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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	48MHz
Connectivity	I²C, SPI, UART/USART, USB
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	14
Program Memory Size	16KB (8K x 16)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	768 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 11x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18lf14k50t-i-ss

2.11 USB Operation

The USB module is designed to operate in two different modes:

- Low Speed
- Full Speed

Because of timing requirements imposed by the USB specifications, the Primary External Oscillator is required for the USB module. The FOSC bits of the CONFIG1H Configuration register must be set to either External Clock (EC) High-Power or HS mode with a clock frequency of 6, 12 or 48 MHz.

2.11.1 LOW-SPEED OPERATION

For low-speed USB operation, a 6 MHz clock is required for the USB module. To generate the 6 MHz clock, only two oscillator modes are allowed:

- EC High-Power mode
- HS mode

Table 2-4 shows the recommended Clock mode for low-speed operation.

Note:	Users must run USB low-speed operation using a CPU clock frequency of 24 MHz or slower (6 MHz is optimal). If anything higher than 24 MHz is used, a firmware delay of at least 14 instruction cycles is required.

2.11.2 FULL-SPEED OPERATION

For full-speed USB operation, a 48 MHz clock is required for the USB module. To generate the 48 MHz clock, only two oscillator modes are allowed:

- EC High-Power mode
- HS mode

Table 2-5 shows the recommended Clock mode for full-speed operation.

3.4 Data Addressing Modes

Note: The execution of some instructions in the core PIC18 instruction set are changed when the PIC18 extended instruction set is enabled. See **Section 3.5 "Data Memory and the Extended Instruction Set"** for more information.

While the program memory can be addressed in only one way – through the program counter – information in the data memory space can be addressed in several ways. For most instructions, the addressing mode is fixed. Other instructions may use up to three modes, depending on which operands are used and whether or not the extended instruction set is enabled.

The addressing modes are:

- Inherent
- Literal
- Direct
- Indirect

An additional addressing mode, Indexed Literal Offset, is available when the extended instruction set is enabled (XINST Configuration bit = 1). Its operation is discussed in greater detail in **Section 3.5.1 "Indexed Addressing with Literal Offset"**.

3.4.1 INHERENT AND LITERAL ADDRESSING

Many PIC18 control instructions do not need any argument at all; they either perform an operation that globally affects the device or they operate implicitly on one register. This addressing mode is known as Inherent Addressing. Examples include SLEEP, RESET and DAW.

Other instructions work in a similar way but require an additional explicit argument in the opcode. This is known as Literal Addressing mode because they require some literal value as an argument. Examples include ADDLW and MOVLW, which respectively, add or move a literal value to the W register. Other examples include CALL and GOTO, which include a 20-bit program memory address.

3.4.2 DIRECT ADDRESSING

Direct addressing specifies all or part of the source and/or destination address of the operation within the opcode itself. The options are specified by the arguments accompanying the instruction.

In the core PIC18 instruction set, bit-oriented and byte-oriented instructions use some version of direct addressing by default. All of these instructions include some 8-bit literal address as their Least Significant Byte. This address specifies either a register address in one of the banks of data RAM (**Section 3.3.4 "General Purpose Register File"**) or a location in the Access Bank (**Section 3.3.3 "Access Bank"**) as the data source for the instruction.

The Access RAM bit 'a' determines how the address is interpreted. When 'a' is '1', the contents of the BSR (**Section 3.3.2 "Bank Select Register (BSR)"**) are used with the address to determine the complete 12-bit address of the register. When 'a' is '0', the address is interpreted as being a register in the Access Bank. Addressing that uses the Access RAM is sometimes also known as Direct Forced Addressing mode.

A few instructions, such as MOVFF, include the entire 12-bit address (either source or destination) in their opcodes. In these cases, the BSR is ignored entirely.

The destination of the operation's results is determined by the destination bit 'd'. When 'd' is '1', the results are stored back in the source register, overwriting its original contents. When 'd' is '0', the results are stored in the W register. Instructions without the 'd' argument have a destination that is implicit in the instruction; their destination is either the target register being operated on or the W register.

3.4.3 INDIRECT ADDRESSING

Indirect addressing allows the user to access a location in data memory without giving a fixed address in the instruction. This is done by using File Select Registers (FSRs) as pointers to the locations which are to be read or written. Since the FSRs are themselves located in RAM as Special File Registers, they can also be directly manipulated under program control. This makes FSRs very useful in implementing data structures, such as tables and arrays in data memory.

The registers for indirect addressing are also implemented with Indirect File Operands (INDFs) that permit automatic manipulation of the pointer value with auto-incrementing, auto-decrementing or offsetting with another value. This allows for efficient code, using loops, such as the example of clearing an entire RAM bank in Example 3-5.

EXAMPLE 3-5: HOW TO CLEAR RAM (BANK 1) USING INDIRECT ADDRESSING

```
        LFSR    FSR0, 100h ;
NEXT    CLRF    POSTINC0   ; Clear INDF
                           ; register then
                           ; inc pointer
        BTFSS   FSR0H, 1   ; All done with
                           ; Bank1?
        BRA     NEXT       ; NO, clear next
CONTINUE                   ; YES, continue
```

10.0 TIMER0 MODULE

The Timer0 module incorporates the following features:

- Software selectable operation as a timer or counter in both 8-bit or 16-bit modes
- Readable and writable registers
- Dedicated 8-bit, software programmable prescaler
- Selectable clock source (internal or external)
- Edge select for external clock
- Interrupt-on-overflow

The T0CON register (Register 10-1) controls all aspects of the module's operation, including the prescale selection. It is both readable and writable.

A simplified block diagram of the Timer0 module in 8-bit mode is shown in Figure 10-1. Figure 10-2 shows a simplified block diagram of the Timer0 module in 16-bit mode.

