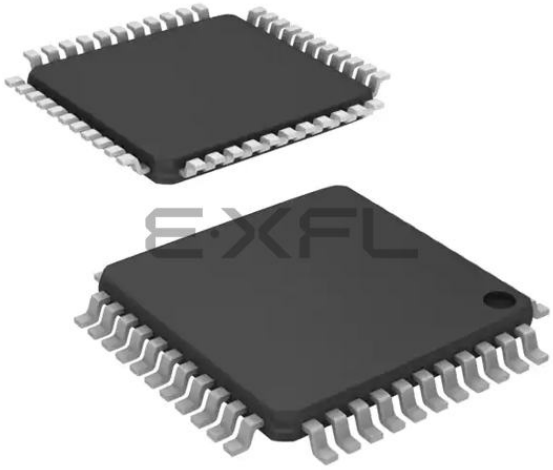

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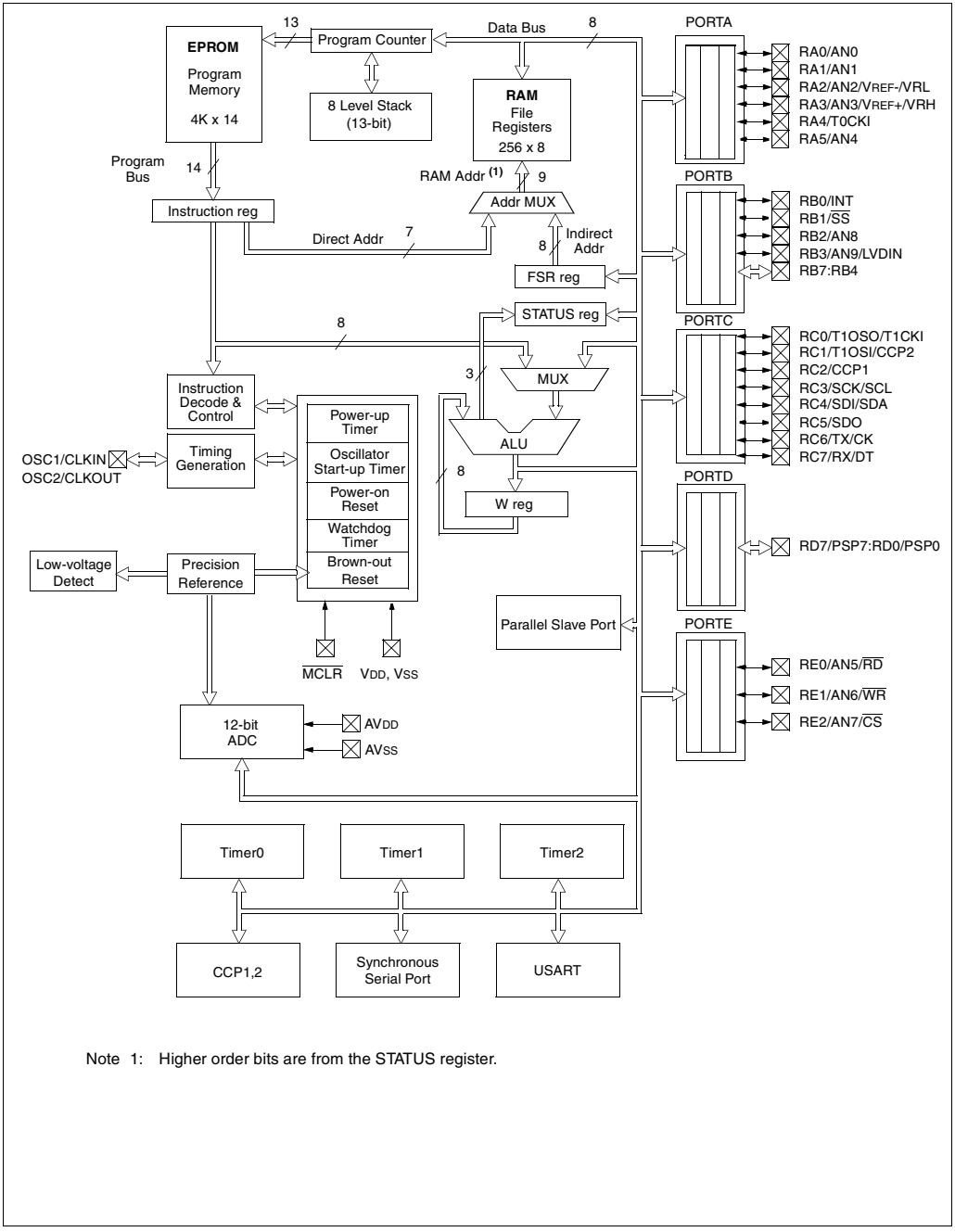
Applications of "Embedded - Microcontrollers"

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	33
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 10x12b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-TQFP
Supplier Device Package	44-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lc774-i-pt

FIGURE 1-2: PIC16C774 BLOCK DIAGRAM



Note 1: Higher order bits are from the STATUS register.

TABLE 1-2 PIC16C774 PINOUT DESCRIPTION (Cont.'d)

