CCP1 PIN CONFIGURATION

In Capture mode, the CCP1 pin should be configured as an input by setting the associated TRIS control bit.

Note:	If the CCP1 pin is configured as an output, a write to the port can cause a capture condition.

FIGURE 15-1: CAPTURE MODE OPERATION BLOCK DIAGRAM



15.1.2 TIMER1 MODE SELECTION

Timer1 must be running in Timer mode or Synchronized Counter mode for the CCP module to use the capture feature. In Asynchronous Counter mode or when Timer1 is clocked at FOSC, the capture operation may not work.

Note:	Clocking Timer1 from the system clock (FOSC) should not be used in Capture mode. In order for Capture mode to recognize the trigger event on the CCP1 pin, Timer1 must be clocked from the Instruction Clock (FOSC/4) or from an external clock source.

15.1.3 SOFTWARE INTERRUPT

When the Capture mode is changed, a false capture interrupt may be generated. The user should keep the CCP1IE interrupt enable bit of the PIE1 register clear to avoid false interrupts. Additionally, the user should clear the CCP1IF interrupt flag bit of the PIR1 register following any change in operating mode

15.1.4 CCP PRESCALER

There are four prescaler settings specified by the CCP1M<3:0> bits of the CCP1CON register. Whenever the CCP module is turned off, or the CCP module is not in Capture mode, the prescaler counter is cleared. Any Reset will clear the prescaler counter.

Switching from one capture prescaler to another does not clear the prescaler and may generate a false interrupt. To avoid this unexpected operation, turn the module off by clearing the CCP1CON register before changing the prescaler (refer to Example 15-1).

EXAMPLE 15-1: CHANGING BETWEEN CAPTURE PRESCALERS

```
BANKSEL CCP1CON     ;Set Bank bits to point
                    ;to CCP1CON
CLRF    CCP1CON     ;Turn CCP module off
MOVLW   NEW_CAPT_PS;Load the W reg with
                    ; the new prescaler
                    ; move value and CCP ON
MOVWF   CCP1CON     ;Load CCP1CON with this
                    ; value
```

15.1.5 CAPTURE DURING SLEEP

Capture mode depends upon the Timer1 module for proper operation. There are two options for driving the Timer1 module in Capture mode. It can be driven by the instruction clock (FOSC/4), or by an external clock source.

If Timer1 is clocked by FOSC/4, then Timer1 will not increment during Sleep. When the device wakes from Sleep, Timer1 will continue from its previous state.

If Timer1 is clocked by an external clock source, then Capture mode will operate as defined in **Section 15.1 "Capture Mode"**.

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TABLE 15-2: SUMMARY OF REGISTERS ASSOCIATED WITH CAPTURE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
ANSELB	—	—	ANSB5	ANSB4	—	—	—	—	--11 ----	--11 ----
CCP1CON	—	—	DC1	B1	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000
CCPR1L	Capture/Compare/PWM Register Low Byte								xxxx xxxx	uuuu uuuu
CCPR1H	Capture/Compare/PWM Register High Byte								xxxx xxxx	uuuu uuuu
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
T1CON	TMR1CS1	TMR1CS0	T1CKPS1	T1CKPS0	—	$\overline{\text{T1SYNC}}$	—	TMR1ON	0000 -0-0	uuuu -u-u
T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	$\overline{\text{T1GGO}}$/ $\overline{\text{DONE}}$	T1GVAL	T1GSS1	T1GSS0	0000 0x00	uuuu uxuu
TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111

Legend: - = Unimplemented locations, read as '0', u = unchanged, x = unknown. Shaded cells are not used by the capture.

15.2 Compare Mode

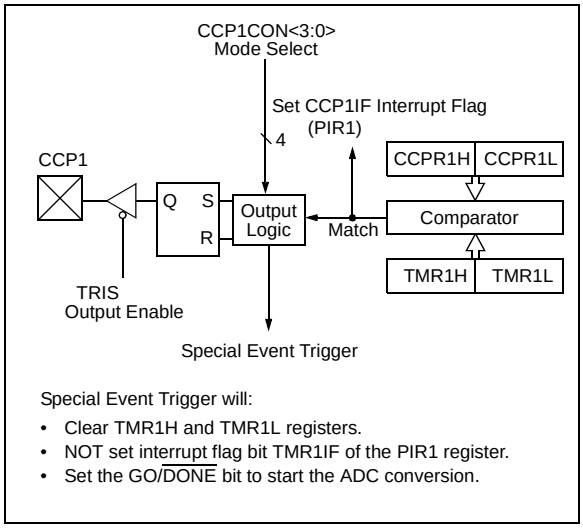
In Compare mode, the 16-bit CCPR1 register value is constantly compared against the TMR1 register pair value. When a match occurs, the CCP1 module may:

- Toggle the CCP1 output
- Set the CCP1 output
- Clear the CCP1 output
- Generate a Special Event Trigger
- Generate a Software Interrupt

The action on the pin is based on the value of the CCP1M<3:0> control bits of the CCP1CON register.

All Compare modes can generate an interrupt.

FIGURE 15-2: COMPARE MODE OPERATION BLOCK DIAGRAM



15.2.1 CCP1 PIN CONFIGURATION

The user must configure the CCP1 pin as an output by clearing the associated TRIS bit.

Note:	Clearing the CCP1CON register will force the CCP1 compare output latch to the default low level. This is not the PORT I/O data latch.

15.2.2 TIMER1 MODE SELECTION

In Compare mode, Timer1 must be running in either Timer mode or Synchronized Counter mode. The compare operation may not work in Asynchronous Counter mode.

Note:	Clocking Timer1 from the system clock (FOSC) should not be used in Compare mode. For the Compare operation of the TMR1 register to the CCPR1 register to occur, Timer1 must be clocked from the instruction clock (FOSC/4) or from an external clock source.

15.2.3 SOFTWARE INTERRUPT MODE

When Software Interrupt mode is chosen (CCP1M<3:0> = 1010), the CCP1IF bit in the PIR1 register is set and the CCP1 module does not assert control of the CCP1 pin (refer to the CCP1CON register).

15.2.4 SPECIAL EVENT TRIGGER

When Special Event Trigger mode is chosen (CCP1M<3:0> = 1011), the CCP1 module does the following:

- Resets Timer1
- Starts an ADC conversion if ADC is enabled

The CCP1 module does not assert control of the CCP1 pin in this mode (refer to the CCP1CON register).

The Special Event Trigger output of the CCP occurs immediately upon a match between the TMR1H, TMR1L register pair and the CCPR1H, CCPR1L register pair. The TMR1H, TMR1L register pair is not reset until the next rising edge of the Timer1 clock. This allows the CCPR1H, CCPR1L register pair to effectively provide a 16-bit programmable period register for Timer1.

Note 1:	The Special Event Trigger from the CCP module does not set interrupt flag bit TMR1IF of the PIR1 register.
2:	Removing the match condition by changing the contents of the CCPR1H and CCPR1L register pair, between the clock edge that generates the Special Event Trigger and the clock edge that generates the Timer1 Reset, will preclude the Reset from occurring.

15.2.5 COMPARE DURING SLEEP

The Compare mode is dependent upon the system clock (FOSC) for proper operation. Since FOSC is shut down during Sleep mode, the Compare mode will not function properly during Sleep.

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TABLE 15-3: SUMMARY OF REGISTERS ASSOCIATED WITH COMPARE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
ADCON0	—	—	CHS3	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	ADON	--00 0000	--00 0000
ANSELB	—	—	ANSB5	ANSB4	—	—	—	—	--11 ----	--11 ----
CCP1CON	—	—	DC1	B1	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000
CCPR1L	Capture/Compare/PWM Register Low Byte								xxxx xxxx	uuuu uuuu
CCPR1H	Capture/Compare/PWM Register High Byte								xxxx xxxx	uuuu uuuu
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
T1CON	TMR1CS1	TMR1CS0	T1CKPS1	T1CKPS0	—	$\overline{\text{T1SYNC}}$	—	TMR1ON	0000 -0-0	uuuu -u-u
T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/$\overline{\text{DONE}}$	T1GVAL	T1GSS1	T1GSS0	0000 0x00	uuuu uxuu
TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111

Legend: - = Unimplemented locations, read as '0', u = unchanged, x = unknown. Shaded cells are not used by the compare.

15.3 PWM Mode

The PWM mode generates a Pulse-Width Modulated signal on the CCP1 pin. The duty cycle, period and resolution are determined by the following registers:

- PR2
- T2CON
- CCPR1L
- CCP1CON

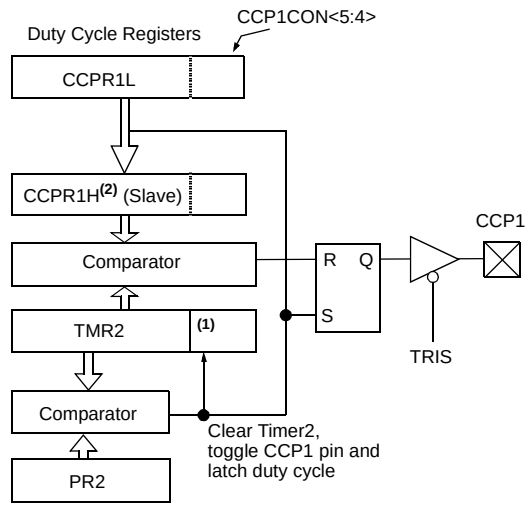
In Pulse-Width Modulation (PWM) mode, the CCP module produces up to a 10-bit resolution PWM output on the CCP1 pin.

Figure 15-3 shows a simplified block diagram of PWM operation.

Figure 15-4 shows a typical waveform of the PWM signal.

For a step-by-step procedure on how to set up the CCP module for PWM operation, refer to **Section 15.3.8 "Setup for PWM Operation"**.

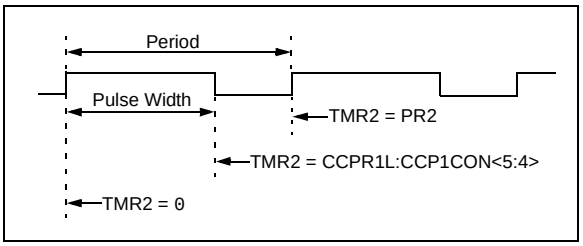
FIGURE 15-3: SIMPLIFIED PWM BLOCK DIAGRAM



Note 1: The 8-bit timer TMR2 register is concatenated with the 2-bit internal system clock (FOSC), or 2 bits of the prescaler, to create the 10-bit time base.
2: In PWM mode, CCPR1H is a read-only register.

The PWM output (Figure 15-4) has a time base (period) and a time that the output stays high (duty cycle).

FIGURE 15-4: CCP PWM OUTPUT



15.3.1 CCPX PIN CONFIGURATION

In PWM mode, the CCP1 pin is multiplexed with the PORT data latch. The user must configure the CCP1 pin as an output by clearing the associated TRIS bit.

Note: Clearing the CCP1CON register will relinquish CCP1 control of the CCP1 pin.

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15.3.2 PWM PERIOD

The PWM period is specified by the PR2 register of Timer2. The PWM period can be calculated using the formula of Equation 15-1.

EQUATION 15-1: PWM PERIOD

$$PWM\ Period = [(PR2) + 1] \bullet 4 \bullet T_{OSC} \bullet (TMR2\ Prescale\ Value)$$

Note: TOSC = 1/FOSC

When TMR2 is equal to PR2, the following three events occur on the next increment cycle:

- TMR2 is cleared
- The CCP1 pin is set. (Exception: If the PWM duty cycle = 0%, the pin will not be set.)
- The PWM duty cycle is latched from CCPR1L into CCPR1H.

Note: The Timer2 postscaler (refer to **Section 14.1 "Timer2 Operation"**) is not used in the determination of the PWM frequency.

15.3.3 PWM DUTY CYCLE

The PWM duty cycle is specified by writing a 10-bit value to multiple registers: CCPR1L register and DC1 and B1 bits of the CCP1CON register. The CCPR1L contains the eight MSbs and the DC1 and B1 bits of the CCP1CON register contain the two LSbs. CCPR1L and DC1 and B1 bits of the CCP1CON register can be written to at any time. The duty cycle value is not latched into CCPR1H until after the period completes (i.e., a match between PR2 and TMR2 registers occurs). While using the PWM, the CCPR1H register is read-only.

Equation 15-2 is used to calculate the PWM pulse width.

Equation 15-3 is used to calculate the PWM duty cycle ratio.

EQUATION 15-2: PULSE WIDTH

$$Pulse\ Width = (CCPR1L{:}CCP1CON\langle 5{:}4\rangle) \bullet T_{OSC} \bullet (TMR2\ Prescale\ Value)$$

Note: TOSC = 1/FOSC

EQUATION 15-3: DUTY CYCLE RATIO

$$Duty\ Cycle\ Ratio = \frac{(CCPR1L{:}CCP1CON\langle 5{:}4\rangle)}{4(PR2 + 1)}$$

The CCPR1H register and a 2-bit internal latch are used to double buffer the PWM duty cycle. This double buffering is essential for glitchless PWM operation.

The 8-bit timer TMR2 register is concatenated with either the 2-bit internal system clock (FOSC), or 2 bits of the prescaler, to create the 10-bit time base. The system clock is used if the Timer2 prescaler is set to 1:1.

When the 10-bit time base matches the CCPR1H and 2-bit latch, then the CCP1 pin is cleared (refer to Figure 15-3).

15.3.4 PWM RESOLUTION

The resolution determines the number of available duty cycles for a given period. For example, a 10-bit resolution will result in 1024 discrete duty cycles, whereas an 8-bit resolution will result in 256 discrete duty cycles.

The maximum PWM resolution is 10 bits when PR2 is 255. The resolution is a function of the PR2 register value as shown by Equation 15-4.

EQUATION 15-4: PWM RESOLUTION

$$Resolution = \frac{log[4(PR2 + 1)]}{log(2)} \ bits$$

Note: If the pulse width value is greater than the period the assigned PWM pin(s) will remain unchanged.

TABLE 15-4: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (FOSC = 20 MHz)

PWM Frequency	1.22 kHz	4.88 kHz	19.53 kHz	78.12 kHz	156.3 kHz	208.3 kHz
Timer Prescale (1, 4, 16)	16	4	1	1	1	1
PR2 Value	0xFF	0xFF	0xFF	0x3F	0x1F	0x17
Maximum Resolution (bits)	10	10	10	8	7	6.6

TABLE 15-5: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (FOSC = 8 MHz)

PWM Frequency	1.22 kHz	4.90 kHz	19.61 kHz	76.92 kHz	153.85 kHz	200.0 kHz
Timer Prescale (1, 4, 16)	16	4	1	1	1	1
PR2 Value	0x65	0x65	0x65	0x19	0x0C	0x09
Maximum Resolution (bits)	8	8	8	6	5	5

15.3.5 OPERATION IN SLEEP MODE

In Sleep mode, the TMR2 register will not increment and the state of the module will not change. If the CCP1 pin is driving a value, it will continue to drive that value. When the device wakes up, TMR2 will continue from its previous state.

15.3.6 CHANGES IN SYSTEM CLOCK FREQUENCY

The PWM frequency is derived from the system clock frequency (FOSC). Any changes in the system clock frequency will result in changes to the PWM frequency. Refer to **Section 7.0 "Oscillator Module"** for additional details.

15.3.7 EFFECTS OF RESET

Any Reset will force all ports to Input mode and the CCP registers to their Reset states.

15.3.8 SETUP FOR PWM OPERATION

The following steps should be taken when configuring the CCP module for PWM operation:

1. Disable the PWM pin (CCP1) output driver(s) by setting the associated TRIS bit(s).
2. Load the PR2 register with the PWM period value.
3. Configure the CCP module for the PWM mode by loading the CCP1CON register with the appropriate values.
4. Load the CCPR1L register and the DCxBx bits of the CCP1CON register, with the PWM duty cycle value.
5. Configure and start Timer2:
   - Clear the TMR2IF interrupt flag bit of the PIR1 register. See Note below.
   - Configure the T2CKPS bits of the T2CON register with the Timer2 prescale value.
   - Enable Timer2 by setting the TMR2ON bit of the T2CON register.
6. Enable PWM output pin:
   - Wait until Timer2 overflows, TMR2IF bit of the PIR1 register is set. See Note below.
   - Enable the PWM pin (CCP1) output driver(s) by clearing the associated TRIS bit(s).

Note: In order to send a complete duty cycle and period on the first PWM output, the above steps must be included in the setup sequence. If it is not critical to start with a complete PWM signal on the first output, then step 6 may be ignored.

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TABLE 15-6: SUMMARY OF REGISTERS ASSOCIATED WITH PWM

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
ANSELB	—	—	ANSB5	ANSB4	—	—	—	—	--11 ----	--11 ----
CCP1CON	—	—	DC1	B1	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000
CCPR1L	Capture/Compare/PWM Register Low Byte								xxxx xxxx	uuuu uuuu
CCPR1H	Capture/Compare/PWM Register High Byte								xxxx xxxx	uuuu uuuu
PR2	Timer2 module Period Register								1111 1111	1111 1111
T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000
TMR2	Timer2 module Register								0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111

Legend: - = Unimplemented locations, read as '0', u = unchanged, x = unknown. Shaded cells are not used by the PWM.

NOTES:

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16.0 ADDRESSABLE UNIVERSAL SYNCHRONOUS ASYNCHRONOUS RECEIVER TRANSMITTER (AUSART)

The Addressable Universal Synchronous Asynchronous Receiver Transmitter (AUSART) module is a serial I/O communications peripheral. It contains all the clock generators, shift registers and data buffers necessary to perform an input or output serial data transfer independent of device program execution. The AUSART, also known as a Serial Communications Interface (SCI), can be configured as a full-duplex asynchronous system or half-duplex synchronous system. Full-Duplex mode is useful for communications with peripheral systems, such as CRT terminals and personal computers. Half-Duplex Synchronous mode is intended for communications with peripheral devices, such as A/D or D/A integrated circuits, serial EEPROMs or other microcontrollers. These devices typically do not have internal clocks for baud rate generation and require the external clock signal provided by a master synchronous device.

The AUSART module includes the following capabilities:

- Full-duplex asynchronous transmit and receive
- Two-character input buffer
- One-character output buffer
- Programmable 8-bit or 9-bit character length
- Address detection in 9-bit mode
- Input buffer overrun error detection
- Received character framing error detection
- Half-duplex synchronous master
- Half-duplex synchronous slave
- Sleep operation

Block diagrams of the AUSART transmitter and receiver are shown in Figure 16-1 and Figure 16-2.

FIGURE 16-1: AUSART TRANSMIT BLOCK DIAGRAM

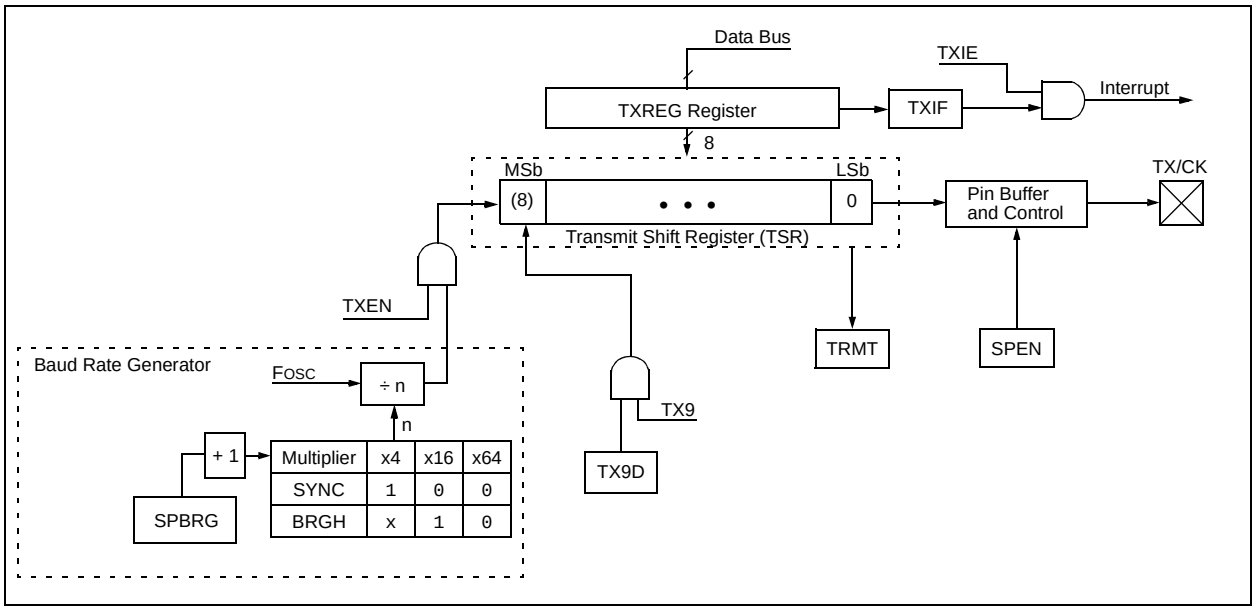
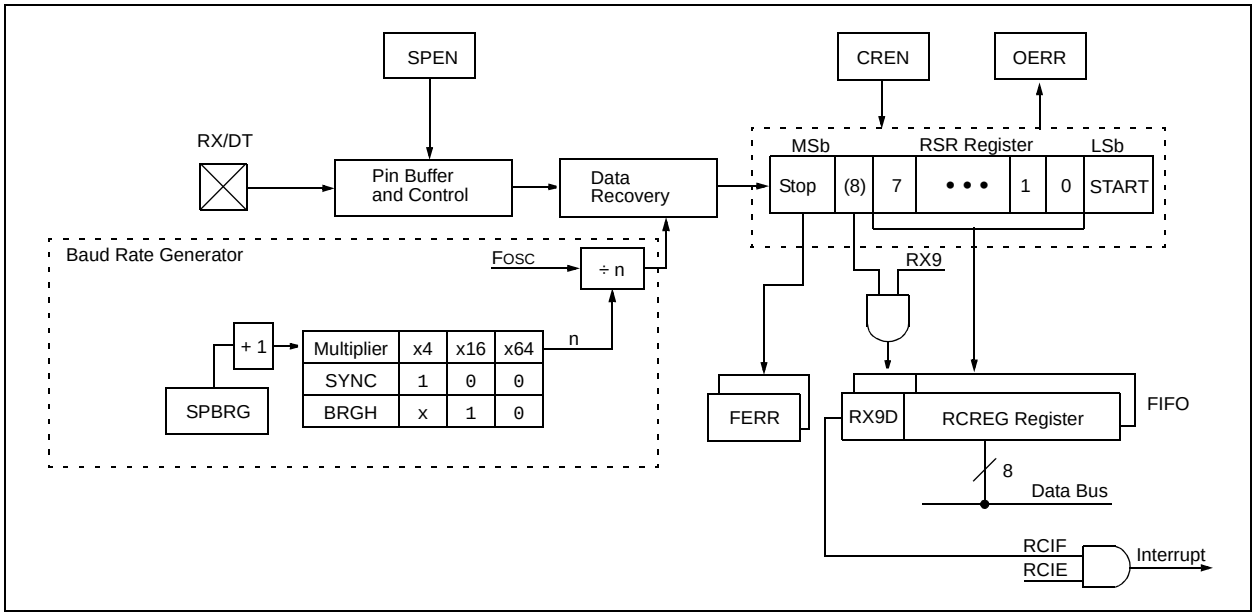


FIGURE 16-2: AUSART RECEIVE BLOCK DIAGRAM



The operation of the AUSART module is controlled through two registers:

- Transmit Status and Control (TXSTA)
- Receive Status and Control (RCSTA)

These registers are detailed in Register 16-1 and Register 16-2, respectively.

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16.1 AUSART Asynchronous Mode

The AUSART transmits and receives data using the standard non-return-to-zero (NRZ) format. NRZ is implemented with two levels: a VOH mark state which represents a '1' data bit, and a VOL space state which represents a '0' data bit. NRZ refers to the fact that consecutively transmitted data bits of the same value stay at the output level of that bit without returning to a neutral level between each bit transmission. An NRZ transmission port idles in the mark state. Each character transmission consists of one Start bit followed by eight or nine data bits and is always terminated by one or more Stop bits. The Start bit is always a space and the Stop bits are always marks. The most common data format is 8 bits. Each transmitted bit persists for a period of 1/(baud rate). An on-chip dedicated 8-bit Baud Rate Generator is used to derive standard baud rate frequencies from the system oscillator. Refer to Table 16-5 for examples of baud rate configurations.

The AUSART transmits and receives the LSb first. The AUSART's transmitter and receiver are functionally independent, but share the same data format and baud rate. Parity is not supported by the hardware, but can be implemented in software and stored as the ninth data bit.

16.1.1 AUSART ASYNCHRONOUS TRANSMITTER

The AUSART transmitter block diagram is shown in Figure 16-1. The heart of the transmitter is the serial Transmit Shift Register (TSR), which is not directly accessible by software. The TSR obtains its data from the transmit buffer, which is the TXREG register.

16.1.1.1 Enabling the Transmitter

The AUSART transmitter is enabled for asynchronous operations by configuring the following three control bits:

- TXEN = 1
- SYNC = 0
- SPEN = 1

All other AUSART control bits are assumed to be in their default state.

Setting the TXEN bit of the TXSTA register enables the transmitter circuitry of the AUSART. Clearing the SYNC bit of the TXSTA register configures the AUSART for asynchronous operation. Setting the SPEN bit of the RCSTA register enables the AUSART and automatically configures the TX/CK I/O pin as an output.

Note 1: When the SPEN bit is set the RX/DT I/O pin is automatically configured as an input, regardless of the state of the corresponding TRIS bit and whether or not the AUSART receiver is enabled. The RX/DT pin data can be read via a normal PORT read but PORT latch data output is precluded.

2: The TXIF transmitter interrupt flag is set when the TXEN enable bit is set.

16.1.1.2 Transmitting Data

A transmission is initiated by writing a character to the TXREG register. If this is the first character, or the previous character has been completely flushed from the TSR, the data in the TXREG is immediately transferred to the TSR register. If the TSR still contains all or part of a previous character, the new character data is held in the TXREG until the Stop bit of the previous character has been transmitted. The pending character in the TXREG is then transferred to the TSR in one TCY immediately following the Stop bit transmission. The transmission of the Start bit, data bits and Stop bit sequence commences immediately following the transfer of the data to the TSR from the TXREG.

16.1.1.3 Transmit Interrupt Flag

The TXIF interrupt flag bit of the PIR1 register is set whenever the AUSART transmitter is enabled and no character is being held for transmission in the TXREG. In other words, the TXIF bit is only clear when the TSR is busy with a character and a new character has been queued for transmission in the TXREG. The TXIF flag bit is not cleared immediately upon writing TXREG. TXIF becomes valid in the second instruction cycle following the write execution. Polling TXIF immediately following the TXREG write will return invalid results. The TXIF bit is read-only, it cannot be set or cleared by software.

The TXIF interrupt can be enabled by setting the TXIE interrupt enable bit of the PIE1 register. However, the TXIF flag bit will be set whenever the TXREG is empty, regardless of the state of TXIE enable bit.

To use interrupts when transmitting data, set the TXIE bit only when there is more data to send. Clear the TXIE interrupt enable bit upon writing the last character of the transmission to the TXREG.

16.1.1.4 TSR Status

The TRMT bit of the TXSTA register indicates the status of the TSR register. This is a read-only bit. The TRMT bit is set when the TSR register is empty and is cleared when a character is transferred to the TSR register from the TXREG. The TRMT bit remains clear until all bits have been shifted out of the TSR register. No interrupt logic is tied to this bit, so the user has to poll this bit to determine the TSR status.

Note:	The TSR register is not mapped in data memory, so it is not available to the user.

16.1.1.5 Transmitting 9-Bit Characters

The AUSART supports 9-bit character transmissions. When the TX9 bit of the TXSTA register is set, the AUSART will shift 9 bits out for each character transmitted. The TX9D bit of the TXSTA register is the ninth, and Most Significant, data bit. When transmitting 9-bit data, the TX9D data bit must be written before writing the 8 Least Significant bits into the TXREG. All nine bits of data will be transferred to the TSR shift register immediately after the TXREG is written.

A special 9-bit Address mode is available for use with multiple receivers. Refer to **Section 16.1.2.7 "Address Detection"** for more information on the Address mode.

16.1.1.6 Asynchronous Transmission Setup:

1. Initialize the SPBRG register and the BRGH bit to achieve the desired baud rate (Refer to **Section 16.2 "AUSART Baud Rate Generator (BRG)"**).
2. Enable the asynchronous serial port by clearing the SYNC bit and setting the SPEN bit.
3. If 9-bit transmission is desired, set the TX9 control bit. A set ninth data bit will indicate that the 8 Least Significant data bits are an address when the receiver is set for address detection.
4. Enable the transmission by setting the TXEN control bit. This will cause the TXIF interrupt bit to be set.
5. If interrupts are desired, set the TXIE interrupt enable bit of the PIE1 register. An interrupt will occur immediately provided that the GIE and PEIE bits of the INTCON register are also set.
6. If 9-bit transmission is selected, the ninth bit should be loaded into the TX9D data bit.
7. Load 8-bit data into the TXREG register. This will start the transmission.

FIGURE 16-3: ASYNCHRONOUS TRANSMISSION

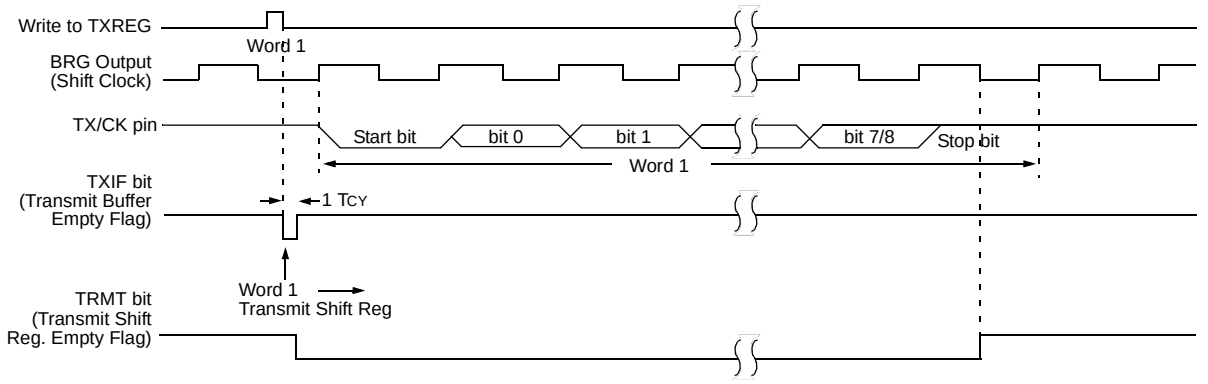
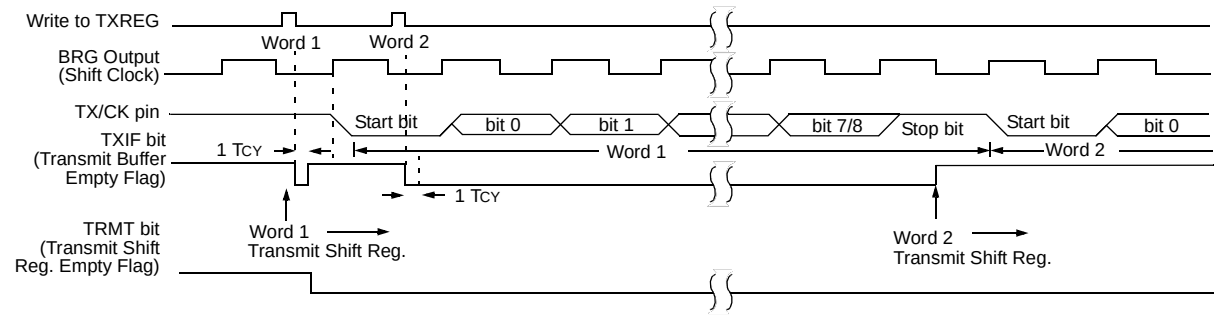


FIGURE 16-4: ASYNCHRONOUS TRANSMISSION (BACK-TO-BACK)



Note: This timing diagram shows two consecutive transmissions.

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TABLE 16-1: REGISTERS ASSOCIATED WITH ASYNCHRONOUS TRANSMISSION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
TXREG	AUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010

Legend: x = unknown, - = unimplemented read as '0'. Shaded cells are not used for asynchronous transmission.

16.1.2 AUSART ASYNCHRONOUS RECEIVER

The Asynchronous mode is typically used in RS-232 systems. The receiver block diagram is shown in Figure 16-2. The data is received on the RX/DT pin and drives the data recovery block. The data recovery block is actually a high-speed shifter operating at 16 times the baud rate, whereas the serial Receive Shift Register (RSR) operates at the bit rate. When all 8 or 9 bits of the character have been shifted in, they are immediately transferred to a two character First-In First-Out (FIFO) memory. The FIFO buffering allows reception of two complete characters and the start of a third character before software must start servicing the AUSART receiver. The FIFO and RSR registers are not directly accessible by software. Access to the received data is via the RCREG register.

16.1.2.1 Enabling the Receiver

The AUSART receiver is enabled for asynchronous operation by configuring the following three control bits:

- CREN = 1
- SYNC = 0
- SPEN = 1

All other AUSART control bits are assumed to be in their default state.

Setting the CREN bit of the RCSTA register enables the receiver circuitry of the AUSART. Clearing the SYNC bit of the TXSTA register configures the AUSART for asynchronous operation. Setting the SPEN bit of the RCSTA register enables the AUSART and automatically configures the RX/DT I/O pin as an input.

Note:	When the SPEN bit is set, the TX/CK I/O pin is automatically configured as an output, regardless of the state of the corresponding TRIS bit and whether or not the AUSART transmitter is enabled. The PORT latch is disconnected from the output driver so it is not possible to use the TX/CK pin as a general purpose output.

16.1.2.2 Receiving Data

The receiver data recovery circuit initiates character reception on the falling edge of the first bit. The first bit, also known as the Start bit, is always a zero. The data recovery circuit counts one-half bit time to the center of the Start bit and verifies that the bit is still a zero. If it is not a zero then the data recovery circuit aborts character reception, without generating an error, and resumes looking for the falling edge of the Start bit. If the Start bit zero verification succeeds then the data recovery circuit counts a full bit time to the center of the next bit. The bit is then sampled by a majority detect circuit and the resulting '0' or '1' is shifted into the RSR. This repeats until all data bits have been sampled and shifted into the RSR. One final bit time is measured and the level sampled. This is the Stop bit, which is always a '1'. If the data recovery circuit samples a '0' in the Stop bit position then a framing error is set for this character, otherwise the framing error is cleared for this character. Refer to **Section 16.1.2.4 "Receive Framing Error"** for more information on framing errors.

Immediately after all data bits and the Stop bit have been received, the character in the RSR is transferred to the AUSART receive FIFO and the RCIF interrupt flag bit of the PIR1 register is set. The top character in the FIFO is transferred out of the FIFO by reading the RCREG register.

Note:	If the receive FIFO is overrun, no additional characters will be received until the overrun condition is cleared. Refer to ***Section 16.1.2.5 "Receive Overrun Error"*** for more information on overrun errors.

16.1.2.3 Receive Interrupts

The RCIF interrupt flag bit of the PIR1 register is set whenever the AUSART receiver is enabled and there is an unread character in the receive FIFO. The RCIF interrupt flag bit is read-only, it cannot be set or cleared by software.

RCIF interrupts are enabled by setting all of the following bits:

- RCIE interrupt enable bit of the PIE1 register
- PEIE, Peripheral Interrupt Enable bit of the INTCON register
- GIE, Global Interrupt Enable bit of the INTCON register

The RCIF interrupt flag bit of the PIR1 register will be set when there is an unread character in the FIFO, regardless of the state of interrupt enable bits.

16.1.2.4 Receive Framing Error

Each character in the receive FIFO buffer has a corresponding framing error Status bit. A framing error indicates that a Stop bit was not seen at the expected time. The framing error status is accessed via the FERR bit of the RCSTA register. The FERR bit represents the status of the top unread character in the receive FIFO. Therefore, the FERR bit must be read before reading the RCREG.

The FERR bit is read-only and only applies to the top unread character in the receive FIFO. A framing error (FERR = 1) does not preclude reception of additional characters. It is not necessary to clear the FERR bit. Reading the next character from the FIFO buffer will advance the FIFO to the next character and the next corresponding framing error.

The FERR bit can be forced clear by clearing the SPEN bit of the RCSTA register which resets the AUSART. Clearing the CREN bit of the RCSTA register does not affect the FERR bit. A framing error by itself does not generate an interrupt.

Note:	If all receive characters in the receive FIFO have framing errors, repeated reads of the RCREG will not clear the FERR bit.

16.1.2.5 Receive Overrun Error

The receive FIFO buffer can hold two characters. An overrun error will be generated if a third character, in its entirety, is received before the FIFO is accessed. When this happens the OERR bit of the RCSTA register is set. The characters already in the FIFO buffer can be read but no additional characters will be received until the error is cleared. The error must be cleared by either clearing the CREN bit of the RCSTA register or by setting the AUSART by clearing the SPEN bit of the RCSTA register.

16.1.2.6 Receiving 9-bit Characters

The AUSART supports 9-bit character reception. When the RX9 bit of the RCSTA register is set, the AUSART will shift 9 bits into the RSR for each character received. The RX9D bit of the RCSTA register is the ninth and Most Significant data bit of the top unread character in the receive FIFO. When reading 9-bit data from the receive FIFO buffer, the RX9D data bit must be read before reading the 8 Least Significant bits from the RCREG.

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16.1.2.7 Address Detection

A special Address Detection mode is available for use when multiple receivers share the same transmission line, such as in RS-485 systems. Address detection is enabled by setting the ADDEN bit of the RCSTA register.

Address detection requires 9-bit character reception. When address detection is enabled, only characters with the ninth data bit set will be transferred to the receive FIFO buffer, thereby setting the RCIF interrupt bit of the PIR1 register. All other characters will be ignored.

Upon receiving an address character, user software determines if the address matches its own. Upon address match, user software must disable address detection by clearing the ADDEN bit before the next Stop bit occurs. When user software detects the end of the message, determined by the message protocol used, software places the receiver back into the Address Detection mode by setting the ADDEN bit.

16.1.2.8 Asynchronous Reception Setup:

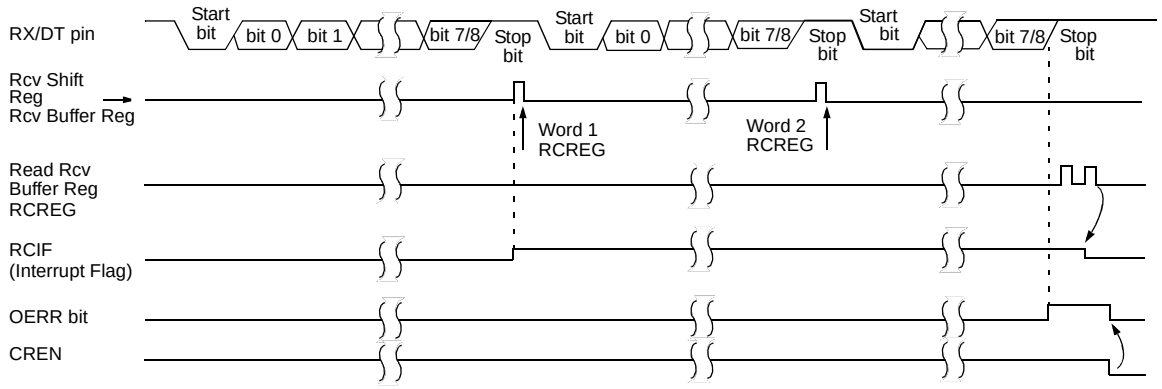
1. Initialize the SPBRG register and the BRGH bit to achieve the desired baud rate (refer to **Section 16.2 "AUSART Baud Rate Generator (BRG)"**).
2. Enable the serial port by setting the SPEN bit. The SYNC bit must be clear for asynchronous operation.
3. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. If 9-bit reception is desired, set the RX9 bit.
5. Enable reception by setting the CREN bit.
6. The RCIF interrupt flag bit of the PIR1 register will be set when a character is transferred from the RSR to the receive buffer. An interrupt will be generated if the RCIE bit of the PIE1 register was also set.
7. Read the RCSTA register to get the error flags and, if 9-bit data reception is enabled, the ninth data bit.
8. Get the received 8 Least Significant data bits from the receive buffer by reading the RCREG register.
9. If an overrun occurred, clear the OERR flag by clearing the CREN receiver enable bit.

16.1.2.9 9-bit Address Detection Mode Setup

This mode would typically be used in RS-485 systems. To set up an Asynchronous Reception with Address Detect Enable:

1. Initialize the SPBRG register and the BRGH bit to achieve the desired baud rate (refer to **Section 16.2 "AUSART Baud Rate Generator (BRG)"**).
2. Enable the serial port by setting the SPEN bit. The SYNC bit must be clear for asynchronous operation.
3. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. Enable 9-bit reception by setting the RX9 bit.
5. Enable address detection by setting the ADDEN bit.
6. Enable reception by setting the CREN bit.
7. The RCIF interrupt flag bit of the PIR1 register will be set when a character with the ninth bit set is transferred from the RSR to the receive buffer. An interrupt will be generated if the RCIE interrupt enable bit of the PIE1 register was also set.
8. Read the RCSTA register to get the error flags. The ninth data bit will always be set.
9. Get the received 8 Least Significant data bits from the receive buffer by reading the RCREG register. Software determines if this is the device's address.
10. If an overrun occurred, clear the OERR flag by clearing the CREN receiver enable bit.
11. If the device has been addressed, clear the ADDEN bit to allow all received data into the receive buffer and generate interrupts.

FIGURE 16-5: ASYNCHRONOUS RECEPTION



Note: This timing diagram shows three words appearing on the RX input. The RCREG (receive buffer) is read after the third word, causing the OERR (overrun) bit to be set.

TABLE 16-2: REGISTERS ASSOCIATED WITH ASYNCHRONOUS RECEPTION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
RCREG	AUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010

Legend: x = unknown, - = unimplemented read as '0'. Shaded cells are not used for asynchronous reception.

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REGISTER 16-1: TXSTA: TRANSMIT STATUS AND CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R-1	R/W-0
CSRC	TX9	TXEN(1)	SYNC	—	BRGH	TRMT	TX9D
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **CSRC:** Clock Source Select bit
Asynchronous mode:
Don't care
Synchronous mode:
1 = Master mode (clock generated internally from BRG)
0 = Slave mode (clock from external source)

bit 6 **TX9:** 9-bit Transmit Enable bit
1 = Selects 9-bit transmission
0 = Selects 8-bit transmission

bit 5 **TXEN:** Transmit Enable bit(1)
1 = Transmit enabled
0 = Transmit disabled

bit 4 **SYNC:** AUSART mode Select bit
1 = Synchronous mode
0 = Asynchronous mode

bit 3 **Unimplemented:** Read as '0'

bit 2 **BRGH:** High Baud Rate Select bit
Asynchronous mode:
1 = High speed
0 = Low speed
Synchronous mode:
Unused in this mode

bit 1 **TRMT:** Transmit Shift Register Status bit
1 = TSR empty
0 = TSR full

bit 0 **TX9D:** Ninth bit of Transmit Data
Can be address/data bit or a parity bit.

Note 1: SREN/CREN overrides TXEN in Synchronous mode.

REGISTER 16-2: RCSTA: RECEIVE STATUS AND CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-0	R-0	R-x
SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7 **SPEN:** Serial Port Enable bit(1)
1 = Serial port enabled (configures RX/DT and TX/CK pins as serial port pins)
0 = Serial port disabled (held in Reset)

bit 6 **RX9:** 9-bit Receive Enable bit
1 = Selects 9-bit reception
0 = Selects 8-bit reception

bit 5 **SREN:** Single Receive Enable bit
Asynchronous mode:
Don’t care
Synchronous mode – Master:
1 = Enables single receive
0 = Disables single receive
This bit is cleared after reception is complete.
Synchronous mode – Slave:
Don’t care

bit 4 **CREN:** Continuous Receive Enable bit
Asynchronous mode:
1 = Enables receiver
0 = Disables receiver
Synchronous mode:
1 = Enables continuous receive until enable bit CREN is cleared (CREN overrides SREN)
0 = Disables continuous receive

bit 3 **ADDEN:** Address Detect Enable bit
Asynchronous mode 9-bit (RX9 = 1):
1 = Enables address detection, enable interrupt and load the receive buffer when RSR<8> is set
0 = Disables address detection, all bytes are received and ninth bit can be used as parity bit
Asynchronous mode 8-bit (RX9 = 0):
Don’t care
Synchronous mode:
Must be set to ‘0’

bit 2 **FERR:** Framing Error bit
1 = Framing error (can be updated by reading RCREG register and receive next valid byte)
0 = No framing error

bit 1 **OERR:** Overrun Error bit
1 = Overrun error (can be cleared by clearing bit CREN)
0 = No overrun error

bit 0 **RX9D:** Ninth bit of Received Data
This can be address/data bit or a parity bit and must be calculated by user firmware.

Note 1: The AUSART module automatically changes the pin from tri-state to drive as needed. Configure TRISx = 1.

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16.2 AUSART Baud Rate Generator (BRG)

The Baud Rate Generator (BRG) is an 8-bit timer that is dedicated to the support of both the asynchronous and synchronous AUSART operation.

The SPBRG register determines the period of the free running baud rate timer. In Asynchronous mode the multiplier of the baud rate period is determined by the BRGH bit of the TXSTA register. In Synchronous mode, the BRGH bit is ignored.

Table 16-3 contains the formulas for determining the baud rate. Example 16-1 provides a sample calculation for determining the baud rate and baud rate error.

