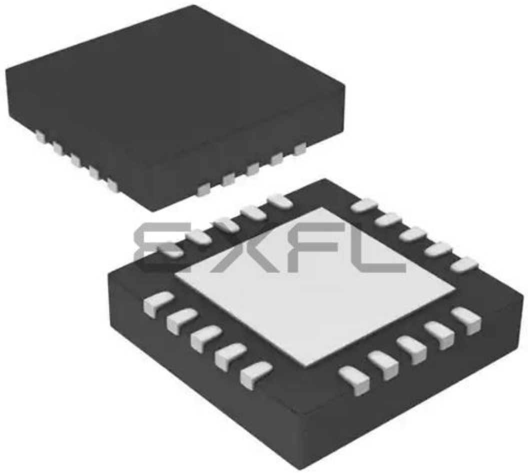


What is "Embedded - Microcontrollers"?

"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

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	18
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 12x10b; D/A 1x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	20-VFQFN Exposed Pad
Supplier Device Package	20-QFN (4x4)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1708-e-ml

TABLE 3-6: PIC16(L)F1704/8 MEMORY MAP, BANK 24-31

	BANK 24		BANK 25		BANK 26		BANK 27		BANK 28		BANK 29		BANK 30		BANK 31
C00h C0Bh	Core Registers (Table 3-2)	C80h C8Bh	Core Registers (Table 3-2)	D00h D0Bh	Core Registers (Table 3-2)	D80h D8Bh	Core Registers (Table 3-2)	E00h E0Bh	Core Registers (Table 3-2)	E80h E8Bh	Core Registers (Table 3-2)	F00h F0Bh	Core Registers (Table 3-2)	F80h F8Bh	Core Registers (Table 3-2)
C0Ch	—	C8Ch	—	D0Ch	—	D8Ch	—	E0Ch	See Table 3-7 for register mapping details	E8Ch	See Table 3-7 for register mapping details	F0Ch	See Table 3-7 for register mapping details	F8Ch	See Table 3-8 for register mapping details
C0Dh	—	C8Dh	—	D0Dh	—	D8Dh	—	E0Dh		E8Dh		F0Dh		F8Dh	
C0Eh	—	C8Eh	—	D0Eh	—	D8Eh	—	E0Eh		E8Eh		F0Eh		F8Eh	
C0Fh	—	C8Fh	—	D0Fh	—	D8Fh	—	E0Fh		E8Fh		F0Fh		F8Fh	
C10h	—	C90h	—	D10h	—	D90h	—	E10h		E90h		F10h		F90h	
C11h	—	C91h	—	D11h	—	D91h	—	E11h		E91h		F11h		F91h	
C12h	—	C92h	—	D12h	—	D92h	—	E12h		E92h		F12h		F92h	
C13h	—	C93h	—	D13h	—	D93h	—	E13h		E93h		F13h		F93h	
C14h	—	C94h	—	D14h	—	D94h	—	E14h		E94h		F14h		F94h	
C15h	—	C95h	—	D15h	—	D95h	—	E15h		E95h		F15h		F95h	
C16h	—	C96h	—	D16h	—	D96h	—	E16h		E96h		F16h		F96h	
C17h	—	C97h	—	D17h	—	D97h	—	E17h		E97h		F17h		F97h	
C18h	—	C98h	—	D18h	—	D98h	—	E18h		E98h		F18h		F98h	
C19h	—	C99h	—	D19h	—	D99h	—	E19h		E99h		F19h		F99h	
C1Ah	—	C9Ah	—	D1Ah	—	D9Ah	—	E1Ah		E9Ah		F1Ah		F9Ah	
C1Bh	—	C9Bh	—	D1Bh	—	D9Bh	—	E1Bh		E9Bh		F1Bh		F9Bh	
C1Ch	—	C9Ch	—	D1Ch	—	D9Ch	—	E1Ch		E9Ch		F1Ch		F9Ch	
C1Dh	—	C9Dh	—	D1Dh	—	D9Dh	—	E1Dh		E9Dh		F1Dh		F9Dh	
C1Eh	—	C9Eh	—	D1Eh	—	D9Eh	—	E1Eh		E9Eh		F1Eh		F9Eh	
C1Fh	—	C9Fh	—	D1Fh	—	D9Fh	—	E1Fh		E9Fh		F1Fh		F9Fh	
C20h C6Fh	Unimplemented Read as ‘0’	CA0h CEFh	Unimplemented Read as ‘0’	D20h D6Fh	Unimplemented Read as ‘0’	DA0h DEFh	Unimplemented Read as ‘0’	E20h E6Fh		EA0h EEFh		F20h F6Fh		FA0h FEFh	
C70h CFFh	Accesses 70h – 7Fh	CF0h CFFh	Accesses 70h – 7Fh	D70h D7Fh	Accesses 70h – 7Fh	DF0h DFFh	Accesses 70h – 7Fh	E70h E7Fh	Accesses 70h – 7Fh	EF0h EFFh	Accesses 70h – 7Fh	F70h F7Fh	Accesses 70h – 7Fh	FF0h FFFh	Accesses 70h – 7Fh

Legend: ▨ = Unimplemented data memory locations, read as ‘0’.

10.0 FLASH PROGRAM MEMORY CONTROL

The Flash program memory is readable and writable during normal operation over the full VDD range. Program memory is indirectly addressed using Special Function Registers (SFRs). The SFRs used to access program memory are:

- PMCON1
- PMCON2
- PMDATL
- PMDATH
- PMADRL
- PMADRH

When accessing the program memory, the PMDATH:PMDATL register pair forms a 2-byte word that holds the 14-bit data for read/write, and the PMADRH:PMADRL register pair forms a 2-byte word that holds the 15-bit address of the program memory location being read.

The write time is controlled by an on-chip timer. The write/erase voltages are generated by an on-chip charge pump rated to operate over the operating voltage range of the device.

The Flash program memory can be protected in two ways; by code protection ($\overline{\text{CP}}$ bit in Configuration Words) and write protection (WRT<1:0> bits in Configuration Words).

Code protection ($\overline{\text{CP}}$ = 0)[1], disables access, reading and writing, to the Flash program memory via external device programmers. Code protection does not affect the self-write and erase functionality. Code protection can only be reset by a device programmer performing a Bulk Erase to the device, clearing all Flash program memory, Configuration bits and User IDs.

Write protection prohibits self-write and erase to a portion or all of the Flash program memory as defined by the bits WRT<1:0>. Write protection does not affect a device programmers ability to read, write or erase the device.

Note 1: Code protection of the entire Flash program memory array is enabled by clearing the $\overline{\text{CP}}$ bit of Configuration Words.

