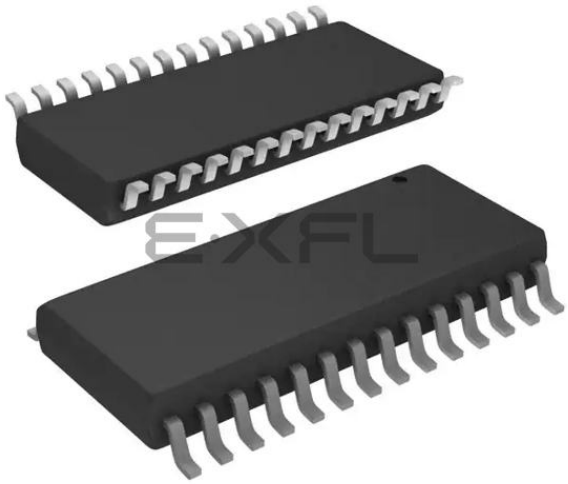
Microchip Technology - PIC16LC773T-I/SO Datasheet



Welcome to E-XFL.COM

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	Obsolete
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	22
Program Memory Size	7KB (4K x 14)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2.5V ~ 5.5V
Data Converters	A/D 6x12b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SOIC (0.295", 7.50mm Width)
Supplier Device Package	28-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lc773t-i-so

TABLE 2-1 PIC16C77X SPECIAL FUNCTION REGISTER SUMMARY (Cont.'d)

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR, BOR	Value on all other resets (2)
Bank 1											
80h(4)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	0000 0000
81h	OPTION_REG	$\overline{RBPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
82h(4)	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	0000 0000
83h(4)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	000q quuu
84h(4)	FSR	Indirect data memory address pointer								xxxx xxxx	uuuu uuuu
85h	TRISA	—	—	bit5(5)	PORTA Data Direction Register					--11 1111	--11 1111
86h	TRISB	PORTB Data Direction Register								1111 1111	1111 1111
87h	TRISC	PORTC Data Direction Register								1111 1111	1111 1111
88h(5)	TRISD	PORTD Data Direction Register								1111 1111	1111 1111
89h(5)	TRISE	IBF	OBF	IBOV	PSPMODE	—	PORTE Data Direction Bits			0000 -111	0000 -111
8Ah(1,4)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
8Bh(4)	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
8Ch	PIE1	PSPIE(3)	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
8Dh	PIE2	LVDIE	—	—	—	BCLIE	—	—	CCP2IE	0--- 0--0	0--- 0--0
8Eh	PCON	—	—	—	—	—	—	$\overline{POR}$	$\overline{BOR}$	---- --qq	---- --uu
8Fh	—	Unimplemented								—	—
90h	—	Unimplemented								—	—
91h	SSPCON2	GCEN	AKSTAT	AKDT	AKEN	RCEN	PEN	RSEN	SEN	0000 0000	0000 0000
92h	PR2	Timer2 Period Register								1111 1111	1111 1111
93h	SSPADD	Synchronous Serial Port (I^2C mode) Address Register								0000 0000	0000 0000
94h	SSPSTAT	SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	0000 0000
95h	—	Unimplemented								—	—
96h	—	Unimplemented								—	—
97h	—	Unimplemented								—	—
98h	TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010
99h	SPBRG	Baud Rate Generator Register								0000 0000	0000 0000
9Ah	—	Unimplemented								—	—
9Bh	REFCON	VRHEN	VRLEN	VRHOEN	VRLOEN	—	—	—	—	0000 ----	0000 ----
9Ch	LVDCON	—	—	BGST	LVDEN	LV3	LV2	LV1	LV0	--00 0101	--00 0101
9Ah	—	Unimplemented								—	—
9Eh	ADRESL	A/D Low Byte Result Register								xxxx xxxx	uuuu uuuu
9Fh	ADCON1	ADFM	VCFG2	VCFG1	VCFG0	PCFG3	PCFG2	PCFG1	PCFG0	0000 0000	0000 0000

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

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8> whose contents are transferred to the upper byte of the program counter.
2: Other (non power-up) resets include external reset through $\overline{MCLR}$ and Watchdog Timer Reset.
3: Bits PSPIE and PSPIF are reserved on the 28-pin devices, always maintain these bits clear.
4: These registers can be addressed from any bank.
5: These registers/bits are not implemented on the 28-pin devices read as '0'.

3.2 PORTB and the TRISB Register

PORTB is an 8-bit wide bi-directional port. The corresponding data direction register is TRISB. Setting a TRISB bit (=1) will make the corresponding PORTB pin an input, i.e., put the corresponding output driver in a hi-impedance mode. Clearing a TRISB bit (=0) will make the corresponding PORTB pin an output, i.e., put the contents of the output latch on the selected pin.

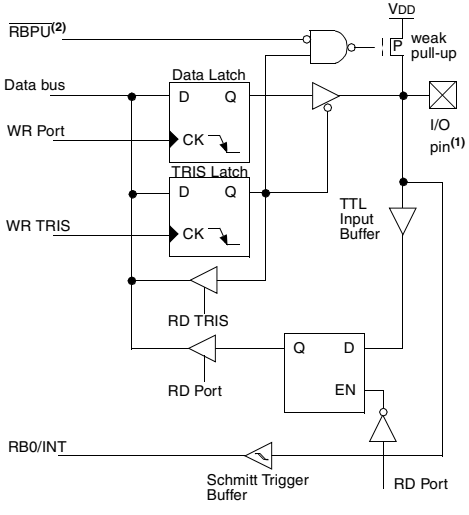
EXAMPLE 3-1: INITIALIZING PORTB

```
BCF     STATUS, RP0  ;
CLRF    PORTB        ; Initialize PORTB by
                     ; clearing output
                     ; data latches
BSF     STATUS, RP0  ; Select Bank 1
MOVLW   0xCF         ; Value used to
                     ; initialize data
                     ; direction
MOVWF   TRISB        ; Set RB<3:0> as inputs
                     ; RB<5:4> as outputs
                     ; RB<7:6> as inputs
```

Each of the PORTB pins has a weak internal pull-up. A single control bit can turn on all the pull-ups. This is performed by clearing bit $\overline{\text{RBPU}}$ (OPTION_REG<7>). The weak pull-up is automatically turned off when the port pin is configured as an output. The pull-ups are disabled on a Power-on Reset.

The RB0 pin is multiplexed with the external interrupt (RB0/INT).

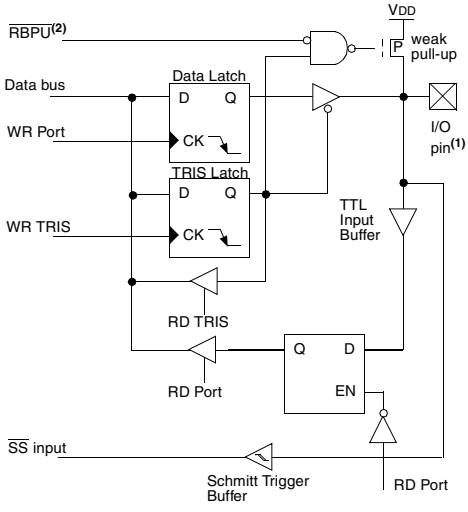
FIGURE 3-4: BLOCK DIAGRAM OF RB0 PIN



Note 1: I/O pins have diode protection to VDD and VSS.
2: To enable weak pull-ups, set the appropriate TRIS bit(s) and clear the $\overline{\text{RBPU}}$ bit (OPTION_REG<7>).

The RB1 pin is multiplexed with the SSP module slave select (RB1/$\overline{\text{SS}}$).