REGISTER 10-1: T0CON: TIMER0 CONTROL 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
TMR0ON	T08BIT	T0CS	T0SE	PSA	T0PS2	T0PS1	T0PS0
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 **TMR0ON:** Timer0 On/Off Control bit
1 = Enables Timer0
0 = Stops Timer0

bit 6 **T08BIT**: Timer0 8-bit/16-bit Control bit
1 = Timer0 is configured as an 8-bit timer/counter
0 = Timer0 is configured as a 16-bit timer/counter

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

bit 4 **T0SE**: Timer0 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**: Timer0 Prescaler Assignment bit
1 = TImer0 prescaler is NOT assigned. Timer0 clock input bypasses prescaler.
0 = Timer0 prescaler is assigned. Timer0 clock input comes from prescaler output.

bit 2-0 **T0PS<2:0>**: Timer0 Prescaler Select bits
111 = 1:256 prescale value
110 = 1:128 prescale value
101 = 1:64 prescale value
100 = 1:32 prescale value
011 = 1:16 prescale value
010 = 1:8 prescale value
001 = 1:4 prescale value
000 = 1:2 prescale value

14.0 ENHANCED CAPTURE/COMPARE/PWM (ECCP) MODULE

PIC18(L)F1XK50 devices have one ECCP (Capture/Compare/PWM) module. The module contains a 16-bit register which can operate as a 16-bit Capture register, a 16-bit Compare register or a PWM Master/Slave Duty Cycle register.

CCP1 is implemented as a standard CCP module with enhanced PWM capabilities. These include:

- Provision for 2 or 4 output channels
- Output steering
- Programmable polarity
- Programmable dead-band control
- Automatic shutdown and restart.

The enhanced features are discussed in detail in **Section 14.4 “PWM (Enhanced Mode)”**.

REGISTER 14-1: CCP1CON: ENHANCED CAPTURE/COMPARE/PWM 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-0
P1M1	P1M0	DC1B1	DC1B0	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 **P1M<1:0>:** Enhanced PWM Output Configuration bits

If CCP1M<3:2> = 00, 01, 10:

xx = P1A assigned as Capture/Compare input/output; P1B, P1C, P1D assigned as port pins

If CCP1M<3:2> = 11:

00 = Single output: P1A, P1B, P1C and P1D controlled by steering (See **Section 14.4.7 “Pulse Steering Mode”**).

01 = Full-bridge output forward: P1D modulated; P1A active; P1B, P1C inactive

10 = Half-bridge output: P1A, P1B modulated with dead-band control; P1C, P1D assigned as port pins

11 = Full-bridge output reverse: P1B modulated; P1C active; P1A, P1D inactive

bit 5-4 **DC1B<1:0>**: PWM Duty Cycle bit 1 and bit 0

Capture mode:

Unused.

Compare mode:

Unused.

PWM mode:

These bits are the two LSbs of the 10-bit PWM duty cycle. The eight MSbs of the duty cycle are found in CCPR1L.

bit 3-0 **CCP1M<3:0>**: Enhanced CCP Mode Select bits

0000 = Capture/Compare/PWM off (resets ECCP module)

0001 = Reserved

0010 = Compare mode, toggle output on match

0011 = 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, initialize CCP1 pin low, set output on compare match (set CCP1IF)

1001 = Compare mode, initialize CCP1 pin high, clear output on compare match (set CCP1IF)

1010 = Compare mode, generate software interrupt only, CCP1 pin reverts to I/O state

1011 = Compare mode, trigger special event (ECCP resets TMR1 or TMR3, start A/D conversion, sets CC1IF bit)

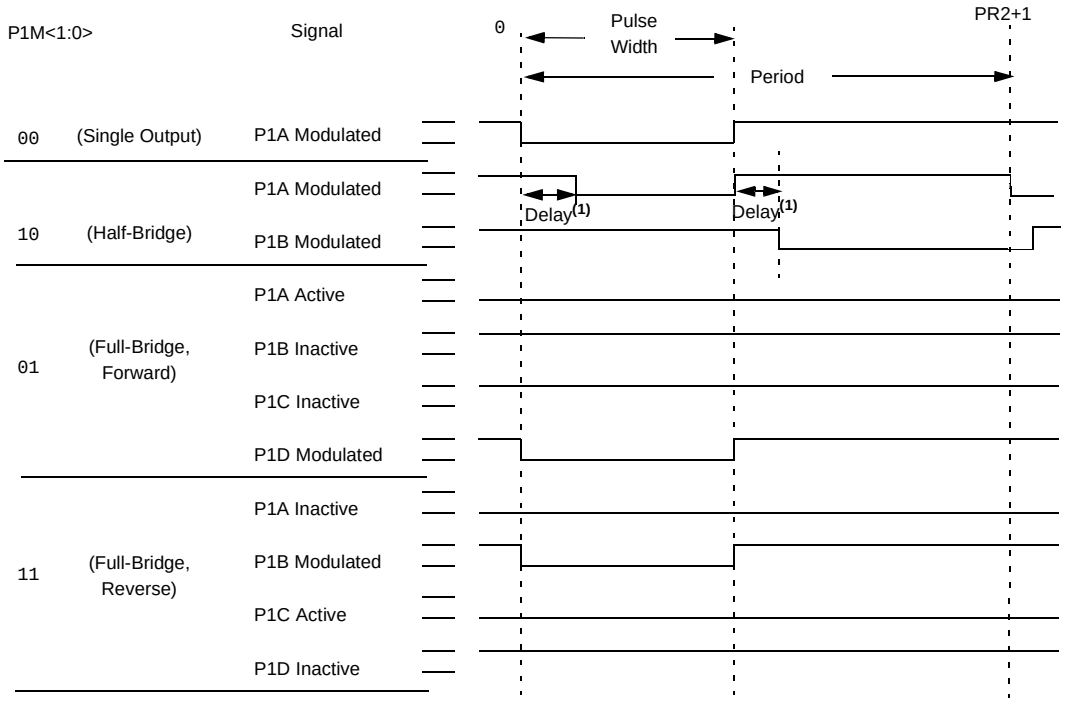
1100 = PWM mode; P1A, P1C active-high; P1B, P1D active-high