Pin Name	DIP Pin#	PLCC Pin#	QFP Pin#	I/O/P Type	Buffer Type	Description
						PORTC is a bi-directional I/O port.
RC0/T1OSO/T1CKI	15	16	32	I/O	ST	RC0 can also be the Timer1 oscillator output or a Timer1 clock input.
RC1/T1OSI/CCP2	16	18	35	I/O	ST	RC1 can also be the Timer1 oscillator input or Capture2 input/Compare2 output/PWM2 output.
RC2/CCP1	17	19	36	I/O	ST	RC2 can also be the Capture1 input/Compare1 output/PWM1 output.
RC3/SCK/SCL	18	20	37	I/O	ST	RC3 can also be the synchronous serial clock input/output for both SPI and I^2C modes.
RC4/SDI/SDA	23	25	42	I/O	ST	RC4 can also be the SPI Data In (SPI mode) or data I/O (I^2C mode).
RC5/SDO	24	26	43	I/O	ST	RC5 can also be the SPI Data Out (SPI mode).
RC6/TX/CK	25	27	44	I/O	ST	RC6 can also be the USART Asynchronous Transmit or Synchronous Clock.
RC7/RX/DT	26	29	1	I/O	ST	RC7 can also be the USART Asynchronous Receive or Synchronous Data.
						PORTD is a bi-directional I/O port or parallel slave port when interfacing to a microprocessor bus.
RD0/PSP0	19	21	38	I/O	ST/TTL(3)	
RD1/PSP1	20	22	39	I/O	ST/TTL(3)	
RD2/PSP2	21	23	40	I/O	ST/TTL(3)	
RD3/PSP3	22	24	41	I/O	ST/TTL(3)	
RD4/PSP4	27	30	2	I/O	ST/TTL(3)	
RD5/PSP5	28	31	3	I/O	ST/TTL(3)	
RD6/PSP6	29	32	4	I/O	ST/TTL(3)	
RD7/PSP7	30	33	5	I/O	ST/TTL(3)	
						PORTE is a bi-directional I/O port.
RE0/$\overline{RD}$/AN5	8	9	25	I/O	ST/TTL(3)	RE0 can also be read control for the parallel slave port, or analog input5.
RE1/$\overline{WR}$/AN6	9	10	26	I/O	ST/TTL(3)	RE1 can also be write control for the parallel slave port, or analog input6.
RE2/$\overline{CS}$/AN7	10	11	27	I/O	ST/TTL(3)	RE2 can also be select control for the parallel slave port, or analog input7.
AVss	12	13	29	P		Ground reference for A/D converter
AVDD	11	12	28	P		Positive supply for A/D converter
VSS	31	34	6	P	—	Ground reference for logic and I/O pins.
VDD	32	35	7	P	—	Positive supply for logic and I/O pins.
NC	—	1,17,28, 40	12,13, 33,34		—	These pins are not internally connected. These pins should be left unconnected.

Legend: I = input O = output I/O = input/output P = power
— = Not used TTL = TTL input ST = Schmitt Trigger input

Note 1: This buffer is a Schmitt Trigger input when configured for the multiplexed function.
2: This buffer is a Schmitt Trigger input when used in serial programming mode.
3: This buffer is a Schmitt Trigger input when configured as general purpose I/O and a TTL input when used in the Parallel Slave Port mode (for interfacing to a microprocessor bus).
4: This buffer is a Schmitt Trigger input when configured in RC oscillator mode and a CMOS input otherwise.

3.5 PORTE and TRISE Register

This section is applicable to the 40/44-pin devices only.

PORTE has three pins RE0/$\overline{RD}$/AN5, RE1/$\overline{WR}$/AN6 and RE2/$\overline{CS}$/AN7, which are individually configurable as inputs or outputs. These pins have Schmitt Trigger input buffers.

I/O PORTE becomes control inputs for the microprocessor port when bit PSPMODE (TRISE<4>) is set. In this mode, the user must make sure that the TRISE<2:0> bits are set (pins are configured as digital inputs). Ensure ADCON1 is configured for digital I/O. In this mode the input buffers are TTL.

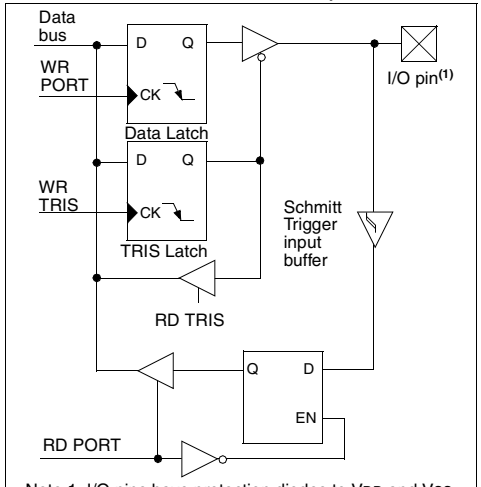
Figure 3-12 shows the TRISE register, which also controls the parallel slave port operation.

PORTE pins are multiplexed with analog inputs. When selected as an analog input, these pins will read as '0's.

TRISE controls the direction of the RE pins, even when they are being used as analog inputs. The user must make sure to keep the pins configured as inputs when using them as analog inputs.

Note:	On a Power-on Reset these pins are configured as analog inputs.

FIGURE 3-11: PORTE BLOCK DIAGRAM (IN I/O PORT MODE)



Note 1: I/O pins have protection diodes to VDD and VSS.

FIGURE 3-12: TRISE REGISTER (ADDRESS 89h)

R-0	R-0	R/W-0	R/W-0	U-0	R/W-1	R/W-1	R/W-1
IBF	OBF	IBOV	PSPMODE	—	bit2	bit1	bit0
bit7							bit0

R	= Readable bit
W	= Writable bit
U	= Unimplemented bit, read as '0'
- n	= Value at POR reset

bit 7 : **IBF:** Input Buffer Full Status bit
1 = A word has been received and is waiting to be read by the CPU
0 = No word has been received

bit 6: **OBF**: Output Buffer Full Status bit
1 = The output buffer still holds a previously written word
0 = The output buffer has been read

bit 5: **IBOV**: Input Buffer Overflow Detect bit (in microprocessor mode)
1 = A write occurred when a previously input word has not been read (must be cleared in software)
0 = No overflow occurred

bit 4: **PSPMODE**: Parallel Slave Port Mode Select bit
1 = Parallel slave port mode
0 = General purpose I/O mode

bit 3: **Unimplemented**: Read as '0'

PORTE Data Direction Bits

bit 2: **Bit2**: Direction Control bit for pin RE2/$\overline{CS}$/AN7
1 = Input
0 = Output

bit 1: **Bit1**: Direction Control bit for pin RE1/$\overline{WR}$/AN6
1 = Input
0 = Output

bit 0: **Bit0**: Direction Control bit for pin RE0/$\overline{RD}$/AN5
1 = Input
0 = Output

TABLE 3-9 PORTE FUNCTIONS

Name	Bit#	Buffer Type	Function
RE0/$\overline{RD}$/AN5	bit0	ST/TTL(1)	Input/output port pin or read control input in parallel slave port mode or analog input: $\overline{RD}$ 1 = Not a read operation 0 = Read operation. Reads PORTD register (if chip selected)
RE1/$\overline{WR}$/AN6	bit1	ST/TTL(1)	Input/output port pin or write control input in parallel slave port mode or analog input: $\overline{WR}$ 1 = Not a write operation 0 = Write operation. Writes PORTD register (if chip selected)
RE2/$\overline{CS}$/AN7	bit2	ST/TTL(1)	Input/output port pin or chip select control input in parallel slave port mode or analog input: $\overline{CS}$ 1 = Device is not selected 0 = Device is selected

Legend: ST = Schmitt Trigger input TTL = TTL input
Note 1: Input buffers are Schmitt Triggers when in I/O mode and TTL buffers when in Parallel Slave Port Mode.