Typical baud rates and error values for various asynchronous modes have been computed for your convenience and are shown in Table 16-5. It may be advantageous to use the high baud rate (BRGH = 1), to reduce the baud rate error.

Writing a new value to the SPBRG register causes the BRG timer to be reset (or cleared). This ensures that the BRG does not wait for a timer overflow before outputting the new baud rate.

EXAMPLE 16-1: CALCULATING BAUD RATE ERROR

For a device with FOSC of 16 MHz, desired baud rate of 9600, and Asynchronous mode with SYNC = 0 and BRGH = 0 (as seen in Table 16-5):

$$\text{Desired Baud Rate} = \frac{FOSC}{64(SPBRG + 1)}$$

Solving for SPBRG:

$$SPBRG = \left(\frac{FOSC}{64(\text{Desired Baud Rate})}\right) - 1$$

$$= \left(\frac{16000000}{64(9600)}\right) - 1$$

$$= [25.042] = 25$$

$$\text{Actual Baud Rate} = \frac{16000000}{64(25 + 1)}$$

$$= 9615$$

$$\%\ Error = \left(\frac{Actual\ Baud\ Rate - Desired\ Baud\ Rate}{Desired\ Baud\ Rate}\right) 100$$

$$= \left(\frac{9615 - 9600}{9600}\right) 100 = 0.16\%$$

TABLE 16-3: BAUD RATE FORMULAS

Configuration Bits		AUSART Mode	Baud Rate Formula
SYNC	BRGH		
0	0	Asynchronous	Fosc/[64 (n+1)]
0	1	Asynchronous	Fosc/[16 (n+1)]
1	x	Synchronous	Fosc/[4 (n+1)]

Legend: x = Don't care, n = value of SPBRG register

TABLE 16-4: REGISTERS ASSOCIATED WITH THE BAUD RATE GENERATOR

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010

Legend: x = unknown, - = unimplemented read as '0'. Shaded cells are not used for the Baud Rate Generator.

TABLE 16-5: BAUD RATES FOR ASYNCHRONOUS MODES

BAUD RATE	SYNC = 0, BRGH = 0											
	Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 16.0000 MHz			Fosc = 11.0592 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	—	—	—
1200	1221	1.73	255	1200	0.00	239	1201	0.08	207	1200	0.00	143
2400	2404	0.16	129	2400	0.00	119	2403	0.16	103	2400	0.00	71
9600	9470	-1.36	32	9600	0.00	29	9615	0.16	25	9600	0.00	17
10417	10417	0.00	29	10286	-1.26	27	10416	-0.01	23	10165	-2.42	16
19.2k	19.53k	1.73	15	19.20k	0.00	14	19.23k	0.16	12	19.20k	0.00	8
57.6k	—	—	—	57.60k	0.00	7	—	—	—	57.60k	0.00	2
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

BAUD RATE	SYNC = 0, BRGH = 0											
	Fosc = 8.000 MHz			Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	300	0.16	207	300	0.00	191	300	0.16	51
1200	1202	0.16	103	1202	0.16	51	1200	0.00	47	1202	0.16	12
2400	2404	0.16	51	2404	0.16	25	2400	0.00	23	—	—	—
9600	9615	0.16	12	—	—	—	9600	0.00	5	—	—	—
10417	10417	0.00	11	10417	0.00	5	—	—	—	—	—	—
19.2k	—	—	—	—	—	—	19.20k	0.00	2	—	—	—
57.6k	—	—	—	—	—	—	57.60k	0.00	0	—	—	—
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

BAUD RATE	SYNC = 0, BRGH = 1											
	Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 16.0000 MHz			Fosc = 11.0592 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	—	—	—
1200	—	—	—	—	—	—	—	—	—	—	—	—
2400	—	—	—	—	—	—	—	—	—	—	—	—
9600	9615	0.16	129	9600	0.00	119	9615	0.16	103	9600	0.00	71
10417	10417	0.00	119	10378	-0.37	110	10417	0.00	95	10473	0.53	65
19.2k	19.23k	0.16	64	19.20k	0.00	59	19.23k	0.16	51	19.20k	0.00	35
57.6k	56.82k	-1.36	21	57.60k	0.00	19	58.8k	2.12	16	57.60k	0.00	11
115.2k	113.64k	-1.36	10	115.2k	0.00	9	—	—	—	115.2k	0.00	5

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TABLE 16-5: BAUD RATES FOR ASYNCHRONOUS MODES (CONTINUED)

BAUD RATE	SYNC = 0, BRGH = 1											
	FOSC = 8.000 MHz			FOSC = 4.000 MHz			FOSC = 3.6864 MHz			FOSC = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	300	0.16	207
1200	—	—	—	1202	0.16	207	1200	0.00	191	1202	0.16	51
2400	2404	0.16	207	2404	0.16	103	2400	0.00	95	2404	0.16	25
9600	9615	0.16	51	9615	0.16	25	9600	0.00	23	—	—	—
10417	10417	0.00	47	10417	0.00	23	10473	0.53	21	10417	0.00	5
19.2k	19231	0.16	25	19.23k	0.16	12	19.2k	0.00	11	—	—	—
57.6k	55556	-3.55	8	—	—	—	57.60k	0.00	3	—	—	—
115.2k	—	—	—	—	—	—	115.2k	0.00	1	—	—	—

16.3 AUSART Synchronous Mode

Synchronous serial communications are typically used in systems with a single master and one or more slaves. The master device contains the necessary circuitry for baud rate generation and supplies the clock for all devices in the system. Slave devices can take advantage of the master clock by eliminating the internal clock generation circuitry.

There are two signal lines in Synchronous mode: a bidirectional data line and a clock line. Slaves use the external clock supplied by the master to shift the serial data into and out of their respective receive and transmit shift registers. Since the data line is bidirectional, synchronous operation is half-duplex only. Half-duplex refers to the fact that master and slave devices can receive and transmit data but not both simultaneously. The AUSART can operate as either a master or slave device.

Start and Stop bits are not used in synchronous transmissions.

16.3.1 SYNCHRONOUS MASTER MODE

The following bits are used to configure the AUSART for Synchronous Master operation:

- SYNC = 1
- CSRC = 1
- SREN = 0 (for transmit); SREN = 1 (for receive)
- CREN = 0 (for transmit); CREN = 1 (for receive)
- SPEN = 1

Setting the SYNC bit of the TXSTA register configures the device for synchronous operation. Setting the CSRC bit of the TXSTA register configures the device as a master. Clearing the SREN and CREN bits of the RCSTA register ensures that the device is in the Transmit mode, otherwise the device will be configured to receive. Setting the SPEN bit of the RCSTA register enables the AUSART.

16.3.1.1 Master Clock

Synchronous data transfers use a separate clock line, which is synchronous with the data. A device configured as a master transmits the clock on the TX/CK line. The TX/CK pin output driver is automatically enabled when the AUSART is configured for synchronous transmit or receive operation. Serial data bits change on the leading edge to ensure they are valid at the trailing edge of each clock. One clock cycle is generated for each data bit. Only as many clock cycles are generated as there are data bits.

16.3.1.2 Synchronous Master Transmission

Data is transferred out of the device on the RX/DT pin. The RX/DT and TX/CK pin output drivers are automatically enabled when the AUSART is configured for synchronous master transmit operation.

A transmission is initiated by writing a character to the TXREG register. If the TSR still contains all or part of a previous character, the new character data is held in the TXREG until the last bit of the previous character has been transmitted. If this is the first character, or the previous character has been completely flushed from the TSR, the data in the TXREG is immediately transferred to the TSR. The transmission of the character commences immediately following the transfer of the data to the TSR from the TXREG.

Each data bit changes on the leading edge of the master clock and remains valid until the subsequent leading clock edge.

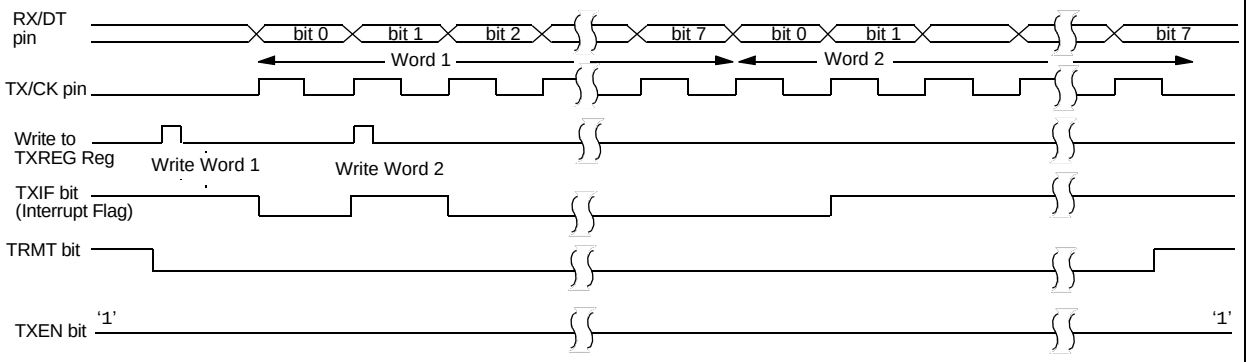
Note:	The TSR register is not mapped in data memory, so it is not available to the user.

16.3.1.3 Synchronous Master Transmission Setup:

1. Initialize the SPBRG register and the BRGH bit to achieve the desired baud rate (refer to **Section 16.2 “AUSART Baud Rate Generator (BRG)”**).
2. Enable the synchronous master serial port by setting bits SYNC, SPEN and CSRC.
3. Disable Receive mode by clearing bits SREN and CREN.
4. Enable Transmit mode by setting the TXEN bit.
5. If 9-bit transmission is desired, set the TX9 bit.
6. If interrupts are desired, set the TXIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
7. If 9-bit transmission is selected, the ninth bit should be loaded in the TX9D bit.
8. Start transmission by loading data to the TXREG register.

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FIGURE 16-6: SYNCHRONOUS TRANSMISSION



Note: Synchronous Master mode, SPBRG = 0, continuous transmission of two 8-bit words.

FIGURE 16-7: SYNCHRONOUS TRANSMISSION (THROUGH TXEN)

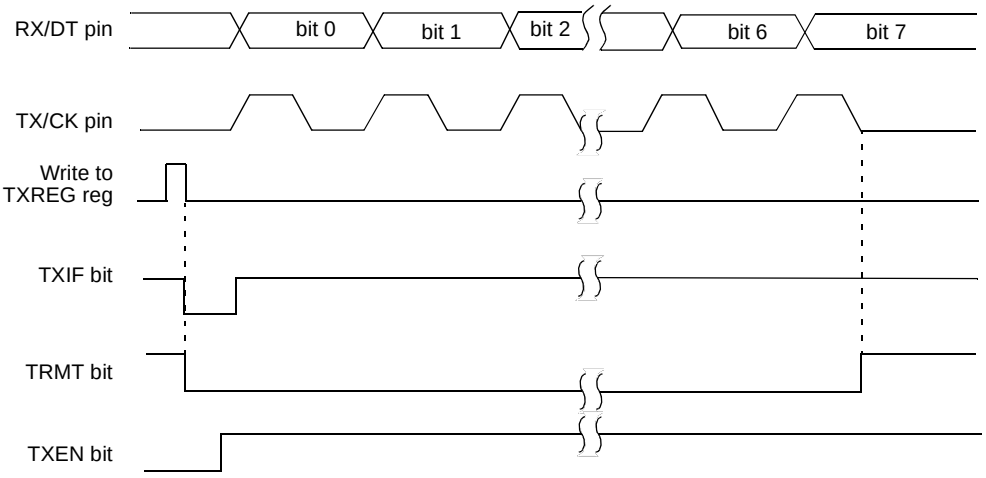


TABLE 16-6: REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER TRANSMISSION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
TXREG	AUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010

Legend: x = unknown, - = unimplemented read as '0'. Shaded cells are not used for synchronous master transmission.

16.3.1.4 Synchronous Master Reception

Data is received at the RX/DT pin. The RX/DT pin output driver is automatically disabled when the AUSART is configured for synchronous master receive operation.

In Synchronous mode, reception is enabled by setting either the Single Receive Enable bit (SREN of the RCSTA register) or the Continuous Receive Enable bit (CREN of the RCSTA register).

When SREN is set and CREN is clear, only as many clock cycles are generated as there are data bits in a single character. The SREN bit is automatically cleared at the completion of one character. When CREN is set, clocks are continuously generated until CREN is cleared. If CREN is cleared in the middle of a character the CK clock stops immediately and the partial character is discarded. If SREN and CREN are both set, then SREN is cleared at the completion of the first character and CREN takes precedence.

To initiate reception, set either SREN or CREN. Data is sampled at the RX/DT pin on the trailing edge of the TX/CK clock pin and is shifted into the Receive Shift Register (RSR). When a complete character is received into the RSR, the RCIF bit of the PIR1 register is set and the character is automatically transferred to the two character receive FIFO. The Least Significant eight bits of the top character in the receive FIFO are available in RCREG. The RCIF bit remains set as long as there are un-read characters in the receive FIFO.

16.3.1.5 Slave Clock

Synchronous data transfers use a separate clock line, which is synchronous with the data. A device configured as a slave receives the clock on the TX/CK line. The TX/CK pin output driver is automatically disabled when the device is configured for synchronous slave transmit or receive operation. Serial data bits change on the leading edge to ensure they are valid at the trailing edge of each clock. One data bit is transferred for each clock cycle. Only as many clock cycles should be received as there are data bits.

16.3.1.6 Receive Overrun Error

The receive FIFO buffer can hold two characters. An overrun error will be generated if a third character, in its entirety, is received before RCREG is read to access the FIFO. When this happens the OERR bit of the RCSTA register is set. Previous data in the FIFO will not be overwritten. The two characters in the FIFO buffer can be read, however, no additional characters will be received until the error is cleared. The OERR bit can only be cleared by clearing the overrun condition. If the overrun error occurred when the SREN bit is set and CREN is clear then the error is cleared by reading RCREG. If the overrun occurred when the CREN bit is set then the error condition is cleared by either clearing the CREN bit of the RCSTA register.

16.3.1.7 Receiving 9-bit Characters

The AUSART supports 9-bit character reception. When the RX9 bit of the RCSTA register is set, the AUSART will shift 9-bits into the RSR for each character received. The RX9D bit of the RCSTA register is the ninth, and Most Significant, data bit of the top unread character in the receive FIFO. When reading 9-bit data from the receive FIFO buffer, the RX9D data bit must be read before reading the 8 Least Significant bits from the RCREG.

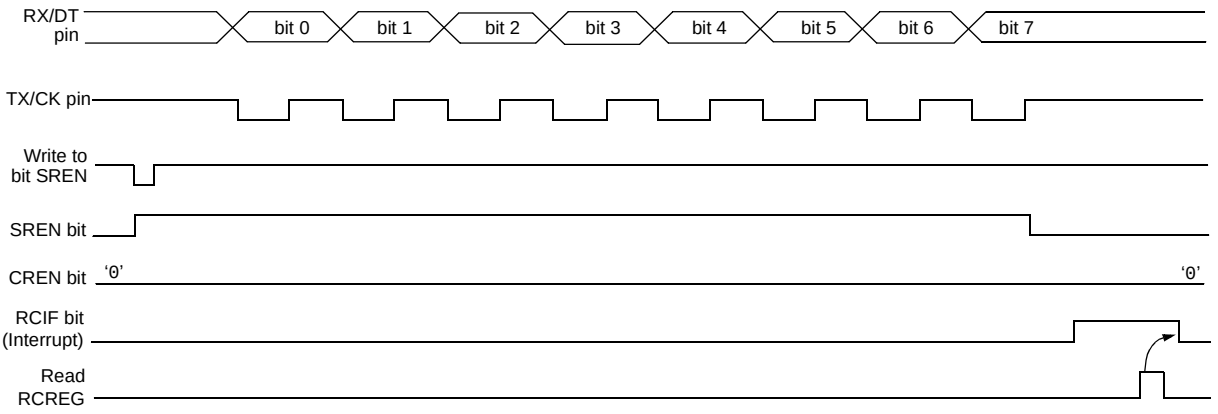
Address detection in Synchronous modes is not supported, therefore the ADDEN bit of the RCSTA register must be cleared.

16.3.1.8 Synchronous Master Reception Setup

1. Initialize the SPBRG register for the appropriate baud rate. Set or clear the BRGH bit, as required, to achieve the desired baud rate.
2. Enable the synchronous master serial port by setting bits SYNC, SPEN and CSRC.
3. Ensure bits CREN and SREN are clear.
4. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
5. If 9-bit reception is desired, set bit RX9.
6. Verify address detection is disabled by clearing the ADDEN bit of the RCSTA register.
7. Start reception by setting the SREN bit or for continuous reception, set the CREN bit.
8. Interrupt flag bit RCIF of the PIR1 register will be set when reception of a character is complete. An interrupt will be generated if the RCIE interrupt enable bit of the PIE1 register was set.
9. Read the RCSTA register to get the ninth bit (if enabled) and determine if any error occurred during reception.
10. Read the 8-bit received data by reading the RCREG register.
11. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCSTA register or by clearing the SPEN bit, which resets the AUSART.

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FIGURE 16-8: SYNCHRONOUS RECEPTION (MASTER MODE, SREN)



Note: Timing diagram demonstrates Synchronous Master mode with bit SREN = 1 and bit BRGH = 0.

TABLE 16-7: REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER RECEPTION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
RCREG	AUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010

Legend: x = unknown, - = unimplemented read as '0'. Shaded cells are not used for synchronous master reception.

16.3.2 SYNCHRONOUS SLAVE MODE

The following bits are used to configure the AUSART for synchronous slave operation:

- SYNC = 1
- CSRC = 0
- SREN = 0 (for transmit); SREN = 1 (for receive)
- CREN = 0 (for transmit); CREN = 1 (for receive)
- SPEN = 1

Setting the SYNC bit of the TXSTA register configures the device for synchronous operation. Clearing the CSRC bit of the TXSTA register configures the device as a slave. Clearing the SREN and CREN bits of the RCSTA register ensures that the device is in the Transmit mode, otherwise the device will be configured to receive. Setting the SPEN bit of the RCSTA register enables the AUSART.

16.3.2.1 AUSART Synchronous Slave Transmit

The operation of the Synchronous Master and Slave modes are identical (refer to **Section 16.3.1.2 "Synchronous Master Transmission"**), except in the case of the Sleep mode.

If two words are written to the TXREG and then the SLEEP instruction is executed, the following will occur:

1. The first character will immediately transfer to the TSR register and transmit.
2. The second word will remain in TXREG register.
3. The TXIF bit will not be set.
4. After the first character has been shifted out of TSR, the TXREG register will transfer the second character to the TSR and the TXIF bit will now be set.
5. If the PEIE and TXIE bits are set, the interrupt will wake the device from Sleep and execute the next instruction. If the GIE bit is also set, the program will call the Interrupt Service Routine.

16.3.2.2 Synchronous Slave Transmission Setup

1. Set the SYNC and SPEN bits and clear the CSRC bit.
2. Clear the CREN and SREN bits.
3. If using interrupts, ensure that the GIE and PEIE bits of the INTCON register are set and set the TXIE bit.
4. If 9-bit transmission is desired, set the TX9 bit.
5. Enable transmission by setting the TXEN bit.
6. Verify address detection is disabled by clearing the ADDEN bit of the RCSTA register.
7. If 9-bit transmission is selected, insert the Most Significant bit into the TX9D bit.
8. Start transmission by writing the Least Significant 8 bits to the TXREG register.

TABLE 16-8: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE TRANSMISSION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
TXREG	AUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010

Legend: x = unknown, - = unimplemented read as '0'. Shaded cells are not used for synchronous slave transmission.

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16.3.2.3 AUSART Synchronous Slave Reception

The operation of the Synchronous Master and Slave modes is identical (**Section 16.3.1.4 "Synchronous Master Reception"**), with the following exceptions:

- Sleep
- CREN bit is always set, therefore the receiver is never Idle
- SREN bit, which is a "don't care" in Slave mode

A character may be received while in Sleep mode by setting the CREN bit prior to entering Sleep. Once the word is received, the RSR register will transfer the data to the RCREG register. If the RCIE interrupt enable bit of the PIE1 register is set, the interrupt generated will wake the device from Sleep and execute the next instruction. If the GIE bit is also set, the program will branch to the interrupt vector.

16.3.2.4 Synchronous Slave Reception Setup

1. Set the SYNC and SPEN bits and clear the CSRC bit.
2. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
3. If 9-bit reception is desired, set the RX9 bit.
4. Verify address detection is disabled by clearing the ADDEN bit of the RCSTA register.
5. Set the CREN bit to enable reception.
6. The RCIF bit of the PIR1 register will be set when reception is complete. An interrupt will be generated if the RCIE bit of the PIE1 register was set.
7. If 9-bit mode is enabled, retrieve the Most Significant bit from the RX9D bit of the RCSTA register.
8. Retrieve the 8 Least Significant bits from the receive FIFO by reading the RCREG register.
9. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCSTA register.

TABLE 16-9: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE RECEPTION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
RCREG	AUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010

Legend: x = unknown, - = unimplemented read as '0'. Shaded cells are not used for synchronous slave reception.

16.4 AUSART Operation During Sleep

The AUSART will remain active during Sleep only in the Synchronous Slave mode. All other modes require the system clock and therefore cannot generate the necessary signals to run the Transmit or Receive Shift registers during Sleep.

Synchronous Slave mode uses an externally generated clock to run the Transmit and Receive Shift registers.

16.4.1 SYNCHRONOUS RECEIVE DURING SLEEP

To receive during Sleep, all the following conditions must be met before entering Sleep mode:

- RCSTA and TXSTA Control registers must be configured for synchronous slave reception (refer to **Section 16.3.2.4 "Synchronous Slave Reception Setup"**).
- If interrupts are desired, set the RCIE bit of the PIE1 register and the PEIE bit of the INTCON register.
- The RCIF interrupt flag must be cleared by reading RCREG to unload any pending characters in the receive buffer.

Upon entering Sleep mode, the device will be ready to accept data and clocks on the RX/DT and TX/CK pins, respectively. When the data word has been completely clocked in by the external device, the RCIF interrupt flag bit of the PIR1 register will be set. Thereby, waking the processor from Sleep.

Upon waking from Sleep, the instruction following the SLEEP instruction will be executed. If the GIE, Global Interrupt Enable bit of the INTCON register is also set, then the Interrupt Service Routine at address 0004h will be called.

16.4.2 SYNCHRONOUS TRANSMIT DURING SLEEP

To transmit during Sleep, all the following conditions must be met before entering Sleep mode:

- RCSTA and TXSTA Control registers must be configured for synchronous slave transmission (refer to **Section 16.3.2.2 "Synchronous Slave Transmission Setup"**).
- The TXIF interrupt flag must be cleared by writing the output data to the TXREG, thereby filling the TSR and transmit buffer.
- If interrupts are desired, set the TXIE bit of the PIE1 register and the PEIE bit of the INTCON register.

Upon entering Sleep mode, the device will be ready to accept clocks on the TX/CK pin and transmit data on the RX/DT pin. When the data word in the TSR has been completely clocked out by the external device, the pending byte in the TXREG will transfer to the TSR and the TXIF flag will be set. Thereby, waking the processor from Sleep. At this point, the TXREG is available to accept another character for transmission, which will clear the TXIF flag.

Upon waking from Sleep, the instruction following the SLEEP instruction will be executed. If the GIE, Global Interrupt Enable bit is also set then the Interrupt Service Routine at address 0004h will be called.

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17.0 SSP MODULE OVERVIEW

The Synchronous Serial Port (SSP) module is a serial interface useful for communicating with other peripherals or microcontroller devices. These peripheral devices may be serial EEPROMs, shift registers, display drivers, A/D converters, etc. The SSP module can operate in one of two modes:

- Serial Peripheral Interface (SPI)
- Inter-Integrated Circuit (I^2C™)

17.1 SPI Mode

The SPI mode allows 8 bits of data to be synchronously transmitted and received, simultaneously. The SSP module can be operated in one of two SPI modes:

- Master mode
- Slave mode

SPI is a full-duplex protocol, with all communication being bidirectional and initiated by a master device. All clocking is provided by the master device and all bits are transmitted, MSb first. Care must be taken to ensure that all devices on the SPI bus are setup to allow all controllers to send and receive data at the same time.

A typical SPI connection between microcontroller devices is shown in Figure 17-1. Addressing of more than one slave device is accomplished via multiple hardware slave select lines. External hardware and additional I/O pins must be used to support multiple slave select addressing. This prevents extra overhead in software for communication.

For SPI communication, typically three pins are used:

- Serial Data Out (SDO)
- Serial Data In (SDI)
- Serial Clock (SCK)

Additionally, a fourth pin may be used when in a Slave mode of operation:

- Slave Select ($\overline{SS}$)

FIGURE 17-1: TYPICAL SPI MASTER/SLAVE CONNECTION

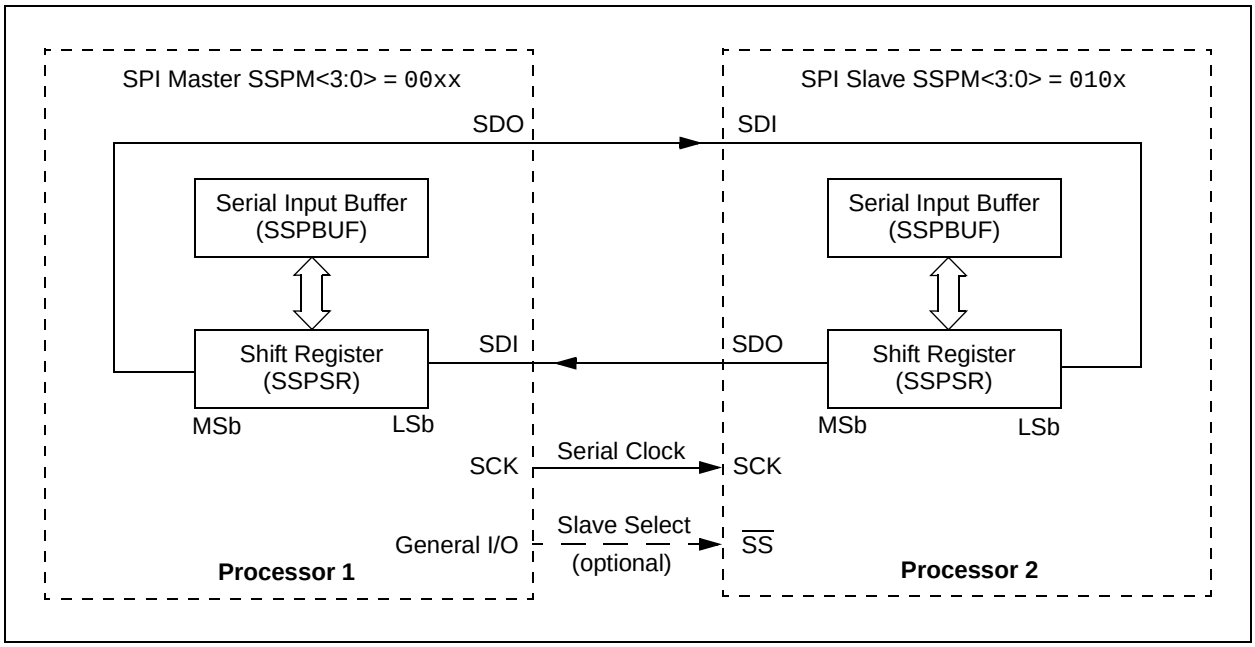
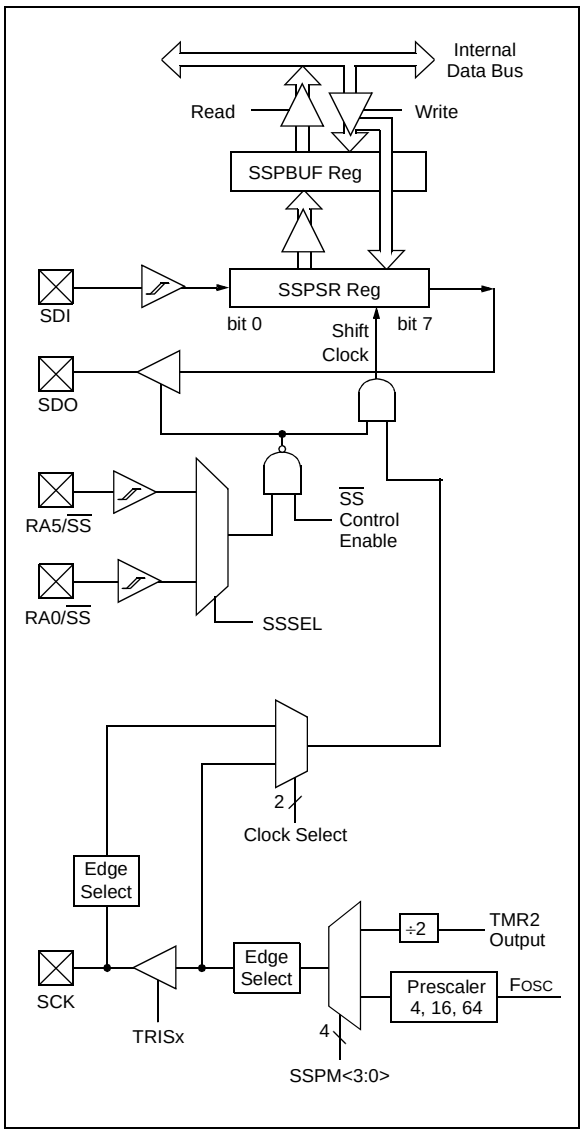


FIGURE 17-2: SPI MODE BLOCK DIAGRAM



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17.1.1 MASTER MODE

In Master mode, data transfer can be initiated at any time because the master controls the SCK line. Master mode determines when the slave (Figure 17-1, Processor 2) transmits data via control of the SCK line.

17.1.1.1 Master Mode Operation

The SSP consists of a transmit/receive shift register (SSPSR) and a buffer register (SSPBUF). The SSPSR register shifts the data in and out of the device, MSb first. The SSPBUF register holds the data that is written out of the master until the received data is ready. Once the eight bits of data have been received, the byte is moved to the SSPBUF register. The Buffer Full Status bit, BF of the SSPSTAT register, and the SSP Interrupt Flag bit, SSPIF of the PIR1 register, are then set.

Any write to the SSPBUF register during transmission/reception of data will be ignored and the Write Collision Detect bit, WCOL of the SSPCON register, will be set. User software must clear the WCOL bit so that it can be determined if the following write(s) to the SSPBUF register completed successfully.

When the application software is expecting to receive valid data, the SSPBUF should be read before the next byte of data is written to the SSPBUF. The BF bit of the SSPSTAT register is set when SSPBUF has been loaded with the received data (transmission is complete). When the SSPBUF is read, the BF bit is cleared. This data may be irrelevant if the SPI is only a transmitter. The SSP interrupt may be used to determine when the transmission/reception is complete and the SSPBUF must be read and/or written. If interrupts are not used, then software polling can be done to ensure that a write collision does not occur. Example 17-1 shows the loading of the SSPBUF (SSPSR) for data transmission.

Note:	The SSPSR is not directly readable or writable and can only be accessed by addressing the SSPBUF register.

17.1.1.2 Enabling Master I/O

To enable the serial port, the SSPEN bit of the SSPCON register, must be set. To reset or reconfigure SPI mode, clear the SSPEN bit, re-initialize the SSPCON register and then set the SSPEN bit. If a Master mode of operation is selected in the SSPM bits of the SSPCON register, the SDI, SDO and SCK pins will be assigned as serial port pins.

For these pins to function as serial port pins, they must have their corresponding data direction bits set or cleared in the associated TRIS register as follows:

- SDI configured as input
- SDO configured as output
- SCK configured as output

17.1.1.3 Master Mode Setup

In Master mode, the data is transmitted/received as soon as the SSPBUF register is loaded with a byte value. If the master is only going to receive, SDO output could be disabled (programmed and used as an input). The SSPSR register will continue to shift in the signal present on the SDI pin at the programmed clock rate.

When initializing SPI Master mode operation, several options need to be specified. This is accomplished by programming the appropriate control bits in the SSPCON and SSPSTAT registers. These control bits allow the following to be specified:

- SCK as clock output
- Idle state of SCK (CKP bit)
- Data input sample phase (SMP bit)
- Output data on rising/falling edge of SCK (CKE bit)
- Clock bit rate

In Master mode, the SPI clock rate (bit rate) is user selectable to be one of the following:

- FOSC/4 (or TCY)
- FOSC/16 (or 4 • TCY)
- FOSC/64 (or 16 • TCY)
- (Timer2 output)/2

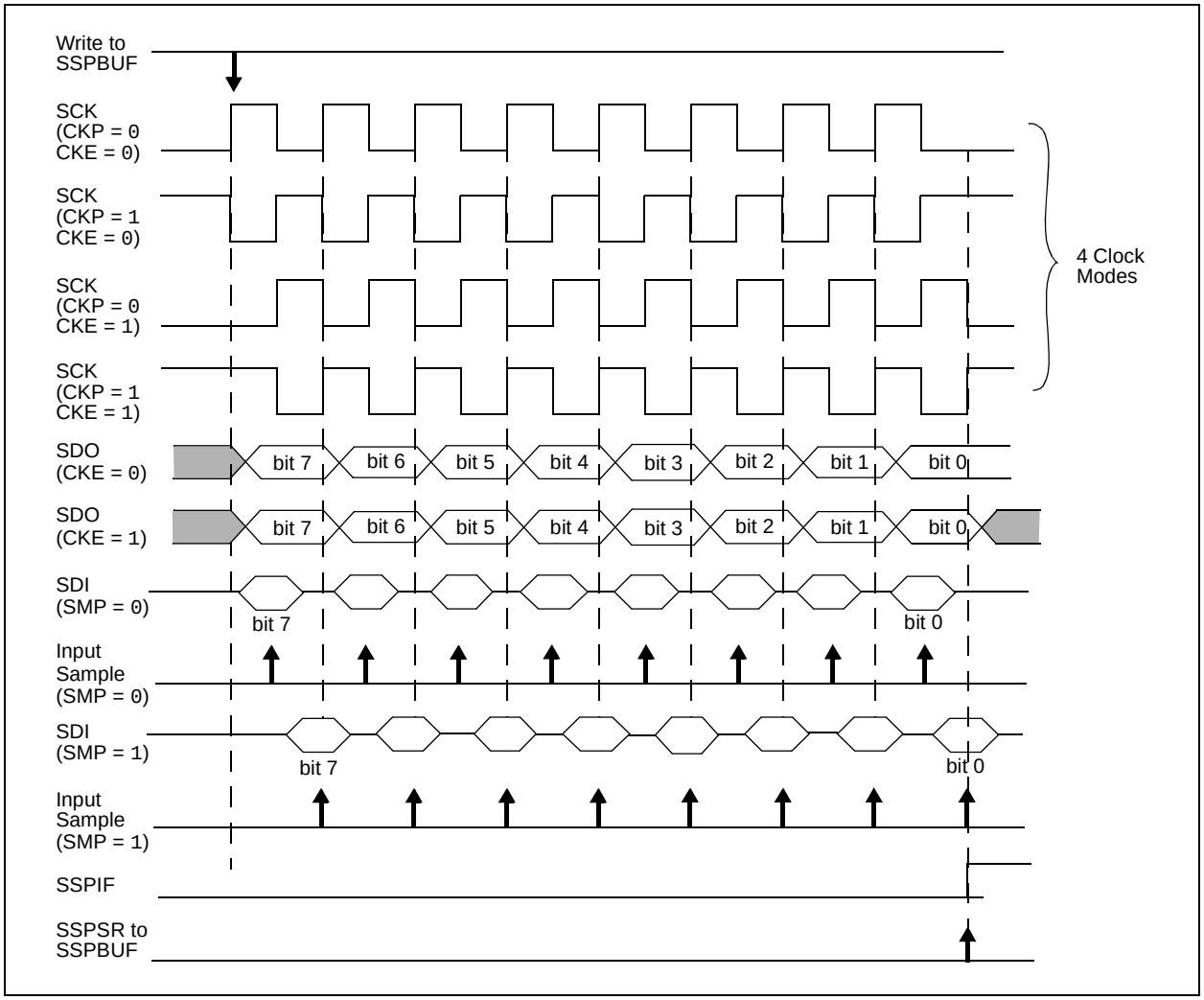
This allows a maximum data rate of 5 Mbps (at FOSC = 16 MHz).

Figure 17-3 shows the waveforms for Master mode. The clock polarity is selected by appropriately programming the CKP bit of the SSPCON register. When the CKE bit is set, the SDO data is valid before there is a clock edge on SCK. The sample time of the input data is shown based on the state of the SMP bit and can occur at the middle or end of the data output time. The time when the SSPBUF is loaded with the received data is shown.

17.1.1.4 Sleep in Master Mode

In Master mode, all module clocks are halted and the transmission/reception will remain in their current state, paused, until the device wakes from Sleep. After the device wakes up from Sleep, the module will continue to transmit/receive data.

FIGURE 17-3: SPI MASTER MODE WAVEFORM



EXAMPLE 17-1: LOADING THE SSPBUF (SSPSR) REGISTER

```
        BANKSEL   SSPSTAT      ;
LOOP    BTFSS     SSPSTAT, BF  ;Has data been received(transmit complete)?
        GOTO      LOOP         ;No
        BANKSEL   SSPBUF       ;
        MOVF      SSPBUF, W    ;WREG reg = contents of SSPBUF
        MOVWF     RXDATA       ;Save in user RAM, if data is meaningful
        MOVF      TXDATA, W    ;W reg = contents of TXDATA
        MOVWF     SSPBUF       ;New data to xmit
```


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17.1.2 SLAVE MODE

For any SPI device acting as a slave, the data is transmitted and received as external clock pulses appear on SCK pin. This external clock must meet the minimum high and low times as specified in the electrical specifications.

17.1.2.1 Slave Mode Operation

The SSP consists of a transmit/receive shift register (SSPSR) and a buffer register (SSPBUF). The SSPSR shifts the data in and out of the device, MSb first. The SSPBUF holds the data that was written to the SSPSR until the received data is ready.

The slave has no control as to when data will be clocked in or out of the device. All data that is to be transmitted, to a master or another slave, must be loaded into the SSPBUF register before the first clock pulse is received.

Once eight bits of data have been received:

- Received byte is moved to the SSPBUF register
- BF bit of the SSPSTAT register is set
- SSPIF bit of the PIR1 register is set

Any write to the SSPBUF register during transmission/ reception of data will be ignored and the Write Collision Detect bit, WCOL of the SSPCON register, will be set. User software must clear the WCOL bit so that it can be determined if the following write(s) to the SSPBUF register completed successfully.

The user's firmware must read SSPBUF, clearing the BF flag, or the SSPOV bit of the SSPCON register will be set with the reception of the next byte and communication will be disabled.

A SPI module transmits and receives at the same time, occasionally causing dummy data to be transmitted/ received. It is up to the user to determine which data is to be used and what can be discarded.

17.1.2.2 Enabling Slave I/O

To enable the serial port, the SSPEN bit of the SSPCON register must be set. If a Slave mode of operation is selected in the SSPM bits of the SSPCON register, the SDI, SDO and SCK pins will be assigned as serial port pins.

For these pins to function as serial port pins, they must have their corresponding data direction bits set or cleared in the associated TRIS register as follows:

- SDI configured as input
- SDO configured as output
- SCK configured as input

Optionally, a fourth pin, Slave Select ($\overline{SS}$) may be used in Slave mode. Slave Select may be configured to operate on the RC6/$\overline{SS}$ pin via the SSSEL bit in the APFCON register.

Upon selection of a Slave Select pin, the appropriate bits must be set in the ANSELA and TRISA registers. Slave Select must be set as an input by setting the corresponding bit in TRISA, and digital I/O must be enabled on the $\overline{SS}$ pin by clearing the corresponding bit of the ANSELA register.

17.1.2.3 Slave Mode Setup

When initializing the SSP module to SPI Slave mode, compatibility must be ensured with the master device. This is done by programming the appropriate control bits of the SSPCON and SSPSTAT registers. These control bits allow the following to be specified:

- SCK as clock input
- Idle state of SCK (CKP bit)
- Data input sample phase (SMP bit)
- Output data on rising/falling edge of SCK (CKE bit)

Figure 17-4 and Figure 17-5 show example waveforms of Slave mode operation.

FIGURE 17-4: SPI MODE WAVEFORM (SLAVE MODE WITH CKE = 0)

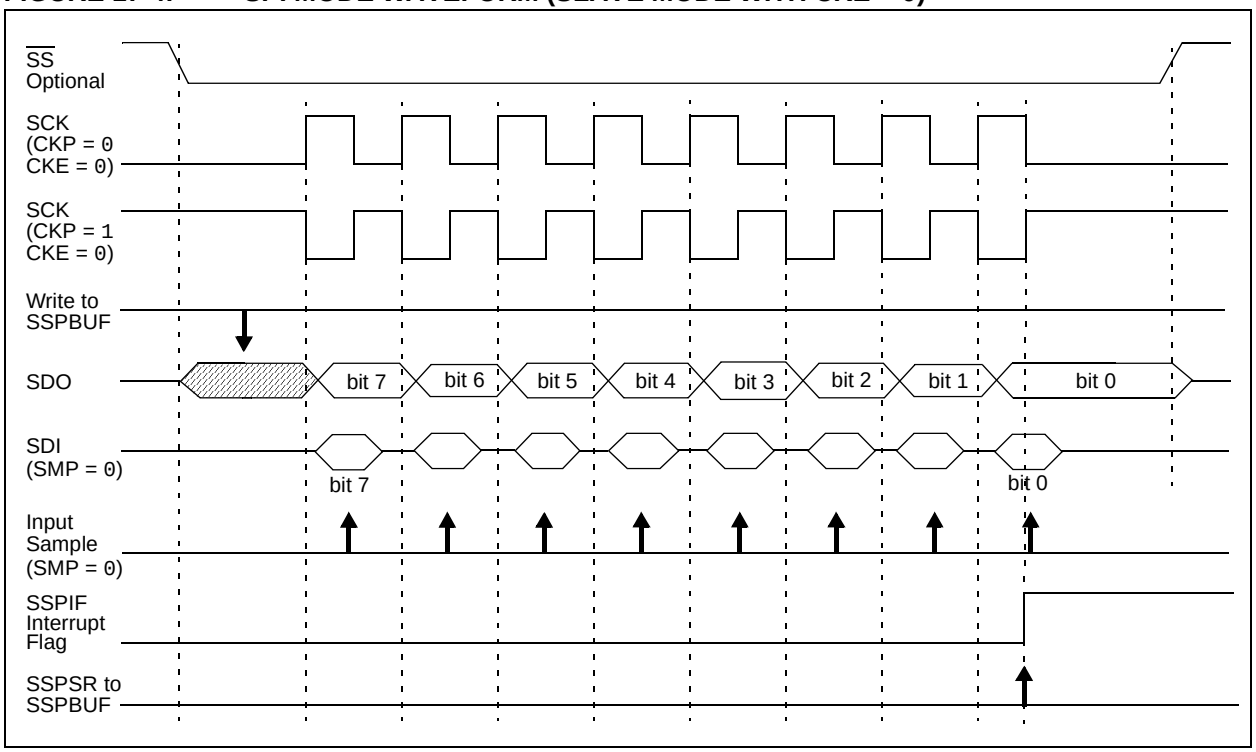
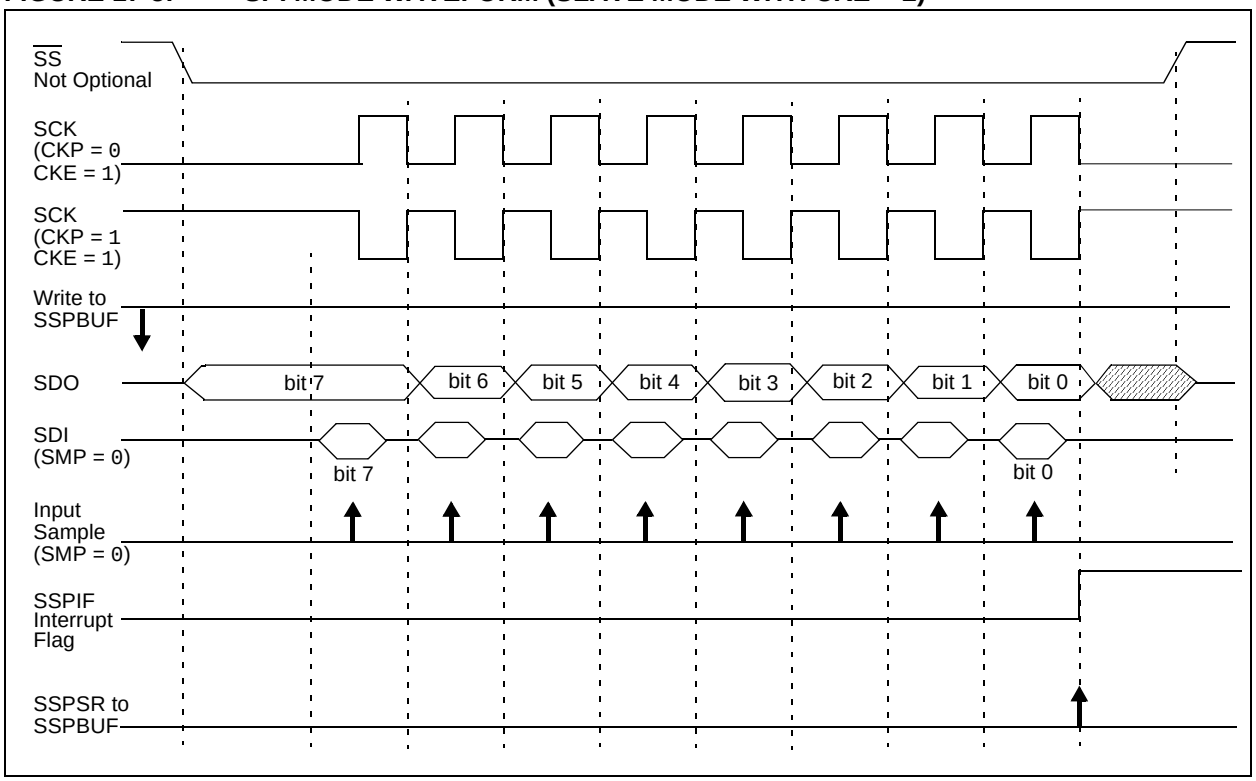


FIGURE 17-5: SPI MODE WAVEFORM (SLAVE MODE WITH CKE = 1)



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17.1.2.4 Slave Select Operation

The $\overline{SS}$ pin allows Synchronous Slave mode operation. The SPI must be in Slave mode with $\overline{SS}$ pin control enabled (SSPM<3:0> = 0100). The associated TRIS bit for the $\overline{SS}$ pin must be set, making $\overline{SS}$ an input.