1101 = PWM mode; P1A, P1C active-high; P1B, P1D active-low

1110 = PWM mode; P1A, P1C active-low; P1B, P1D active-high

1111 = PWM mode; P1A, P1C active-low; P1B, P1D active-low

FIGURE 14-5: EXAMPLE ENHANCED PWM OUTPUT RELATIONSHIPS (ACTIVE-LOW STATE)



Relationships:

- Period = 4 * Tosc * (PR2 + 1) * (TMR2 Prescale Value)
- Pulse Width = Tosc * (CCPR1L<7:0>:CCP1CON<5:4>) * (TMR2 Prescale Value)
- Delay = 4 * Tosc * (PWM1CON<6:0>)

Note 1: Dead-band delay is programmed using the PWM1CON register (**Section 14.4.6 "Programmable Dead-Band Delay mode"**).

14.4.4 ENHANCED PWM AUTO-SHUTDOWN MODE

The PWM mode supports an Auto-Shutdown mode that will disable the PWM outputs when an external shutdown event occurs. Auto-Shutdown mode places the PWM output pins into a predetermined state. This mode is used to help prevent the PWM from damaging the application.

The auto-shutdown sources are selected using the ECCPAS<2:0> bits of the ECCPAS register. A shutdown event may be generated by:

- A logic '0' on the INT0 pin
- A logic '1' on a comparator (Cx) output

A shutdown condition is indicated by the ECCPASE (Auto-Shutdown Event Status) bit of the ECCPAS register. If the bit is a '0', the PWM pins are operating normally. If the bit is a '1', the PWM outputs are in the shutdown state.

When a shutdown event occurs, two things happen:

The ECCPASE bit is set to '1'. The ECCPASE will remain set until cleared in firmware or an auto-restart occurs (see **Section 14.4.5 "Auto-Restart Mode"**).

The enabled PWM pins are asynchronously placed in their shutdown states. The PWM output pins are grouped into pairs [P1A/P1C] and [P1B/P1D]. The state of each pin pair is determined by the PSSAC and PSSBD bits of the ECCPAS register. Each pin pair may be placed into one of three states:

- Drive logic '1'
- Drive logic '0'
- Tri-state (high-impedance)

REGISTER 14-2: ECCP1AS: ENHANCED CAPTURE/COMPARE/PWM AUTO-SHUTDOWN 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-0
ECCPASE	ECCPAS2	ECCPAS1	ECCPAS0	PSSAC1	PSSAC0	PSSBD1	PSSBD0
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 **ECCPASE:** ECCP Auto-Shutdown Event Status bit
1 = A shutdown event has occurred; ECCP outputs are in shutdown state
0 = ECCP outputs are operating

bit 6-4 **ECCPAS<2:0>:** ECCP Auto-shutdown Source Select bits
000 = Auto-Shutdown is disabled
001 = Comparator C1OUT output is high
010 = Comparator C2OUT output is high
011 = Either Comparator C1OUT or C2OUT is high
100 = VIL on INT0 pin
101 = VIL on INT0 pin or Comparator C1OUT output is high
110 = VIL on INT0 pin or Comparator C2OUT output is high
111 = VIL on INT0 pin or Comparator C1OUT or Comparator C2OUT is high

bit 3-2 **PSSACn:** Pins P1A and P1C Shutdown State Control bits
00 = Drive pins P1A and P1C to '0'
01 = Drive pins P1A and P1C to '1'
10 = Pins P1A and P1C tri-state
11 = Reserved, do not use

bit 1-0 **PSSBDn:** Pins P1B and P1D Shutdown State Control bits
00 = Drive pins P1B and P1D to '0'
01 = Drive pins P1B and P1D to '1'
10 = Pins P1B and P1D tri-state
11 = Reserved, do not use

REGISTER 15-7: SSPADD: MSSP ADDRESS AND BAUD RATE 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
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

Master mode:

bit 7-0 **ADD<7:0>:** Baud Rate Clock Divider bits
SCL pin clock period = ((ADD<7:0> + 1) *4)/FOSC

10-Bit Slave mode — Most significant address byte:

bit 7-3 **Not used:** Unused for Most Significant Address Byte. Bit state of this register is a "don't care." Bit pattern sent by master is fixed by I²C specification and must be equal to '11110'. However, those bits are compared by hardware and are not affected by the value in this register.

bit 2-1 **ADD<9:8>:** Two Most Significant bits of 10-bit address

bit 0 **Not used:** Unused in this mode. Bit state is a "don't care."

10-Bit Slave mode — Least significant address byte:

bit 7-0 **ADD<7:0>:** Eight Least Significant bits of 10-bit address

7-Bit Slave mode:

bit 7-1 **ADD<6:0>:** 7-bit address

bit 0 **Not used:** Unused in this mode. Bit state is a "don't care."

15.3.6 MASTER MODE

Master mode is enabled by setting and clearing the appropriate SSPM bits in SSPCON1 and by setting the SSPEN bit. In Master mode, the SCL and SDA lines are manipulated by the MSSP hardware.

Master mode of operation is supported by interrupt generation on the detection of the Start and Stop conditions. The Stop (P) and Start (S) bits are cleared from a Reset or when the MSSP module is disabled. Control of the I^2C bus may be taken when the P bit is set, or the bus is Idle, with both the S and P bits clear.

In Firmware Controlled Master mode, user code conducts all I^2C bus operations based on Start and Stop bit conditions.

Once Master mode is enabled, the user has six options.