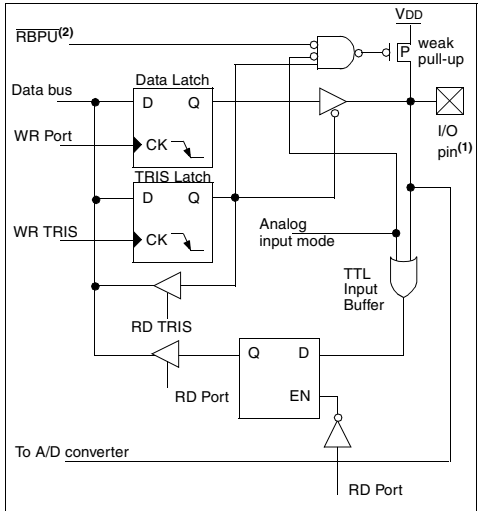
FIGURE 3-5: BLOCK DIAGRAM OF RB1/$\overline{\text{SS}}$ PIN



Note 1: I/O pins have diode protection to VDD and VSS.
2: To enable weak pull-ups, set the appropriate TRIS bit(s) and clear the $\overline{\text{RBPU}}$ bit (OPTION_REG<7>).

The RB2 pin is multiplexed with analog channel 8 (RB2/AN8).

FIGURE 3-6: BLOCK DIAGRAM OF RB2/AN8 PIN



Note 1: I/O pins have diode protection to VDD and VSS.
2: To enable weak pull-ups, set the appropriate TRIS bit(s) and clear the $\overline{\text{RBPU}}$ bit (OPTION_REG<7>).

3.6 Parallel Slave Port

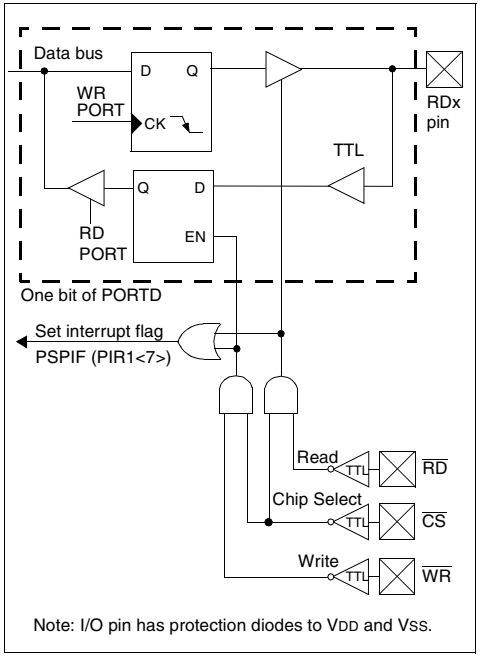
The Parallel Slave Port is implemented on the 40/44-pin devices only.

PORTD operates as an 8-bit wide Parallel Slave Port, or microprocessor port when control bit PSPMODE (TRISE<4>) is set. In slave mode it is asynchronously readable and writable by the external world through $\overline{RD}$ control input pin RE0/$\overline{RD}$ and $\overline{WR}$ control input pin RE1/$\overline{WR}$.

It can directly interface to an 8-bit microprocessor data bus. The external microprocessor can read or write the PORTD latch as an 8-bit latch. Setting bit PSPMODE enables port pin RE0/$\overline{RD}$ to be the $\overline{RD}$ input, RE1/$\overline{WR}$ to be the $\overline{WR}$ input and RE2/$\overline{CS}$ to be the $\overline{CS}$ (chip select) input. For this functionality, the corresponding data direction bits of the TRISE register (TRISE<2:0>) must be configured as inputs (set). The configuration bits, PCFG3:PCFG0 (ADCON1<3:0>) must be configured to make pins RE2:RE0 as digital I/O.

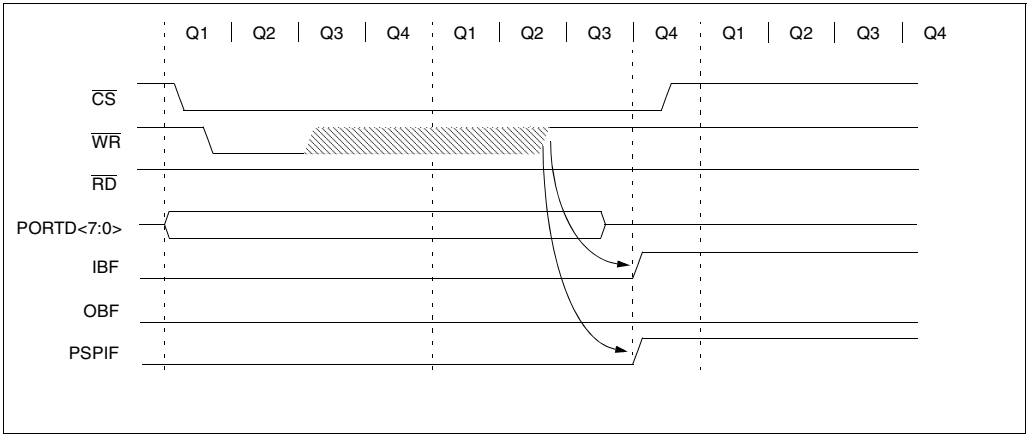
A write to the PSP occurs when both the $\overline{CS}$ and $\overline{WR}$ lines are first detected low. A read from the PSP occurs when both the $\overline{CS}$ and $\overline{RD}$ lines are first detected low.

FIGURE 3-13: PORTD AND PORTE BLOCK DIAGRAM (PARALLEL SLAVE PORT)



Note: I/O pin has protection diodes to VDD and VSS.

FIGURE 3-14: PARALLEL SLAVE PORT WRITE WAVEFORMS



4.2.1 SWITCHING PRESCALER ASSIGNMENT

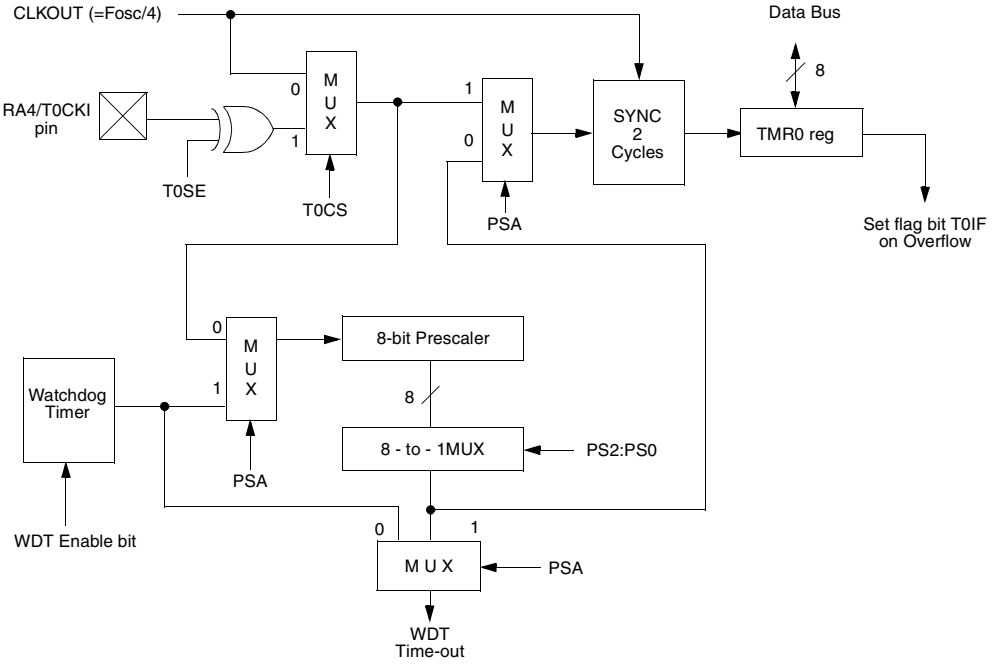
The prescaler assignment is fully under software control, i.e., it can be changed “on the fly” during program execution.

