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Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I ² C, 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	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 8x10b; D/A 1x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	14-TSSOP (0.173", 4.40mm Width)
Supplier Device Package	14-TSSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1704-e-st

1.0 DEVICE OVERVIEW

The PIC16(L)F1704/8 are described within this data sheet. They are available in 14-pin and 20-pin DIP packages and 16-pin and 20-pin QFN packages. Figure 1-1 shows a block diagram of the PIC16(L)F1704/8 devices. Table 1-2 shows the pinout descriptions.

Reference Table 1-1 for peripherals available per device.

TABLE 1-1: DEVICE PERIPHERAL SUMMARY

Peripheral		PIC16(L)F1704	PIC16(L)F1708
Analog-to-Digital Converter (ADC)		•	•
Digital-to-Analog Converter (DAC)		•	•
Complementary Output Generator (COG)		•	•
Fixed Voltage Reference (FVR)		•	•
Zero Cross Detection (ZCD)		•	•
Temperature Indicator		•	•
Capture/Compare/PWM (CCP/ECCP) Modules			
	CCP1	•	•
	CCP2	•	•
Comparators			
	C1	•	•
	C2	•	•
Configurable Logic Cell (CLC)			
	CLC1	•	•
	CLC2	•	•
	CLC3	•	•
Enhanced Universal Synchronous/Asynchronous Receiver/Transmitter (EUSART)			
	EUSART	•	•
Master Synchronous Serial Ports			
	MSSP	•	•
Op Amp			
	Op Amp 1	•	•
	Op Amp 2	•	•
Pulse Width Modulator (PWM)			
	PWM3	•	•
	PWM4	•	•
Timers			
	Timer0	•	•
	Timer1	•	•
	Timer2	•	•