In Slave Select mode, when:

- $\overline{SS}$ = 0, The device operates as specified in **Section 17.1.2 "Slave Mode"**.
- $\overline{SS}$ = 1, The SPI module is held in Reset and the SDO pin will be tri-stated.

Note 1: When the SPI is in Slave mode with $\overline{SS}$ pin control enabled (SSPM<3:0> = 0100), the SPI module will reset if the $\overline{SS}$ pin is driven high.

2: If the SPI is used in Slave mode with CKE set, the $\overline{SS}$ pin control must be enabled.

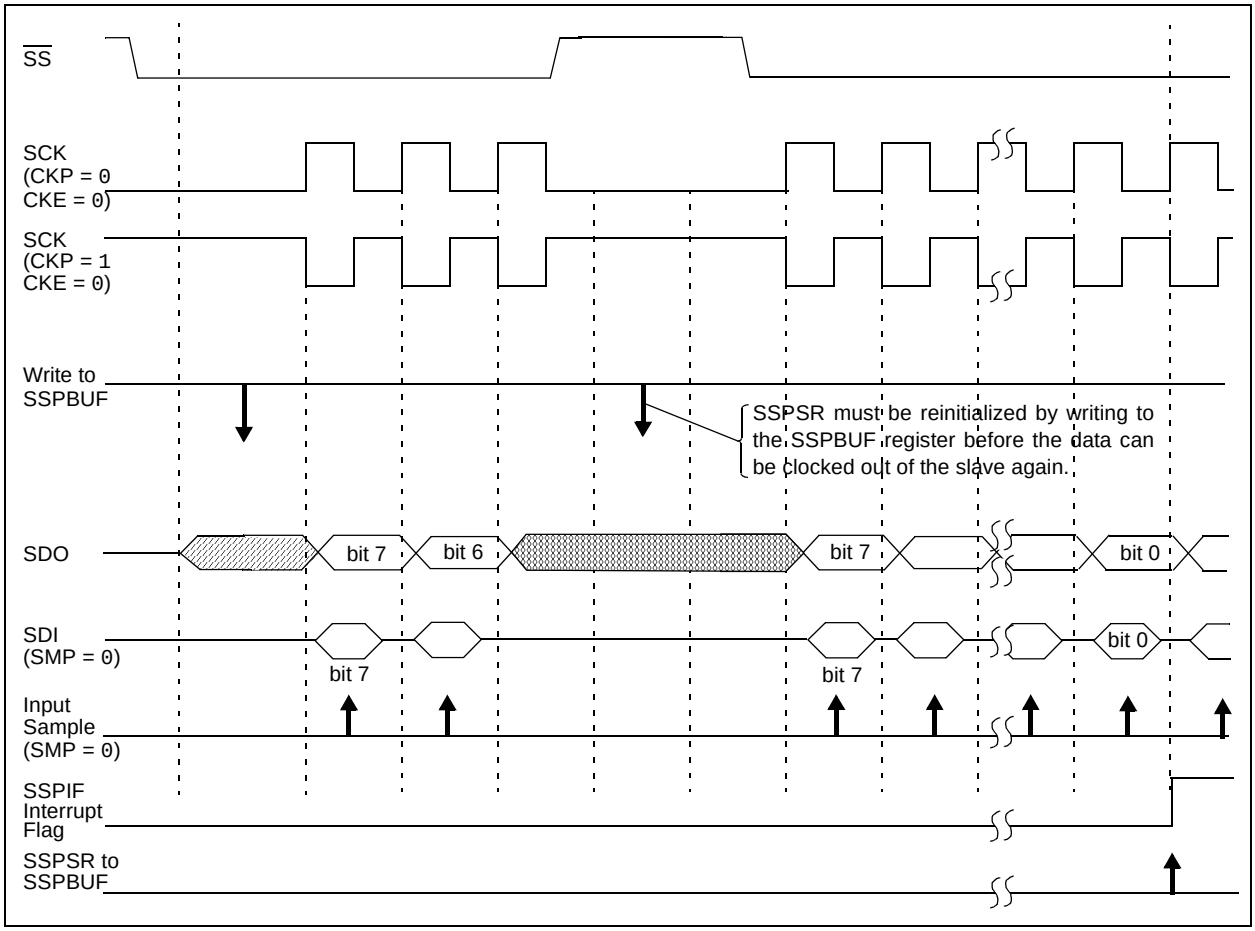
When the SPI module resets, the bit counter is cleared to '0'. This can be done by either forcing the $\overline{SS}$ pin to a high level or clearing the SSPEN bit. Figure 17-6 shows the timing waveform for such a synchronization event.

Note: SSPSR must be reinitialized by writing to the SSPBUF register before the data can be clocked out of the slave again.

17.1.2.5 Sleep in Slave Mode

While in Sleep mode, the slave can transmit/receive data. The SPI Transmit/Receive Shift register operates asynchronously to the device on the externally supplied clock source. This allows the device to be placed in Sleep mode and data to be shifted into the SPI Transmit/Receive Shift register. When all 8 bits have been received, the SSP Interrupt Flag bit will be set and, if enabled, will wake the device from Sleep.

FIGURE 17-6: SLAVE SELECT SYNCHRONIZATION WAVEFORM



REGISTER 17-1: SSPCON: SYNC SERIAL PORT CONTROL REGISTER (SPI MODE)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **WCOL**: Write Collision Detect bit
- 1 = The SSPBUF register is written while it is still transmitting the previous word (must be cleared in software)
- 0 = No collision

bit 6 **SSPOV**: Receive Overflow Indicator bit
- 1 = A new byte is received while the SSPBUF register is still holding the previous data. In case of overflow, the data in SSPSR is lost. Overflow can only occur in Slave mode. The user must read the SSPBUF, even if only transmitting data, to avoid setting overflow. In Master mode the overflow bit is not set since each new reception (and transmission) is initiated by writing to the SSPBUF register.
- 0 = No overflow

bit 5 **SSPEN**: Synchronous Serial Port Enable bit
- 1 = Enables serial port and configures SCK, SDO and SDI as serial port pins(1)
- 0 = Disables serial port and configures these pins as I/O port pins

bit 4 **CKP**: Clock Polarity Select bit
- 1 = Idle state for clock is a high level
- 0 = Idle state for clock is a low level

bit 3-0 **SSPM<3:0>**: Synchronous Serial Port mode Select bits
- 0000 = SPI Master mode, clock = FOSC/4
- 0001 = SPI Master mode, clock = FOSC/16
- 0010 = SPI Master mode, clock = FOSC/64
- 0011 = SPI Master mode, clock = TMR2 output/2
- 0100 = SPI Slave mode, clock = SCK pin. $\overline{SS}$ pin control enabled.
- 0101 = SPI Slave mode, clock = SCK pin. $\overline{SS}$ pin control disabled. $\overline{SS}$ can be used as I/O pin.

Note 1: When enabled, these pins must be properly configured as input or output.

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REGISTER 17-2: SSPSTAT: SYNC SERIAL PORT STATUS REGISTER (SPI MODE)

R/W-0	R/W-0	R-0	R-0	R-0	R-0	R-0	R-0
SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7 **SMP**: SPI Data Input Sample Phase bit
SPI Master mode:
1 = Input data sampled at end of data output time
0 = Input data sampled at middle of data output time
SPI Slave mode:
SMP must be cleared when SPI is used in Slave mode

bit 6 **CKE**: SPI Clock Edge Select bit
SPI mode, CKP = 0:
1 = Data stable on rising edge of SCK
0 = Data stable on falling edge of SCK
SPI mode, CKP = 1:
1 = Data stable on falling edge of SCK
0 = Data stable on rising edge of SCK

bit 5 **D/$\overline{A}$:** Data/$\overline{Address}$ bit
Used in I^2C mode only.

bit 4 **P:** Stop bit
Used in I^2C mode only.

bit 3 **S:** Start bit
Used in I^2C mode only.

bit 2 **R/$\overline{W}$:** Read/$\overline{Write}$ Information bit
Used in I^2C mode only.

bit 1 **UA:** Update Address bit
Used in I^2C mode only.

bit 0 **BF**: Buffer Full Status bit
1 = Receive complete, SSPBUF is full
0 = Receive not complete, SSPBUF is empty

TABLE 17-1: SUMMARY OF REGISTERS ASSOCIATED WITH SPI OPERATION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
ANSELC	ANSC7	ANSC6	—	—	ANSC3	ANSC2	ANSC1	ANSC0	11-- 1111	11-- 1111
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
PR2	Timer2 module Period Register								1111 1111	1111 1111
SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	uuuu uuuu
SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
SSPSTAT	SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000

Legend: x = unknown, u = unchanged, – = unimplemented, read as '0'. Shaded cells are not used by the SSP in SPI mode.

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17.2 I²C Mode

The SSP module, in I²C mode, implements all slave functions except general call support. It provides interrupts on Start and Stop bits in hardware to facilitate firmware implementations of the master functions. The SSP module implements the I²C Standard mode specifications:

- I²C Slave mode (7-bit address)
- I²C Slave mode (10-bit address)
- Start and Stop bit interrupts enabled to support firmware Master mode
- Address masking

Two pins are used for data transfer; the SCL pin (clock line) and the SDA pin (data line). The user must configure the two pin's data direction bits as inputs in the appropriate TRIS register. Upon enabling I²C mode, the I²C slew rate limiters in the I/O pads are controlled by the SMP bit of SSPSTAT register. The SSP module functions are enabled by setting the SSPEN bit of SSPCON register.

Data is sampled on the rising edge and shifted out on the falling edge of the clock. This ensures that the SDA signal is valid during the SCL high time. The SCL clock input must have minimum high and low times for proper operation. Refer to **Section 23.0 "Electrical Specifications"**.

FIGURE 17-7: I²C™ MODE BLOCK DIAGRAM

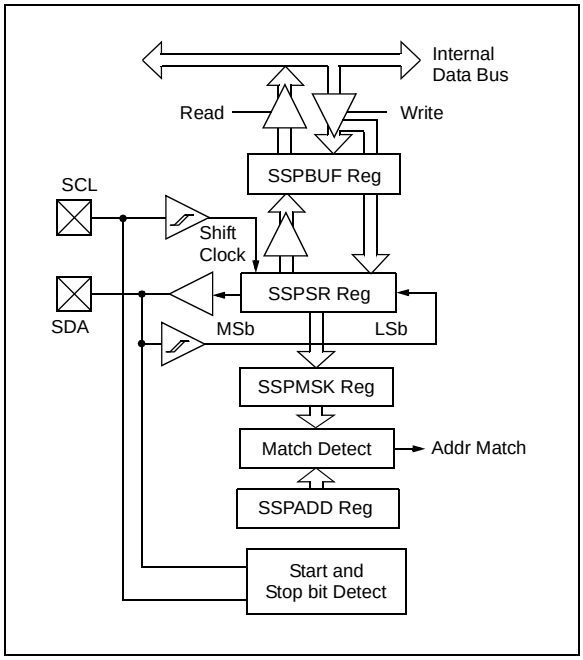
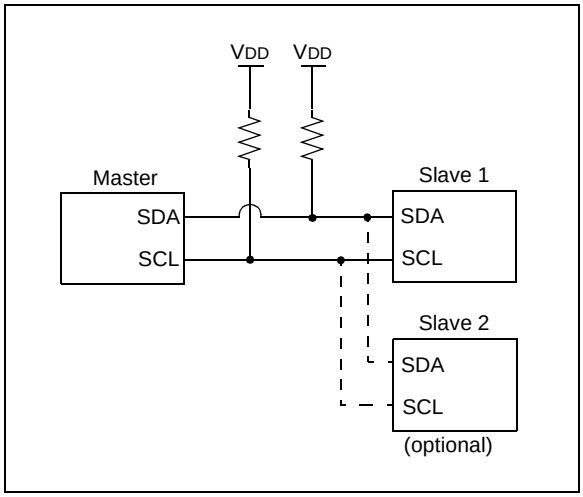


FIGURE 17-8: TYPICAL I²C™ CONNECTIONS



The SSP module has six registers for I²C operation. They are:

- SSP Control (SSPCON) register
- SSP Status (SSPSTAT) register
- Serial Receive/Transmit Buffer (SSPBUF) register
- SSP Shift Register (SSPSR), not directly accessible
- SSP Address (SSPADD) register
- SSP Address Mask (SSPMSK) register

17.2.1 HARDWARE SETUP

Selection of I²C mode, with the SSPEN bit of the SSPCON register set, forces the SCL and SDA pins to be open drain, provided these pins are programmed as inputs by setting the appropriate TRISC bits. The SSP module will override the input state with the output data, when required, such as for Acknowledge and slave-transmitter sequences.

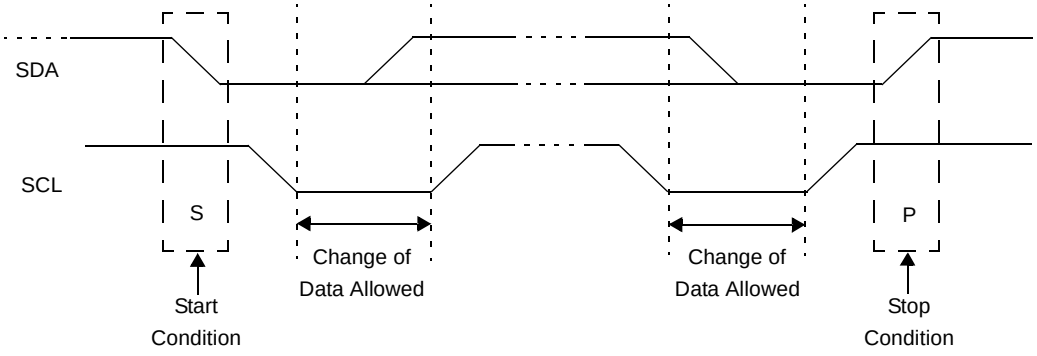
Note:	Pull-up resistors must be provided externally to the SCL and SDA pins for proper operation of the I²C module.

17.2.2 START AND STOP CONDITIONS

During times of no data transfer (Idle time), both the clock line (SCL) and the data line (SDA) are pulled high through external pull-up resistors. The Start and Stop conditions determine the start and stop of data transmission. The Start condition is defined as a high-to-low transition of the SDA line while SCL is high. The Stop condition is defined as a low-to-high transition of the SDA line while SCL is high.

Figure 17-9 shows the Start and Stop conditions. A master device generates these conditions for starting and terminating data transfer. Due to the definition of the Start and Stop conditions, when data is being transmitted, the SDA line can only change state when the SCL line is low.

FIGURE 17-9: START AND STOP CONDITIONS



17.2.3 ACKNOWLEDGE

After the valid reception of an address or data byte, the hardware automatically will generate the Acknowledge ($\overline{ACK}$) pulse and load the SSPBUF register with the received value currently in the SSPSR register. There are certain conditions that will cause the SSP module not to generate this $\overline{ACK}$ pulse. They include any or all of the following:

- The Buffer Full bit, BF of the SSPSTAT register, was set before the transfer was received.
- The SSP Overflow bit, SSPOV of the SSPCON register, was set before the transfer was received.
- The SSP module is being operated in Firmware Master mode.

In such a case, the SSPSR register value is not loaded into the SSPBUF, but bit SSPIF of the PIR1 register is set. Table 17-2 shows the results of when a data transfer byte is received, given the status of bits BF and SSPOV. Flag bit BF is cleared by reading the SSPBUF register, while bit SSPOV is cleared through software.

TABLE 17-2: DATA TRANSFER RECEIVED BYTE ACTIONS

Status Bits as Data Transfer is Received		SSPSR → SSPBUF	Generate $\overline{ACK}$ Pulse	Set bit SSPIF (SSP Interrupt occurs if enabled)
BF	SSPOV			
0	0	Yes	Yes	Yes
1	0	No	No	Yes
1	1	No	No	Yes
0	1	No	No	Yes

Note 1: Shaded cells show the conditions where the user software did not properly clear the overflow condition.

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17.2.4 ADDRESSING

Once the SSP module has been enabled, it waits for a Start condition to occur. Following the Start condition, the 8 bits are shifted into the SSPSR register. All incoming bits are sampled with the rising edge of the clock line (SCL).

17.2.4.1 7-bit Addressing

In 7-bit Addressing mode (Figure 17-10), the value of register SSPSR<7:1> is compared to the value of register SSPADD<7:1>. The address is compared on the falling edge of the eighth clock (SCL) pulse. If the addresses match, and the BF and SSPOV bits are clear, the following events occur:

- The SSPSR register value is loaded into the SSPBUF register.
- The BF bit is set.
- An $\overline{\text{ACK}}$ pulse is generated.
- SSP Interrupt Flag bit, SSPIF of the PIR1 register, is set (interrupt is generated if enabled) on the falling edge of the ninth SCL pulse.

17.2.4.2 10-bit Addressing

In 10-bit Address mode, two address bytes need to be received by the slave (Figure 17-11). The five Most Significant bits (MSbs) of the first address byte specify if it is a 10-bit address. The R/$\overline{\text{W}}$ bit of the SSPSTAT register must specify a write so the slave device will receive the second address byte. For a 10-bit address, the first byte would equal '1111 0 A9 A8 0', where A9 and A8 are the two MSbs of the address.

The sequence of events for 10-bit address is as follows for reception:

1. Load SSPADD register with high byte of address.
2. Receive first (high) byte of address (bits SSPIF, BF and UA of the SSPSTAT register are set).
3. Read the SSPBUF register (clears bit BF).
4. Clear the SSPIF flag bit.
5. Update the SSPADD register with second (low) byte of address (clears UA bit and releases the SCL line).
6. Receive low byte of address (bits SSPIF, BF and UA are set).
7. Update the SSPADD register with the high byte of address. If match releases SCL line, this will clear bit UA.
8. Read the SSPBUF register (clears bit BF).
9. Clear flag bit SSPIF.

If data is requested by the master, once the slave has been addressed:

1. Receive repeated Start condition.
2. Receive repeat of high byte address with R/$\overline{\text{W}}$ = 1, indicating a read.
3. BF bit is set and the CKP bit is cleared, stopping SCL and indicating a read request.
4. SSPBUF is written, setting BF, with the data to send to the master device.
5. CKP is set in software, releasing the SCL line.

17.2.4.3 Address Masking

The Address Masking register (SSPMSK) is only accessible while the SSPM bits of the SSPCON register are set to '1001'. In this register, the user can select which bits of a received address the hardware will compare when determining an address match. Any bit that is set to a zero in the SSPMSK register, the corresponding bit in the received address byte and SSPADD register are ignored when determining an address match. By default, the register is set to all ones, requiring a complete match of a 7-bit address or the lower eight bits of a 10-bit address.

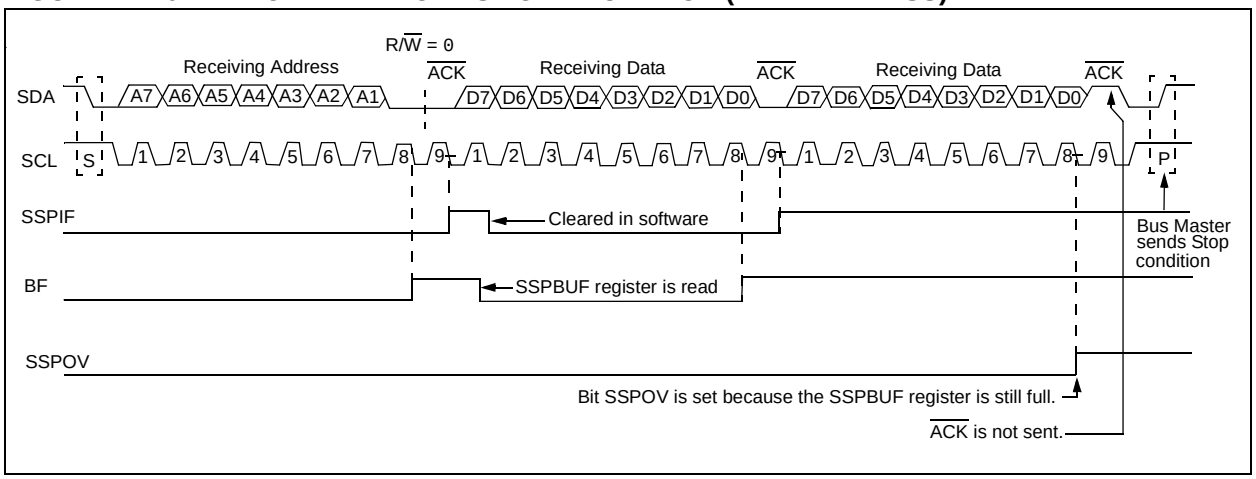
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17.2.5 RECEPTION

When the R/$\overline{W}$ bit of the received address byte is clear, the master will write data to the slave. If an address match occurs, the received address is loaded into the SSPBUF register. An address byte overflow will occur if that loaded address is not read from the SSPBUF before the next complete byte is received.

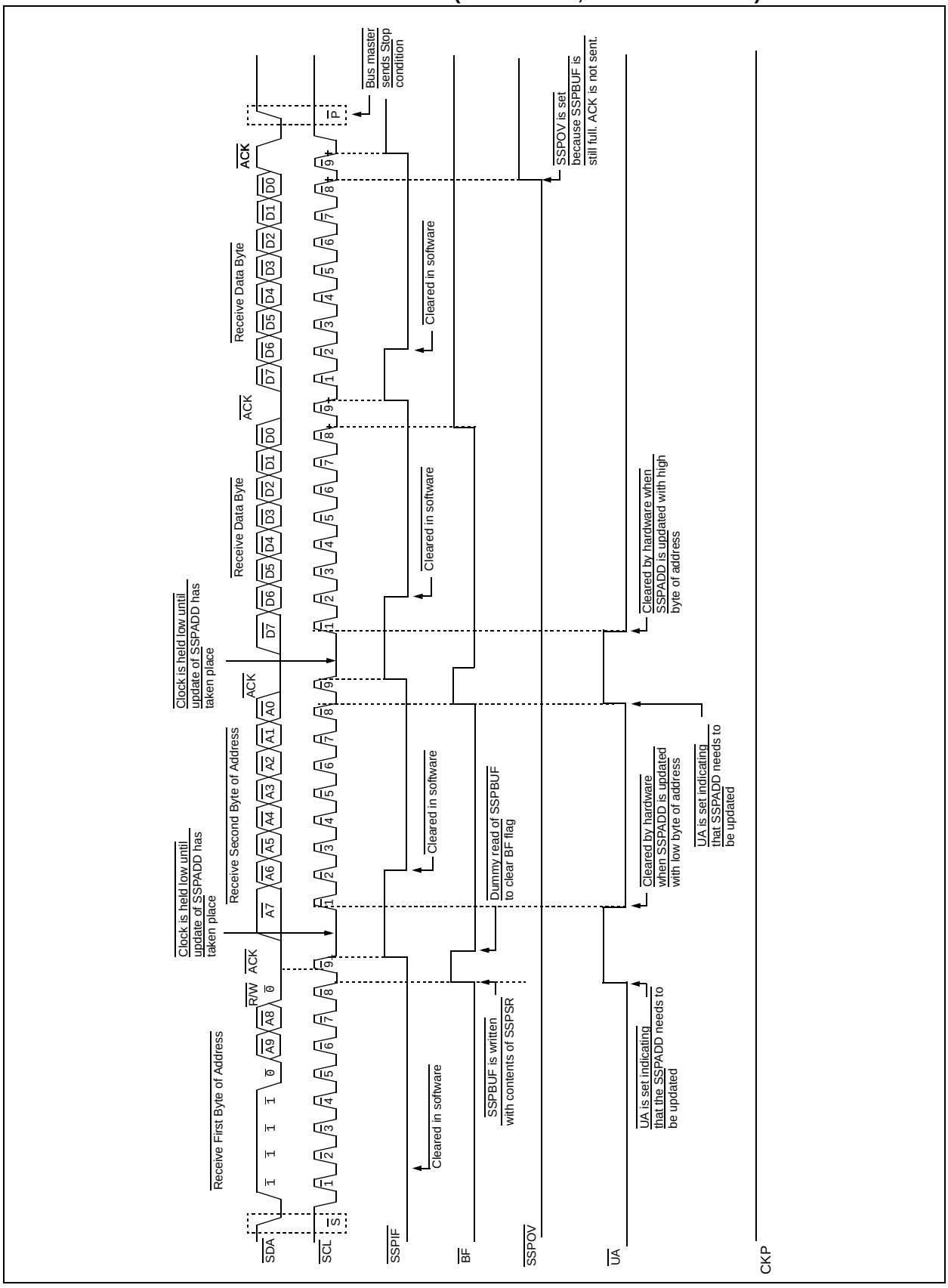
An SSP interrupt is generated for each data transfer byte. The BF, R/$\overline{W}$ and D/$\overline{A}$ bits of the SSPSTAT register are used to determine the status of the last received byte.

FIGURE 17-10: I²C™ WAVEFORMS FOR RECEPTION (7-BIT ADDRESS)



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FIGURE 17-11: I²C™ SLAVE MODE TIMING (RECEPTION, 10-BIT ADDRESS)



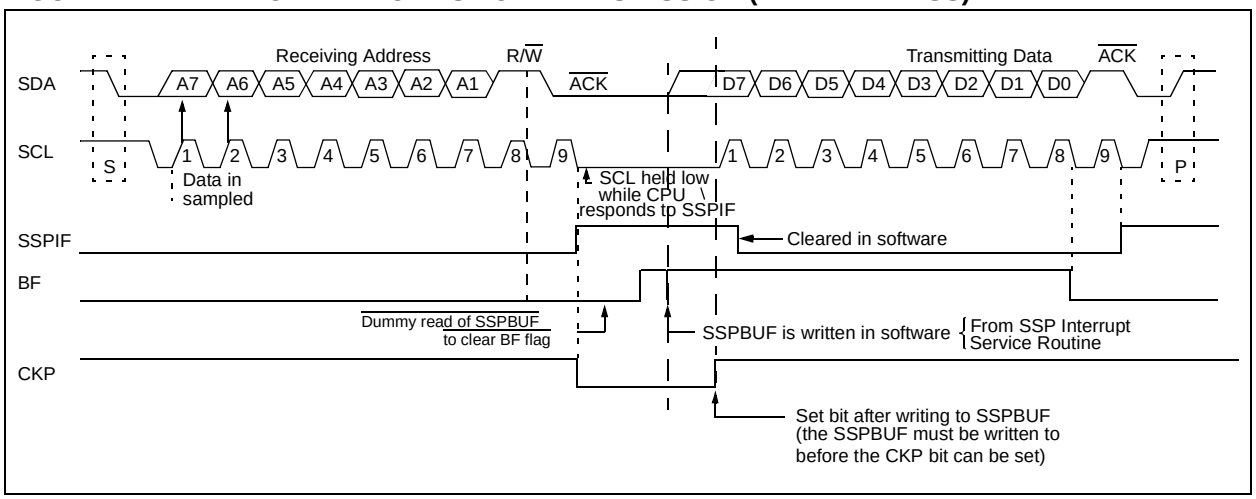
17.2.6 TRANSMISSION

When the R/$\overline{W}$ bit of the received address byte is set and an address match occurs, the R/$\overline{W}$ bit of the SSPSTAT register is set and the slave will respond to the master by reading out data. After the address match, an $\overline{ACK}$ pulse is generated by the slave hardware and the SCL pin is held low (clock is automatically stretched) until the slave is ready to respond. See **Section 17.2.7 "Clock Stretching"**. The data the slave will transmit must be loaded into the SSPBUF register, which sets the BF bit. The SCL line is released by setting the CKP bit of the SSPCON register.

An SSP interrupt is generated for each transferred data byte. The SSPIF flag bit of the PIR1 register initiates an SSP interrupt, and must be cleared by software before the next byte is transmitted. The BF bit of the SSPSTAT register is cleared on the falling edge of the 8th received clock pulse. The SSPIF flag bit is set on the falling edge of the ninth clock pulse.

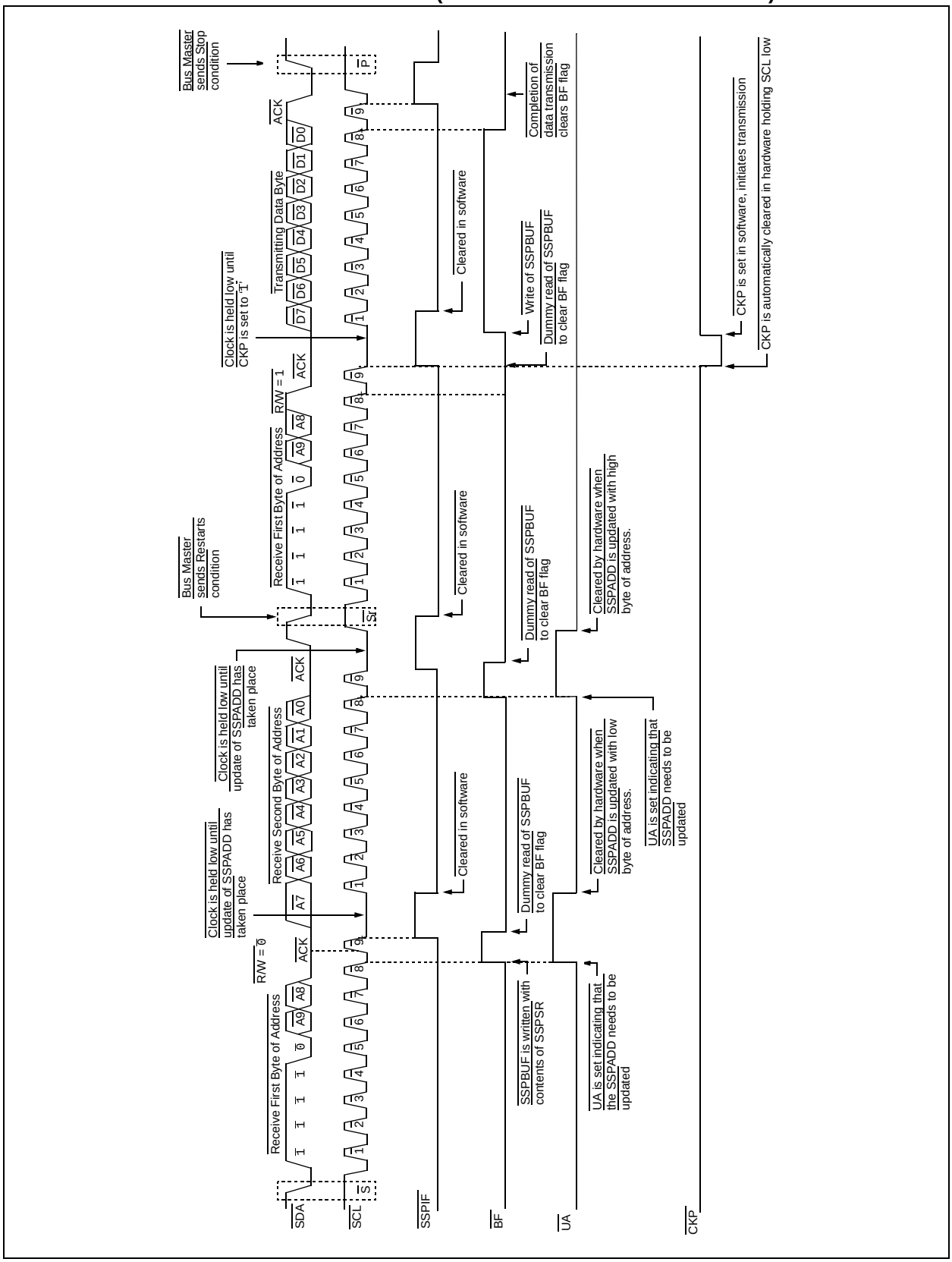
Following the 8th falling clock edge, control of the SDA line is released back to the master so that the master can acknowledge or not acknowledge the response. If the master sends a not acknowledge, the slave's transmission is complete and the slave must monitor for the next Start condition. If the master acknowledges, control of the bus is returned to the slave to transmit another byte of data. Just as with the previous byte, the clock is stretched by the slave, data must be loaded into the SSPBUF and CKP must be set to release the clock line (SCL).

FIGURE 17-12: I²C WAVEFORMS FOR TRANSMISSION (7-BIT ADDRESS)



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FIGURE 17-13: I²C SLAVE MODE TIMING (TRANSMISSION 10-BIT ADDRESS)



17.2.7 CLOCK STRETCHING

During any SCL low phase, any device on the I^2C bus may hold the SCL line low and delay, or pause, the transmission of data. This "stretching" of a transmission allows devices to slow down communication on the bus. The SCL line must be constantly sampled by the master to ensure that all devices on the bus have released SCL for more data.

Stretching usually occurs after an $\overline{ACK}$ bit of a transmission, delaying the first bit of the next byte. The SSP module hardware automatically stretches for two conditions:

- After a 10-bit address byte is received (update SSPADD register)
- Anytime the CKP bit of the SSPCON register is cleared by hardware

The module will hold SCL low until the CKP bit is set. This allows the user slave software to update SSPBUF with data that may not be readily available. In 10-bit addressing modes, the SSPADD register must be updated after receiving the first and second address bytes. The SSP module will hold the SCL line low until the SSPADD has a byte written to it. The UA bit of the SSPSTAT register will be set, along with SSPIF, indicating an address update is needed.

17.2.8 FIRMWARE MASTER MODE

Master mode of operation is supported in firmware using interrupt generation on the detection of the Start and Stop conditions. The Stop (P) and Start (S) bits of the SSPSTAT register are cleared from a Reset or when the SSP module is disabled (SSPEN cleared). The Stop (P) and Start (S) bits will toggle based on the Start and Stop conditions. Control of the I^2C bus may be taken when the P bit is set or the bus is Idle and both the S and P bits are clear.

In Firmware Master mode, the SCL and SDA lines are manipulated by setting/clearing the corresponding TRIS bit(s). The output level is always low, irrespective of the value(s) in the corresponding PORT register bit(s). When transmitting a '1', the TRIS bit must be set (input) and a '0', the TRIS bit must be clear (output).

The following events will cause the SSP Interrupt Flag bit, SSPIF, to be set (SSP Interrupt will occur if enabled):

- Start condition
- Stop condition
- Data transfer byte transmitted/received

Firmware Master mode of operation can be done with either the Slave mode Idle (SSPM<3:0> = 1011), or with either of the Slave modes in which interrupts are enabled. When both master and slave functionality is enabled, the software needs to differentiate the source(s) of the interrupt.

Refer to Application Note AN554, "*Software Implementation of I^2C™ Bus Master*" (DS00554) for more information.

17.2.9 MULTI-MASTER MODE

In Multi-Master mode, the interrupt generation on the detection of the Start and Stop conditions allow the determination of when the bus is free. The Stop (P) and Start (S) bits are cleared from a Reset or when the SSP module is disabled. The Stop (P) and Start (S) bits will toggle based on the Start and Stop conditions. Control of the I^2C bus may be taken when the P bit of the SSPSTAT register is set or when the bus is Idle, and both the S and P bits are clear. When the bus is busy, enabling the SSP Interrupt will generate the interrupt when the Stop condition occurs.

In Multi-Master operation, the SDA line must be monitored to see if the signal level is the expected output level. This check only needs to be done when a high level is output. If a high level is expected and a low level is present, the device needs to release the SDA and SCL lines (set TRIS bits). There are two stages where this arbitration of the bus can be lost. They are the Address Transfer and Data Transfer stages.

When the slave logic is enabled, the slave continues to receive. If arbitration was lost during the address transfer stage, communication to the device may be in progress. If addressed, an $\overline{ACK}$ pulse will be generated. If arbitration was lost during the data transfer stage, the device will need to re-transfer the data at a later time.

Refer to Application Note AN578, "*Use of the SSP Module in the I^2C™ Multi-Master Environment*" (DS00578) for more information.

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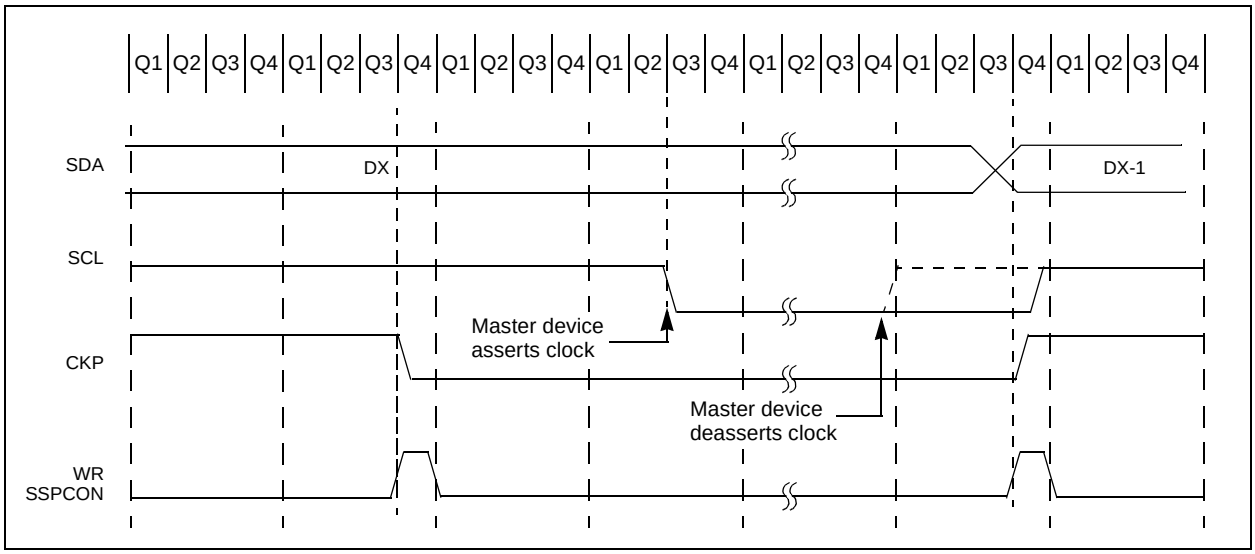
17.2.10 CLOCK SYNCHRONIZATION

When the CKP bit is cleared, the SCL output is held low once it is sampled low. Therefore, the CKP bit will not stretch the SCL line until an external I^2C master device has already asserted the SCL line low. The SCL output will remain low until the CKP bit is set and all other devices on the I^2C bus have released SCL. This ensures that a write to the CKP bit will not violate the minimum high time requirement for SCL (Figure 17-14).

17.2.11 SLEEP OPERATION

While in Sleep mode, the I^2C module can receive addresses of data, and when an address match or complete byte transfer occurs, wake the processor from Sleep (if SSP interrupt is enabled).

FIGURE 17-14: CLOCK SYNCHRONIZATION TIMING



REGISTER 17-3: SSPCON: SYNCHRONOUS SERIAL PORT CONTROL REGISTER (I²C MODE)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **WCOL**: Write Collision Detect bit
- 1 = The SSPBUF register is written while it is still transmitting the previous word (must be cleared in software)
- 0 = No collision

bit 6 **SSPOV**: Receive Overflow Indicator bit
- 1 = A byte is received while the SSPBUF register is still holding the previous byte. SSPOV is a "don't care" in Transmit mode. SSPOV must be cleared in software in either mode.
- 0 = No overflow

bit 5 **SSPEN**: Synchronous Serial Port Enable bit
- 1 = Enables the serial port and configures the SDA and SCL pins as serial port pins **(2)**
- 0 = Disables serial port and configures these pins as I/O port pins

bit 4 **CKP**: Clock Polarity Select bit
- 1 = Release control of SCL
- 0 = Holds clock low (clock stretch). (Used to ensure data setup time.)

bit 3-0 **SSPM<3:0>**: Synchronous Serial Port mode Select bits
- 0110 = I²C Slave mode, 7-bit address
- 0111 = I²C Slave mode, 10-bit address
- 1000 = Reserved
- 1001 = Load SSPMSK register at SSPADD SFR Address **(1)**
- 1010 = Reserved
- 1011 = I²C Firmware Controlled Master mode (Slave Idle)
- 1100 = Reserved
- 1101 = Reserved
- 1110 = I²C Slave mode, 7-bit address with Start and Stop bit interrupts enabled
- 1111 = I²C Slave mode, 10-bit address with Start and Stop bit interrupts enabled

Note 1: When this mode is selected, any reads or writes to the SSPADD SFR address accesses the SSPMSK register.

2: When enabled, these pins must be properly configured as input or output using the associated TRIS bit.

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REGISTER 17-4: SSPSTAT: SYNCHRONOUS SERIAL PORT STATUS REGISTER (I²C MODE)

R/W-0	R/W-0	R-0	R-0	R-0	R-0	R-0	R-0
SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **SMP**: SPI Data Input Sample Phase bit
1 = Slew Rate Control (limiting) disabled. Operating in I²C Standard mode (100 kHz and 1 MHz).
0 = Slew Rate Control (limiting) enabled. Operating in I²C Fast mode (400 kHz).

bit 6 **CKE**: SPI Clock Edge Select bit
This bit must be maintained clear. Used in SPI mode only.

bit 5 **D/$\overline{A}$**: DATA/$\overline{ADDRESS}$ bit (I²C mode only)
1 = Indicates that the last byte received or transmitted was data
0 = Indicates that the last byte received or transmitted was address

bit 4 **P**: Stop bit
This bit is cleared when the SSP module is disabled, or when the Start bit is detected last.
1 = Indicates that a Stop bit has been detected last (this bit is '0' on Reset)
0 = Stop bit was not detected last

bit 3 **S**: Start bit
This bit is cleared when the SSP module is disabled, or when the Stop bit is detected last.
1 = Indicates that a Start bit has been detected last (this bit is '0' on Reset)
0 = Start bit was not detected last

bit 2 **R/$\overline{W}$**: READ/$\overline{WRITE}$ bit Information
This bit holds the R/$\overline{W}$ bit information following the last address match. This bit is only valid from the address match to the next Start bit, Stop bit or $\overline{ACK}$ bit.
1 = Read
0 = Write

bit 1 **UA**: Update Address bit (10-bit I²C mode only)
1 = Indicates that the user needs to update the address in the SSPADD register
0 = Address does not need to be updated

bit 0 **BF**: Buffer Full Status bit
Receive:
1 = Receive complete, SSPBUF is full
0 = Receive not complete, SSPBUF is empty
Transmit:
1 = Transmit in progress, SSPBUF is full
0 = Transmit complete, SSPBUF is empty

REGISTER 17-5: SSPMSK: SSP MASK REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
MSK7	MSK6	MSK5	MSK4	MSK3	MSK2	MSK1	MSK0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-1 **MSK<7:1>:** Mask bits
1 = The received address bit n is compared to SSPADD<n> to detect I^2C address match
0 = The received address bit n is not used to detect I^2C address match

bit 0 **MSK<0>:** Mask bit for I^2C Slave Mode, 10-bit Address
I^2C Slave mode, 10-bit Address (SSPM<3:0> = 0111):
1 = The received address bit '0' is compared to SSPADD<0> to detect I^2C address match
0 = The received address bit '0' is not used to detect I^2C address match
All other SSP modes: this bit has no effect.

REGISTER 17-6: SSPADD: SSP I^2C ADDRESS REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
ADD7	ADD6	ADD5	ADD4	ADD3	ADD2	ADD1	ADD0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-0 **ADD<7:0>:** Address bits
Received address

TABLE 17-3: REGISTERS ASSOCIATED WITH I^2C OPERATION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	uuuu uuuu
SSPADD	ADD<7:0>								0000 0000	0000 0000
SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
SSPMSK(2)	MSK<7:0>								1111 1111	1111 1111
SSPSTAT	SMP(1)	CKE(1)	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----

Legend: x = unknown, u = unchanged, - = unimplemented locations read as '0'. Shaded cells are not used by SSP module in I^2C mode.

Note 1: Maintain these bits clear in I^2C mode.
2: Accessible only when SSPM<3:0> = 1001.

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18.0 FLASH PROGRAM MEMORY SELF READ/SELF WRITE CONTROL

The Flash Program Memory is readable and writable during normal operation of the device. This memory is not directly mapped in the register file space. Instead, it is indirectly addressed through the Special Function Registers. There are six SFRs used to read/write this memory:

- PMCON1
- PMCON2
- PMDATL
- PMDATH
- PMADRL
- PMADRH

When interfacing the program memory block, the PMDATL and PMDATH registers form a two byte word which holds the 14-bit program data for reading, and the PMADRL and PMADRH registers form a two byte word which holds the 13-bit address of the program Flash location being accessed. These devices have 2K to 4K words of program memory with an address range from 0000h to 0FFFh.

Devices without a full map of memory will shadow accesses to unused blocks back to the implemented memory.

