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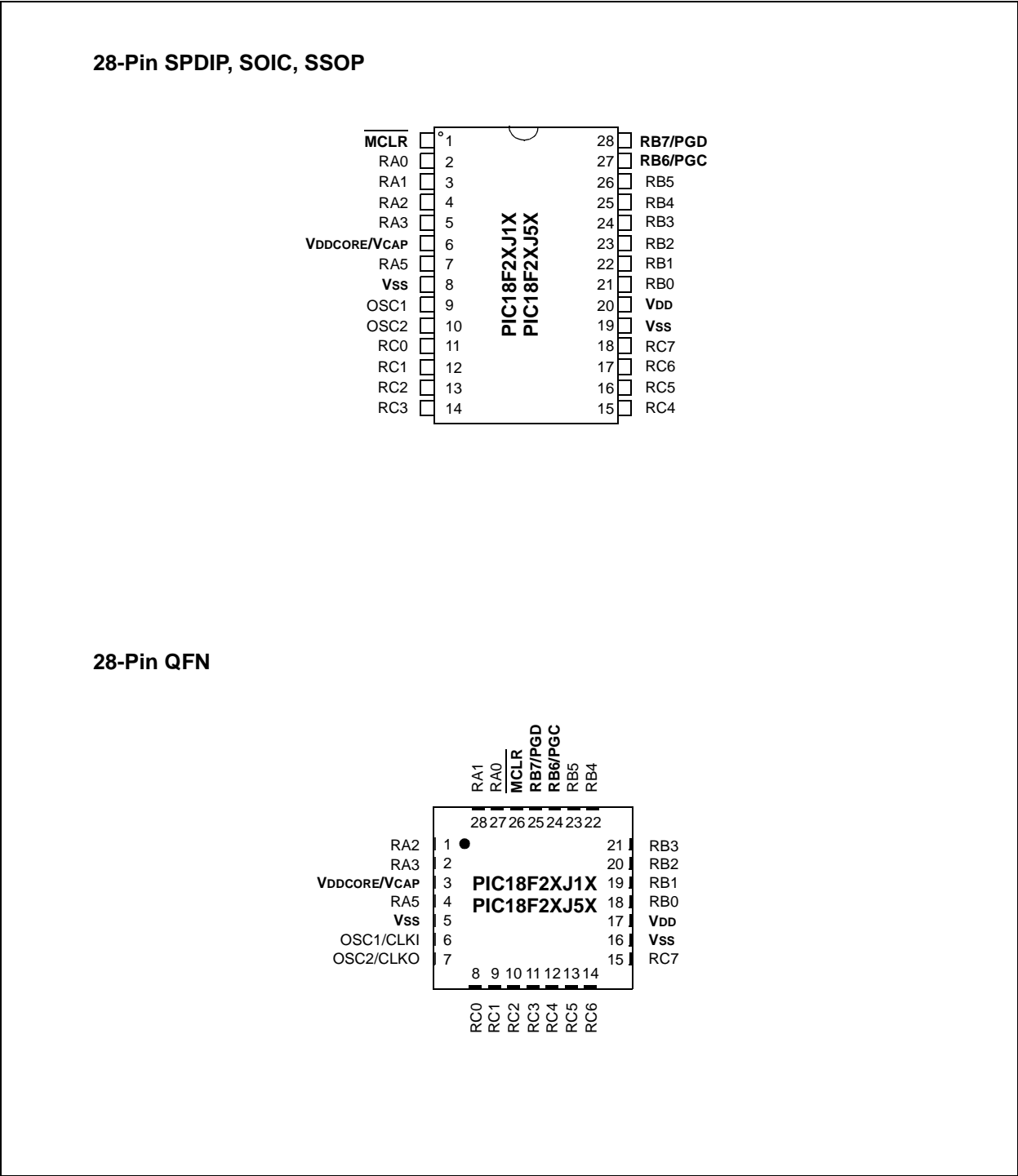
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Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	48MHz
Connectivity	I ² C, SPI, UART/USART, USB
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	16
Program Memory Size	16KB (8K x 16)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	3.8K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	A/D 10x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SSOP (0.209", 5.30mm Width)
Supplier Device Package	28-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18lf24j50t-i-ss

PIC18F2XJXX/4XJXX FAMILY

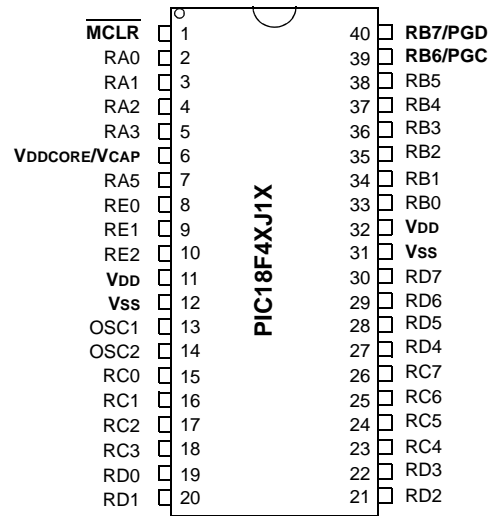
FIGURE 2-1: PIC18F2XJXX/4XJXX FAMILY PIN DIAGRAMS



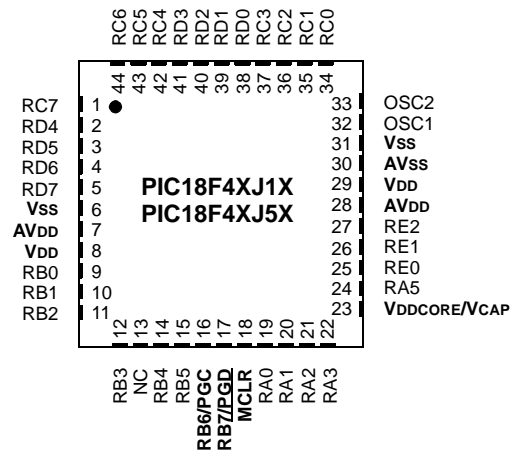
PIC18F2XJXX/4XJXX FAMILY

FIGURE 2-2: PIC18F2XJXX/4XJXX FAMILY PIN DIAGRAMS (CONTINUED)

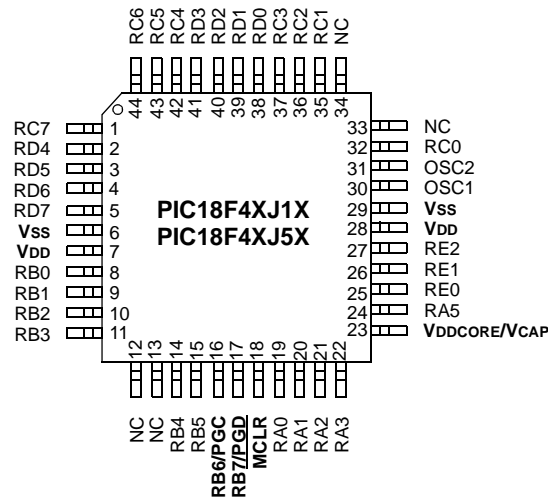
40-Pin PDIP



44-Pin QFN



44-Pin TQFP



PIC18F2XJXX/4XJXX FAMILY

The Configuration Words for these devices are located at addresses 300000h through 300007h. These are implemented as three pairs of volatile memory registers. Each register is automatically loaded from a copy stored at the end of program memory. For this reason, the last four words (or eight bytes) of the code space (also called the Flash Configuration Words) should be written with Configuration data and not executable code. The addresses of the Flash Configuration Words are listed in Table 2-2. Refer to section **Section 5.0 “Configuration Word”** for more information.

