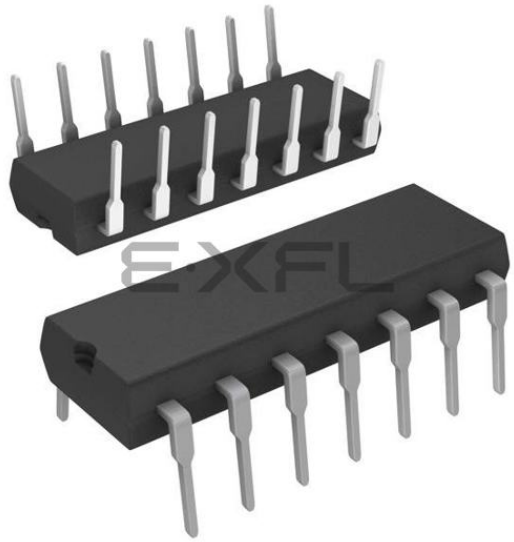

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	12
Program Memory Size	7KB (4K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 11x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Through Hole
Package / Case	14-DIP (0.300", 7.62mm)
Supplier Device Package	14-PDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f18324-e-p

PIN ALLOCATION TABLES

TABLE 1: 14/16-PIN ALLOCATION TABLE (PIC16(L)F18324)

I/O(2)	14-Pin PDIP/SOIC/TSSOP	16-Pin UQFN	ADC	Reference	Comparator	NCO	DAC	DSM	Timers	CCP	PWM	CWG	MSSP	EUSART	CLC	CLKR	Interrupt	Pull-up	Basic
RA0	13	12	ANA0	—	C1IN0+	—	DAC1OUT	—	—	—	—	—	—	—	—	—	IOC	Y	ICDDAT/ ICSPDAT
RA1	12	11	ANA1	VREF+	C1IN0- C2IN0-	—	DAC1REF+	—	—	—	—	—	—	—	—	—	IOC	Y	ICDCLK/ ICSPCLK
RA2	11	10	ANA2	VREF-	—	—	DAC1REF-	—	T0CKI(1)	CCP3(1)	—	CWG1IN(1) CWG2IN(1)	—	—	—	—	INT(1) IOC	Y	—
RA3	4	3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	IOC	Y	$\overline{\text{MCLR}}$ VPP
RA4	3	2	ANA4	—	—	—	—	—	T1G(1) SOSCO	—	—	—	—	—	—	—	IOC	Y	CLKOUT OSC2
RA5	2	1	ANA5	—	—	—	—	—	T1CKI(1) SOSCIN SOSCI	—	—	—	—	—	CLCIN3(1)	—	IOC	Y	CLKIN OSC1
RC0	10	9	ANC0	—	C2IN0+	—	—	—	T5CKI(1)	—	—	—	SCK1(1) SCL1(1,3,4)	—	—	—	IOC	Y	—
RC1	9	8	ANC1	—	C1IN1- C2IN1-	—	—	—	—	CCP4(1)	—	—	SDI1(1) SDA1(1,3,4)	—	CLCIN2(1)	—	IOC	Y	—
RC2	8	7	ANC2	—	C1IN2- C2IN2-	—	—	MDCIN1(1)	—	—	—	—	—	—	—	—	IOC	Y	—
RC3	7	6	ANC3	—	C1IN3- C2IN3-	—	—	MDMIN(1)	T5G(1)	CCP2(1)	—	—	$\overline{\text{SS1}}$(1)	—	CLCIN0(1)	—	IOC	Y	—
RC4	6	5	ANC4	—	—	—	—	—	T3G(1)	—	—	—	—	—	CLCIN1(1)	—	IOC	Y	—
RC5	5	4	ANC5	—	—	—	—	MDCIN2(1)	T3CKI(1)	CCP1(1)	—	—	—	RX(1)	—	—	IOC	Y	—
VDD	1	16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VDD
VSS	14	13	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VSS

Note 1: Default peripheral input. Input can be moved to any other pin with the PPS input selection registers.
2: All pin outputs default to PORT latch data. Any pin can be selected as a digital peripheral output with the PPS output selection registers.
3: These peripheral functions are bidirectional. The output pin selections must be the same as the input pin selections.
4: These pins are configured for I^2C logic levels; clock and data signals may be assigned to any of these pins. Assignments to the other pins (e.g., RA5) will operate, but logic levels will be standard TTL/ ST as selected by the INLVL register.

TABLE 1-2: PIC16(L)F18324 PINOUT DESCRIPTION (CONTINUED)

Name	Function	Input Type	Output Type	Description
OUT(2)	C1OUT	—	CMOS	Comparator C1 output.
	C2OUT	—	CMOS	Comparator C2 output.
	NCO1	—	CMOS	Numerically Controlled Oscillator output.
	DSM	—	CMOS	Digital Signal Modulator output.
	TMR0	—	CMOS	TMR0 clock output.
	CCP1	—	CMOS	Capture/Compare/PWM 1 output.
	CCP2	—	CMOS	Capture/Compare/PWM 2 output.
	CCP3	—	CMOS	Capture/Compare/PWM 3 output.
	CCP4	—	CMOS	Capture/Compare/PWM 4 output.
	PWM5	—	CMOS	Pulse-Width Modulator 5 output.
	PWM6	—	CMOS	Pulse-Width Modulator 6 output.
	CWG1A	—	CMOS	Complementary Waveform Generator 1 output A.
	CWG2A	—	CMOS	Complementary Waveform Generator 2 output A.
	CWG1B	—	CMOS	Complementary Waveform Generator 1 output B.
	CWG2B	—	CMOS	Complementary Waveform Generator 2 output B.
	CWG1C	—	CMOS	Complementary Waveform Generator 1 output C.
	CWG2C	—	CMOS	Complementary Waveform Generator 2 output C.
	CWG1D	—	CMOS	Complementary Waveform Generator 1 output D.
	CWG2D	—	CMOS	Complementary Waveform Generator 2 output D.
	SDA1(3)	I^2C	OD	I^2C data output.
	SCL1(3)	I^2C	OD	I^2C clock output.
	SDO1	—	CMOS	SPI1 data output.
	SCK1	—	CMOS	SPI1 clock output.
	TX/CK	—	CMOS	Asynchronous TX data/synchronous clock output.
	DT(3)	—	CMOS	EUSART synchronous data output.
	CLC1OUT	—	CMOS	Configurable Logic Cell 1 source output.
	CLC2OUT	—	CMOS	Configurable Logic Cell 2 source output.
	CLC3OUT	—	CMOS	Configurable Logic Cell 3 source output.
	CLC4OUT	—	CMOS	Configurable Logic Cell 4 source output.
	CLKR	—	CMOS	Clock Reference output.

