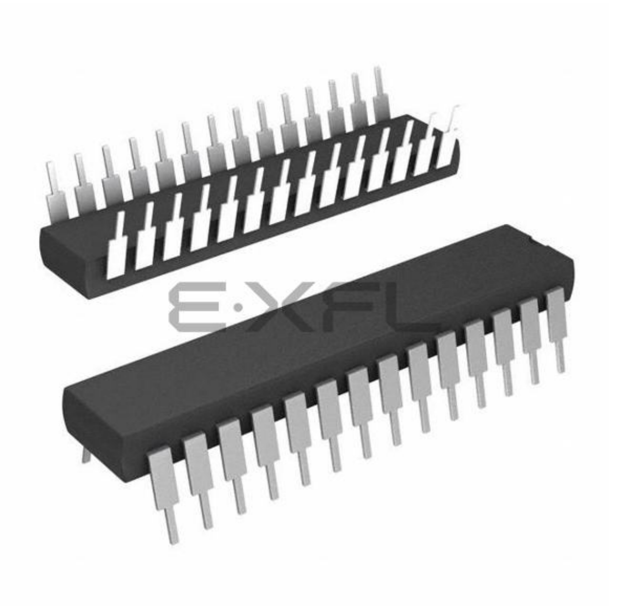

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	24
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	368 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 11x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Through Hole
Package / Case	28-DIP (0.300", 7.62mm)
Supplier Device Package	28-SPDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f886-e-sp

2.2.2.1 STATUS Register

The STATUS register, shown in Register 2-1, contains:

- the arithmetic status of the ALU
- the Reset status
- the bank select bits for data memory (GPR and SFR)

The STATUS register can be the destination for any instruction, like any other register. If the STATUS register is the destination for an instruction that affects the Z, DC or C bits, then the write to these three bits is disabled. These bits are set or cleared according to the device logic. Furthermore, the $\overline{\text{TO}}$ and $\overline{\text{PD}}$ bits are not writable. Therefore, the result of an instruction with the STATUS register as destination may be different than intended.

For example, `CLRF STATUS,` will clear the upper three bits and set the Z bit. This leaves the STATUS register as `'000u u1uu'` (where u = unchanged).

It is recommended, therefore, that only `BCF, BSF, SWAPF` and `MOVWF` instructions are used to alter the STATUS register, because these instructions do not affect any Status bits. For other instructions not affecting any Status bits, see **Section 15.0 "Instruction Set Summary"**

> **Note 1:** The C and DC bits operate as a $\overline{\text{Borrow}}$ and $\overline{\text{Digit Borrow}}$ out bit, respectively, in subtraction.

REGISTER DEFINITIONS: STATUS

REGISTER 2-1: STATUS: STATUS REGISTER

R/W-0	R/W-0	R/W-0	R-1	R-1	R/W-x	R/W-x	R/W-x
IRP	RP1	RP0	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC(1)	C(1)
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 **IRP:** Register Bank Select bit (used for indirect addressing)
`1` = Bank 2, 3 (100h-1FFh)
`0` = Bank 0, 1 (00h-FFh)

bit 6-5 **RP<1:0>:** Register Bank Select bits (used for direct addressing)
`00` = Bank 0 (00h-7Fh)
`01` = Bank 1 (80h-FFh)
`10` = Bank 2 (100h-17Fh)
`11` = Bank 3 (180h-1FFh)

bit 4 **$\overline{\text{TO}}$:** Time-out bit
`1` = After power-up, `CLRWDT` instruction or `SLEEP` instruction
`0` = A WDT time-out occurred

bit 3 **$\overline{\text{PD}}$:** Power-down bit
`1` = After power-up or by the `CLRWDT` instruction
`0` = By execution of the `SLEEP` instruction

bit 2 **Z:** Zero bit
`1` = The result of an arithmetic or logic operation is zero
`0` = The result of an arithmetic or logic operation is not zero

bit 1 **DC:** Digit Carry/$\overline{\text{Borrow}}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)(1)
`1` = A carry-out from the 4th low-order bit of the result occurred
`0` = No carry-out from the 4th low-order bit of the result

bit 0 **C:** Carry/$\overline{\text{Borrow}}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)(1)
`1` = A carry-out from the Most Significant bit of the result occurred
`0` = No carry-out from the Most Significant bit of the result occurred

Note 1: For $\overline{\text{Borrow}}$, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (`RRF`, `RLF`) instructions, this bit is loaded with either the high-order or low-order bit of the source register.

2.2.2.6 PIR1 Register

The PIR1 register contains the interrupt flag bits, as shown in Register 2-6.

> **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.

REGISTER DEFINITIONS: PIR1

REGISTER 2-6: PIR1: PERIPHERAL INTERRUPT REQUEST REGISTER 1

U-0	R/W-0	R-0	R-0	R/W-0	R/W-0	R/W-0	R/W-0
—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF
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 **Unimplemented:** Read as ‘0’

bit 6 **ADIF:** A/D Converter Interrupt Flag bit
1 = A/D conversion complete (must be cleared in software)
0 = A/D conversion has not completed or has not been started

bit 5 **RCIF:** EUSART Receive Interrupt Flag bit
1 = The EUSART receive buffer is full (cleared by reading RCREG)
0 = The EUSART receive buffer is not full

bit 4 **TXIF:** EUSART Transmit Interrupt Flag bit
1 = The EUSART transmit buffer is empty (cleared by writing to TXREG)
0 = The EUSART transmit buffer is full

bit 3 **SSPIF:** Master Synchronous Serial Port (MSSP) Interrupt Flag bit
1 = The MSSP interrupt condition has occurred, and must be cleared in software before returning from the Interrupt Service Routine. The conditions that will set this bit are:
SPI
A transmission/reception has taken place
I^2C Slave/Master
A transmission/reception has taken place
I^2C Master
The initiated Start condition was completed by the MSSP module
The initiated Stop condition was completed by the MSSP module
The initiated restart condition was completed by the MSSP module
The initiated Acknowledge condition was completed by the MSSP module
A Start condition occurred while the MSSP module was idle (Multi-master system)
A Stop condition occurred while the MSSP module was idle (Multi-master system)
0 = No MSSP interrupt condition has occurred

bit 2 **CCP1IF:** CCP1 Interrupt Flag bit
Capture mode:
1 = A TMR1 register capture occurred (must be cleared in software)
0 = No TMR1 register capture occurred
Compare mode:
1 = A TMR1 register compare match occurred (must be cleared in software)
0 = No TMR1 register compare match occurred
PWM mode:
Unused in this mode

bit 1 **TMR2IF:** Timer2 to PR2 Interrupt Flag bit
1 = A Timer2 to PR2 match occurred (must be cleared in software)
0 = No Timer2 to PR2 match occurred

bit 0 **TMR1IF:** Timer1 Overflow Interrupt Flag bit
1 = The TMR1 register overflowed (must be cleared in software)
0 = The TMR1 register did not overflow

3.0 I/O PORTS

There are as many as 35 general purpose I/O pins available. Depending on which peripherals are enabled, some or all of the pins may not be available as general purpose I/O. In general, when a peripheral is enabled, the associated pin may not be used as a general purpose I/O pin.