Locations 3FFFEh and 3FFFFh are reserved for the Device ID bits. These bits, which may be used by the programmer to identify what device type is being programmed, are described in **Section 5.1 “Device ID Word”**. These Device ID bits read out normally, even after code protection.

2.2.1 MEMORY ADDRESS POINTER

Memory in the device address space (000000h to 3FFFFFFh) is addressed via the Table Pointer register, which in turn is comprised of three registers:

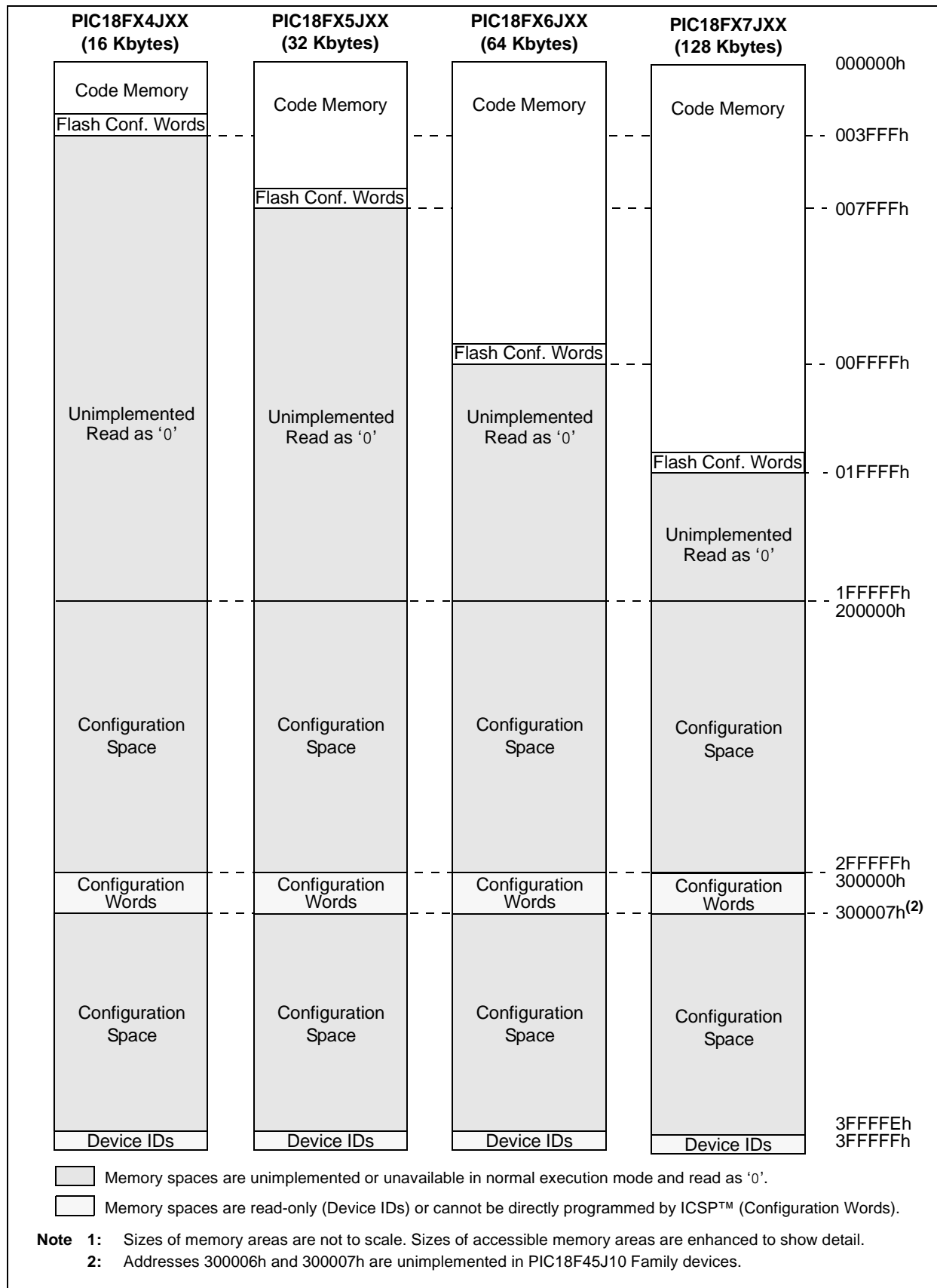
- TBLPTRU at RAM address 0FF8h
- TBLPTRH at RAM address 0FF7h
- TBLPTRL at RAM address 0FF6h

TBLPTRU	TBLPTRH	TBLPTRL
Addr[21:16]	Addr[15:8]	Addr[7:0]

The 4-bit command, '0000' (core instruction), is used to load the Table Pointer prior to using many read or write operations.

PIC18F2XJXX/4XJXX FAMILY

FIGURE 2-4: MEMORY MAPS FOR PIC18F2XJXX/4XJXX FAMILY DEVICES⁽¹⁾



PIC18F2XJXX/4XJXX FAMILY

3.1.2 ICSP™ ROW ERASE

It is possible to erase one row (1024 bytes of data), provided the block is not code-protected or erase/write-protected. Rows are located at static boundaries beginning at program memory address 000000h, extending to the internal program memory limit. Refer to **Section 2.2 “Memory Maps”**).

The Row Erase duration is internally timed. After the WR bit in EECON1 is set, a NOP instruction is issued, where the 4th PGC is held high for the duration of the Row Erase time, P10.

The code sequence to Row Erase a PIC18F2XJXX/4XJXX Family device is shown in Table 3-2. The flowchart shown in Figure 3-4 depicts the logic necessary to completely erase a PIC18F2XJXX/4XJXX

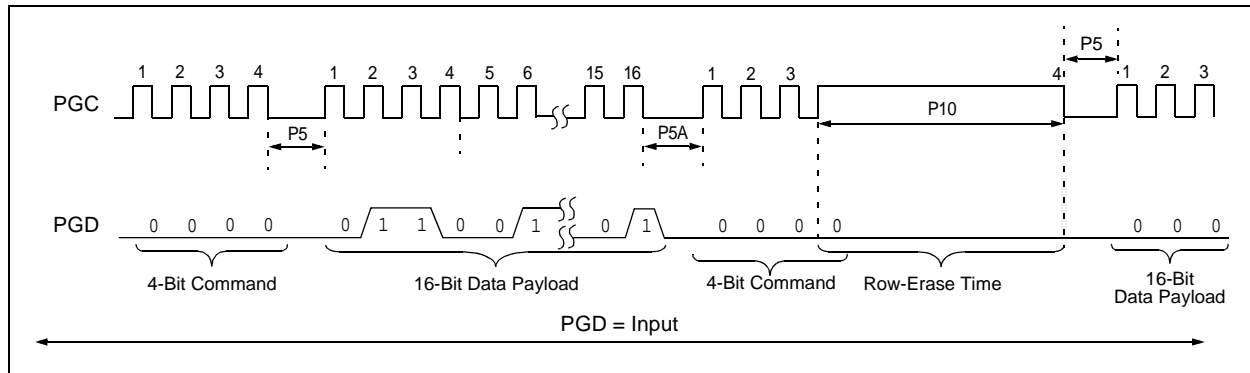
Family device. The timing diagram that details the Row Erase command and parameter P10 is shown in Figure 3-3.