10.1 PMADRL and PMADRH Registers

The PMADRH:PMADRL register pair can address up to a maximum of 32K words of program memory. When selecting a program address value, the MSB of the address is written to the PMADRH register and the LSB is written to the PMADRL register.

10.1.1 PMCON1 AND PMCON2 REGISTERS

PMCON1 is the control register for Flash program memory accesses.

Control bits RD and WR initiate read and write, respectively. These bits cannot be cleared, only set, in software. They are cleared by hardware at completion of the read or write operation. The inability to clear the WR bit in software prevents the accidental, premature termination of a write operation.

The WREN bit, when set, will allow a write operation to occur. On power-up, the WREN bit is clear. The WRERR bit is set when a write operation is interrupted by a Reset during normal operation. In these situations, following Reset, the user can check the WRERR bit and execute the appropriate error handling routine.

The PMCON2 register is a write-only register. Attempting to read the PMCON2 register will return all '0's.

To enable writes to the program memory, a specific pattern (the unlock sequence), must be written to the PMCON2 register. The required unlock sequence prevents inadvertent writes to the program memory write latches and Flash program memory.

10.2 Flash Program Memory Overview

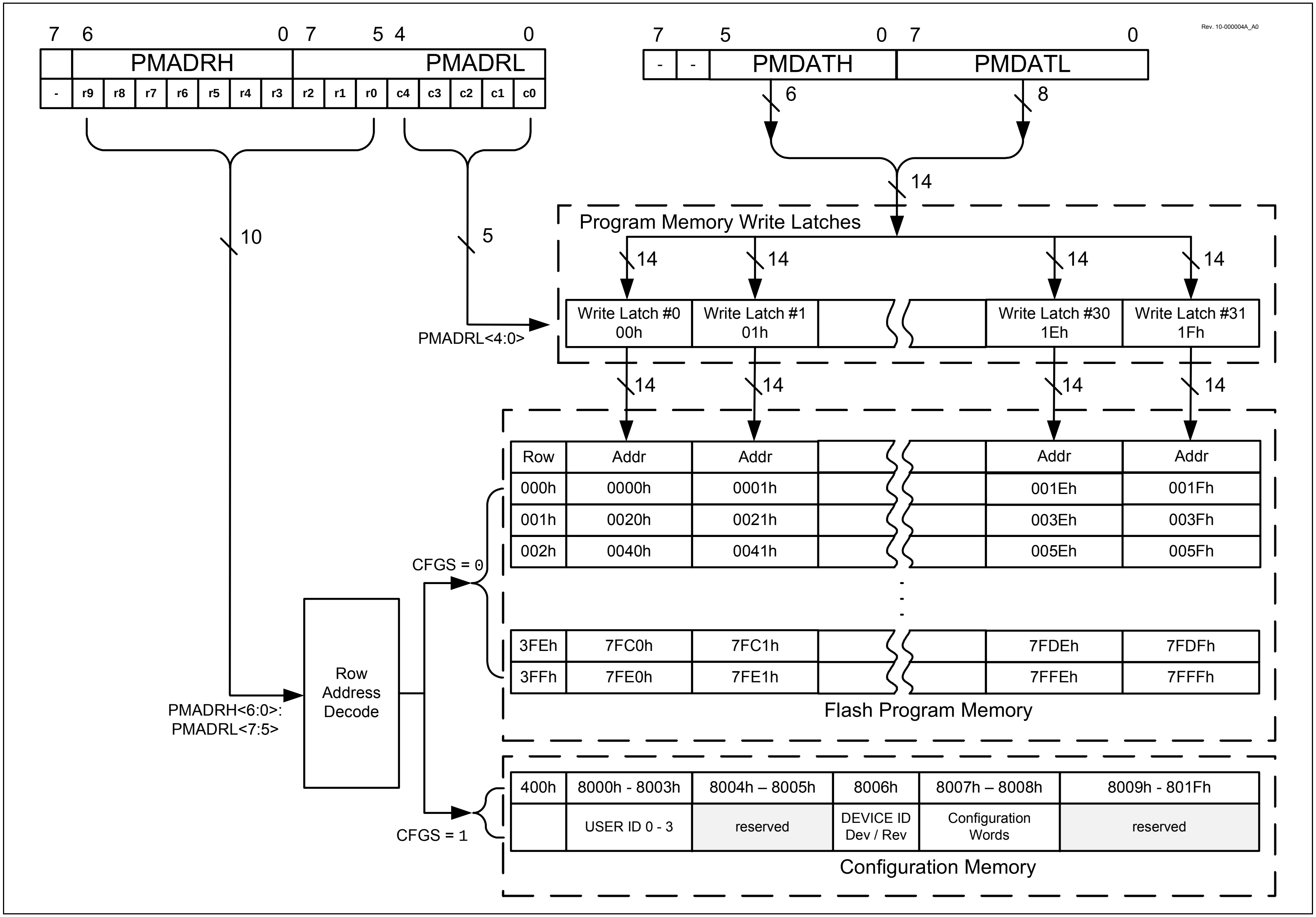
It is important to understand the Flash program memory structure for erase and programming operations. Flash program memory is arranged in rows. A row consists of a fixed number of 14-bit program memory words. A row is the minimum size that can be erased by user software.

After a row has been erased, the user can reprogram all or a portion of this row. Data to be written into the program memory row is written to 14-bit wide data write latches. These write latches are not directly accessible to the user, but may be loaded via sequential writes to the PMDATH:PMDATL register pair.

Note: If the user wants to modify only a portion of a previously programmed row, then the contents of the entire row must be read and saved in RAM prior to the erase. Then, new data and retained data can be written into the write latches to reprogram the row of Flash program memory. However, any unprogrammed locations can be written without first erasing the row. In this case, it is not necessary to save and rewrite the other previously programmed locations.

See Table 10-1 for Erase Row size and the number of write latches for Flash program memory.