3.1 PORTA and the TRISA Registers

PORTA is a 8-bit wide, bidirectional port. The corresponding data direction register is TRISA (Register 3-2). Setting a TRISA bit (= 1) will make the corresponding PORTA pin an input (i.e., disable the output driver). Clearing a TRISA bit (= 0) will make the corresponding PORTA pin an output (i.e., enables output driver and puts the contents of the output latch on the selected pin). Example 3-1 shows how to initialize PORTA.

Reading the PORTA register (Register 3-1) reads the status of the pins, whereas writing to it will write to the PORT latch. All write operations are read-modify-write operations. Therefore, a write to a port implies that the port pins are read, this value is modified and then written to the PORT data latch.

The TRISA register (Register 3-2) controls the PORTA pin output drivers, even when they are being used as analog inputs. The user should ensure the bits in the TRISA register are maintained set when using them as analog inputs. I/O pins configured as analog input always read '0'.

Note: The ANSEL register must be initialized to configure an analog channel as a digital input. Pins configured as analog inputs will read '0'.

EXAMPLE 3-1: INITIALIZING PORTA

```
BANKSEL PORTA      ;
CLRF    PORTA      ;Init PORTA
BANKSEL ANSEL      ;
CLRF    ANSEL      ;digital I/O
BANKSEL TRISA      ;
MOVLW   0Ch        ;Set RA<3:2> as inputs
MOVWF   TRISA      ;and set RA<5:4,1:0>
                   ;as outputs
```

REGISTER 3-1: PORTA: PORTA REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
RA7	RA6	RA5	RA4	RA3	RA2	RA1	RA0
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 7-0 **RA<7:0>**: PORTA I/O Pin bit
1 = Port pin is > V_{IH}
0 = Port pin is < V_{IL}

REGISTER 3-2: TRISA: PORTA TRI-STATE REGISTER

R/W-1[(1)]	R/W-1[(1)]	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
TRISA7	TRISA6	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0
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 7-0 **TRISA<7:0>:** PORTA Tri-State Control bit
1 = PORTA pin configured as an input (tri-stated)
0 = PORTA pin configured as an output

Note 1: TRISA<7:6> always reads '1' in XT, HS and LP Oscillator modes.

3.2 Additional Pin Functions

RA0 also has an Ultra Low-Power Wake-up option. The next three sections describe these functions.

3.2.1 ANSEL REGISTER

The ANSEL register (Register 3-3) is used to configure the Input mode of an I/O pin to analog. Setting the appropriate ANSEL bit high will cause all digital reads on the pin to be read as '0' and allow analog functions on the pin to operate correctly.

The state of the ANSEL bits has no affect on digital output functions. A pin with TRIS clear and ANSEL set will still operate as a digital output, but the Input mode will be analog. This can cause unexpected behavior when executing read-modify-write instructions on the affected port.

REGISTER 3-3: ANSEL: ANALOG SELECT 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
ANS7(2)	ANS6(2)	ANS5(2)	ANS4	ANS3	ANS2	ANS1	ANS0
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 7-0 **ANS<7:0>**: Analog Select bits
Analog select between analog or digital function on pins AN<7:0>, respectively.
1 = Analog input. Pin is assigned as analog input(1).
0 = Digital I/O. Pin is assigned to port or special function.

Note 1: Setting a pin to an analog input automatically disables the digital input circuitry, weak pull-ups, and interrupt-on-change if available. The corresponding TRIS bit must be set to Input mode in order to allow external control of the voltage on the pin.

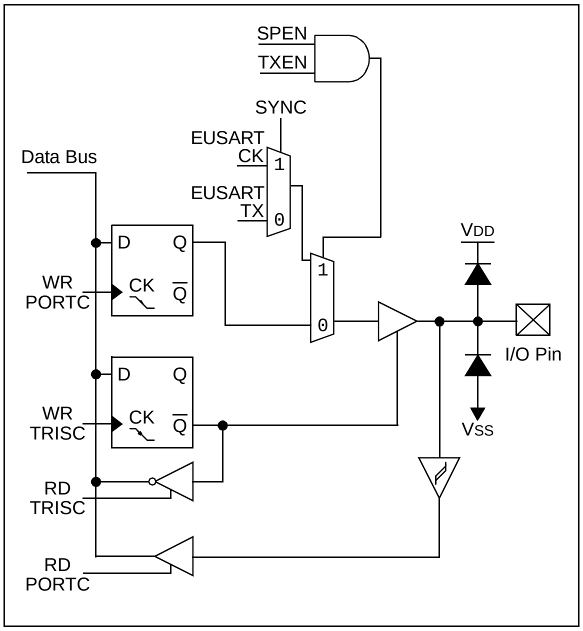
2: Not implemented on MemHigh.

3.5.7 RC6/TX/CK

Figure 3-17 shows the diagram for this pin. This pin is configurable to function as one of the following:

- a general purpose I/O
- an asynchronous serial output
- a synchronous clock I/O

FIGURE 3-17: BLOCK DIAGRAM OF RC6



3.5.8 RC7/RX/DT

Figure 3-18 shows the diagram for this pin. This pin is configurable to function as one of the following:

- a general purpose I/O
- an asynchronous serial input
- a synchronous serial data I/O

FIGURE 3-18: BLOCK DIAGRAM OF RC7

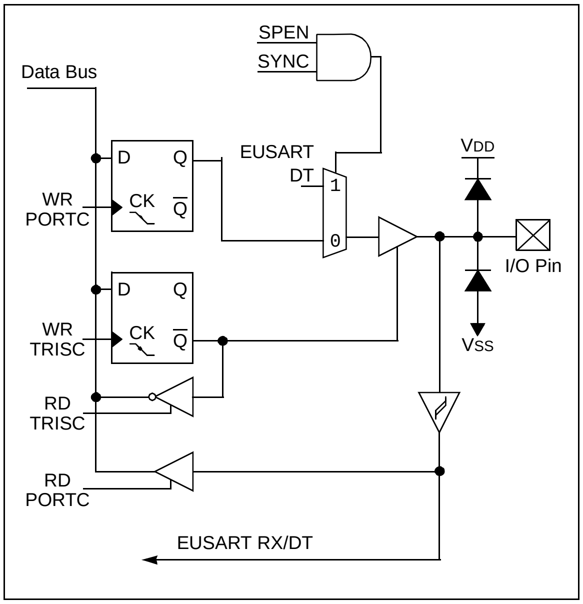


TABLE 3-3: SUMMARY OF REGISTERS ASSOCIATED WITH PORTC

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
CCP1CON	P1M1	P1M0	DC1B1	DC1B0	CCP1M3	CCP1M2	CCP1M1	CCP1M0	122
CCP2CON	—	—	DC2B1	DC2B0	CCP2M3	CCP2M2	CCP2M1	CCP2M0	123
PORTC	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0	54
PSTRCON	—	—	—	STRSYNC	STRD	STRC	STRB	STRA	144
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	158
SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	177
T1CON	T1GINV	TMR1GE	T1CKPS1	T1CKPS0	T1OSCEN	$\overline{\text{T1SYNC}}$	TMR1CS	TMR1ON	81
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	54