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

Note 1: Default peripheral input. Input can be moved to any other pin with the PPS input selection registers. See Register 13-1.

2: All pin outputs default to PORT latch data. Any pin can be selected as a digital peripheral output with the PPS output selection registers. See Register 13-2.

3: These I^2C functions are bidirectional. The output pin selections must be the same as the input pin selections.

TABLE 4-4: SPECIAL FUNCTION REGISTER SUMMARY BANKS 0-31 (CONTINUED)

Address	Name	PIC16(L)F18324	PIC16(L)F18344	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 28													
CPU CORE REGISTERS; see Table 4-2 for specifics													
E0Ch	—	—		Unimplemented								—	—
E0Dh	—	—		Unimplemented								—	—
E0Eh	—	—		Unimplemented								—	—
E0Fh	PPSLOCK			—	—	—	—	—	—	—	PPSLOCKED	---- ---0	---- ---0
E10h	INTPPS			—	—	—	INTPPS<4:0>					---0 0010	---u uuuu
E11h	T0CKIPPS			—	—	—	T0CKIPPS<4:0>					---0 0010	---u uuuu
E12h	T1CKIPPS			—	—	—	T1CKIPPS<4:0>					---0 0101	---u uuuu
E13h	T1GPPS			—	—	—	T1GPPS<4:0>					---0 0100	---u uuuu
E14h	CCP1PPS			—	—	—	CCP1PPS<4:0>					---1 0011	---u uuuu
E15h	CCP2PPS			—	—	—	CCP2PPS<4:0>					---1 0101	---u uuuu
E16h	CCP3PPS			—	—	—	CCP3PPS<4:0>					---0 0010	---u uuuu
E17h	CCP4PPS	X	—	—	—	—	CCP4PPS<4:0>					---1 0001	---u uuuu
		—	X	—	—	—	CCP4PPS<4:0>					---0 0100	---u uuuu
E18h	CWG1PPS			—	—	—	CWG1PPS<4:0>					---0 0010	---u uuuu
E19h	CWG2PPS			—	—	—	CWG2PPS<4:0>					---0 0010	---u uuuu
E1Ah	MDCIN1PPS			—	—	—	MDCIN1PPS<4:0>					---1 0010	---u uuuu
E1Bh	MDCIN2PPS			—	—	—	MDCIN2PPS<4:0>					---1 0101	---u uuuu
E1Ch	MDMINPPS			—	—	—	MDMINPPS<4:0>					---1 0011	---u uuuu
E1Dh	—	—		Unimplemented								—	—
E1Eh	—	—		Unimplemented								—	—
E1Fh	—	—		Unimplemented								—	—
E20h	SSP1CLKPPS	X	—	—	—	—	SSP1CLKPPS<4:0>					---1 0000	---u uuuu
		—	X	—	—	—	SSP1CLKPPS<4:0>					---0 1110	---u uuuu

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

Note 1: Only on PIC16F18324/18344.

2: Register accessible from both User and ICD Debugger.

TABLE 4-4: SPECIAL FUNCTION REGISTER SUMMARY BANKS 0-31 (CONTINUED)

Address	Name	PIC16(L)F18324	PIC16(L)F18344	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 31 — only accessible from Debug Executive, unless otherwise specified													
CPU CORE REGISTERS; see Table 4-2 for specifics													
F8Ch to FE3h	—	—		Unimplemented								—	—
FE4h(2)	STATUS_SHAD			—	—	—	—	—	Z	DC	C	---- -xxx	---- -uuu
FE5h(2)	WREG_SHAD			Working Register Normal (Non-ICD) Shadow								xxxx xxxx	uuuu uuuu
FE6h(2)	BSR_SHAD			—	—	—	Bank Select Register Normal (Non-ICD) Shadow					---x xxxx	---u uuuu
FE7h(2)	PCLATH_SHAD			—	Program Counter Latch High Register Normal (Non-ICD) Shadow							-xxx xxxx	-uuu uuuu
FE8h(2)	FSR0L_SHAD			Indirect Data Memory Address 0 Low Pointer Normal (Non-ICD) Shadow								xxxx xxxx	uuuu uuuu
FE9h(2)	FSR0H_SHAD			Indirect Data Memory Address 0 High Pointer Normal (Non-ICD) Shadow								xxxx xxxx	uuuu uuuu
FEAh(2)	FSR1L_SHAD			Indirect Data Memory Address 1 Low Pointer Normal (Non-ICD) Shadow								xxxx xxxx	uuuu uuuu
FEBh(2)	FSR1H_SHAD			Indirect Data Memory Address 1 High Pointer Normal (Non-ICD) Shadow								xxxx xxxx	uuuu uuuu
FECh	—	—		Unimplemented								—	—
FEDh(2)	STKPTR			—	—	—	Current Stack pointer					---x xxxx	---1 1111
FEEh(2)	TOSL			Top of Stack Low byte								xxxx xxxx	xxxx xxxx
FEFh(2)	TOSH			—	Top of Stack High byte							-xxx xxxx	-xxx xxxx

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

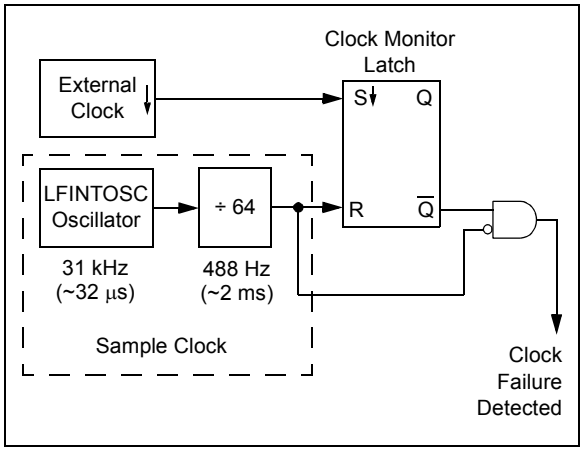
Note 1: Only on PIC16F18324/18344.