18.1 Program Memory Read Operation

To read a program memory location, the user must write two bytes of the address to the PMADRH and PMADRL registers, then set control bit RD (PMCON1<0>). Once the read control bit is set, the Program Memory Read (PMR) controller uses the two instruction cycles to read the data. This causes the two instructions immediately following the 'BSF PMCON1, RD' instruction to be ignored.

The data is available in the third cycle, following the set of the RD bit, in the PMDATH and PMDATL registers. PMDATL and PMDATH registers will hold this value until another read is executed. See Example 18-1 and Figure 18-1 for more information.

Note:	Interrupts must be disabled during the time from setting PMCON1<0> (RD) to the third instruction thereafter.

EXAMPLE 18-1: FLASH PROGRAM MEMORY READ

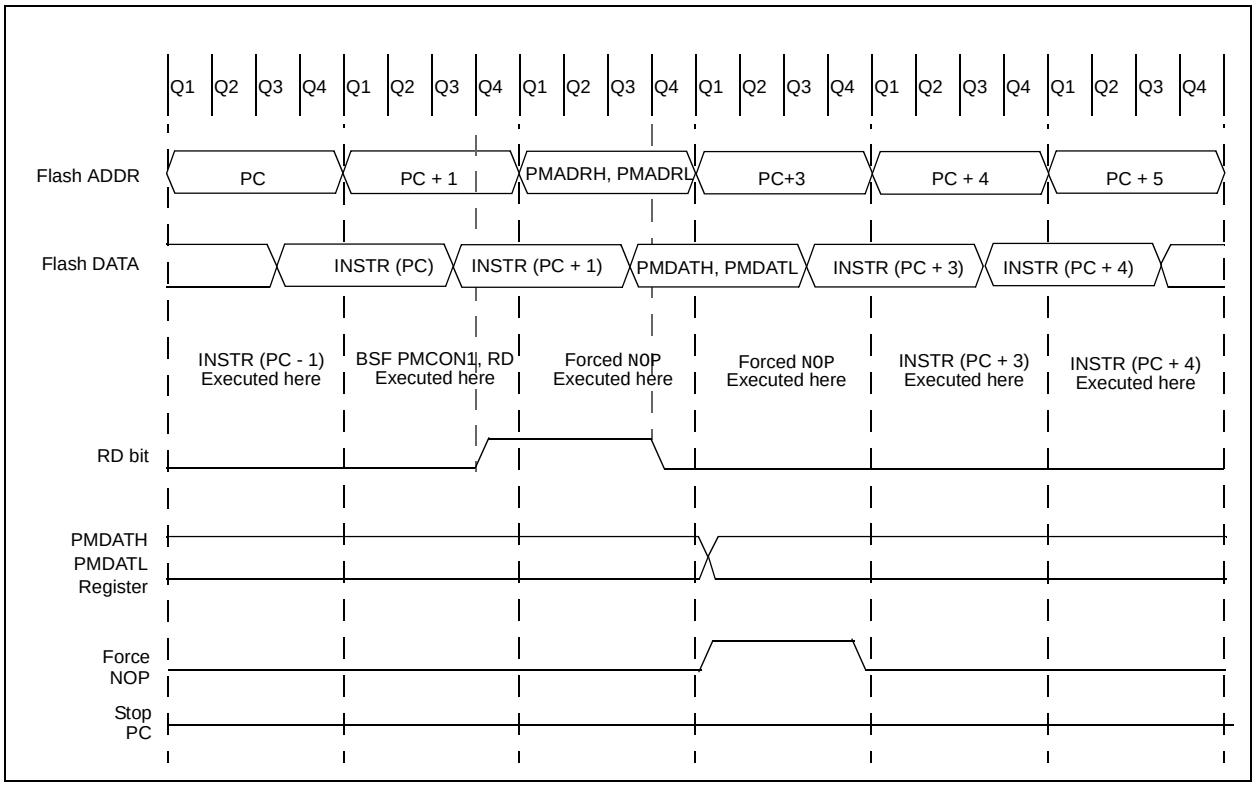
```
* This code block will read 1 word of program
* memory at the memory address:
    PROG_ADDR_HI: PROG_ADDR_LO
*   data will be returned in the variables;
*   PROG_DATA_HI, PROG_DATA_LO

    BANKSEL  PMADRL           ; Select Bank 2
    MOVLW    PROG_ADDR_LO     ;
    MOVWF    PMADRL           ; Store LSB of address
    MOVLW    PROG_ADDR_HI     ;
    MOVWL    PMADRH           ; Store MSB of address

    BANKSEL  PMCON1           ; Select Bank 3
    BCF      INTCON,GIE       ; Disable interrupts
    BSF      PMCON1,RD        ; Initiate read
    NOP                       ; Ignored (Figure 18-1)
    NOP                       ; Ignored (Figure 18-1)
    BSF      INTCON,GIE       ; Restore interrupts

    BANKSEL  PMDATL           ; Select Bank 2
    MOVF     PMDATL,W         ; Get LSB of word
    MOVWF    PROG_DATA_LO     ; Store in user location
    MOVF     PMDATH,W         ; Get MSB of word
    MOVWF    PROG_DATA_HI     ; Store in user location
```

FIGURE 18-1: FLASH PROGRAM MEMORY READ CYCLE EXECUTION – NORMAL MODE



18.2 Code Protection

When the device is code-protected, the CPU may continue to read and write the Flash program memory. Depending on the settings of the Flash program memory enable (WRT<1:0>) bits, the device may or may not be able to write certain blocks of the program memory. However, reads of the program memory are allowed.

When the Flash program memory Code Protection (CP) bit in the Configuration Word register is enabled, the program memory is code-protected, and the device programmer (ICSP™) cannot access data or program memory.

Note:	Code-protect does not affect the CPU from performing a read operation on the program memory. For more information, refer to **Section 8.2 “Code Protection”**.

18.3 PMADRH and PMADRL Registers

The PMADRH:PMADRL register pair can address up to a maximum of 4K words of program Flash. The Most Significant Byte (MSB) of the address is written to the PMADRH register and the Least Significant Byte (LSB) is written to the PMADRL register.

18.4 PMCON1 and PMCON2 Registers

PMCON1 is the control register for the data program memory accesses.

Control bits RD and WR initiate read and write, respectively. These bits cannot be cleared, but only set in software. They are cleared in hardware at the completion of the read or write operation. The inability to clear the WR bit in software prevents the accidental premature termination of a write operation. Setting the control bit WR initiates a write operation. For program memory writes, WR initiates a write cycle if FREE = 0 and an erase cycle if FREE = 1.

The WREN bit, when set, will allow a write operation. On power-up, the WREN bit is clear. PMCON2 is not a physical register. Reading PMCON2 will read all ‘0’s. The PMCON2 register is used exclusively in the Flash memory write sequence.

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18.5 Writing to Flash Program Memory

A word of the Flash program memory may only be written to if the word is in an unprotected segment of memory.

Flash program memory may only be written to if the destination address is in a segment of memory that is not write-protected, as defined in bits WRT<1:0> of the Configuration Word Register 2. Flash program memory must be written in 32-word rows. See Figure 18-2 for more details. A row consists of 32 words with sequential addresses, with a lower boundary defined by an address, where PMADR<4:0>= 00000. All row writes to program memory are done as 32-word erase and one to 32-word write operations. The write operation is edge-aligned. Crossing boundaries is not recommended, as the operation will only affect the new boundary, wrapping the data values at the same time. Once the write control bit is set, the Program Memory (PM) controller will immediately write the data. Program execution is stalled while the write is in progress.

To erase a program memory row, the address of the row to erase must be loaded into the PMADRH:PMADRL register pair. A row consists of 32 words so, when selecting a row, PMADR<4:0> are ignored. After the Address has been set up, then the following sequence of events must be executed:

1. Set the WREN and FREE control bits of the PMCON1 register.
2. Write 55h, then AAh, to PMCON2 (Flash programming sequence).
3. Set the WR control bit of the PMCON1 register.

To write program data, it must first be loaded into the buffer latches (see Figure 18-2). This is accomplished by first writing the destination address to PMADRL and PMADRH and then writing the data to PMDATA and PMDATH. After the address and data have been set up, then the following sequence of events must be executed:

1. Set the WREN control bit of the PMCON1 register.
2. Write 55h, then AAh, to PMCON2 (Flash programming sequence).
3. Set the WR control bit of the PMCON1 register.

All 32 buffer register locations should be written to with correct data. If less than 32 words are being written to in the block of 32 words, then a read from the program memory location(s) not being written to must be performed. This takes the data from the program location(s) not being written and loads it into the PMDATL and PMDATH registers. Then, the sequence of events to transfer data to the buffer registers must be executed.

When the LWLO bit is '1', the write sequence will only load the buffer register and will not actually initiate the write to program Flash:

1. Set the WREN and LWLO bits of the PMCON1 register.
2. Write 55h, then AAh, to PMCON2 (Flash programming unlock sequence).
3. Set control bit WR of the PMCON1 register to begin the write operation.

Note:	Self-write execution to Flash memory cannot be done while running in low power PFM and Voltage Regulator modes. Therefore, executing a self-write will put the PFM and voltage regulator into High Power mode for the duration of the sequence.

To transfer data from the buffer registers to the program memory, the last word to be written should be written to the PMDATH:PMDATL register pair. Then, the following sequence of events must be executed:

1. Clear the LWLO bit of the PMCON1 Register.
2. Write 55h, then AAh, to PMCON2 (Flash programming sequence).
3. Set control bit WR of the PMCON1 register to begin the write operation.
4. Two `NOP` must follow the setting of the WR bit.

This is necessary to provide time for the address and to be provided to the program Flash memory to be put in the write latches.

Note:	An ICD break that occurs during the 55h - AAh - Set WR bit sequence will interrupt the timing of the sequence and prevent the unlock sequence from occurring. In this case, no write will be initiated, as there was no operation to complete.

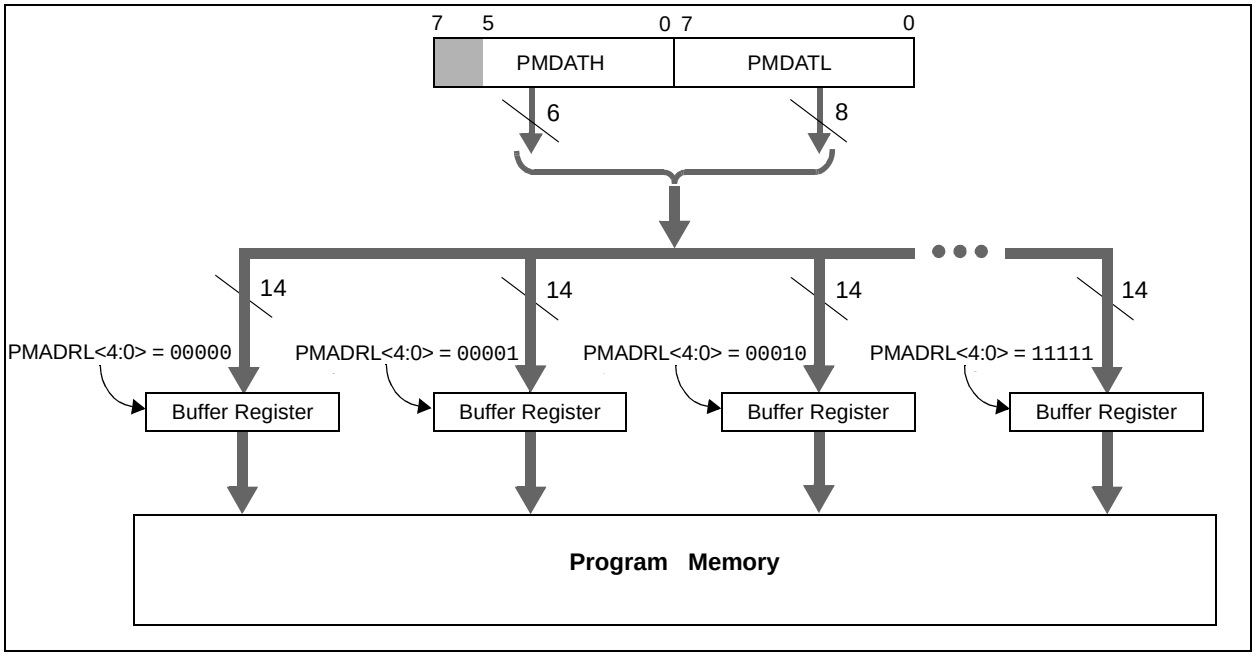
No automatic erase occurs upon the initiation of the write; if the program Flash needs to be erased before writing, the row (32 words) must be previously erased.

After the "`BSF PMCON1, WR`" instruction, the processor requires two cycles to set up the erase/write operation.

The user must place two `NOP` instructions after the WR bit is set. These two instructions will also be forced in hardware to `NOP`, but if an ICD break occurs at this point, the forcing to `NOP` will be lost.

Since data is being written to buffer registers, the writing of the first 31 words of the block appears to occur immediately. The processor will halt internal operations for the typical 4ms, only during the cycle in which the erase takes place (i.e., the last word of the 32-word block erase). This is not Sleep mode as the clocks and peripherals will continue to run. After the 32-word write cycle, the processor will resume operation with the third instruction after the PMCON1 write instruction.

FIGURE 18-2: BLOCK OF 32 WRITES TO FLASH PROGRAM MEMORY



An example of the complete 32-word write sequence is shown in Example 18-2. The initial address is loaded into the PMADRH:PMADRL register pair; the 32 words of data are loaded using indirect addressing.

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EXAMPLE 18-2: WRITING TO FLASH PROGRAM MEMORY

```
; This write routine assumes the following:
; 1. A valid starting address (the least significant bits = ‘00000’)is loaded in ADDRH:ADDRL
; 2. The 64 bytes of data are loaded, starting at the address in DATADDR
; 3. ADDRH, ADDRL and DATADDR are all located in shared data memory 0x70 - 0x7f
;
        BANKSEL PMADRH          ; Bank 3
        MOVF    ADDRH,W         ; Load initial address
        MOVWF   PMADRH          ;
        MOVF    ADDRL,W         ;
        MOVWF   PMADRL          ;
        MOVF    DATAADDRL,W     ; Load initial data address
        MOVWF   FSR0L           ;
        MOVF    DATAADDRH,W     ; Load initial data address
        MOVWF   FSR0H           ;

LOOP    MOVIW   INDF0++         ; Load first data byte into lower
        MOVWF   PMDATL          ;
        MOVIW   INDF0++         ; Load second data byte into upper
        MOVWF   PMDATH          ;
        BSF     PMCON1,WREN     ; Enable writes
        BSF     PMCON1,LWLO     ; Only Load Write Latches

Required Sequence
        MOVLW   55h             ; Start of required write sequence:
        MOVWF   PMCON2          ; Write 55h
        MOVLW   AAh             ;
        MOVWF   PMCON2          ; Write AAh
        BSF     PMCON1,WR       ; Set WR bit to begin write

        NOP                     ; Any instructions here are ignored as processor
                                ; halts to begin write sequence
        NOP                     ; processor will stop here and wait for write complete
                                ; after write processor continues with 3rd instruction


        MOVF    PMADR,W         ; Check if lower five bits of address are ‘11111’
        XORLW   0x1F            ; Check if we’re on the last of 8 addresses
        ANDLW   0x1F            ;
        BTFSC   STATUS,Z        ; Exit if last of 32 words,
        GOTO    START_WRITE     ;

        INCF    PMADR,F         ; Still loading latches Increment address
        GOTO    LOOP            ; Write next latches

START_WRITE
        BCF     PMCON1,LWLO     ; No more Latches only; Actually start write

Required Sequence
        MOVLW   55h             ; Start of required write sequence:
        MOVWF   PMCON2          ; Write 55h
        MOVLW   AAh             ;
        MOVWF   PMCON2          ; Write AAh
        BSF     PMCON1,WR       ; Set WR bit to begin write

        NOP                     ; Any instructions here are ignored as processor
                                ; halts to begin write sequence
        NOP                     ; processor will stop here and wait for write complete
                                ; after write processor continues with 3rd instruction
        BCF     PMCON1,WREN     ; Disable writes
```

18.6 Protection Against Spurious Write

There are conditions when the device should not write to the program memory. To protect against spurious writes, various mechanisms have been built in. On power-up, WREN is cleared. Also, the Power-up Timer (64 ms duration) prevents program memory writes.

The write initiates sequence and the WREN bit helps prevent an accidental write during brown-out, power glitch or software malfunction.

18.7 Operation During Code-Protect

When the device is code-protected, the CPU is able to read and write unscrambled data to the program memory.

18.8 Operation During Write-Protect

When the program memory is write-protected, the CPU can read and execute from the program memory.

The portions of program memory that are write-protected can be modified by the CPU using the PMCON registers, but the protected program memory cannot be modified using ICSP mode.

REGISTER 18-1: PMCON1: PROGRAM MEMORY CONTROL 1 REGISTER

U-1	R/W-0/0	R/W-0/0	R/W/HC-0/0	U-0	R/W-0/0	R/S/HC-0/0	R/S/HC-0/0
—	CFGS	LWLO	FREE	—	WREN	WR	RD
bit 7							bit 0

Legend:		S = Setable bit, cleared in hardware	
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7 **Unimplemented:** Read as ‘1’

bit 6 **CFGS:** Flash Program/Data EEPROM or Configuration Select bit
- 1 = Accesses Configuration, user ID and device ID registers
- 0 = Accesses Flash program

bit 5 **LWLO:** Load Write Latches Only bit
- 1 = The next WR command does not initiate a write to the PFM; only the program memory latches are updated.
- 0 = The next WR command writes a value from EEDATH:EEDATL into program memory latches and initiates a write to the PFM of all the data stored in the program memory latches.

bit 4 **FREE:** Program Flash Erase Enable bit
- 1 = Perform an program Flash erase operation on the next WR command (cleared by hardware after completion of erase).
- 0 = Perform a program Flash write operation on the next WR command.

bit 3 **Unimplemented:** Read as ‘0’

bit 2 **WREN:** Program/Erase Enable bit
- 1 = Allows program/erase cycles.
- 0 = Inhibits programming/erasing of Program Flash and Data EEPROM.

bit 1 **WR:** Write Control bit
- 1 = Initiates a program Flash program/erase operation.
  The operation is self-timed and the bit is cleared by hardware once operation is complete.
  The WR bit can only be set (not cleared) in software.
- 0 = Program/erase operation to the Flash is complete and inactive.

bit 0 **RD:** Read Control bit
- 1 = Initiates an program memory read (The RD is cleared in hardware; the RD bit can only be set (not cleared) in software).
- 0 = Does not initiate a program memory read

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REGISTER 18-2: PMDATH: PROGRAM MEMORY DATA HIGH REGISTER

U-0	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
—	—	PMD13	PMD12	PMD11	PMD10	PMD9	PMD8
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-0 **PMD<13:8>:** The value of the program memory word pointed to by PMADRH and PMADRL after a program memory read command.

REGISTER 18-3: PMDATL: PROGRAM MEMORY DATA LOW REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
PMD7	PMD6	PMD5	PMD4	PMD3	PMD2	PMD1	PMD0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7-0 **PMD<7:0>:** The value of the program memory word pointed to by PMADRH and PMADRL after a program memory read command.

REGISTER 18-4: PMADRH: PROGRAM MEMORY ADDRESS HIGH REGISTER

U-0	U-0	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
—	—	—	PMA12	PMA11	PMA10	PMA9	PMA8
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7-5 **Unimplemented:** Read as ‘0’

bit 4-0 **PMA<12:8>:** Program Memory Read Address bits

REGISTER 18-5: PMADRL: PROGRAM MEMORY ADDRESS LOW REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
PMA7	PMA6	PMA5	PMA4	PMA3	PMA2	PMA1	PMA0
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-0 **PMA<7:0>:** Program Memory Read Address bits

TABLE 18-1: SUMMARY OF REGISTERS ASSOCIATED WITH PROGRAM MEMORY READ

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
PMCON1	—	CFGS	LWLO	FREE	—	WREN	WR	RD	1000 -000	1000 -000
PMCON2	Program Memory Control Register 2 (not a physical register)								---- ----	---- ----
PMADRH	—	—	—	Program Memory Read Address Register High Byte					---0 0000	---0 0000
PMADRL	Program Memory Read Address Register Low Byte								0000 0000	0000 0000
PMDATH	—	—	Program Memory Read Data Register High Byte						--xx xxxx	--xx xxxx
PMDATL	Program Memory Read Data Register Low Byte								xxxx xxxx	xxxx xxxx

Legend: x = unknown, u = unchanged, – = unimplemented, read as '0'. Shaded cells are not used by the program memory read.

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19.0 POWER-DOWN MODE (SLEEP)

The Power-down mode is entered by executing a SLEEP instruction.

If the Watchdog Timer is enabled:

- WDT will be cleared but keeps running.
- $\overline{PD}$ bit of the STATUS register is cleared.
- $\overline{TO}$ bit of the STATUS register is set.
- Oscillator driver is turned off.
- I/O ports maintain the status they had before SLEEP was executed (driving high, low or high-impedance).

For lowest current consumption in this mode, all I/O pins should be either at V_{DD} or V_{SS}, with no external circuitry drawing current from the I/O pin. I/O pins that are high-impedance inputs should be pulled high or low externally to avoid switching currents caused by floating inputs. The T0CKI input should also be at V_{DD} or V_{SS} for lowest current consumption. The contribution from on-chip pull-ups on PORTB should be considered.

The $\overline{MCLR}$ pin must be at a logic high level when external $\overline{MCLR}$ is enabled.

Note:	A Reset generated by a WDT time-out does not drive $\overline{MCLR}$ pin low.

19.1 Wake-up from Sleep

The device can wake-up from Sleep through one of the following events:

1. External Reset input on $\overline{MCLR}$ pin.
2. Watchdog Timer wake-up (if WDT was enabled).
3. Interrupt from RA2/INT pin, PORTB change or a peripheral interrupt.

The first event will cause a device Reset. The two latter events are considered a continuation of program execution. The $\overline{TO}$ and $\overline{PD}$ bits in the STATUS register can be used to determine the cause of a device Reset. The $\overline{PD}$ bit, which is set on power-up, is cleared when Sleep is invoked. $\overline{TO}$ bit is cleared if WDT wake-up occurred.

The following peripheral interrupts can wake the device from Sleep:

1. TMR1 interrupt. Timer1 must be operating as an asynchronous counter.
2. USART Receive Interrupt (Synchronous Slave mode only)
3. A/D conversion (when A/D clock source is RC)
4. Interrupt-on-change
5. External interrupt from INT pin
6. Capture event on CCP1
7. SSP interrupt in SPI or I^2C Slave mode

Other peripherals cannot generate interrupts since during Sleep, no on-chip clocks are present.

When the SLEEP instruction is being executed, the next instruction (PC + 1) is prefetched. For the device to wake-up through an interrupt event, the corresponding interrupt enable bit must be set (enabled). Wake-up is regardless of the state of the GIE bit. If the GIE bit is clear (disabled), the device continues execution at the instruction after the SLEEP instruction. If the GIE bit is set (enabled), the device executes the instruction after the SLEEP instruction, then branches to the interrupt address (0004h). In cases where the execution of the instruction following SLEEP is not desirable, the user should have a NOP after the SLEEP instruction.

Note:	If the global interrupts are disabled (GIE is cleared), but any interrupt source has both its interrupt enable bit and the corresponding interrupt flag bits set, the device will immediately wake-up from Sleep. The SLEEP instruction is completely executed.

The WDT is cleared when the device wakes up from Sleep, regardless of the source of wake-up.

19.2 Wake-up Using Interrupts

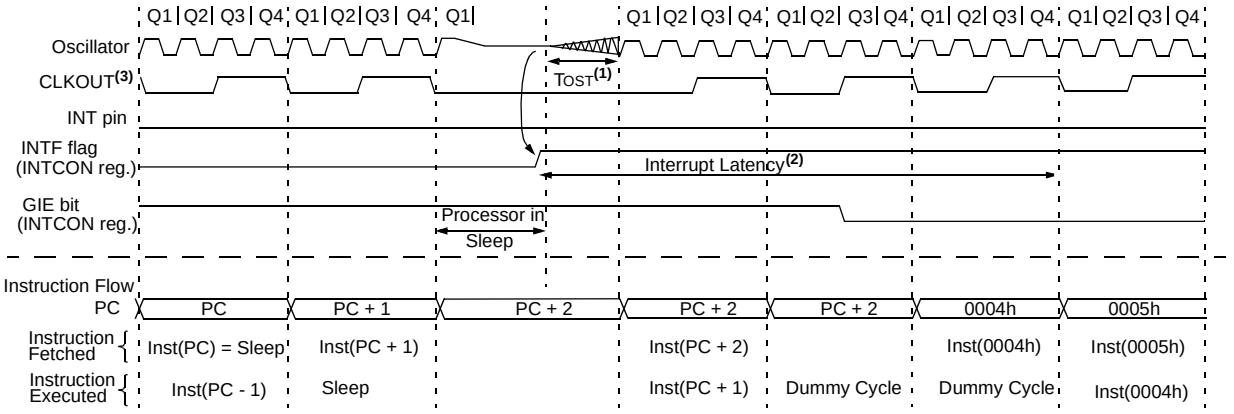
When global interrupts are disabled (GIE cleared) and any interrupt source has both its interrupt enable bit and interrupt flag bit set, one of the following will occur:

- If the interrupt occurs **before** the execution of a SLEEP instruction, the SLEEP instruction will complete as a NOP. Therefore, the WDT and WDT prescaler and postscaler (if enabled) will not be cleared, the $\overline{TO}$ bit will not be set and the $\overline{PD}$ bit will not be cleared.
- If the interrupt occurs **during or after** the execution of a SLEEP instruction, the device will immediately wake-up from Sleep. The SLEEP instruction will be completely executed before the wake-up. Therefore, the WDT and WDT prescaler and postscaler (if enabled) will be cleared, the $\overline{TO}$ bit will be set and the $\overline{PD}$ bit will be cleared.

Even if the flag bits were checked before executing a SLEEP instruction, it may be possible for flag bits to become set before the SLEEP instruction completes. To determine whether a SLEEP instruction executed, test the $\overline{PD}$ bit. If the $\overline{PD}$ bit is set, the SLEEP instruction was executed as a NOP.

To ensure that the WDT is cleared, a CLRWDT instruction should be executed before a SLEEP instruction.

FIGURE 19-1: WAKE-UP FROM SLEEP THROUGH INTERRUPT



Note 1: TOST = 1024 TOSC (drawing not to scale). This delay does not apply to EC mode.
2: GIE = 1 assumed. In this case after wake-up, the processor jumps to 0004h. If GIE = 0, execution will continue in-line.
3: CLKOUT is not available in EC Oscillator mode, but shown here for timing reference.

TABLE 19-1: SUMMARY OF REGISTERS ASSOCIATED WITH POWER-DOWN MODE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
IOCB	IOCB7	IOCB6	IOCB5	IOCB4	—	—	—	—	0000 ----	0000 ----
INTCON	GIE	PEIE	TMR0IE	INTE	RABIE	TMR0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000

Legend: x = unknown, u = unchanged, – = unimplemented, read as '0'. Shaded cells are not used in Power-Down mode.

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20.0 IN-CIRCUIT SERIAL PROGRAMMING™ (ICSP™)

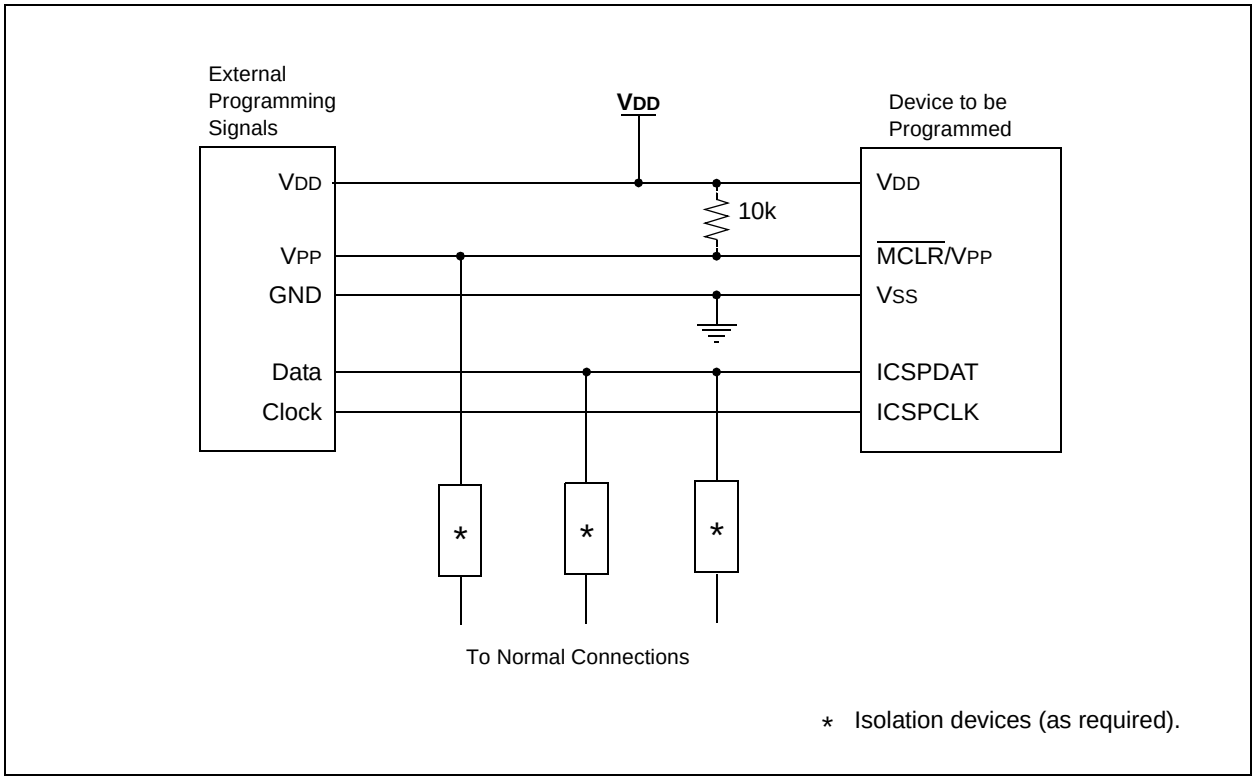
ICSP™ programming allows customers to manufacture circuit boards with unprogrammed devices. Programming can be done after the assembly process, allowing the device to be programmed with the most recent firmware or a custom firmware. Five pins are needed for ICSP™ programming:

- ICSPCLK
- ICSPDAT
- MCLR/VPP
- VDD
- VSS

The device is placed into Program/Verify mode by holding the ICSPCLK and ICSPDAT pins low then raising the voltage on MCLR/VPP from 0V to VPP. In Program/Verify mode the program memory, user IDs and the Configuration Words are programmed through serial communications. The ICSPDAT pin is a bidirectional I/O used for transferring the serial data and the ISCPCLK pin is the clock input. For more information on ICSP™ refer to the "*PIC16F72x/PIC16LF72x Programming Specification*" (DS41332).

Note:	The MPLAB® ICD 2 produces a VPP voltage greater than the maximum VPP specification of the PIC16F/LF720/721. When using this programmer, an external circuit, such as the AC164112 MPLAB ICD 2 VPP voltage limiter, is required to keep the VPP voltage within the device specifications.

FIGURE 20-1: TYPICAL CONNECTION FOR ICSP™ PROGRAMMING



NOTES:

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21.0 INSTRUCTION SET SUMMARY

The PIC16F/LF720/721 instruction set is highly orthogonal and is comprised of three basic categories:

- **Byte-oriented** operations
- **Bit-oriented** operations
- **Literal and control** operations

Each PIC16 instruction is a 14-bit word divided into an **opcode,** which specifies the instruction type and one or more **operands,** which further specify the operation of the instruction. The formats for each of the categories is presented in Figure 21-1, while the various opcode fields are summarized in Table 21-1.

Table 21-2 lists the instructions recognized by the MPASM™ assembler.

For **byte-oriented** instructions, 'f' represents a file register designator and 'd' represents a destination designator. The file register designator specifies which file register is to be used by the instruction.

The destination designator specifies where the result of the operation is to be placed. If 'd' is zero, the result is placed in the W register. If 'd' is one, the result is placed in the file register specified in the instruction.

For **bit-oriented** instructions, 'b' represents a bit field designator, which selects the bit affected by the operation, while 'f' represents the address of the file in which the bit is located.

For **literal and control** operations, 'k' represents an 8-bit or 11-bit constant, or literal value.

One instruction cycle consists of four oscillator periods; for an oscillator frequency of 4 MHz, this gives a nominal instruction execution time of 1 µs. All instructions are executed within a single instruction cycle, unless a conditional test is true, or the program counter is changed as a result of an instruction. When this occurs, the execution takes two instruction cycles, with the second cycle executed as a NOP.

All instruction examples use the format '0xhh' to represent a hexadecimal number, where 'h' signifies a hexadecimal digit.

21.1 Read-Modify-Write Operations

Any instruction that specifies a file register as part of the instruction performs a Read-Modify-Write (R-M-W) operation. The register is read, the data is modified, and the result is stored according to either the instruction, or the destination designator 'd'. A read operation is performed on a register even if the instruction writes to that register.

For example, a CLRF PORTB instruction will read PORTB, clear all the data bits, then write the result back to PORTB. This example would have the unintended consequence of clearing the condition that set the RABIF flag.

TABLE 21-1: OPCODE FIELD DESCRIPTIONS

Field	Description
f	Register file address (0x00 to 0x7F)
W	Working register (accumulator)
b	Bit address within an 8-bit file register
k	Literal field, constant data or label
x	Don't care location (= 0 or 1). The assembler will generate code with x = 0. It is the recommended form of use for compatibility with all Microchip software tools.
d	Destination select; d = 0: store result in W, d = 1: store result in file register f. Default is d = 1.
PC	Program Counter
$\overline{TO}$	Time-out bit
C	Carry bit
DC	Digit carry bit
Z	Zero bit
$\overline{PD}$	Power-down bit

FIGURE 21-1: GENERAL FORMAT FOR INSTRUCTIONS

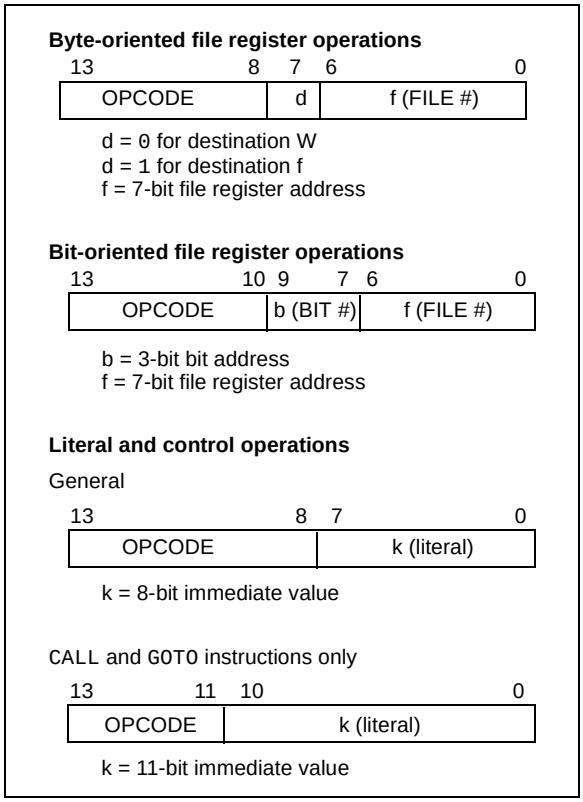


TABLE 21-2: PIC16F/LF720/721 INSTRUCTION SET

Mnemonic, Operands		Description	Cycles	14-Bit Opcode MSb			LSb	Status Affected	Notes
BYTE-ORIENTED FILE REGISTER OPERATIONS									
ADDWF	f, d	Add W and f	1	00	0111	dfff	ffff	C, DC, Z	**1, 2**
ANDWF	f, d	AND W with f	1	00	0101	dfff	ffff	Z	**1, 2**
CLRF	f	Clear f	1	00	0001	lfff	ffff	Z	**2**
CLRW	–	Clear W	1	00	0001	0xxx	xxxx	Z	
COMF	f, d	Complement f	1	00	1001	dfff	ffff	Z	**1, 2**
DECF	f, d	Decrement f	1	00	0011	dfff	ffff	Z	**1, 2**
DECFSZ	f, d	Decrement f, Skip if 0	1**(2)**	00	1011	dfff	ffff		**1, 2, 3**
INCF	f, d	Increment f	1	00	1010	dfff	ffff	Z	**1, 2**
INCFSZ	f, d	Increment f, Skip if 0	1**(2)**	00	1111	dfff	ffff		**1, 2, 3**
IORWF	f, d	Inclusive OR W with f	1	00	0100	dfff	ffff	Z	**1, 2**
MOVF	f, d	Move f	1	00	1000	dfff	ffff	Z	**1, 2**
MOVWF	f	Move W to f	1	00	0000	lfff	ffff		
NOP	–	No Operation	1	00	0000	0xx0	0000		
RLF	f, d	Rotate Left f through Carry	1	00	1101	dfff	ffff	C	**1, 2**
RRF	f, d	Rotate Right f through Carry	1	00	1100	dfff	ffff	C	**1, 2**
SUBWF	f, d	Subtract W from f	1	00	0010	dfff	ffff	C, DC, Z	**1, 2**
SWAPF	f, d	Swap nibbles in f	1	00	1110	dfff	ffff		**1, 2**
XORWF	f, d	Exclusive OR W with f	1	00	0110	dfff	ffff	Z	**1, 2**
BIT-ORIENTED FILE REGISTER OPERATIONS									
BCF	f, b	Bit Clear f	1	01	00bb	bfff	ffff		**1, 2**
BSF	f, b	Bit Set f	1	01	01bb	bfff	ffff		**1, 2**
BTFSC	f, b	Bit Test f, Skip if Clear	1 **(2)**	01	10bb	bfff	ffff		**3**
BTFSS	f, b	Bit Test f, Skip if Set	1 **(2)**	01	11bb	bfff	ffff		**3**
LITERAL AND CONTROL OPERATIONS									
ADDLW	k	Add literal and W	1	11	111x	kkkk	kkkk	C, DC, Z	
ANDLW	k	AND literal with W	1	11	1001	kkkk	kkkk	Z	
CALL	k	Call Subroutine	2	10	0kkk	kkkk	kkkk		
CLRWDT	–	Clear Watchdog Timer	1	00	0000	0110	0100	$\overline{TO}$, $\overline{PD}$	
GOTO	k	Go to address	2	10	1kkk	kkkk	kkkk		
IORLW	k	Inclusive OR literal with W	1	11	1000	kkkk	kkkk	Z	
MOVLW	k	Move literal to W	1	11	00xx	kkkk	kkkk		
RETFIE	–	Return from interrupt	2	00	0000	0000	1001		
RETLW	k	Return with literal in W	2	11	01xx	kkkk	kkkk		
RETURN	–	Return from Subroutine	2	00	0000	0000	1000		
SLEEP	–	Go into Standby mode	1	00	0000	0110	0011	$\overline{TO}$, $\overline{PD}$	
SUBLW	k	Subtract W from literal	1	11	110x	kkkk	kkkk	C, DC, Z	
XORLW	k	Exclusive OR literal with W	1	11	1010	kkkk	kkkk	Z	

Note 1: When an I/O register is modified as a function of itself (e.g., MOVF PORTA, 1), the value used will be that value present on the pins themselves. For example, if the data latch is '1' for a pin configured as input and is driven low by an external device, the data will be written back with a '0'.

2: If this instruction is executed on the TMR0 register (and where applicable, d = 1), the prescaler will be cleared if assigned to the Timer0 module.

3: If the Program Counter (PC) is modified, or a conditional test is true, the instruction requires two cycles. The second cycle is executed as a NOP.

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21.2 Instruction Descriptions

ADDLW	Add literal and W
Syntax:	[*label*] ADDLW k
Operands:	$0 \le k \le 255$
Operation:	(W) + k → (W)
Status Affected:	C, DC, Z
Description:	The contents of the W register are added to the eight-bit literal 'k' and the result is placed in the W register.

ADDWF	Add W and f
Syntax:	[*label*] ADDWF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(W) + (f) → (destination)
Status Affected:	C, DC, Z
Description:	Add the contents of the W register with register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

ANDLW	AND literal with W
Syntax:	[*label*] ANDLW k
Operands:	$0 \le k \le 255$
Operation:	(W) .AND. (k) → (W)
Status Affected:	Z
Description:	The contents of W register are AND'ed with the eight-bit literal 'k'. The result is placed in the W register.

ANDWF	AND W with f
Syntax:	[*label*] ANDWF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(W) .AND. (f) → (destination)
Status Affected:	Z
Description:	AND the W register with register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

BCF	Bit Clear f
Syntax:	[*label*] BCF f,b
Operands:	$0 \le f \le 127$ $0 \le b \le 7$
Operation:	0 → (f<b>)
Status Affected:	None
Description:	Bit 'b' in register 'f' is cleared.

BSF	Bit Set f
Syntax:	[*label*] BSF f,b
Operands:	$0 \le f \le 127$ $0 \le b \le 7$
Operation:	1 → (f<b>)
Status Affected:	None
Description:	Bit 'b' in register 'f' is set.

BTFSC	Bit Test f, Skip if Clear
Syntax:	[*label*] BTFSC f,b
Operands:	$0 \le f \le 127$ $0 \le b \le 7$
Operation:	skip if (f<b>) = 0
Status Affected:	None
Description:	If bit 'b' in register 'f' is '1', the next instruction is executed. If bit 'b' in register 'f' is '0' the next instruction is discarded and a NOP is executed instead, making this a 2-cycle instruction.

BTFSS **Bit Test f, Skip if Set**

Syntax:	[*label*] BTFSS f,b
Operands:	$0 \le f \le 127$ $0 \le b < 7$
Operation:	skip if (f<b>) = 1
Status Affected:	None
Description:	If bit 'b' in register 'f' is '0', the next instruction is executed. If bit 'b' is '1', then the next instruction is discarded and a NOP is executed instead, making this a 2-cycle instruction.

CALL **Call Subroutine**

Syntax:	[*label*] CALL k
Operands:	$0 \le k \le 2047$
Operation:	(PC)+ 1→ TOS, k → PC<10:0>, (PCLATH<4:3>) → PC<12:11>
Status Affected:	None
Description:	Call Subroutine. First, return address (PC + 1) is pushed onto the stack. The eleven-bit immediate address is loaded into PC bits <10:0>. The upper bits of the PC are loaded from PCLATH. CALL is a two-cycle instruction.

CLRF **Clear f**

Syntax:	[*label*] CLRF f
Operands:	$0 \le f \le 127$
Operation:	00h → (f) 1 → Z
Status Affected:	Z
Description:	The contents of register 'f' are cleared and the Z bit is set.

CLRW **Clear W**

Syntax:	[*label*] CLRW
Operands:	None
Operation:	00h → (W) 1 → Z
Status Affected:	Z
Description:	W register is cleared. Zero bit (Z) is set.

CLRWDT **Clear Watchdog Timer**

Syntax:	[*label*] CLRWDT
Operands:	None
Operation:	00h → WDT 0 → WDT prescaler, 1 → $\overline{TO}$ 1 → $\overline{PD}$
Status Affected:	$\overline{TO}$, $\overline{PD}$
Description:	CLRWDT instruction resets the Watchdog Timer. It also resets the prescaler of the WDT. Status bits $\overline{TO}$ and $\overline{PD}$ are set.

COMF **Complement f**

Syntax:	[*label*] COMF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	$(\bar{f}) \rightarrow$ (destination)
Status Affected:	Z
Description:	The contents of register 'f' are complemented. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in register 'f'.

DECF **Decrement f**

Syntax:	[*label*] DECF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(f) - 1 → (destination)
Status Affected:	Z
Description:	Decrement register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

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DECFSZ	Decrement f, Skip if 0
Syntax:	[*label*] DECFSZ f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(f) - 1 → (destination); skip if result = 0
Status Affected:	None
Description:	The contents of register 'f' are decremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'. If the result is '1', the next instruction is executed. If the result is '0', then a NOP is executed instead, making it a 2-cycle instruction.

GOTO	Unconditional Branch
Syntax:	[*label*] GOTO k
Operands:	$0 \le k \le 2047$
Operation:	k → PC<10:0> PCLATH<4:3> → PC<12:11>
Status Affected:	None
Description:	GOTO is an unconditional branch. The eleven-bit immediate value is loaded into PC bits <10:0>. The upper bits of PC are loaded from PCLATH<4:3>. GOTO is a two-cycle instruction.

INCF	Increment f
Syntax:	[*label*] INCF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(f) + 1 → (destination)
Status Affected:	Z
Description:	The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.

INCFSZ	Increment f, Skip if 0
Syntax:	[*label*] INCFSZ f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(f) + 1 → (destination), skip if result = 0
Status Affected:	None
Description:	The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'. If the result is '1', the next instruction is executed. If the result is '0', a NOP is executed instead, making it a 2-cycle instruction.

IORLW	Inclusive OR literal with W
Syntax:	[*label*] IORLW k
Operands:	$0 \le k \le 255$
Operation:	(W) .OR. k → (W)
Status Affected:	Z
Description:	The contents of the W register are OR'ed with the eight-bit literal 'k'. The result is placed in the W register.

IORWF	Inclusive OR W with f
Syntax:	[*label*] IORWF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(W) .OR. (f) → (destination)
Status Affected:	Z
Description:	Inclusive OR the W register with register 'f'. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.