Note:	To avoid an unintended device RESET, a specific instruction sequence (shown in the PICmicro™ Mid-Range Reference Manual, DS33023) must be executed when changing the prescaler assignment from Timer0 to the WDT. This sequence must be followed even if the WDT is disabled.

4.3 Timer0 Interrupt

The TMR0 interrupt is generated when the TMR0 register overflows from FFh to 00h. This overflow sets bit T0IF (INTCON<2>). The interrupt can be masked by clearing bit T0IE (INTCON<5>). Bit T0IF must be cleared in software by the Timer0 module interrupt service routine before re-enabling this interrupt. The TMR0 interrupt cannot awaken the processor from SLEEP since the timer is shut off during SLEEP.

FIGURE 4-2: BLOCK DIAGRAM OF THE TIMER0/WDT PRESCALER



Note: T0CS, T0SE, PSA, PS2:PS0 are (OPTION_REG<5:0>).

TABLE 4-1 REGISTERS ASSOCIATED WITH TIMER0

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR, BOR	Value on all other resets
01h,101h	TMR0	Timer0 module’s register								xxxx xxxx	uuuu uuuu
0Bh,8Bh, 10Bh,18Bh	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
81h,181h	OPTION_REG	$\overline{\text{RBPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
85h	TRISA	—	—	PORTA Data Direction Register						--11 1111	--11 1111

Legend: x = unknown, u = unchanged, - = unimplemented locations read as '0'. Shaded cells are not used by Timer0.

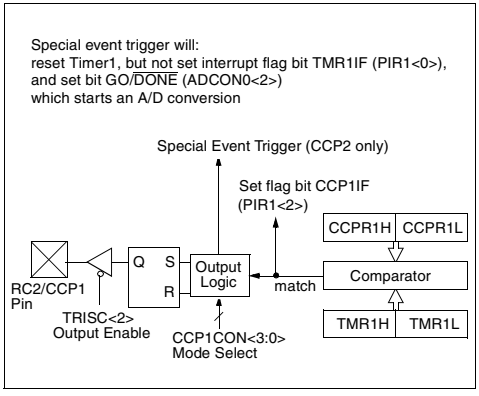
7.2 Compare Mode

In Compare mode, the 16-bit CCPR1 register value is constantly compared against the TMR1 register pair value. When a match occurs, the RC2/CCP1 pin is:

- driven High
- driven Low
- remains Unchanged

The action on the pin is based on the value of control bits CCP1M3:CCP1M0 (CCP1CON<3:0>). At the same time, interrupt flag bit CCP1IF is set.

FIGURE 7-3: COMPARE MODE OPERATION BLOCK DIAGRAM



7.2.1 CCP PIN CONFIGURATION

The user must configure the RC2/CCP1 pin as an output by clearing the TRISC<2> bit.

Note:	Clearing the CCP1CON register will force the RC2/CCP1 compare output latch to the default low level. This is not the data latch.

7.2.2 TIMER1 MODE SELECTION

Timer1 must be running in Timer mode or Synchronized Counter mode if the CCP module is using the compare feature. In Asynchronous Counter mode, the compare operation may not work.

7.2.3 SOFTWARE INTERRUPT MODE

When generate software interrupt is chosen the CCP1 pin is not affected. Only a CCP interrupt is generated (if enabled).

7.2.4 SPECIAL EVENT TRIGGER

In this mode, an internal hardware trigger is generated which may be used to initiate an action.

The special event trigger output of CCP1 resets the TMR1 register pair. This allows the CCPR1 register to effectively be a 16-bit programmable period register for Timer1.

The special trigger output of CCP2 resets the TMR1 register pair, and starts an A/D conversion (if the A/D module is enabled).

Note:	The special event trigger from the CCP2 module will not set interrupt flag bit TMR1IF (PIR1<0>).

TABLE 7-3 REGISTERS ASSOCIATED WITH CAPTURE, COMPARE, AND TIMER1

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR, BOR	Value on all other resets
0Bh,8Bh, 10Bh,18Bh	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	PSPIF(1)	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
8Ch	PIE1	PSPIE(1)	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
87h	TRISC	PORTC Data Direction Register								1111 1111	1111 1111
0Eh	TMR1L	Holding register for the Least Significant Byte of the 16-bit TMR1 register								xxxx xxxx	uuuu uuuu
0Fh	TMR1H	Holding register for the Most Significant Byte of the 16-bit TMR1register								xxxx xxxx	uuuu uuuu
10h	T1CON	—	—	T1CKPS1	T1CKPS0	T1OSCEN	$\overline{\text{T1SYNC}}$	TMR1CS	TMR1ON	--00 0000	--uu uuuu
15h	CCPR1L	Capture/Compare/PWM register1 (LSB)								xxxx xxxx	uuuu uuuu
16h	CCPR1H	Capture/Compare/PWM register1 (MSB)								xxxx xxxx	uuuu uuuu
17h	CCP1CON	—	—	CCP1X	CCP1Y	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000

Legend: x = unknown, u = unchanged, - = unimplemented read as '0'. Shaded cells are not used by Capture and Timer1.
Note 1: Bits PSPIE and PSPIF are reserved on the 28-pin, always maintain these bits clear.

8.1.7 SLEEP OPERATION

In master mode all module clocks are halted, and the transmission/reception will remain in that state until the device wakes from sleep. After the device returns to normal mode, the module will continue to transmit/receive data.

In slave mode, the SPI transmit/receive shift register operates asynchronously to the device. This allows the device to be placed in sleep mode, and data to be shifted into the SPI transmit/receive shift register. When all 8-bits have been received, the MSSP interrupt flag bit will be set and if enabled will wake the device from sleep.

8.1.8 EFFECTS OF A RESET

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

TABLE 8-1 REGISTERS ASSOCIATED WITH SPI OPERATION

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	POR, BOR	$\overline{MCLR}$, WDT
0Bh, 8Bh, 10Bh,18Bh	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	PSPIF(1)	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
8Ch	PIE1	PSPIE(1)	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
13h	SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	uuuu uuuu
14h	SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
94h	SSPSTAT	SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	0000 0000

Legend: x = unknown, u = unchanged, - = unimplemented read as '0'. Shaded cells are not used by the SSP in SPI mode.
Note 1: These bits are reserved on the 28-pin devices, always maintain these bits clear.