TABLE 3-10 SUMMARY OF REGISTERS ASSOCIATED WITH PORTE

Addr	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
09h	PORTE	—	—	—	—	—	RE2	RE1	RE0	---- -xxx	---- -uuu
89h	TRISE	IBF	OBF	IBOV	PSPMODE	—	PORTE Data Direction Bits			0000 -111	0000 -111
9Fh	ADCON1	ADFM	VCFG2	VCFG1	VCFG0	PCFG3	PCFG2	PCFG1	PCFG0	0000 0000	0000 0000

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

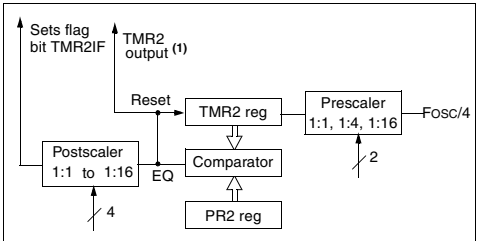
6.2 Timer2 Interrupt

The Timer2 module has an 8-bit period register PR2. Timer2 increments from 00h until it matches PR2 and then resets to 00h on the next increment cycle. PR2 is a readable and writable register. The PR2 register is initialized to FFh upon reset.

6.3 Output of TMR2

The output of TMR2 (before the postscaler) is fed to the Synchronous Serial Port module which optionally uses it to generate shift clock.

FIGURE 6-2: TIMER2 BLOCK DIAGRAM



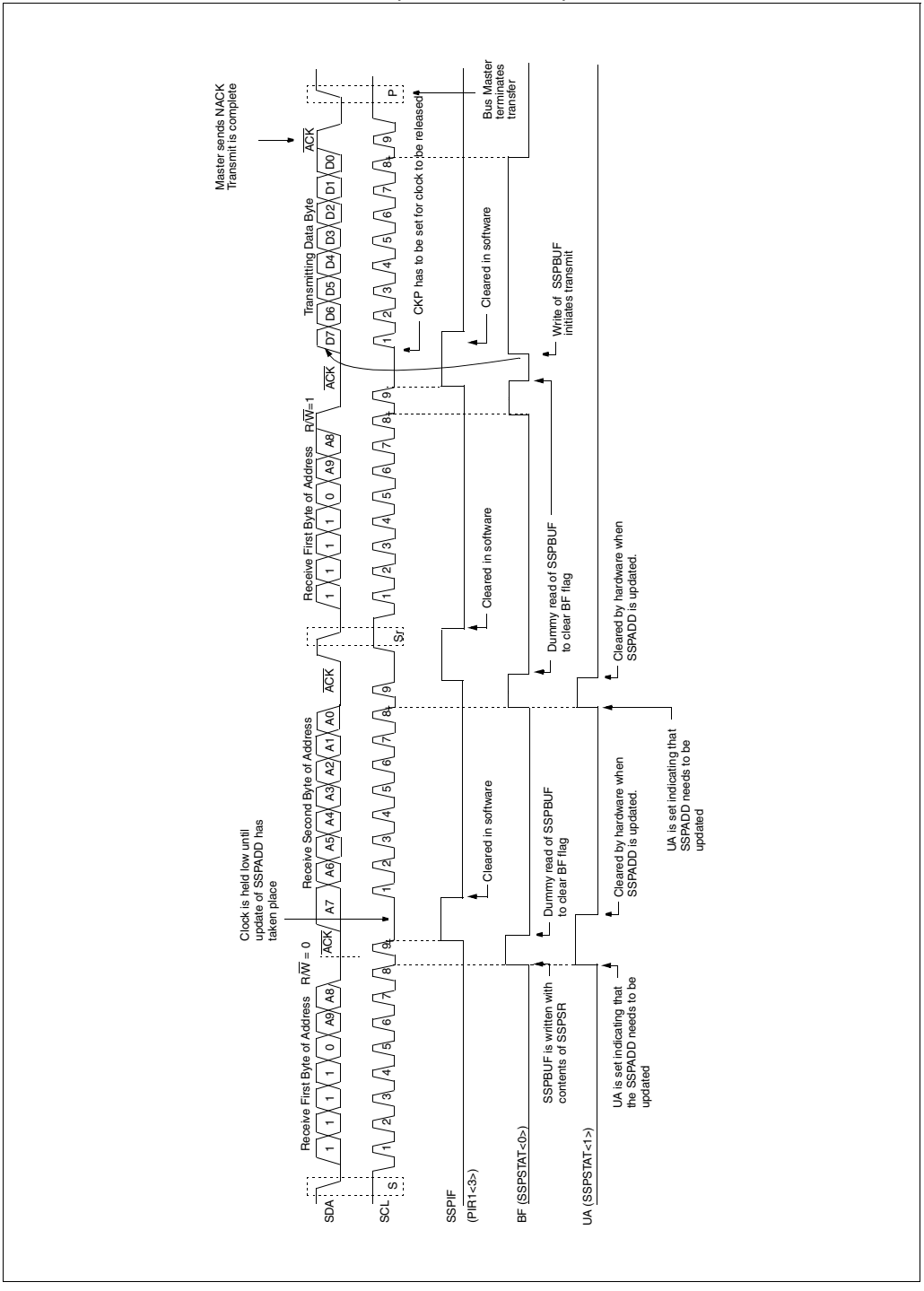
Note 1: TMR2 register output can be software selected by the SSP Module as a baud clock.

TABLE 6-1 REGISTERS ASSOCIATED WITH TIMER2 AS A TIMER/COUNTER

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
11h	TMR2	Timer2 module's register								0000 0000	0000 0000
12h	T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000
92h	PR2	Timer2 Period Register								1111 1111	1111 1111

Legend: x = unknown, u = unchanged, - = unimplemented read as '0'. Shaded cells are not used by the Timer2 module.
Note 1: These bits are reserved on the 28-pin, always maintain these bits clear.

FIGURE 8-14: I^2C SLAVE-TRANSMITTER (10-BIT ADDRESS)



8.2.6 MULTI-MASTER OPERATION

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 bit P (SSPSTAT<4>) 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 abitration, to see if the signal level is the expected output level. This check is performed in 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

8.2.7 I^2C MASTER OPERATION SUPPORT

Master Mode is enabled by setting and clearing the appropriate SSPM bits in SSPCON and by setting the SSPEN bit. Once master mode is enabled, the user has six options.