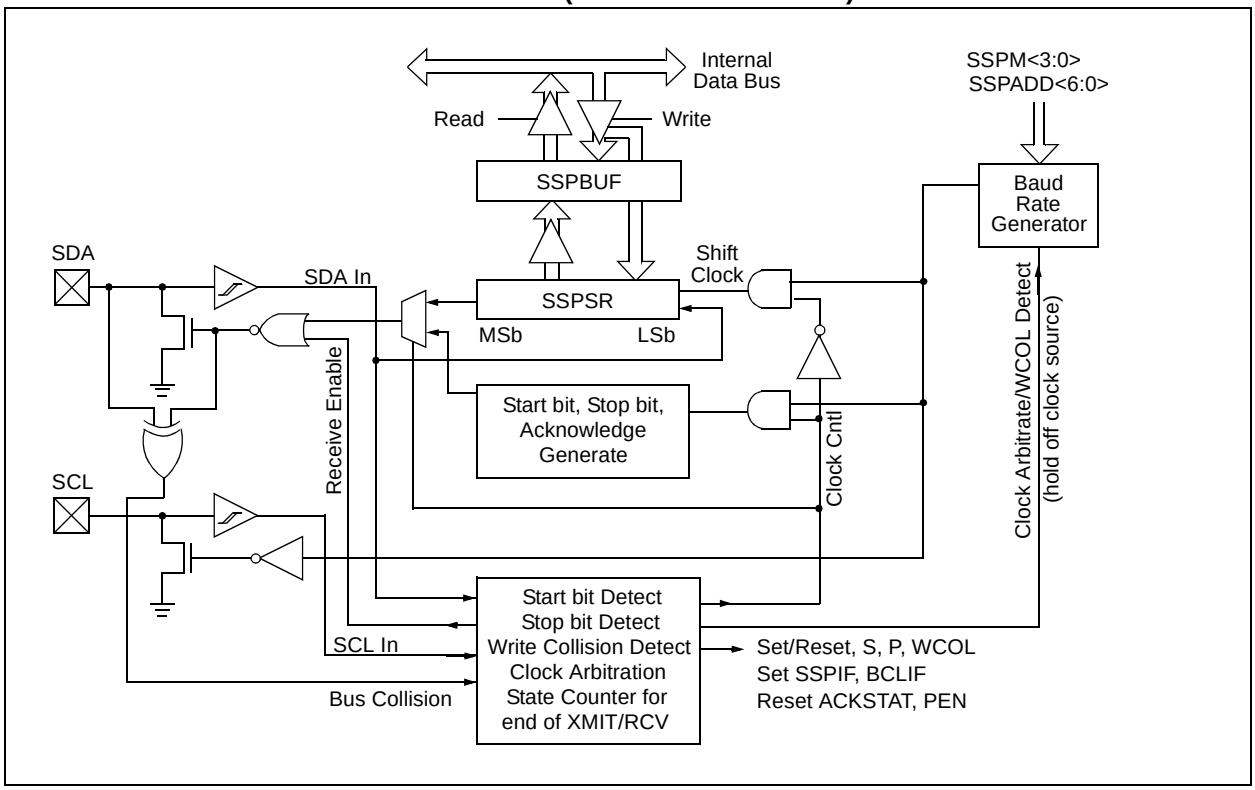
1. Assert a Start condition on SDA and SCL.
2. Assert a Repeated Start condition on SDA and SCL.
3. Write to the SSPBUF register initiating transmission of data/address.
4. Configure the I^2C port to receive data.
5. Generate an Acknowledge condition at the end of a received byte of data.
6. Generate a Stop condition on SDA and SCL.

Note:	The MSSP module, when configured in I^2C Master mode, does not allow queuing of events. For instance, the user is not allowed to initiate a Start condition and immediately write the SSPBUF register to initiate transmission before the Start condition is complete. In this case, the SSPBUF will not be written to and the WCOL bit will be set, indicating that a write to the SSPBUF did not occur.

The following events will cause the SSP Interrupt Flag bit, SSPIF, to be set (SSP interrupt, if enabled):

- Start condition
- Stop condition
- Data transfer byte transmitted/received
- Acknowledge transmit
- Repeated Start

FIGURE 15-16: MSSP BLOCK DIAGRAM (I^2C™ MASTER MODE)



16.1 EUSART Asynchronous Mode

The EUSART 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/16-bit Baud Rate Generator is used to derive standard baud rate frequencies from the system oscillator. See Table 16-5 for examples of baud rate configurations.

The EUSART transmits and receives the LSb first. The EUSART'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 EUSART ASYNCHRONOUS TRANSMITTER

The EUSART 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 EUSART transmitter is enabled for asynchronous operations by configuring the following three control bits:

- TXEN = 1
- SYNC = 0
- SPEN = 1

All other EUSART control bits are assumed to be in their default state.

Setting the TXEN bit of the TXSTA register enables the transmitter circuitry of the EUSART. Clearing the SYNC bit of the TXSTA register configures the EUSART for asynchronous operation. Setting the SPEN bit of the RCSTA register enables the EUSART and automatically configures the TX/CK I/O pin as an output. If the TX/CK pin is shared with an analog peripheral the analog I/O function must be disabled by clearing the corresponding ANSEL bit.

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 EUSART 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 Data Polarity

The polarity of the transmit data can be controlled with the CKTXP bit of the BAUDCON register. The default state of this bit is '0' which selects high true transmit idle and data bits. Setting the CKTXP bit to '1' will invert the transmit data resulting in low true idle and data bits. The CKTXP bit controls transmit data polarity only in Asynchronous mode. In Synchronous mode the CKTXP bit has a different function.

TABLE 16-7: REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER TRANSMISSION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RABIE	TMR0IF	INT0IF	RABIF	275
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	278
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	278
IPR1	—	ADIP	RCIP	TXIP	SSPIP	CCP1IP	TMR2IP	TMR1IP	278
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	277
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	278
TXREG	EUSART Transmit Register								277
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	277
BAUDCON	ABDOVF	RCIDL	DTRXP	CKTXP	BRG16	—	WUE	ABDEN	277
SPBRGH	EUSART Baud Rate Generator Register, High Byte								277
SPBRG	EUSART Baud Rate Generator Register, Low Byte								277

Legend: — = unimplemented, read as '0'. Shaded cells are not used for synchronous master transmission.