FIGURE 8-13: I²C WAVEFORMS FOR TRANSMISSION (7-BIT ADDRESS)

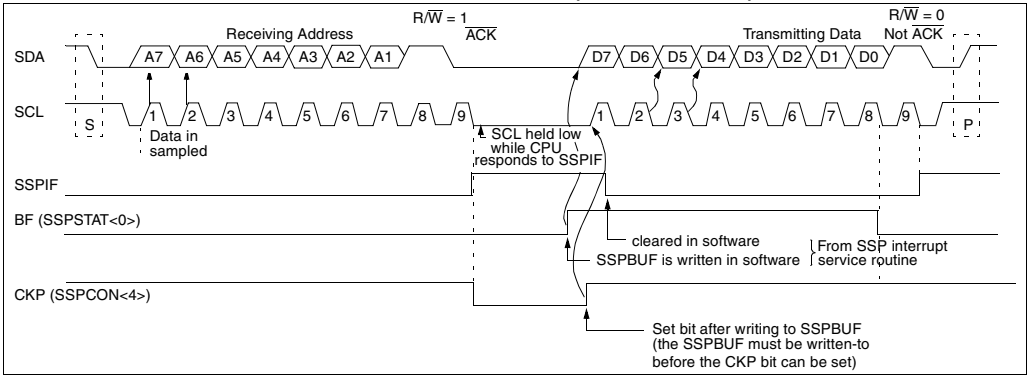
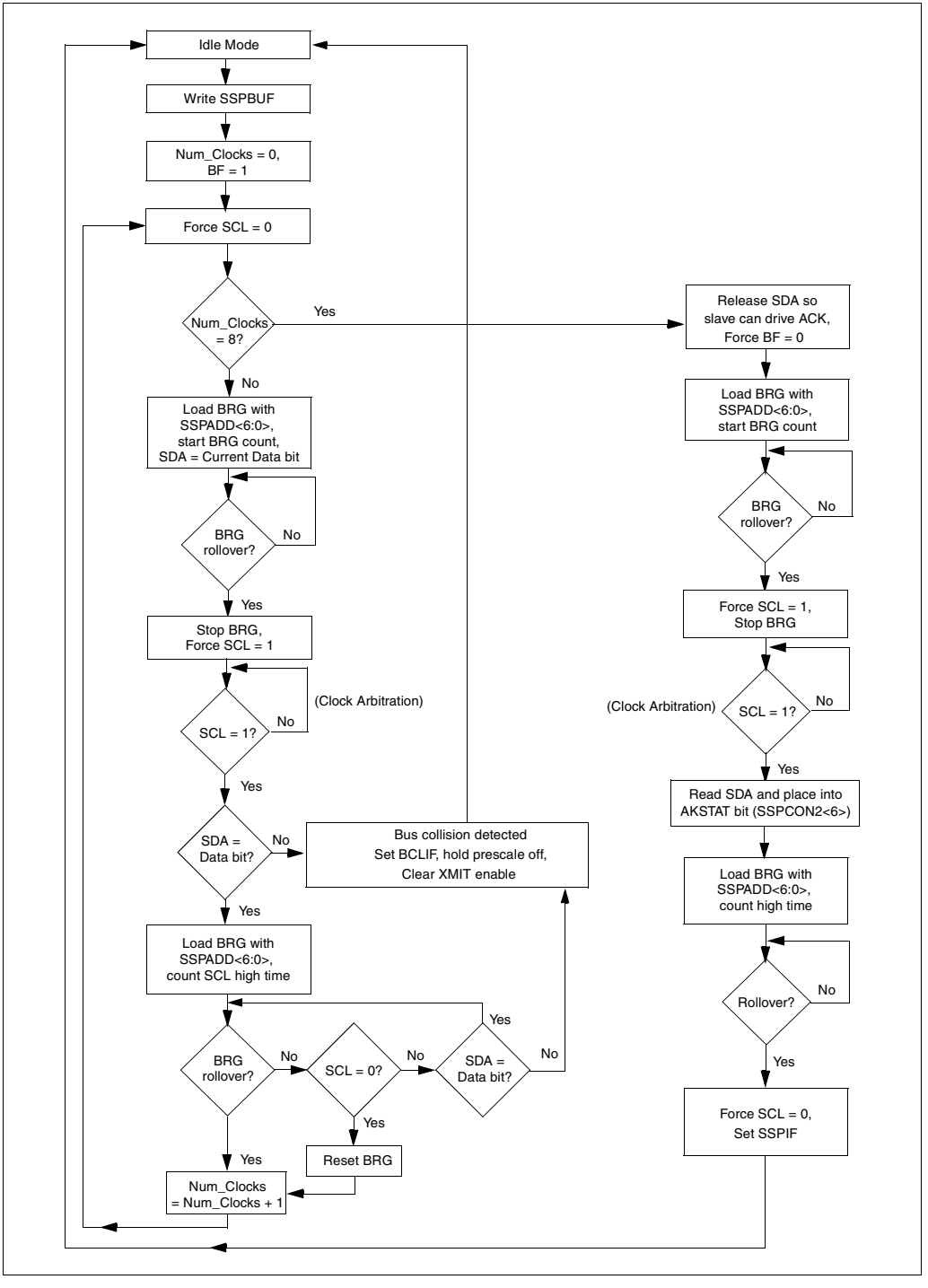


FIGURE 8-25: MASTER TRANSMIT FLOWCHART



8.2.14 STOP CONDITION TIMING

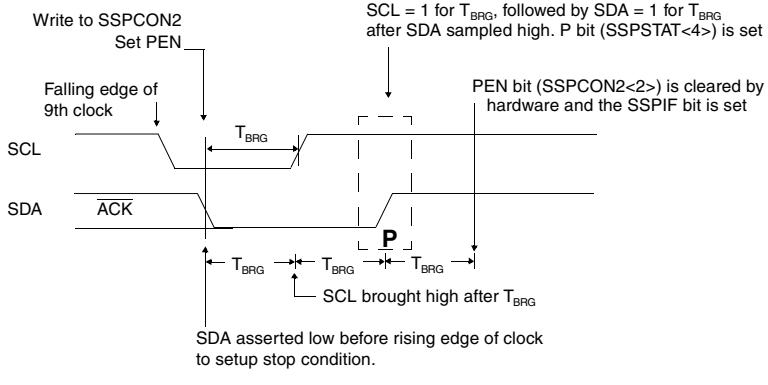
A stop bit is asserted on the SDA pin at the end of a receive/transmit by setting the Stop Sequence Enable bit PEN (SSPCON2<2>). At the end of a receive/transmit the SCL line is held low after the falling edge of the ninth clock. When the PEN bit is set, the master will assert the SDA line low . When 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 T_{BRG} (baud rate generator rollover count) later, the SDA pin will be de-asserted. When the SDA pin is sampled high while SCL is high, the P bit (SSPSTAT<4>) is set. A TBRG later the PEN bit is cleared and the SSPIF bit is set (Figure 8-31).

Whenever the firmware decides to take control of the bus, it will first determine if the bus is busy by checking the S and P bits in the SSPSTAT register. If the bus is busy, then the CPU can be interrupted (notified) when a Stop bit is detected (i.e. bus is free).