- Assert a start condition on SDA and SCL.
- Assert a Repeated Start condition on SDA and SCL.
- Write to the SSPBUF register initiating transmission of data/address.
- Generate a stop condition on SDA and SCL.
- Configure the I^2C port to receive data.
- Generate an Acknowledge condition at the end of a received byte of data.

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

8.2.7.4 I^2C MASTER MODE OPERATION

The master device generates all of the serial clock pulses and the START and STOP conditions. A transfer is ended with a STOP condition or with a Repeated Start condition. Since the Repeated Start condition is also the beginning of the next serial transfer, the I^2C bus will not be released.

In Master Transmitter mode, serial data is output through SDA, while SCL outputs the serial clock. The first byte transmitted contains the slave address of the receiving device (7 bits) and the Read/Write (R/$\overline{W}$) bit. In this case, the R/$\overline{W}$ bit will be logic '0'. Serial data is transmitted 8 bits at a time. After each byte is transmitted, an acknowledge bit is received. START and STOP conditions are output to indicate the beginning and the end of a serial transfer.

In Master receive mode the first byte transmitted contains the slave address of the transmitting device (7 bits) and the R/$\overline{W}$ bit. In this case the R/$\overline{W}$ bit will be logic '1'. Thus the first byte transmitted is a 7-bit slave address followed by a '1' to indicate receive bit. Serial data is received via SDA while SCL outputs the serial clock. Serial data is received 8 bits at a time. After each byte is received, an acknowledge bit is transmitted. START and STOP conditions indicate the beginning and end of transmission.

The baud rate generator used for SPI mode operation is now used to set the SCL clock frequency for either 100 kHz, 400 kHz, or 1 MHz I^2C operation. The baud rate generator reload value is contained in the lower 7 bits of the SSPADD register. The baud rate generator will automatically begin counting on a write to the SSPBUF. Once the given operation is complete (i.e. transmission of the last data bit is followed by ACK), the internal clock will automatically stop counting and the SCL pin will remain in its last state

A typical transmit sequence would go as follows:

a) The user generates a Start Condition by setting the START enable bit (SEN) in SSPCON2.

b) SSPIF is set. The module will wait the required start time before any other operation takes place.

c) The user loads the SSPBUF with address to transmit.

d) Address is shifted out the SDA pin until all 8 bits are transmitted.

e) The MSSP Module shifts in the ACK bit from the slave device, and writes its value into the SSPCON2 register (SSPCON2<6>).

f) The module generates an interrupt at the end of the ninth clock cycle by setting SSPIF.

g) The user loads the SSPBUF with eight bits of data.

h) DATA is shifted out the SDA pin until all 8 bits are transmitted.

8.2.11 I²C MASTER MODE TRANSMISSION

Transmission of a data byte, a 7-bit address, or either half of a 10-bit address is accomplished by simply writing a value to SSPBUF register. This action will set the buffer full flag (BF) and allow the baud rate generator to begin counting and start the next transmission. Each bit of address/data will be shifted out onto the SDA pin after the falling edge of SCL is asserted (see data hold time spec). SCL is held low for one baud rate generator roll over count (T_{BRG}). Data should be valid before SCL is released high (see Data setup time spec). When the SCL pin is released high, it is held that way for T_{BRG}, the data on the SDA pin must remain stable for that duration and some hold time after the next falling edge of SCL. After the eighth bit is shifted out (the falling edge of the eighth clock), the BF flag is cleared and the master releases SDA allowing the slave device being addressed to respond with an $\overline{ACK}$ bit during the ninth bit time, if an address match occurs or if data was received properly. The status of $\overline{ACK}$ is read into the AKDT on the falling edge of the ninth clock. If the master receives an acknowledge, the acknowledge status bit (AKSTAT) is cleared. If not, the bit is set. After the ninth clock the SSPIF is set, and the master clock (baud rate generator) is suspended until the next data byte is loaded into the SSPBUF leaving SCL low and SDA unchanged (Figure 8-26).

After the write to the SSPBUF, each bit of address will be shifted out on the falling edge of SCL until all seven address bits and the R/$\overline{W}$ bit are completed. On the falling edge of the eighth clock the master will de-assert the SDA pin allowing the slave to respond with an acknowledge. On the falling edge of the ninth clock the master will sample the SDA pin to see if the address was recognized by a slave. The status of the ACK bit is loaded into the AKSTAT status bit (SSPCON2<6>). Following the falling edge of the ninth clock transmission of the address, the SSPIF is set, the BF flag is cleared, and the baud rate generator is turned off until another write to the SSPBUF takes place, holding SCL low and allowing SDA to float.

8.2.11.7 BF STATUS FLAG

In transmit mode, the BF bit (SSPSTAT<0>) is set when the CPU writes to SSPBUF and is cleared when all 8 bits are shifted out.

8.2.11.8 WCOL STATUS FLAG

If the user writes the SSPBUF when a transmit is already in progress (i.e. SSPSR is still shifting out a data byte), then WCOL is set and the contents of the buffer are unchanged (the write doesn't occur).

WCOL must be cleared in software.

8.2.11.9 AKSTAT STATUS FLAG

In transmit mode, the AKSTAT bit (SSPCON2<6>) is cleared when the slave has sent an acknowledge ($\overline{ACK}$ = 0), and is set when the slave does not acknowledge ($\overline{ACK}$ = 1). A slave sends an acknowledge when it has recognized its address (including a general call), or when the slave has properly received its data.

8.2.18 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 = '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 8-34).