FIGURE 3-5: ACCESSING THE STACK EXAMPLE 2

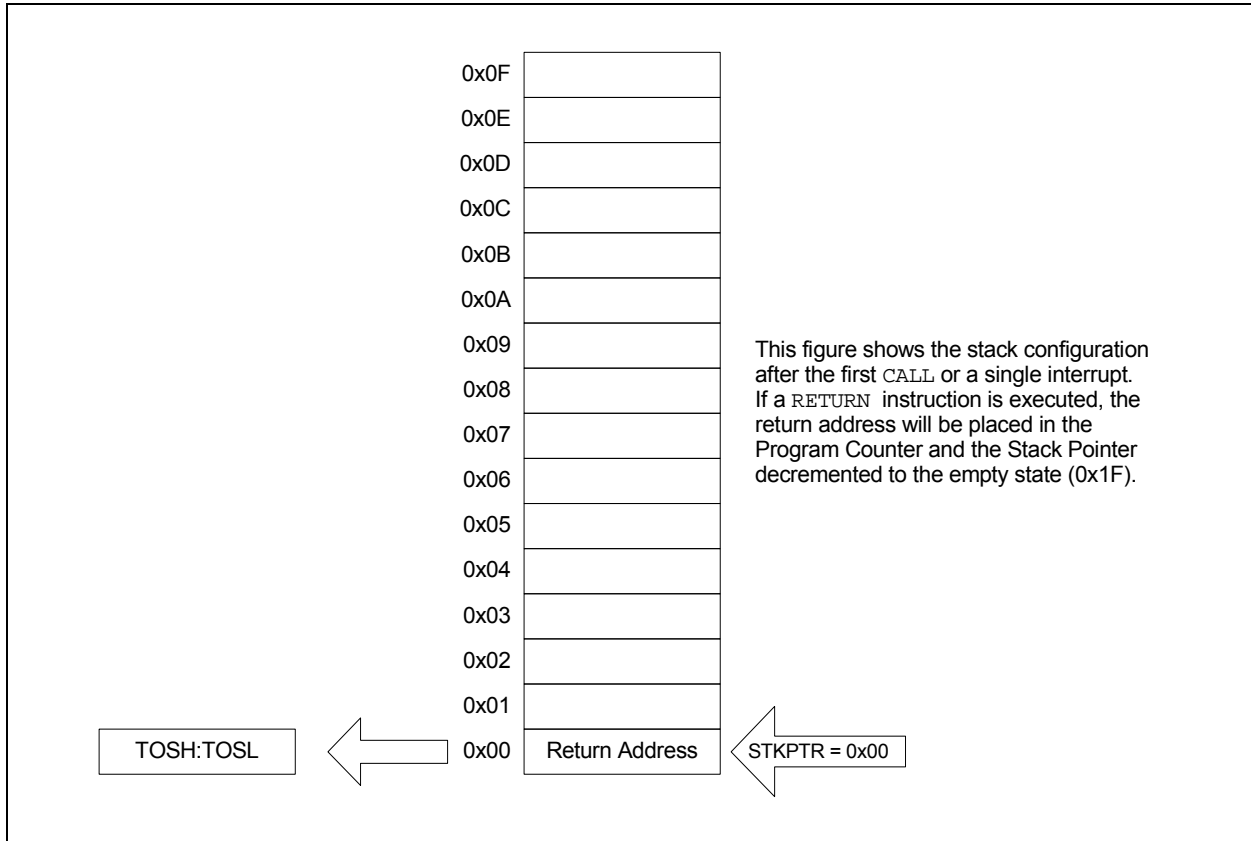


FIGURE 3-6: ACCESSING THE STACK EXAMPLE 3

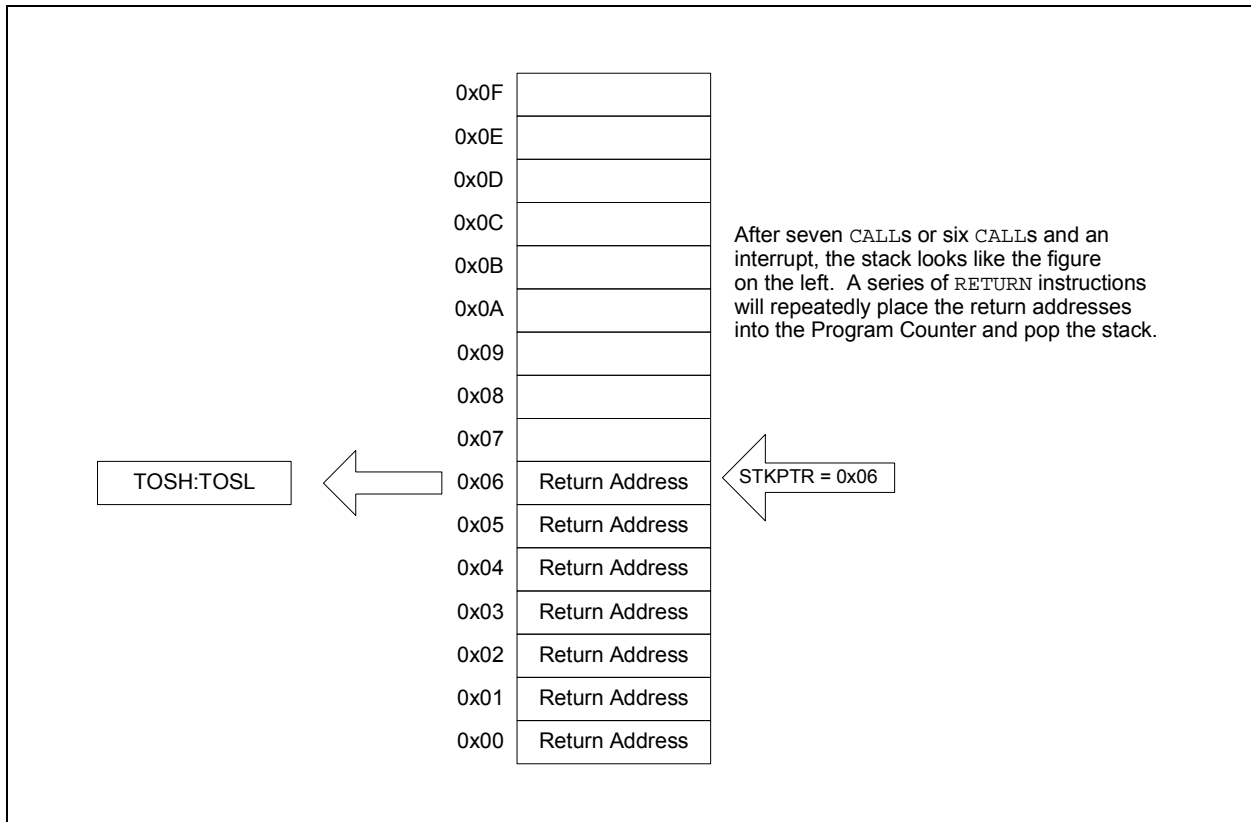
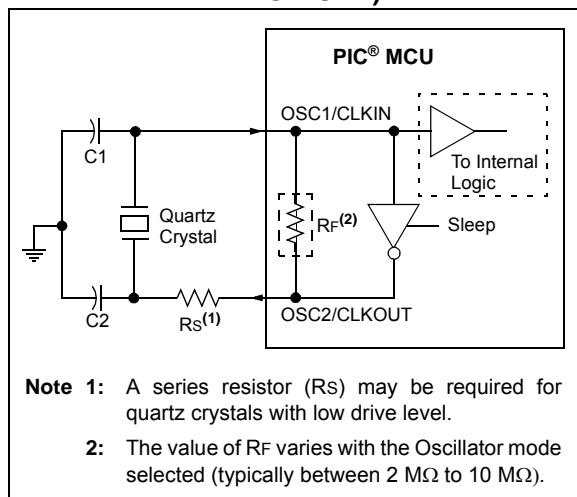


FIGURE 6-3: QUARTZ CRYSTAL OPERATION (LP, XT OR HS MODE)

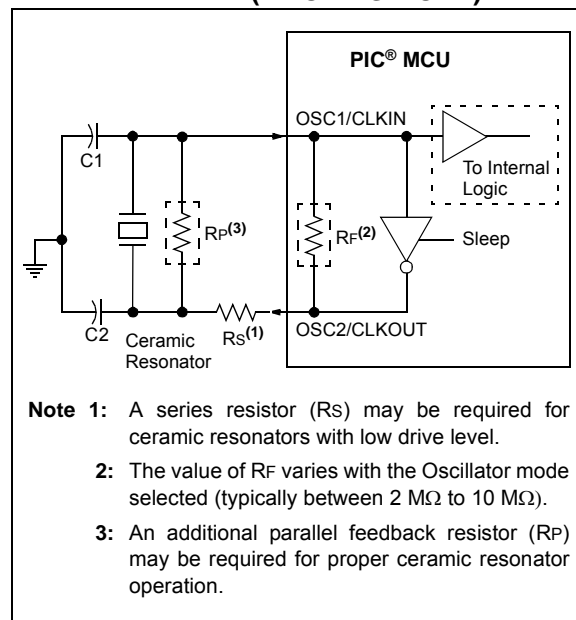


Note 1: Quartz crystal characteristics vary according to type, package and manufacturer. The user should consult the manufacturer data sheets for specifications and recommended application.

- 2:** Always verify oscillator performance over the V_{DD} and temperature range that is expected for the application.
- 3:** For oscillator design assistance, reference the following Microchip Application Notes:

- AN826, "Crystal Oscillator Basics and Crystal Selection for *rPIC*[®] and *PIC*[®] Devices" (DS00826)
- AN849, "Basic *PIC*[®] Oscillator Design" (DS00849)
- AN943, "Practical *PIC*[®] Oscillator Analysis and Design" (DS00943)
- AN949, "Making Your Oscillator Work" (DS00949)

FIGURE 6-4: CERAMIC RESONATOR OPERATION (XT OR HS MODE)