8.2.14.14 WCOL STATUS FLAG

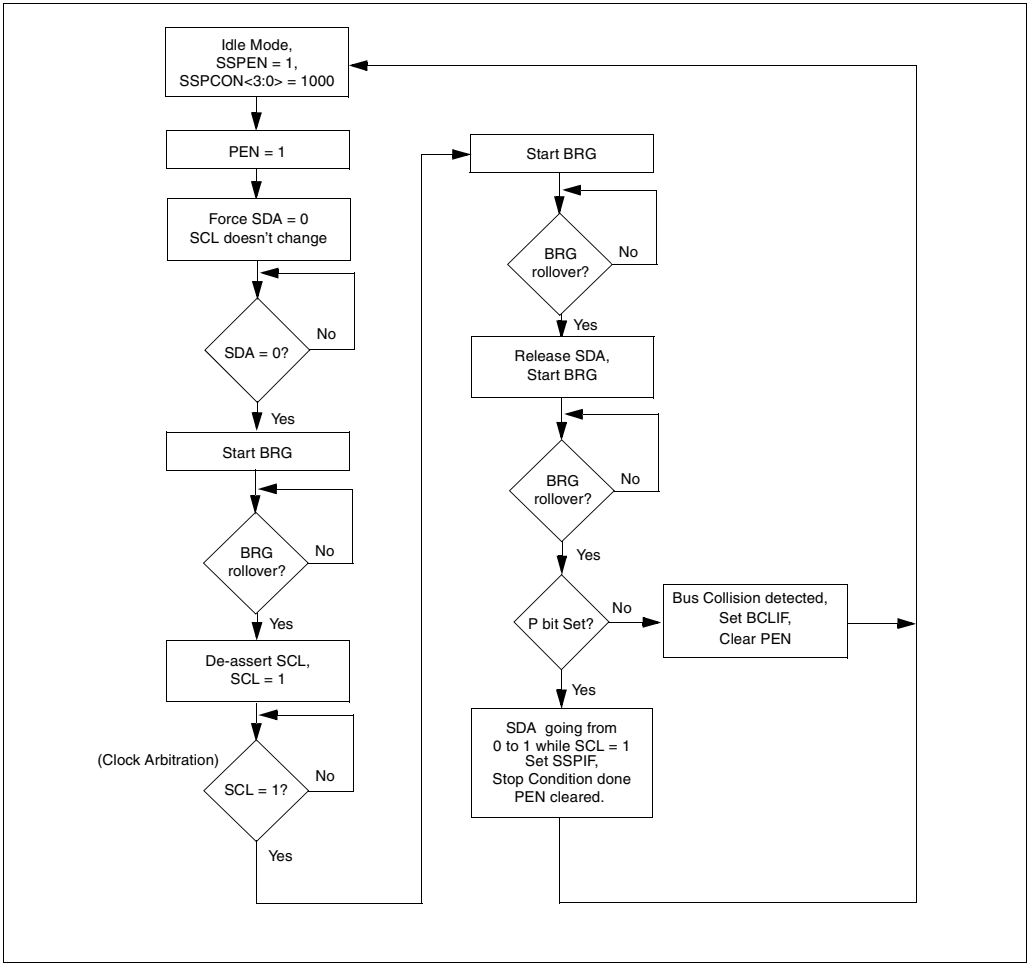
If the user writes the SSPBUF when a STOP sequence is in progress, then WCOL is set and the contents of the buffer are unchanged (the write doesn't occur).

FIGURE 8-31: STOP CONDITION RECEIVE OR TRANSMIT MODE



Note: T_{BRG} = one baud rate generator period.

FIGURE 8-32: STOP CONDITION FLOWCHART



8.2.18.16 BUS COLLISION DURING A REPEATED START CONDITION

During a Repeated Start condition, a bus collision occurs if:

a) A low level is sampled on SDA when SCL goes from low level to high level.

b) SCL goes low before SDA is asserted low, indicating that another master is attempting to transmit a data '1'.

When the user de-asserts SDA and the pin is allowed to float high, the BRG is loaded with SSPADD<6:0>, and counts down to 0. The SCL pin is then de-asserted, and when sampled high, the SDA pin is sampled. If SDA is low, a bus collision has occurred (i.e. another master is attempting to transmit a data '0'). If however SDA is sampled high then the BRG is reloaded and begins counting. If SDA goes from high to low before the BRG times out, no bus collision occurs, because no two masters can assert SDA at exactly the same time.

If, however, SCL goes from high to low before the BRG times out and SDA has not already been asserted, then a bus collision occurs. In this case, another master is attempting to transmit a data '1' during the Repeated Start condition.

If at the end of the BRG time out both SCL and SDA are still high, the SDA pin is driven low, the BRG is reloaded, and begins counting. At the end of the count, regardless of the status of the SCL pin, the SCL pin is driven low and the Repeated Start condition is complete (Figure 8-38).

FIGURE 8-38: BUS COLLISION DURING A REPEATED START CONDITION (CASE 1)

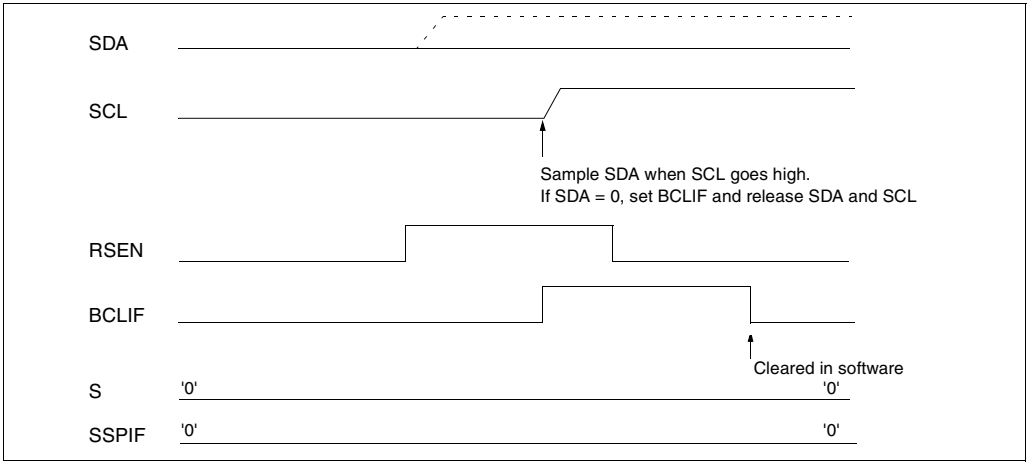
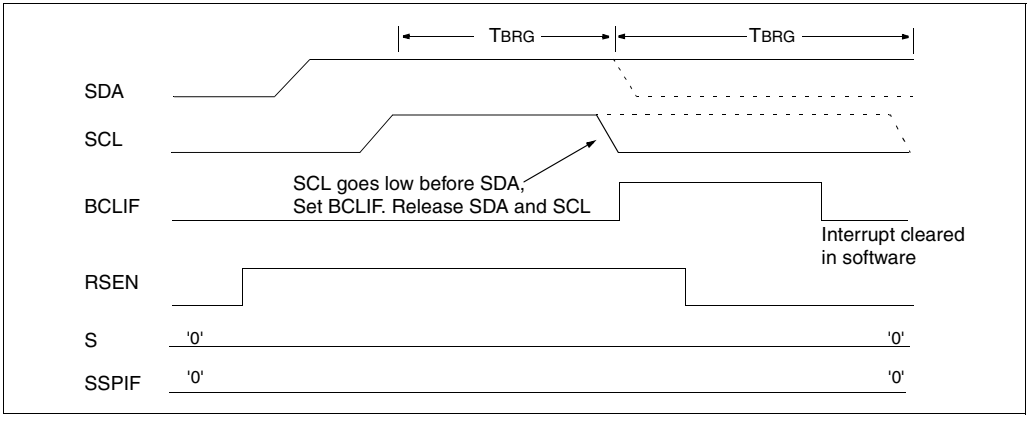


FIGURE 8-39: BUS COLLISION DURING REPEATED START CONDITION (CASE 2)



8.2.18.17 BUS COLLISION DURING A STOP CONDITION

Bus collision occurs during a STOP condition if:

a) After the SDA pin has been de-asserted and allowed to float high, SDA is sampled low after the BRG has timed out.

b) After the SCL pin is de-asserted, SCL is sampled low before SDA goes high.

The STOP condition begins with SDA asserted low. When SDA is sampled low, the SCL pin is allow to float. When the pin is sampled high (clock arbitration), the baud rate generator is loaded with SSPADD<6:0> and counts down to 0. After the BRG times out SDA is sampled. If SDA is sampled low, a bus collision has occurred. This is due to another master attempting to drive a data '0'. If the SCL pin is sampled low before SDA is allowed to float high, a bus collision occurs. This is another case of another master attempting to drive a data '0' (Figure 8-40).