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

TABLE 3-5: SUMMARY OF REGISTERS ASSOCIATED WITH PORTE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ANSEL	ANS7	ANS6	ANS5	ANS4	ANS3	ANS2	ANS1	ANS0	41
PORTE	—	—	—	—	RE3	RE2	RE1	RE0	60
TRISE	—	—	—	—	TRISE3	TRISE2	TRISE1	TRISE0	60

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

REGISTER 10-5: EECON1: EEPROM CONTROL REGISTER

R/W-x	U-0	U-0	U-0	R/W-x	R/W-0	R/S-0	R/S-0
EEPGD	—	—	—	WRERR	WREN	WR	RD
bit 7							bit 0

Legend:			
S = Bit can only be set			
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 **EEPGD:** Program/Data EEPROM Select bit
1 = Accesses program memory
0 = Accesses data memory

bit 6-4 **Unimplemented:** Read as ‘0’

bit 3 **WRERR:** EEPROM Error Flag bit
1 = A write operation is prematurely terminated (any $\overline{\text{MCLR}}$ Reset, any WDT Reset during normal operation or BOR Reset)
0 = The write operation completed

bit 2 **WREN:** EEPROM Write Enable bit
1 = Allows write cycles
0 = Inhibits write to the data EEPROM

bit 1 **WR:** Write Control bit
1 = Initiates a write cycle (The bit is cleared by hardware once write is complete. The WR bit can only be set, not cleared, in software.)
0 = Write cycle to the data EEPROM is complete

bit 0 **RD:** Read Control bit
1 = Initiates a memory read (the RD is cleared in hardware and can only be set, not cleared, in software.)
0 = Does not initiate a memory read

10.2 Writing to Flash Program Memory

Flash program memory may only be written to if the destination address is in a segment of memory that is not write-protected, as defined in bits WRT<1:0> of the Configuration Word Register 2. Flash program memory must be written in 8-word blocks (4-word blocks for 4K memory devices). See Figures 10-2 and 10-3 for more details. A block consists of eight words with sequential addresses, with a lower boundary defined by an address, where EEADR<2:0> = `000`. All block writes to program memory are done as 16-word erase by 8-word write operations. The write operation is edge-aligned and cannot occur across boundaries.

To write program data, it must first be loaded into the buffer registers (see Figure 10-2). This is accomplished by first writing the destination address to EEADR and EEADRH and then writing the data to EEDATA and EEDATH. After the address and data have been set up, then the following sequence of events must be executed:

1. Set the EEPGD control bit of the EECON1 register.
2. Write 55h, then AAh, to EECON2 (Flash programming sequence).
3. Set the WR control bit of the EECON1 register.

All eight buffer register locations should be written to with correct data. If less than eight words are being written to in the block of eight words, then a read from the program memory location(s) not being written to must be performed. This takes the data from the program location(s) not being written and loads it into the EEDATA and EEDATH registers. Then the sequence of events to transfer data to the buffer registers must be executed.

To transfer data from the buffer registers to the program memory, the EEADR and EEADRH must point to the last location in the 8-word block (EEADR<2:0> = `111`). Then the following sequence of events must be executed:

1. Set the EEPGD control bit of the EECON1 register.
2. Write 55h, then AAh, to EECON2 (Flash programming sequence).
3. Set control bit WR of the EECON1 register to begin the write operation.

The user must follow the same specific sequence to initiate the write for each word in the program block, writing each program word in sequence (`000`, `001`, `010`, `011`, `100`, `101`, `110`, `111`). When the write is performed on the last word (EEADR<2:0> = `111`), a block of sixteen words is automatically erased and the content of the 8-word buffer registers are written into the program memory.

After the "`BSF EECON1,WR`" instruction, the processor requires two cycles to set up the erase/write operation. The user must place two `NOP` instructions after the WR bit is set. Since data is being written to buffer registers, the writing of the first seven words of the block appears to occur immediately. The processor will halt internal operations for the typical 4 ms, only during the cycle in which the erase takes place (i.e., the last word of the sixteen-word block erase). This is not Sleep mode as the clocks and peripherals will continue to run. After the 8-word write cycle, the processor will resume operation with the third instruction after the EECON1 write instruction. The above sequence must be repeated for the higher eight words.

An example of the complete 8-word write sequence is shown in Example 10-4. The initial address is loaded into the EEADRH and EEADR register pair; the eight words of data are loaded using indirect addressing.

EXAMPLE 10-4: WRITING TO FLASH PROGRAM MEMORY

```
        ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
        ; This write routine assumes the following:
        ;     A valid starting address (the least significant bits = '000')
        ;     is loaded in ADDRH:ADDRL
        ;     ADDRH, ADDRL and DATADDR are all located in data memory
        ;
        BANKSEL  EEADRH
        MOVF     ADDRH,W      ; Load initial address
        MOVWF    EEADRH       ;
        MOVF     ADDRL,W      ;
        MOVWF    EEADR        ;
        MOVF     DATAADDR,W   ; Load initial data address
        MOVWF    FSR          ;
LOOP    MOVF     INDF,W       ; Load first data byte into lower
        MOVWF    EEDATA       ;
        INCF     FSR,F        ; Next byte
        MOVF     INDF,W       ; Load second data byte into upper
        MOVWF    EEDATH       ;
        INCF     FSR,F        ;
        BANKSEL  EECON1
        BSF      EECON1,EEPGD ; Point to program memory
        BSF      EECON1,WREN  ; Enable writes
        BCF      INTCON,GIE   ; Disable interrupts (if using)
        BTFSC    INTCON,GIE   ; See AN576
        GOTO     $-2
        ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
        ;                         Required Sequence
        MOVLW    55h          ; Start of required write sequence:
        MOVWF    EECON2       ; Write 55h
        MOVLW    0AAh         ;
        MOVWF    EECON2       ; Write 0AAh
        BSF      EECON1,WR    ; Set WR bit to begin write
        NOP                   ; Required to transfer data to the buffer
        NOP                   ; registers
        ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
        BCF      EECON1,WREN  ; Disable writes
        BSF      INTCON,GIE   ; Enable interrupts (comment out if not using interrupts)
        BANKSEL  EEADR
        MOVF     EEADR, W
        INCF     EEADR,F      ; Increment address
        ANDLW    0x0F         ; Indicates when sixteen words have been programmed
        SUBLW    0x0F         ;   0x0F = 16 words
                              ;   0x0B = 12 words (PIC16F884/883/882 only)
                              ;   0x07 = 8 words
                              ;   0x03 = 4 words(PIC16F884/883/882 only)
        BTFSS    STATUS,Z     ; Exit on a match,
        GOTO     LOOP         ; Continue if more data needs to be written
```

11.2 Capture/Compare/PWM (CCP2)

The Capture/Compare/PWM module is a peripheral which allows the user to time and control different events. In Capture mode, the peripheral allows the timing of the duration of an event. The Compare mode allows the user to trigger an external event when a predetermined amount of time has expired. The PWM mode can generate a Pulse-Width Modulated signal of varying frequency and duty cycle.