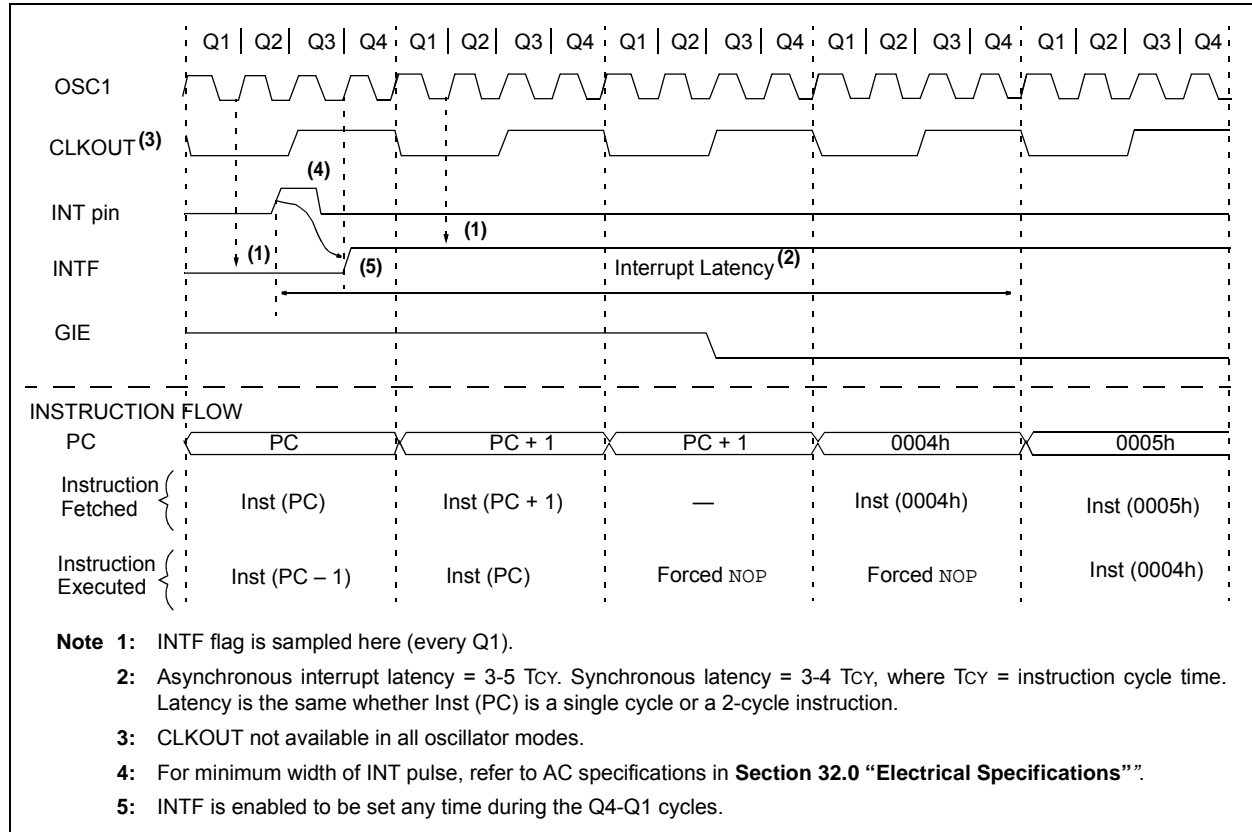


6.2.1.3 Oscillator Start-up Timer (OST)

If the oscillator module is configured for LP, XT or HS modes, the Oscillator Start-up Timer (OST) counts 1024 oscillations from OSC1. This occurs following a Power-on Reset (POR) and when the Power-up Timer (PWRT) has expired (if configured), or a wake-up from Sleep. During this time, the program counter does not increment and program execution is suspended, unless either FSCM or Two-Speed Start-Up are enabled. In this case, code will continue to execute at the selected INTOSC frequency while the OST is counting. The OST ensures that the oscillator circuit, using a quartz crystal resonator or ceramic resonator, has started and is providing a stable system clock to the oscillator module.

In order to minimize latency between external oscillator start-up and code execution, the Two-Speed Clock Start-up mode can be selected (see **Section 6.4 "Two-Speed Clock Start-up Mode"**).

FIGURE 7-3: INT PIN INTERRUPT TIMING



REGISTER 7-7: PIR3: PERIPHERAL INTERRUPT REQUEST REGISTER 3

U-0	U-0	R/W-0/0	R/W-0/0	U-0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	COGIF	ZCDIF	—	CLC3IF	CLC2IF	CLC1IF
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

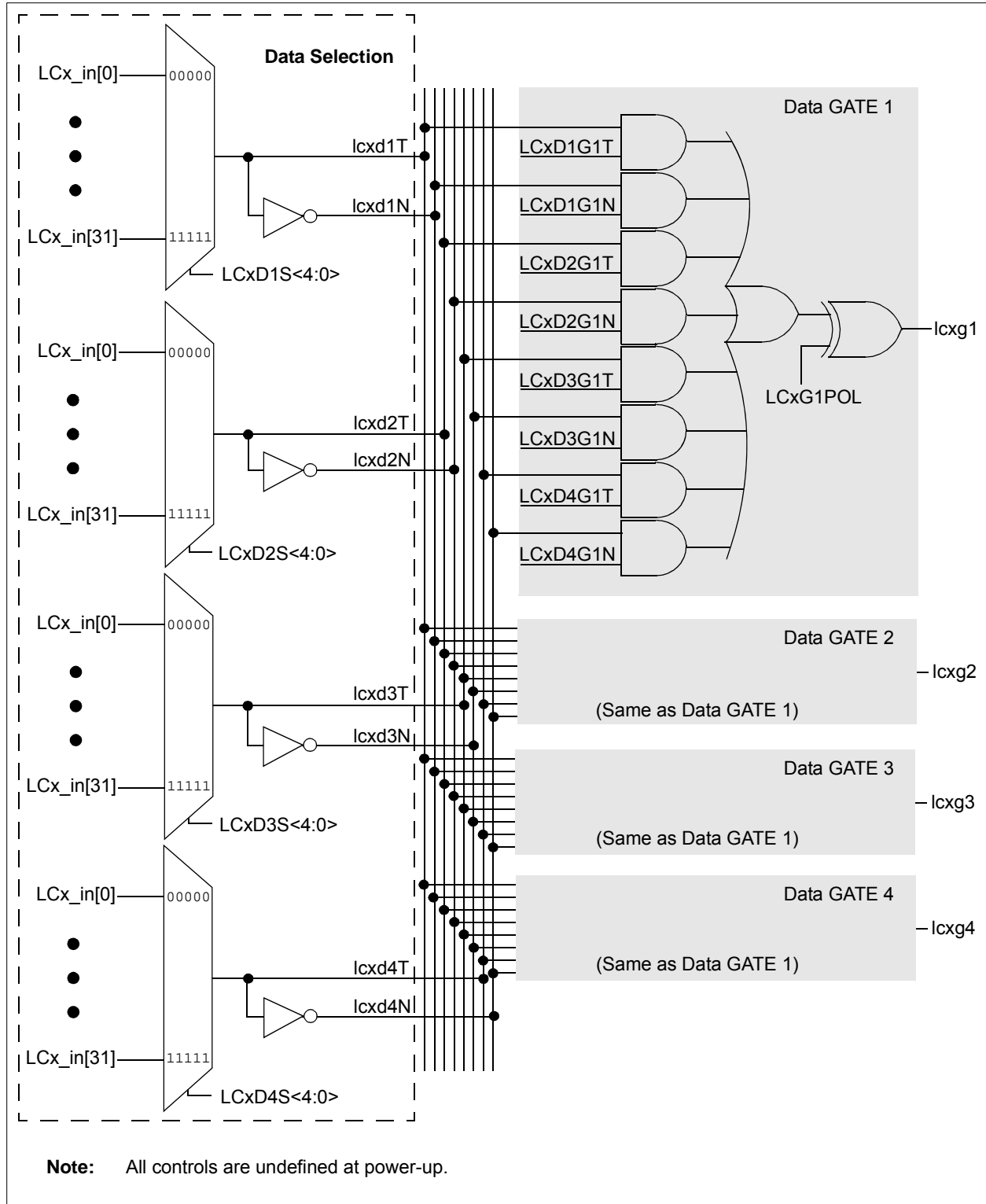
'1' = Bit is set

'0' = Bit is cleared

- bit 7-6 **Unimplemented:** Read as '0'
- bit 5 **COGIF:** COG Auto-Shutdown Interrupt Flag bit
 - 1 = Interrupt is pending
 - 0 = Interrupt is not pending
- bit 4 **ZCDIF:** Zero-Cross Detection Interrupt Flag bit
 - 1 = Interrupt is pending
 - 0 = Interrupt is not pending
- bit 3 **Unimplemented:** Read as '0'
- bit 2 **CLC3IF:** CLC3 Interrupt Flag bit
 - 1 = Interrupt is pending
 - 0 = Interrupt is not pending
- bit 1 **CLC2IF:** CLC2 Interrupt Flag bit
 - 1 = Interrupt is pending
 - 0 = Interrupt is not pending
- bit 0 **CLC1IF:** CLC1 Interrupt Flag bit
 - 1 = Interrupt is pending
 - 0 = Interrupt is not pending

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

FIGURE 19-2: INPUT DATA SELECTION AND GATING



PIC16(L)F1704/8

REGISTER 19-6: CLCxSEL3: GENERIC CLCx DATA 4 SELECT REGISTER

U-0	U-0	U-0	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
—	—	—	LCxD4S<4:0>				
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 7-5

Unimplemented: Read as '0'

bit 4-0

LCxD4S<4:0>: CLCx Data 4 Input Selection bits
See Table 19-1.