FIGURE 8-40: BUS COLLISION DURING A STOP CONDITION (CASE 1)

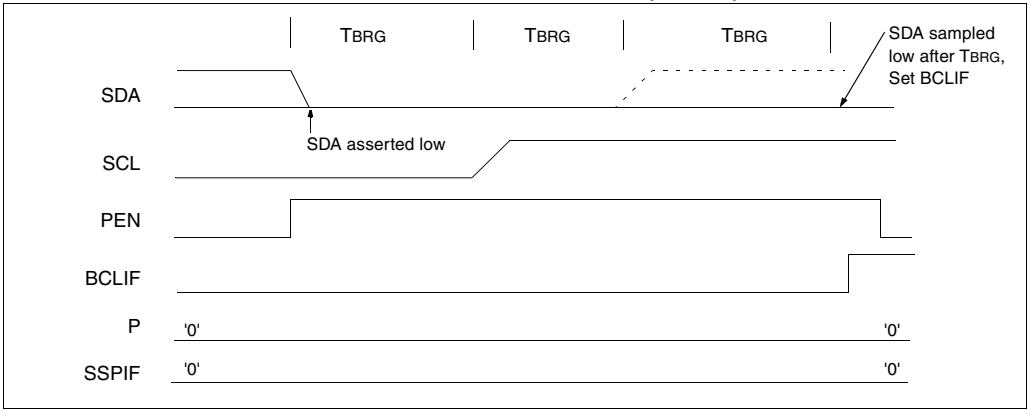


FIGURE 8-41: BUS COLLISION DURING A STOP CONDITION (CASE 2)

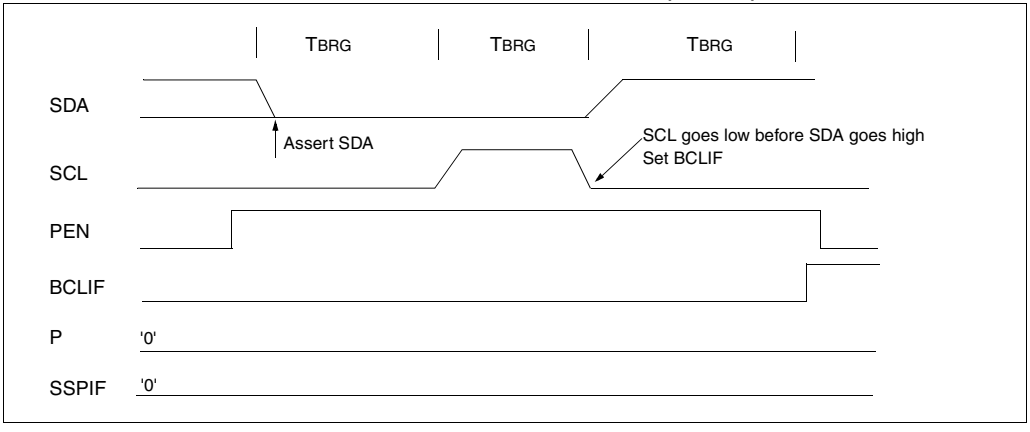


TABLE 9-5 BAUD RATES FOR ASYNCHRONOUS MODE (BRGH = 1)

BAUD RATE (K)	FOSC = 20 MHz			16 MHz			10 MHz			7.16 MHz		
	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)
9.6	9.615	+0.16	129	9.615	+0.16	103	9.615	+0.16	64	9.520	-0.83	46
19.2	19.230	+0.16	64	19.230	+0.16	51	18.939	-1.36	32	19.454	+1.32	22
38.4	37.878	-1.36	32	38.461	+0.16	25	39.062	+1.7	15	37.286	-2.90	11
57.6	56.818	-1.36	21	58.823	+2.12	16	56.818	-1.36	10	55.930	-2.90	7
115.2	113.636	-1.36	10	111.111	-3.55	8	125	+8.51	4	111.860	-2.90	3
250	250	0	4	250	0	3	NA	-	-	NA	-	-
625	625	0	1	NA	-	-	625	0	0	NA	-	-
1250	1250	0	0	NA	-	-	NA	-	-	NA	-	-

BAUD RATE (K)	FOSC = 5.068 MHz			4 MHz			3.579 MHz			1 MHz			32.768 kHz		
	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)
9.6	9.6	0	32	NA	-	-	9.727	+1.32	22	8.928	-6.99	6	NA	-	-
19.2	18.645	-2.94	16	1.202	+0.17	207	18.643	-2.90	11	20.833	+8.51	2	NA	-	-
38.4	39.6	+3.12	7	2.403	+0.13	103	37.286	-2.90	5	31.25	-18.61	1	NA	-	-
57.6	52.8	-8.33	5	9.615	+0.16	25	55.930	-2.90	3	62.5	+8.51	0	NA	-	-
115.2	105.6	-8.33	2	19.231	+0.16	12	111.860	-2.90	1	NA	-	-	NA	-	-
250	NA	-	-	NA	-	-	223.721	-10.51	0	NA	-	-	NA	-	-
625	NA	-	-	NA	-	-	NA	-	-	NA	-	-	NA	-	-
1250	NA	-	-	NA	-	-	NA	-	-	NA	-	-	NA	-	-

FIGURE 9-9: SYNCHRONOUS TRANSMISSION

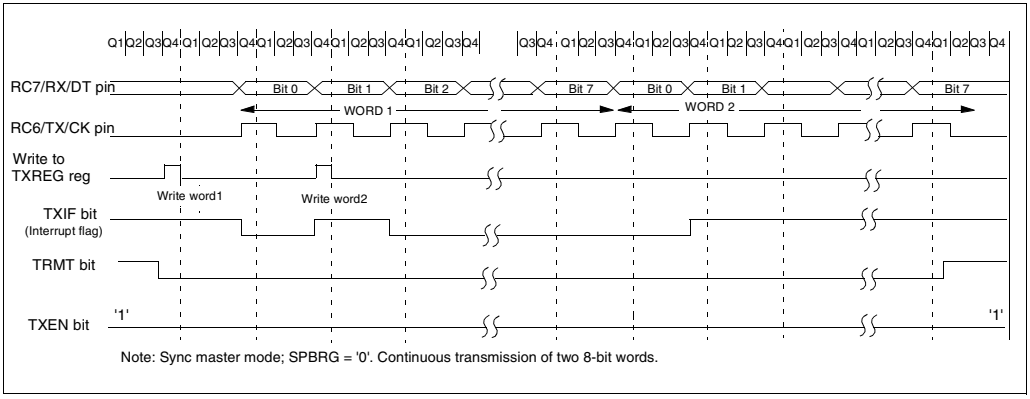
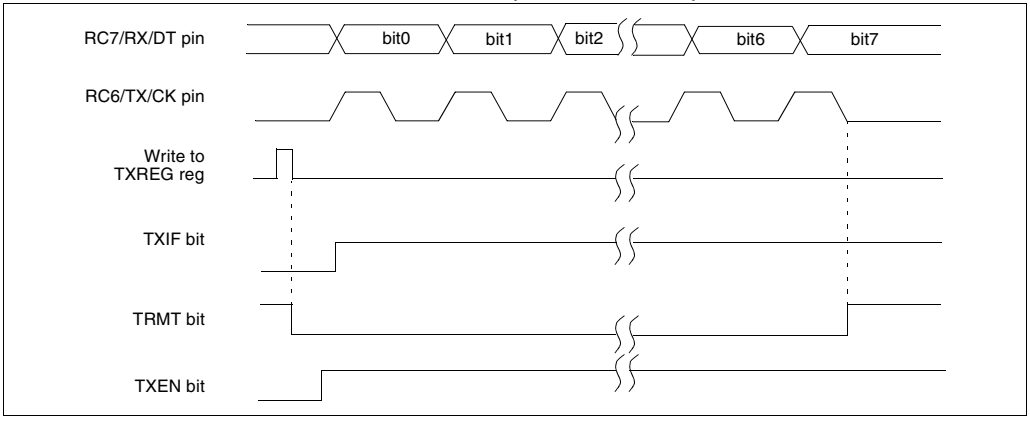