FIGURE 10-5: BLOCK WRITES TO FLASH PROGRAM MEMORY WITH 32 WRITE LATCHES



Write Latch #0 00h	Write Latch #1 01h			Write Latch #30 1Eh	Write Latch #31 1Fh

Row	Addr	Addr		Addr	Addr
000h	0000h	0001h		001Eh	001Fh
001h	0020h	0021h		003Eh	003Fh
002h	0040h	0041h		005Eh	005Fh
3FEh	7FC0h	7FC1h		7FDEh	7FDFh
3FFh	7FE0h	7FE1h		7FFEh	7FFFh

400h	8000h - 8003h	8004h – 8005h	8006h	8007h – 8008h	8009h - 801Fh
	USER ID 0 - 3	reserved	DEVICE ID Dev / Rev	Configuration Words	reserved

REGISTER 16-3: CMOUT: COMPARATOR OUTPUT REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	R-0/0	R-0/0
—	—	—	—	—	—	MC2OUT	MC1OUT
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 **MC2OUT:** Mirror Copy of C2OUT bit

bit 0 **MC1OUT:** Mirror Copy of C1OUT bit

TABLE 16-3: SUMMARY OF REGISTERS ASSOCIATED WITH COMPARATOR MODULE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register 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
CM1CON0	C1ON	C1OUT	—	C1POL	C1ZLF	C1SP	C1HYS	C1SYNC	160
CM2CON0	C2ON	C2OUT	—	C2POL	C2ZLF	C2SP	C2HYS	C2SYNC	160
CM1CON1	C1NTP	C1INTN	C1PCH<2:0>			C1NCH<2:0>			161
CM2CON1	C2NTP	C2INTN	C2PCH<2:0>			C2NCH<2:0>			161
CMOUT	—	—	—	—	—	—	MC2OUT	MC1OUT	162
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR<1:0>		ADFVR<1:0>		151
DAC1CON0	DAC1EN	—	DAC1OE1	DAC1OE2	DAC1PSS<1:0>		—	DAC1NSS	237
DAC1CON1	DAC1R<7:0>								237
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	85
PIE2	OSFIE	C2IE	C1IE	—	BCL1IE	TMR6IE	TMR4IE	CCP2IE	87
PIR2	OSFIF	C2IF	C1IF	—	BCL1IF	TMR6IF	TMR4IF	CCP2IF	90
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

Legend: — = unimplemented location, read as ‘0’. Shaded cells are unused by the comparator module.

Note 1: PIC16(L)F1708 only.

2: PIC16(L)F1704 only.

3: Unimplemented, read as ‘1’.

REGISTER 18-9: COGxSTR: COG STEERING CONTROL REGISTER 1

R/W-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	R/W-0/0
GxSDATD	GxSDATC	GxSDATB	GxSDATA	GxSTRD	GxSTRC	GxSTRB	GxSTRA
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 **GxSDATD:** COGxD Static Output Data bit

1 = COGxD static data is high
0 = COGxD static data is low

bit 6 **GxSDATC:** COGxC Static Output Data bit

1 = COGxC static data is high
0 = COGxC static data is low

bit 5 **GxSDATB:** COGxB Static Output Data bit

1 = COGxB static data is high
0 = COGxB static data is low

bit 4 **GxSDATA:** COGxA Static Output Data bit

1 = COGxA static data is high
0 = COGxA static data is low

bit 3 **GxSTRD:** COGxD Steering Control bit

1 = COGxD output has the COGxD waveform with polarity control from GxPOLD bit
0 = COGxD output is the static data level determined by the GxSDATD bit

bit 2 **GxSTRC:** COGxC Steering Control bit

1 = COGxC output has the COGxC waveform with polarity control from GxPOLC bit
0 = COGxC output is the static data level determined by the GxSDATC bit

bit 1 **GxSTRB:** COGxB Steering Control bit

1 = COGxB output has the COGxB waveform with polarity control from GxPOLB bit
0 = COGxB output is the static data level determined by the GxSDATB bit

bit 0 **GxSTRA:** COGxA Steering Control bit

1 = COGxA output has the COGxA waveform with polarity control from GxPOLA bit
0 = COGxA output is the static data level determined by the GxSDATA bit

TABLE 18-2: SUMMARY OF REGISTERS ASSOCIATED WITH COG

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register 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
COG1PHR	—	—	G1PHR<5:0>						199
COG1PHF	—	—	G1PHF<5:0>						199
COG1BLKR	—	—	G1BLKR<5:0>						198
COG1BLKF	—	—	G1BLKF<5:0>						198
COG1DBR	—	—	G1DBR<5:0>						197
COG1DBF	—	—	G1DBF<5:0>						197
COG1RIS	—	G1RIS6	G1RIS5	G1RIS4	G1RIS3	G1RIS2	G1RIS1	G1RIS0	190
COG1RSIM	—	G1RSIM6	G1RSIM5	G1RSIM4	G1RSIM3	G1RSIM2	G1RSIM1	G1RSIM0	191
COG1FIS	—	G1FIS6	G1FIS5	G1FIS4	G1FIS3	G1FIS2	G1FIS1	G1FIS0	192
COG1FSIM	—	G1FSIM6	G1FSIM5	G1FSIM4	G1FSIM3	G1FSIM2	G1FSIM1	G1FSIM0	193
COG1CON0	G1EN	G1LD	—	G1CS<1:0>		G1MD<2:0>			188
COG1CON1	G1RDBS	G1FDBS	—	—	G1POLD	G1POLC	G1POLB	G1POLA	189
COG1ASD0	G1ASE	G1ARSEN	G1ASDBD<1:0>		G1ASDAC<1:0>		—	—	194
COG1ASD1	—	—	—	—	G1AS3E	G1AS2E	G1AS1E	G1AS0E	195
COG1STR	G1SDATD	G1SDATC	G1SDATB	G1SDATA	G1STRD	G1STRC	G1STRB	G1STRA	196
INTCON	GIE	PEIE	T0IE	INTE	IOCIE	T0IF	INTF	IOCIF	85
COG1PPS	—	—	—	COG1PPS<4:0>					139
PIE2	OSFIE	C2IE	C1IE	—	BCL1IE	TMR6IE	TMR4IE	CCP2IE	87
PIR2	OSFIF	C2IF	C1IF	—	BCL1IF	TMR6IF	TMR4IF	CCP2IF	90
RxyPPS	—	—	—	RxyPPS<4:0>					140

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

Note 1: PIC16(L)F1708 only.

2: PIC16(L)F1704 only.

19.1.5 CLCx SETUP STEPS

The following steps should be followed when setting up the CLCx:

- Disable CLCx by clearing the LCxEN bit.
- Select desired inputs using CLCxSEL0 through CLCxSEL3 registers (See Table 19-1).
- Clear any associated ANSEL bits.
- Set all TRIS bits associated with inputs.
- Clear all TRIS bits associated with outputs.
- Enable the chosen inputs through the four gates using CLCxGLS0, CLCxGLS1, CLCxGLS2, and CLCxGLS3 registers.
- Select the gate output polarities with the LCxPOLy bits of the CLCxPOL register.
- Select the desired logic function with the LCxMODE<2:0> bits of the CLCxCON register.
- Select the desired polarity of the logic output with the LCxPOL bit of the CLCxPOL register. (This step may be combined with the previous gate output polarity step).
- If driving a device pin, set the desired pin PPS control register and also clear the TRIS bit corresponding to that output.
- If interrupts are desired, configure the following bits:
    - Set the LCxINTP bit in the CLCxCON register for rising event.
    - Set the LCxINTN bit in the CLCxCON register for falling event.
    - Set the CLCxIE bit of the associated PIE registers.
    - Set the GIE and PEIE bits of the INTCON register.
- Enable the CLCx by setting the LCxEN bit of the CLCxCON register.