- Note 1:** If the last row of program memory is erased, bit 3 of CONFIG1H must also be programmed as ‘0’.
- 2:** The TBLPTR register can point at any byte within the row intended for erase.
- 3:** If code protection has been enabled, ICSP Bulk Erase (all program memory erased) operations can be used to disable code protection. ICSP Row Erase operations cannot be used to disable code protection.

TABLE 3-2: ERASE CODE MEMORY CODE SEQUENCE

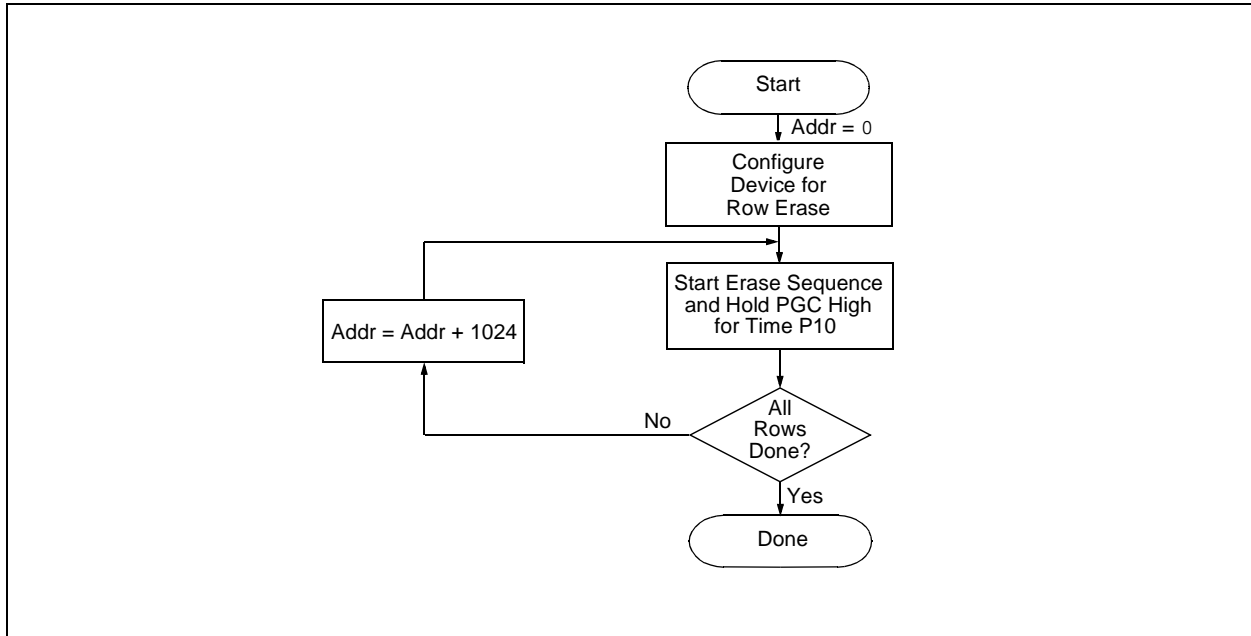
4-Bit Command	Data Payload	Core Instruction
Step 1: Enable memory writes.		
0000	84 A6	BSF EECON1, WREN
Step 2: Point to first row in code memory.		
0000	6A F8	CLRF TBLPTRU
0000	6A F7	CLRF TBLPTRH
0000	6A F6	CLRF TBLPTRL
Step 3: Enable erase and erase single row.		
0000	88 A6	BSF EECON1, FREE
0000	82 A6	BSF EECON1, WR
0000	00 00	NOP – hold PGC high for time P10.
Step 4: Repeat Step 3, with Address Pointer incremented by 1024, until all rows are erased.		

FIGURE 3-3: SET WR AND START ROW ERASE TIMING



PIC18F2XJXX/4XJXX FAMILY

FIGURE 3-4: SINGLE ROW ERASE CODE MEMORY FLOW



PIC18F2XJXX/4XJXX FAMILY

3.2 Code Memory Programming

Programming code memory is accomplished by first loading data into the write buffer and then initiating a programming sequence. The write buffer for all devices in the PIC18F2XJXX/4XJXX Family is 64 bytes. It can be mapped to any 64-byte block beginning at 000000h. The actual memory write sequence takes the contents of this buffer and programs the 64-byte block of code memory indicated by the Table Pointer.

Write buffer locations are not cleared following a write operation; the buffer retains its data after the write is complete. This means that the buffer must be written with 64 bytes on each operation. If there are locations in the code memory that are to remain empty, the corresponding locations in the buffer must be filled with FFFFh. This avoids rewriting old data from the previous cycle.

The programming duration is internally timed. After a Start Programming command is issued (4-bit command, '1111'), a NOP is issued, where the 4th PGC is held high for the duration of the programming time, P9.

The code sequence to program a PIC18F2XJXX/4XJXX Family device is shown in Table 3-3. The flowchart shown in Figure 3-5 depicts the logic necessary to completely write a PIC18F2XJXX/4XJXX Family device. The timing diagram that details the Start Programming command and parameter P9 is shown in Figure 3-6.

Note 1: The TBLPTR register must point to the same region when initiating the programming sequence as it did when the write buffers were loaded.

TABLE 3-3: WRITE CODE MEMORY CODE SEQUENCE

4-Bit Command	Data Payload	Core Instruction
Step 1: Enable writes.		
0000	84 A6	BSF EECON1, WREN
Step 2: Load write buffer.		
0000	0E <Addr[21:16]>	MOVLW <Addr[21:16]>
0000	6E F8	MOVWF TBLPTRU
0000	0E <Addr[15:8]>	MOVLW <Addr[15:8]>
0000	6E F7	MOVWF TBLPTRH
0000	0E <Addr[7:0]>	MOVLW <Addr[7:0]>
0000	6E F6	MOVWF TBLPTRL
Step 3: Repeat for all but the last two bytes. Any unused locations should be filled with FFFFh.		
1101	<MSB><LSB>	Write 2 bytes and post-increment address by 2.
Step 4: Load write buffer for last two bytes.		
1111	<MSB><LSB>	Write 2 bytes and start programming.
0000	00 00	NOP - hold PGC high for time P9.
To continue writing data, repeat Steps 2 through 4, where the Address Pointer is incremented by 2 at each iteration of the loop.		