FIGURE 9-10: SYNCHRONOUS TRANSMISSION (THROUGH TXEN)



11.7 Use of the CCP Trigger

An A/D conversion can be started by the "special event trigger" of the CCP module. This requires that the CCPnM<3:0> bits be programmed as 1011b and that the A/D module is enabled (ADON is set). When the trigger occurs, the GO/$\overline{\text{DONE}}$ bit will be set on Q2 to start the A/D conversion and the Timer1 counter will be reset to zero. Timer1 is reset to automatically repeat the A/D conversion cycle, with minimal software overhead (moving the ADRESH and ADRESL to the desired location). The appropriate analog input channel must be selected before the "special event trigger" sets the GO/$\overline{\text{DONE}}$ bit (starts a conversion cycle).

If the A/D module is not enabled (ADON is cleared), then the "special event trigger" will be ignored by the A/D module, but will still reset the Timer1 counter.

11.8 Effects of a RESET

A device reset forces all registers to their reset state. This forces the A/D module to be turned off, and any conversion is aborted. The value that is in the ADRESH and ADRESL registers are not modified. The ADRESH and ADRESL registers will contain unknown data after a Power-on Reset.

11.9 Faster Conversion - Lower Resolution Trade-off

Not all applications require a result with 12-bits of resolution, but may instead require a faster conversion time. The A/D module allows users to make the trade-off of conversion speed to resolution. Regardless of the resolution required, the acquisition time is the same. To speed up the conversion, the A/D module may be halted by clearing the GO/$\overline{\text{DONE}}$ bit after the desired number of bits in the result have been converted. Once the GO/$\overline{\text{DONE}}$ bit has been cleared, all of the remaining A/D result bits are '0'. The equation to determine the time before the GO/$\overline{\text{DONE}}$ bit can be switched is as follows:

Conversion time = N•TAD + 1TAD

Where: N = number of bits of resolution required, and 1TAD is the amplifier settling time.

Since TAD is based from the device oscillator, the user must use some method (a timer, software loop, etc.) to determine when the A/D GO/$\overline{\text{DONE}}$ bit may be cleared. Table 11-2 shows a comparison of time required for a conversion with 4-bits of resolution, versus the normal 12-bit resolution conversion. The example is for devices operating at 20 MHz. The A/D clock is programmed for 32 TOSC.

TABLE 11-2 4-BIT vs. 12-BIT CONVERSION TIMES

	Freq. (MHz)	Resolution	
		4-bit	12-bit
Tosc	20	50 ns	50 ns
TAD = 32 Tosc	20	1.6 μs	1.6 μs
1TAD+N•TAD	20	8 μs	20.8 μs

TABLE 15-9 A/D CONVERTER CHARACTERISTICS:

Param No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
A01	NR	Resolution	—	—	12 bits	bit	Min. resolution for A/D is 1 mV, VREF+ = AVDD = 4.096V, VREF- = AVSS = 0V, VREF- ≤ VAIN ≤ VREF+
A03	EIL	Integral error	—	—	+/-2 LSb	—	VREF+ = AVDD = 4.096V, VREF- = AVSS = 0V, VREF- ≤ VAIN ≤ VREF+
A04	EDL	Differential error	—	—	+2 LSb -1 LSb	—	No missing codes to 12-bits VREF+ = AVDD = 4.096V, VREF- = AVSS = 0V, VREF- ≤ VAIN ≤ VREF+
A06	EOFF	Offset error	—	—	less than ±2 LSb	—	VREF+ = AVDD = 4.096V, VREF- = AVSS = 0V, VREF- ≤ VAIN ≤ VREF+
A07	EGN	Gain Error	—	—	+/- 2LSb	LSb	VREF+ = AVDD = 4.096V, VREF- = AVSS = 0V, VREF- ≤ VAIN ≤ VREF+
A10	—	Monotonicity	—	guaranteed(3)	—	—	AVSS ≤ VAIN ≤ VREF+
A20	VREF	Reference voltage (VREF+ VREF-)	4.096	—	VDD +0.3V	V	Absolute minimum electrical spec to ensure 12-bit accuracy.
A21	VREF+	Reference V High (AVDD or VREF+)	VREF-	—	AVDD	V	Min. resolution for A/D is 1 mV
A22	VREF-	Reference V Low (AVSS or VREF-)	AVSS	—	VREF+	V	Min. resolution for A/D is 1 mV
A25	VAIN	Analog input voltage	VREFL	—	VREFH	V	
A30	ZAIN	Recommended impedance of analog voltage source	—	—	2.5	kΩ	
A50	IREF	VREF input current (Note 2)	—	—	10	μA	During VAIN acquisition. Based on differential of VHOLD to VAIN. To charge CHOLD see Section 11.0. During A/D conversion cycle.

* These parameters are characterized but not tested.

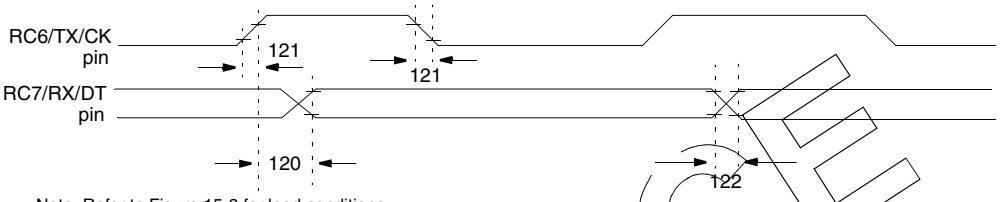
† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: When A/D is off, it will not consume any current other than minor leakage current. The power down current spec includes any such leakage from the A/D module.

2: VREF current is from External VREF+, OR VREF-, or AVSS, or AVDD pin, whichever is selected as reference input.

3: The A/D conversion result never decreases with an increase in the input voltage and has no missing codes.

FIGURE 15-14: USART SYNCHRONOUS TRANSMISSION (MASTER/SLAVE) TIMING



Note: Refer to Figure 15-3 for load conditions.

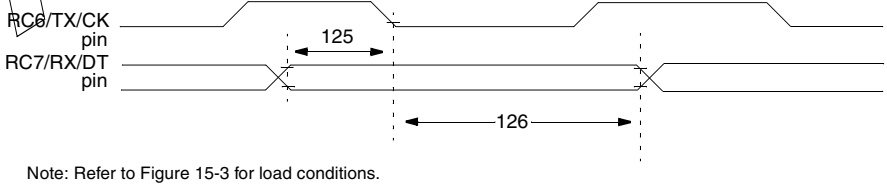
TABLE 15-15 USART SYNCHRONOUS TRANSMISSION REQUIREMENTS

Param No.	Sym	Characteristic		Min	Typ†	Max	Units	Conditions
120*	TckH2dtV	SYNC XMIT (MASTER & SLAVE) Clock high to data out valid	PIC16**C**774/773	—	—	80	ns	
			PIC16**LC**774/773	—	—	100	ns	
121*	Tckrf	Clock out rise time and fall time (Master Mode)	PIC16**C**774/773	—	—	45	ns	
			PIC16**LC**774/773	—	—	50	ns	
122*	Tdtrf	Data out rise time and fall time	PIC16**C**774/773	—	—	45	ns	
			PIC16**LC**774/773	—	—	50	ns	

* These parameters are characterized but not tested.