19.2 CLCx Interrupts

An interrupt will be generated upon a change in the output value of the CLCx when the appropriate interrupt enables are set. A rising edge detector and a falling edge detector are present in each CLC for this purpose.

The CLCxIF bit of the associated PIR registers will be set when either edge detector is triggered and its associated enable bit is set. The LCxINTP enables rising edge interrupts and the LCxINTN bit enables falling edge interrupts. Both are located in the CLCxCON register.

To fully enable the interrupt, set the following bits:

- LCxON bit of the CLCxCON register
- CLCxIE bit of the associated PIE registers
- LCxINTP bit of the CLCxCON register (for a rising edge detection)
- LCxINTN bit of the CLCxCON register (for a falling edge detection)
- PEIE and GIE bits of the INTCON register

The CLCxIF bit of the associated PIR registers, must be cleared in software as part of the interrupt service. If another edge is detected while this flag is being cleared, the flag will still be set at the end of the sequence.

19.3 Output Mirror Copies

Mirror copies of all LCxCON output bits are contained in the CLCxDATA register. Reading this register reads the outputs of all CLCs simultaneously. This prevents any reading skew introduced by testing or reading the CLCxOUT bits in the individual CLCxCON registers.

19.4 Effects of a Reset

The CLCxCON register is cleared to zero as the result of a Reset. All other selection and gating values remain unchanged.

19.5 Operation During Sleep

The CLC module operates independently from the system clock and will continue to run during Sleep, provided that the input sources selected remain active.

The HFINTOSC remains active during Sleep when the CLC module is enabled and the HFINTOSC is selected as an input source, regardless of the system clock source selected.

In other words, if the HFINTOSC is simultaneously selected as the system clock and as a CLC input source, when the CLC is enabled, the CPU will go idle during Sleep, but the CLC will continue to operate and the HFINTOSC will remain active.

This will have a direct effect on the Sleep mode current.

20.1.5 INTERRUPTS

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

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

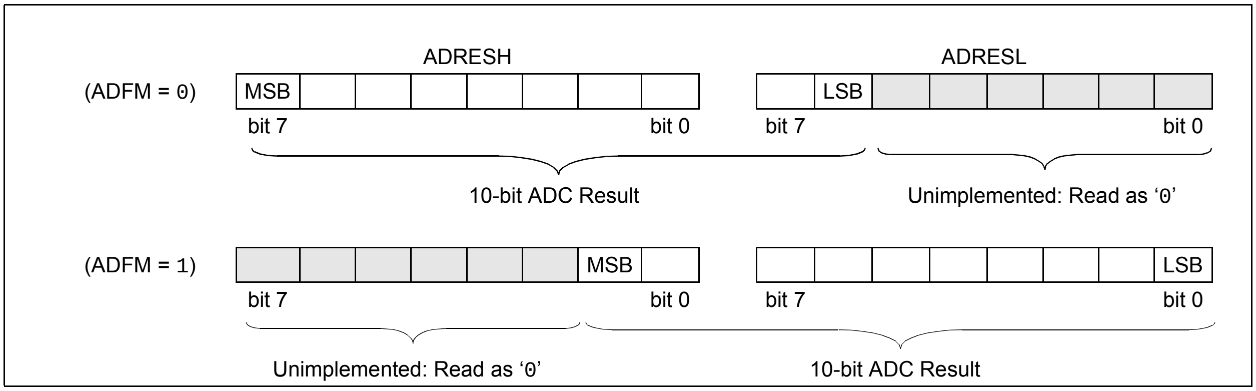
This interrupt can be generated while the device is operating or while in Sleep. If the device is in Sleep, the interrupt will wake-up the device. Upon waking from Sleep, the next instruction following the `SLEEP` instruction is always executed. If the user is attempting to wake-up from Sleep and resume in-line code execution, the ADIE bit of the PIE1 register and the PEIE bit of the INTCON register must both be set and the GIE bit of the INTCON register must be cleared. If all three of these bits are set, the execution will switch to the Interrupt Service Routine.

20.1.6 RESULT FORMATTING

The 10-bit ADC conversion result can be supplied in two formats, left justified or right justified. The ADFM bit of the ADCON1 register controls the output format.

Figure 20-3 shows the two output formats.

FIGURE 20-3: 10-BIT ADC CONVERSION RESULT FORMAT



24.1.3 SOFTWARE PROGRAMMABLE PRESCALER

A software programmable prescaler is available for exclusive use with Timer0. The prescaler is enabled by clearing the PSA bit of the OPTION_REG register.

Note:	The Watchdog Timer (WDT) uses its own independent prescaler.

There are eight prescaler options for the Timer0 module ranging from 1:2 to 1:256. The prescale values are selectable via the PS<2:0> bits of the OPTION_REG register. In order to have a 1:1 prescaler value for the Timer0 module, the prescaler must be disabled by setting the PSA bit of the OPTION_REG register.

The prescaler is not readable or writable. All instructions writing to the TMR0 register will clear the prescaler.

24.1.4 TIMER0 INTERRUPT

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

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

24.1.5 8-BIT COUNTER MODE SYNCHRONIZATION

When in 8-Bit Counter mode, the incrementing edge on the T0CKI pin must be synchronized to the instruction clock. Synchronization can be accomplished by sampling the prescaler output on the Q2 and Q4 cycles of the instruction clock. The high and low periods of the external clocking source must meet the timing requirements as shown in Table 32-12: Timer0 and Timer1 External Clock Requirements.

24.1.6 OPERATION DURING SLEEP

Timer0 cannot operate while the processor is in Sleep mode. The contents of the TMR0 register will remain unchanged while the processor is in Sleep 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 $\overline{\text{SS}}$ 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
- $\overline{\text{SS}}$ must have corresponding TRIS bit set