PIC18F2XJXX/4XJXX FAMILY

3.2.1 MODIFYING CODE MEMORY

The previous programming example assumed that the device had been Bulk Erased prior to programming. It may be the case, however, that the user wishes to modify only a section of an already programmed device.

As described in **Section 4.2 “Verify Code Memory and Configuration Word”**, the appropriate number of bytes required for the erase buffer must be read out of code memory and buffered. Modifications can be made on this buffer. Then, the block of code memory that was read out must be erased and rewritten with the modified data. The code sequence is shown in Table 3-4.

The WREN bit must be set if the WR bit in EECON1 is used to initiate a write sequence.

3.2.2 CONFIGURATION WORD PROGRAMMING

Since the Flash Configuration Words are stored in program memory, they are programmed as if they were program data. Refer to **Section 3.2 “Code Memory Programming”** and **Section 3.2.1 “Modifying Code Memory”** for methods and examples on programming or modifying program memory. See also **Section 5.0 “Configuration Word”** for additional information on the Configuration Words.

TABLE 3-4: MODIFYING CODE MEMORY

4-Bit Command	Data Payload	Core Instruction
Step 1: Set the Table Pointer for the block to be erased.		
0000	0E <Addr[21:16]>	MOVLW <Addr[21:16]>
0000	6E F8	MOVWF TBLPTRU
0000	0E <Addr[8:15]>	MOVLW <Addr[8:15]>
0000	6E F7	MOVWF TBLPTRH
0000	0E <Addr[7:0]>	MOVLW <Addr[7:0]>
0000	6E F6	MOVWF TBLPTRL
Step 2: Read and modify code memory (see Section 4.1 “Read Code Memory”).		
Step 3: Enable memory writes and set up an erase.		
0000	84 A6	BSF EECON1, WREN
0000	88 A6	BSF EECON1, FREE
Step 4: Initiate erase.		
0000	82 A6	BSF EECON1, WR
0000	00 00	NOP - hold PGC high for time P10.
Step 5: Load write buffer. The correct bytes will be selected based on the Table Pointer.		
0000	0E <Addr[21:16]>	MOVLW <Addr[21:16]>
0000	6E F8	MOVWF TBLPTRU
0000	0E <Addr[8:15]>	MOVLW <Addr[8:15]>
0000	6E F7	MOVWF TBLPTRH
0000	0E <Addr[7:0]>	MOVLW <Addr[7:0]>
0000	6E F6	MOVWF TBLPTRL
1101	<MSB><LSB>	Write 2 bytes and post-increment address by 2.
.	.	Repeat write operation 30 more times to fill the write buffer
.	.	
.	.	
1111	<MSB><LSB>	Write 2 bytes and start programming.
0000	00 00	NOP - hold PGC high for time P9.
Step 6: Repeat Step 5 for a total of 16 times (if rewriting the entire 1024 bytes of the erase page size).		
Step 7: To continue modifying data, repeat Steps 1 through 5, where the Address Pointer is incremented by 1024 bytes at each iteration of the loop.		
Step 8: Disable writes.		
0000	94 A6	BCF EECON1, WREN

3.3 Endurance and Retention

To maintain the endurance specification of the Flash program memory cells, each byte should never be programmed more than once between erase operations. Before attempting to modify the contents of a specific byte of Flash memory a second time, an erase operation (either a Bulk Erase or a Row Erase which includes that byte) should be performed.

This technique will work to read any memory in the 000000h to 3FFFFFFh address space, so it also applies to reading the Configuration registers.

4-Bit Command	Data Payload	Core Instruction
Step 1: Set Table Pointer.		
0000	0E <Addr[21:16]>	MOVLW Addr[21:16]
0000	6E F8	MOVWF TBLPTRU
0000	0E <Addr[15:8]>	MOVLW <Addr[15:8]>
0000	6E F7	MOVWF TBLPTRH
0000	0E <Addr[7:0]>	MOVLW <Addr[7:0]>
0000	6E F6	MOVWF TBLPTRL
Step 2: Read memory and then shift out on PGD, LSb to MSb.		
1001	00 00	TBLRD *+

The diagram illustrates the timing of PGC and PGD signals for a 16-bit command sequence. The PGC signal is a periodic square wave with pulses numbered 1 through 16. The PGD signal is a bus that alternates between input and output. During the first 8 PGC pulses, PGD is in an input state, receiving data (1, 0, 0, 1). During the next 8 PGC pulses, PGD is in an output state, shifting out data (LSb, 1, 2, 3, 4, 5, 6, MSb). The signal then returns to an input state for the final 4 PGC pulses, receiving data (n, n, n, n). The diagram also shows the timing of P5, P6, P14, and P5A relative to the PGC pulses.

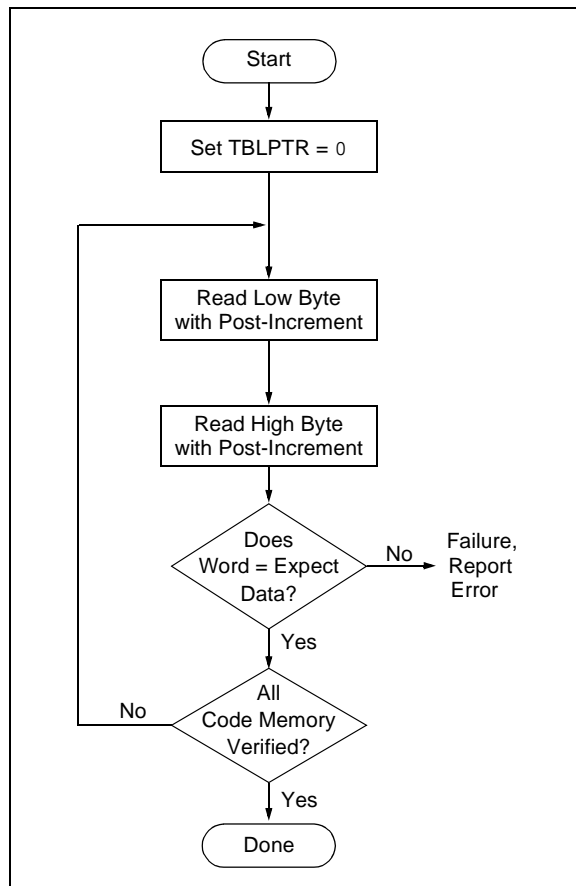
4.2 Verify Code Memory and Configuration Word

The verify step involves reading back the code memory space and comparing it against the copy held in the programmer's buffer. Because the Flash Configuration Words are stored at the end of program memory, it is verified with the rest of the code at this time.

The verify process is shown in the flowchart in Figure 4-2. Memory reads occur a single byte at a time, so two bytes must be read to compare against the word in the programmer's buffer. Refer to **Section 4.1 "Read Code Memory"** for implementation details of reading code memory.