†: Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

FIGURE 15-15: USART SYNCHRONOUS RECEIVE (MASTER/SLAVE) TIMING



Note: Refer to Figure 15-3 for load conditions.

TABLE 15-16 USART SYNCHRONOUS RECEIVE REQUIREMENTS

Parameter No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
125*	TdtV2ckL	SYNC RCV (MASTER & SLAVE) Data setup before CK ↓ (DT setup time)	15	—	—	ns	
126*	TckL2dtl	Data hold after CK ↓ (DT hold time)	15	—	—	ns	

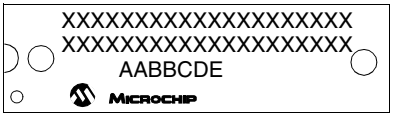
* These parameters are characterized but not tested.

†: Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

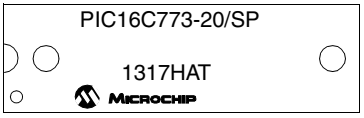
17.0 PACKAGING INFORMATION

17.1 Package Marking Information

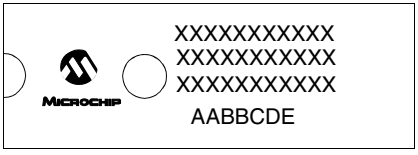
28-Lead PDIP (Skinny DIP)



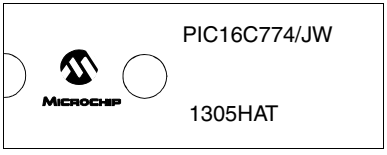
Example



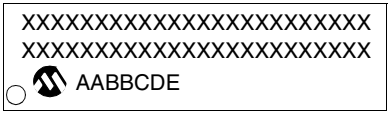
28-Lead CERDIP Windowed



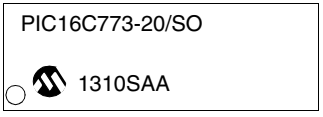
Example



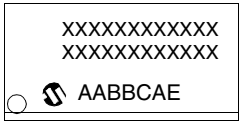
28-Lead SOIC



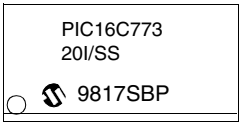
Example



28-Lead SSOP



Example



Legend:	MM...M	Microchip part number information
	XX...X	Customer specific information*
	AA	Year code (last 2 digits of calendar year)
	BB	Week code (week of January 1 is week ‘01’)
	C	Facility code of the plant at which wafer is manufactured O = Outside Vendor C = 5” Line S = 6” Line H = 8” Line
	D	Mask revision number
	E	Assembly code of the plant or country of origin in which part was assembled
Note:	In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line thus limiting the number of available characters for customer specific information.	

* Standard OTP marking consists of Microchip part number, year code, week code, facility code, mask rev#, and assembly code. For OTP marking beyond this, certain price adders apply. Please check with your Microchip Sales Office. For QTP devices, any special marking adders are included in QTP price.

INDEX

BIT/REGISTER CROSS-REFERENCE LIST

ADCS1:ADCS0 ..... ADCON0<7:6>
ADIE ..... PIE1<6>
ADIF ..... PIR1<6>
ADON ..... ADCON0<0>
BF ..... SSPSTAT<0>
$\overline{BOR}$ ..... PCON<0>
BRGH ..... TXSTA<2>
C ..... STATUS<0>
CCP1IE ..... PIE1<2>
CCP1IF ..... PIR1<2>
CCP1M3:CCP1M0 ..... CCP1CON<3:0>
CCP1X:CCP1Y ..... CCP1CON<5:4>
CCP2IE ..... PIE2<0>
CCP2IF ..... PIR2<0>
CCP2M3:CCP2M0 ..... CCP2CON<3:0>
CCP2X:CCP2Y ..... CCP2CON<5:4>
CHS2:CHS0 ..... ADCON0<5:3>
CKE ..... SSPSTAT<6>
CKP ..... SSPCON<4>
CREN ..... RCSTA<4>
CSRC ..... TXSTA<7>
D/$\overline{A}$ ..... SSPSTAT<5>
DC ..... STATUS<1>
FERR ..... RCSTA<2>
GIE ..... INTCON<7>
GO/$\overline{DONE}$ ..... ADCON0<2>
IBF ..... TRISE<7>
IBOV ..... TRISE<5>
INTE ..... INTCON<4>
INTEDG ..... OPTION_REG<6>
INTF ..... INTCON<1>
IRP ..... STATUS<7>
OBF ..... TRISE<6>
OERR ..... RCSTA<1>
P ..... SSPSTAT<4>
PCFG2:PCFG0 ..... ADCON1<2:0>
$\overline{PD}$ ..... STATUS<3>
PEIE ..... INTCON<6>
$\overline{POR}$ ..... PCON<1>
PS2:PS0 ..... OPTION_REG<2:0>
PSA ..... OPTION_REG<3>
PSPIE ..... PIE1<7>
PSPIF ..... PIR1<7>
PSPMODE ..... TRISE<4>
R/$\overline{W}$ ..... SSPSTAT<2>
RBIE ..... INTCON<3>
RBIF ..... INTCON<0>
$\overline{RBPU}$ ..... OPTION_REG<7>
RCIE ..... PIE1<5>
RCIF ..... PIR1<5>
RP1:RP0 ..... STATUS<6:5>
RX9 ..... RCSTA<6>
RX9D ..... RCSTA<0>
S ..... SSPSTAT<3>
SMP ..... SSPSTAT<7>
SPEN ..... RCSTA<7>
SREN ..... RCSTA<5>
SSPEN ..... SSPCON<5>
SSPIE ..... PIE1<3>
SSPIF ..... PIR1<3>
SSPM3:SSPM0 ..... SSPCON<3:0>
SSPOV ..... SSPCON<6>
SYNC ..... TXSTA<4>
T0CS ..... OPTION_REG<5>
T0IE ..... INTCON<5>
T0IF ..... INTCON<2>
T0SE ..... OPTION_REG<4>
T1CKPS1:T1CKPS0 ..... T1CON<5:4>
T1OSCEN ..... T1CON<3>
$\overline{T1SYNC}$ ..... T1CON<2>
T2CKPS1:T2CKPS0 ..... T2CON<1:0>
TMR1CS ..... T1CON<1>
TMR1IE ..... PIE1<0>
TMR1IF ..... PIR1<0>
TMR1ON ..... T1CON<0>
TMR2IE ..... PIE1<1>
TMR2IF ..... PIR1<1>
TMR2ON ..... T2CON<2>
$\overline{TO}$ ..... STATUS<4>
TOUTPS3:TOUTPS0 ..... T2CON<6:3>
TRMT ..... TXSTA<1>
TX9 ..... TXSTA<6>
TX9D ..... TXSTA<0>
TXEN ..... TXSTA<5>
TXIE ..... PIE1<4>
TXIF ..... PIR1<4>
UA ..... SSPSTAT<1>
WCOL ..... SSPCON<7>
Z ..... STATUS<2>