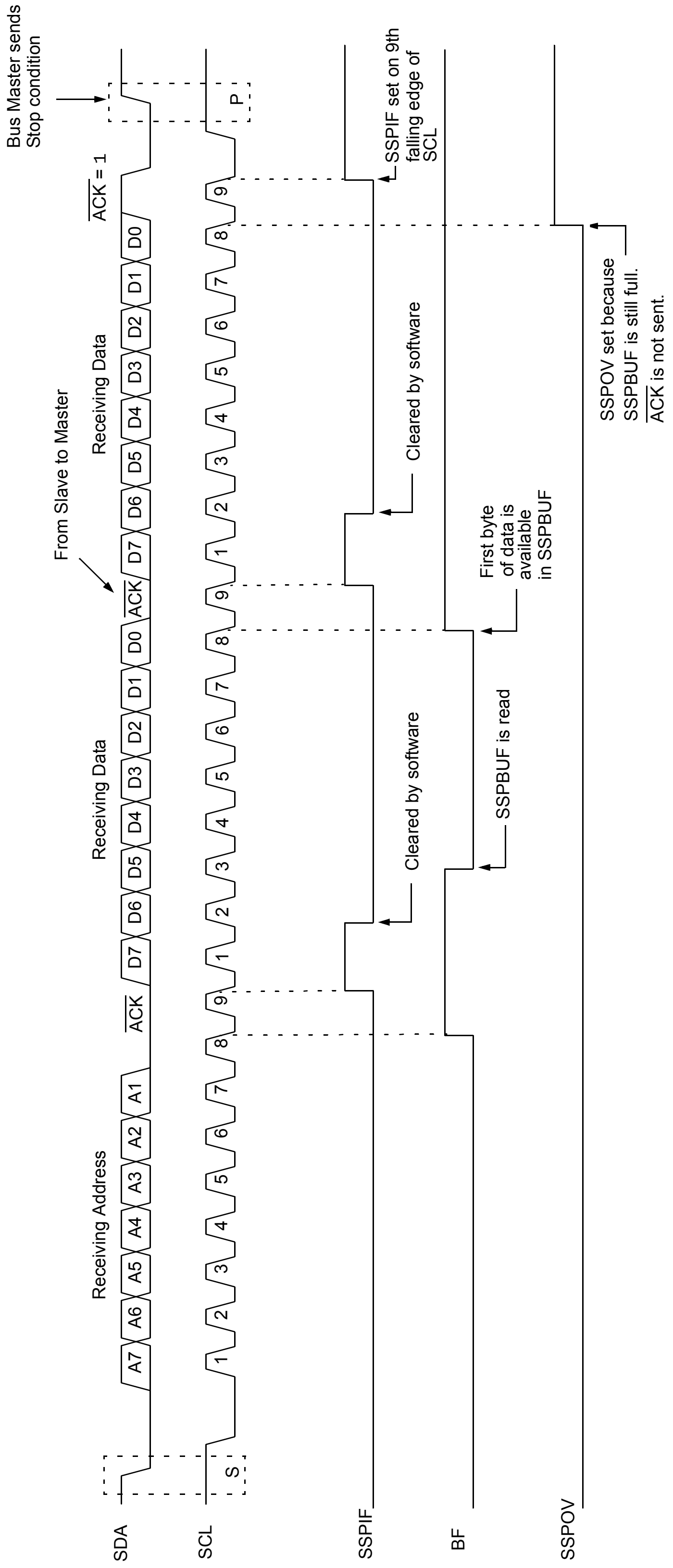
Any serial port function that is not desired may be overridden by programming the corresponding data direction (TRIS) register to the opposite value.

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.

FIGURE 28-14: I^{2}C SLAVE, 7-BIT ADDRESS, RECEPTION (SEN = 0, AHEN = 0, DHEN = 0)



28.6.10 SLEEP OPERATION

While in Sleep mode, the I^2C slave module can receive addresses or data and when an address match or complete byte transfer occurs, wake the processor from Sleep (if the MSSP interrupt is enabled).

28.6.11 EFFECTS OF A RESET

A Reset disables the MSSP module and terminates the current transfer.

28.6.12 MULTI-MASTER MODE

In Multi-Master mode, the interrupt generation on the detection of the Start and Stop conditions allows the determination of when the bus is free. 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 of the SSPSTAT register is set, or the bus is Idle, with both the S and P bits clear. When the bus is busy, enabling the SSP interrupt will generate the interrupt when the Stop condition occurs.

In multi-master operation, the SDA line must be monitored for arbitration to see if the signal level is the expected output level. This check is performed by hardware with the result placed in the BCLIF bit.

The states where arbitration can be lost are:

- Address Transfer
- Data Transfer
- A Start Condition
- A Repeated Start Condition
- An Acknowledge Condition

28.6.13 MULTI -MASTER COMMUNICATION, BUS COLLISION AND BUS ARBITRATION

Multi-Master mode support is achieved by bus arbitration. When the master outputs address/data bits onto the SDA pin, arbitration takes place when the master outputs a ‘1’ on SDA, by letting SDA float high and another master asserts a ‘0’. When the SCL pin floats high, data should be stable. If the expected data on SDA is a ‘1’ and the data sampled on the SDA pin is ‘0’, then a bus collision has taken place. The master will set the Bus Collision Interrupt Flag, BCLIF and reset the I^2C port to its Idle state (Figure 28-32).

If a transmit was in progress when the bus collision occurred, the transmission is halted, the BF flag is cleared, the SDA and SCL lines are deasserted and the SSPBUF can be written to. When the user services the bus collision Interrupt Service Routine and if the I^2C bus is free, the user can resume communication by asserting a Start condition.

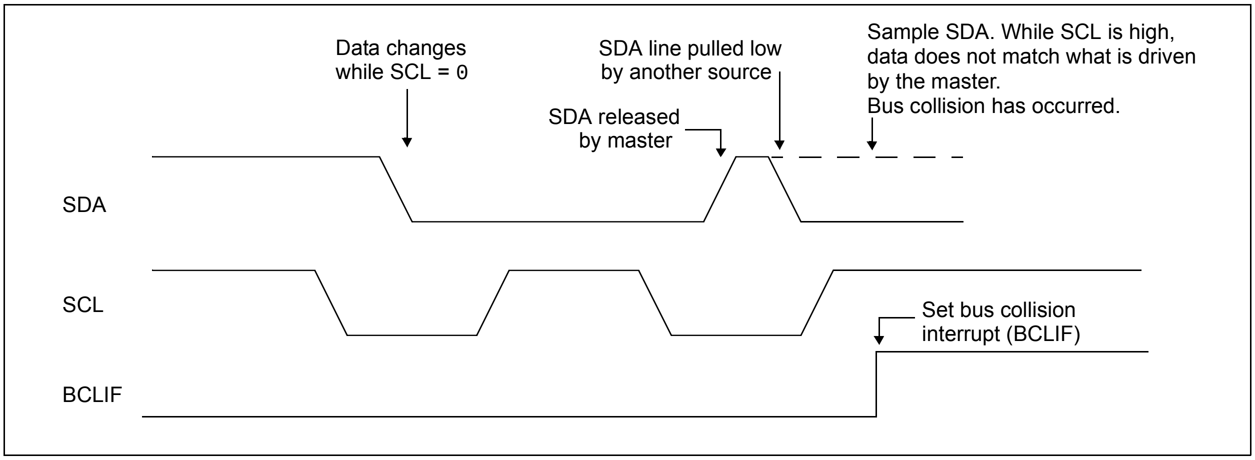
If a Start, Repeated Start, Stop or Acknowledge condition was in progress when the bus collision occurred, the condition is aborted, the SDA and SCL lines are deasserted and the respective control bits in the SSPCON2 register are cleared. When the user services the bus collision Interrupt Service Routine and if the I^2C bus is free, the user can resume communication by asserting a Start condition.

