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

Applications of "[Embedded - Microcontrollers](#)"

Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I ² C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	26
Program Memory Size	28KB (16K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 24x12b; D/A 1x5b
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/pic16lf18456-e-sp

I/O	28-pin SPDIP/SOC/SSOP	28-pin VQFN	ADC	Reference	Comparator	NCO	DAC	DSM	Timers	CCP	PWM	CWG	MSSP	ZCD	EUSART	CLC	CLKR	Interrupts	Pull-up	Basic
									SMT1WIN ⁽¹⁾											
RC1	12	9	ANC1	—	—	—	—	—	SMT1SIG ⁽¹⁾	CCP2IN ⁽¹⁾	—	—	—	—	—	—	—	IOCC1	Y	SOSCI
RC2	13	10	ANC2	—	—	—	—	—	T5CKI ⁽¹⁾	CCP1IN ⁽¹⁾	—	—	—	—	—	—	—	IOCC2	Y	—
RC3	14	11	ANC3	—	—	—	—	—	T2IN ⁽¹⁾	—	—	—	SCK1 ⁽¹⁾ SCL1 ^(1,3)	—	—	—	—	IOCC3	Y	—
RC4	15	12	ANC4	—	—	—	—	—	—	—	—	—	SDI1 ⁽¹⁾ SDA1 ^(1,3)	—	—	—	—	IOCC4	Y	—
RC5	16	13	ANC5	—	—	—	—	—	T4IN ⁽¹⁾	—	—	—	—	—	—	—	—	IOCC5	Y	—
RC6	17	14	ANC6	—	—	—	—	—	—	—	—	—	—	—	—	CK1 ^(1,3)	—	IOCC6	Y	—
RC7	18	15	ANC7	—	—	—	—	—	—	—	—	—	—	—	—	RX1 ⁽¹⁾ DT1 ^(1,3)	—	IOCC7	Y	—
RE3	1	26	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	IOCE3	Y	MCLR VPP
VDD	20	17	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VDD
VSS	8	5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VSS
VSS	19	16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VSS
OUT ⁽²⁾	—	—	ADCGRDA	—	C1OUT	NCO1OUT	—	DSM1OUT	TMR0OUT	CCP1OUT	PWM6OUT	CWG1A CWG2A CWG3A	SDO1 SDO2	—	DT1 ⁽³⁾ DT2 ⁽³⁾	CLC1OUT	CLKR	—	—	—
	—	—	ADCGRDB	—	C2OUT	—	—	—	—	CCP2OUT	PWM7OUT	CWG1B CWG2B CWG3B	SCK1 SCK2	—	CK1 ⁽³⁾ CK2 ⁽³⁾	CLC2OUT	—	—	—	—
	—	—	—	—	—	—	—	—	—	CCP3OUT	—	CWG1C CWG2C CWG3C	SCL1 ⁽³⁾ SCL2 ⁽³⁾	—	TX1 TX2	CLC3OUT	—	—	—	—
	—	—	—	—	—	—	—	—	—	CCP4OUT	—	CWG1D CWG2D CWG3D	SDA1 ⁽³⁾ SDA2 ⁽³⁾	—	—	CLC4OUT	—	—	—	—
—	—	—	—	—	—	—	—	—	—	CCP5OUT	—	—	—	—	—	—	—	—	—	—

Note:

1. This is a PPS re-mappable input signal. The input function may be moved from the default location shown to one of several other PORTx pins.
2. All digital output signals shown in these rows are PPS re-mappable. These signals may be mapped to output onto one of several PORTx pin options.
3. This is a bidirectional signal. For normal module operation, the firmware should map this signal to the same pin in both the PPS input and PPS output registers.