MOVF	Move f
Syntax:	[*label*] MOVF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(f) → (dest)
Status Affected:	Z
Description:	The contents of register f is moved to a destination dependent upon the status of d. If d = 0, destination is W register. If d = 1, the destination is file register f itself. d = 1 is useful to test a file register since status flag Z is affected.
Words:	1
Cycles:	1
Example:	MOVF FSR, 0 After Instruction W = value in FSR register Z = 1

MOVWF	Move W to f
Syntax:	[*label*] MOVWF f
Operands:	$0 \le f \le 127$
Operation:	(W) → (f)
Status Affected:	None
Description:	Move data from W register to register 'f'.
Words:	1
Cycles:	1
Example:	MOVW OPTION F Before Instruction OPTION = 0xFF W = 0x4F After Instruction OPTION = 0x4F W = 0x4F

MOVLW	Move literal to W
Syntax:	[*label*] MOVLW k
Operands:	$0 \le k \le 255$
Operation:	k → (W)
Status Affected:	None
Description:	The eight-bit literal 'k' is loaded into W register. The "don't cares" will assemble as '0's.
Words:	1
Cycles:	1
Example:	MOVLW 0x5A After Instruction W = 0x5A

NOP	No Operation
Syntax:	[*label*] NOP
Operands:	None
Operation:	No operation
Status Affected:	None
Description:	No operation.
Words:	1
Cycles:	1
Example:	NOP

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RETFIE	Return from Interrupt
Syntax:	[*label*] RETFIE
Operands:	None
Operation:	TOS → PC, 1 → GIE
Status Affected:	None
Description:	Return from Interrupt. Stack is POPed and Top-of-Stack (TOS) is loaded in the PC. Interrupts are enabled by setting Global Interrupt Enable bit, GIE (INTCON<7>). This is a two-cycle instruction.
Words:	1
Cycles:	2
Example:	`RETFIE` After Interrupt PC = TOS GIE = 1

RETLW	Return with literal in W
Syntax:	[*label*] RETLW k
Operands:	0 ≤ k ≤ 255
Operation:	k → (W); TOS → PC
Status Affected:	None
Description:	The W register is loaded with the eight bit literal ‘k’. The program counter is loaded from the top of the stack (the return address). This is a two-cycle instruction.
Words:	1
Cycles:	2

Example:	`CALL TABLE;W contains table`
	`;offset value`
	`TABLE ;W now has table value`
	`•`
	`•`
	`ADDWF PC ;W = offset`
	`RETLW k1 ;Begin table`
	`RETLW k2 ;`
	`•`
	`•`
	`•`
	`RETLW kn ; End of table`
	
	Before Instruction
	W = 0x07
	After Instruction
	W = value of k8

RETURN	Return from Subroutine
Syntax:	[*label*] RETURN
Operands:	None
Operation:	TOS → PC
Status Affected:	None
Description:	Return from subroutine. The stack is POPed and the top of the stack (TOS) is loaded into the program counter. This is a two-cycle instruction.

RLF **Rotate Left f through Carry**

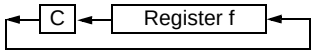
Syntax: [*label*] RLF f,d

Operands: $0 \le f \le 127$
$d \in [0,1]$

Operation: See description below

Status Affected: C

Description: The contents of register 'f' are rotated one bit to the left through the Carry flag. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is stored back in register 'f'.



Words: 1

Cycles: 1

Example:

```
RLF     REG1,0
```

Before Instruction
```
REG1    =   1110 0110
C       =   0
```
After Instruction
```
REG1    =   1110 0110
W       =   1100 1100
C       =   1
```

RRF **Rotate Right f through Carry**

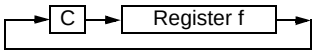
Syntax: [*label*] RRF f,d

Operands: $0 \le f \le 127$
$d \in [0,1]$

Operation: See description below

Status Affected: C

Description: The contents of register 'f' are rotated one bit to the right through the Carry flag. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.



SLEEP **Enter Sleep mode**

Syntax: [*label*] SLEEP

Operands: None

Operation: 00h → WDT,
0 → WDT prescaler,
1 → $\overline{TO}$,
0 → $\overline{PD}$

Status Affected: $\overline{TO}$, $\overline{PD}$

Description: The power-down Status bit, $\overline{PD}$ is cleared. Time-out Status bit, $\overline{TO}$ is set. Watchdog Timer and its prescaler are cleared.
The processor is put into Sleep mode with the oscillator stopped.

SUBLW **Subtract W from literal**

Syntax: [*label*] SUBLW k

Operands: $0 \le k \le 255$

Operation: k - (W) → (W)

Status Affected: C, DC, Z

Description: The W register is subtracted (2's complement method) from the eight-bit literal 'k'. The result is placed in the W register.

C = 0	W > k
C = 1	W ≤ k
DC = 0	W<3:0> > k<3:0>
DC = 1	W<3:0> ≤ k<3:0>

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SUBWF **Subtract W from f**

Syntax: [*label*] SUBWF f,d

Operands: $0 \le f \le 127$
$d \in [0,1]$

Operation: (f) - (W) → (destination)

Status Affected: C, DC, Z

Description: Subtract (2's complement method) W register from register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f.

C = 0	W > f
C = 1	W ≤ f
DC = 0	W<3:0> > f<3:0>
DC = 1	W<3:0> ≤ f<3:0>

SWAPF **Swap Nibbles in f**

Syntax: [*label*] SWAPF f,d

Operands: $0 \le f \le 127$
$d \in [0,1]$

Operation: (f<3:0>) → (destination<7:4>),
(f<7:4>) → (destination<3:0>)

Status Affected: None

Description: The upper and lower nibbles of register 'f' are exchanged. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed in register 'f'.

XORLW **Exclusive OR literal with W**

Syntax: [*label*] XORLW k

Operands: $0 \le k \le 255$

Operation: (W) .XOR. k → (W)

Status Affected: Z

Description: The contents of the W register are XOR'ed with the eight-bit literal 'k'. The result is placed in the W register.

XORWF **Exclusive OR W with f**

Syntax: [*label*] XORWF f,d

Operands: $0 \le f \le 127$
$d \in [0,1]$

Operation: (W) .XOR. (f) → (destination)

Status Affected: Z

Description: Exclusive OR the contents of the W register with register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

NOTES:

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1.0 DEVELOPMENT SUPPORT

The PIC® microcontrollers and dsPIC® digital signal controllers are supported with a full range of software and hardware development tools:

- Integrated Development Environment
  - MPLAB® IDE Software
- Compilers/Assemblers/Linkers
  - MPLAB C Compiler for Various Device Families
  - HI-TECH C for Various Device Families
  - MPASM™ Assembler
  - MPLINK™ Object Linker/ MPLIB™ Object Librarian
  - MPLAB Assembler/Linker/Librarian for Various Device Families
- Simulators
  - MPLAB SIM Software Simulator
- Emulators
  - MPLAB REAL ICE™ In-Circuit Emulator
- In-Circuit Debuggers
  - MPLAB ICD 3
  - PICkit™ 3 Debug Express
- Device Programmers
  - PICkit™ 2 Programmer
  - MPLAB PM3 Device Programmer
- Low-Cost Demonstration/Development Boards, Evaluation Kits, and Starter Kits

1.1 MPLAB Integrated Development Environment Software

The MPLAB IDE software brings an ease of software development previously unseen in the 8/16/32-bit microcontroller market. The MPLAB IDE is a Windows® operating system-based application that contains:

- A single graphical interface to all debugging tools
  - Simulator
  - Programmer (sold separately)
  - In-Circuit Emulator (sold separately)
  - In-Circuit Debugger (sold separately)
- A full-featured editor with color-coded context
- A multiple project manager
- Customizable data windows with direct edit of contents
- High-level source code debugging
- Mouse over variable inspection
- Drag and drop variables from source to watch windows
- Extensive on-line help
- Integration of select third party tools, such as IAR C Compilers

The MPLAB IDE allows you to:

- Edit your source files (either C or assembly)
- One-touch compile or assemble, and download to emulator and simulator tools (automatically updates all project information)
- Debug using:
  - Source files (C or assembly)
  - Mixed C and assembly
  - Machine code

MPLAB IDE supports multiple debugging tools in a single development paradigm, from the cost-effective simulators, through low-cost in-circuit debuggers, to full-featured emulators. This eliminates the learning curve when upgrading to tools with increased flexibility and power.

1.2 MPLAB C Compilers for Various Device Families

The MPLAB C Compiler code development systems are complete ANSI C compilers for Microchip's PIC18, PIC24 and PIC32 families of microcontrollers and the dsPIC30 and dsPIC33 families of digital signal controllers. These compilers provide powerful integration capabilities, superior code optimization and ease of use.

For easy source level debugging, the compilers provide symbol information that is optimized to the MPLAB IDE debugger.

1.3 HI-TECH C for Various Device Families

The HI-TECH C Compiler code development systems are complete ANSI C compilers for Microchip's PIC family of microcontrollers and the dsPIC family of digital signal controllers. These compilers provide powerful integration capabilities, omniscient code generation and ease of use.

For easy source level debugging, the compilers provide symbol information that is optimized to the MPLAB IDE debugger.

The compilers include a macro assembler, linker, preprocessor, and one-step driver, and can run on multiple platforms.

1.4 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for PIC10/12/16/18 MCUs.

The MPASM Assembler generates relocatable object files for the MPLINK Object Linker, Intel® standard HEX files, MAP files to detail memory usage and symbol reference, absolute LST files that contain source lines and generated machine code and COFF files for debugging.

The MPASM Assembler features include:

- Integration into MPLAB IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multi-purpose source files
- Directives that allow complete control over the assembly process

1.5 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler and the MPLAB C18 C Compiler. It can link relocatable objects from precompiled libraries, using directives from a linker script.

The MPLIB Object Librarian manages the creation and modification of library files of precompiled code. When a routine from a library is called from a source file, only the modules that contain that routine will be linked in with the application. This allows large libraries to be used efficiently in many different applications.

The object linker/library features include:

- Efficient linking of single libraries instead of many smaller files
- Enhanced code maintainability by grouping related modules together
- Flexible creation of libraries with easy module listing, replacement, deletion and extraction

1.6 MPLAB Assembler, Linker and Librarian for Various Device Families

MPLAB Assembler produces relocatable machine code from symbolic assembly language for PIC24, PIC32 and dsPIC devices. MPLAB C Compiler uses the assembler to produce its object file. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command line interface
- Rich directive set
- Flexible macro language
- MPLAB IDE compatibility

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1.7 MPLAB SIM Software Simulator

The MPLAB SIM Software Simulator allows code development in a PC-hosted environment by simulating the PIC MCUs and dsPIC® DSCs on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a comprehensive stimulus controller. Registers can be logged to files for further run-time analysis. The trace buffer and logic analyzer display extend the power of the simulator to record and track program execution, actions on I/O, most peripherals and internal registers.

The MPLAB SIM Software Simulator fully supports symbolic debugging using the MPLAB C Compilers, and the MPASM and MPLAB Assemblers. The software simulator offers the flexibility to develop and debug code outside of the hardware laboratory environment, making it an excellent, economical software development tool.

1.8 MPLAB REAL ICE In-Circuit Emulator System

MPLAB REAL ICE In-Circuit Emulator System is Microchip's next generation high-speed emulator for Microchip Flash DSC and MCU devices. It debugs and programs PIC® Flash MCUs and dsPIC® Flash DSCs with the easy-to-use, powerful graphical user interface of the MPLAB Integrated Development Environment (IDE), included with each kit.

The emulator is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with either a connector compatible with in-circuit debugger systems (RJ11) or with the new high-speed, noise tolerant, Low-Voltage Differential Signal (LVDS) interconnection (CAT5).

The emulator is field upgradable through future firmware downloads in MPLAB IDE. In upcoming releases of MPLAB IDE, new devices will be supported, and new features will be added. MPLAB REAL ICE offers significant advantages over competitive emulators including low-cost, full-speed emulation, run-time variable watches, trace analysis, complex breakpoints, a ruggedized probe interface and long (up to three meters) interconnection cables.

1.9 MPLAB ICD 3 In-Circuit Debugger System

MPLAB ICD 3 In-Circuit Debugger System is Microchip's most cost effective high-speed hardware debugger/programmer for Microchip Flash Digital Signal Controller (DSC) and microcontroller (MCU) devices. It debugs and programs PIC® Flash microcontrollers and dsPIC® DSCs with the powerful, yet easy-to-use graphical user interface of MPLAB Integrated Development Environment (IDE).

The MPLAB ICD 3 In-Circuit Debugger probe is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with a connector compatible with the MPLAB ICD 2 or MPLAB REAL ICE systems (RJ-11). MPLAB ICD 3 supports all MPLAB ICD 2 headers.

1.10 PICkit 3 In-Circuit Debugger/ Programmer and PICkit 3 Debug Express

The MPLAB PICkit 3 allows debugging and programming of PIC® and dsPIC® Flash microcontrollers at a most affordable price point using the powerful graphical user interface of the MPLAB Integrated Development Environment (IDE). The MPLAB PICkit 3 is connected to the design engineer's PC using a full speed USB interface and can be connected to the target via an Microchip debug (RJ-11) connector (compatible with MPLAB ICD 3 and MPLAB REAL ICE). The connector uses two device I/O pins and the reset line to implement in-circuit debugging and In-Circuit Serial Programming™.

The PICkit 3 Debug Express include the PICkit 3, demo board and microcontroller, hookup cables and CDROM with user's guide, lessons, tutorial, compiler and MPLAB IDE software.

1.11 PICkit 2 Development Programmer/Debugger and PICkit 2 Debug Express

The PICkit™ 2 Development Programmer/Debugger is a low-cost development tool with an easy to use interface for programming and debugging Microchip's Flash families of microcontrollers. The full featured Windows® programming interface supports baseline (PIC10F, PIC12F5xx, PIC16F5xx), midrange (PIC12F6xx, PIC16F), PIC18F, PIC24, dsPIC30, dsPIC33, and PIC32 families of 8-bit, 16-bit, and 32-bit microcontrollers, and many Microchip Serial EEPROM products. With Microchip's powerful MPLAB Integrated Development Environment (IDE) the PICkit™ 2 enables in-circuit debugging on most PIC® microcontrollers. In-Circuit-Debugging runs, halts and single steps the program while the PIC microcontroller is embedded in the application. When halted at a breakpoint, the file registers can be examined and modified.

The PICkit 2 Debug Express include the PICkit 2, demo board and microcontroller, hookup cables and CDROM with user's guide, lessons, tutorial, compiler and MPLAB IDE software.

1.12 MPLAB PM3 Device Programmer

The MPLAB PM3 Device Programmer is a universal, CE compliant device programmer with programmable voltage verification at V_{DDMIN} and V_{DDMAX} for maximum reliability. It features a large LCD display (128 x 64) for menus and error messages and a modular, detachable socket assembly to support various package types. The ICSP™ cable assembly is included as a standard item. In Stand-Alone mode, the MPLAB PM3 Device Programmer can read, verify and program PIC devices without a PC connection. It can also set code protection in this mode. The MPLAB PM3 connects to the host PC via an RS-232 or USB cable. The MPLAB PM3 has high-speed communications and optimized algorithms for quick programming of large memory devices and incorporates an MMC card for file storage and data applications.

1.13 Demonstration/Development Boards, Evaluation Kits, and Starter Kits

A wide variety of demonstration, development and evaluation boards for various PIC MCUs and dsPIC DSCs allows quick application development on fully functional systems. Most boards include prototyping areas for adding custom circuitry and provide application firmware and source code for examination and modification.

The boards support a variety of features, including LEDs, temperature sensors, switches, speakers, RS-232 interfaces, LCD displays, potentiometers and additional EEPROM memory.

The demonstration and development boards can be used in teaching environments, for prototyping custom circuits and for learning about various microcontroller applications.

In addition to the PICDEM™ and dsPICDEM™ demonstration/development board series of circuits, Microchip has a line of evaluation kits and demonstration software for analog filter design, KEELOQ® security ICs, CAN, IrDA®, PowerSmart battery management, SEEVAL® evaluation system, Sigma-Delta ADC, flow rate sensing, plus many more.

Also available are starter kits that contain everything needed to experience the specified device. This usually includes a single application and debug capability, all on one board.

Check the Microchip web page (www.microchip.com) for the complete list of demonstration, development and evaluation kits.

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23.0 ELECTRICAL SPECIFICATIONS

Absolute Maximum Ratings(†)

Ambient temperature under bias ..... -40°C to +125°C
Storage temperature ..... -65°C to +150°C
Voltage on V_{DD} with respect to V_{SS}, PIC16F720/721 ..... -0.3V to +6.5V
Voltage on V_{DD} with respect to V_{SS}, PIC16LF720/721 ..... -0.3V to +4.0V
Voltage on $\overline{MCLR}$ with respect to Vss ..... -0.3V to +9.0V
Voltage on all other pins with respect to V_{SS} ..... -0.3V to (V_{DD} + 0.3V)
Total power dissipation(1) ..... 800 mW
Maximum current out of V_{SS} pin ..... 95 mA
Maximum current into V_{DD} pin ..... 70 mA
Clamp current, I_K (V_{PIN} < 0 or V_{PIN} > V_{DD}) ..... ± 20 mA
Maximum output current sunk by any I/O pin ..... 25 mA
Maximum output current sourced by any I/O pin ..... 25 mA
Maximum current sunk by all ports, -40°C ≤ T_A ≤ +85°C for industrial ..... 200 mA
Maximum current sunk by all ports, -40°C ≤ T_A ≤ +125°C for extended ..... 90 mA
Maximum current sourced by all ports, 40°C ≤ T_A ≤ +85°C for industrial ..... 140 mA
Maximum current sourced by all ports, -40°C ≤ T_A ≤ +125°C for extended ..... 65 mA

Note 1: Power dissipation is calculated as follows: $P_{DIS} = V_{DD} \times \{I_{DD} - \sum I_{OH}\} + \sum \{(V_{DD} - V_{OH}) \times I_{OH}\} + \sum(V_{OL} \times I_{OL})$.

† NOTICE: Stresses above those listed under “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the device at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure above maximum rating conditions for extended periods may affect device reliability.

ADVANCE INFORMATION

23.1 DC Characteristics: PIC16F/LF720/721-I/E (Industrial, Extended)

PIC16LF720/721			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
PIC16F720/721			**Standard Operating Conditions (unless otherwise stated)** Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
Param. No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
D001	VDD	**Supply Voltage**					
		PIC16LF720/721	1.8	—	3.6	V	FOSC ≤ 16 MHz: HFINTOSC, EC
D001		**PIC16F720/721**	1.8	—	5.5	V	FOSC ≤ 16 MHz: HFINTOSC, EC
D002*	VDR	**RAM Data Retention Voltage(1)**					
		PIC16LF720/721	1.5	—	—	V	Device in Sleep mode
D002*		**PIC16F720/721**	1.7	—	—	V	Device in Sleep mode
	VPOR*	**Power-on Reset Release Voltage**	—	1.6	—	V	
	VPORR*	**Power-on Reset Rearm Voltage**					
		PIC16LF720/721	—	0.8	—	V	Device in Sleep mode
		PIC16F720/721	—	1.5	—	V	Device in Sleep mode
D003	VFVR	**Fixed Voltage Reference Voltage, Initial Accuracy**	-5.5 -5.5 -5.5	— — —	5.5 5.5 5.5	% % %	VFVR = 1.024V, VDD ≥ 2.5V VFVR = 2.048V, VDD ≥ 2.5V VFVR = 4.096V, VDD ≥ 4.75V; -40 ≤ TA ≤ 85°C
			-6 -6 -6	— — —	6 6 6	% % %	VFVR = 1.024V, VDD ≥ 2.5V VFVR = 2.048V, VDD ≥ 2.5V VFVR = 4.096V, VDD ≥ 4.75V; -40 ≤ TA ≤ 125°C
D004*	SVDD	**VDD Rise Rate** to ensure internal Power-on Reset signal	0.05	—	—	V/ms	See **Section 3.2 "Power-on Reset (POR)"** for details.

* These parameters are characterized but not tested.

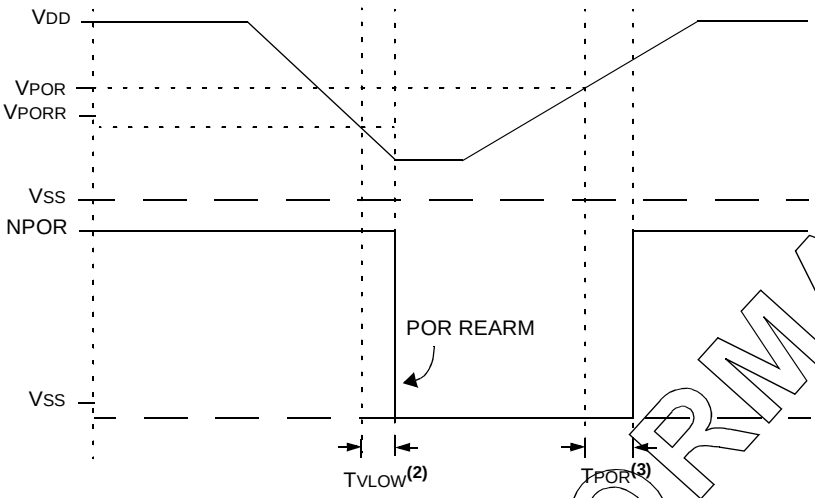
† Data in "Typ" column is at 3.3V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: This is the limit to which VDD can be lowered in Sleep mode without losing RAM data.

ADVANCE INFORMATION

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FIGURE 23-1: POR AND POR REARM WITH SLOW RISING VDD



Note 1: When NPOR is low, the device is held in Reset.
2: TPOR 1 μs typical.
3: TVLOW 2.7 μs typical.

ADVANCE INFORMATION

23.2 DC Characteristics: PIC16F/LF720/721-I/E (Industrial, Extended)

PIC16LF720/721			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
PIC16F720/721			**Standard Operating Conditions (unless otherwise stated)** Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
Param No.	**Device Characteristics**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**	
						VDD	**Note**
	Supply Current (IDD)(1, 2)						
D013		—	125	180	µA	1.8	FOSC = 1 MHz EC Oscillator mode
		—	230	270	µA	3.0	
D013		—	150	205	µA	1.8	FOSC = 1 MHz EC Oscillator mode
		—	225	320	µA	3.0	
		—	250	410	µA	5.0	
	Supply Current (IDD)(1, 2)						
D014		—	290	330	µA	1.8	FOSC = 4 MHz EC Oscillator mode
		—	460	500	µA	3.0	
D014		—	300	430	µA	1.8	FOSC = 4 MHz EC Oscillator mode
		—	450	655	µA	3.0	
		—	500	730	µA	5.0	
D015		—	100	130	µA	1.8	FOSC = 500 kHz MFINTOSC mode
		—	120	150	µA	3.0	
D015		—	115	195	µA	1.8	FOSC = 500 kHz MFINTOSC mode
		—	135	200	µA	3.0	
		—	150	220	µA	5.0	
D016		—	650	800	µA	1.8	FOSC = 8 MHz HFINTOSC mode
		—	1000	1200	µA	3.0	
D016		—	625	850	µA	1.8	FOSC = 8 MHz HFINTOSC mode
		—	1000	1200	µA	3.0	
		—	1100	1500	µA	5.0	
D017		—	1.0	1.2	mA	1.8	FOSC = 16 MHz HFINTOSC mode
		—	1.5	1.85	mA	3.0	
D017		—	1	1.2	mA	1.8	FOSC = 16 MHz HFINTOSC mode
		—	1.5	1.7	mA	3.0	
		—	1.7	2.1	mA	5.0	

Note 1: The test conditions for all IDD measurements in active operation mode are: OSC1 = external square wave, from rail-to-rail (except for INTOSC mode); all I/O pins tri-stated, pulled to VDD; $\overline{MCLR}$ = VDD; WDT disabled.

2: The supply current is mainly a function of the operating voltage and frequency. Other factors, such as I/O pin loading and switching rate, oscillator type, internal code execution pattern and temperature, also have an impact on the current consumption.

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23.3 DC Characteristics: PIC16F/LF720/721-I/E (Power-Down)

PIC16LF720/721			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended					
PIC16F720/721			**Standard Operating Conditions (unless otherwise stated)** Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended					
Param No.	**Device Characteristics**	**Min.**	**Typ†**	**Max. +85°C**	**Max. +125°C**	**Units**	**Conditions**	
							VDD	**Note**
	Power-down Base Current (IPD)(2)							
D020		—	0.02	1	—	µA	1.8	WDT, BOR, FVR, and all Peripherals Inactive
		—	0.08	2	—	µA	3.0	
D020		—	17	35	—	µA	1.8	WDT, BOR, FVR, and all Peripherals Inactive
		—	20	40	—	µA	3.0	
		—	22	50	—	µA	5.0	
D021		—	0.5	6	—	µA	1.8	LPWDT Current **(Note 1)**
		—	0.8	7	—	µA	3.0	
D021		—	18	35	—	µA	1.8	LPWDT Current **(Note 1)**
		—	21	40	—	µA	3.0	
		—	23	55	—	µA	5.0	
D021A		—	8.5	23	—	µA	1.8	FVR current **(Note 1. Note 3)**
		—	8.5	26	—	µA	3.0	
D021A		—	35	50	—	µA	1.8	FVR current **(Note 1, Note 3)**
		—	42	72	—	µA	3.0	
		—	72	120	—	µA	5.0	
D022		—	—	—	—	µA	1.8	BOR Current **(Note 1, Note 3)**
		—	7.5	12	—	µA	3.0	
D022		—	—	—	—	µA	1.8	BOR Current **(Note 1, Note 3)**
		—	36	59	—	µA	3.0	
		—	70	100	—	µA	5.0	
	Power-down Base Current (IPD)(2)							
D027		—	0.06	0.7	—	µA	1.8	A/D Current **(Note 1, Note 4)**, no conversion in progress
		—	0.08	1.0	—	µA	3.0	
D027		—	16	36	—	µA	1.8	A/D Current **(Note 1, Note 4)**, no conversion in progress
		—	21	24	—	µA	3.0	
		—	25	54	—	µA	5.0	
D027A		—	250	400	—	µA	1.8	A/D Current **(Note 1, Note 4)**, conversion in progress
		—	250	400	—	µA	3.0	
D027A		—	280	430	—	µA	1.8	A/D Current **(Note 1, Note 4)**, conversion in progress
		—	280	430	—	µA	3.0	
		—	280	430	—	µA	5.0	

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: The peripheral current is the sum of the base IDD or IPD and the additional current consumed when this peripheral is enabled. The peripheral Δ current can be determined by subtracting the base IDD or IPD current from this limit. Max values should be used when calculating total current consumption.

2: The power-down current in Sleep mode does not depend on the oscillator type. Power-down current is measured with the part in Sleep mode, with all I/O pins in high-impedance state and tied to VDD.

3: Fixed Voltage Reference is automatically enabled whenever the BOR is enabled.

4: A/D oscillator source is FRC.

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23.4 DC Characteristics: PIC16F/LF720/721-I/E

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
	VIL	**Input Low Voltage**					
		I/O PORT:					
D030		with TTL buffer	—	—	0.8	V	4.5V ≤ VDD ≤ 5.5V
D030A			—	—	0.15 VDD	V	1.8V ≤ VDD ≤ 4.5V
D031		with Schmitt Trigger buffer	—	—	0.2 VDD	V	2.0V ≤ VDD ≤ 5.5V
		with I²C™ levels	—	—	0.3 VDD	V	
D032		$\overline{MCLR}$, OSC1 (RC mode)	—	—	0.2 VDD	V	
D033A		OSC1 (HS mode)	—	—	0.3 VDD	V	
	VIH	**Input High Voltage**					
		I/O ports:		—	—		
D040		with TTL buffer	2.0	—	—	V	4.5V ≤ VDD ≤ 5.5V
D040A			0.25 VDD + 0.8	—	—	V	1.8V ≤ VDD ≤ 4.5V
D041		with Schmitt Trigger buffer	0.8 VDD	—	—	V	2.0V ≤ VDD ≤ 5.5V
		with I²C™ levels	0.7 VDD	—	—	V	
D042		$\overline{MCLR}$	0.8 VDD	—	—	V	
D043A		OSC1 (HS mode)	0.7 VDD	—	—	V	
D043B		OSC1 (RC mode)	0.9 VDD	—	—	V	
	IIL	**Input Leakage Current(1)**					
D060		I/O ports	—	± 5	± 125	nA	VSS ≤ VPIN ≤ VDD, Pin at high-impedance, 85°C
				± 5	± 1000	nA	125°C
D061		$\overline{MCLR}$(2)	—	± 50	± 200	nA	VSS ≤ VPIN ≤ VDD, 85°C
		$\overline{MCLR}$(3)	—	±300	±1500	nA	125°C
	IPUR	**PORTB Weak Pull-up Current**					
D070*			25 25	100 140	200 300	μA	VDD = 3.3V, VPIN = VSS VDD = 5.0V, VPIN = VSS
	VOL	**Output Low Voltage(3)**					
D080		I/O ports	—	—	0.6	V	IOL = 8mA, VDD = 5V IOL = 6mA, VDD = 3.3V IOL = 1.8mA, VDD = 1.8V
	VOH	**Output High Voltage(3)**					
D090		I/O ports	VDD - 0.7	—	—	V	IOH = 3.5mA, VDD = 5V IOH = 3mA, VDD = 3.3V IOH = 1mA, VDD = 1.8V
	CIO	**Capacitive Loading Specs on Output Pins**					
D101A*		All I/O pins	—	—	50	pF	
	EP	**Program Flash Memory**					
D130		Cell Endurance	1k	10k	—	E/W	Temperature during programming: 10°C ≤ TA ≤ 40°C
D131		VDD for Read	VMIN	—	—	V	

Legend: TBD = To Be Determined

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Negative current is defined as current sourced by the pin.

2: The leakage current on the $\overline{MCLR}$ pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.

3: Including OSC2 in CLKOUT mode.

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23.4 DC Characteristics: PIC16F/LF720/721-I/E (Continued)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
		Voltage on $\overline{MCLR}$/VPP during Erase/Program	8.0	—	9.0	V	Temperature during programming: 10°C ≤ TA ≤ 40°C
D132	VPEW	VDD for Write or Row Erase	2 2	— —	5.5 3.6	V V	PIC16F720/21 PIC16LF720/21
	IPPPGM*	Current on $\overline{MCLR}$/VPP during Erase/Write	—	—	5.0	mA	Temperature during programming: 10°C ≤ TA ≤ 40°C
	IDDPGM*	Current on VDD during Erase/ Write	—		5.0	mA	Temperature during programming: 10°C ≤ TA ≤ 40°C
D133	TPEW	Erase/Write cycle time	—		2.8	ms	Temperature during programming: 10°C ≤ TA ≤ 40°C
D134*	TRETD	Characteristic Retention	40	—	—	Year	Provided no other specifications are violated

Legend: TBD = To Be Determined

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Negative current is defined as current sourced by the pin.

2: The leakage current on the $\overline{MCLR}$ pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.

3: Including OSC2 in CLKOUT mode.

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23.5 Thermal Considerations

Standard Operating Conditions (unless otherwise stated) Operating temperature-40°C ≤ TA ≤ +125°C					
Param No.	**Sym.**	**Characteristic**	**Typ.**	**Units**	**Conditions**
TH01	θJA	Thermal Resistance Junction to Ambient	62.4	°C/W	20-pin PDIP package
			85.2	°C/W	20-pin SOIC package
			108.1	°C/W	20-pin SSOP package
			40	°C/W	20-pin QFN 4x4mm package
TH02	θJC	Thermal Resistance Junction to Case	28.1	°C/W	20-pin PDIP package
			24.2	°C/W	20-pin SOIC package
			32.2	°C/W	20-pin SSOP package
			2.5	°C/W	20-pin QFN 4x4mm package
TH03	TJMAX	Maximum Junction Temperature	150	°C	
TH04	PD	Power Dissipation	—	W	PD = PINTERNAL + PI/O
TH05	PINTERNAL	Internal Power Dissipation	—	W	PINTERNAL = IDD x VDD(1)
TH06	PI/O	I/O Power Dissipation		W	PI/O = Σ (IOL * VOL) + Σ (IOH * (VDD - VOH))
TH07	PDER	Derated Power		W	PDER = PDMAX (TJ - TA)/θJA(2)

Note 1: IDD is current to run the chip alone without driving any load on the output pins.
2: TA = Ambient Temperature
3: TJ = Junction Temperature

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23.6 Timing Parameter Symbology

The timing parameter symbols have been created with one of the following formats:

1. TppS2ppS
2. TppS

T			
F	Frequency	T	Time

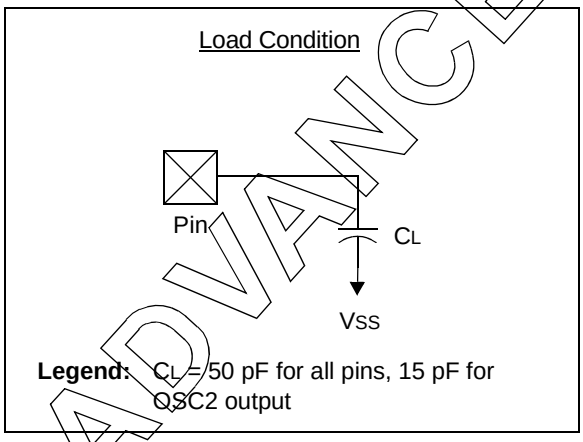
Lowercase letters (pp) and their meanings:

pp			
cc	CCP1	osc	OSC1
ck	CLKOUT	rd	$\overline{RD}$
cs	$\overline{CS}$	rw	$\overline{RD}$ or $\overline{WR}$
di	SDI	sc	SCK
do	SDO	ss	$\overline{SS}$
dt	Data in	t0	T0CKI
io	I/O PORT	t1	T1CKI
mc	$\overline{MCLR}$	wr	$\overline{WR}$

Uppercase letters and their meanings:

S			
F	Fall	P	Period
H	High	R	Rise
I	Invalid (High-impedance)	V	Valid
L	Low	Z	High-impedance

FIGURE 23-2: LOAD CONDITIONS



Legend: C_L = 50 pF for all pins, 15 pF for OSC2 output

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23.7 AC Characteristics: PIC16F720/721-I/E

FIGURE 23-3: CLOCK TIMING

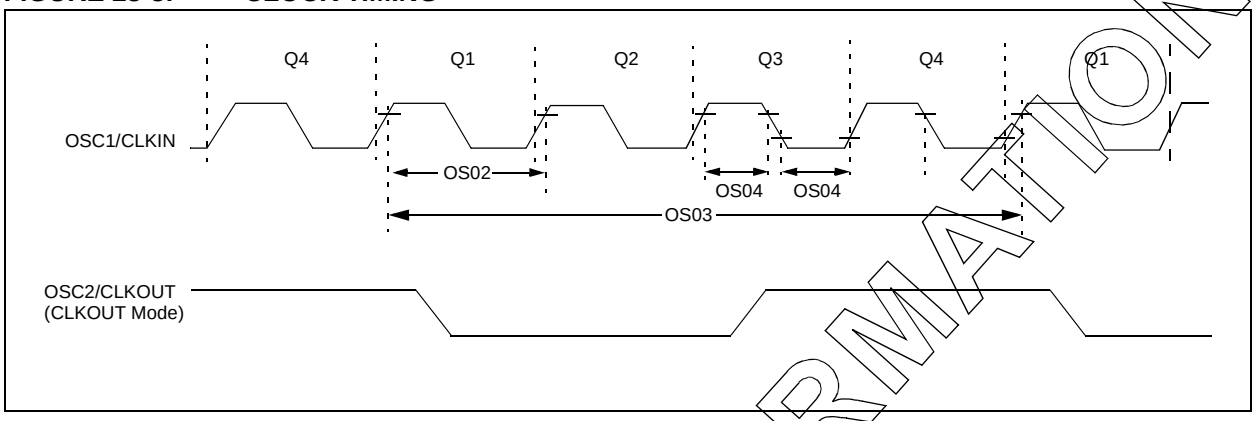
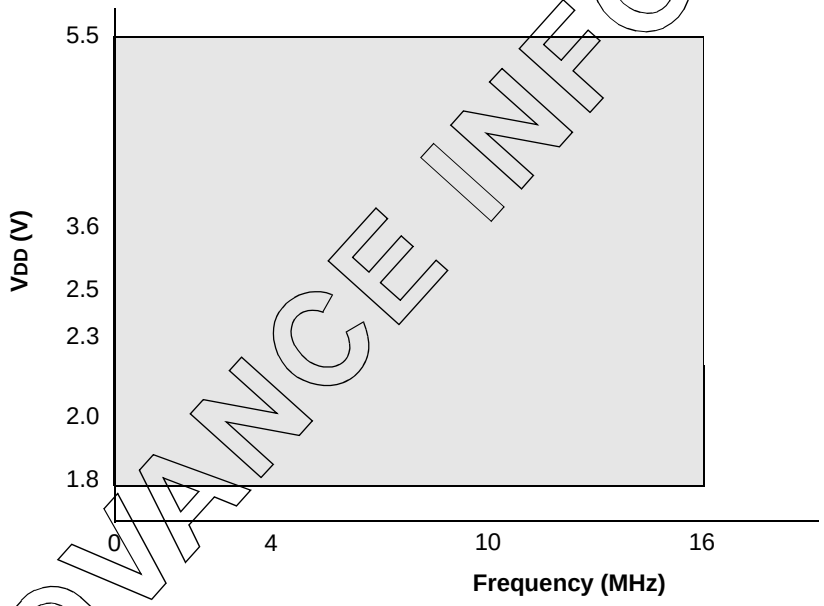


FIGURE 23-4: PIC16F720/721 VOLTAGE FREQUENCY GRAPH, -40°C ≤ TA ≤ +125°C

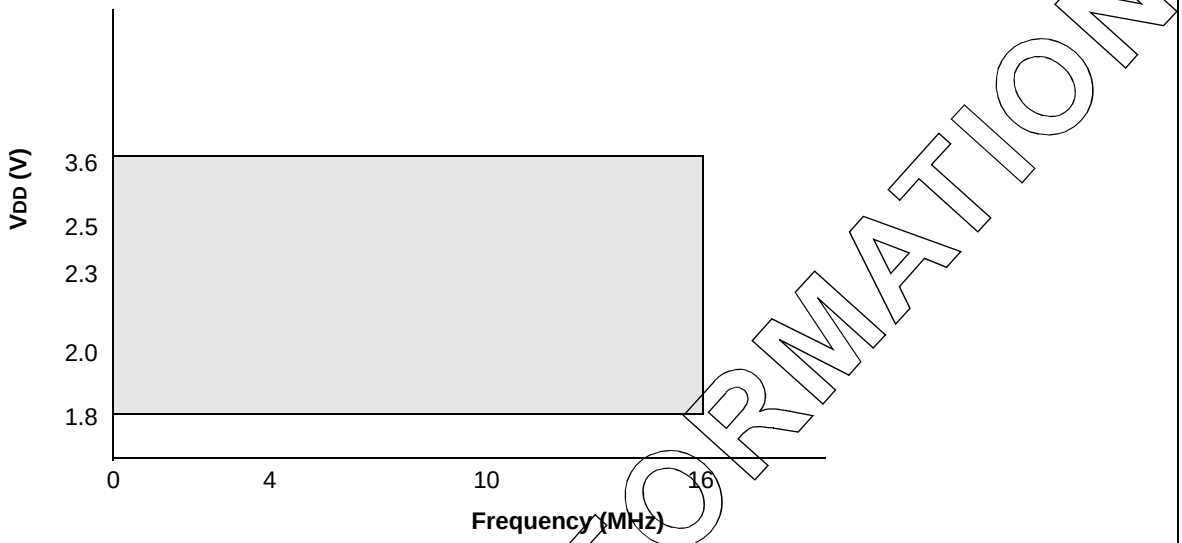


Note 1: The shaded region indicates the permissible combinations of voltage and frequency.

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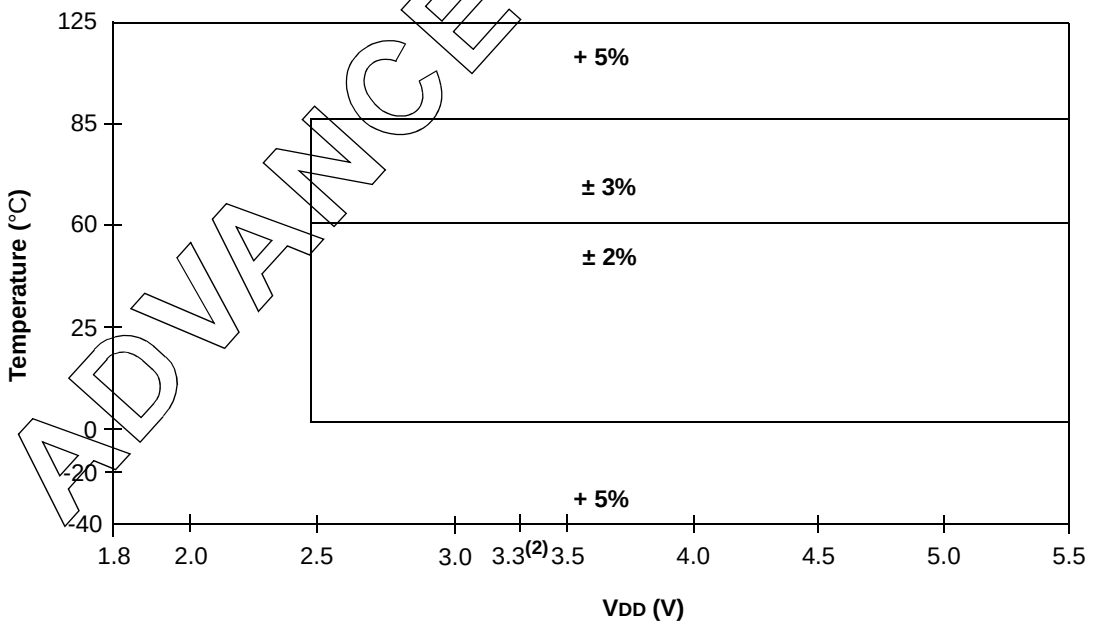
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FIGURE 23-5: PIC16LF720/721 VOLTAGE FREQUENCY GRAPH, -40°C ≤ TA ≤ +125°C



Note 1: The shaded region indicates the permissible combinations of voltage and frequency.

FIGURE 23-6: HFINTOSC FREQUENCY ACCURACY OVER DEVICE VDD AND TEMPERATURE



Note 1: This chart covers both regulator enabled and regulator disabled states.
2: Regulator Nominal voltage.

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TABLE 23-1: CLOCK OSCILLATOR TIMING REQUIREMENTS

Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +125°C							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
OS01	FOSC	External CLKIN Frequency(1)	DC	—	16	MHz	EC Oscillator mode
OS02	TOSC	External CLKIN Period(1)	63	—	∞	ns	EC Oscillator mode
OS03	TCY	Instruction Cycle Time(1)	250	TCY	DC	ns	TCY = 4/FOSC

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Instruction cycle period (TCY) equals four times the input oscillator time base period. All specified values are based on characterization data for that particular oscillator type under standard operating conditions with the device executing code. Exceeding these specified limits may result in an unstable oscillator operation and/or higher than expected current consumption. All devices are tested to operate at "min" values with an external clock applied to CLKIN pin. When an external clock input is used, the "max" cycle time limit is "DC" (no clock) for all devices.

TABLE 23-2: OSCILLATOR PARAMETERS(1)

Standard Operating Conditions (unless otherwise stated) Operating Temperature -40°C ≤ TA ≤ +125°C								
Param No.	**Sym**	**Characteristic**	**Freq Tolerance**	**Min**	**Typ†**	**Max**	**Units**	**Conditions**
OS08	HFOSC	Internal Calibrated HFINTOSC Frequency(2, 3)	± 2%	—	16.0	—	MHz	0°C ≤ TA ≤ +85°C, VDD ≥ 2.5V
			± 3%	—	16.0	—	MHz	+60°C ≤ TA ≤ +85°C, VDD ≥ 2.5V
			± 5%	—	16.0	—	MHz	-40°C ≤ TA ≤ +125°C, VDD ≥ 2.5V
OS08	MFOSC	Internal Calibrated MFINTOSC Frequency(2, 3)	± 2%	—	500	—	kHz	0°C ≤ TA ≤ +85°C, VDD ≥ 2.5V
			± 3%	—	500	—	kHz	+60°C ≤ TA ≤ +85°C, VDD ≥ 2.5V
			± 5%	—	500	—	kHz	-40°C ≤ TA ≤ +125°C, VDD ≥ 2.5V
OS10*	TIOSC ST	HFINTOSC 16 MHz and 500 kHz Oscillator Wake-up from Sleep Start-up Time	—	—	5	8	µs	

* These parameters are characterized but not tested.

† Data in 'Typ' column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: All specified values are based on characterization data for that particular oscillator type under standard operating conditions with the device executing code. Exceeding these specified limits may result in an unstable oscillator operation and/or higher than expected current consumption. All devices are tested to operate at 'min' values with an external clock applied to the OSC1 pin. When an external clock input is used, the 'max' cycle time limit is 'DC' (no clock) for all devices.

2: To ensure these oscillator frequency tolerances, VDD and VSS must be capacitively decoupled as close to the device as possible. 0.1 µF and 0.01 µF values in parallel are recommended.

3: The frequency tolerance of the internal oscillator is ±2% from 0-60°C and ±3% from 60-85°C (see Figure 23-6).