The master will continue to monitor the SDA and SCL pins. If a Stop condition occurs, the SSPIF bit will be set.

A write to the SSPBUF will start the transmission of data at the first data bit, regardless of where the transmitter left off when the bus collision occurred.

In Multi-Master mode, the interrupt generation on the detection of Start and Stop conditions allows the determination of when the bus is free. Control of the I^2C bus can be taken when the P bit is set in the SSPSTAT register, or the bus is Idle and the S and P bits are cleared.

FIGURE 28-32: BUS COLLISION TIMING FOR TRANSMIT AND ACKNOWLEDGE



28.7 BAUD RATE GENERATOR

The MSSP module has a Baud Rate Generator available for clock generation in both I^{2}C SPI Master modes. The Baud Rate Generator (BRG) reload value is placed in the SSPADD register (Register 28-6). When a write occurs to SSPBUF, the Baud Rate Generator will automatically begin counting down.

Once the given operation is complete, the internal clock will automatically stop counting and the clock pin will remain in its last state.

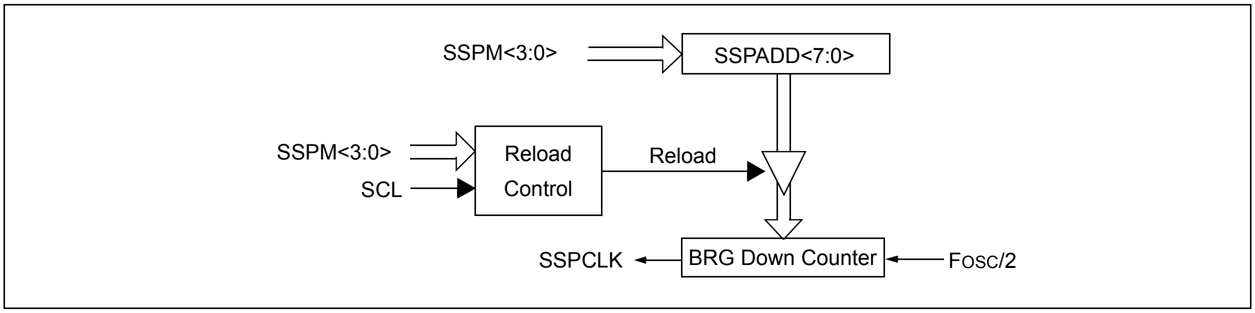
An internal signal “Reload” in Figure 28-40 triggers the value from SSPADD to be loaded into the BRG counter. This occurs twice for each oscillation of the module clock line. The logic dictating when the reload signal is asserted depends on the mode the MSSP is being operated in.

Table 28-4 demonstrates clock rates based on instruction cycles and the BRG value loaded into SSPADD.

EQUATION 28-1:

$$F_{CLOCK} = \frac{F_{OSC}}{(SSPxADD + 1)(4)}$$

FIGURE 28-40: BAUD RATE GENERATOR BLOCK DIAGRAM



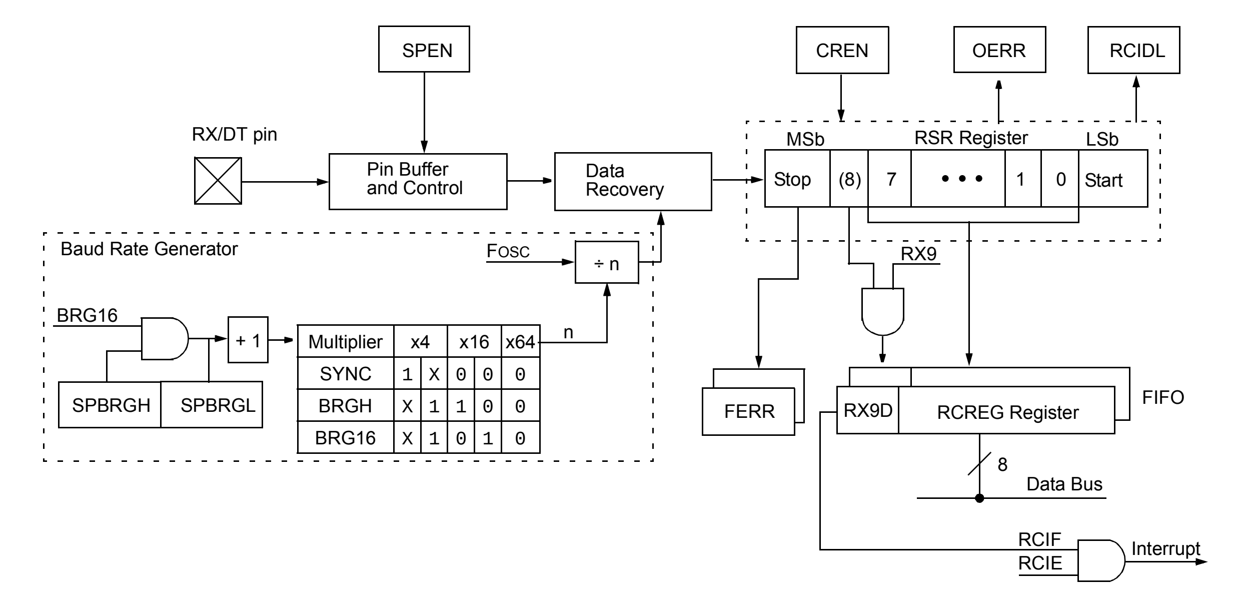
Note:	Values of 0x00, 0x01 and 0x02 are not valid for SSPADD when used as a Baud Rate Generator for I^{2}C. This is an implementation limitation.

TABLE 28-4: MSSP CLOCK RATE W/BRG

FOSC	FCY	BRG Value	FCLOCK (2 Rollovers of BRG)
32 MHz	8 MHz	13h	400 kHz
32 MHz	8 MHz	19h	308 kHz
32 MHz	8 MHz	4Fh	100 kHz
16 MHz	4 MHz	09h	400 kHz
16 MHz	4 MHz	0Ch	308 kHz
16 MHz	4 MHz	27h	100 kHz
4 MHz	1 MHz	09h	100 kHz

Note: Refer to the I/O port electrical specifications in Table 32-4 to ensure the system is designed to support IOL requirements.

FIGURE 29-2: EUSART RECEIVE BLOCK DIAGRAM



Multiplier	x4		x16		x64
SYNC	1	X	0	0	0
BRGH	X	1	1	0	0
BRG16	X	1	0	1	0

The operation of the EUSART module is controlled through three registers:

- Transmit Status and Control (TXSTA)
- Receive Status and Control (RCSTA)
- Baud Rate Control (BAUDCON)

These registers are detailed in Register 29-1, Register 29-2 and Register 29-3, respectively.