2: Register accessible from both User and ICD Debugger.

7.4 Fail-Safe Clock Monitor

The Fail-Safe Clock Monitor (FSCM) allows the device to continue operating should the external oscillator fail. The FSCM is enabled by setting the FCMEN bit in the Configuration Words. The FSCM is applicable to all external Oscillator modes (LP, XT, HS, ECL, ECM, ECH, and Secondary Oscillator).

FIGURE 7-9: FSCM BLOCK DIAGRAM



7.4.1 FAIL-SAFE DETECTION

The FSCM module detects a failed oscillator by comparing the external oscillator to the FSCM sample clock. The sample clock is generated by dividing the LFINTOSC by 64. See Figure 7-9. Inside the fail detector block is a latch. The external clock sets the latch on each falling edge of the external clock. The sample clock clears the latch on each rising edge of the sample clock. A failure is detected when an entire half-cycle of the sample clock elapses before the external clock goes low.

7.4.2 FAIL-SAFE OPERATION

When the external clock fails, the FSCM switches the device clock to the HFINTOSC at 1 MHz clock frequency and sets the bit flag OSFIF of the PIR3 register. Setting this flag will generate an interrupt if the OSFIE bit of the PIE3 register is also set. The device firmware can then take steps to mitigate the problems that may arise from a failed clock. The system clock will continue to be sourced from the internal clock source until the device firmware successfully restarts the external oscillator and switches back to external operation, by writing to the NOSC<2:0> and NDIV<3:0>bits of the OSCCON1 register.

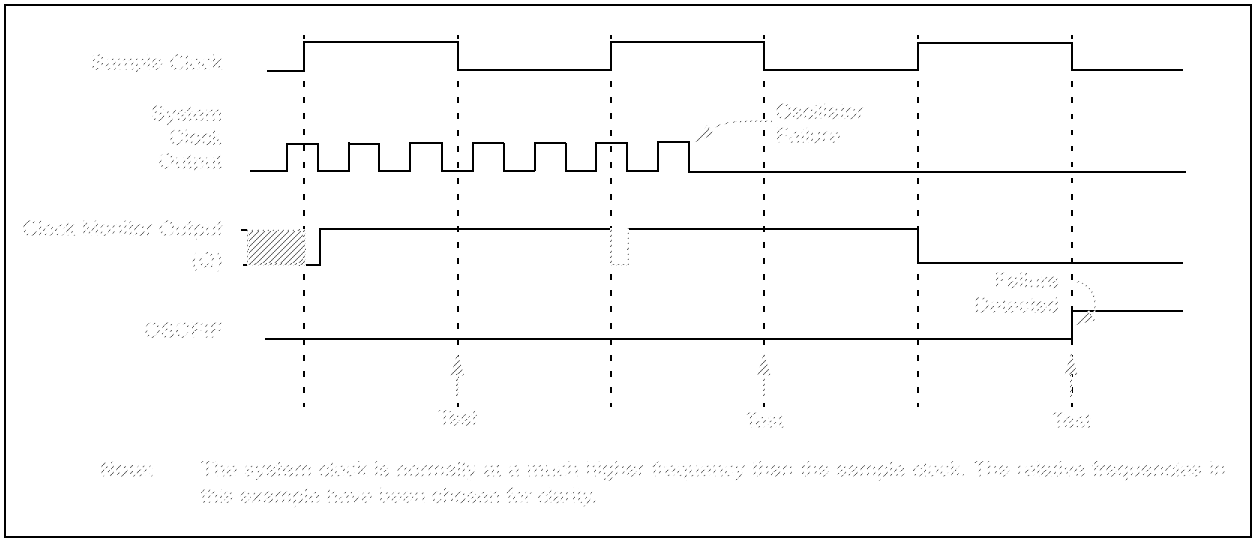
7.4.3 FAIL-SAFE CONDITION CLEARING

The Fail-Safe condition is cleared after a Reset, executing a SLEEP instruction or changing the NOSC<2:0> and NDIV<3:0> bits of the OSCCON1 register. When switching to the external oscillator or external oscillator with PLL, the OST is restarted. While the OST is running, the device continues to operate from the INTOSC selected in OSCCON1. When the OST times out, the Fail-Safe condition is cleared after successfully switching to the external clock source. The OSFIF bit should be cleared prior to switching to the external clock source. If the Fail-Safe condition still exists, the OSFIF flag will again be set by hardware.

7.4.4 RESET OR WAKE-UP FROM SLEEP

The FSCM is designed to detect an oscillator failure after the Oscillator Start-up Timer (OST) has expired. The OST is used after waking up from Sleep and after any type of Reset. The OST is not used with the EC Clock modes so that the external clock signal can be stopped if required. Therefore, the device will always be executing code while the OST is operating when using one of the EC modes.

FIGURE 7-10: FSCM TIMING DIAGRAM



Note: The system clock is normally at a much higher frequency than the sample clock. The relative frequencies in this example have been chosen for clarity.

8.3 Interrupts During Sleep

All 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 **Section 9.0 "Power-Saving Operation Modes"** for more details.

8.4 INT Pin

The INT pin can be used to generate an asynchronous edge-triggered interrupt. This interrupt is enabled by setting the INTE bit of the PIE0 register. The INTEDG bit of the INTCON 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 PIR0 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.

8.5 Automatic Context Saving

Upon entering an interrupt, the return PC address is saved on the stack. Additionally, the following registers are automatically saved in the shadow registers:

- W register
- STATUS register (except for $\overline{TO}$ and $\overline{PD}$)
- BSR register
- FSR registers
- PCLATH register

Upon exiting the Interrupt Service Routine, these registers are automatically restored. Any modifications to these registers during the ISR will be lost. If modifications to any of these registers are desired, the corresponding shadow register should be modified and the value will be restored when exiting the ISR. The shadow registers are available in Bank 31 and are readable and writable. Depending on the user's application, other registers may also need to be saved.