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 de-asserted, 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 de-asserted, 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, and 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 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 8-34: BUS COLLISION TIMING FOR TRANSMIT AND ACKNOWLEDGE

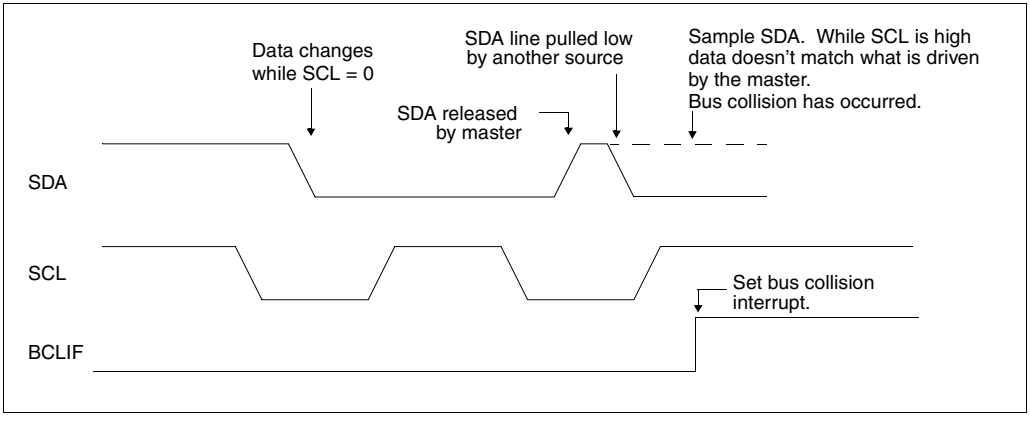


FIGURE 8-36: BUS COLLISION DURING START CONDITION (SCL = 0)

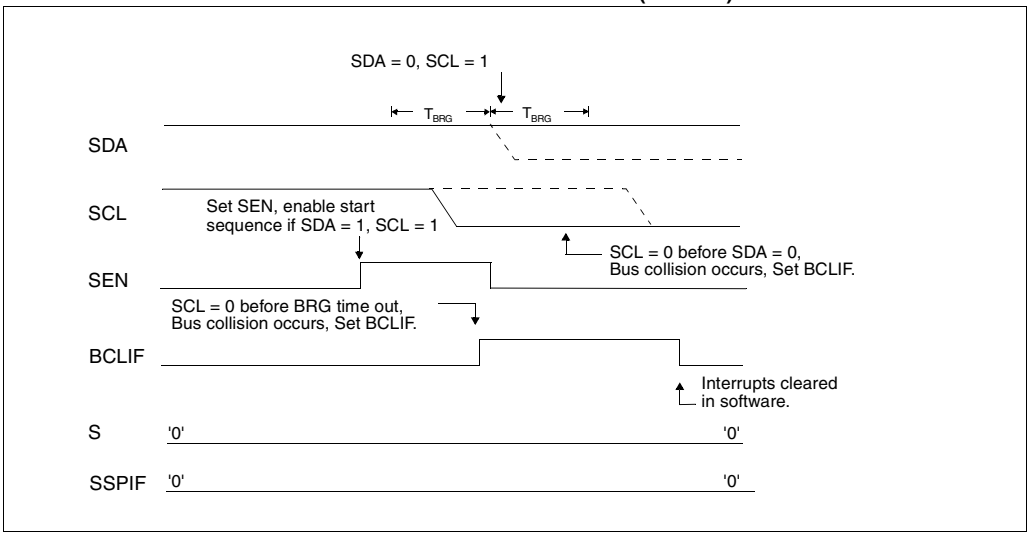


FIGURE 8-37: BRG RESET DUE TO SDA COLLISION DURING START CONDITION

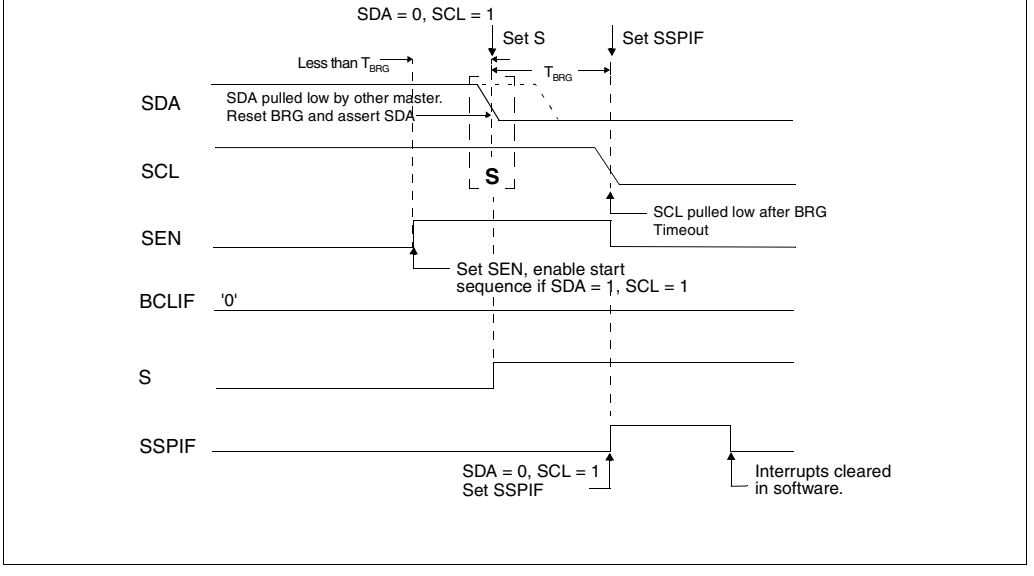


TABLE 9-3 BAUD RATES FOR SYNCHRONOUS MODE

BAUD RATE (K)	FOSC = 20 MHz			16 MHz			10 MHz			7.15909 MHz		
	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)
0.3	NA	-	-	NA	-	-	NA	-	-	NA	-	-
1.2	NA	-	-	NA	-	-	NA	-	-	NA	-	-
2.4	NA	-	-	NA	-	-	NA	-	-	NA	-	-
9.6	NA	-	-	NA	-	-	9.766	+1.73	255	9.622	+0.23	185
19.2	19.53	+1.73	255	19.23	+0.16	207	19.23	+0.16	129	19.24	+0.23	92
76.8	76.92	+0.16	64	76.92	+0.16	51	75.76	-1.36	32	77.82	+1.32	22
96	96.15	+0.16	51	95.24	-0.79	41	96.15	+0.16	25	94.20	-1.88	18
300	294.1	-1.96	16	307.69	+2.56	12	312.5	+4.17	7	298.3	-0.57	5
500	500	0	9	500	0	7	500	0	4	NA	-	-
HIGH	5000	-	0	4000	-	0	2500	-	0	1789.8	-	0
LOW	19.53	-	255	15.625	-	255	9.766	-	255	6.991	-	255