The timer resources used by the module are shown in Table 11-2.

Additional information on CCP modules is available in the Application Note AN594, *"Using the CCP Modules"* (DS00594).

TABLE 11-2: CCP MODE – TIMER RESOURCES REQUIRED

CCP Mode	Timer Resource
Capture	Timer1
Compare	Timer1
PWM	Timer2

REGISTER 11-2: CCP2CON: CCP2 CONTROL REGISTER

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	DC2B1	DC2B0	CCP2M3	CCP2M2	CCP2M1	CCP2M0
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 **Unimplemented:** Read as '0'

bit 5-4 **DC2B<1:0>:** PWM Duty Cycle Least Significant bits
Capture mode:
Unused.
Compare mode:
Unused.
PWM mode:
These bits are the two LSbs of the PWM duty cycle. The eight MSbs are found in CCPR2L.

bit 3-0 **CCP2M<3:0>:** CCP2 Mode Select bits
0000 = Capture/Compare/PWM off (resets CCP2 module)
0001 = Unused (reserved)
0010 = Unused (reserved)
0011 = Unused (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, set output on match (CCP2IF bit is set)
1001 = Compare mode, clear output on match (CCP2IF bit is set)
1010 = Compare mode, generate software interrupt on match (CCP2IF bit is set, CCP2 pin is unaffected)
1011 = Compare mode, trigger special event (CCP2IF bit is set, TMR1 is reset and A/D conversion is started if the ADC module is enabled. CCP2 pin is unaffected.)
11xx = PWM mode.

11.5.4 OPERATION IN SLEEP MODE

In Sleep mode, the TMR2 register will not increment and the state of the module will not change. If the CCPx pin is driving a value, it will continue to drive that value. When the device wakes up, TMR2 will continue from its previous state.

11.5.5 CHANGES IN SYSTEM CLOCK FREQUENCY

The PWM frequency is derived from the system clock frequency. Any changes in the system clock frequency will result in changes to the PWM frequency. See **Section 4.0 "Oscillator Module (With Fail-Safe Clock Monitor)"** for additional details.

11.5.6 EFFECTS OF RESET

Any Reset will force all ports to Input mode and the CCP registers to their Reset states.

11.5.7 SETUP FOR PWM OPERATION

The following steps should be taken when configuring the CCP module for PWM operation:

1. Disable the PWM pin (CCPx) output drivers as an input by setting the associated TRIS bit.
2. Set the PWM period by loading the PR2 register.
3. Configure the CCP module for the PWM mode by loading the CCPxCON register with the appropriate values.
4. Set the PWM duty cycle by loading the CCPRxL register and DCxB<1:0> bits of the CCPxCON register.
5. Configure and start Timer2:
   - Clear the TMR2IF interrupt flag bit of the PIR1 register.
   - Set the Timer2 prescale value by loading the T2CKPS bits of the T2CON register.
   - Enable Timer2 by setting the TMR2ON bit of the T2CON register.
6. Enable PWM output after a new PWM cycle has started:
   - Wait until Timer2 overflows (TMR2IF bit of the PIR1 register is set).
   - Enable the CCPx pin output driver by clearing the associated TRIS bit.

REGISTER 11-3: ECCPAS: 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 C1 output high
010 = Comparator C2 output high(1)
011 = Either Comparators output is high
100 = V_{IL} on INT pin
101 = V_{IL} on INT pin or Comparator C1 output high
110 = V_{IL} on INT pin or Comparator C2 output high
111 =V_{IL} on INT pin or either Comparators output 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’
1x = Pins P1A and P1C tri-state

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’
1x = Pins P1B and P1D tri-state

Note 1: If C2SYNC is enabled, the shutdown will be delayed by Timer1.

Note 1: The auto-shutdown condition is a level-based signal, not an edge-based signal. As long as the level is present, the auto-shutdown will persist.

2: Writing to the ECCPASE bit is disabled while an auto-shutdown condition persists.

3: Once the auto-shutdown condition has been removed and the PWM restarted (either through firmware or auto-restart) the PWM signal will always restart at the beginning of the next PWM period.

REGISTER DEFINITIONS: PWM CONTROL

REGISTER 11-4: PWM1CON: ENHANCED 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
PRSEN	PDC6	PDC5	PDC4	PDC3	PDC2	PDC1	PDC0
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 **PRSEN:** PWM Restart Enable bit

1 = Upon auto-shutdown, the ECCPASE bit clears automatically once the shutdown event goes away; the PWM restarts automatically

0 = Upon auto-shutdown, ECCPASE must be cleared in software to restart the PWM

bit 6-0 **PDC<6:0>:** PWM Delay Count bits

PDCn = Number of FOSC/4 (4 * TOSC) cycles between the scheduled time when a PWM signal **should** transition active and the **actual** time it transitions active.

12.0 ENHANCED UNIVERSAL SYNCHRONOUS ASYNCHRONOUS RECEIVER TRANSMITTER (EUSART)

The Enhanced Universal Synchronous Asynchronous Receiver Transmitter (EUSART) module is a serial I/O communications peripheral. It contains all the clock generators, shift registers and data buffers necessary to perform an input or output serial data transfer independent of device program execution. The EUSART, also known as a Serial Communications Interface (SCI), can be configured as a full-duplex asynchronous system or half-duplex synchronous system. Full-Duplex mode is useful for communications with peripheral systems, such as CRT terminals and personal computers. Half-Duplex Synchronous mode is intended for communications with peripheral devices, such as A/D or D/A integrated circuits, serial EEPROMs or other microcontrollers. These devices typically do not have internal clocks for baud rate generation and require the external clock signal provided by a master synchronous device.