Note 1: Because the Flash Configuration Word contains the device code protection bit, code memory should be verified immediately after writing if code protection is enabled. This is because the device will not be readable or verifiable if a device Reset occurs after the Flash Configuration Words (and the CP0 bit) have been cleared.

FIGURE 4-2: VERIFY CODE MEMORY FLOW



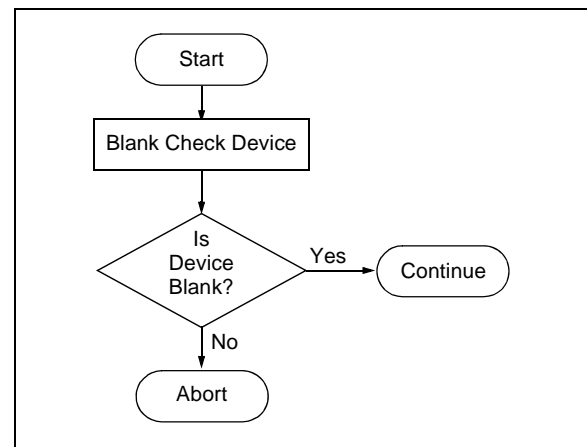
4.3 Blank Check

The term Blank Check means to verify that the device has no programmed memory cells. All memories, code memory and Configuration bits, must be verified. The Device ID registers (3FFFFEh:3FFFFFh) should be ignored.

A "blank" or "erased" memory cell will read as a '1', so Blank Checking a device merely means to verify that all bytes read as FFh. The overall process flow is shown in Figure 4-3.

Blank Checking is merely code verification with FFh expect data. For implementation details, refer to **Section 4.2 "Verify Code Memory and Configuration Word"**.

FIGURE 4-3: BLANK CHECK FLOW



PIC18F2XJXX/4XJXX FAMILY

5.0 CONFIGURATION WORD

The Configuration Words of the PIC18F2XJXX/4XJXX Family devices are implemented as volatile memory registers. All of the Configuration registers (CONFIG1L, CONFIG1H, CONFIG2L, CONFIG2H, CONFIG3L, CONFIG3H, CONFIG4L, and CONFIG4H) are automatically loaded following each device Reset.

The data for these registers is taken from the four Flash Configuration Words located at the end of program memory. Configuration data is stored in order, starting with CONFIG1L in the lowest Flash address and ending with CONFIG4H in the highest. The mapping to specific Configuration Words is shown in Table 5-1. Users should always reserve these locations for Configuration Word data and write their application code accordingly.

The upper four bits of each Flash Configuration Word should always be stored in program memory as '1111'. This is done so these program memory addresses will always be '1111 xxxx xxxx xxxx' and interpreted as a NOP instruction if they were ever to be executed. Because the corresponding bits in the Configuration registers are unimplemented, they will not change the device's configuration.

The Configuration and Device ID registers are summarized in Table 5-2. A listing of the individual Configuration bits and their options is provided in Table 5-3.

TABLE 5-1: MAPPING OF THE FLASH CONFIGURATION WORDS TO THE CONFIGURATION REGISTERS

Configuration Register	Flash Configuration Byte ⁽¹⁾	Configuration Register Address
CONFIG1L	XFF8h	300000h
CONFIG1H	XFF9h	300001h
CONFIG2L	XFFAh	300002h
CONFIG2H	XFFBh	300003h
CONFIG3L	XCFFCh	300004h
CONFIG3H	XFFDh	300005h
CONFIG4L ⁽²⁾	XFFEh	300006h
CONFIG4H ⁽²⁾	XFFFh	300007h

Note 1: See Table 2-2 for the complete addresses within code space for specific devices and memory sizes.

2: Unimplemented in PIC18F45J10 family devices.

TABLE 5-2: PIC18F45J10 FAMILY DEVICES: CONFIGURATION BITS AND DEVICE IDs

File Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default/ Unprogrammed Value
300000h CONFIG1L	DEBUG	XINST	STVREN	—	—	—	—	WDTEN	111- ---1
300001h CONFIG1H	— ⁽¹⁾	— ⁽¹⁾	— ⁽¹⁾	— ⁽¹⁾	— ⁽²⁾	CP0	—	—	---- 01--
300002h CONFIG2L	IESO	FCMEN	—	—	—	FOSC2	FOSC1	FOSC0	11-- -111
300003h CONFIG2H	— ⁽¹⁾	— ⁽¹⁾	— ⁽¹⁾	— ⁽¹⁾	WDTPS3	WDTPS2	WDTPS1	WDTPS0	---- 1111
300005h CONFIG3H	— ⁽¹⁾	— ⁽¹⁾	— ⁽¹⁾	— ⁽¹⁾	—	—	—	CCP2MX	---- ---1
3FFFFEh DEVID1 ⁽³⁾	DEV2	DEV1	DEV0	REV4	REV3	REV2	REV1	REV0	See Table
3FFFFFh DEVID2 ⁽³⁾	DEV10	DEV9	DEV8	DEV7	DEV6	DEV5	DEV4	DEV3	See Table

Legend: — = unimplemented. Shaded cells are unimplemented, read as '0'.

Note 1: The value of these bits in program memory should always be '1'. This ensures that the location is executed as a NOP if it is accidentally executed.

2: This bit should always be maintained at '0'.

3: DEVID registers are read-only and cannot be programmed by the user.

PIC18F2XJXX/4XJXX FAMILY

TABLE 5-4: PIC18F46J11 AND PIC18F46J50 FAMILY DEVICES: CONFIGURATION BITS AND DEVICE IDS

File Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Default/ Unprogrammed Value ⁽¹⁾
300000h CONFIG1L	DEBUG	XINST	STVREN	—	PLLDIV2 ⁽³⁾	PLLDIV1 ⁽³⁾	PLLDIV0 ⁽³⁾	WDTEN	111- 1111
300001h CONFIG1H	— ⁽²⁾	— ⁽²⁾	— ⁽²⁾	— ⁽²⁾	— ⁽⁴⁾	CP0	CPDIV1 ⁽³⁾	CPDIV0 ⁽³⁾	---- 0111
300002h CONFIG2L	IESO	FCMEN	—	LPT1OSC	T1DIG	FOSC2	FOSC1	FOSC0	11-1 1111
300003h CONFIG2H	— ⁽²⁾	— ⁽²⁾	— ⁽²⁾	— ⁽²⁾	WDTPS3	WDTPS2	WDTPS1	WDTPS0	---- 1111
300004h CONFIG3L	DSWDTPS3	DSWDTPS2	DSWDTPS1	DSWDTPS0	DSWDTEN	DSBOREN	RTCOSC	DSWDTOSC	1111 1111
300005h CONFIG3H	— ⁽²⁾	— ⁽²⁾	— ⁽²⁾	— ⁽²⁾	MSSPSMK	—	—	IOL1WAY	---- 1--1
300006h CONFIG4L	WPCFG	WPEND	WPFP5 ⁽⁵⁾	WPFP4 ⁽⁶⁾	WPFP3	WPFP2	WPFP1	WPFP0	1111 1111
300007h CONFIG4H	— ⁽²⁾	— ⁽²⁾	— ⁽²⁾	— ⁽²⁾	—	—	—	WPDIS	---- ---1
3FFFFEh DEVID1	DEV2	DEV1	DEV0	REV4	REV3	REV2	REV1	REV0	xxxx xxxx
3FFFFFh DEVID2	DEV10	DEV9	DEV8	DEV7	DEV6	DEV5	DEV4	DEV3	0100 00xx

Legend: x = unknown, u = unchanged, - = unimplemented. Shaded cells are unimplemented, read as '0'.