9.4 Register Definitions: Voltage Regulator Control

REGISTER 9-1: VREGCON: VOLTAGE REGULATOR CONTROL REGISTER(1)

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0/0	R/W-1/1
—	—	—	—	—	—	VREGPM	Reserved
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7-2 **Unimplemented:** Read as '0'

bit 1 **VREGPM:** Voltage Regulator Power Mode Selection bit
1 = Low-Power Sleep mode enabled in Sleep(2); Draws lowest current in Sleep, slower wake-up
0 = Normal-Power Sleep mode enabled in Sleep(2); Draws higher current in Sleep, faster wake-up

bit 0 **Reserved:** Read as '1'. Maintain bit set.

Note 1: PIC16F18324/18344 only.
2: See **Section 35.0 "Electrical Specifications"**.

REGISTER 9-2: CPUDOZE: DOZE AND IDLE REGISTER

R/W-0/u	R/W/HC/HS-0/0	R/W-0/0	R/W-0/0	U-0	R/W-0/0	R/W-0/0	R/W-0/0
IDLEN	DOZEN(1,2)	ROI	DOE	—	DOZE<2:0>		
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7 **IDLEN:** Idle Enable bit
1 = A SLEEP instruction inhibits the CPU clock, but not the peripheral clock(s)
0 = A SLEEP instruction places the device into Full-Sleep mode.

bit 6 **DOZEN:** Doze Enable bit(1,2)
1 = The CPU executes instruction cycles according to DOZE setting.
0 = The CPU executes all instruction cycles (fastest, highest power operation).

bit 5 **ROI:** Recover-on-interrupt bit
1 = Entering the interrupt service routine (ISR) makes DOZEN = 0 bit, bringing the CPU to full-speed operation.
0 = Interrupt entry does not change DOZEN.

bit 4 **DOE:** Doze-on-Exit bit
1 = Executing RETFIE makes DOZEN = 1, bringing the CPU to reduced speed operation.
0 = RETFIE does not change DOZEN.

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

bit 2-0 **DOZE<2:0>:** Ratio of CPU instruction cycles to peripheral instruction cycles
111 = 1:256
110 = 1:128
101 = 1:64
100 = 1:32
011 = 1:16
010 = 1:8
001 = 1:4
000 = 1:2

Note 1: When ROI = 1 or DOE = 1, DOZEN is changed by hardware interrupt entry and/or exit.
2: Entering ICD overrides DOZEN, returning the CPU to full execution speed; this bit is not affected.

12.5 Register Definitions: PORTB

REGISTER 12-9: PORTB: PORTB REGISTER

R/W-x/x	R/W-x/x	R/W-x/x	R/W-x/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’
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
‘1’ = Bit is set	‘0’ = Bit is cleared	

bit 7-4 **RB<7:4>**: PORTB I/O Value bits(1)
1 = Port pin is ≥ VIH
0 = Port pin is ≤ VIL

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

Note 1: Writes to PORTB are actually written to corresponding LATB register. Reads from PORTB register return actual I/O pin values.

REGISTER 12-10: TRISB: PORTB TRI-STATE REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	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’
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
‘1’ = Bit is set	‘0’ = Bit is cleared	

bit 7-4 **TRISB<7:4>:** PORTB I/O Tri-State Control bits
0 = PORTB output driver is enabled
1 = PORTB output driver is disabled

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

REGISTER 15-5: IOCBN: INTERRUPT-ON-CHANGE PORTB NEGATIVE EDGE REGISTER(1)

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	U-0	U-0	U-0
IOCBN7	IOCBN6	IOCBN5	IOCBN4	—	—	—	—
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7-4 **IOCBN<7:4>:** Interrupt-on-Change PORTB Negative Edge Enable bits
1 = Interrupt-on-Change enabled on the pin for a negative going edge. IOCAFx bit and IOCIF flag will be set upon detecting an edge.
0 = Interrupt-on-Change disabled for the associated pin

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

Note 1: PIC16(L)F18344 only.

REGISTER 15-6: IOCBF: INTERRUPT-ON-CHANGE PORTB FLAG REGISTER(1)

R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	U-0	U-0	U-0	U-0
IOCBF7	IOCBF6	IOCBF5	IOCBF4	—	—	—	—
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	HS - Bit is set in hardware

bit 7-4 **IOCBF<7:4>:** Interrupt-on-Change PORTB Flag bits
1 = An enabled change was detected on the associated pin.
Set when IOCBPx = 1 and a rising edge was detected on RBx, or when IOCBNx = 1 and a falling edge was detected on RBx.
0 = No change was detected, or the user cleared the detected change.

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

Note 1: PIC16(L)F18344 only.

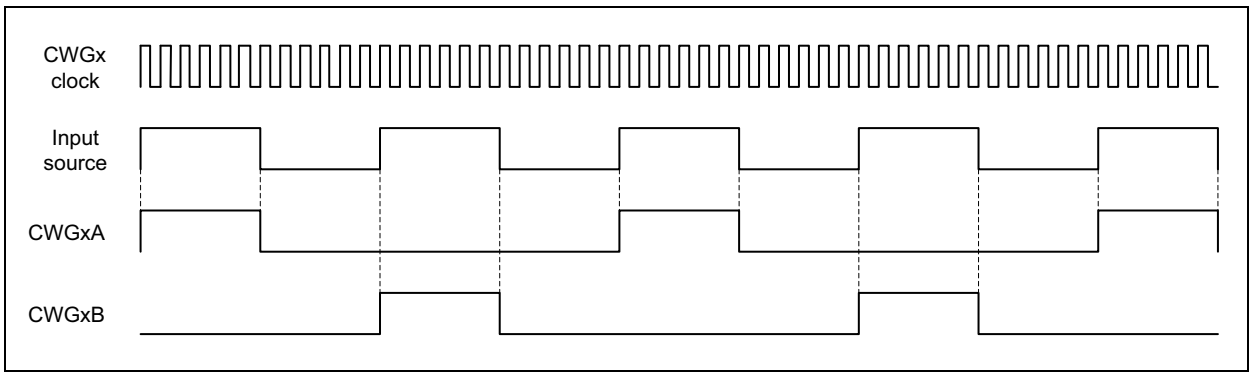
20.2.2 PUSH-PULL MODE

In Push-Pull mode, two output signals are generated, alternating copies of the input as illustrated in Figure 20-2. This alternation creates the push-pull effect required for driving some transformer based power supply designs. Dead-band control is not used in Push-Pull mode. Steering modes are not used in Push-Pull mode.