The EUSART module includes the following capabilities:

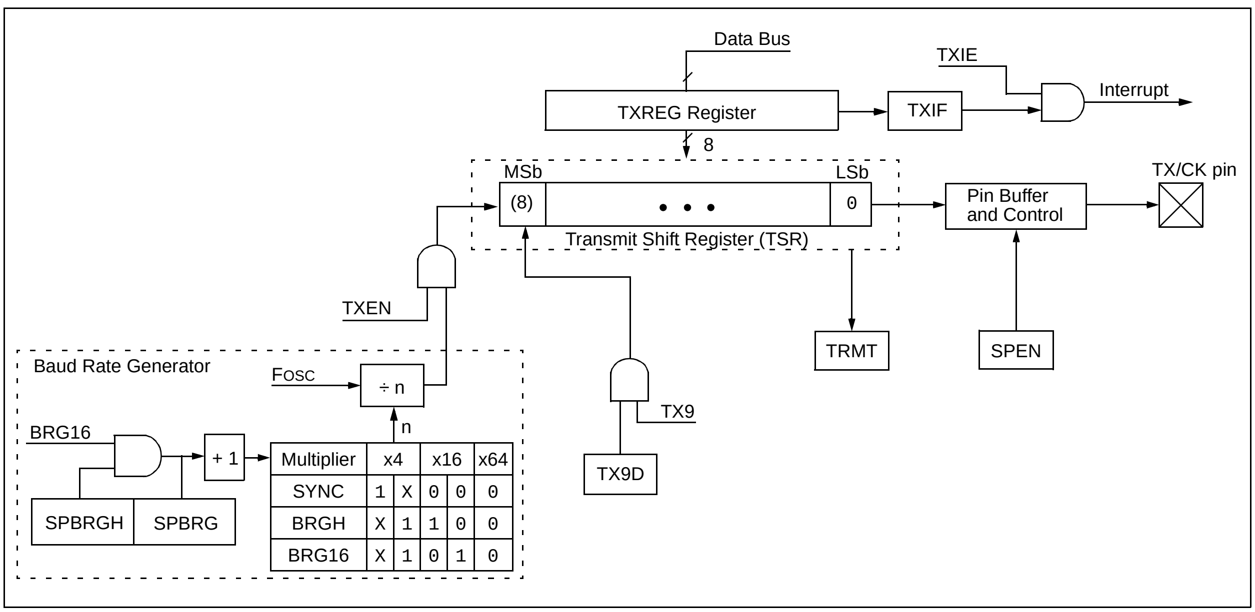
- Full-duplex asynchronous transmit and receive
- Two-character input buffer
- One-character output buffer
- Programmable 8-bit or 9-bit character length
- Address detection in 9-bit mode
- Input buffer overrun error detection
- Received character framing error detection
- Half-duplex synchronous master
- Half-duplex synchronous slave
- Programmable clock polarity in synchronous modes
- Sleep operation

The EUSART module implements the following additional features, making it ideally suited for use in Local Interconnect Network (LIN) bus systems:

- Automatic detection and calibration of the baud rate
- Wake-up on Break reception
- 13-bit Break character transmit

Block diagrams of the EUSART transmitter and receiver are shown in Figure 12-1 and Figure 12-2.

FIGURE 12-1: EUSART TRANSMIT BLOCK DIAGRAM



12.1.2.8 Asynchronous Reception Setup:

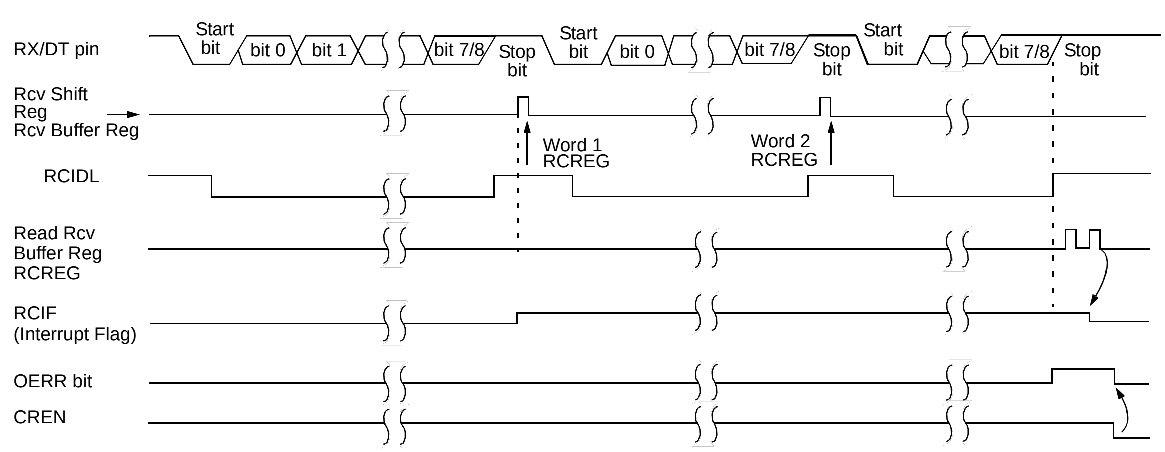
1. Initialize the SPBRGH, SPBRG register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see **Section 12.3 “EUSART Baud Rate Generator (BRG)”**).
2. Enable the serial port by setting the SPEN bit. The SYNC bit must be clear for asynchronous operation.
3. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. If 9-bit reception is desired, set the RX9 bit.
5. Enable reception by setting the CREN bit.
6. The RCIF interrupt flag bit will be set when a character is transferred from the RSR to the receive buffer. An interrupt will be generated if the RCIE interrupt enable bit was also set.
7. Read the RCSTA register to get the error flags and, if 9-bit data reception is enabled, the ninth data bit.
8. Get the received eight Least Significant data bits from the receive buffer by reading the RCREG register.
9. If an overrun occurred, clear the OERR flag by clearing the CREN receiver enable bit.

12.1.2.9 9-bit Address Detection Mode Setup

This mode would typically be used in RS-485 systems. To set up an Asynchronous Reception with Address Detect Enable:

1. Initialize the SPBRGH, SPBRG register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see **Section 12.3 “EUSART Baud Rate Generator (BRG)”**).
2. Enable the serial port by setting the SPEN bit. The SYNC bit must be clear for asynchronous operation.
3. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. Enable 9-bit reception by setting the RX9 bit.
5. Enable address detection by setting the ADDEN bit.
6. Enable reception by setting the CREN bit.
7. The RCIF interrupt flag bit will be set when a character with the ninth bit set is transferred from the RSR to the receive buffer. An interrupt will be generated if the RCIE interrupt enable bit was also set.
8. Read the RCSTA register to get the error flags. The ninth data bit will always be set.
9. Get the received eight Least Significant data bits from the receive buffer by reading the RCREG register. Software determines if this is the device’s address.
10. If an overrun occurred, clear the OERR flag by clearing the CREN receiver enable bit.
11. If the device has been addressed, clear the ADDEN bit to allow all received data into the receive buffer and generate interrupts.

FIGURE 12-5: ASYNCHRONOUS RECEPTION



Note: This timing diagram shows three words appearing on the RX input. The RCREG (receive buffer) is read after the third word, causing the OERR (overrun) bit to be set.