The RX and CK input pins are selected with the RXPPS and CKPPS registers, respectively. TX, CK, and DT output pins are selected with each pin’s RxyPPS register. Since the RX input is coupled with the DT output in Synchronous mode, it is the user’s responsibility to select the same pin for both of these functions when operating in Synchronous mode. The EUSART control logic will control the data direction drivers automatically.

29.1 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 eight 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 29-5 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.

29.1.1 EUSART ASYNCHRONOUS TRANSMITTER

The EUSART transmitter block diagram is shown in Figure 29-1. 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.

29.1.1.1 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:	The TXIF Transmitter Interrupt flag is set when the TXEN enable bit is set.

29.1.1.2 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.

29.1.1.3 Transmit Data Polarity

The polarity of the transmit data can be controlled with the SCKP bit of the BAUDCON register. The default state of this bit is '0' which selects high true transmit idle and data bits. Setting the SCKP bit to '1' will invert the transmit data resulting in low true idle and data bits. The SCKP bit controls transmit data polarity in Asynchronous mode only. In Synchronous mode, the SCKP bit has a different function. See **Section 29.5.1.2 "Clock Polarity"**.

29.1.1.4 Transmit Interrupt Flag

The TXIF interrupt flag bit of the PIR1 register is set whenever the EUSART transmitter is enabled and no character is being held for transmission in the TXREG. In other words, the TXIF bit is only clear when the TSR is busy with a character and a new character has been queued for transmission in the TXREG. The TXIF flag bit is not cleared immediately upon writing TXREG. TXIF becomes valid in the second instruction cycle following the write execution. Polling TXIF immediately following the TXREG write will return invalid results. The TXIF bit is read-only, it cannot be set or cleared by software.

The TXIF interrupt can be enabled by setting the TXIE interrupt enable bit of the PIE1 register. However, the TXIF flag bit will be set whenever the TXREG is empty, regardless of the state of TXIE enable bit.

To use interrupts when transmitting data, set the TXIE bit only when there is more data to send. Clear the TXIE interrupt enable bit upon writing the last character of the transmission to the TXREG.

BCF	Bit Clear f
Syntax:	[*label*] BCF f,b
Operands:	0 ≤ f ≤ 127 0 ≤ b ≤ 7
Operation:	0 → (f<b>)
Status Affected:	None
Description:	Bit ‘b’ in register ‘f’ is cleared.

BRA	Relative Branch
Syntax:	[*label*] BRA label [*label*] BRA $+k
Operands:	-256 ≤ label - PC + 1 ≤ 255 -256 ≤ k ≤ 255
Operation:	(PC) + 1 + k → PC
Status Affected:	None
Description:	Add the signed 9-bit literal ‘k’ to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 1 + k. This instruction is a 2-cycle instruction. This branch has a limited range.

BRW	Relative Branch with W
Syntax:	[*label*] BRW
Operands:	None
Operation:	(PC) + (W) → PC
Status Affected:	None
Description:	Add the contents of W (unsigned) to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 1 + (W). This instruction is a 2-cycle instruction.

BSF	Bit Set f
Syntax:	[*label*] BSF f,b
Operands:	0 ≤ f ≤ 127 0 ≤ b ≤ 7
Operation:	1 → (f<b>)
Status Affected:	None
Description:	Bit ‘b’ in register ‘f’ is set.

BTFSC	Bit Test f, Skip if Clear
Syntax:	[*label*] BTFSC f,b
Operands:	0 ≤ f ≤ 127 0 ≤ b ≤ 7
Operation:	skip if (f<b>) = 0
Status Affected:	None
Description:	If bit ‘b’ in register ‘f’ is ‘1’, the next instruction is executed. If bit ‘b’, in register ‘f’, is ‘0’, the next instruction is discarded, and a NOP is executed instead, making this a 2-cycle instruction.

BTFSS	Bit Test f, Skip if Set
Syntax:	[*label*] BTFSS f,b
Operands:	0 ≤ f ≤ 127 0 ≤ b < 7
Operation:	skip if (f<b>) = 1
Status Affected:	None
Description:	If bit ‘b’ in register ‘f’ is ‘0’, the next instruction is executed. If bit ‘b’ is ‘1’, then the next instruction is discarded and a NOP is executed instead, making this a 2-cycle instruction.

TABLE 32-19: DIGITAL-TO-ANALOG CONVERTER (DAC) SPECIFICATIONS

Standard Operating Conditions (unless otherwise stated)
VDD = 3.0V, TA = 25°C
See **Section 33.0 "DC and AC Characteristics Graphs and Charts"** for operating characterization.

Param. No.	Sym.	Characteristics	Min.	Typ.	Max.	Units	Comments
DAC01*	CLSB	Step Size(1)	—	VDD/256	—	V	
DAC02*	CACC	Absolute Accuracy	—	—	± 1.5	LSb	
DAC03*	CR	Unit Resistor Value®	—	600	—	Ω	
DAC04*	CST	Settling Time(2)	—	—	10	μs	

* These parameters are characterized but not tested.

Note 1: Comparator hysteresis is available when the CxHYS bit of the CMxCON0 register is enabled.

2: Response time measured with one comparator input at VDD/2 while other input transitions from VSS to VDD.

TABLE 32-20: ZERO-CROSS PIN SPECIFICATIONS

Standard Operating Conditions (unless otherwise stated)
VDD = 3.0V, TA = 25°C

Param. No.	Sym.	Characteristics	Min.	Typ.	Max.	Units	Comments
ZC01	ZCPINV	Voltage on Zero-Cross Pin	—	0.75	—	V	
ZC02	ZCSRC	Source current	—	—	-600	μA	ZCPINV = VSS
ZC03	ZCSNK	Sink current	600	—	—	μA	ZCPINV = VDD
ZC04*	ZCISW	Response Time Rising Edge	—	1	—	μs	
		Response Time Falling Edge	—	1	—	μs	
ZC05*	ZCOUT	Response Time Rising Edge	—	1	—	μs	
		Response Time Falling Edge	—	1	—	μs	

* These parameters are characterized but not tested.

Note: Unless otherwise noted, V_{IN} = 5V, F_{OSC} = 500 kHz, C_{IN} = 0.1 μF, T_A = 25°C.