The push-pull sequencer is reset whenever EN = 0 or if an auto-shutdown event occurs. The sequencer is clocked by the first input pulse, and the first output appears on CWGxA.

The unused outputs CWGxC and CWGxD drive copies of CWGxA and CWGxB, respectively, but with polarity controlled by POLC and POLD.

FIGURE 20-2: CWGx PUSH-PULL MODE OPERATION



20.2.3 STEERING MODES

In both Synchronous and Asynchronous Steering modes, the modulated input signal can be steered to any combination of four CWG outputs and a fixed-value will be presented on all the outputs not used for the PWM output. Each output has independent polarity, steering, and shutdown options. Dead-band control is not used in either Steering mode.

When STRy = 0 (Register 20-5), the corresponding pin is held at the level defined by SDATy (Register 20-5). When STRy = 1, the pin is driven by the modulated input signal.

The POLy bits (Register 20-2) control the signal polarity only when STRy = 1.

The CWG auto-shutdown operation also applies to Steering modes as described in **Section 20.11 "Register Definitions: CWG Control"**.

Note:	Only the STRy bits are synchronized; the SDATy (data) bits are not synchronized.

REGISTER 20-4: CWGxDAT: CWGx DATA INPUT SELECTION REGISTER

U-0	U-0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	—	—	DAT<3:0>			
bit 7							bit 0

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

bit 7-4 **Unimplemented:** Read as ‘0’

bit 3-0 **DAT<3:0>:** CWG Data Input Selection bits

DAT	Data Source
0000	CWGxPPS
0001	C1OUT
0010	C2OUT
0011	CCP1
0100	CCP2
0101	CCP3
0110	CCP4
0111	PWM5
1000	PWM6
1001	NCO1
1010	CLC1
1011	CLC2
1100	CLC3
1101	CLC4
1110	Reserved
1111	Reserved

23.1 NCO1 Operation

The NCO1 operates by repeatedly adding a fixed value to an accumulator. Additions occur at the input clock rate. The accumulator will overflow with a carry periodically, which is the raw NCO1 output (NCO_overflow). This effectively reduces the input clock by the ratio of the addition value to the maximum accumulator value. See Equation 23-1.

The NCO1 output can be further modified by stretching the pulse or toggling a flip-flop. The modified NCO1 output is then distributed internally to other peripherals and can optionally be output to a pin. The accumulator overflow also generates an interrupt (NCO_interrupt).

The NCO1 period changes in discrete steps to create an average frequency.

EQUATION 23-1: NCO1 OVERFLOW FREQUENCY

$$F_{OVERFLOW} = \frac{NCO\ Clock\ Frequency \times Increment\ Value}{2^{20}}$$

23.1.1 NCO1 CLOCK SOURCES

Clock sources available to the NCO1 include:

- HFINTOSC
- FOSC
- LC1_out

The NCO1 clock source is selected by configuring the N1CKS<1:0> bits in the NCO1CLK register.

23.1.2 ACCUMULATOR

The accumulator is a 20-bit register. Read and write access to the accumulator is available through three registers:

- NCO1ACCL
- NCO1ACCH
- NCO1ACCU

23.1.3 ADDER

The NCO1 adder is a full adder, which operates independently from the system clock. The addition of the previous result and the increment value replaces the accumulator value on the rising edge of each input clock.

23.1.4 INCREMENT REGISTERS

The increment value is stored in three registers making up a 20-bit increment. In order of LSB to MSB they are:

- NCO1INCL
- NCO1INCH
- NCO1INCU

When the NCO1 module is enabled, the NCO1INCU and NCO1INCH registers should be written first, then the NCO1INCL register. Writing to the NCO1INCL register initiates the increment buffer registers to be loaded simultaneously on the second rising edge of the NCO_clk signal.

The registers are readable and writable. The increment registers are double-buffered to allow value changes to be made without first disabling the NCO1 module.

When the NCO1 module is disabled, the increment buffers are loaded immediately after a write to the increment registers.

Note:	The increment buffer registers are not user-accessible.

26.0 TIMER0 MODULE

The Timer0 module is an 8/16-bit timer/counter with the following features:

- 16-bit timer/counter
- 8-bit timer/counter with programmable period
- Synchronous or asynchronous operation
- Selectable clock sources
- Programmable prescaler (independent of Watchdog Timer)
- Programmable postscaler
- Operation during Sleep mode
- Interrupt on match or overflow
- Output on I/O pin (via PPS) or to other peripherals

26.1 Timer0 Operation

Timer0 can operate as either an 8-bit timer/counter or a 16-bit timer/counter. The mode is selected with the T016BIT bit of the T0CON register.

When used with FOSC/4 clock source, the module is a timer and increments on every instruction cycle. When used with any other clock source, the module can be used as either a timer or a counter and increments on every rising edge of the external source.

26.1.1 16-BIT MODE

In normal operation, TMR0 increments on the rising edge of the clock source. A 15-bit prescaler on the clock input gives several prescale options (see prescaler control bits, T0CKPS<3:0> in the T0CON1 register).

26.1.1.1 Timer0 Reads and Writes in 16-Bit Mode

TMR0H is not the actual high byte of Timer0 in 16-bit mode. It is actually a buffered version of the real high byte of Timer0, which is neither directly readable nor writable (see Figure 26-1). TMR0H is updated with the contents of the high byte of Timer0 during a read of TMR0L. This provides the ability to read all 16 bits of Timer0 without having to verify that the read of the high and low byte was valid, due to a rollover between successive reads of the high and low byte.

Similarly, a write to the high byte of Timer0 must also take place through the TMR0H Buffer register. The high byte is updated with the contents of TMR0H when a write occurs to TMR0L. This allows all 16 bits of Timer0 to be updated at once.

26.1.2 8-BIT MODE

In normal operation, TMR0 increments on the rising edge of the clock source. A 15-bit prescaler on the clock input gives several prescale options (see prescaler control bits, T0CKPS<3:0> in the T0CON1 register).