PIC16(L)F1704/8

TABLE 20-3: SUMMARY OF REGISTERS ASSOCIATED WITH ADC

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ADCON0	—	CHS<4:0>					GO/DONE	ADON	223
ADCON1	ADFM	ADCS<2:0>			—	ADNREF	ADPREF<1:0>		224
ADCON2	TRIGSEL<3:0>				—	—	—	—	225
ADRESH	ADC Result Register High								226, 227
ADRESL	ADC Result Register Low								226, 227
ANSELA	—	—	—	ANSA4	—	ANSA2	ANSA1	ANSA0	122
ANSELB ⁽¹⁾	—	—	ANSB5	ANSB4	—	—	—	—	128
ANSELC	ANSC7 ⁽¹⁾	ANSC6 ⁽¹⁾	ANSC5 ⁽²⁾	ANSC4 ⁽²⁾	ANSC3	ANSC2	ANSC1	ANSC0	133
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	85
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	86
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	89
TRISA	—	—	TRISA5	TRISA4	— ⁽³⁾	TRISA2	TRISA1	TRISA0	121
TRISB ⁽¹⁾	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	127
TRISC	TRISC7 ⁽¹⁾	TRISC6 ⁽¹⁾	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	132
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR<1:0>		ADFVR<1:0>		151
DAC1CON0	DAC1EN	—	DAC1OE1	DAC1OE2	DAC1PSS<1:0>		—	DAC1NSS	237

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

- Note** 1: PIC16(L)F1708 only.
2: PIC16(L)F1704 only.
3: Unimplemented, read as '1'.

FIGURE 25-3: TIMER1 GATE ENABLE MODE

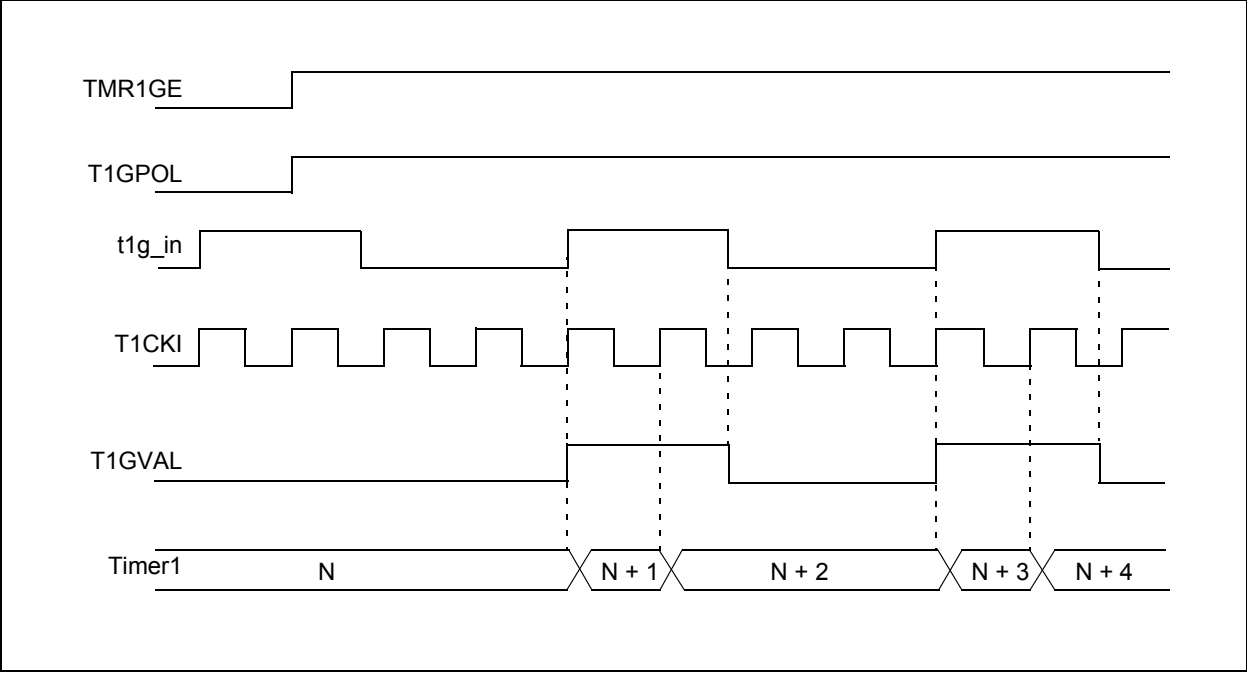
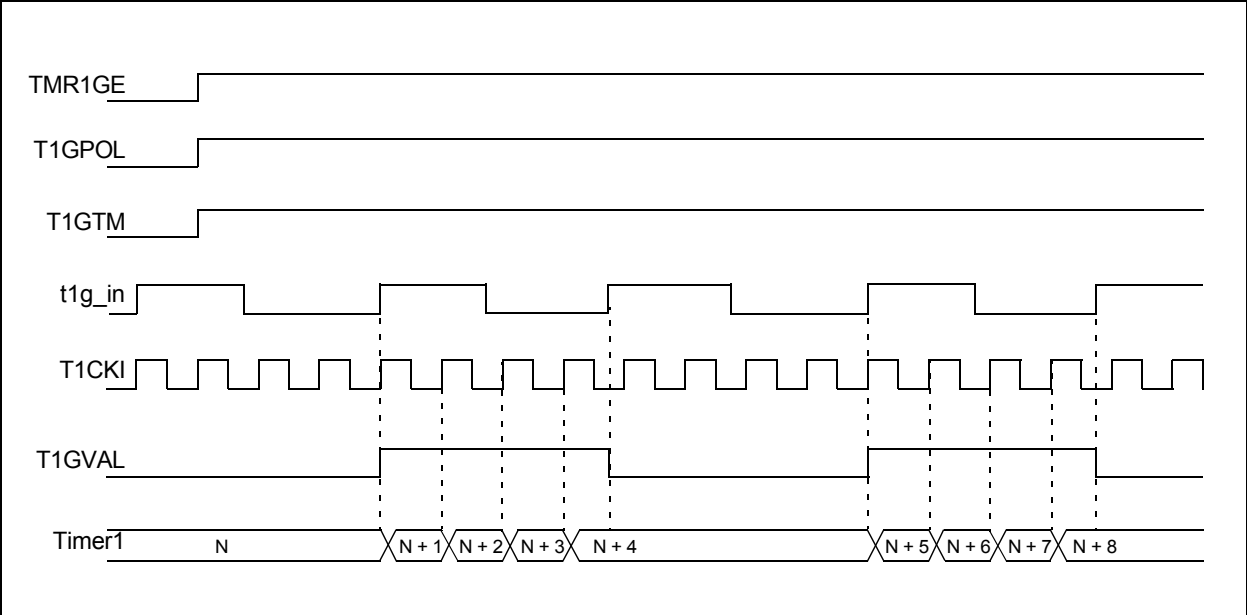


FIGURE 25-4: TIMER1 GATE TOGGLE MODE



28.2.2 SPI MODE OPERATION

When initializing the SPI, several options need to be specified. This is done by programming the appropriate control bits (SSPCON1<5:0> and SSPSTAT<7:6>). These control bits allow the following to be specified:

- Master mode (SCK is the clock output)
- Slave mode (SCK is the clock input)
- Clock Polarity (Idle state of SCK)
- Data Input Sample Phase (middle or end of data output time)
- Clock Edge (output data on rising/falling edge of SCK)
- Clock Rate (Master mode only)
- Slave Select mode (Slave mode only)

To enable the serial port, SSP Enable bit, SSPEN of the SSPCON1 register, must be set. To reset or reconfigure SPI mode, clear the SSPEN bit, re-initialize the SSPCONx registers and then set the SSPEN bit. This configures the SDI, SDO, SCK and \overline{SS} pins as serial port pins. For the pins to behave as the serial port function, some must have their data direction bits (in the TRIS register) appropriately programmed as follows:

- SDI must have corresponding TRIS bit set
- SDO must have corresponding TRIS bit cleared
- SCK (Master mode) must have corresponding TRIS bit cleared
- SCK (Slave mode) must have corresponding TRIS bit set
- \overline{SS} must have corresponding TRIS bit set

Any serial port function that is not desired may be overridden by programming the corresponding data direction (TRIS) register to the opposite value.