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FIGURE 23-7: CLKOUT AND I/O TIMING

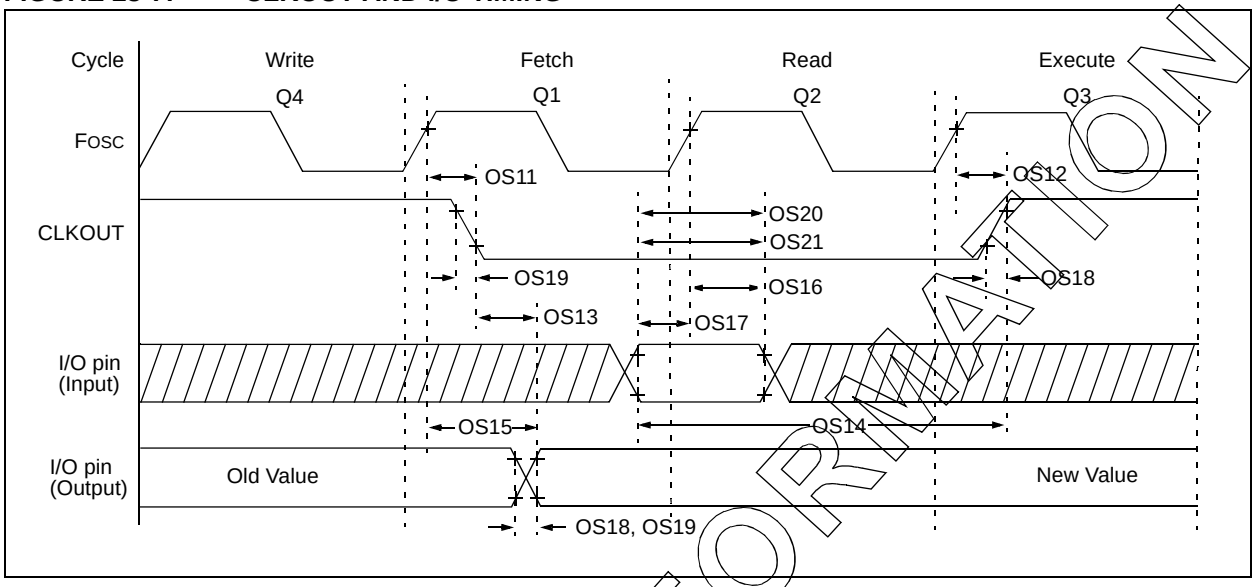


TABLE 23-3: CLKOUT AND I/O TIMING PARAMETERS

Standard Operating Conditions (unless otherwise stated) Operating Temperature -40°C ≤ TA ≤ +125°C							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
OS11*	TOSH2CKL	FOSC↑ to CLKOUT↓ (1)	—	—	70	ns	VDD = 3.3-5.0V
OS12*	TOSH2CKH	FOSC↑ to CLKOUT↑ (1)	—	—	72	ns	VDD = 3.3-5.0V
OS13*	TCKL2IOV	CLKOUT↓ to Port out valid (1)	—	—	20	ns	
OS14*	TIOV2CKH	Port input valid before CLKOUT↑ (1)	TOSC + 200 ns	—	—	ns	
OS15*	TOSH2IOV	FOSC↑ (Q1 cycle) to Port out valid	—	50	70*	ns	VDD = 3.3-5.0V
OS16*	TOSH2IOI	FOSC↑ (Q2 cycle) to Port input invalid (I/O in hold time)	50	—	—	ns	VDD = 3.3-5.0V
OS17*	TIOV2OSH	Port input valid to FOSC↑ (Q2 cycle) (I/O in setup time)	20	—	—	ns	
OS18*	TIOR	Port output rise time (2)	— —	15 40	32 72	ns	VDD = 2.0V VDD = 3.3-5.0V
OS19*	TIOF	Port output fall time (2)	— —	28 15	55 30	ns	VDD = 2.0V VDD = 3.3-5.0V
OS20*	TINP	INT pin input high or low time	25	—	—	ns	
OS21*	TRBP	PORTB interrupt-on-change new input level time	TCY	—	—	ns	

* These parameters are characterized but not tested.

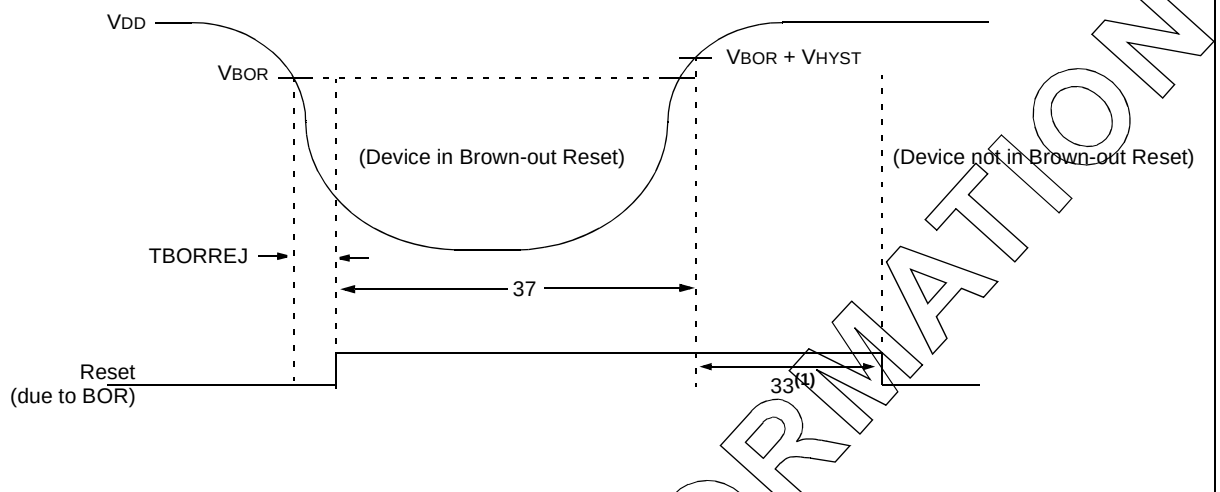
† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated.

Note 1: Measurements are taken in RC mode where CLKOUT output is 4 x TOSC.

2: Includes OSC2 in CLKOUT mode.

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FIGURE 23-8: BROWN-OUT RESET TIMING AND CHARACTERISTICS



Note 1: 64 ms delay only if $\overline{\text{PWRTE}}$ bit in the Configuration Word register is programmed to '0'. 2ms delay if $\overline{\text{PWRTE}}$ = 0 and VREGEN = 1.

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TABLE 23-4: RESET, WATCHDOG TIME, OSCILLATOR START-UP TIMER, POWER-UP TIMER, AND BROWN-OUT RESET PARAMETERS

Standard Operating Conditions (unless otherwise stated) Operating Temperature -40°C ≤ TA ≤ +125°C							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
30*	TMCL	$\overline{MCLR}$ Pulse Width (low)	2 5	— —	— —	µs µs	VDD = 5V, -40°C to +85°C VDD = 5V(1)
31	TWDT	Standard Watchdog Timer Time-out Period (No Prescaler)(2)	10 10	18 18	27 33	ms ms	VDD = 3.3V-5V, -40°C to +85°C VDD = 3.3V-5V(1)
33*	TPWRT	Power-up Timer Period, $\overline{PWRTE}$ = 0	40	65	140	ms	
34*	TIOZ	I/O high-impedance from $\overline{MCLR}$ Low or Watchdog Timer Reset	—	—	2.0	µs	
35	VBOR	Brown-out Reset Voltage	1.80	1.9	2.1	V	
36*	VHYST	Brown-out Reset Hysteresis	0	25	50	mV	
37*	TBORDC	Brown-out Reset DC Response Time	1	3 —	5 10	µs	VDD ≤ VBOR, -40°C to +85°C VDD ≤ VBOR

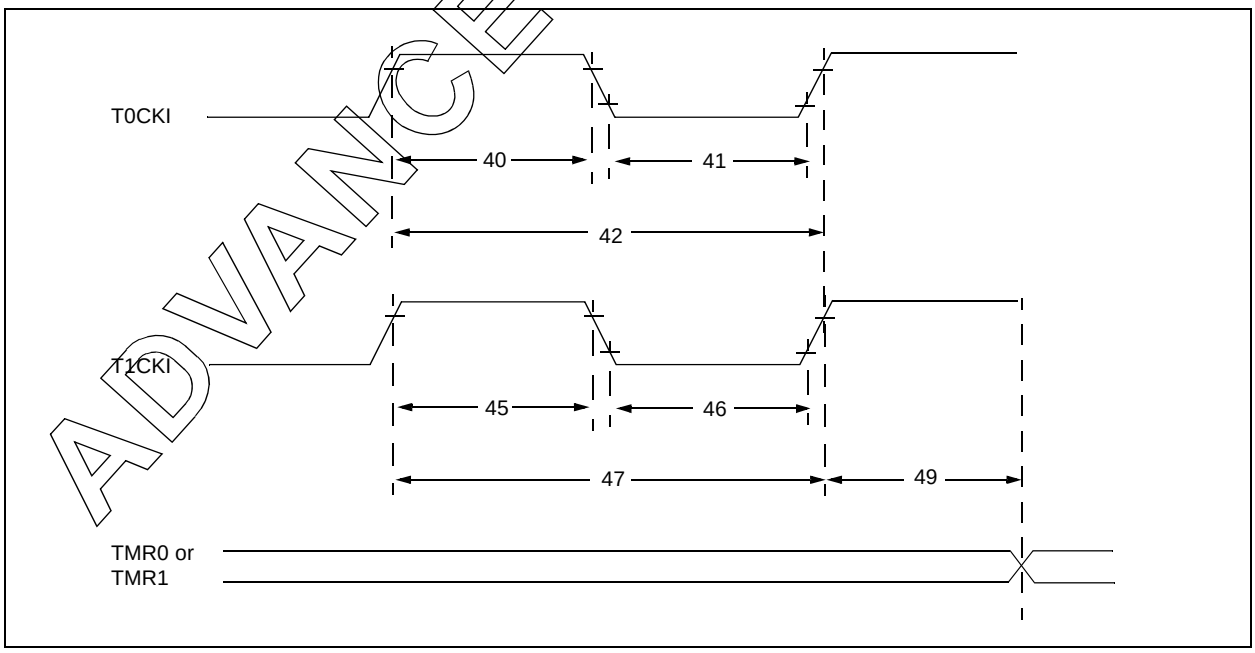
* These parameters are characterized but not tested.

† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Voltages above 3.6V require that the regulator be enabled.

2: Design Target. If unable to meet this target, the maximum can be increased, but the minimum cannot be changed.

FIGURE 23-9: TIMER0 AND TIMER1 EXTERNAL CLOCK TIMINGS



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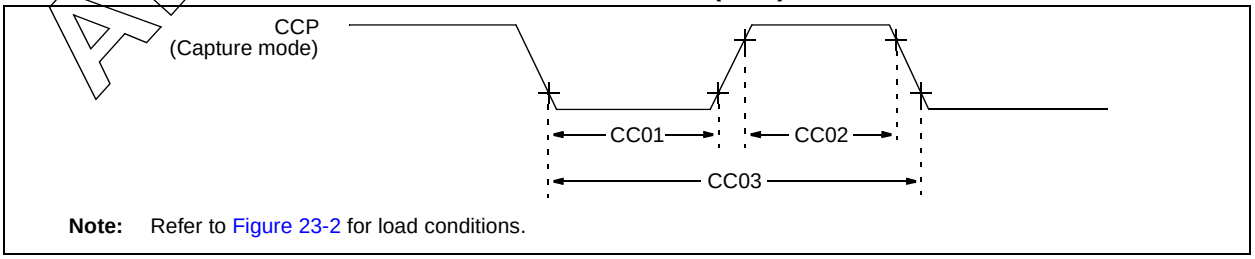
TABLE 23-5: TIMER0 AND TIMER1 EXTERNAL CLOCK REQUIREMENTS

Standard Operating Conditions (unless otherwise stated) Operating Temperature -40°C ≤ TA ≤ +125°C								
Param No.	**Sym.**	**Characteristic**		**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
40*	TT0H	T0CKI High Pulse Width	No Prescaler	0.5 TCY + 20	—	—	ns	
			With Prescaler	10	—	—	ns	
41*	TT0L	T0CKI Low Pulse Width	No Prescaler	0.5 TCY + 20	—	—	ns	
			With Prescaler	10	—	—	ns	
42*	TT0P	T0CKI Period		Greater of: 20 or $\frac{T_{CY} + 40}{N}$	—	—	ns	N = prescale value (2, 4, ..., 256)
45*	TT1H	T1CKI High Time	Synchronous, No Prescaler	0.5 TCY + 20	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
46*	TT1L	T1CKI Low Time	Synchronous, No Prescaler	0.5 TCY + 20	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
47*	TT1P	T1CKI Input Period	Synchronous	Greater of: 30 or $\frac{T_{CY} + 40}{N}$	—	—	ns	N = prescale value (1, 2, 4, 8)
			Asynchronous	60	—	—	ns	
49*	TCKEZ TMR1	Delay from External Clock Edge to Timer Increment		2 TOSC	—	7 TOSC	—	Timers in Sync mode

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

FIGURE 23-10: CAPTURE/COMPARE/PWM TIMINGS (CCP)



Note: Refer to Figure 23-2 for load conditions.

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TABLE 23-6: CAPTURE/COMPARE/PWM REQUIREMENTS (CCP)

Standard Operating Conditions (unless otherwise stated) Operating Temperature -40°C ≤ TA ≤ +125°C								
Param No.	**Sym.**	**Characteristic**		**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
CC01*	TccL	CCP Input Low Time	No Prescaler	0.5TCY + 20	—	—	ns	
			With Prescaler	20	—	—	ns	
CC02*	TccH	CCP Input High Time	No Prescaler	0.5TCY + 20	—	—	ns	
			With Prescaler	20	—	—	ns	
CC03*	TccP	CCP Input Period		$\frac{3T_{CY} + 40}{N}$	—	—	ns	N = prescale value (1, 4 or 16)

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

TABLE 23-7: PIC16F720/721 A/D CONVERTER (ADC) CHARACTERISTICS

Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +125°C							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
AD01	NR	Resolution	—	—	8	bit	
AD02	EIL	Integral Error	—	—	±1.0	LSb	VDD = 3.0V
AD03	EDL	Differential Error	—	—	±1	LSb	No missing codes VDD = 3.0V
AD04	EOFF	Offset Error	—	—	±2.0	LSb	VDD = 3.0V
AD07	EGN	Gain Error	—	—	±1.5	LSb	VDD = 3.0V
AD07	VAIN	Full-Scale Range	VSS	—	VREF	V	
AD08	ZAIN	Recommended Impedance of Analog Voltage Source	—	—	50	kΩ	Can go higher if external 0.01µF capacitor is present on input pin.

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

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TABLE 23-8: PIC16F720/721 A/D CONVERSION REQUIREMENTS

Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C £ TA £ +125°C							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
AD130*	TAD	A/D Clock Period	1.0	—	9.0	µS	VDD > 2.0V(2)
			4.0	—	16.0	µS	VDD ≤ 2.0V(2)
		A/D Internal RC Oscillator Period	1.0	2.0	6.0	µS	(ADRC mode)
AD131	TCNV	Conversion Time (not including Acquisition Time)(1)	—	10.5	—	TAD	Set GO/DONE bit to new data in A/D Result register
AD132*	TACQ	Acquisition Time		2	—	µS	VDD = 3.0V, EC or INTOSC Clock mode(3)

* These parameters are characterized but not tested.

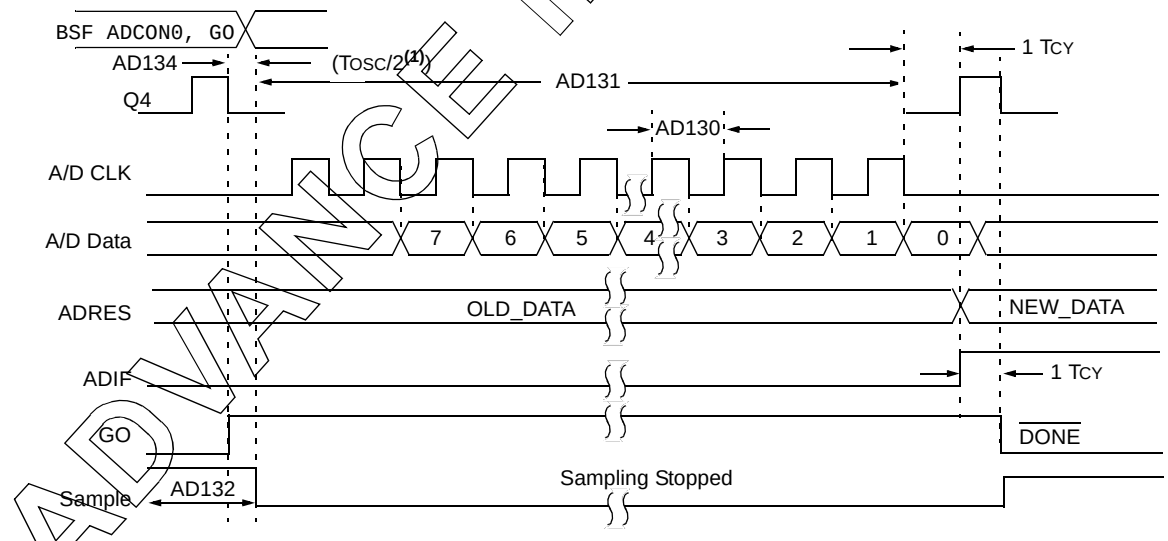
† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: The ADRES register may be read on the following TCY cycle.

2: Setting of 16.0 µs TAD not recommended for temperature > 85°C.

3: If ADRC mode is selected for use with VDD ≤ 2.0V, longer acquisition times will be required (see **Section 9.3 "A/D Acquisition Requirements"**)

FIGURE 23-11: PIC16F720/721 A/D CONVERSION TIMING (NORMAL MODE)

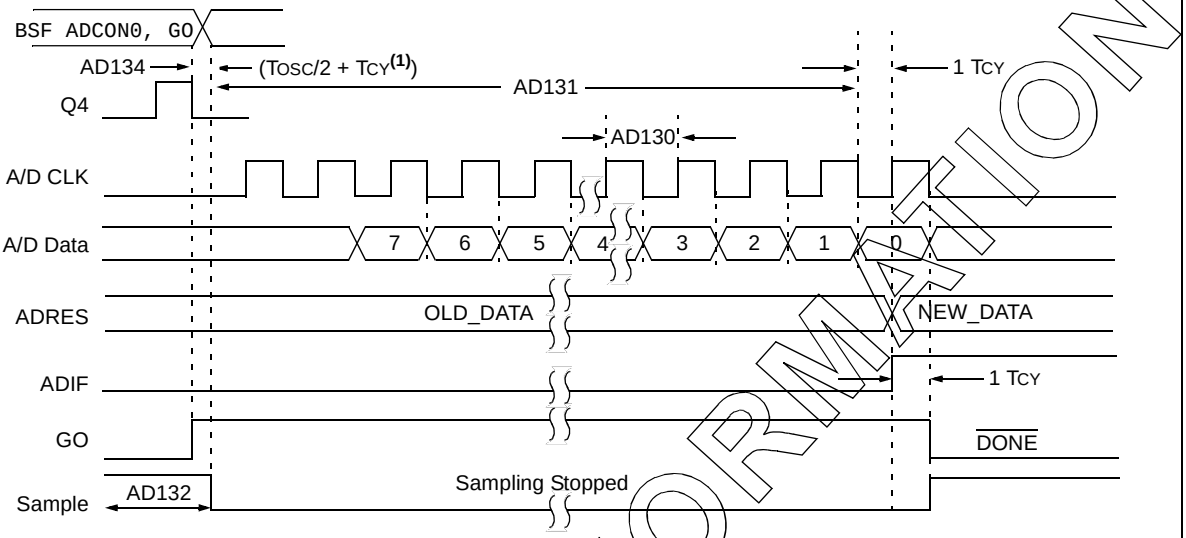


Note 1: If the A/D clock source is selected as RC, a time of TCY is added before the A/D clock starts. This allows the SLEEP instruction to be executed.

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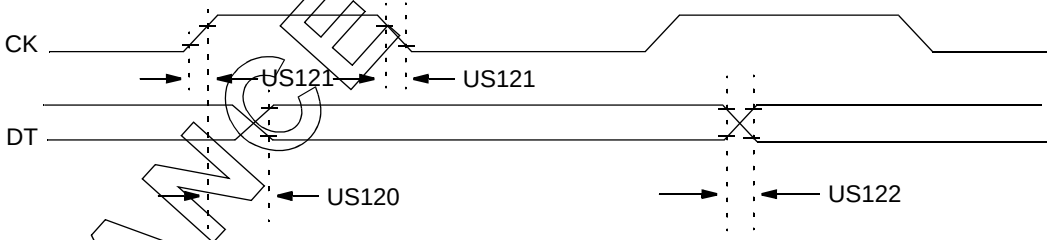
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FIGURE 23-12: PIC16F720/721 A/D CONVERSION TIMING (SLEEP MODE)



Note 1: If the A/D clock source is selected as RC, a time of TCY is added before the A/D clock starts. This allows the SLEEP instruction to be executed.

FIGURE 23-13: USART SYNCHRONOUS TRANSMISSION (MASTER/SLAVE) TIMING



Note: Refer to Figure 23-2 for load conditions.

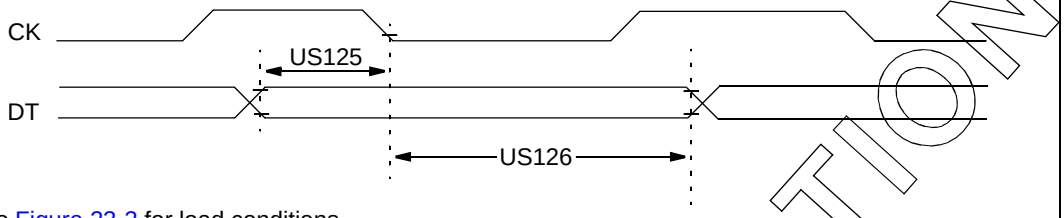
TABLE 23-9: USART SYNCHRONOUS TRANSMISSION REQUIREMENTS

Standard Operating Conditions (unless otherwise stated) Operating Temperature -40°C ≤ TA ≤ +125°C							
Param. No.	**Symbol**	**Characteristic**		**Min.**	**Max.**	**Units**	**Conditions**
US120*	TCKH2DTV	SYNC XMIT (Master and Slave) Clock high to data-out valid	3.0-5.5V	—	80	ns	
			1.8-5.5V	—	100	ns	
US121*	TCKRF	Clock out rise time and fall time (Master mode)	3.0-5.5V	—	45	ns	
			1.8-5.5V	—	50	ns	
US122*	TDTRF	Data-out rise time and fall time	3.0-5.5V	—	45	ns	
			1.8-5.5V	—	50	ns	

* These parameters are characterized but not tested.

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FIGURE 23-14: USART SYNCHRONOUS RECEIVE (MASTER/SLAVE) TIMING



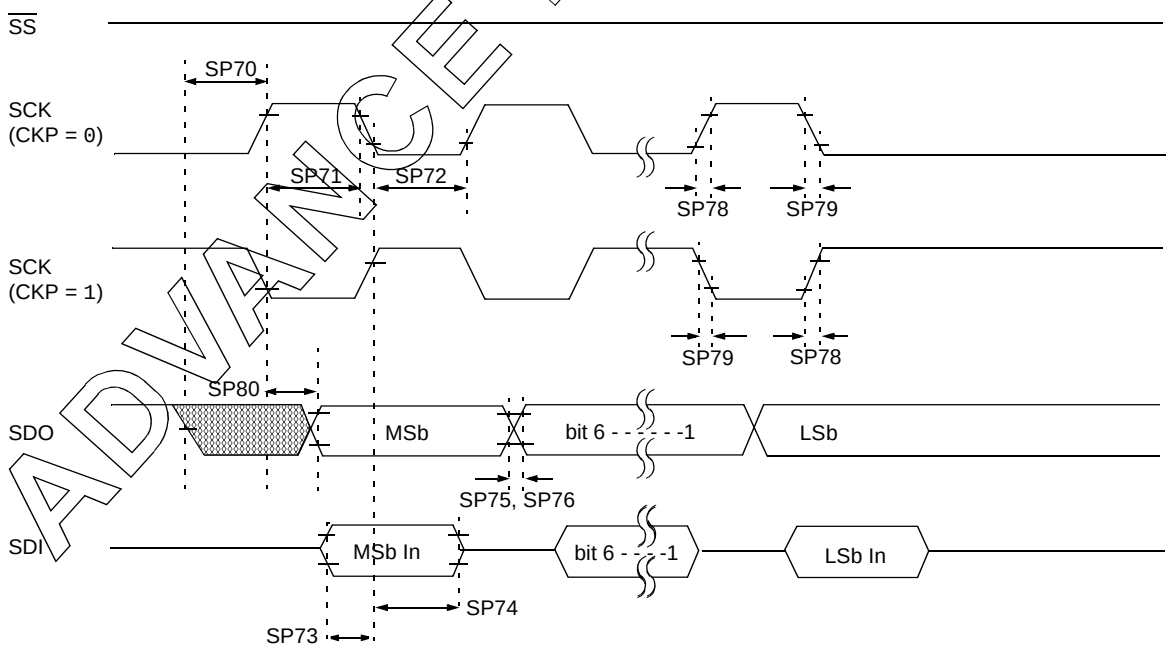
Note: Refer to Figure 23-2 for load conditions.

TABLE 23-10: USART SYNCHRONOUS RECEIVE REQUIREMENTS

Standard Operating Conditions (unless otherwise stated) Operating Temperature -40°C ≤ TA ≤ +125°C						
Param. No.	**Symbol**	**Characteristic**	**Min.**	**Max.**	**Units**	**Conditions**
US125*	TDTV2CKL	SYNC RCV (Master and Slave) Data-hold before CK ↓ (DT hold time)	10	—	ns	
US126*	TCKL2DTL	Data-hold after CK ↓ (DT hold time)	15	—	ns	

* These parameters are characterized but not tested.

FIGURE 23-15: SPI MASTER MODE TIMING (CKE = 0, SMP = 0)

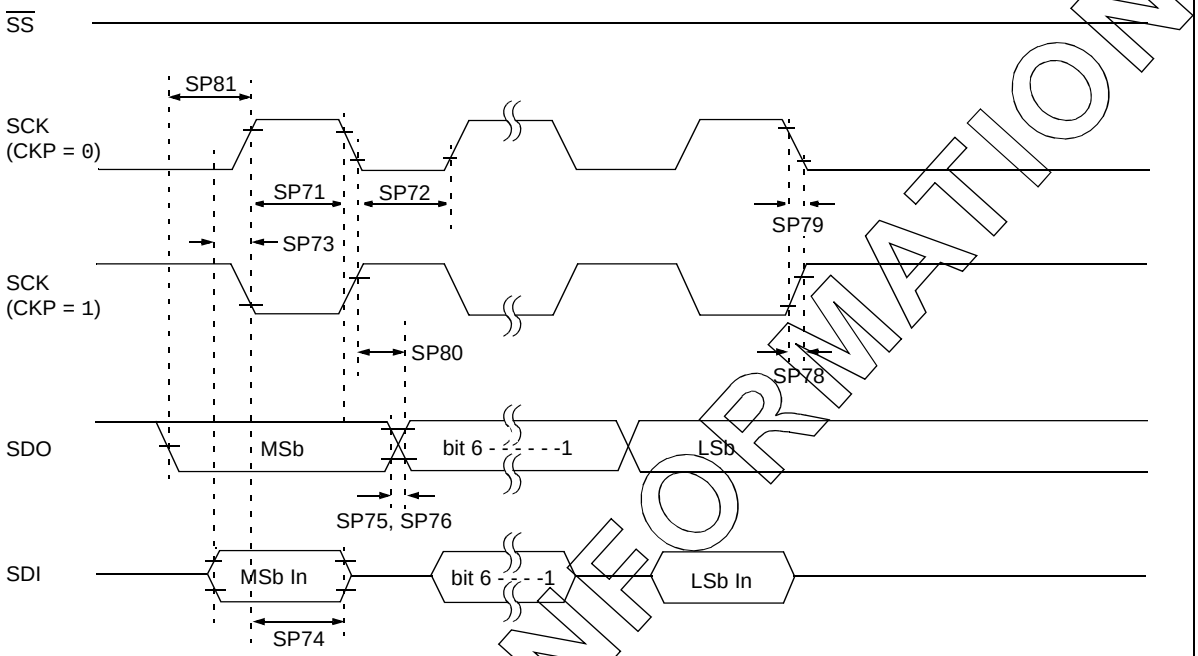


Note 1: Refer to Figure 23-2 for load conditions.

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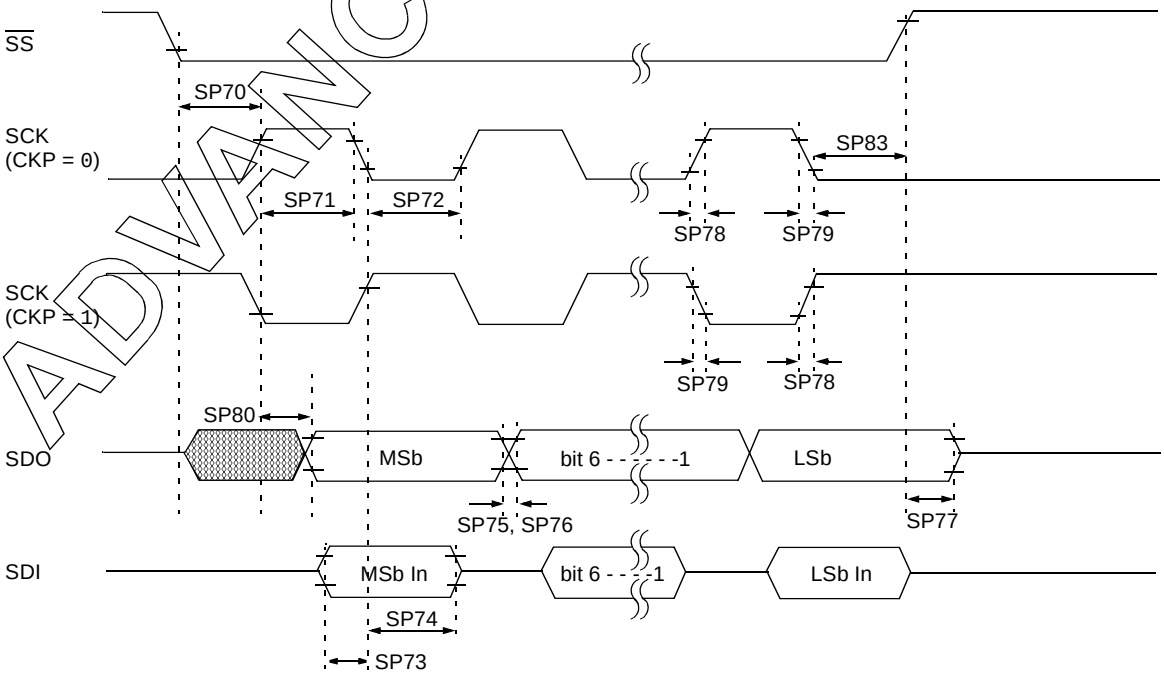
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FIGURE 23-16: SPI MASTER MODE TIMING (CKE = 1, SMP = 1)



Note 1: Refer to Figure 23-2 for load conditions.

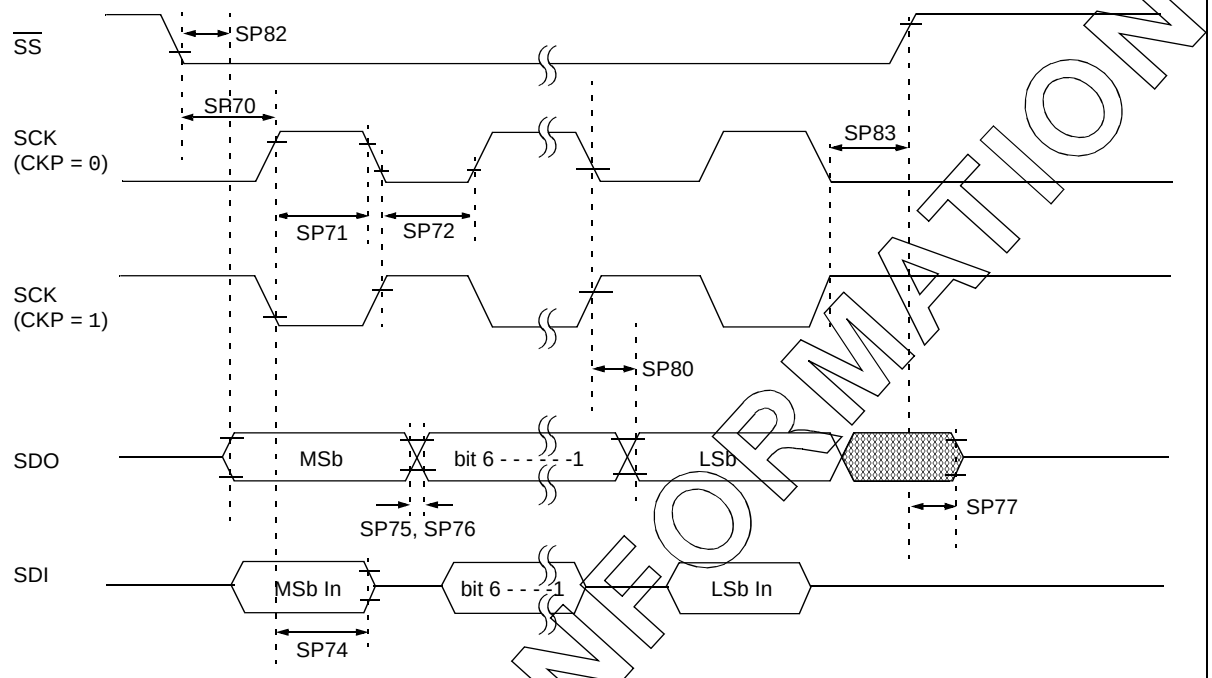
FIGURE 23-17: SPI SLAVE MODE TIMING (CKE = 0)



Note 1: Refer to Figure 23-2 for load conditions.

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FIGURE 23-18: SPI SLAVE MODE TIMING (CKE = 1)



Note 1: Refer to Figure 23-2 for load conditions.

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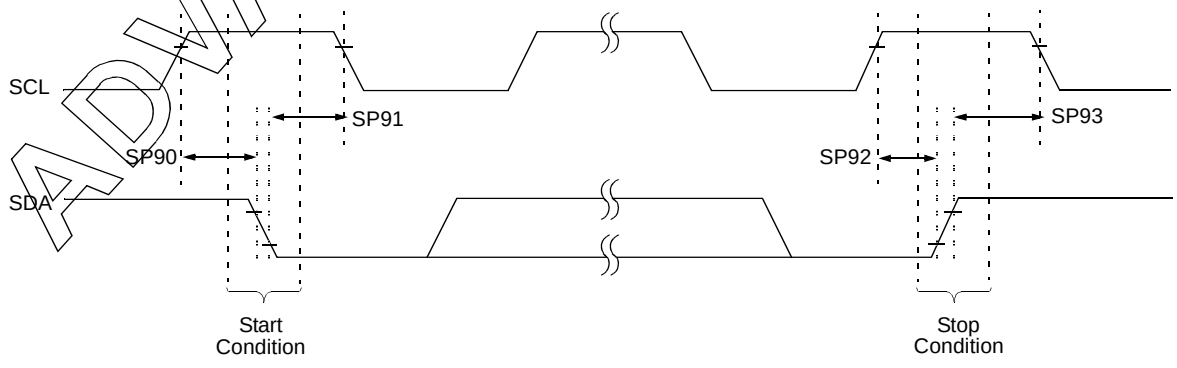
TABLE 23-11: SPI MODE REQUIREMENTS

Param No.	Symbol	Characteristic		Min.	Typ†	Max.	Units	Conditions
SP70*	TssL2scH, TssL2scL	$\overline{SS}$↓ to SCK↓ or SCK↑ input		Tcy	—	—	ns	
SP71*	TscH	SCK input high time (Slave mode)		Tcy + 20	—	—	ns	
SP72*	TscL	SCK input low time (Slave mode)		Tcy + 20	—	—	ns	
SP73*	TdiV2scH, TdiV2scL	Setup time of SDI data input to SCK edge		100	—	—	ns	
SP74*	TscH2diL, TscL2diL	Hold time of SDI data input to SCK edge		100	—	—	ns	
SP75*	TdoR	SDO data output rise time	3.0-5.5V	—	10	25	ns	
			1.8-5.5V	—	25	50	ns	
SP76*	TdoF	SDO data output fall time		—	10	25	ns	
SP77*	TssH2doZ	$\overline{SS}$↑ to SDO output high-impedance		10	—	50	ns	
SP78*	TscR	SCK output rise time (Master mode)	3.0-5.5V	—	10	25	ns	
			1.8-5.5V	—	25	50	ns	
SP79*	TscF	SCK output fall time (Master mode)		—	10	25	ns	
SP80*	TscH2doV, TscL2doV	SDO data output valid after SCK edge	3.0-5.5V	—	—	50	ns	
			1.8-5.5V	—	—	145	ns	
SP81*	TdoV2scH, TdoV2scL	SDO data output setup to SCK edge		Tcy	—	—	ns	
SP82*	TssL2doV	SDO data output valid after $\overline{SS}$↓ edge		—	—	50	ns	
SP83*	TscH2ssH, TscL2ssH	$\overline{SS}$ ↑ after SCK edge		1.5Tcy + 40	—	—	ns	

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

FIGURE 23-19: I²C™ BUS START/STOP BITS TIMING



Note 1: Refer to Figure 23-2 for load conditions.

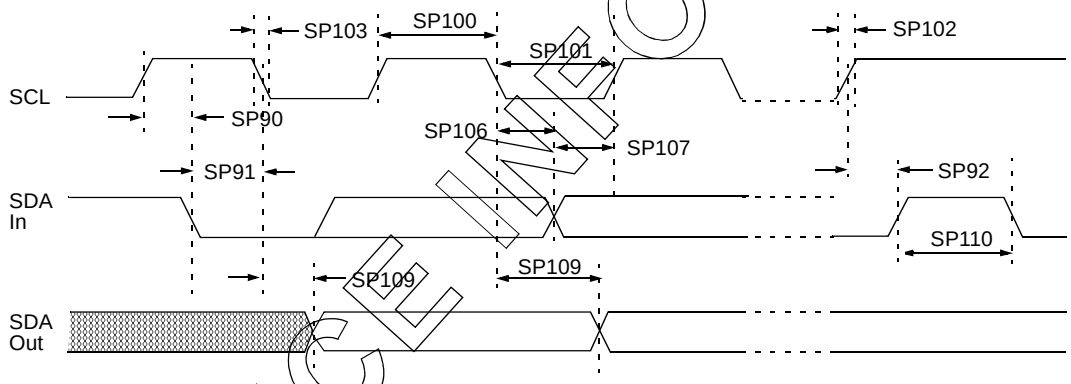
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TABLE 23-12: I²C™ BUS START/STOP BITS REQUIREMENTS

Param No.	Symbol	Characteristic		Min.	Typ	Max.	Units	Conditions
SP90*	TSU:STA	Start condition Setup time	100 kHz mode	4700	—	—	ns	Only relevant for Repeated Start condition
			400 kHz mode	600	—	—		
SP91*	THD:STA	Start condition Hold time	100 kHz mode	4000	—	—	ns	After this period, the first clock pulse is generated
			400 kHz mode	600	—	—		
SP92*	TSU:STO	Stop condition Setup time	100 kHz mode	4700	—	—	ns	
			400 kHz mode	600	—	—		
SP93	THD:STO	Stop condition Hold time	100 kHz mode	4000	—	—	ns	
			400 kHz mode	600	—	—		

* These parameters are characterized but not tested.

FIGURE 23-20: I²C™ BUS DATA TIMING



Note 1: Refer to Figure 23-2 for load conditions.

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TABLE 23-13: I²C™ BUS DATA REQUIREMENTS

Param. No.	Symbol	Characteristic		Min.	Max.	Units	Conditions
100*	THIGH	Clock high time	100 kHz mode	4.0	—	µs	Device must operate at a minimum of 1.5 MHz
			400 kHz mode	0.6	—	µs	Device must operate at a minimum of 10 MHz
			SSP Module	1.5TCY	—		
101*	TLOW	Clock low time	100 kHz mode	4.7	—	µs	Device must operate at a minimum of 1.5 MHz
			400 kHz mode	1.3	—	µs	Device must operate at a minimum of 10 MHz
			SSP Module	1.5TCY	—		
102*	TR	SDA and SCL rise time	100 kHz mode	—	1000	ns	
			400 kHz mode	20 + 0.1CB	300	ns	CB is specified to be from 10-400 pF
103*	TF	SDA and SCL fall time	100 kHz mode	—	250	ns	
			400 kHz mode	20 + 0.1CB	250	ns	CB is specified to be from 10-400 pF
90*	TSU:STA	Start condition setup time	100 kHz mode	4.7	—	µs	Only relevant for Repeated Start condition
			400 kHz mode	0.6	—	µs	
91*	THD:STA	Start condition hold time	100 kHz mode	4.0	—	µs	After this period the first clock pulse is generated
			400 kHz mode	0.6	—	µs	
106*	THD:DAT	Data input hold time	100 kHz mode	0	—	ns	
			400 kHz mode	0	0.9	µs	
107*	TSU:DAT	Data input setup time	100 kHz mode	250	—	ns	**(Note 2)**
			400 kHz mode	100	—	ns	
92*	TSU:STO	Stop condition setup time	100 kHz mode	4.7	—	µs	
			400 kHz mode	0.6	—	µs	
109*	TAA	Output valid from clock	100 kHz mode	—	3500	ns	**(Note 1)**
			400 kHz mode	—	—	ns	
110*	TBUF	Bus free time	100 kHz mode	4.7	—	µs	Time the bus must be free before a new transmission can start
			400 kHz mode	1.3	—	µs	
	CB	Bus capacitive loading		—	400	pF	

* These parameters are characterized but not tested.

Note 1: As a transmitter, the device must provide this internal minimum delay time to bridge the undefined region (min. 300 ns) of the falling edge of SCL to avoid unintended generation of Start or Stop conditions.

2: A Fast mode (400 kHz) I²C bus device can be used in a Standard mode (100 kHz) I²C bus system, but the requirement TSU:DAT ≥ 250 ns must then be met. This will automatically be the case if the device does not stretch the low period of the SCL signal. If such a device does stretch the low period of the SCL signal, it must output the next data bit to the SDA line TR max. + TSU:DAT = 1000 + 250 = 1250 ns (according to the Standard mode I²C bus specification), before the SCL line is released.