TABLE 14-4: INITIALIZATION CONDITION FOR REGISTER

Register	Address	Power-on Reset	$\overline{MCLR}$ Reset WDT Reset Brown-out Reset[(1)]	Wake-up from Sleep through Interrupt Wake-up from Sleep through WDT Time-out
W	—	xxxx xxxx	uuuu uuuu	uuuu uuuu
INDF	00h/80h/100h/180h	xxxx xxxx	xxxx xxxx	uuuu uuuu
TMR0	01h/101h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	02h/82h/102h/182h	0000 0000	0000 0000	PC + 1[(3)]
STATUS	03h/83h/103h/183h	0001 1xxx	000q quuu[(4)]	uuuq quuu[(4)]
FSR	04h/84h/104h/184h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	05h	xxxx xxxx	0000 0000	uuuu uuuu
PORTB	06h/106h	xxxx xxxx	0000 0000	uuuu uuuu
PORTC	07h	xxxx xxxx	0000 0000	uuuu uuuu
PORTD	08h	xxxx xxxx	0000 0000	uuuu uuuu
PORTE	09h	---- xxxx	---- 0000	---- uuuu
PCLATH	0Ah/8Ah/10Ah/18Ah	---0 0000	---0 0000	---u uuuu
INTCON	0Bh/8Bh/10Bh/18Bh	0000 000x	0000 000u	uuuu uuuu[(2)]
PIR1	0Ch	0000 0000	0000 0000	uuuu uuuu[(2)]
PIR2	0Dh	0000 0000	0000 0000	uuuu uuuu[(2)]
TMR1L	0Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
TMR1H	0Fh	xxxx xxxx	uuuu uuuu	uuuu uuuu
T1CON	10h	0000 0000	uuuu uuuu	-uuu uuuu
TMR2	11h	0000 0000	0000 0000	uuuu uuuu
T2CON	12h	-000 0000	-000 0000	-uuu uuuu
SSPBUF	13h	xxxx xxxx	uuuu uuuu	uuuu uuuu
SSPCON	14h	0000 0000	0000 0000	uuuu uuuu
CCPR1L	15h	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCPR1H	16h	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCP1CON	17h	0000 0000	0000 0000	uuuu uuuu
RCSTA	18h	0000 000x	0000 0000	uuuu uuuu
TXREG	19h	0000 0000	0000 0000	uuuu uuuu
RCREG	1Ah	0000 0000	0000 0000	uuuu uuuu
CCPR2L	1Bh	xxxx xxxx	uuuu uuuu	uuuu uuuu

Legend: u = unchanged, x = unknown, – = unimplemented bit, reads as ‘0’, q = value depends on condition.

Note 1: If VDD goes too low, Power-on Reset will be activated and registers will be affected differently.

2: One or more bits in INTCON and/or PIR1 will be affected (to cause wake-up).

3: When the wake-up is due to an interrupt and the GIE bit is set, the PC is loaded with the interrupt vector (0004h).

4: See Table 14-5 for Reset value for specific condition.

5: If Reset was due to brown-out, then bit 0 = 0. All other Resets will cause bit 0 = u.

6: Accessible only when SSPCON register bits SSPM<3:0> = 1001.

FIGURE 18-3: TYPICAL I_{DD} vs. F_{OSC} OVER V_{DD} (HS MODE)

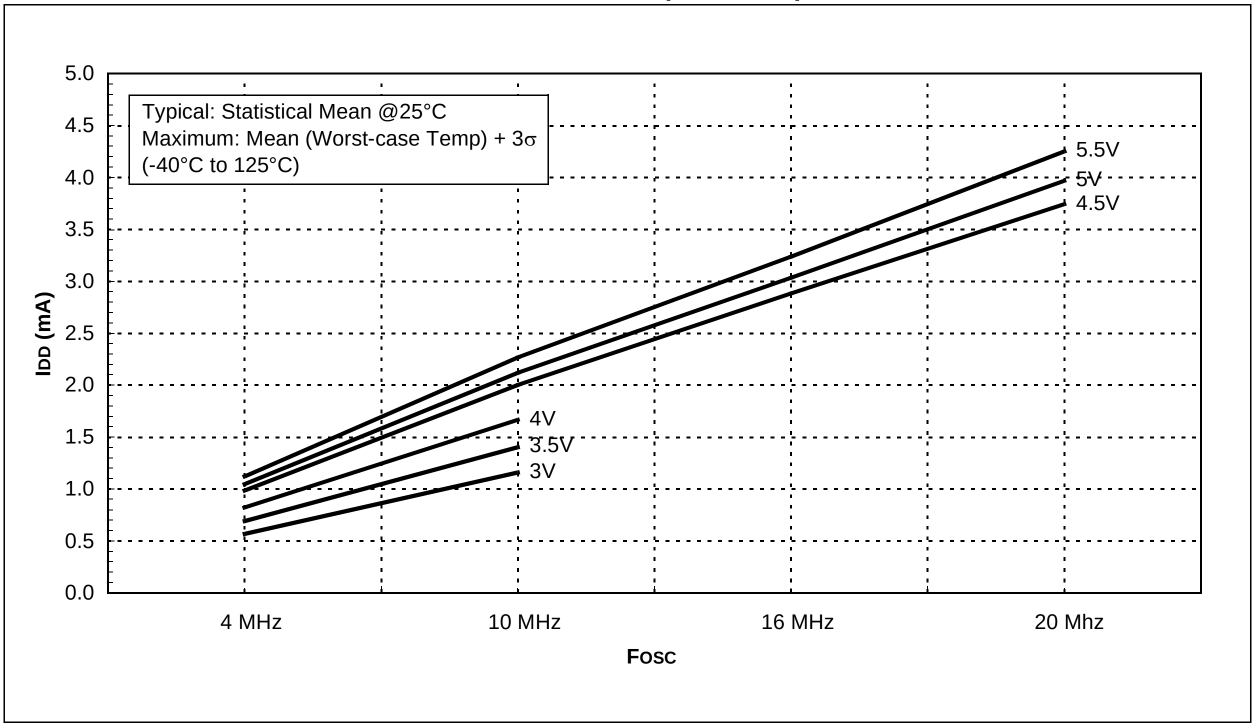


FIGURE 18-4: MAXIMUM I_{DD} vs. F_{OSC} OVER V_{DD} (HS MODE)