BAUD RATE (K)	FOSC = 5.0688 MHz			4 MHz			3.579545 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)
0.3	NA	-	-	NA	-	-	NA	-	-	NA	-	-	0.303	+1.14	26
1.2	NA	-	-	NA	-	-	NA	-	-	1.202	+0.16	207	1.170	-2.48	6
2.4	NA	-	-	NA	-	-	NA	-	-	2.404	+0.16	103	NA	-	-
9.6	9.6	0	131	9.615	+0.16	103	9.622	+0.23	92	9.615	+0.16	25	NA	-	-
19.2	19.2	0	65	19.231	+0.16	51	19.04	-0.83	46	19.24	+0.16	12	NA	-	-
76.8	79.2	+3.13	15	76.923	+0.16	12	74.57	-2.90	11	83.34	+8.51	2	NA	-	-
96	97.48	+1.54	12	1000	+4.17	9	99.43	+3.57	8	NA	-	-	NA	-	-
300	316.8	+5.60	3	NA	-	-	298.3	-0.57	2	NA	-	-	NA	-	-
500	NA	-	-	NA	-	-	NA	-	-	NA	-	-	NA	-	-
HIGH	1267	-	0	100	-	0	894.9	-	0	250	-	0	8.192	-	0
LOW	4.950	-	255	3.906	-	255	3.496	-	255	0.9766	-	255	0.032	-	255

TABLE 9-4 BAUD RATES FOR ASYNCHRONOUS MODE (BRGH = 0)

BAUD RATE (K)	FOSC = 20 MHz			16 MHz			10 MHz			7.15909 MHz		
	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)
0.3	NA	-	-	NA	-	-	NA	-	-	NA	-	-
1.2	1.221	+1.73	255	1.202	+0.16	207	1.202	+0.16	129	1.203	+0.23	92
2.4	2.404	+0.16	129	2.404	+0.16	103	2.404	+0.16	64	2.380	-0.83	46
9.6	9.469	-1.36	32	9.615	+0.16	25	9.766	+1.73	15	9.322	-2.90	11
19.2	19.53	+1.73	15	19.23	+0.16	12	19.53	+1.73	7	18.64	-2.90	5
76.8	78.13	+1.73	3	83.33	+8.51	2	78.13	+1.73	1	NA	-	-
96	104.2	+8.51	2	NA	-	-	NA	-	-	NA	-	-
300	312.5	+4.17	0	NA	-	-	NA	-	-	NA	-	-
500	NA	-	-	NA	-	-	NA	-	-	NA	-	-
HIGH	312.5	-	0	250	-	0	156.3	-	0	111.9	-	0
LOW	1.221	-	255	0.977	-	255	0.6104	-	255	0.437	-	255

BAUD RATE (K)	FOSC = 5.0688 MHz			4 MHz			3.579545 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)
0.3	0.31	+3.13	255	0.3005	-0.17	207	0.301	+0.23	185	0.300	+0.16	51	0.256	-14.67	1
1.2	1.2	0	65	1.202	+1.67	51	1.190	-0.83	46	1.202	+0.16	12	NA	-	-
2.4	2.4	0	32	2.404	+1.67	25	2.432	+1.32	22	2.232	-6.99	6	NA	-	-
9.6	9.9	+3.13	7	NA	-	-	9.322	-2.90	5	NA	-	-	NA	-	-
19.2	19.8	+3.13	3	NA	-	-	18.64	-2.90	2	NA	-	-	NA	-	-
76.8	79.2	+3.13	0	NA	-	-	NA	-	-	NA	-	-	NA	-	-
96	NA	-	-	NA	-	-	NA	-	-	NA	-	-	NA	-	-
300	NA	-	-	NA	-	-	NA	-	-	NA	-	-	NA	-	-
500	NA	-	-	NA	-	-	NA	-	-	NA	-	-	NA	-	-
HIGH	79.2	-	0	62.500	-	0	55.93	-	0	15.63	-	0	0.512	-	0
LOW	0.3094	-	255	3.906	-	255	0.2185	-	255	0.0610	-	255	0.0020	-	255

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	-	-

9.2.2 USART ASYNCHRONOUS RECEIVER

The receiver block diagram is shown in Figure 9-6. The data is received on the RC7/RX/DT pin and drives the data recovery block. The data recovery block is actually a high speed shifter operating at x16 times the baud rate, whereas the main receive serial shifter operates at the bit rate or at FOSC.

The USART module has a special provision for multiprocessor communication. When the RX9 bit is set in the RCSTA register, 9-bits are received and the ninth bit is placed in the RX9D status bit of the RSTA register. The port can be programmed such that when the stop bit is received, the serial port interrupt will only be activated if the RX9D bit = 1. This feature is enabled by setting the ADDEN bit RCSTA<3> in the RCSTA register. This feature can be used in a multi-processor system as follows:

A master processor intends to transmit a block of data to one of many slaves. It must first send out an address byte that identifies the target slave. An address byte is identified by the RX9D bit being a '1' (instead of a '0' for a data byte). If the ADDEN bit is set in the slave's RCSTA register, all data bytes will be ignored. However, if the ninth received bit is equal to a '1', indicating that the received byte is an address, the slave will be interrupted and the contents of the RSR register will be transferred into the receive buffer. This allows the slave to be interrupted only by addresses, so that the slave can examine the received byte to see if it is addressed. The addressed slave will then clear its ADDEN bit and prepare to receive data bytes from the master.

When ADDEN is set, all data bytes are ignored. Following the STOP bit, the data will not be loaded into the receive buffer, and no interrupt will occur. If another byte is shifted into the RSR register, the previous data byte will be lost.

The ADDEN bit will only take effect when the receiver is configured in 9-bit mode.

The receiver block diagram is shown in Figure 9-6.

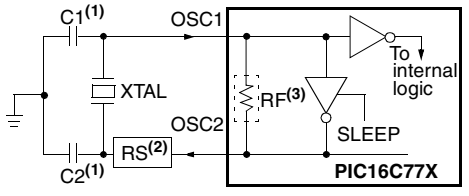
Once Asynchronous mode is selected, reception is enabled by setting bit CREN (RCSTA<4>).

9.2.3 SETTING UP 9-BIT MODE WITH ADDRESS DETECT

Steps to follow when setting up an Asynchronous Reception with Address Detect Enabled:

- Initialize the SPBRG register for the appropriate baud rate. If a high speed baud rate is desired, set bit BRGH.
- Enable the asynchronous serial port by clearing bit SYNC and setting bit SPEN.
- If interrupts are desired, then set enable bit RCIE.
- Set bit RX9 to enable 9-bit reception.
- Set ADDEN to enable address detect.
- Enable the reception by setting enable bit CREN.
- Flag bit RCIF will be set when reception is complete, and an interrupt will be generated if enable bit RCIE was set.
- Read the RCSTA register to get the ninth bit and determine if any error occurred during reception.
- Read the 8-bit received data by reading the RCREG register, to determine if the device is being addressed.
- If any error occurred, clear the error by clearing enable bit CREN.
- If the device has been addressed, clear the ADDEN bit to allow data bytes and address bytes to be read into the receive buffer, and interrupt the CPU.