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NOTES:

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24.0 DC AND AC CHARACTERISTICS GRAPHS AND CHARTS

FIGURE 24-1: PIC16F720/721 MAXIMUM IDD vs. FOSC OVER VDD, INTOSC MODE

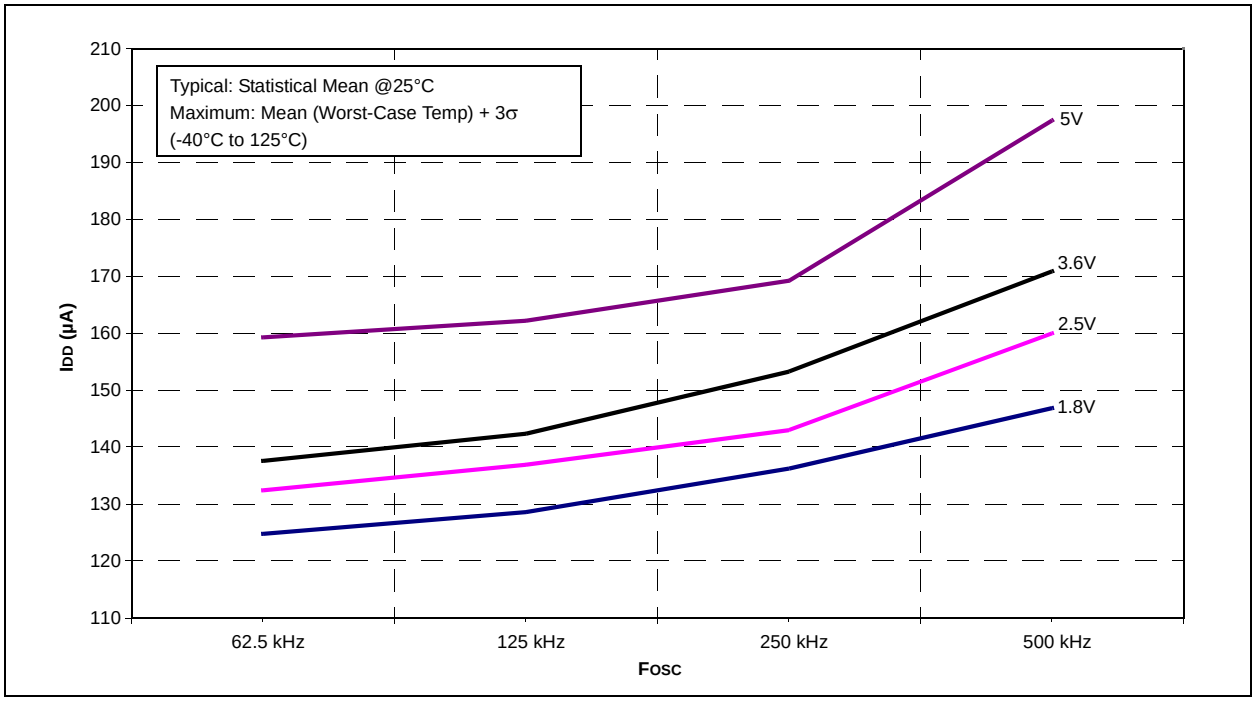


FIGURE 24-2: PIC16LF720/721 MAXIMUM IDD vs. FOSC OVER VDD, INTOSC MODE

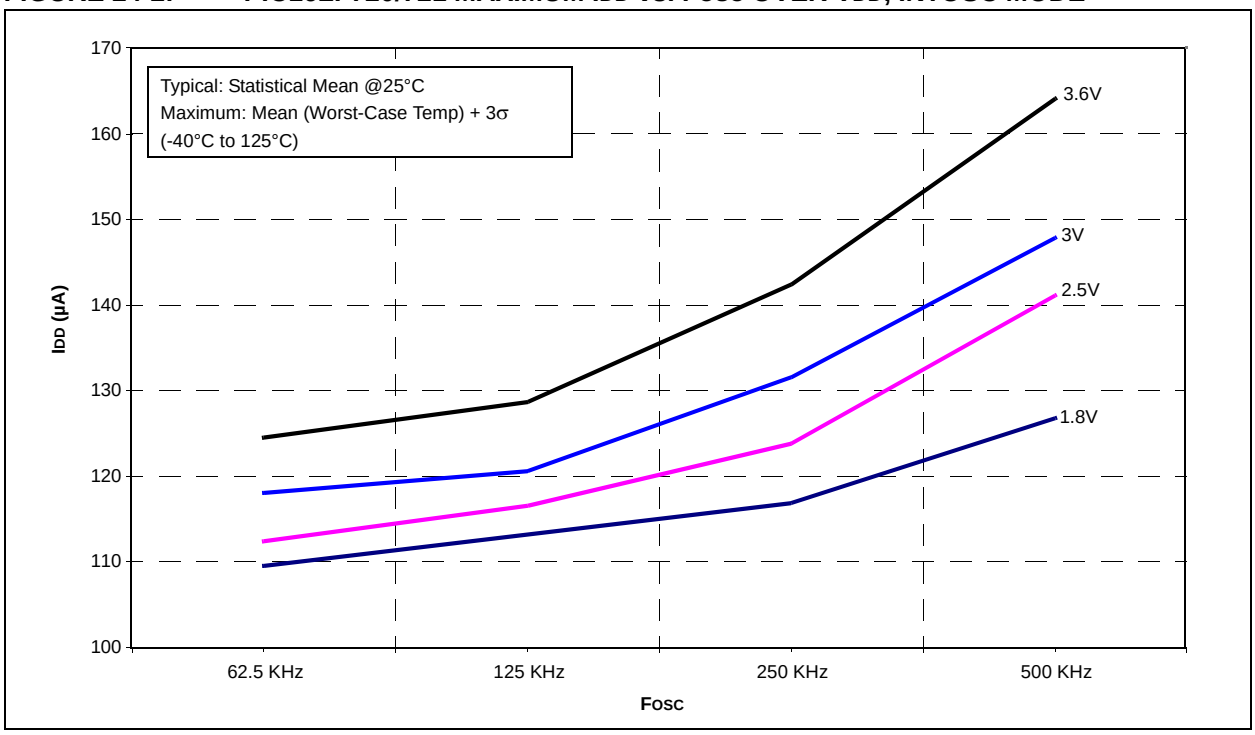


FIGURE 24-3: PIC16F720/721 MAXIMUM IDD vs. FOSC OVER VDD, INTOSC MODE

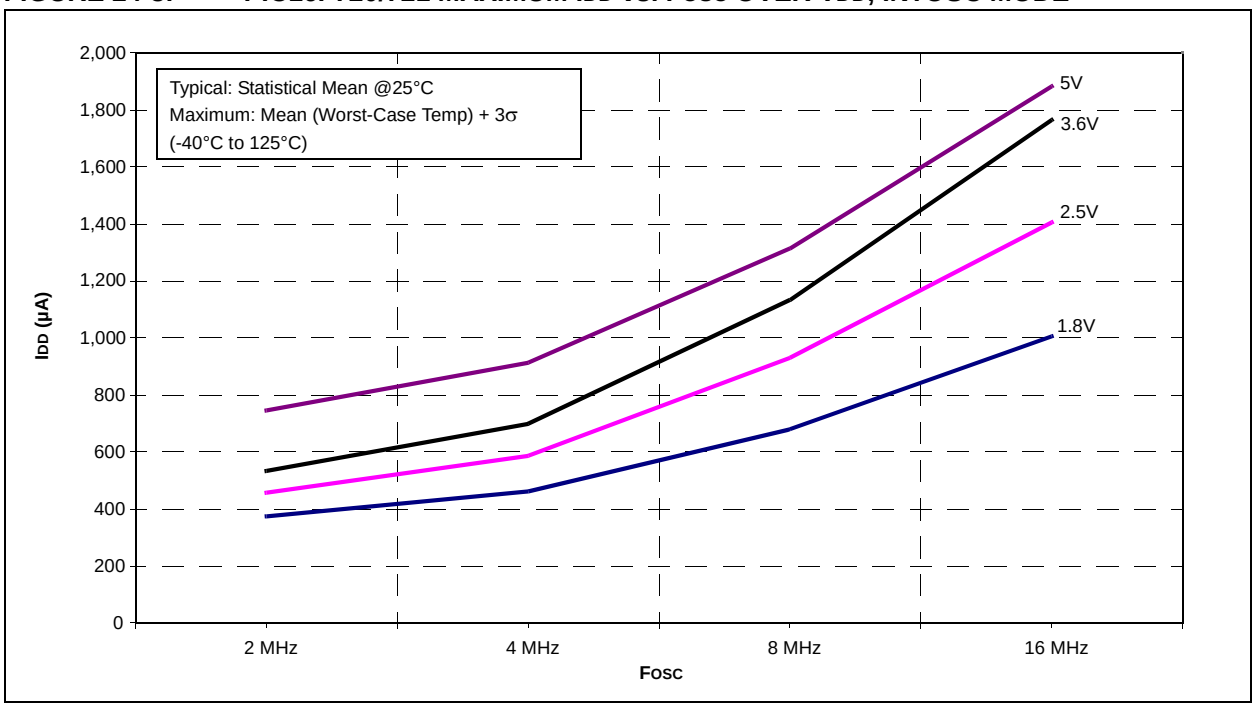
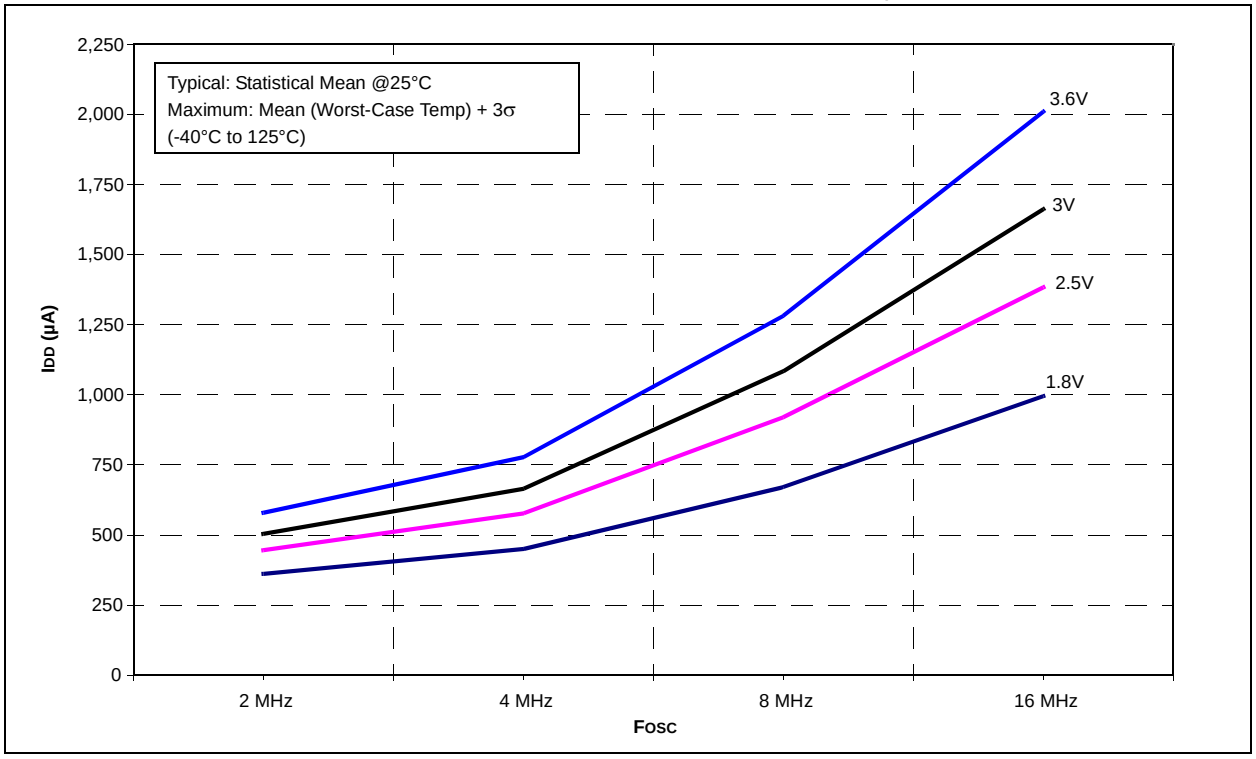


FIGURE 24-4: PIC16LF720/721 MAXIMUM IDD vs. FOSC OVER VDD, INTOSC MODE



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FIGURE 24-5: PIC16F720/721 TYPICAL IDD vs. FOSC OVER VDD, INTOSC MODE

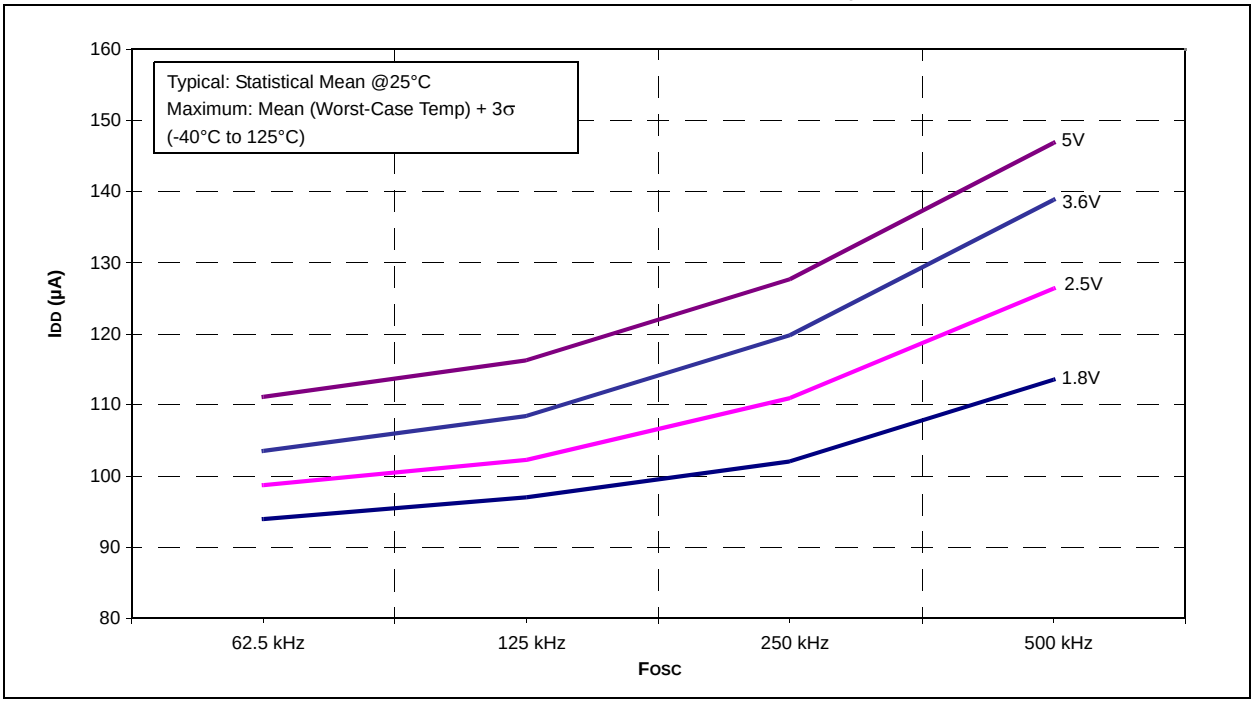


FIGURE 24-6: PIC16LF720/721 TYPICAL IDD vs. FOSC OVER VDD, INTOSC MODE

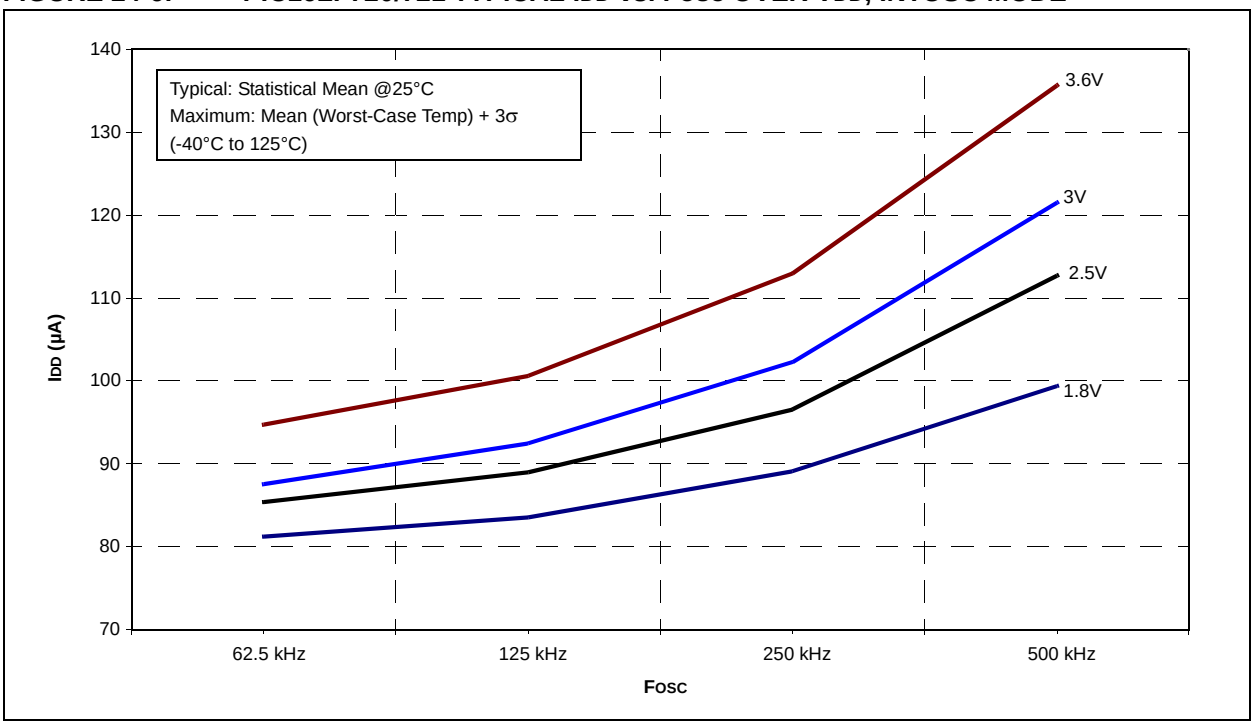


FIGURE 24-7: PIC16F720/721 TYPICAL IDD vs. FOSC OVER VDD, INTOSC MODE

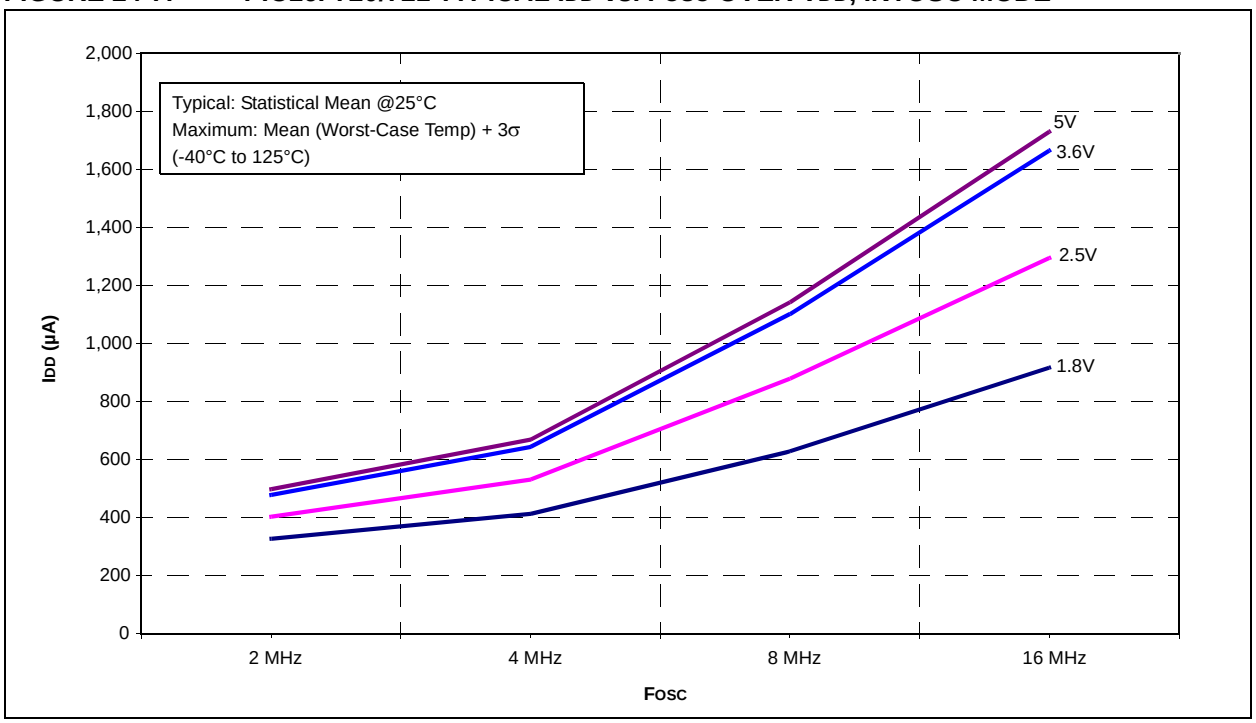
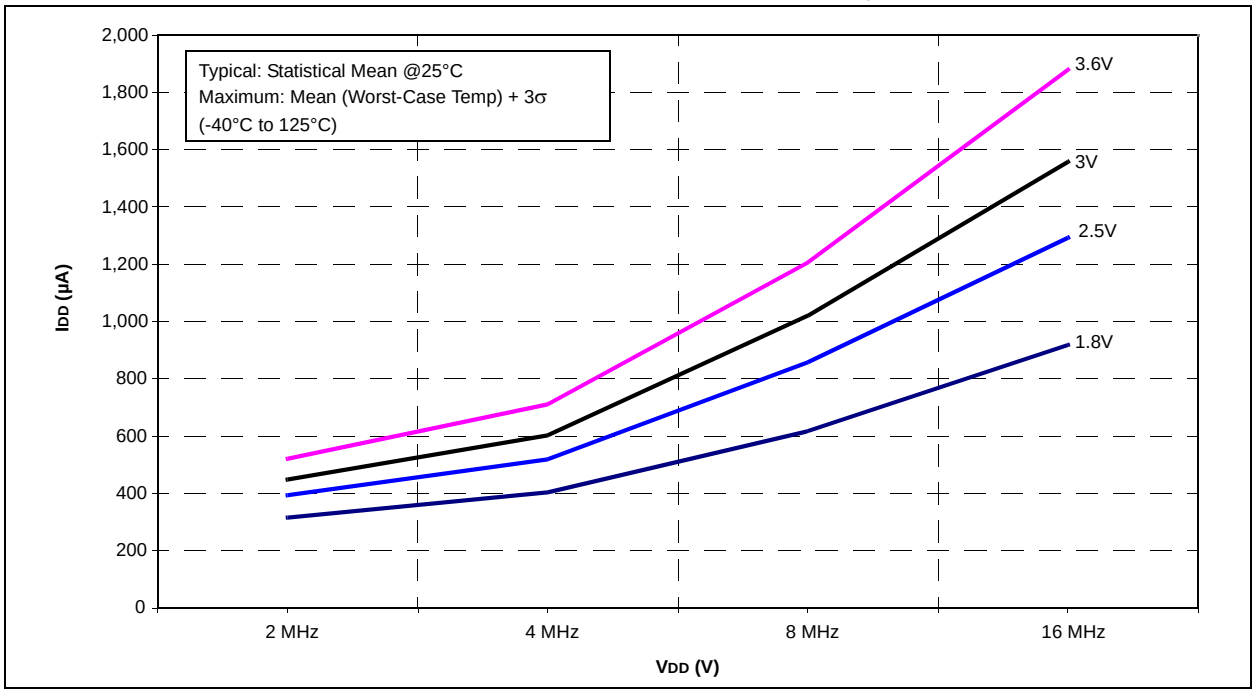


FIGURE 24-8: PIC16LF720/721 TYPICAL IDD vs. FOSC OVER VDD, INTOSC MODE



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FIGURE 24-9: PIC16LF720/721 MAXIMUM BASE IPD VS. VDD

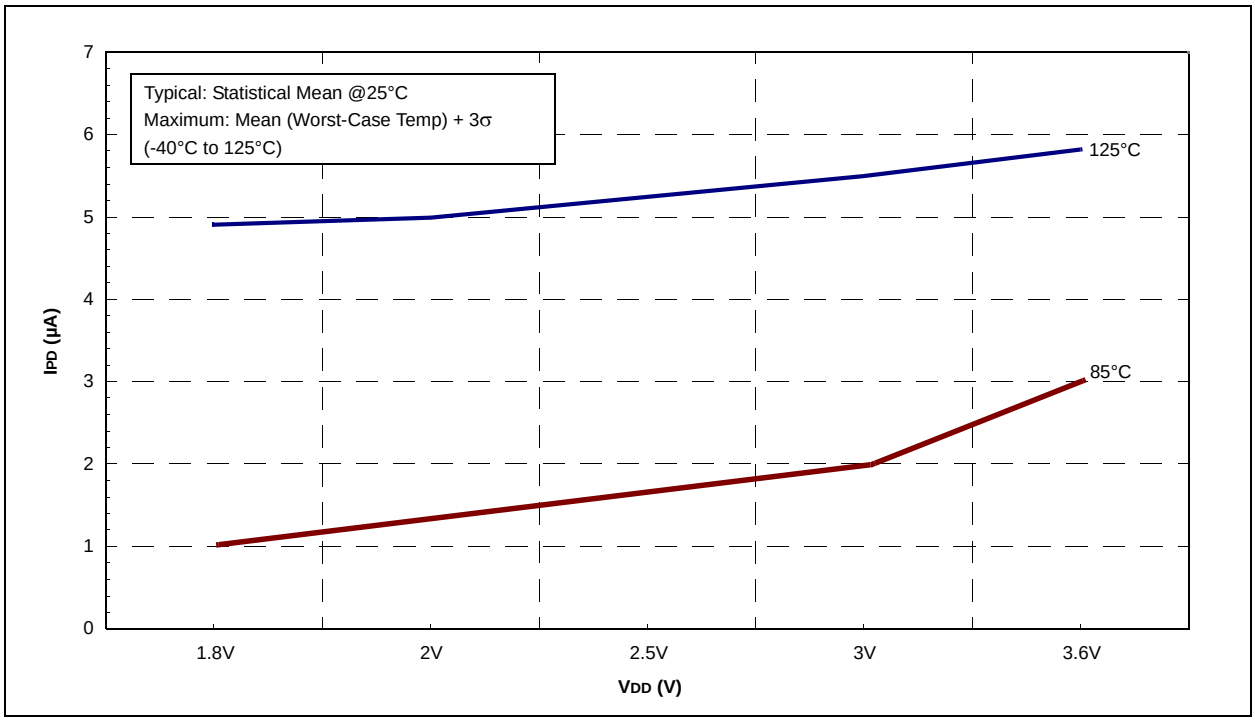


FIGURE 24-10: PIC16LF720/721 TYPICAL BASE IPD VS. VDD

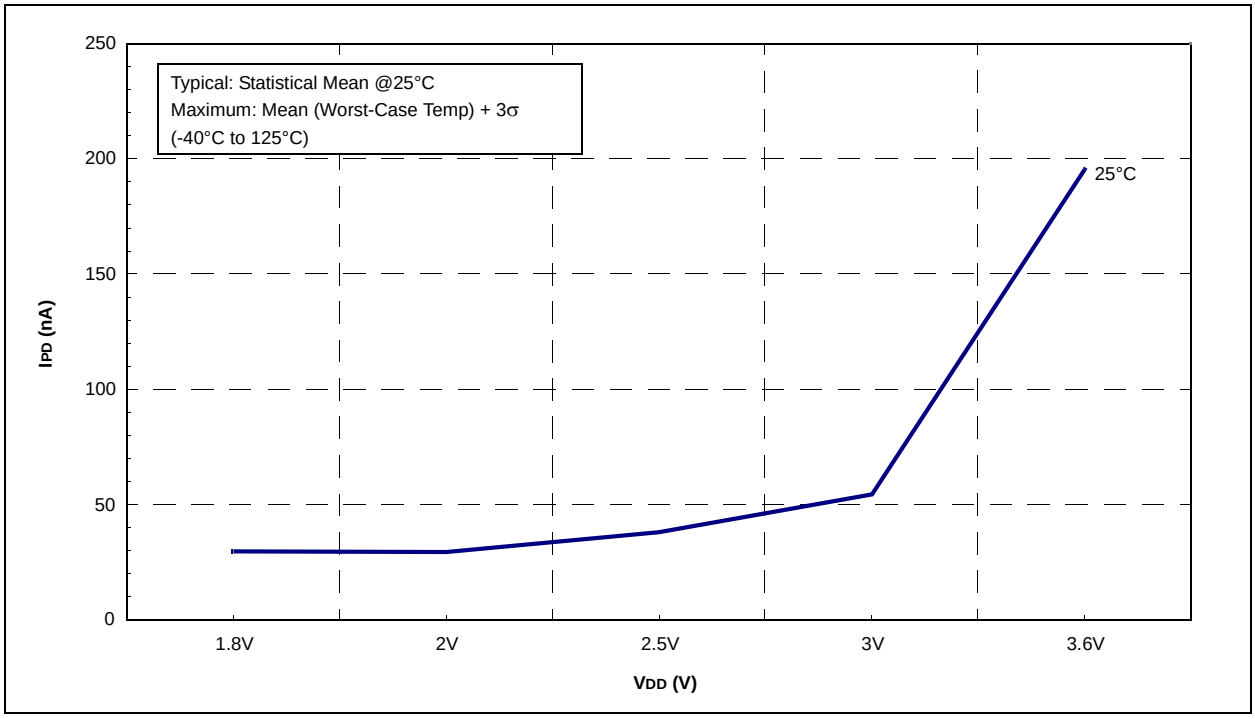


FIGURE 24-11:

FIGURE 24-12: TTL INPUT THRESHOLD VIN vs. VDD OVER TEMPERATURE

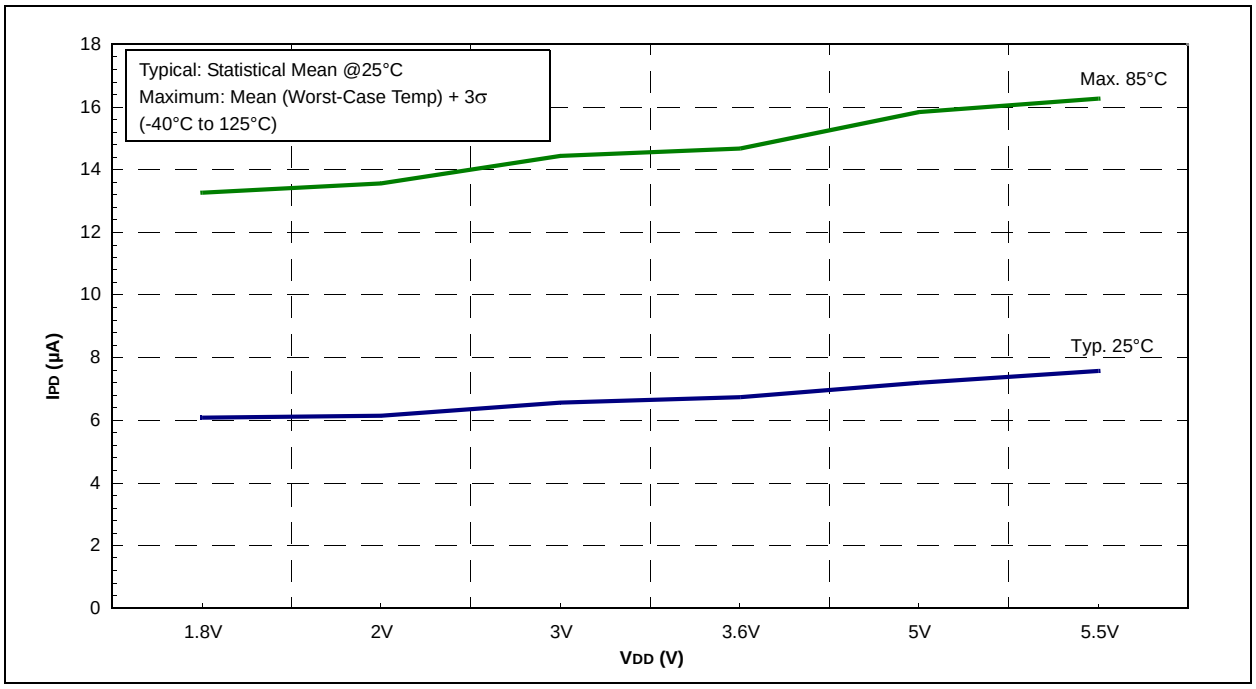
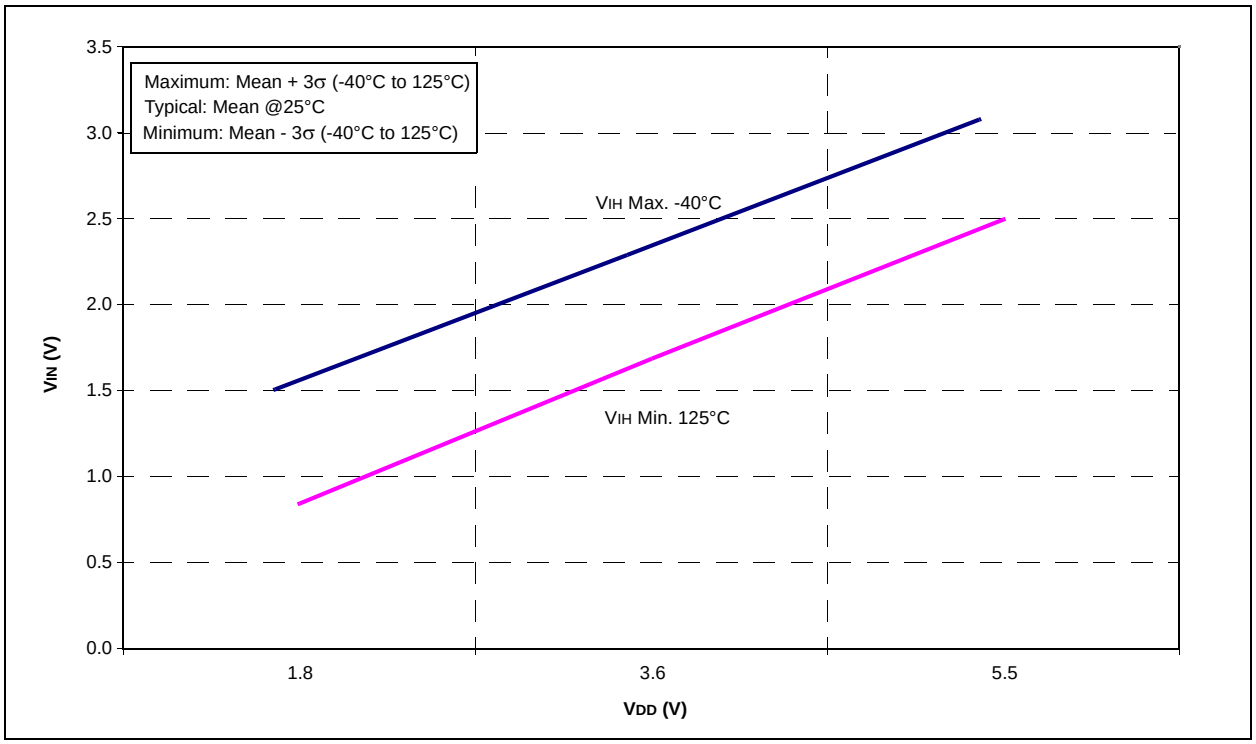


FIGURE 24-13: SCHMITT TRIGGER INPUT THRESHOLD VIN vs. VDD OVER TEMPERATURE



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FIGURE 24-14: SCHMITT TRIGGER INPUT THRESHOLD VIN vs. VDD OVER TEMPERATURE

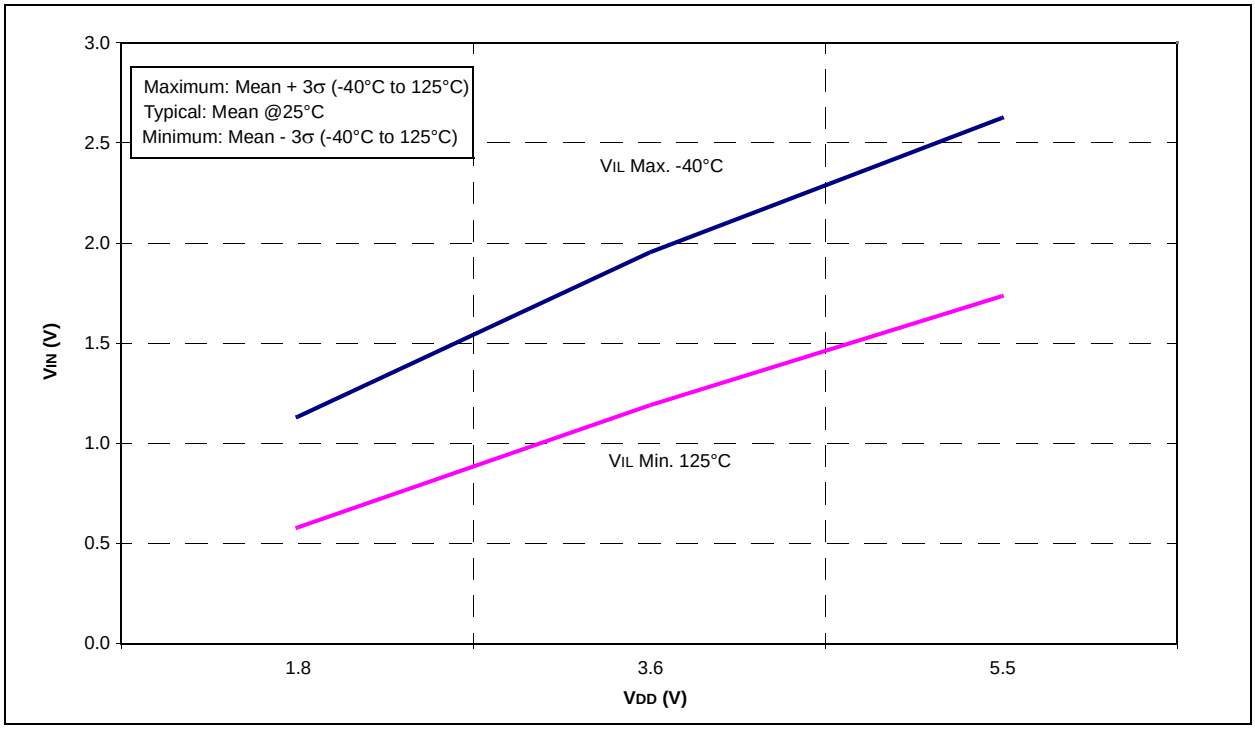


FIGURE 24-15: VOH vs. IOH OVER TEMPERATURE, VDD = 5.5V

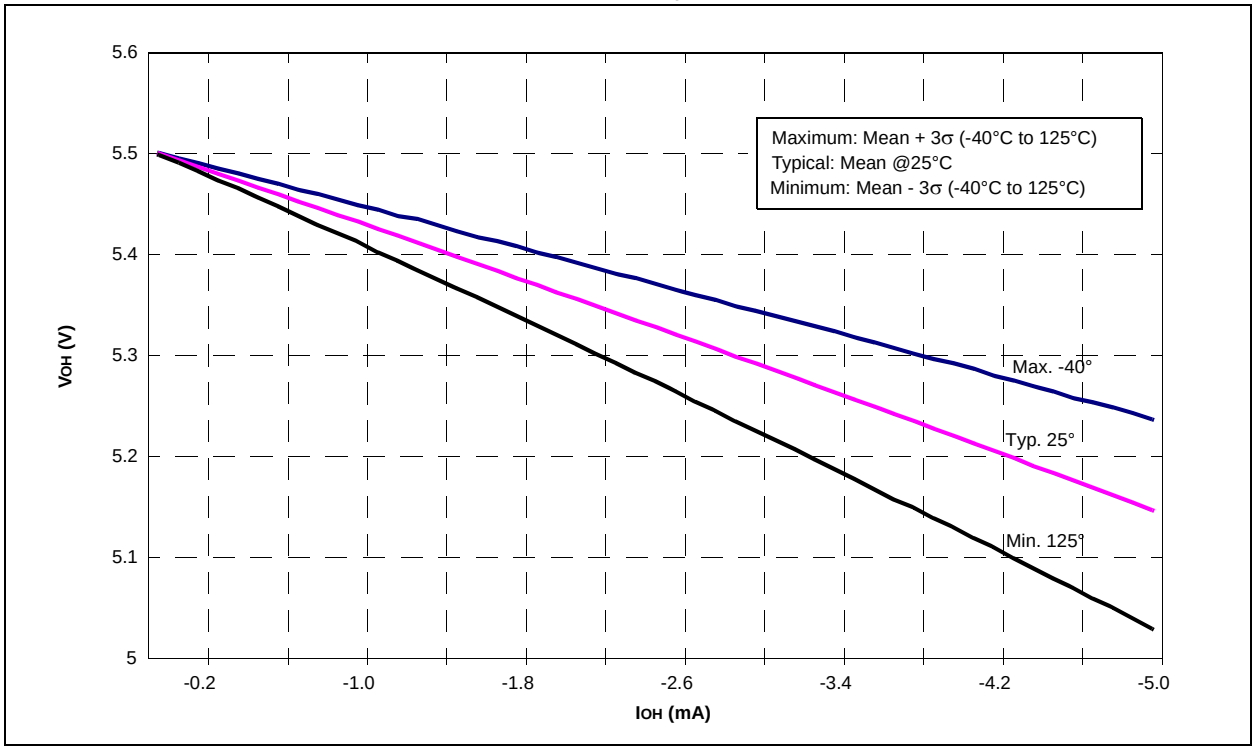


FIGURE 24-16: VOH vs. IOH OVER TEMPERATURE, VDD = 3.6V

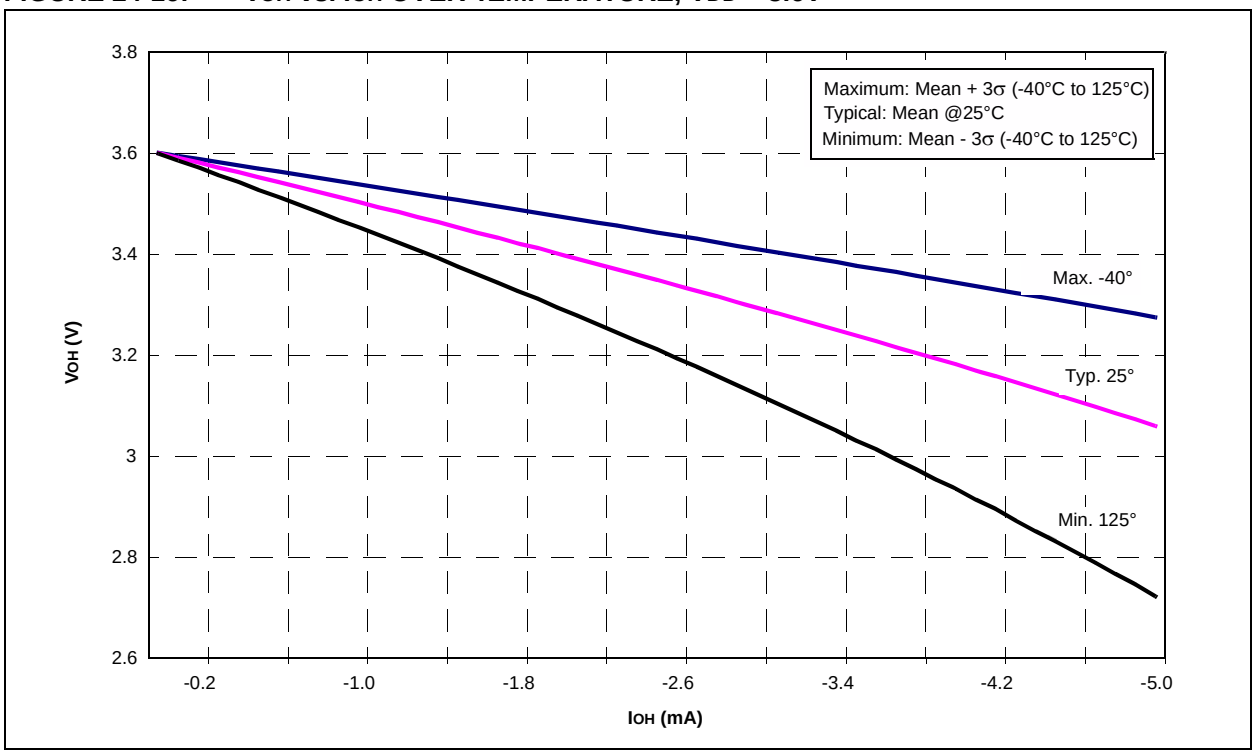
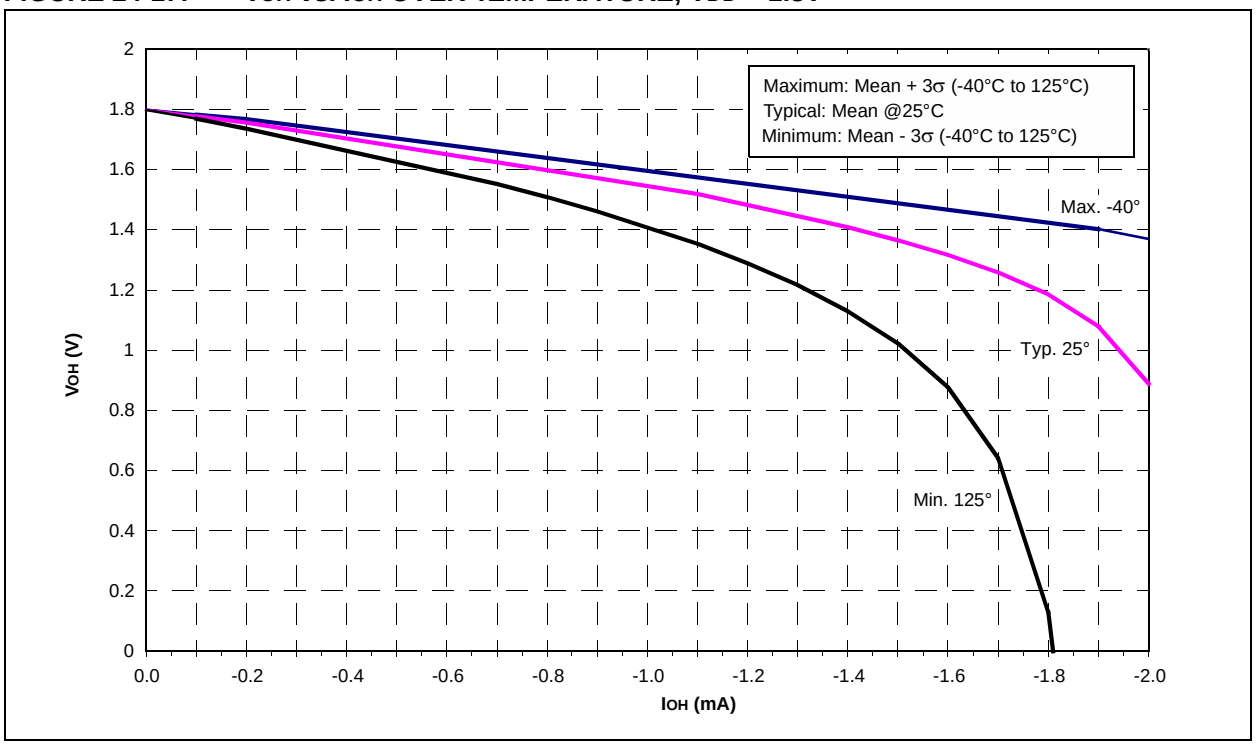


FIGURE 24-17: VOH vs. IOH OVER TEMPERATURE, VDD = 1.8V



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FIGURE 24-18: VOL VS. IOL OVER TEMPERATURE, VDD = 5.5V