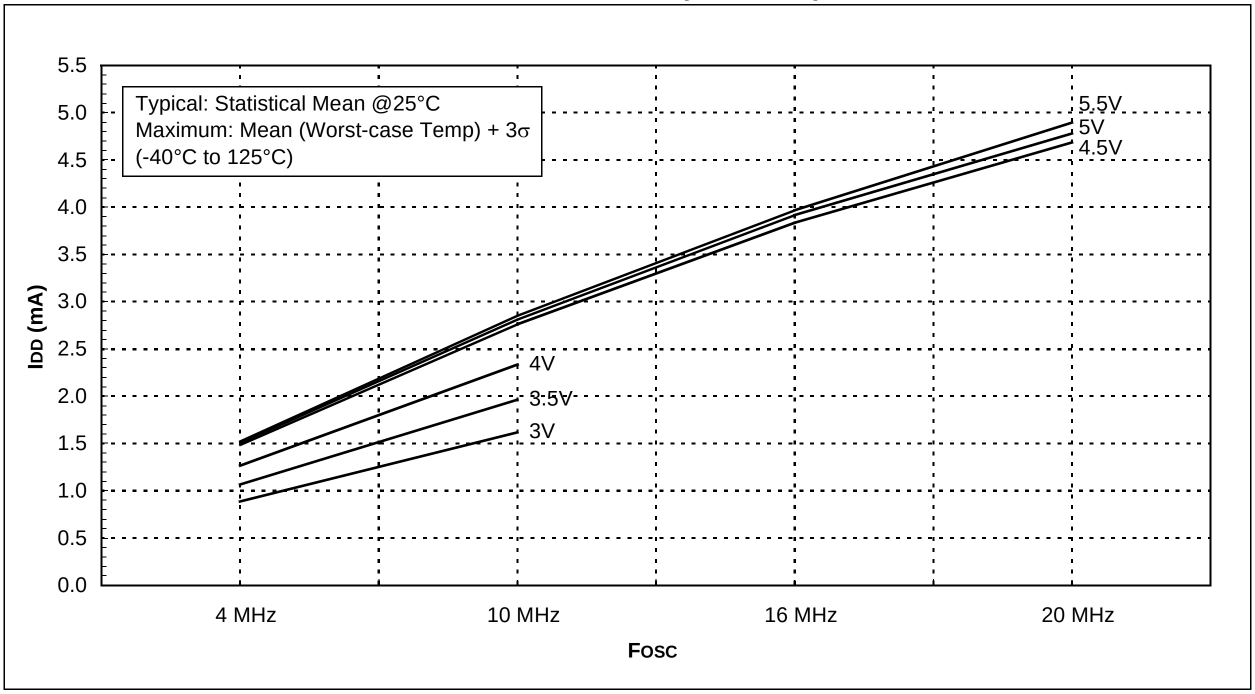


FIGURE 18-45: VP6 DRIFT OVER TEMPERATURE NORMALIZED AT 25°C (VDD 3V)

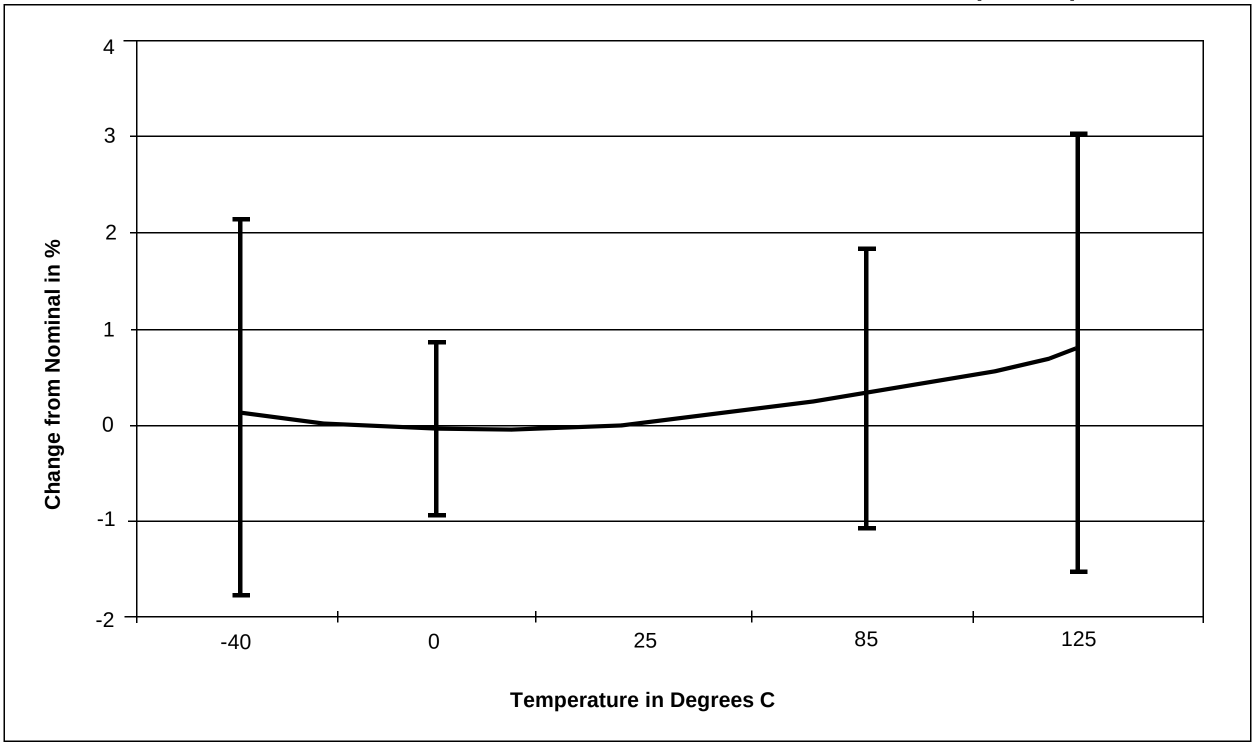
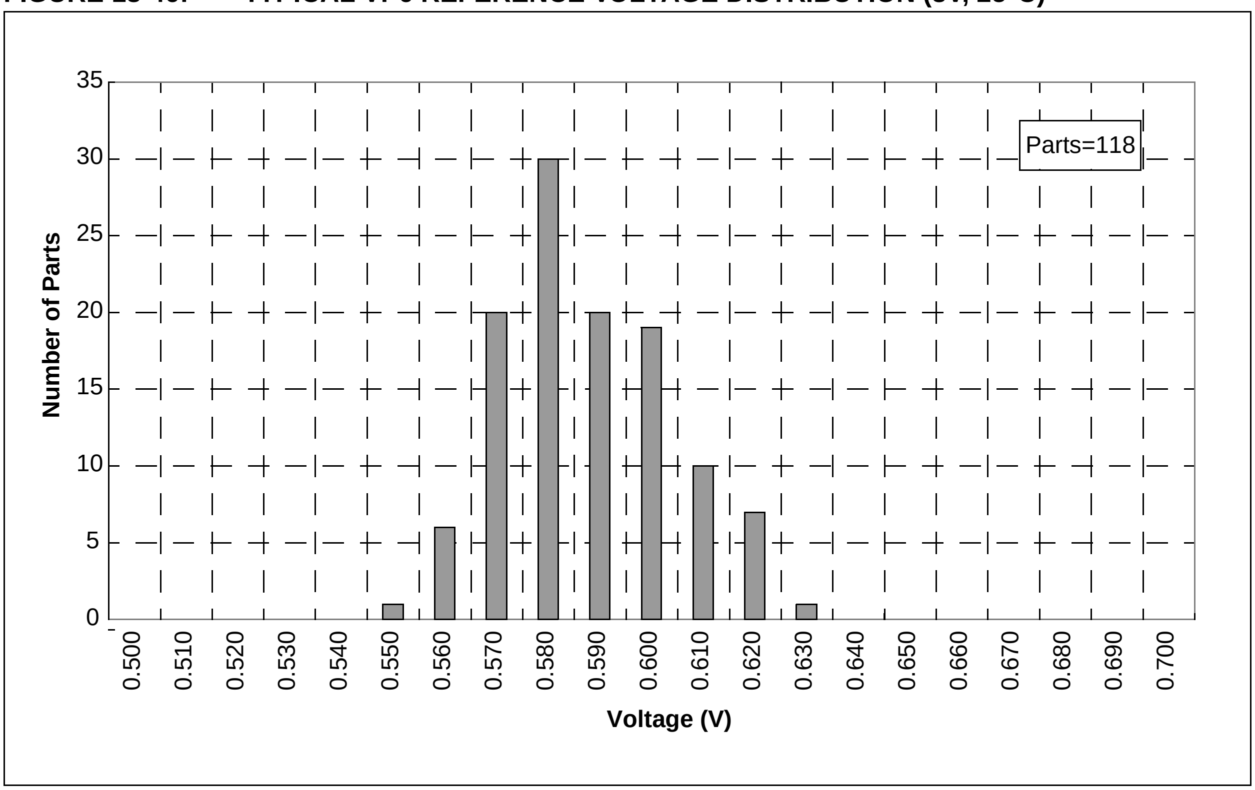
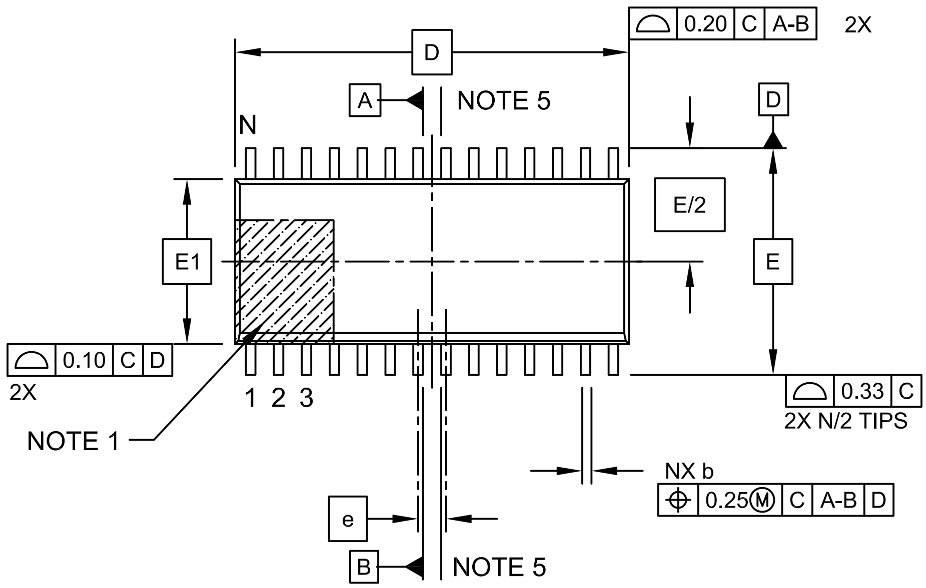