The MSSP consists of a transmit/receive shift register (SSPSR) and a buffer register (SSPBUF). The SSPSR shifts the data in and out of the device, MSb first. The SSPBUF holds the data that was written to the SSPSR until the received data is ready. Once the eight bits of data have been received, that byte is moved to the SSPBUF register. Then, the Buffer Full Detect bit, BF of the SSPSTAT register, and the interrupt flag bit, SSPIF, are set. This double-buffering of the received data (SSPBUF) allows the next byte to start reception before reading the data that was just received. Any write to the SSPBUF register during transmission/reception of data will be ignored and the write collision detect bit WCOL of the SSPCON1 register, will be set. User software must clear the WCOL bit to allow the following write(s) to the SSPBUF register to complete successfully.

When the application software is expecting to receive valid data, the SSPBUF should be read before the next byte of data to transfer is written to the SSPBUF. The Buffer Full bit, BF of the SSPSTAT register, indicates when SSPBUF has been loaded with the received data (transmission is complete). When the SSPBUF is read, the BF bit is cleared. This data may be irrelevant if the SPI is only a transmitter. Generally, the MSSP interrupt is used to determine when the transmission/reception has completed. If the interrupt method is not going to be used, then software polling can be done to ensure that a write collision does not occur.

The SSPSR is not directly readable or writable and can only be accessed by addressing the SSPBUF register. Additionally, the SSPSTAT register indicates the various Status conditions.

28.4.9 ACKNOWLEDGE SEQUENCE

The 9th SCL pulse for any transferred byte in I²C is dedicated as an Acknowledge. It allows receiving devices to respond back to the transmitter by pulling the SDA line low. The transmitter must release control of the line during this time to shift in the response. The Acknowledge (\overline{ACK}) is an active-low signal, pulling the SDA line low indicates to the transmitter that the device has received the transmitted data and is ready to receive more.

The result of an \overline{ACK} is placed in the ACKSTAT bit of the SSPCON2 register.

Slave software, when the AHEN and DHEN bits are set, allow the user to set the \overline{ACK} value sent back to the transmitter. The ACKDT bit of the SSPCON2 register is set/cleared to determine the response.

Slave hardware will generate an \overline{ACK} response if the AHEN and DHEN bits of the SSPCON3 register are clear.

There are certain conditions where an \overline{ACK} will not be sent by the slave. If the BF bit of the SSPSTAT register or the SSPOV bit of the SSPCON1 register are set when a byte is received.

When the module is addressed, after the eighth falling edge of SCL on the bus, the ACKTIM bit of the SSPCON3 register is set. The ACKTIM bit indicates the acknowledge time of the active bus. The ACKTIM Status bit is only active when the AHEN bit or DHEN bit is enabled.

28.5 I²C SLAVE MODE OPERATION

The MSSP Slave mode operates in one of four modes selected by the SSPM bits of SSPCON1 register. The modes can be divided into 7-bit and 10-bit Addressing mode. 10-bit Addressing modes operate the same as 7-bit with some additional overhead for handling the larger addresses.

Modes with Start and Stop bit interrupts operate the same as the other modes with SSPIF additionally getting set upon detection of a Start, Restart, or Stop condition.

28.5.1 SLAVE MODE ADDRESSES

The SSPADD register (Register 28-6) contains the Slave mode address. The first byte received after a Start or Restart condition is compared against the value stored in this register. If the byte matches, the value is loaded into the SSPBUF register and an interrupt is generated. If the value does not match, the module goes idle and no indication is given to the software that anything happened.

The SSP Mask register (Register 28-5) affects the address matching process. See **Section 28.5.9 “SSP Mask Register”** for more information.

28.5.1.1 I²C Slave 7-bit Addressing Mode

In 7-bit Addressing mode, the LSb of the received data byte is ignored when determining if there is an address match.

28.5.1.2 I²C Slave 10-bit Addressing Mode

In 10-bit Addressing mode, the first received byte is compared to the binary value of ‘1 1 1 0 A9 A8 0’. A9 and A8 are the two MSb’s of the 10-bit address and stored in bits 2 and 1 of the SSPADD register.

After the acknowledge of the high byte the UA bit is set and SCL is held low until the user updates SSPADD with the low address. The low address byte is clocked in and all eight bits are compared to the low address value in SSPADD. Even if there is not an address match; SSPIF and UA are set, and SCL is held low until SSPADD is updated to receive a high byte again. When SSPADD is updated the UA bit is cleared. This ensures the module is ready to receive the high address byte on the next communication.

A high and low address match as a write request is required at the start of all 10-bit addressing communication. A transmission can be initiated by issuing a Restart once the slave is addressed, and clocking in the high address with the R/W bit set. The slave hardware will then acknowledge the read request and prepare to clock out data. This is only valid for a slave after it has received a complete high and low address byte match.

28.5.3 SLAVE TRANSMISSION

When the $\overline{R/W}$ bit of the incoming address byte is set and an address match occurs, the $\overline{R/W}$ bit of the SSPSTAT register is set. The received address is loaded into the SSPBUF register, and an \overline{ACK} pulse is sent by the slave on the ninth bit.

Following the \overline{ACK} , slave hardware clears the CKP bit and the SCL pin is held low (see **Section 28.5.6 “Clock Stretching”** for more detail). By stretching the clock, the master will be unable to assert another clock pulse until the slave is done preparing the transmit data.

The transmit data must be loaded into the SSPBUF register which also loads the SSPSR register. Then the SCL pin should be released by setting the CKP bit of the SSPCON1 register. The eight data bits are shifted out on the falling edge of the SCL input. This ensures that the SDA signal is valid during the SCL high time.

The \overline{ACK} pulse from the master-receiver is latched on the rising edge of the ninth SCL input pulse. This \overline{ACK} value is copied to the ACKSTAT bit of the SSPCON2 register. If ACKSTAT is set (not \overline{ACK}), then the data transfer is complete. In this case, when the not \overline{ACK} is latched by the slave, the slave goes idle and waits for another occurrence of the Start bit. If the SDA line was low (\overline{ACK}), the next transmit data must be loaded into the SSPBUF register. Again, the SCL pin must be released by setting bit CKP.