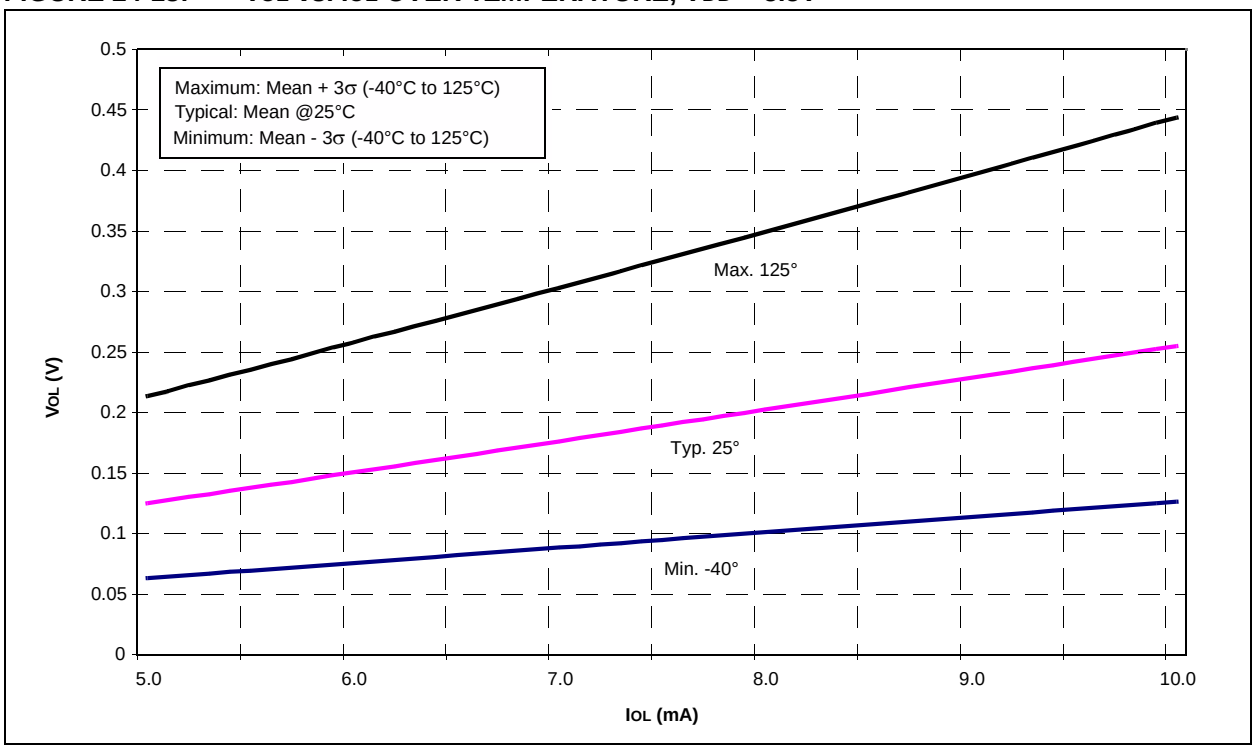


FIGURE 24-19: VOL VS. IOL OVER TEMPERATURE, VDD = 3.6

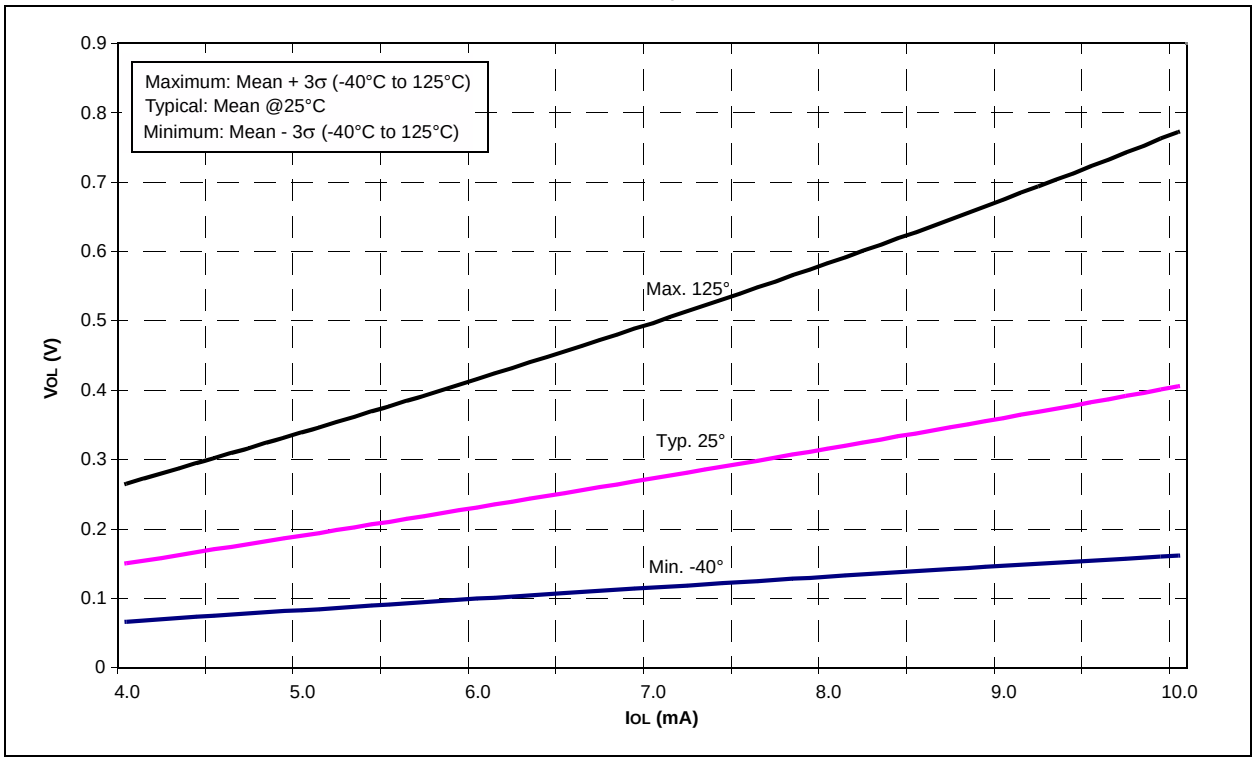


FIGURE 24-20: V_{OL} vs. I_{OL} OVER TEMPERATURE, V_{DD} = 1.8V

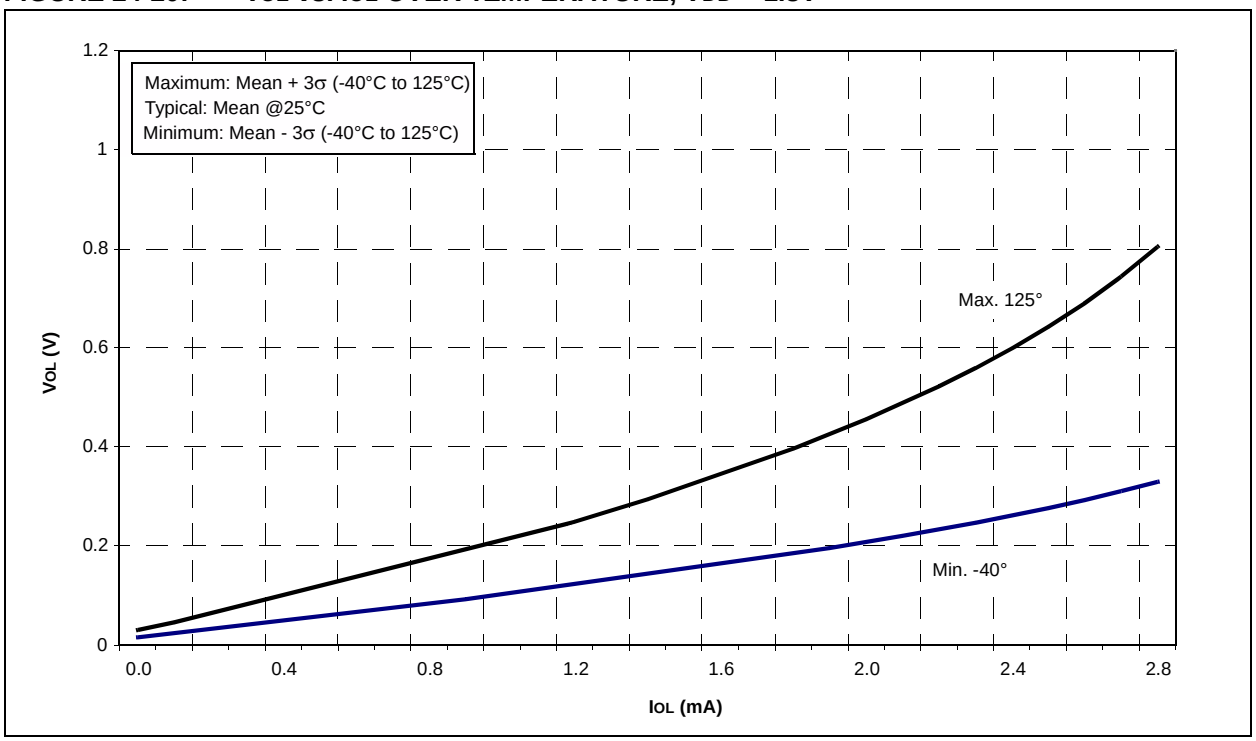
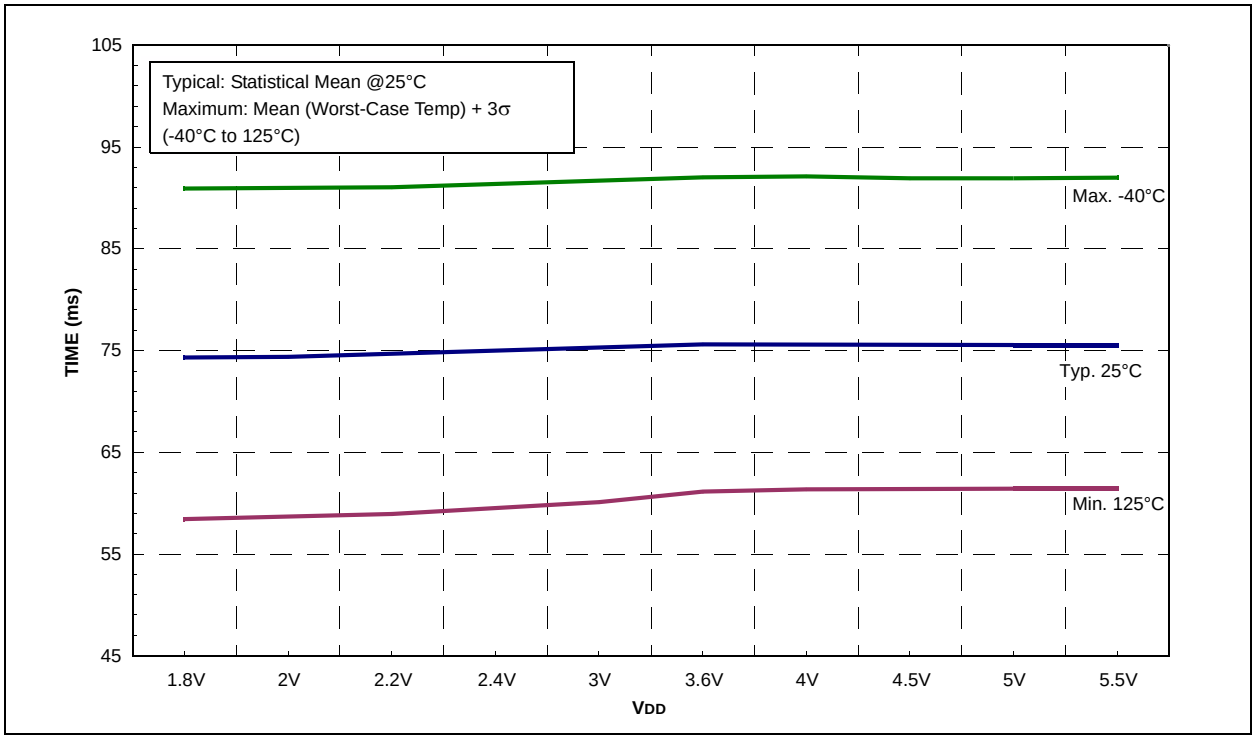


FIGURE 24-21: PIC16F720/721 PWRT PERIOD



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FIGURE 24-22: PIC16F720/721 WDT TIME-OUT PERIOD

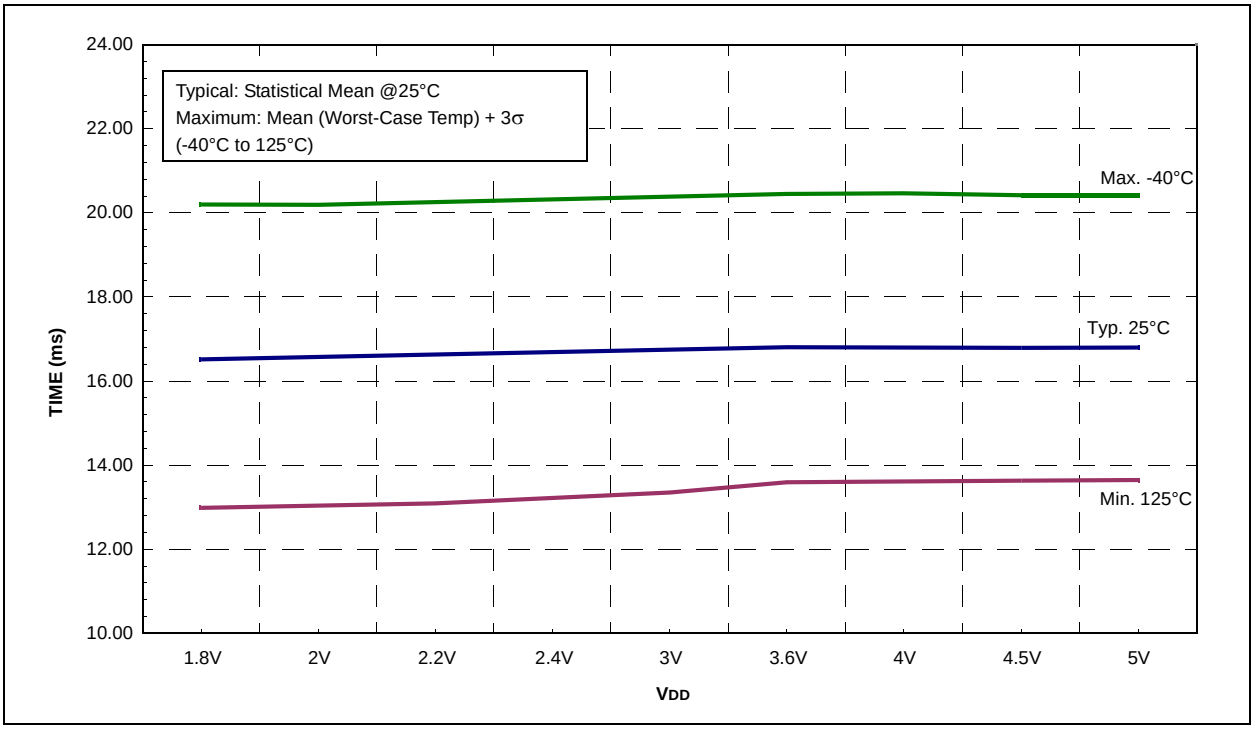


FIGURE 24-23: PIC16F720/721 A/D INTERNAL RC OSCILLATOR PERIOD

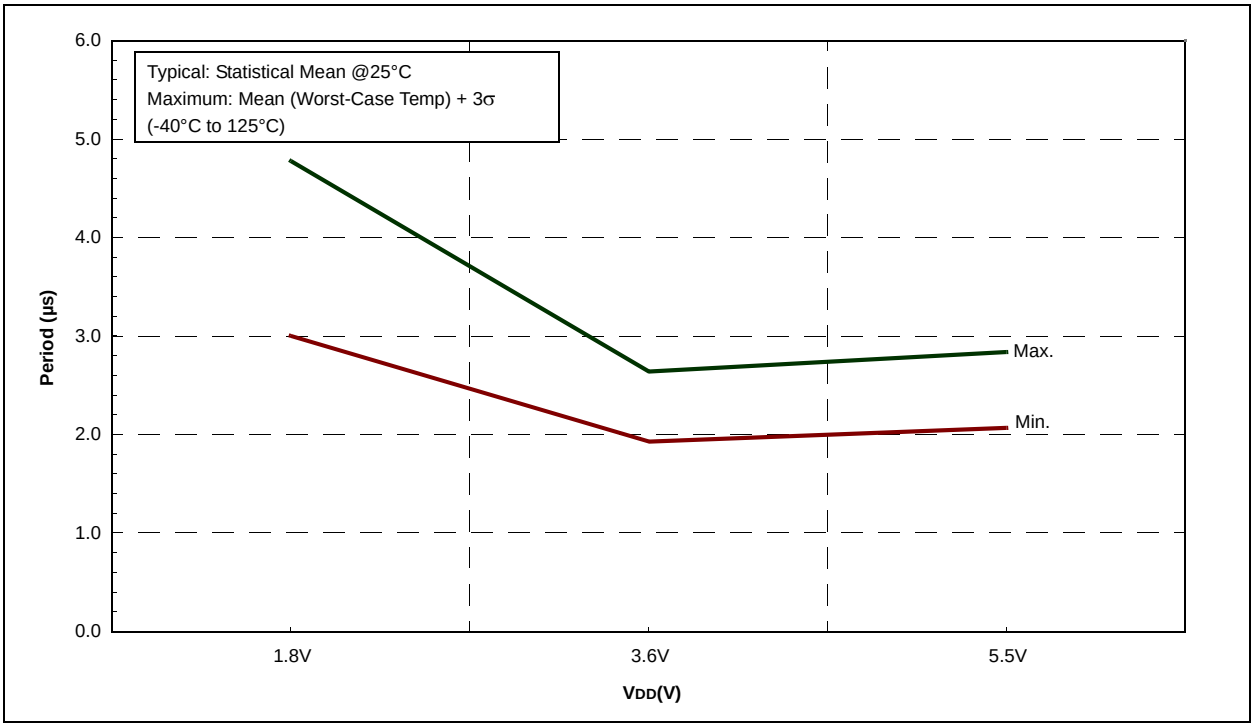


FIGURE 24-24: TYPICAL FVR (X1 AND X2) VS. SUPPLY VOLTAGE (V) NORMALIZED AT 3.0V

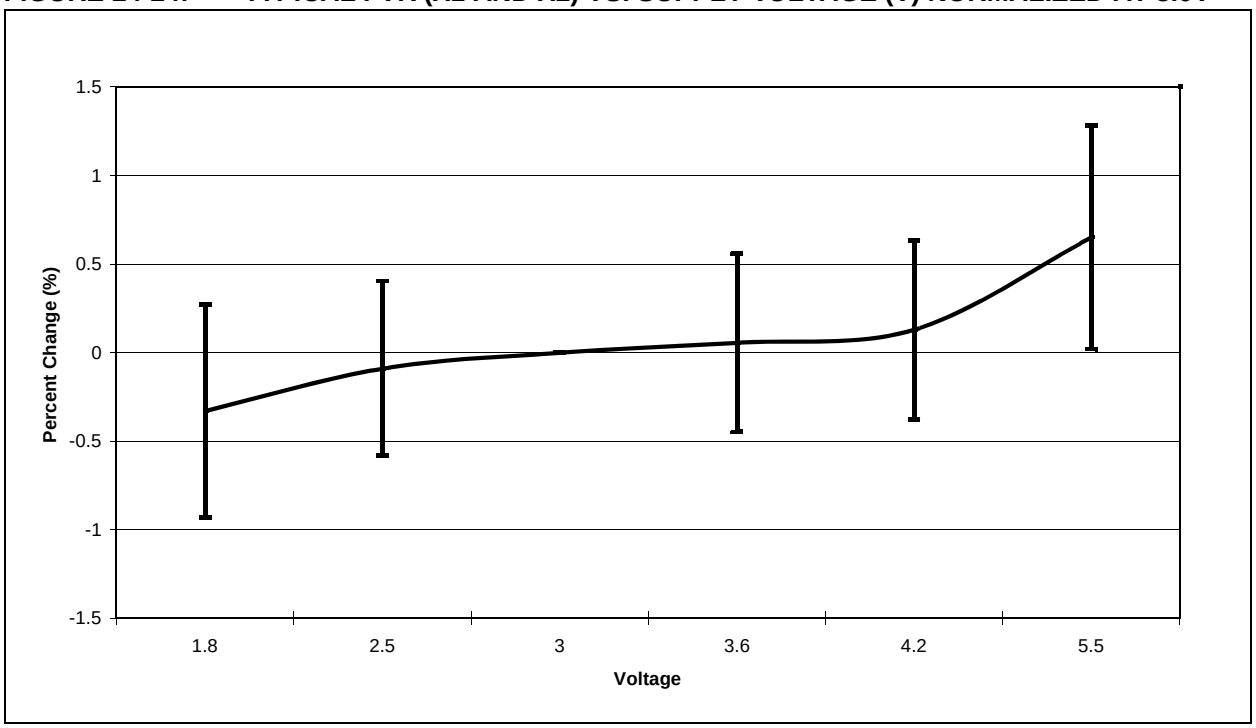
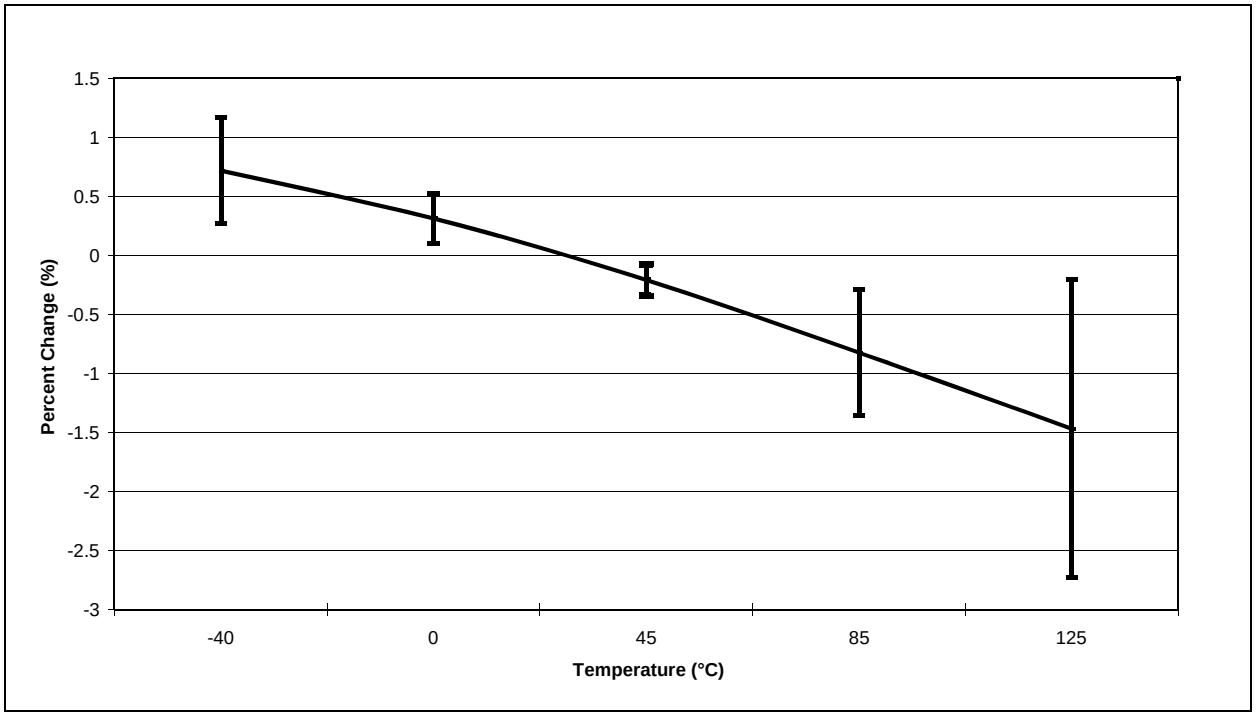


FIGURE 24-25: TYPICAL FVR CHANGE VS. TEMPERATURE NORMALIZED AT 25°C

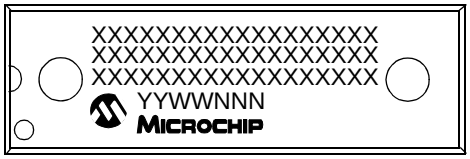


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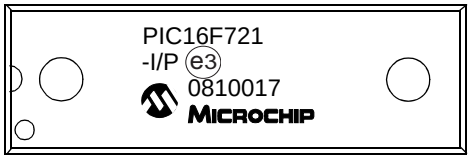
25.0 PACKAGING INFORMATION

25.1 Package Marking Information

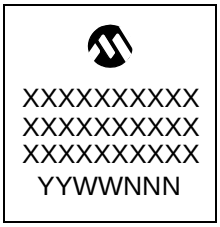
20-Lead PDIP



Example



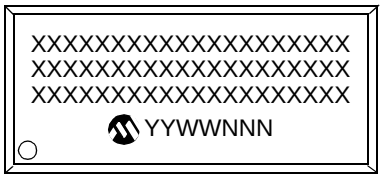
20-Lead QFN 4x4



Example



20-Lead SOIC



Example



20-Lead SSOP



Example



Legend:	XX...X	Customer-specific information
	Y	Year code (last digit of calendar year)
	YY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week '01')
	NNN	Alphanumeric traceability code
	(e3)	Pb-free JEDEC designator for Matte Tin (Sn)
	*	This package is Pb-free. The Pb-free JEDEC designator ((e3)) can be found on the outer packaging for this package.

Note: In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line, thus limiting the number of available characters for customer-specific information.

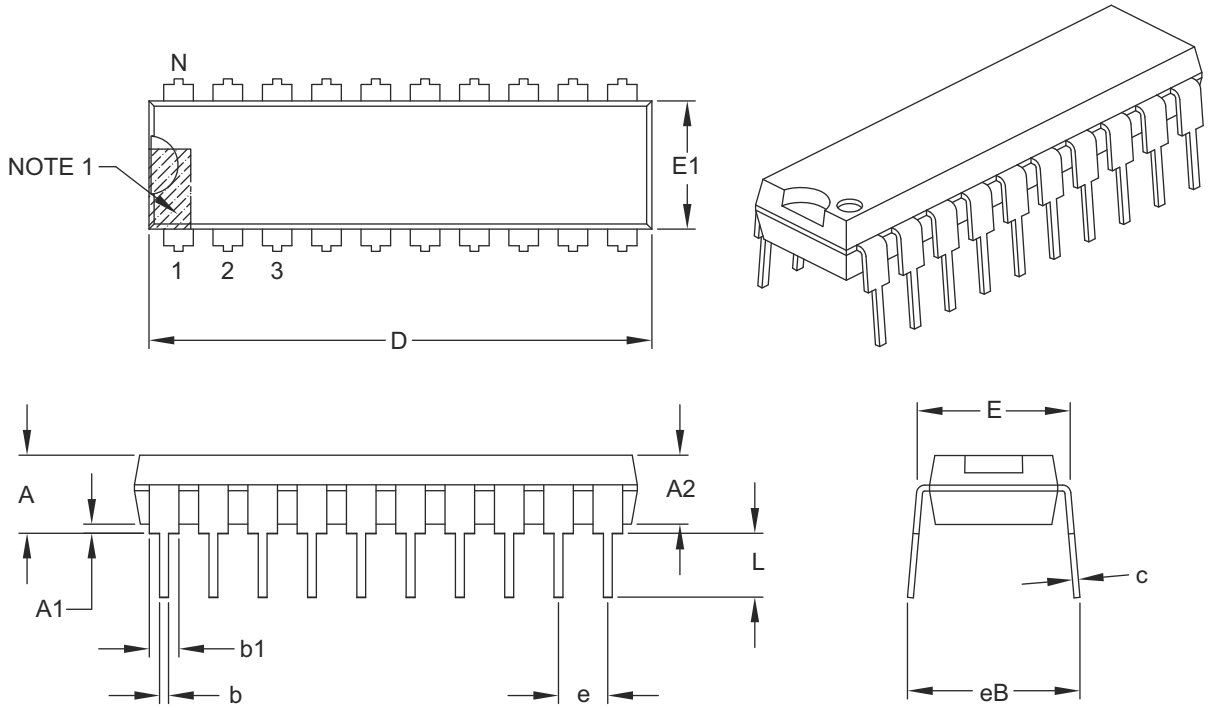
***** Standard PICmicro® device marking consists of Microchip part number, year code, week code and traceability code. For PICmicro device marking beyond this, certain price adders apply. Please check with your Microchip Sales Office. For QTP devices, any special marking adders are included in QTP price.

25.2 Package Details

The following sections give the technical details of the packages.

20-Lead Plastic Dual In-Line (P) – 300 mil Body [PDIP]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



Units		INCHES		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		20	
Pitch	e		.100 BSC	
Top to Seating Plane	A	–	–	.210
Molded Package Thickness	A2	.115	.130	.195
Base to Seating Plane	A1	.015	–	–
Shoulder to Shoulder Width	E	.300	.310	.325
Molded Package Width	E1	.240	.250	.280
Overall Length	D	.980	1.030	1.060
Tip to Seating Plane	L	.115	.130	.150
Lead Thickness	c	.008	.010	.015
Upper Lead Width	b1	.045	.060	.070
Lower Lead Width	b	.014	.018	.022
Overall Row Spacing §	eB	–	–	.430

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. § Significant Characteristic.
3. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" per side.
4. Dimensioning and tolerancing per ASME Y14.5M.

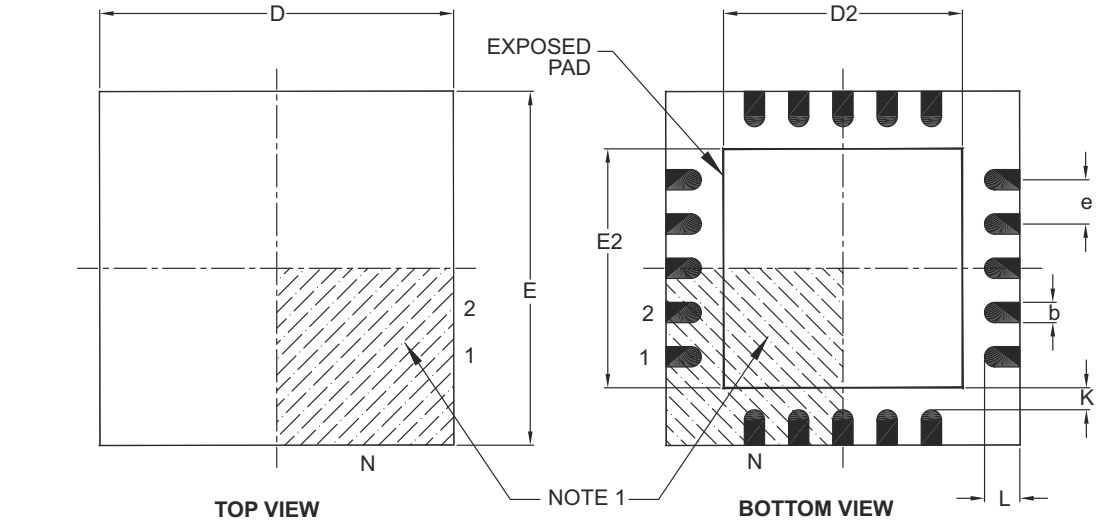
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

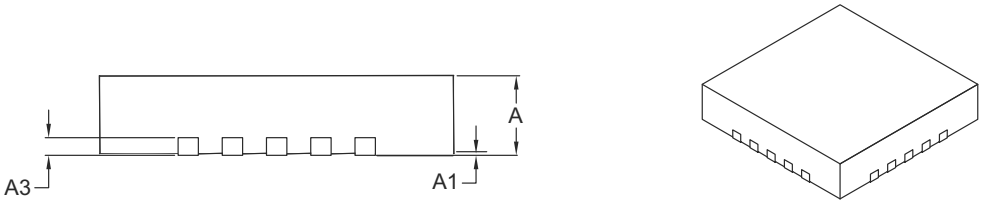
Microchip Technology Drawing C04-019B

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20-Lead Plastic Quad Flat, No Lead Package (ML) – 4x4x0.9 mm Body [QFN]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging





Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		20	
Pitch	e		0.50 BSC	
Overall Height	A	0.80	0.90	1.00
Standoff	A1	0.00	0.02	0.05
Contact Thickness	A3		0.20 REF	
Overall Width	E		4.00 BSC	
Exposed Pad Width	E2	2.60	2.70	2.80
Overall Length	D		4.00 BSC	
Exposed Pad Length	D2	2.60	2.70	2.80
Contact Width	b	0.18	0.25	0.30
Contact Length	L	0.30	0.40	0.50
Contact-to-Exposed Pad	K	0.20	–	–

Notes:

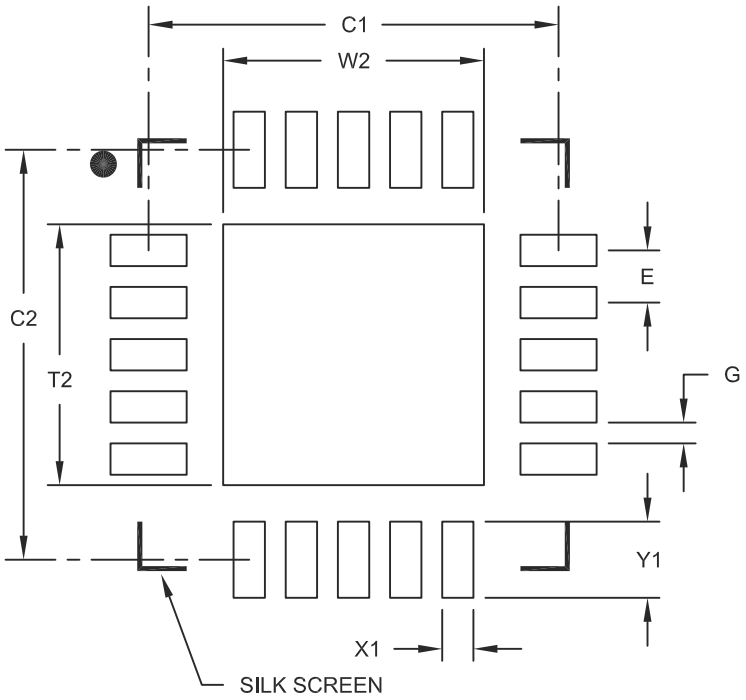
1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Package is saw singulated.
3. Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-126B

20-Lead Plastic Quad Flat, No Lead Package (ML) - 4x4 mm Body [QFN]
With 0.40 mm Contact Length

Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E		0.50 BSC	
Optional Center Pad Width	W2			2.50
Optional Center Pad Length	T2			2.50
Contact Pad Spacing	C1		3.93	
Contact Pad Spacing	C2		3.93	
Contact Pad Width	X1			0.30
Contact Pad Length	Y1			0.73
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

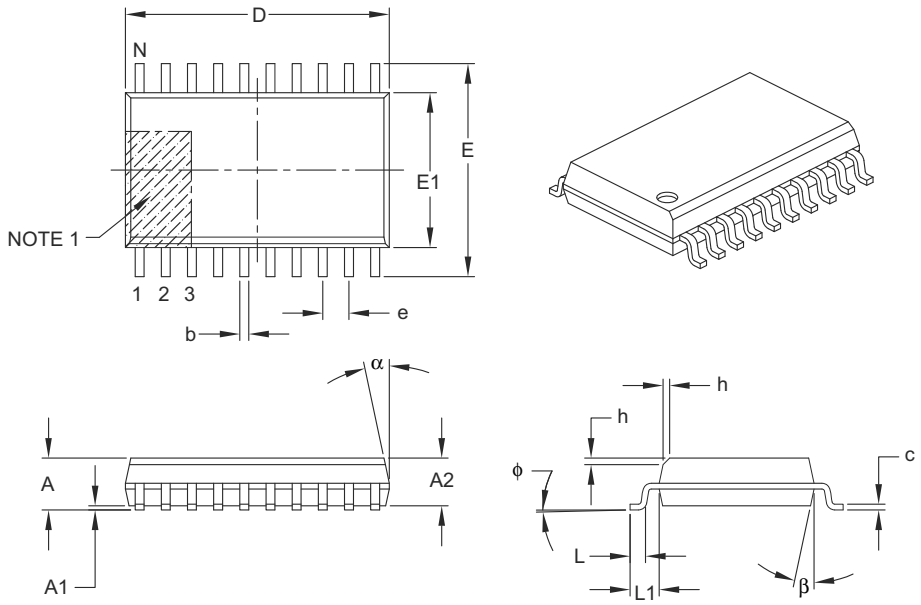
BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2126A

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20-Lead Plastic Small Outline (SO) – Wide, 7.50 mm Body [SOIC]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		20	
Pitch	e		1.27 BSC	
Overall Height	A	–	–	2.65
Molded Package Thickness	A2	2.05	–	–
Standoff §	A1	0.10	–	0.30
Overall Width	E		10.30 BSC	
Molded Package Width	E1		7.50 BSC	
Overall Length	D		12.80 BSC	
Chamfer (optional)	h	0.25	–	0.75
Foot Length	L	0.40	–	1.27
Footprint	L1		1.40 REF	
Foot Angle	ϕ	0°	–	8°
Lead Thickness	c	0.20	–	0.33
Lead Width	b	0.31	–	0.51
Mold Draft Angle Top	α	5°	–	15°
Mold Draft Angle Bottom	β	5°	–	15°

Notes:

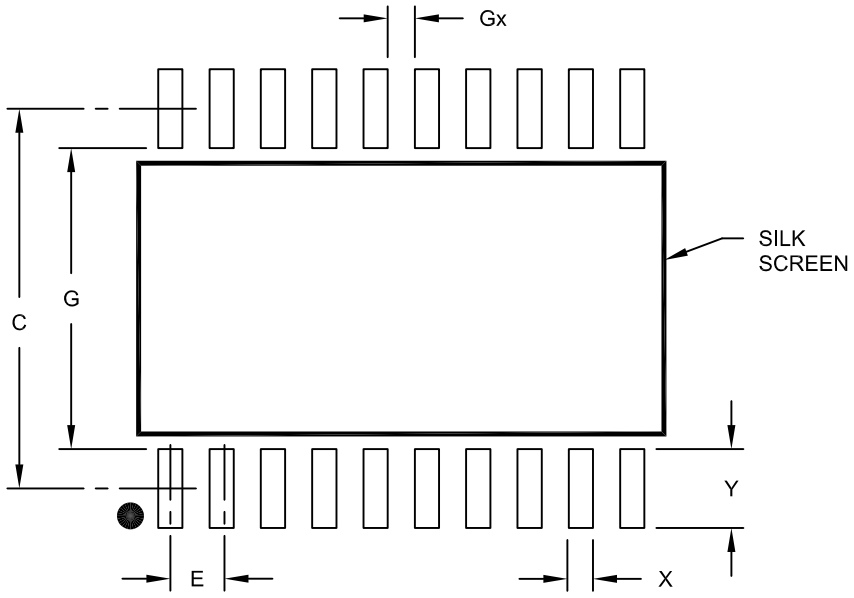
1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. § Significant Characteristic.
3. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.15 mm per side.
4. Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-094B

20-Lead Plastic Small Outline (SO) - Wide, 7.50 mm Body [SOIC]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E		1.27 BSC	
Contact Pad Spacing	C		9.40	
Contact Pad Width (X20)	X			0.60
Contact Pad Length (X20)	Y			1.95
Distance Between Pads	Gx	0.67		
Distance Between Pads	G	7.45		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

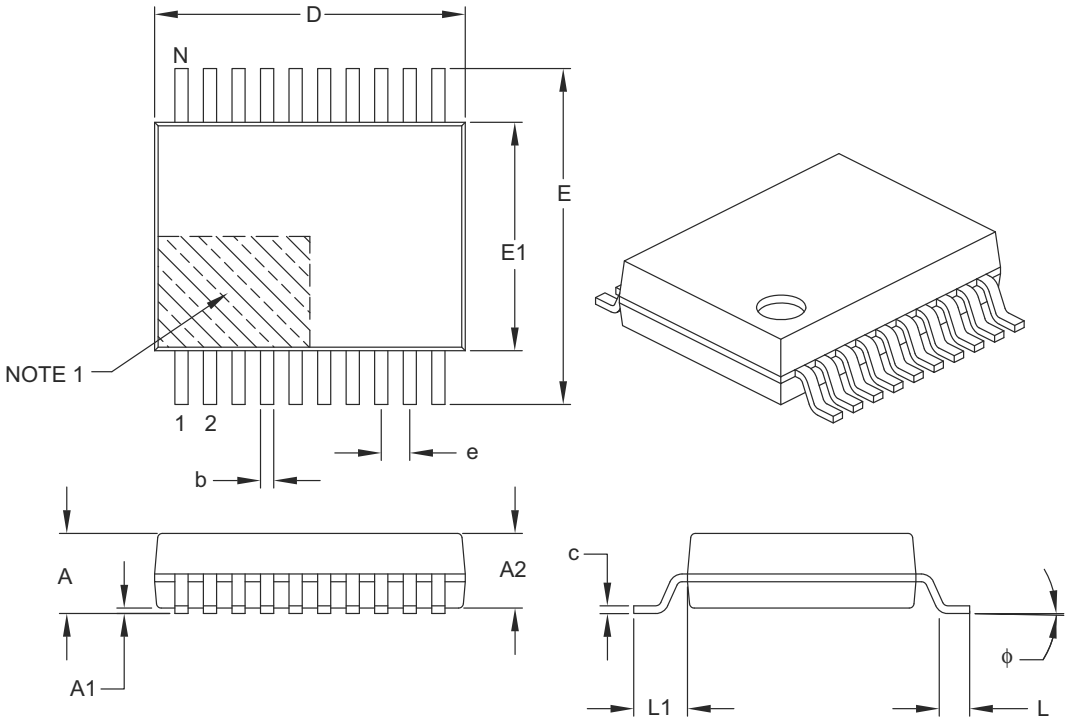
BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2094A

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20-Lead Plastic Shrink Small Outline (SS) – 5.30 mm Body [SSOP]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		20	
Pitch	e		0.65 BSC	
Overall Height	A	–	–	2.00
Molded Package Thickness	A2	1.65	1.75	1.85
Standoff	A1	0.05	–	–
Overall Width	E	7.40	7.80	8.20
Molded Package Width	E1	5.00	5.30	5.60
Overall Length	D	6.90	7.20	7.50
Foot Length	L	0.55	0.75	0.95
Footprint	L1		1.25 REF	
Lead Thickness	c	0.09	–	0.25
Foot Angle	ϕ	0°	4°	8°
Lead Width	b	0.22	–	0.38

Notes:

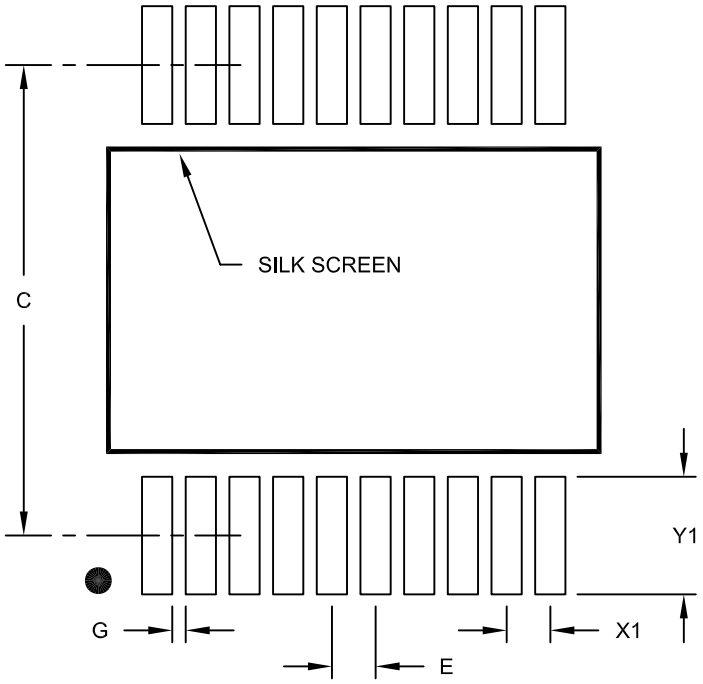
1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.20 mm per side.
3. Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-072B

20-Lead Plastic Shrink Small Outline (SS) - 5.30 mm Body [SSOP]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E		0.65 BSC	
Contact Pad Spacing	C		7.20	
Contact Pad Width (X20)	X1			0.45
Contact Pad Length (X20)	Y1			1.75
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2072A

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APPENDIX A: DATA SHEET REVISION HISTORY

Revision A (September 2010)

Original release of this document.

APPENDIX B: MIGRATING FROM OTHER PIC® DEVICES

This shows a comparison of features in the migration from another PIC® device, the PIC16F722, to the PIC16F720 device.

B.1 PIC16F722 to PIC16F720

TABLE B-1: FEATURE COMPARISON

Feature	PIC16F722	PIC16F720
Max. Operating Speed	20 MHz	20 MHz
Max. Program Memory (Words)	2K	2K
Max. SRAM (Bytes)	128	128
A/D Resolution	8-bit	8-bit
Timers (8/16-bit)	2/1	2/1
Oscillator Modes	8	8
Brown-out Reset	Y	Y
Internal Pull-ups	RB<7:4>	RB<7:4>
Interrupt-on-change	RB<7:0>	RB<7:4>
Comparator	0	0
AUSART	Y	Y
Extended WDT	N	N
Software Control Option of WDT/BOR	N	N
INTOSC Frequencies	500 kHz - 16 MHz	500 kHz - 16 MHz
Clock Switching	N	N

Note: This device has been designed to perform to the parameters of its data sheet. It has been tested to an electrical specification designed to determine its conformance with these parameters. Due to process differences in the manufacture of this device, this device may have different performance characteristics than its earlier version. These differences may cause this device to perform differently in your application than the earlier version of this device.

Note: The user should verify that the device oscillator starts and performs as expected. Adjusting the loading capacitor values and/or the oscillator mode may be required.

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Device:	PIC16F720[(1)], PIC16LF720[(1)], PIC16F721[(1)], PIC16LF721[(1)]	
Temperature Range:	I = -40°C to +85°C E = -40°C to +125°C MV = Micro Lead Frame (UQFN)	
Package:	ML = Micro Lead Frame (QFN) P = Plastic DIP SO = SOIC SS = SSOP	
Pattern:	3-Digit Pattern Code for QTP (blank otherwise)	

Examples:

a) PIC16F720-E/P 301 = Extended Temp., PDIP package, QTP pattern #301

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Note 1: T = In tape and reel.

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