16.4.1.6 Synchronous Master Reception

Data is received at the RX/DT pin. The RX/DT pin output driver must be disabled by setting the corresponding TRIS bits when the EUSART 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 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.

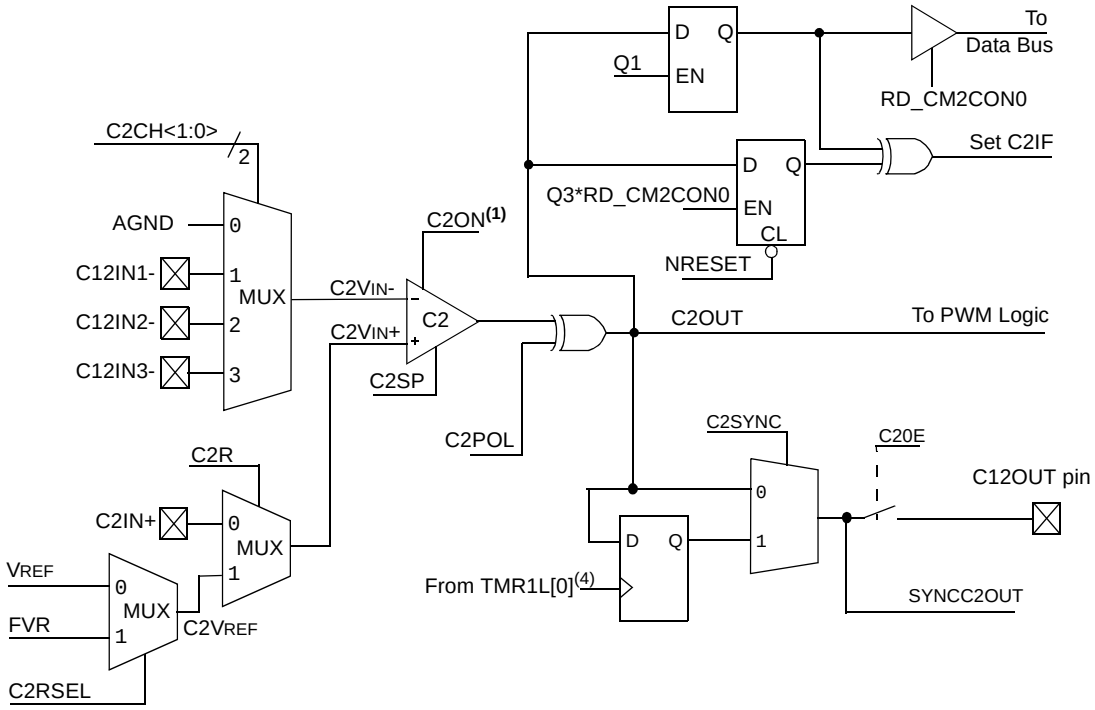
16.4.1.7 Slave Clock

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 must be disabled by setting the associated TRIS bit 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.

16.4.1.8 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 or by clearing the SPEN bit which resets the EUSART.

FIGURE 18-3: COMPARATOR C2 SIMPLIFIED BLOCK DIAGRAM



Note 1: When C2ON = 0, the C2 comparator will produce a '0' output to the XOR Gate.
2: Q1 and Q3 are phases of the four-phase system clock (FOSC).
3: Q1 is held high during Sleep mode.
4: Positive going pulse generated on both falling and rising edges of the bit.

REGISTER 18-1: CM1CON0: COMPARATOR 1 CONTROL REGISTER 0

R/W-0	R-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
C1ON	C1OUT	C1OE	C1POL	C1SP	C1R	C1CH1	C1CH0
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 **C1ON:** Comparator C1 Enable bit
1 = Comparator C1 is enabled
0 = Comparator C1 is disabled

bit 6 **C1OUT:** Comparator C1 Output bit
If C1POL = 1 (inverted polarity):
C1OUT = 0 when C1VIN+ > C1VIN-
C1OUT = 1 when C1VIN+ < C1VIN-
If C1POL = 0 (non-inverted polarity):
C1OUT = 1 when C1VIN+ > C1VIN-
C1OUT = 0 when C1VIN+ < C1VIN-

bit 5 **C1OE:** Comparator C1 Output Enable bit
If C2OE = 0 (C2 output disable)
0 = C1OUT is internal only
1 = C1OUT is present on the C12OUT pin(1)
If C2OE = 1 (C2 output enable)
0 = C1OUT is internal only
1 = C2OUT is present on the C12OUT pin(1)

bit 4 **C1POL:** Comparator C1 Output Polarity Select bit
1 = C1OUT logic is inverted
0 = C1OUT logic is not inverted

bit 3 **C1SP:** Comparator C1 Speed/Power Select bit
1 = C1 operates in Normal-Power, Higher-Speed mode
0 = C1 operates in Low-Power, Low-Speed mode

bit 2 **C1R:** Comparator C1 Reference Select bit (non-inverting input)
1 = C1VIN+ connects to C1VREF output
0 = C1VIN+ connects to C12IN+ pin

bit 1-0 **C1CH<1:0>:** Comparator C1 Channel Select bit
00 = C1VIN- connects to AGND
01 = C12IN1- pin of C1 connects to C1VIN-
10 = C12IN2- pin of C1 connects to C1VIN-
11 = C12IN3- pin of C1 connects to C1VIN-

Note 1: Comparator output requires the following three conditions: C1OE = 1, C1ON = 1 and corresponding port TRIS bit = 0.