Note 1: Values reflect the unprogrammed state as received from the factory and following Power-on Resets. In all other Reset states, the configuration bytes maintain their previously programmed states.

2: The value of these bits in program memory should always be '1'. This ensures that the location is executed as a NOP if it is accidentally executed.

3: These bits are not implemented in PIC18F46J11 family devices.

4: This bit should always be maintained at '0'.

5: This bit is not available on 32K and 16K memory devices (X4J11, X4J50, X5J11, and X5J50 devices) and should always be maintained at '0' on those devices.

6: This bit is not available on 16K memory devices (X4J11 and X4J50 devices) and should always be maintained at '0' on those devices.

TABLE 5-5: PIC18F46J11 AND PIC18F46J50 FAMILY DEVICES: BIT DESCRIPTIONS

Bit Name	Configuration Words	Description
DEBUG	CONFIG1L	Background Debugger Enable bit 1 = Background debugger disabled, RB6 and RB7 configured as general purpose I/O pins 0 = Background debugger enabled, RB6 and RB7 are dedicated to in-circuit debug
XINST	CONFIG1L	Enhanced Instruction Set Enable bit 1 = Instruction set extension and Indexed Addressing mode enabled 0 = Instruction set extension and Indexed Addressing mode disabled (Legacy mode)
STVREN	CONFIG1L	Stack Overflow/Underflow Reset Enable bit 1 = Reset on stack overflow/underflow enabled 0 = Reset on stack overflow/underflow disabled
PLLDIV<2:0> ⁽³⁾	CONFIG1L	PLL Input Divider bits Divider must be selected to provide a 4 MHz input into the 96 MHz PLL. 111 = No divide – oscillator used directly (4 MHz input) 110 = Oscillator divided by 2 (8 MHz input) 101 = Oscillator divided by 3 (12 MHz input) 100 = Oscillator divided by 4 (16 MHz input) 011 = Oscillator divided by 5 (20 MHz input) 010 = Oscillator divided by 6 (24 MHz input) 001 = Oscillator divided by 10 (40 MHz input) 000 = Oscillator divided by 12 (48 MHz input)
WDTEN	CONFIG1L	Watchdog Timer Enable bit 1 = WDT enabled 0 = WDT disabled (control is placed on SWDTEN bit)

Note 1: The Configuration bits can only be programmed indirectly by programming the Flash Configuration Word.

2: The Configuration bits are reset to '1' only on VDD Reset; it is reloaded with the programmed value at any device Reset.

3: These bits are not implemented in PIC18F46J11 family devices.

4: Once this bit is cleared, all the Configuration registers which reside in the last page are also protected. To disable code protection, perform an ICSP™ Bulk Erase operation.

PIC18F2XJXX/4XJXX FAMILY

TABLE 5-7: PIC18F47J13 AND PIC18F47J53 FAMILY DEVICES: BIT DESCRIPTIONS (CONTINUED)

Bit Name	Configuration Words	Description
FOSC<2:0>	CONFIG2L ^(1,2)	<p>Oscillator Selection bits</p> <p>111 =EC+PLL (S/W controlled by PLEN bit), CLKO on RA6</p> <p>110 =EC oscillator (PLL always disabled) with CLKO on RA6</p> <p>101 =HS+PLL (S/W controlled by PLEN bit)</p> <p>100 =HS oscillator (PLL always disabled)</p> <p>011 =INTOSCPLLO, internal oscillator with PLL (S/W controlled by PLEN bit), CLKO on RA6, port function on RA7</p> <p>010 =INTOSCPLL, internal oscillator with PLL (S/W controlled by PLEN bit), port function on RA6 and RA7</p> <p>001 =INTOSCO, internal oscillator, INTOSC or INTRC (PLL always disabled), CLKO on RA6, port function on RA7</p> <p>000 =INTOSC, internal oscillator INTOSC or INTRC (PLL always disabled), port function on RA6 and RA7</p>
WDTPS<3:0>	CONFIG2H ^(1,2)	<p>Watchdog Timer Postscale Select bits</p> <p>1111 = 1:32,768</p> <p>1110 = 1:16,384</p> <p>1101 = 1:8,192</p> <p>1100 = 1:4,096</p> <p>1011 = 1:2,048</p> <p>1010 = 1:1,024</p> <p>1001 = 1:512</p> <p>1000 = 1:256</p> <p>0111 = 1:128</p> <p>0110 = 1:64</p> <p>0101 = 1:32</p> <p>0100 = 1:16</p> <p>0011 = 1:8</p> <p>0010 = 1:4</p> <p>0001 = 1:2</p> <p>0000 = 1:1</p>
DSWTPS<3:0>	CONFIG3L	<p>Deep Sleep Watchdog Timer Postscale Select bits</p> <p>The DSWDT prescaler is 32; this creates an approximate base time unit of 1 ms.</p> <p>1111 = 1:2,147,483,648 (25.7 days)</p> <p>1110 = 1:536,870,912 (6.4 days)</p> <p>1101 = 1:134,217,728 (38.5 hours)</p> <p>1100 = 1:33,554,432 (9.6 hours)</p> <p>1011 = 1:8,388,608 (2.4 hours)</p> <p>1010 = 1:2,097,152 (36 minutes)</p> <p>1001 = 1:524,288 (9 minutes)</p> <p>1000 = 1:131,072 (135 seconds)</p> <p>0111 = 1:32,768 (34 seconds)</p> <p>0110 = 1:8,192 (8.5 seconds)</p> <p>0101 = 1:2,048 (2.1 seconds)</p> <p>0100 = 1:512 (528 ms)</p> <p>0011 = 1:128 (132 ms)</p> <p>0010 = 1:32 (33 ms)</p> <p>0001 = 1:8 (8.3 ms)</p> <p>0000 = 1:2 (2.1 ms)</p>
DSWDTEN	CONFIG3L	<p>Deep Sleep Watchdog Timer Enable bit</p> <p>1 = DSWDT enabled</p> <p>0 = DSWDT disabled</p>
DSBOREN	CONFIG3L	<p>Deep Sleep BOR Enable bit</p> <p>1 = BOR enabled in Deep Sleep</p> <p>0 = BOR disabled in Deep Sleep (does not affect operation in non Deep Sleep modes)</p>

Note 1: The Configuration bits can only be programmed indirectly by programming the Flash Configuration Word.

2: The Configuration bits are reset to '1' only on VDD Reset; it is reloaded with the programmed value at any device Reset.

3: These bits are not implemented in PIC18F47J13 family devices.