FIGURE 12-2: CRYSTAL/CERAMIC RESONATOR OPERATION (HS, XT OR LP OSC CONFIGURATION)



Note1: See Table 12-1 and Table 12-2 for recommended values of C1 and C2.
2: A series resistor (RS) may be required for AT strip cut crystals.
3: RF varies with the crystal chosen.

FIGURE 12-3: EXTERNAL CLOCK INPUT OPERATION (HS OSC CONFIGURATION)

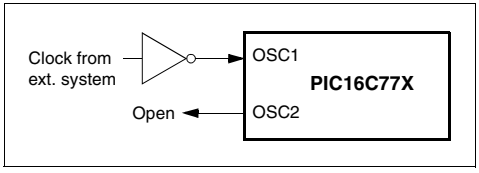


TABLE 12-1 CERAMIC RESONATORS

Ranges Tested:			
Mode	**Freq**	**OSC1**	**OSC2**
XT	455 kHz	68 - 100 pF	68 - 100 pF
	2.0 MHz	15 - 68 pF	15 - 68 pF
	4.0 MHz	15 - 68 pF	15 - 68 pF
HS	8.0 MHz	10 - 68 pF	10 - 68 pF
	16.0 MHz	10 - 22 pF	10 - 22 pF
These values are for design guidance only. See notes at bottom of page.			
Resonators Used:			
455 kHz	Panasonic EFO-A455K04B	± 0.3%	
2.0 MHz	Murata Erie CSA2.00MG	± 0.5%	
4.0 MHz	Murata Erie CSA4.00MG	± 0.5%	
8.0 MHz	Murata Erie CSA8.00MT	± 0.5%	
16.0 MHz	Murata Erie CSA16.00MX	± 0.5%	
All resonators used did not have built-in capacitors.			

TABLE 12-2 CAPACITOR SELECTION FOR CRYSTAL OSCILLATOR

Osc Type	**Crystal Freq**	**Cap. Range C1**	**Cap. Range C2**
LP	32 kHz	33 pF	33 pF
	200 kHz	15 pF	15 pF
XT	200 kHz	47-68 pF	47-68 pF
	1 MHz	15 pF	15 pF
	4 MHz	15 pF	15 pF
HS	4 MHz	15 pF	15 pF
	8 MHz	15-33 pF	15-33 pF
	20 MHz	15-33 pF	15-33 pF
These values are for design guidance only. See notes at bottom of page.			
Crystals Used			
32 kHz	Epson C-001R32.768K-A	± 20 PPM	
200 kHz	STD XTL 200.000KHz	± 20 PPM	
1 MHz	ECS ECS-10-13-1	± 50 PPM	
4 MHz	ECS ECS-40-20-1	± 50 PPM	
8 MHz	EPSON CA-301 8.000M-C	± 30 PPM	
20 MHz	EPSON CA-301 20.000M-C	± 30 PPM	

Note 1: Recommended values of C1 and C2 are identical to the ranges tested (Table 12-1).
2: Higher capacitance increases the stability of oscillator but also increases the start-up time.
3: Since each resonator/crystal has its own characteristics, the user should consult the resonator/crystal manufacturer for appropriate values of external components.
4: Rs may be required in HS mode as well as XT mode to avoid overdriving crystals with low drive level specification.

12.2.3 RC OSCILLATOR

For timing insensitive applications the “RC” device option offers additional cost savings. The RC oscillator frequency is a function of the supply voltage, the resistor (REXT) and capacitor (CEXT) values, and the operating temperature. In addition to this, the oscillator frequency will vary from unit to unit due to normal process parameter variation. Furthermore, the difference in lead frame capacitance between package types will also affect the oscillation frequency, especially for low CEXT values. These factors and the variation due to tolerances of external R and C components used need to be taken into account for each application. Figure 12-4 shows how the R/C combination is connected to the PIC16C77X.

FIGURE 12-4: RC OSCILLATOR MODE

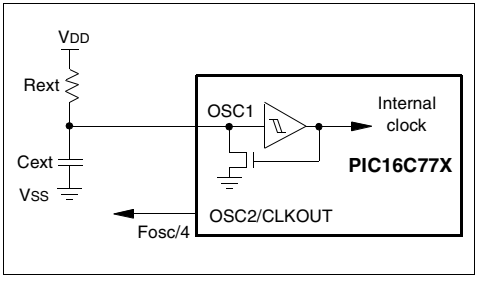
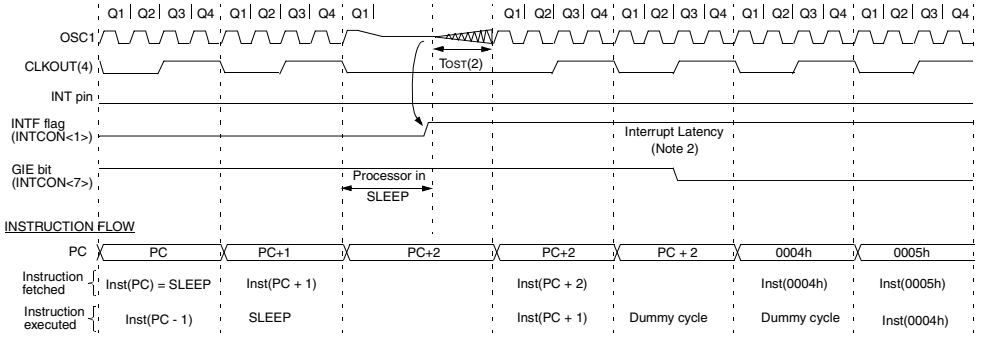


FIGURE 12-14: WAKE-UP FROM SLEEP THROUGH INTERRUPT



Note 1: XT, HS or LP oscillator mode assumed.
2: TOST = 1024TOSC (drawing not to scale) This delay will not be there for RC osc mode.
3: GIE = '1' assumed. In this case after wake- up, the processor jumps to the interrupt routine. If GIE = '0', execution will continue in-line.
4: CLKOUT is not available in these osc modes, but shown here for timing reference.

12.14 Program Verification/Code Protection

If the code protection bit(s) have not been programmed, the on-chip program memory can be read out for verification purposes.