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7.8.12 STKPTR

Name: STKPTR
Address: 0x1FED

Stack Pointer Register

Bit	7	6	5	4	3	2	1	0
				STKPTR[4:0]				
Access				R/W	R/W	R/W	R/W	R/W
Reset				0	0	0	0	0

Bits 4:0 – STKPTR[4:0] Stack Pointer Location bits

10.7.2 PIE0

Name: PIE0
Address: 0x716

Peripheral Interrupt Enable Register 0

Bit	7	6	5	4	3	2	1	0
			TMR0IE	IOCIE				INTE
Access			R/W	R/W				R/W
Reset			0	0				0

Bit 5 – TMR0IE Timer0 Interrupt Enable bit

Value	Description
1	Enabled
0	Disabled

Bit 4 – IOCIE Interrupt-on-Change Enable bit

Value	Description
1	Enabled
0	Disabled

Bit 0 – INTE External Interrupt Enable bit⁽¹⁾

Value	Description
1	Enabled
0	Disabled

Note:

1. The External Interrupt INT pin is selected by INTPPS.

Note: Bit PEIE of the INTCON register must be set to enable any peripheral interrupt controlled by PIE1-PIE8. Interrupt sources controlled by the PIE0 register do not require PEIE to be set in order to allow interrupt vectoring (when GIE is set).

Related Links

[15.9.1 xxxPPS](#)

Value	Description
1	The Timer1 Gate has gone inactive (the acquisition is complete)
0	The Timer1 Gate has not gone inactive

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 appropriate interrupt flag bits are clear prior to enabling an interrupt.

14.7.23 SLRCONC**Name:** SLRCONC**Address:** 0x1F51

Slew Rate Control Register

Bit	7	6	5	4	3	2	1	0
	SLRC7	SLRC6	SLRC5	SLRC4	SLRC3	SLRC2	SLRC1	SLRC0
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

Bits 0, 1, 2, 3, 4, 5, 6, 7 – SLRCn Slew Rate Control on Pins Rx<7:0>, respectively

Value	Description
1	Port pin slew rate is limited
0	Port pin slews at maximum rate

16.5.6 PMD5

Name: PMD5

Address: 0x79B

PMD Control Register 5

Bit	7	6	5	4	3	2	1	0
	CWG3MD	CWG2MD	CWG1MD					
Access	R/W	R/W	R/W					
Reset	0	0	0					

Bit 7 – CWG3MD Disable CWG3 bit

Value	Description
1	CWG3 module disabled
0	CWG3 module enabled

Bit 6 – CWG2MD Disable CWG2 bit

Value	Description
1	CWG2 module disabled
0	CWG2 module enabled

Bit 5 – CWG1MD Disable CWG1 bit

Value	Description
1	CWG1 module disabled
0	CWG1 module enabled

23.8 Comparator Response Time

The comparator output is indeterminate for a period of time after the change of an input source or the selection of a new reference voltage. This period is referred to as the response time. The response time of the comparator differs from the settling time of the voltage reference. Therefore, both of these times must be considered when determining the total response time to a comparator input change. See the Comparator and Voltage Reference Specifications in Comparator Specifications and Fixed Voltage Reference (FVR) Specifications for more details.

Related Links

[42.4.9 Comparator Specifications](#)

[42.4.11 Fixed Voltage Reference \(FVR\) Specifications](#)

23.9 Analog Input Connection Considerations

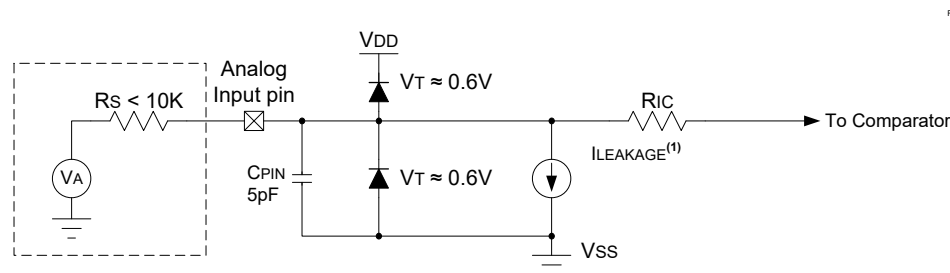
A simplified circuit for an analog input is shown in [Figure 23-3](#). Since the analog input pins share their connection with a digital input, they have reverse biased ESD protection diodes to V_{DD} and V_{SS} . The analog input, therefore, must be between V_{SS} and V_{DD} . If the input voltage deviates from this range by more than 0.6V in either direction, one of the diodes is forward biased and a latch-up may occur.