The PPBRST bit (UCON<6>) controls the Reset status when Double-Buffering mode (ping-pong buffering) is used. When the PPBRST bit is set, all Ping-Pong Buffer Pointers are set to the Even buffers. PPBRST has to be cleared by firmware. This bit is ignored in buffering modes not using ping-pong buffering.

The PKTDIS bit (UCON<4>) is a flag indicating that the SIE has disabled packet transmission and reception. This bit is set by the SIE when a SETUP token is received to allow setup processing. This bit cannot be set by the microcontroller, only cleared; clearing it allows the SIE to continue transmission and/or reception. Any pending events within the Buffer Descriptor Table will still be available, indicated within the USTAT register's FIFO buffer.

The RESUME bit (UCON<2>) allows the peripheral to perform a remote wake-up by executing Resume signaling. To generate a valid remote wake-up, firmware must set RESUME for 10 ms and then clear the bit. For more information on "resume signaling", see the **"Universal Serial Bus Specification Revision 2.0"**.

The SUSPND bit (UCON<1>) places the module and supporting circuitry in a Low-Power mode. The input clock to the SIE is also disabled. This bit should be set by the software in response to an IDLEIF interrupt. It should be reset by the microcontroller firmware after an ACTVIF interrupt is observed. When this bit is active, the device remains attached to the bus but the transceiver outputs remain Idle. The voltage on the V_{USB} pin may vary depending on the value of this bit. Setting this bit before a IDLEIF request will result in unpredictable bus behavior.

Note:	While in Suspend mode, a typical bus-powered USB device is limited to 500 μA of current. This is the complete current which may be drawn by the PIC® device and its supporting circuitry. Care should be taken to assure minimum current draw when the device enters Suspend mode.

22.2.2 USB CONFIGURATION REGISTER (UCFG)

Prior to communicating over USB, the module's associated internal and/or external hardware must be configured. Most of the configuration is performed with the UCFG register (Register 22-2).The UFCG register contains most of the bits that control the system level behavior of the USB module. These include:

- Bus Speed (full speed versus low speed)
- On-Chip Pull-up Resistor Enable
- Ping-Pong Buffer Usage

The UTEYE bit, UCFG<7>, enables eye pattern generation, which aids in module testing, debugging and USB certifications.

Note:	The USB speed, transceiver and pull-up should only be configured during the module setup phase. It is not recommended to switch these settings while the module is enabled.

22.2.2.1 Internal Transceiver

The USB peripheral has a built-in, USB 2.0, full-speed and low-speed capable transceiver, internally connected to the SIE. This feature is useful for low-cost, single chip applications. Enabling the USB module (USBEN = 1) will also enable the internal transceiver. The FSEN bit (UCFG<2>) controls the transceiver speed; setting the bit enables full-speed operation.

The on-chip USB pull-up resistors are controlled by the UPUEN bit (UCFG<4>). They can only be selected when the on-chip transceiver is enabled.

The internal USB transceiver obtains power from the V_{USB} pin. In order to meet USB signaling level specifications, V_{USB} must be supplied with a voltage source between 3.0V and 3.6V. The best electrical signal quality is obtained when a 3.3V supply is used and locally bypassed with a high quality ceramic capacitor. The capacitor should be placed as close as possible to the V_{USB} and V_{SS} pins found on the same edge of the package (i.e., route ground of the capacitor to V_{SS} pin 20 on 20-lead PDIP, SOIC, SSOP and QFN packaged parts).

The D+ and D- signal lines can be routed directly to their respective pins on the USB connector or cable (for hard-wired applications). No additional resistors, capacitors, or magnetic components are required as the D+ and D- drivers have controlled slew rate and output impedance intended to match with the characteristic impedance of the USB cable.

In order to meet the USB specifications, the traces should be less than 30 cm long. Ideally, these traces should be designed to have a characteristic impedance matching that of the USB cable.

TABLE 23-4: INITIALIZATION CONDITIONS FOR ALL REGISTERS (CONTINUED)

Register	Address	Power-on Reset, Brown-out Reset	MCLR Resets, WDT Reset, RESET Instruction, Stack Resets	Wake-up via WDT or Interrupt
FSR1H	FE2h	---- 0000	---- 0000	---- uuuu
FSR1L	FE1h	xxxx xxxx	uuuu uuuu	uuuu uuuu
BSR	FE0h	---- 0000	---- 0000	---- uuuu
INDF2	FDFh	N/A	N/A	N/A
POSTINC2	FDEh	N/A	N/A	N/A
POSTDEC2	FDDh	N/A	N/A	N/A
PREINC2	FDCh	N/A	N/A	N/A
PLUSW2	FDBh	N/A	N/A	N/A
FSR2H	FDAh	---- 0000	---- 0000	---- uuuu
FSR2L	FD9h	xxxx xxxx	uuuu uuuu	uuuu uuuu
STATUS	FD8h	---x xxxx	---u uuuu	---u uuuu
TMR0H	FD7h	0000 0000	0000 0000	uuuu uuuu
TMR0L	FD6h	xxxx xxxx	uuuu uuuu	uuuu uuuu
T0CON	FD5h	1111 1111	1111 1111	uuuu uuuu
OSCCON	FD3h	0011 qq00	0011 qq00	uuuu uuuu
OSCCON2	FD2h	---- -10x	---- -10x	---- -uuu
WDTCON	FD1h	---- ---0	---- ---0	---- ---u
RCON(4)	FD0h	0q-1 11q0	0q-q qquu	uq-u qquu
TMR1H	FCFh	xxxx xxxx	uuuu uuuu	uuuu uuuu
TMR1L	FCEh	xxxx xxxx	uuuu uuuu	uuuu uuuu
T1CON	FCDh	0000 0000	u0uu uuuu	uuuu uuuu
TMR2	FCCh	0000 0000	0000 0000	uuuu uuuu
PR2	FCBh	1111 1111	1111 1111	1111 1111
T2CON	FCAh	-000 0000	-000 0000	-uuu uuuu
SSPBUF	FC9h	xxxx xxxx	uuuu uuuu	uuuu uuuu
SSPADD	FC8h	0000 0000	0000 0000	uuuu uuuu
SSPSTAT	FC7h	0000 0000	0000 0000	uuuu uuuu
SSPCON1	FC6h	0000 0000	0000 0000	uuuu uuuu
SSPCON2	FC5h	0000 0000	0000 0000	uuuu uuuu

Legend: u = unchanged, x = unknown, - = unimplemented bit, read as '0', q = value depends on condition. Shaded cells indicate conditions do not apply for the designated device.