4: Once this bit is cleared, all the Configuration registers which reside in the last page are also protected. To disable code protection, perform an ICSP™ Bulk Erase operation.

5: Not implemented on PIC18F47J53 family devices.

PIC18F2XJXX/4XJXX FAMILY

TABLE 5-7: PIC18F47J13 AND PIC18F47J53 FAMILY DEVICES: BIT DESCRIPTIONS (CONTINUED)

Bit Name	Configuration Words	Description
RTCOSC	CONFIG3L	RTCC Reference Clock Select bit 1 = RTCC uses T1OSC/T1CKI as reference clock 0 = RTCC uses INTRC as reference clock
DSWDTOSC	CONFIG3L	DSWDT Reference Clock Select bit 1 = DSWDT uses INTRC as reference clock 0 = DSWDT uses T1OSC/T1CKI as reference clock
MSSPMSK ^(1,2)	CONFIG3H	MSSP 7-Bit Address Masking Mode Enable bit 1 = 7-Bit Address Masking mode enable 0 = 5-Bit Address Masking mode enable
PLLSEL ⁽⁵⁾	CONFIG3H	PLL Selection bit 1 = 4x PLL selected 0 = 96 MHz PLL selected
ADCSEL	CONFIG3H	ADC Mode Selection bit 1 = 10-Bit ADC mode selected 0 = 12-Bit ADC mode selected
IOL1WAY	CONFIG3H	IOLOCK Bit One-Way Set Enable bit 1 = The IOLOCK bit (PPSCON<0>) can be set once, provided the unlock sequence has been completed. Once set, the Peripheral Pin Select registers cannot be written to a second time. 0 = The IOLOCK bit (PPSCON<0>) can be set and cleared as needed, provided the unlock sequence has been completed
WPCFG	CONFIG4L	Write/Erase Protect Configuration Words Page bit (valid when WPDIS = 0) 1 = Configuration Words page is not erase/write-protected unless WPEND and WPPF<6:0> settings include the Configuration Words page 0 = Configuration Words page is erase/write-protected, regardless of WPEND and WPPF<6:0>
WPPF<6:0>	CONFIG4L	Write/Erase Protect Page Start/End Location bits Used with WPEND bit to define which pages in Flash will be write/erase-protected.
WPEND	CONFIG4H	Write/Erase Protect Region Select bit (valid when WPDIS = 0) 1 = Flash pages, WPPF<6:0> to Configuration Words page, are write/erase-protected 0 = Flash pages, 0 to WPPF<6:0> are write/erase-protected
WPDIS	CONFIG4H	Write Protect Disable bit 1 = WPPF<6:0>, WPEND and WPCFG bits ignored; all Flash memory may be erased or written 0 = WPPF<6:0>, WPEND and WPCFG bits enabled; write/erase-protect active for the selected region(s)
LS48MHZ ⁽³⁾	CONFIG4H	System Clock Selection bit 1 = System clock is expected at 48 MHz, FS/LS USB CLKEN's divide-by is set to 8 0 = System clock is expected at 24 MHz, FS/LS USB CLKEN's divide-by is set to 4
DEV<2:0>	DEVID1	Device ID bits Used with the DEV<10:3> bits in the Device ID Register 2 to identify the part number.
REV<4:0>	DEVID1	Revision ID bits Indicate the device revision.
DEV<10:3>	DEVID2	Device ID bits Used with the DEV<2:0> bits in the Device ID Register 1 to identify the part number.

Note 1: The Configuration bits can only be programmed indirectly by programming the Flash Configuration Word.

2: The Configuration bits are reset to '1' only on VDD Reset; it is reloaded with the programmed value at any device Reset.

3: These bits are not implemented in PIC18F47J13 family devices.

4: Once this bit is cleared, all the Configuration registers which reside in the last page are also protected. To disable code protection, perform an ICSP™ Bulk Erase operation.

5: Not implemented on PIC18F47J53 family devices.

PIC18F2XJXX/4XJXX FAMILY

Table 5-9 describes how to calculate the checksum for each device.

TABLE 5-9: CHECKSUM COMPUTATION

Device	Code Protection	Checksum
PIC18F24J10 PIC18F44J10	Off	SUM[000000:003FF7] + ([003FF8] & E1h) + ([003FF9] & 04h) + ([003FFA] & C7h) + ([003FFB] & 0Fh) + ([003FFD] & 01h)
	On	0000h
PIC18F24J11 PIC18F44J11	Off	SUM[000000:003FF7] + ([003FF8] & E1h) + ([003FF9] & FCh) + ([003FFA] & DFh) + ([003FFB] & FFh) + ([003FFC] & FFh) + ([003FFD] & F9h) + ([003FFE] & FFh) + ([003FFF] & F1h)
	On	0000h
PIC18F24J50 PIC18F44J50	Off	SUM[000000:003FF7] + ([003FF8] & EFh) + ([003FF9] & FFh) + ([003FFA] & DFh) + ([003FFB] & FFh) + ([003FFC] & FFh) + ([003FFD] & F9h) + ([003FFE] & FFh) + ([003FFF] & F1h)
	On	0000h
PIC18F25J10 PIC18F45J10	Off	SUM[000000:007FF7] + ([007FF8] & E1h) + ([007FF9] & 04h) + ([007FFA] & C7h) + ([007FFB] & 0Fh) + ([007FFD] & 01h)
	On	0000h
PIC18F25J11 PIC18F45J11	Off	SUM[000000:007FF7] + ([007FF8] & E1h) + ([007FF9] & FCh) + ([007FFA] & DFh) + ([007FFB] & FFh) + ([007FFC] & FFh) + ([007FFD] & F9h) + ([007FFE] & FFh) + ([007FFF] & F1h)
	On	0000h
PIC18F25J50 PIC18F45J50	Off	SUM[000000:007FF7] + ([007FF8] & EFh) + ([007FF9] & FFh) + ([007FFA] & DFh) + ([007FFB] & FFh) + ([007FFC] & FFh) + ([007FFD] & F9h) + ([007FFE] & FFh) + ([007FFF] & F1h)
	On	0000h
PIC18F26J11 PIC18F46J11	Off	SUM[000000:00FFF7] + ([00FFF8] & E1h) + ([00FFF9] & FCh) + ([00FFFA] & DFh) + ([00FFFB] & FFh) + ([00FFFC] & FFh) + ([00FFFD] & F9h) + ([00FFFE] & FFh) + ([00FFFF] & F1h)
	On	0000h
PIC18F26J50 PIC18F46J50	Off	SUM[000000:00FFF7] + ([00FFF8] & EFh) + ([00FFF9] & FFh) + ([00FFFA] & DFh) + ([00FFFB] & FFh) + ([00FFFC] & FFh) + ([00FFFD] & F9h) + ([00FFFE] & FFh) + ([00FFFF] & F1h)
	On	0000h
PIC18F26J13 PIC18F46J13	Off	SUM[000000:00FFF7] + ([00FFF8] & FFh) + ([00FFF9] & FCh) + ([00FFFA] & FFh) + ([00FFFB] & FFh) + ([00FFFC] & FFh) + ([00FFFD] & FFh) + ([00FFFE] & BFh) + ([00FFFF] & F3h)
	On	0000h
PIC18F26J53 PIC18F46J53	Off	SUM[000000:00FFF7] + ([00FFF8] & FFh) + ([00FFF9] & FFh) + ([00FFFA] & FFh) + ([00FFFB] & FFh) + ([00FFFC] & FFh) + ([00FFFD] & FBh) + ([00FFFE] & BFh) + ([00FFFF] & FBh)
	On	0000h
PIC18F27J13 PIC18F47J13	Off	SUM[000000:01FFF7] + ([01FFF8] & FFh) + ([01FFF9] & FCh) + ([01FFFA] & FFh) + ([01FFFB] & FFh) + ([01FFFC] & FFh) + ([01FFFD] & FFh) + ([01FFFE] & FFh) + ([01FFFF] & F3h)
	On	0000h
PIC18F27J53 PIC18F47J53	Off	SUM[000000:01FFF7] + ([01FFF8] & FFh) + ([01FFF9] & FFh) + ([01FFFA] & FFh) + ([01FFFB] & FFh) + ([01FFFC] & FFh) + ([01FFFD] & FBh) + ([01FFFE] & FFh) + ([01FFFF] & FBh)
	On	0000h