FIGURE 18-46: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (3V, 25°C)

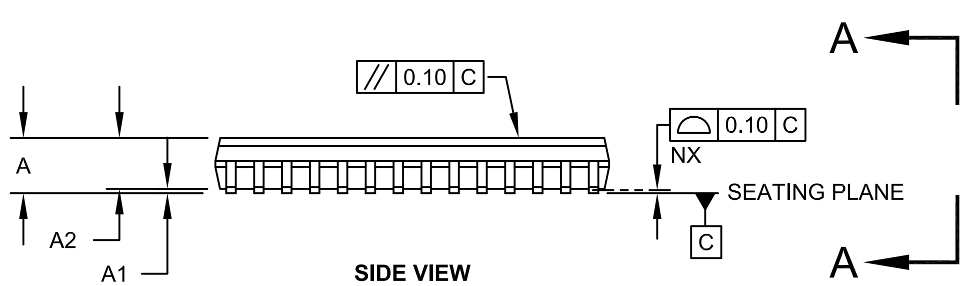


28-Lead Plastic Small Outline (SO) - Wide, 7.50 mm Body [SOIC]

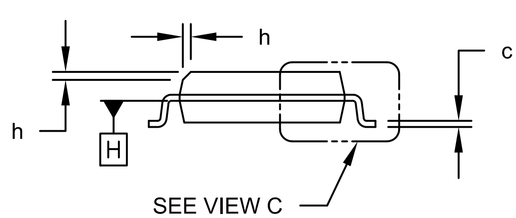
Note:	For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



TOP VIEW



SIDE VIEW



VIEW A-A

Microchip Technology Drawing C04-052C Sheet 1 of 2

APPENDIX A: DATA SHEET REVISION HISTORY

Revision A (5/2006)

Initial release of this data sheet.

Revision B (7/2006)

Pin Diagrams (44-Pin QFN drawing); Revised Table 2-1, Addr. 1DH (CCP2CON); Section 3.0, 3.1; Section 3.4.4.6; Table 3; Table 3-1 (ANSEL); Table 3-3 (CCP2CON); Register 3-1; Register 3.2; Register 3-3; Register 3-4; Register 3-9; Register 3-10; Register 3-11; Register 3-12; Register 3-14; Table 3-5 (ANSEL); Figure 3-5; Figure 3-11; Figure 8-2; Figure 8-3; Figure 9-1; Register 9-1; Section 9.1.4; Example 10-4; Figure 11-5; Table 11-5 (P1M); Section 11.5.2; Section 11.5.7, Number 4; Table 11-7 (CCP2CON); Section 12.3.1 (Para. 3); Figure 12-6 (Title); Sections 14.2, 14.3 and 14.4 DC Characteristics (Max); Table 14-4 (OSCCON); Section 14.3 (TMR0); Section 14.3.2 (TMR0).

Revision C

Section 19.0 Packaging Information: Replaced package drawings and added note.
Added PIC16F882 part number.
Replaced PICmicro with PIC.

Revision D

Replaced Package Drawings (Rev. AM); Replaced Development Support Section; Revised Product ID Section.

Revision E (01/2008)

Added Char Data; Removed Preliminary status; Revised Device Table (PIC16F882, I/O); Revised the following: Pin Diagram 44 TQFP, pin 30; Table 5, I/O RA7; Table 1-1, RA1 and RA4; Section 2.2.1; Register 2-3, INTCON; Example 3-1; Section 3.2.2; Example 3-2; Figure 6-1; Section 6.2.2; Section 6.6; Section 8.10.3; Table 9-1; Equation 11-1; Added Figure 11-14 and renumbered remaining Figures; Register 11-3; Register 13-3; Section 14.0; Section 14.1; Section 14.9; Section 14.10; Section 17.0; Updated Package Drawings.

Revision F (04/2009)

Revised Product ID: Removed ‘F’ (std. voltage range) from part numbers; Revised Figure 6-1: Timer1 Block Diagram; Revised Figure 8-3, Comparator C2 Block Diagram; Added note to Section 8.10.3; Revised Section 8.10.7.

Revision G (10/2012)

Updated data sheet to new format; Updated Register 13-1 and Register 13-2; Updated the Packaging Information section; Updated the Product Identification System section; Other minor corrections.

Revision H (04/2015)

Added Section 17.9: High Temperature Operation in the Electrical Specifications section.