Note 1: One or more bits in the INTCONx or PIRx registers will be affected (to cause wake-up).

2: When the wake-up is due to an interrupt and the GIEL or GIEH bit is set, the PC is loaded with the interrupt vector (0008h or 0018h).

3: When the wake-up is due to an interrupt and the GIEL or GIEH bit is set, the TOSU, TOSH and TOSL are updated with the current value of the PC. The STKPTR is modified to point to the next location in the hardware stack.

4: See Table 23-3 for Reset value for specific condition.

5: All bits of the ANSELH register initialize to '0' if the PBADEN bit of CONFIG3H is '0'.

REGISTER 24-5: CONFIG3H: CONFIGURATION REGISTER 3 HIGH

R/P-1	U-0	U-0	U-0	R/P-1	U-0	U-0	U-0
MCLRE	—	—	—	HFOFST	—	—	—
bit 7							bit 0

Legend:		
R = Readable bit	P = Programmable bit	U = Unimplemented bit, read as '0'
-n = Value when device is unprogrammed		x = Bit is unknown

bit 7 **MCLRE:** $\overline{\text{MCLR}}$ Pin Enable bit
1 = $\overline{\text{MCLR}}$ pin enabled; RA3 input pin disabled
0 = RA3 input pin enabled; $\overline{\text{MCLR}}$ disabled

bit 6-4 **Unimplemented:** Read as '0'

bit 3 **HFOFST:** HFINTOSC Fast Start-up bit
1 = HFINTOSC starts clocking the CPU without waiting for the oscillator to stabilize.
0 = The system clock is held off until the HFINTOSC is stable.

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

REGISTER 24-6: CONFIG4L: CONFIGURATION REGISTER 4 LOW

R/W-1(1)	R/W-0	U-0	U-0	R/P-0	R/P-1	U-0	R/P-1
$\overline{\text{BKBUG}}$	ENHCPU	—	—	BBSIZ	LVP	—	STVREN
bit 7							bit 0

Legend:		
R = Readable bit	P = Programmable bit	U = Unimplemented bit, read as '0'
-n = Value when device is unprogrammed		x = Bit is unknown

bit 7 **$\overline{\text{BKBUG}}$:** Background Debugger Enable bit(1)
1 = Background debugger disabled
0 = Background debugger functions enabled

bit 6 **ENHCPU:** Enhanced CPU Enable bit
1 = Enhanced CPU enabled
0 = Enhanced CPU disabled

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

bit 3 **BBSIZ:** Boot BLock Size Select bit
1 = 2 kW boot block size for PIC18F14K50/PIC18LF14K50 (1 kW boot block size for PIC18F13K50/PIC18LF13K50)
0 = 1 kW boot block size for PIC18F14K50/PIC18LF14K50 (512 W boot block size for PIC18F13K50/PIC18LF13K50)

bit 2 **LVP:** Single-Supply ICSP™ Enable bit
1 = Single-Supply ICSP enabled
0 = Single-Supply ICSP disabled

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

bit 0 **STVREN:** Stack Full/Underflow Reset Enable bit
1 = Stack Full/Underflow will cause Reset
0 = Stack Full/Underflow will not cause Reset

Note 1: $\overline{\text{BKBUG}}$ is only used for the ICD device. Otherwise, this bit is unimplemented and reads as '1'.

RETFIE **Return from Interrupt**

Syntax: RETFIE {s}

Operands: s ∈ [0,1]

Operation: (TOS) → PC,
1 → GIE/GIEH or PEIE/GIEL,
if s = 1
(WS) → W,
(STATUSS) → Status,
(BSRS) → BSR,
PCLATU, PCLATH are unchanged.

Status Affected: GIE/GIEH, PEIE/GIEL.

Encoding:

0000	0000	0001	000s

Description: Return from interrupt. Stack is popped and Top-of-Stack (TOS) is loaded into the PC. Interrupts are enabled by setting either the high or low priority global interrupt enable bit. If 's' = 1, the contents of the shadow registers, WS, STATUSS and BSRS, are loaded into their corresponding registers, W, Status and BSR. If 's' = 0, no update of these registers occurs (default).

Words: 1

Cycles: 2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	No operation	POP PC from stack Set GIEH or GIEL
No operation	No operation	No operation	No operation

Example:

```
RETFIE  1
```

After Interrupt
PC = TOS
W = WS
BSR = BSRS
Status = STATUSS
GIE/GIEH, PEIE/GIEL = 1

RETLW **Return literal to W**

Syntax: RETLW k

Operands: 0 ≤ k ≤ 255

Operation: k → W,
(TOS) → PC,
PCLATU, PCLATH are unchanged

Status Affected: None

Encoding:

0000	1100	kkkk	kkkk

Description: W is loaded with the 8-bit literal 'k'. The program counter is loaded from the top of the stack (the return address). The high address latch (PCLATH) remains unchanged.