Legend: [a] = Value at address a; SUM[a:b] = Sum of locations a to b inclusive; + = Addition; & = Bitwise AND.
All addresses are hexadecimal.

PIC18F2XJXX/4XJXX FAMILY

6.0 AC/DC CHARACTERISTICS TIMING REQUIREMENTS FOR PROGRAM/VERIFY TEST MODE

Standard Operating Conditions							
Operating Temperature: 25°C is recommended							
Param No.	Symbol	Characteristic		Min.	Max.	Units	Conditions
	VDDCORE	External Supply Voltage for Microcontroller Core During Programming Operations (PIC18LF devices)		2.25	2.75	V	(Note 1)
D111	VDD	Supply Voltage During Programming	PIC18LFXXJXX	VDDCORE	3.60	V	Normal programming (Note 2)
			PIC18FXXJ10	2.70	3.60	V	
			PIC18FXXJ50	2.35	3.60	V	
			PIC18FXXJ11				
			PIC18FXXJ53				
PIC18FXXJ13							
D112	IPP	Programming Current on MCLR		—	5	μA	
D113	IDDP	Supply Current During Programming		—	10	mA	
D031	VIL	Input Low Voltage		VSS	0.2 VDD	V	
D041	VIH	Input High Voltage		0.8 VDD	VDD	V	
D080	VOL	Output Low Voltage		—	0.4	V	IO L = 3.4 mA @ 3.3V
D090	VOH	Output High Voltage		2.4	—	V	IO H = -2.0 mA @ 3.3V
D012	CIO	Capacitive Loading on I/O pin (PGD)		—	50	pF	To meet AC specifications
	CF	Filter Capacitor Value on VCAP	PIC18LFXXJXX	0.1	—	μF	(Note 1)
			PIC18FXXJ10	4.7	18	μF	
			PIC18FXXJ13	5.4	18	μF	
			PIC18FXXJ11				
			PIC18FXXJ5X				

- Note 1:** External power must be supplied to the VDDCORE/V_{CAP} pin if the on-chip voltage regulator is disabled. See **Section 2.1.1 “PIC18F2XJXX/4XJXX/ LF2XJXX/LF4XJXX Devices and the On-Chip Voltage Regulator”** for more information.
- 2:** VDD must also be supplied to the AVDD pins during programming. AVDD and AVSS should always be within ±0.3V of VDD and VSS, respectively.

PIC18F2XJXX/4XJXX FAMILY

6.0 AC/DC CHARACTERISTICS TIMING REQUIREMENTS FOR PROGRAM/VERIFY TEST MODE (CONTINUED)

Standard Operating Conditions Operating Temperature: 25°C is recommended						
Param No.	Symbol	Characteristic	Min.	Max.	Units	Conditions
P1	Tr	MCLR Rise Time to Enter Program/Verify mode	—	1.0	μs	
P2	TPGC	Serial Clock (PGC) Period	100	—	ns	
P2A	TPGCL	Serial Clock (PGC) Low Time	50	—	ns	
P2B	TPGCH	Serial Clock (PGC) High Time	50	—	ns	
P3	TSET1	Input Data Setup Time to Serial Clock ↓	20	—	ns	
P4	THLD1	Input Data Hold Time from PGC ↓	20	—	ns	
P5	TDLY1	Delay Between 4-Bit Command and Command Operand	50	—	ns	
P5A	TDLY1A	Delay Between 4-Bit Command Operand and Next 4-Bit Command	50	—	ns	
P6	TDLY2	Delay Between Last PGC ↓ of Command Byte to First PGC ↑ of Read of Data Word	20	—	ns	
P9	TDLY5	Delay to allow Block Programming to occur	3.4	—	ms	PIC18F2XJ10/PIC18F4XJ10
			1.2	—	ms	PIC18F2XJ11/PIC18F4XJ11/ PIC18F2XJ13/PIC18F4XJ13/ PIC18F2XJ5X/PIC18F4XJ5X
P10	TDLY6	Delay to allow Row Erase to occur	49	—	ms	PIC18F2XJ10/PIC18F4XJ10/ PIC18F2XJ13/PIC18F4XJ13/ PIC18F2XJ53/PIC18F4XJ53
			54	—	ms	PIC18F2XJ11/PIC18F4XJ11/ PIC18F2XJ50/PIC18F4XJ50
P11	TDLY7	Delay to allow Bulk Erase to occur	475	—	ms	PIC18F2XJ10/PIC18F4XJ10/ PIC18F2XJ13/PIC18F4XJ13/ PIC18F2XJ53/PIC18F4XJ53
			524	—	ms	PIC18F2XJ11/PIC18F4XJ11/ PIC18F2XJ50/PIC18F4XJ50
P12	THLD2	Input Data Hold Time from MCLR ↑	400	—	μs	
P13	TSET2	VDD ↑ Setup Time to MCLR ↑	100	—	ns	
P14	TVALID	Data Out Valid from PGC ↑	25	—	ns	
P16	TDLY8	Delay between Last PGC ↓ and MCLR ↓	20	—	ns	
P17	THLD3	MCLR ↓ to VDD ↓	3	—	μs	
P19	TKEY1	Delay from First MCLR ↓ to First PGC ↑ for Key Sequence on PGD	4	—	ms	
P20	TKEY2	Delay from Last PGC ↓ for Key Sequence on PGD to Second MCLR ↑	50	—	ns	

- Note 1:** External power must be supplied to the VDDCORE/VCAP pin if the on-chip voltage regulator is disabled. See **Section 2.1.1 “PIC18F2XJXX/4XJXX/ LF2XJXX/LF4XJXX Devices and the On-Chip Voltage Regulator”** for more information.
- 2:** VDD must also be supplied to the AVDD pins during programming. AVDD and AVSS should always be within ±0.3V of VDD and VSS, respectively.

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