In 8-bit mode, TMR0H no longer functions as the Timer0 high byte, but instead functions as the Period Register (PR). The value of TMR0L is compared to that of TMR0H on each clock cycle. When the two values match, the following events happen:

- TMR0_out goes high for one prescaled clock period
- TMR0L is reset
- The contents of TMR0H are copied to the period buffer

In 8-bit mode, the TMR0L and TMR0H registers are both directly readable and writable. The TMR0L register is cleared on any device Reset, while the TMR0H register initializes at FFh.

Both the prescaler and postscaler counters are cleared on the following events:

- A write to the TMR0L register
- A write to either the T0CON0 or T0CON1 registers.
- Any device Reset – Power-on Reset (POR),MCLR Reset, Watchdog Timer Reset (WDTR) or Brown-out Reset (BOR)

26.1.3 COUNTER MODE

In Counter mode, the prescaler is normally disabled by setting the T0CKPS bits of the T0CON1 register to '0000'. Each rising edge of the clock input (or the output of the prescaler if the prescaler is used) increments the counter by '1'.

26.1.4 TIMER MODE

In Timer mode, the Timer0 module will increment every instruction cycle as long as there is a valid clock signal and the T0CKPS bits of the T0CON1 register (Register 26-4) are set to '0000'. When a prescaler is added, the timer will increment at the rate based on the prescaler value.

26.1.5 ASYNCHRONOUS MODE

When the T0ASYNC bit of the T0CON1 register is set (T0ASYNC = 1), the counter increments with each rising edge of the input source (or output of the prescaler, if used). Asynchronous mode allows the counter to continue operation during Sleep mode provided that the clock also continues to operate during Sleep.

REGISTER 26-3: T0CON0: TIMER0 CONTROL REGISTER 0

R/W-0/0	U-0	R-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
T0EN	—	T0OUT	T016BIT	T0OUTPS<3:0>			
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
‘1’ = Bit is set	‘0’ = Bit is cleared	

bit 7 **T0EN:**TMR0 Enable bit
1 = The module is enabled and operating
0 = The module is disabled and in the lowest power mode

bit 6 **Unimplemented:** Read as ‘0’

bit 5 **T0OUT:**TMR0 Output bit (read-only)
TMR0 output bit

bit 4 **T016BIT:** TMR0 Operating as 16-bit Timer Select bit
1 = TMR0 is a 16-bit timer
0 = TMR0 is an 8-bit timer

bit 3-0 **T0OUTPS<3:0>:** TMR0 Output Postscaler (divider) 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

TABLE 26-1: SUMMARY OF REGISTERS ASSOCIATED WITH TIMER0

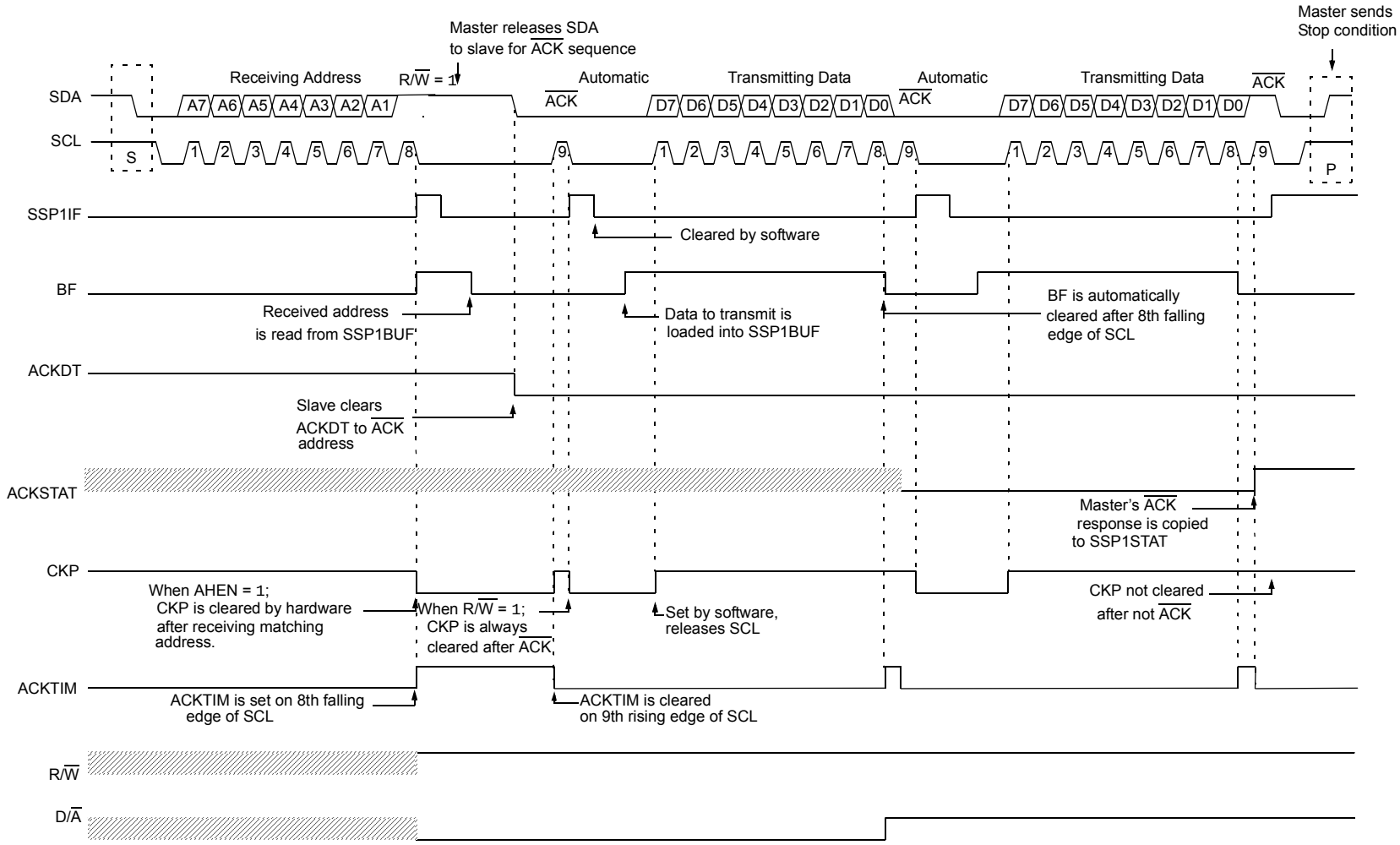
Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
TRISA	—	—	TRISA5	TRISA4	—(2)	TRISA2	TRISA1	TRISA0	140
ANSELA	—	—	ANSA5	ANSA4	—	ANSA2	ANSA1	ANSA0	141
TRISB(1)	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	146
ANSELB(1)	ANSB7	ANSB6	ANSB5	ANSB4	—	—	—	—	147
TRISC	TRISC7(1)	TRISC6(1)	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	153
ANSELC	ANSC7(1)	ANSC6(1)	ANSC5	ANSC4	ANSC3	ANSC2	ANSC1	ANSC0	154
TMR0L	TMR0L<7:0>								277
TMR0H	TMR0H<7:0> or TMR0<15:8>								277
T0CON0	T0EN	—	T0OUT	T016BIT	T0OUTPS<3:0>				278
T0CON1	T0CS<2:0>			T0ASYNC	T0CKPS<3:0>				279
T0CKIPPS	—	—	—	T0CKIPPS<4:0>					159
TMR0PPS	—	—	—	TMR0PPS<4:0>					159
ADACT	—	—	—	ADACT<4:0>					243
CLCxSELy	—	—	LCxDyS<5:0>						226
T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/$\overline{\text{DONE}}$	T1GVAL	T1GSS<1:0>		291
INTCON	GIE	PEIE	—	—	—	—	—	INTEDG	98
PIR0	—	—	TMR0IF	IOCIF	—	—	—	INTF	104
PIE0	—	—	TMR0IE	IOCIE	—	—	—	INTE	99