An MSSP interrupt is generated for each data transfer byte. The SSPIF bit must be cleared by software and the SSPSTAT register is used to determine the status of the byte. The SSPIF bit is set on the falling edge of the ninth clock pulse.

28.5.3.1 Slave Mode Bus Collision

A slave receives a Read request and begins shifting data out on the SDA line. If a bus collision is detected and the SBCDE bit of the SSPCON3 register is set, the BCLIF bit of the PIR register is set. Once a bus collision is detected, the slave goes idle and waits to be addressed again. User software can use the BCLIF bit to handle a slave bus collision.

28.5.3.2 7-bit Transmission

A master device can transmit a read request to a slave, and then clock data out of the slave. The list below outlines what software for a slave will need to do to accomplish a standard transmission. Figure 28-18 can be used as a reference to this list.

1. Master sends a Start condition on SDA and SCL.
2. S bit of SSPSTAT is set; SSPIF is set if interrupt on Start detect is enabled.
3. Matching address with $\overline{R/W}$ bit set is received by the Slave setting SSPIF bit.
4. Slave hardware generates an \overline{ACK} and sets SSPIF.
5. SSPIF bit is cleared by user.
6. Software reads the received address from SSPBUF, clearing BF.
7. $\overline{R/W}$ is set so CKP was automatically cleared after the \overline{ACK} .
8. The slave software loads the transmit data into SSPBUF.
9. CKP bit is set releasing SCL, allowing the master to clock the data out of the slave.
10. SSPIF is set after the \overline{ACK} response from the master is loaded into the ACKSTAT register.
11. SSPIF bit is cleared.
12. The slave software checks the ACKSTAT bit to see if the master wants to clock out more data.

Note 1: If the master \overline{ACK} s the clock will be stretched.

2: ACKSTAT is the only bit updated on the rising edge of SCL (9th) rather than the falling.

13. Steps 9-13 are repeated for each transmitted byte.
14. If the master sends a not \overline{ACK} ; the clock is not held, but SSPIF is still set.
15. The master sends a Restart condition or a Stop.
16. The slave is no longer addressed.

28.6.8 ACKNOWLEDGE SEQUENCE TIMING

An Acknowledge sequence is enabled by setting the Acknowledge Sequence Enable bit, ACKEN bit of the SSPCON2 register. When this bit is set, the SCL pin is pulled low and the contents of the Acknowledge data bit are presented on the SDA pin. If the user wishes to generate an Acknowledge, then the ACKDT bit should be cleared. If not, the user should set the ACKDT bit before starting an Acknowledge sequence. The Baud Rate Generator then counts for one rollover period (TBRG) and the SCL pin is deasserted (pulled high). When the SCL pin is sampled high (clock arbitration), the Baud Rate Generator counts for TBRG. The SCL pin is then pulled low. Following this, the ACKEN bit is automatically cleared, the Baud Rate Generator is turned off and the MSSP module then goes into Idle mode (Figure 28-30).

28.6.8.1 WCOL Status Flag

If the user writes the SSPBUF when an Acknowledge sequence is in progress, then WCOL bit is set and the contents of the buffer are unchanged (the write does not occur).

28.6.9 STOP CONDITION TIMING

A Stop bit is asserted on the SDA pin at the end of a receive/transmit by setting the Stop Sequence Enable bit, PEN bit of the SSPCON2 register. At the end of a receive/transmit, the SCL line is held low after the falling edge of the ninth clock. When the PEN bit is set, the master will assert the SDA line low. When the SDA line is sampled low, the Baud Rate Generator is reloaded and counts down to '0'. When the Baud Rate Generator times out, the SCL pin will be brought high and one TBRG (Baud Rate Generator rollover count) later, the SDA pin will be deasserted. When the SDA pin is sampled high while SCL is high, the P bit of the SSPSTAT register is set. A TBRG later, the PEN bit is cleared and the SSPIF bit is set (Figure 28-31).

28.6.9.1 WCOL Status Flag

If the user writes the SSPBUF when a Stop sequence is in progress, then the WCOL bit is set and the contents of the buffer are unchanged (the write does not occur).