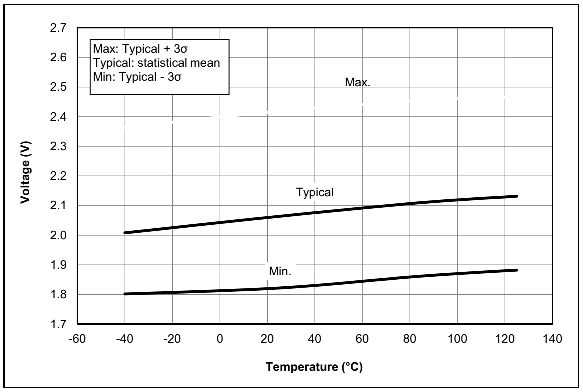


FIGURE 33-67: *LPBOR Reset Voltage.*

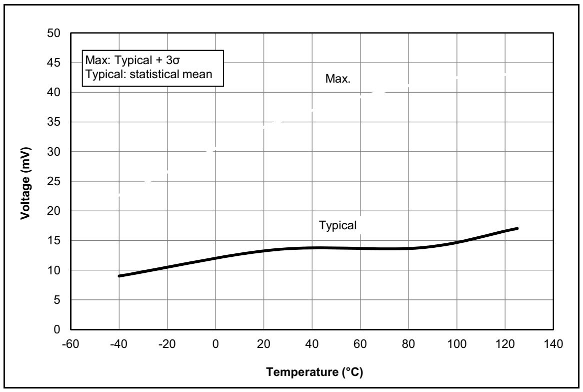


FIGURE 33-68: *LPBOR Reset Hysteresis.*

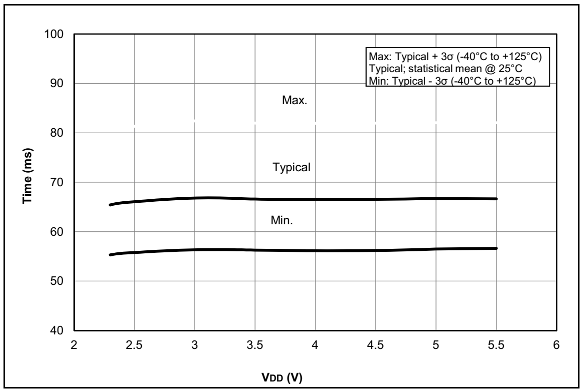


FIGURE 33-69: *PWRT Period, PIC16F1704/8 Only.*

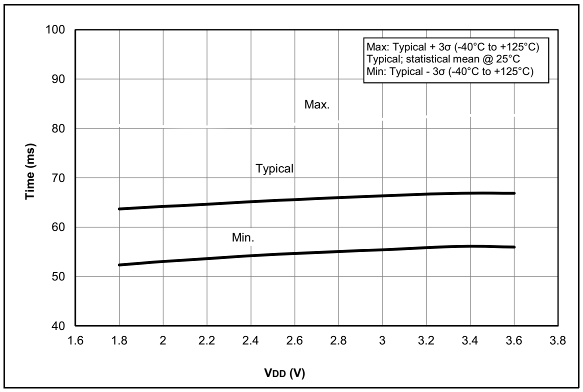


FIGURE 33-70: *PWRT Period. PIC16LF1704/8 Only.*

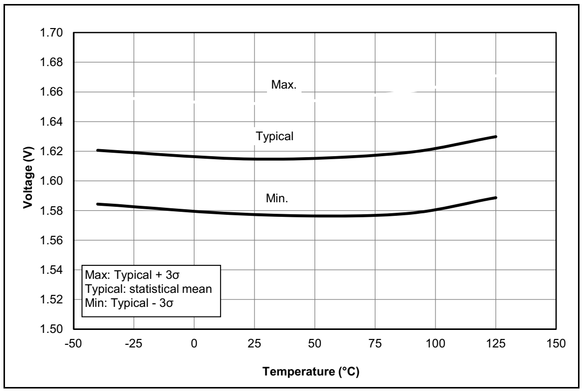


FIGURE 33-71: *POR Release Voltage. All devices*

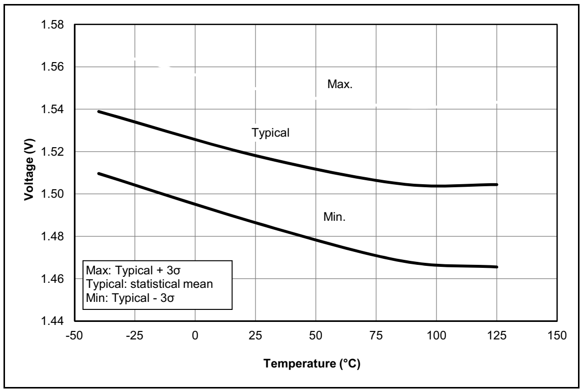
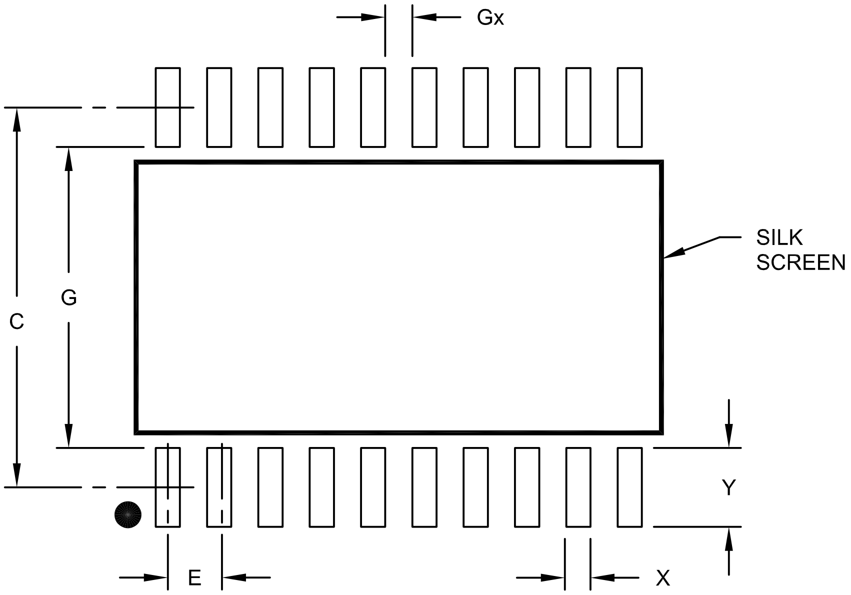


FIGURE 33-72: *POR Rearm Voltage, Normal Power Mode (VREGPM 1 = 0), PIC16F1704/8 Only.*

20-Lead Plastic Small Outline (SO) - Wide, 7.50 mm Body [SOIC]

Note:	For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	1.27 BSC		
Contact Pad Spacing	C		9.40	
Contact Pad Width (X20)	X			0.60
Contact Pad Length (X20)	Y			1.95
Distance Between Pads	Gx	0.67		
Distance Between Pads	G	7.45		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

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