Note:	Microchip does not recommend code protecting windowed devices.

12.15 ID Locations

Four memory locations (2000h - 2003h) are designated as ID locations where the user can store checksum or other code-identification numbers. These locations are not accessible during normal execution but are readable and writable during program/verify. It is recommended that only the 4 least significant bits of the ID location are used.

For ROM devices, these values are submitted along with the ROM code.

12.16 In-Circuit Serial Programming

PIC16CXXX microcontrollers can be serially programmed while in the end application circuit. This is simply done with two lines for clock and data, and three other lines for power, ground, and the programming voltage. This allows customers to manufacture boards with unprogrammed devices, and then program the microcontroller just before shipping the product. This also allows the most recent firmware or a custom firmware to be programmed.

For complete details of serial programming, please refer to the In-Circuit Serial Programming (ICSP™) Guide, (DS30277).

NOTES:

15.2 DC Characteristics:PIC16LC77X-04 (Commercial, Industrial)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial and 0°C ≤ TA ≤ +70°C for commercial				
Param No.	**Characteristic**	**Sym**	**Min**	**Typ†**	**Max**	**Units**	**Conditions**
D001	Supply Voltage	VDD	2.5	—	5.5	V	LP, XT, RC osc configuration (DC - 4 MHz)
D002*	RAM Data Retention Voltage (Note 1)	VDR	—	1.5	—	V	
D003	VDD start voltage to ensure internal Power-on Reset signal	VPOR	—	VSS	—	V	See section on Power-on Reset for details
D004*	VDD rise rate to ensure internal Power-on Reset signal	SVDD	0.05	—	—	V/ms	See section on Power-on Reset for details. PWRT enabled
D010	Supply Current (Note 2)	IDD	—	2.0	3.8	mA	XT, RC osc configuration FOSC = 4 MHz, VDD = 3.0V (Note 4)
D010A			—	22.5	48	µA	LP osc configuration FOSC = 32 kHz, VDD = 3.0V, WDT disabled
D020	Power-down Current (Note 3)	IPD	—	0.9	5	µA	VDD = 3.0V, 0°C to +70°C
D020A			—	0.9	5	µA	VDD = 3.0V, -40°C to +85°C
	Module Differential Current (note5)						
D021	Watchdog Timer	ΔIWDT	—	6	20	µA	VDD = 3.0V
D023*	Brown-out Reset Current (Note 5)	ΔIBOR	TBD	200	—	µA	BOR enabled, VDD = 5.0V
D025*	Timer1 oscillator	ΔIT1OSC	—	1.5	3	µA	VDD = 3.0V
D026*	A/D Converter	ΔIAD	—	300	—	µA	VDD = 5.5V, A/D on, not converting

* 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: This is the limit to which VDD can be lowered without losing RAM data.

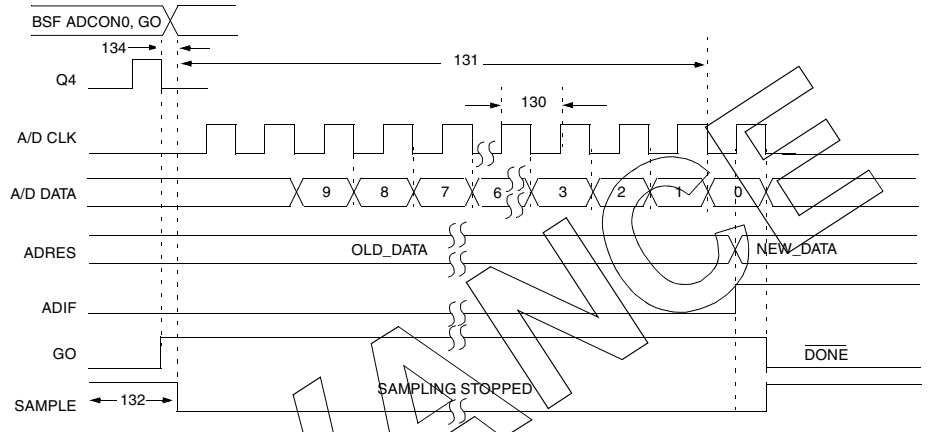
2: The supply current is mainly a function of the operating voltage and frequency. Other factors such as I/O pin loading and switching rate, oscillator type, internal code execution pattern, and temperature also have an impact on the current consumption.
The test conditions for all IDD measurements in active operation mode are:
OSC1 = external square wave, from rail to rail; all I/O pins tristated, pulled to VDD
MCLR = VDD; WDT enabled/disabled as specified.

3: The power-down current in SLEEP mode does not depend on the oscillator type. Power-down current is measured with the part in SLEEP mode, with all I/O pins in hi-impedance state and tied to VDD or VSS.

4: For RC osc configuration, current through Rext is not included. The current through the resistor can be estimated by the formula Ir = VDD/2Rext (mA) with Rext in kOhm.

5: The Δ current is the additional current consumed when the peripheral is enabled. This current should be added to the base (IPD or IDD) current.

FIGURE 15-10: A/D CONVERSION TIMING (SLEEP MODE)



Note 1: If the A/D clock source is selected as RC, a time of TCY is added before the A/D clock starts. This allows the SLEEP instruction to be executed.

TABLE 15-11 A/D CONVERSION REQUIREMENTS

Parameter No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
130*	TAD	A/D clock period	1.6	—	—	µs	VREF ≥ 2.5V
			TBD	—	—	µs	VREF full range
130*	TAD	A/D Internal RC oscillator period					ADCS1:ADCS0 = 11 (RC mode)
			3.0	6.0	9.0	µs	At VDD = 3.0V
			2.0	4.0	6.0	µs	At VDD = 5.0V
131*	TCNV	Conversion time (not including acquisition time)(Note 1)	—	13TAD	—	—	
132*	TACQ	Acquisition Time	Note 2	11.5	—	µs	
			5*	—	—	µs	The minimum time is the amplifier settling time. This may be used if the "new" input voltage has not changed by more than 1LSb (i.e 1mV @ 4.096V) from the last sampled voltage (as stated on CHOLD).
134*	TGO	Q4 to A/D clock start	—	TOSC/2 + TCY	—	—	If the A/D clock source is selected as RC, a time of TCY is added before the A/D clock starts. This allows the SLEEP instruction to be executed.

* 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: ADRES register may be read on the following TCY cycle.

2: See Section 11.6 for minimum conditions.

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