Legend: — = Unimplemented location, read as '0'. Shaded cells are not used by the Timer0 module.

Note 1: PIC16(L)F18344 only.

2: Unimplemented, read as '1'.

FIGURE 30-19: I²C SLAVE, 7-BIT ADDRESS, TRANSMISSION (AHEN = 1)



REGISTER 30-2: SSP1CON1: SSP CONTROL REGISTER 1

R/C/HS-0/0	R/C/HS-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
WCOL	SSPOV(1)	SSPEN	CKP	SSPM<3:0>			
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	HS = Bit is set by hardware C = User cleared

bit 7 **WCOL:** Write Collision Detect bit (Transmit mode only)
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)
In SPI mode:
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. 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 (must be cleared in software).
0 = No overflow
In I^2C mode:
1 = A byte is received while the SSPBUF register is still holding the previous byte. SSPOV is a "don't care" in Transmit mode (must be cleared in software).
0 = No overflow

bit 5 **SSPEN:** Synchronous Serial Port Enable bit
In both modes, when enabled, the following pins must be properly configured as input or output
In SPI mode:
1 = Enables serial port and configures SCK, SDO, SDI and $\overline{SS}$ as the source of the serial port pins(2)
0 = Disables serial port and configures these pins as I/O port pins
In I^2C mode:
1 = Enables the serial port and configures the SDA and SCL pins as the source of the serial port pins(3)
0 = Disables serial port and configures these pins as I/O port pins

bit 4 **CKP:** Clock Polarity Select bit
In SPI mode:
1 = Idle state for clock is a high level
0 = Idle state for clock is a low level
In I^2C Slave mode:
SCL release control
1 = Enable clock
0 = Holds clock low (clock stretch). (Used to ensure data setup time.)
In I^2C Master mode:
Unused in this mode

31.2 Clock Accuracy with Asynchronous Operation

The factory calibrates the internal oscillator block output (INTOSC). However, the INTOSC frequency may drift as VDD or temperature changes, and this directly affects the asynchronous baud rate. Two methods may be used to adjust the baud rate clock, but both require a reference clock source of some kind.

The first (preferred) method uses the OSCTUNE register to adjust the INTOSC output. Adjusting the value in the OSCTUNE register allows for fine resolution changes to the system clock source. See **Section 7.2.2.3 "Internal Oscillator Frequency Adjustment"** for more information.

The other method adjusts the value in the Baud Rate Generator. This can be done automatically with the Auto-Baud Detect feature (see **Section 31.3.1 "Auto-Baud Detect"**). There may not be fine enough resolution when adjusting the Baud Rate Generator to compensate for a gradual change in the peripheral clock frequency.

31.3 EUSART1 Baud Rate Generator (BRG)

The Baud Rate Generator (BRG) is an 8-bit or 16-bit timer that is dedicated to the support of both the asynchronous and synchronous EUSART1 operation. By default, the BRG operates in 8-bit mode. Setting the BRG16 bit of the BAUD1CON register selects 16-bit mode.

The SP1BRGH, SP1BRGL register pair determines the period of the free running baud rate timer. In Asynchronous mode the multiplier of the baud rate period is determined by both the BRGH bit of the TX1STA register and the BRG16 bit of the BAUD1CON register. In Synchronous mode, the BRGH bit is ignored.

Table 31-1 contains the formulas for determining the baud rate. Example 31-1 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 31-3. It may be advantageous to use the high baud rate (BRGH = 1), or the 16-bit BRG (BRG16 = 1) to reduce the baud rate error. The 16-bit BRG mode is used to achieve slow baud rates for fast oscillator frequencies.

Writing a new value to the SP1BRGH, SP1BRGL register pair 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.

If the system clock is changed during an active receive operation, a receive error or data loss may result. To avoid this problem, check the status of the RCIDL bit to make sure that the receive operation is idle before changing the system clock.