Words: 1

Cycles: 2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	POP PC from stack, Write to W
No operation	No operation	No operation	No operation

Example:

```
    CALL TABLE ; W contains table
               ; offset value
               ; W now has
               ; table value
    :
TABLE
    ADDWF PCL  ; W = offset
    RETLW k0   ; Begin table
    RETLW k1   ;
    :
    :
    RETLW kn   ; End of table
```

Before Instruction
W = 07h
After Instruction
W = value of kn

CALLW **Subroutine Call Using WREG**

Syntax: CALLW

Operands: None

Operation: (PC + 2) → TOS,
(W) → PCL,
(PCLATH) → PCH,
(PCLATU) → PCU

Status Affected: None

Encoding:

0000	0000	0001	0100

Description: First, the return address (PC + 2) is pushed onto the return stack. Next, the contents of W are written to PCL; the existing value is discarded. Then, the contents of PCLATH and PCLATU are latched into PCH and PCU, respectively. The second cycle is executed as a NOP instruction while the new next instruction is fetched. Unlike CALL, there is no option to update W, Status or BSR.

Words: 1

Cycles: 2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read WREG	PUSH PC to stack	No operation
No operation	No operation	No operation	No operation

Example:
```
HERE    CALLW
```
Before Instruction
```
PC      =   address (HERE)
PCLATH  =   10h
PCLATU  =   00h
W       =   06h
```
After Instruction
```
PC      =   001006h
TOS     =   address (HERE + 2)
PCLATH  =   10h
PCLATU  =   00h
W       =   06h
```

MOVSF **Move Indexed to f**

Syntax: MOVSF [z_s], f_d

Operands: $0 \le z_s \le 127$
$0 \le f_d \le 4095$

Operation: ((FSR2) + z_s) → f_d

Status Affected: None

Encoding:

1st word (source)	1110	1011	0zzz	$zzzz_s$
2nd word (destin.)	1111	ffff	ffff	$ffff_d$

Description: The contents of the source register are moved to destination register 'f_d'. The actual address of the source register is determined by adding the 7-bit literal offset 'z_s' in the first word to the value of FSR2. The address of the destination register is specified by the 12-bit literal 'f_d' in the second word. Both addresses can be anywhere in the 4096-byte data space (000h to FFFh).
The MOVSF instruction cannot use the PCL, TOSU, TOSH or TOSL as the destination register.
If the resultant source address points to an indirect addressing register, the value returned will be 00h.

Words: 2

Cycles: 2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Determine source addr	Determine source addr	Read source reg
Decode	No operation No dummy read	No operation	Write register 'f' (dest)

Example:
```
MOVSF   [05h], REG2
```
Before Instruction
```
FSR2            =   80h
Contents
of 85h          =   33h
REG2            =   11h
```
After Instruction
```
FSR2            =   80h
Contents
of 85h          =   33h
REG2            =   33h
```

26.0 DEVELOPMENT SUPPORT

The PIC microcontrollers (MCU) and dsPIC® digital signal controllers (DSC) are supported with a full range of software and hardware development tools:

- Integrated Development Environment
  - MPLAB® X IDE Software
- Compilers/Assemblers/Linkers
  - MPLAB XC Compiler
  - MPASM™ Assembler
  - MPLINK™ Object Linker/ MPLIB™ Object Librarian
  - MPLAB Assembler/Linker/Librarian for Various Device Families
- Simulators
  - MPLAB X SIM Software Simulator
- Emulators
  - MPLAB REAL ICE™ In-Circuit Emulator
- In-Circuit Debuggers/Programmers
  - MPLAB ICD 3
  - PICkit 3
- Device Programmers
  - MPLAB PM3 Device Programmer
- Low-Cost Demonstration/Development Boards, Evaluation Kits and Starter Kits
- Third-party development tools

26.1 MPLAB X Integrated Development Environment Software

The MPLAB X IDE is a single, unified graphical user interface for Microchip and third-party software, and hardware development tool that runs on Windows®, Linux and Mac OS® X. Based on the NetBeans IDE, MPLAB X IDE is an entirely new IDE with a host of free software components and plug-ins for high-performance application development and debugging. Moving between tools and upgrading from software simulators to hardware debugging and programming tools is simple with the seamless user interface.

With complete project management, visual call graphs, a configurable watch window and a feature-rich editor that includes code completion and context menus, MPLAB X IDE is flexible and friendly enough for new users. With the ability to support multiple tools on multiple projects with simultaneous debugging, MPLAB X IDE is also suitable for the needs of experienced users.

Feature-Rich Editor:

- Color syntax highlighting
- Smart code completion makes suggestions and provides hints as you type
- Automatic code formatting based on user-defined rules
- Live parsing

User-Friendly, Customizable Interface:

- Fully customizable interface: toolbars, toolbar buttons, windows, window placement, etc.
- Call graph window

Project-Based Workspaces:

- Multiple projects
- Multiple tools
- Multiple configurations
- Simultaneous debugging sessions

File History and Bug Tracking:

- Local file history feature
- Built-in support for Bugzilla issue tracker

26.6 MPLAB X SIM Software Simulator

The MPLAB X 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 X SIM Software Simulator fully supports symbolic debugging using the MPLAB XC 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.

26.7 MPLAB REAL ICE In-Circuit Emulator System

The 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 all 8, 16 and 32-bit MCU, and DSC devices with the easy-to-use, powerful graphical user interface of the MPLAB X IDE.

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 (RJ-11) 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 X IDE. MPLAB REAL ICE offers significant advantages over competitive emulators including full-speed emulation, run-time variable watches, trace analysis, complex breakpoints, logic probes, a ruggedized probe interface and long (up to three meters) interconnection cables.

26.8 MPLAB ICD 3 In-Circuit Debugger System

The MPLAB ICD 3 In-Circuit Debugger System is Microchip's most cost-effective, high-speed hardware debugger/programmer for Microchip Flash DSC and MCU devices. It debugs and programs PIC Flash microcontrollers and dsPIC DSCs with the powerful, yet easy-to-use graphical user interface of the MPLAB 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.

26.9 PICkit™ 3 In-Circuit Debugger/ Programmer

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 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 a 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™ (ICSP™).

26.10 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.

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UK - Wokingham
Tel: 44-118-921-5800
Fax: 44-118-921-5820

01/27/15