FIGURE 28-30: ACKNOWLEDGE SEQUENCE WAVEFORM

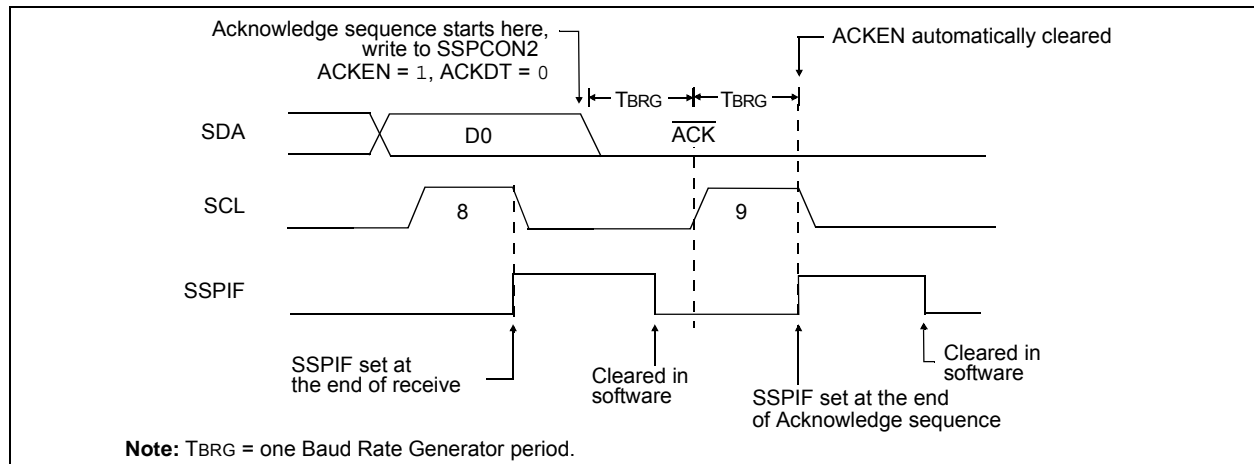


FIGURE 28-31: STOP CONDITION RECEIVE OR TRANSMIT MODE

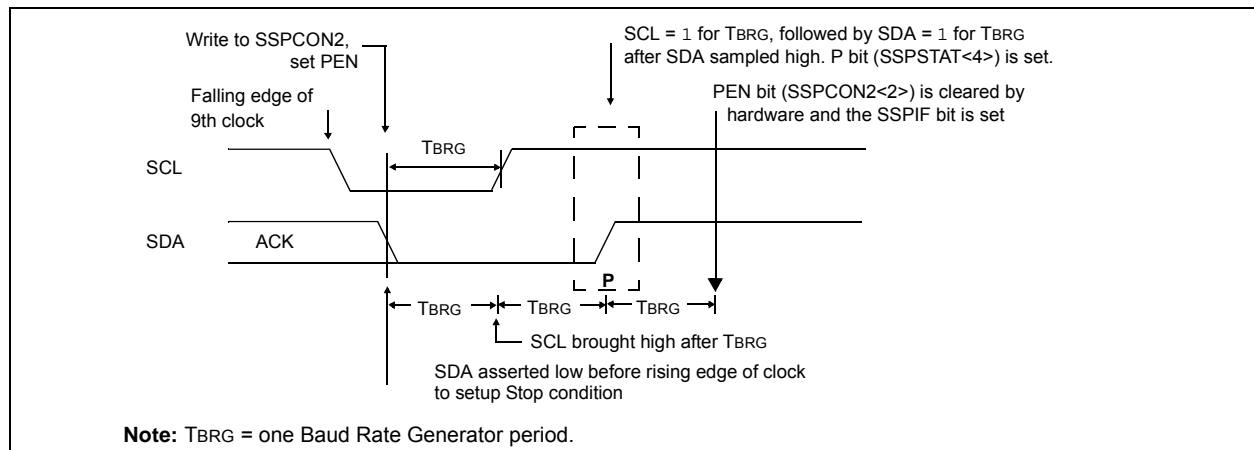


TABLE 28-3: SUMMARY OF REGISTERS ASSOCIATED WITH I²C OPERATION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on Page:
ANSELA	—	—	—	ANSA4	—	ANSA2	ANSA1	ANSA0	122
ANSELB ⁽¹⁾	—	—	ANSB5	ANSB4	—	—	—	—	128
ANSELC	ANSC7 ⁽¹⁾	ANSC6 ⁽¹⁾	ANSC5 ⁽²⁾	ANSC4 ⁽²⁾	ANSC3	ANSC2	ANSC1	ANSC0	133
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	85
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	86
PIE2	OSFIE	C2IE	C1IE	—	BCL1IE	TMR6IE	TMR4IE	CCP2IE	87
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	89
PIR2	OSFIF	C2IF	C1IF	—	BCL1IF	TMR6IF	TMR4IF	CCP2IF	90
RxyPPS	—	—	—	RxyPPS<4:0>					140
SSPCLKPPS	—	—	—	SSPCLKPPS<4:0>					138, 139
SSPDATPPS	—	—	—	SSPDATPPS<4:0>					138, 139
SSPSSPPS	—	—	—	SSPSSPPS<4:0>					138, 139
SSP1ADD	ADD<7:0>								323
SSP1BUF	Synchronous Serial Port Receive Buffer/Transmit Register								272*
SSP1CON1	WCOL	SSPOV	SSPEN	CKP	SSPM<3:0>				319
SSP1CON2	GCEN	ACKSTAT	ACKDT	ACKEN	RCEN	PEN	RSEN	SEN	321
SSP1CON3	ACKTIM	PCIE	SCIE	BOEN	SDAHT	SBCDE	AHEN	DHEN	322
SSP1MSK	MSK<7:0>								323
SSP1STAT	SMP	CKE	D/ \bar{A}	P	S	R/ \bar{W}	UA	BF	317
TRISA	—	—	TRISA5	TRISA4	— ⁽³⁾	TRISA2	TRISA1	TRISA0	121
TRISB ⁽¹⁾	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	127
TRISC	TRISC7 ⁽¹⁾	TRISC6 ⁽¹⁾	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISA0	132

Legend: — = unimplemented location, read as '0'. Shaded cells are not used by the MSSP module in I²C mode.

* Page provides register information.

- Note** 1: PIC16(L)F1708 only.
2: PIC16(L)F1704 only.
3: Unimplemented, read as '1'.

PIC16(L)F1704/8

REGISTER 28-1: SSP1STAT: SSP STATUS REGISTER (CONTINUED)

bit 0

BF: Buffer Full Status bit

Receive (SPI and I²C modes):

1 = Receive complete, SSPBUF is full

0 = Receive not complete, SSPBUF is empty

Transmit (I²C mode only):

1 = Data transmit in progress (does not include the $\overline{\text{ACK}}$ and Stop bits), SSPBUF is full

0 = Data transmit complete (does not include the $\overline{\text{ACK}}$ and Stop bits), SSPBUF is empty

30.0 IN-CIRCUIT SERIAL PROGRAMMING™ (ICSP™)

ICSP™ programming allows customers to manufacture circuit boards with unprogrammed devices. Programming can be done after the assembly process, allowing the device to be programmed with the most recent firmware or a custom firmware. Five pins are needed for ICSP™ programming:

- ICSPCLK
- ICSPDAT
- MCLR/VPP
- VDD
- VSS

In Program/Verify mode the program memory, user IDs and the Configuration Words are programmed through serial communications. The ICSPDAT pin is a bidirectional I/O used for transferring the serial data and the ICSPCLK pin is the clock input. For more information on ICSP™ refer to the “PIC16(L)F170X Memory Programming Specification” (DS41683).

30.1 High-Voltage Programming Entry Mode

The device is placed into High-Voltage Programming Entry mode by holding the ICSPCLK and ICSPDAT pins low then raising the voltage on MCLR/VPP to VIH.

30.2 Low-Voltage Programming Entry Mode

The Low-Voltage Programming Entry mode allows the PIC® Flash MCUs to be programmed using VDD only, without high voltage. When the LVP bit of Configuration Words is set to ‘1’, the low-voltage ICSP programming entry is enabled. To disable the Low-Voltage ICSP mode, the LVP bit must be programmed to ‘0’.

Entry into the Low-Voltage Programming Entry mode requires the following steps:

1. MCLR is brought to VIL.
2. A 32-bit key sequence is presented on ICSPDAT, while clocking ICSPCLK.

Once the key sequence is complete, MCLR must be held at VIL for as long as Program/Verify mode is to be maintained.

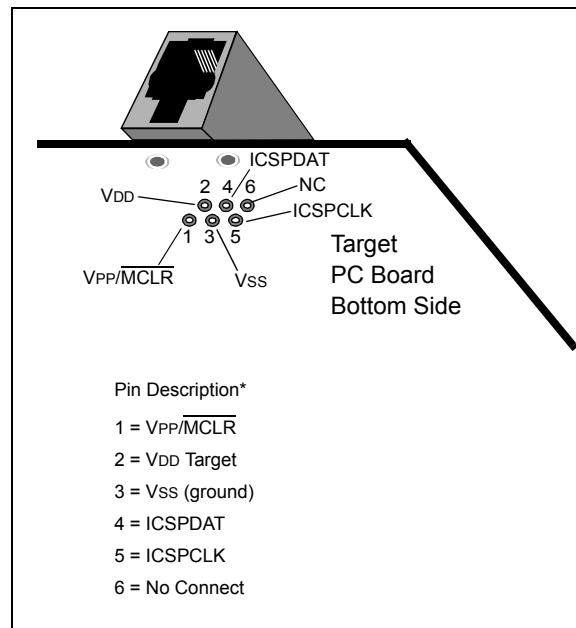
If low-voltage programming is enabled (LVP = 1), the MCLR Reset function is automatically enabled and cannot be disabled. See **Section 5.5 “MCLR”** for more information.

The LVP bit can only be reprogrammed to ‘0’ by using the High-Voltage Programming mode.

30.3 Common Programming Interfaces

Connection to a target device is typically done through an ICSP™ header. A commonly found connector on development tools is the RJ-11 in the 6P6C (6-pin, 6-connector) configuration. See Figure 30-1.

FIGURE 30-1: ICD RJ-11 STYLE CONNECTOR INTERFACE



Another connector often found in use with the PICkit™ programmers is a standard 6-pin header with 0.1 inch spacing. Refer to Figure 30-2.