EXAMPLE 31-1: CALCULATING BAUD RATE ERROR

For a device with FOSC of 16 MHz, desired baud rate of 9600, Asynchronous mode, 8-bit SPR1BRG:

$$Desired\ Baud\ Rate = \frac{FOSC}{64([SPBRGH:SPBRGL] + 1)}$$

Solving for SP1BRGH:SP1BRGL:

$$X = \frac{\frac{FOSC}{Desired\ Baud\ Rate}}{64} - 1$$

$$= \frac{\frac{16000000}{9600}}{64} - 1$$

$$= [25.042] = 25$$

$$Calculated\ Baud\ Rate = \frac{16000000}{64(25 + 1)}$$

$$= 9615$$

$$Error = \frac{Calc.\ Baud\ Rate - Desired\ Baud\ Rate}{Desired\ Baud\ Rate}$$

$$= \frac{(9615 - 9600)}{9600} = 0.16\%$$

TABLE 35-12: ANALOG-TO-DIGITAL CONVERTER (ADC) ACCURACY SPECIFICATIONS(1,2)

Standard Operating Conditions (unless otherwise stated) VDD = 3.0V, TA = 25°C							
Param. No.	**Sym.**	**Characteristic**	**Min.**	**Typ.†**	**Max.**	**Units**	**Conditions**
AD01	NR	Resolution	—	—	10	bit	
AD02	EIL	Integral Error	—	±0.1	±1.0	LSb	ADCREF+ = 3.0V, ADCREF- = 0V
AD03	EDL	Differential Error	—	±0.1	±1.0	LSb	ADCREF+ = 3.0V, ADCREF- = 0V
AD04	EOFF	Offset Error	—	0.5	±2.0	LSb	ADCREF+ = 3.0V, ADCREF- = 0V
AD05	EGN	Gain Error	—	±0.2	±1.0	LSb	ADCREF+ = 3.0V, ADCREF- = 0V
AD06	VADREF	ADC Reference Voltage (ADREF+)(3)	1.8	—	VDD	V	
AD07	VAIN	Full-Scale Range	VSS	—	ADREF+	V	
AD06	VADREF	ADC Reference Voltage (ADREF+ - ADREF-)(3)	1.8	—	VDD	V	
AD07	VAIN	Full-Scale Range	ADREF-	—	ADREF+	V	
AD08	ZAIN	Recommended Impedance of Analog Voltage Source	—	10	—	kΩ	
AD09	RVREF	ADC Voltage Reference Ladder Impedance	—	—	—	kΩ	

* 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: Total Absolute Error is the sum of the offset, gain and integral non-linearity (INL) errors.

2: The ADC conversion result never decreases with an increase in the input and has no missing codes.

TABLE 35-13: ANALOG-TO DIGITAL CONVERTER (ADC) CONVERSION TIMING SPECIFICATIONS(1,2)

Standard Operating Conditions (unless otherwise stated)							
Param. No.	**Sym.**	**Characteristic**	**Min.**	**Typ.†**	**Max.**	**Units**	**Conditions**
AD20	TAD	ADC Clock Period	1	—	9	us	Using FOSC as the ADC clock source; ADCS ! = x11
AD21			1	2	6	us	Using ADCRC as the ADC clock source; ADCS = x11
AD22	TCNV	Conversion Time	—	11	—	TAD	Set of GO/$\overline{\text{DONE}}$ bit to Clear of GO/$\overline{\text{DONE}}$ bit
AD23	TACQ	Acquisition Time	—	2	—	us	
AD24	THCD	Sample and Hold Capacitor Disconnect Time	—	—	—	us	FOSC based clock source
			—	—	—		ADCRC based clock source

* 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 35-19: SPI SLAVE MODE TIMING (CKE = 0)

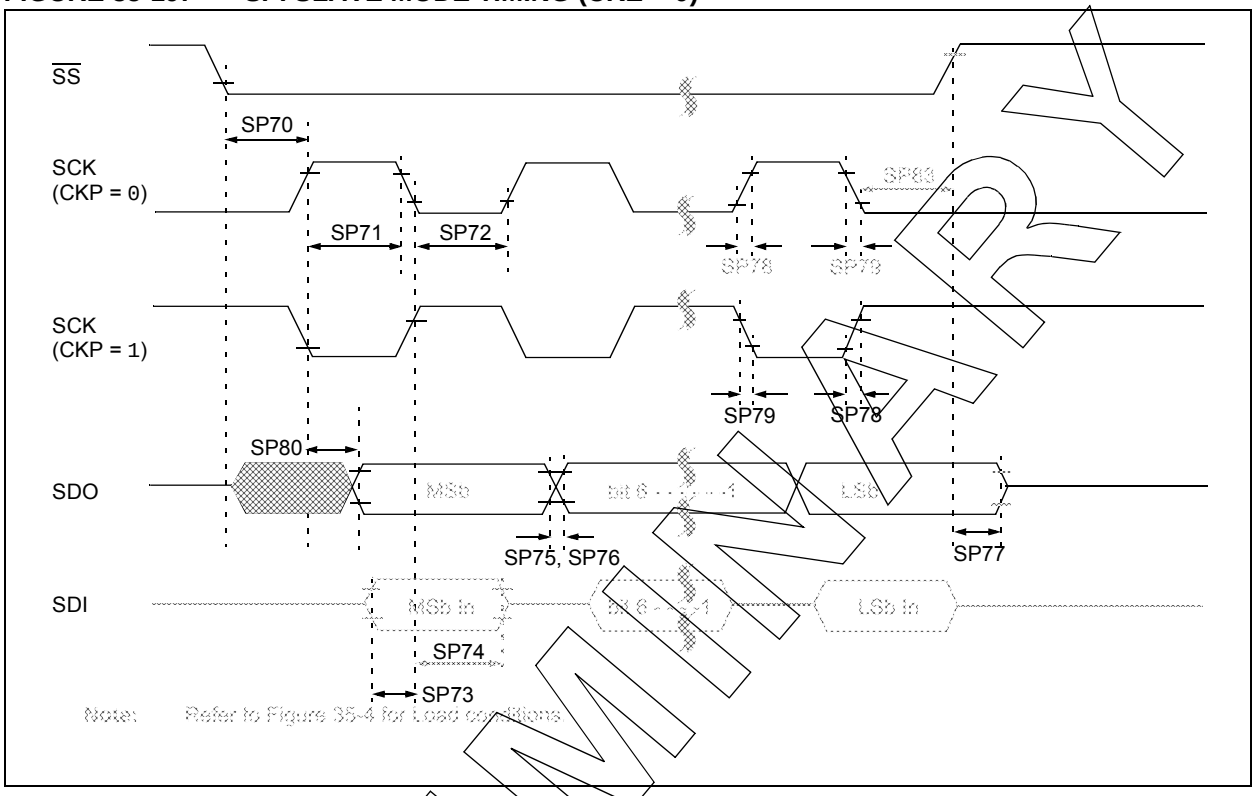


FIGURE 35-20: SPI SLAVE MODE TIMING (CKE = 1)