For additional interface recommendations, refer to your specific device programmer manual prior to PCB design.

It is recommended that isolation devices be used to separate the programming pins from other circuitry. The type of isolation is highly dependent on the specific application and may include devices such as resistors, diodes, or even jumpers. See Figure 30-3 for more information.

31.0 INSTRUCTION SET SUMMARY

Each instruction is a 14-bit word containing the operation code (opcode) and all required operands. The opcodes are broken into three broad categories.

- Byte Oriented
- Bit Oriented
- Literal and Control

The literal and control category contains the most varied instruction word format.

Table 31-3 lists the instructions recognized by the MPASM™ assembler.

All instructions are executed within a single instruction cycle, with the following exceptions, which may take two or three cycles:

- Subroutine takes two cycles (CALL, CALLW)
- Returns from interrupts or subroutines take two cycles (RETURN, RETLW, RETFIE)
- Program branching takes two cycles (GOTO, BRA, BRW, BTFSS, BTFSC, DECFSZ, INCSFZ)
- One additional instruction cycle will be used when any instruction references an indirect file register and the file select register is pointing to program memory.

One instruction cycle consists of 4 oscillator cycles; for an oscillator frequency of 4 MHz, this gives a nominal instruction execution rate of 1 MHz.

All instruction examples use the format '0xhh' to represent a hexadecimal number, where 'h' signifies a hexadecimal digit.

31.1 Read-Modify-Write Operations

Any instruction that specifies a file register as part of the instruction performs a Read-Modify-Write (R-M-W) operation. The register is read, the data is modified, and the result is stored according to either the instruction, or the destination designator 'd'. A read operation is performed on a register even if the instruction writes to that register.

TABLE 31-1: OPCODE FIELD DESCRIPTIONS

Field	Description
f	Register file address (0x00 to 0x7F)
W	Working register (accumulator)
b	Bit address within an 8-bit file register
k	Literal field, constant data or label
x	Don't care location (= 0 or 1). The assembler will generate code with x = 0. It is the recommended form of use for compatibility with all Microchip software tools.
d	Destination select; d = 0: store result in W, d = 1: store result in file register f. Default is d = 1.
n	FSR or INDF number. (0-1)
mm	Pre-post increment-decrement mode selection

TABLE 31-2: ABBREVIATION DESCRIPTIONS

Field	Description
PC	Program Counter
\overline{TO}	Time-Out bit
C	Carry bit
DC	Digit Carry bit
Z	Zero bit
\overline{PD}	Power-Down bit

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Note: Unless otherwise noted, $V_{IN} = 5V$, $F_{OSC} = 500\text{ kHz}$, $C_{IN} = 0.1\text{ }\mu F$, $T_A = 25^\circ C$.

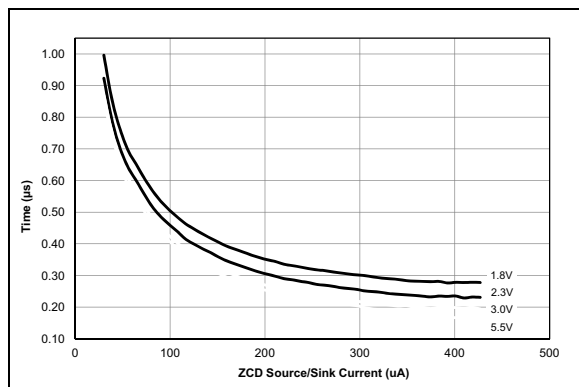


FIGURE 33-121: ZCD Pin Response Time Over Current, Typical Measured Values from $-40^\circ C$ to $125^\circ C$.

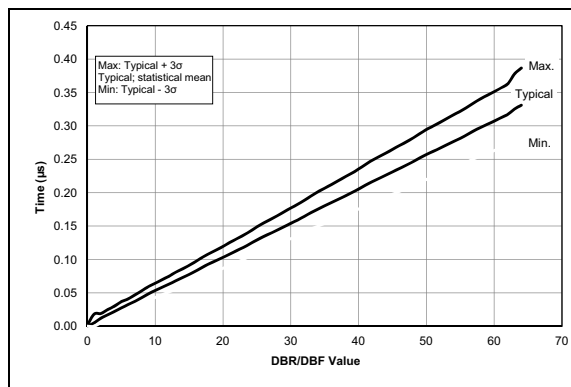


FIGURE 33-124: COG Dead-Band Delay per Step, Typical Measured Values.

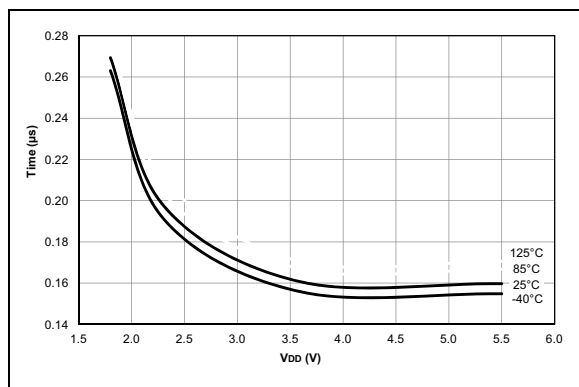


FIGURE 33-122: COG Dead-Band Delay, $DBR/DBF = 32$, Typical Measured Values.

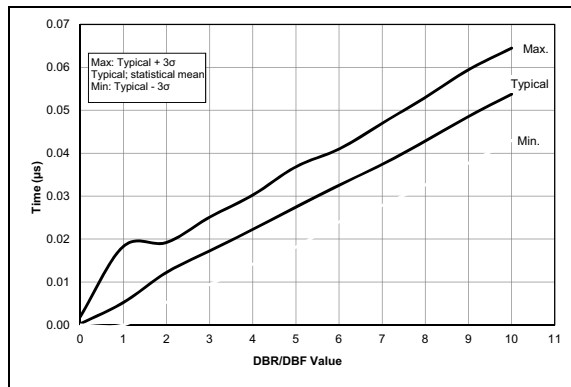


FIGURE 33-125: COG Dead-Band Delay per Step, Zoomed to First 10 Codes, Typical Measured Values.

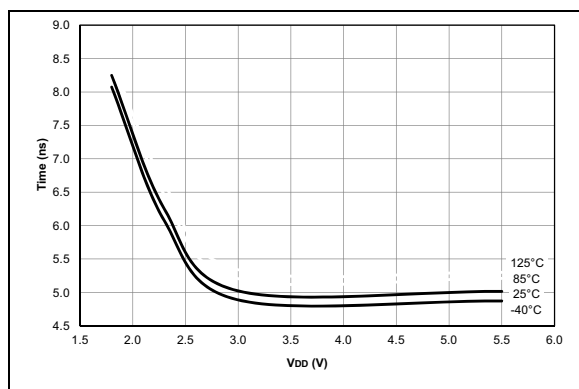


FIGURE 33-123: COG Dead-Band DBR/DBF Delay Per Step, Typical Measured Values.

34.6 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.

34.7 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 upgradeable 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.

34.8 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.

34.9 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™).

34.10 MPLAB PM3 Device Programmer

The MPLAB PM3 Device Programmer is a universal, CE compliant device programmer with programmable voltage verification at VDDMIN and VDDMAX 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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