A maximum source impedance of 10 k Ω is recommended for the analog sources. Also, any external component connected to an analog input pin, such as a capacitor or a Zener diode, should have very little leakage current to minimize inaccuracies introduced.

Note:

1. When reading a PORT register, all pins configured as analog inputs will read as a '0'. Pins configured as digital inputs will convert as an analog input, according to the input specification.
2. Analog levels on any pin defined as a digital input, may cause the input buffer to consume more current than is specified.

Figure 23-3. Analog Input Model



Legend: CPIN = Input Capacitance
 ILEAKAGE = Leakage Current at the pin due to various junctions
 RIC = Interconnect Resistance
 RS = Source Impedance
 VA = Analog Voltage
 VT = Threshold Voltage

Note: See *Electrical Specifications* chapter.

Related Links

[42. Electrical Specifications](#)

25.6.4 TMR0L**Name:** TMR0L**Address:** 0x59C

Timer0 Period/Count Low Register

Bit	7	6	5	4	3	2	1	0
	TMR0L[7:0]							
Access	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

Bits 7:0 – TMR0L[7:0] TMR0 Least Significant Counter bits

Value	Condition	Description
0 to 255	T016BIT = 0	8-bit Timer0 Counter bits
0 to 255	T016BIT = 1	16-bit Timer0 Least Significant Byte

31.10 Dead-Band Jitter

When the rising and falling edges of the input source are asynchronous to the CWG clock, it creates jitter in the dead-band time delay. The maximum jitter is equal to one CWG clock period. Refer to the equations below for more details.

Equation 31-1. Dead-Band Delay Time Calculation

$$T_{DEAD - BAND_MIN} = \frac{1}{F_{CWG_CLOCK}} \cdot DBx < 5:0 >$$

$$T_{DEAD - BAND_MAX} = \frac{1}{F_{CWG_CLOCK}} \cdot DBx < 5:0 > + 1$$

$$T_{JITTER} = T_{DEAD - BAND_MAX} - T_{DEAD - BAND_MIN}$$

$$T_{JITTER} = \frac{1}{F_{CWG_CLOCK}}$$

$$T_{DEAD - BAND_MAX} = T_{DEAD - BAND_MIN} + T_{JITTER}$$

Equation 31-2. Dead-Band Delay Example Calculation

$$DBx < 5:0 > = 0x0A = 10$$

$$F_{CWG_CLOCK} = 8\text{ MHz}$$

$$T_{JITTER} = \frac{1}{8\text{ MHz}} = 125\text{ ns}$$

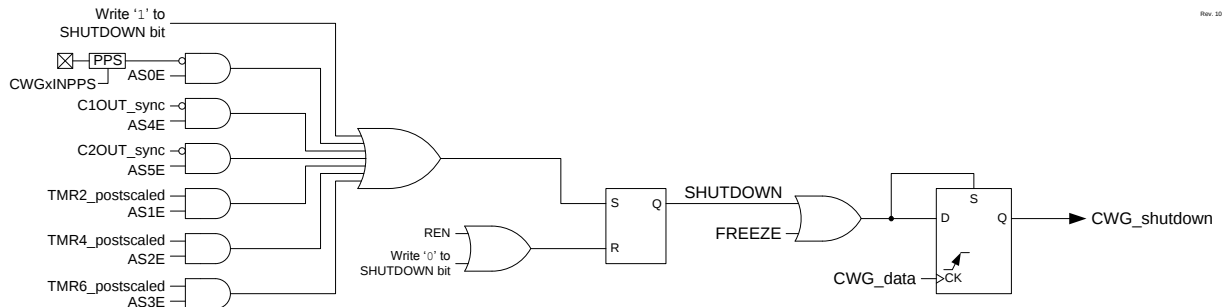
$$T_{DEAD - BAND_MIN} = 125\text{ ns} \cdot 10 = 125\text{ }\mu\text{s}$$

$$T_{DEAD - BAND_MAX} = 1.25\text{ }\mu\text{s} + 0.125\text{ }\mu\text{s} = 1.37\text{ }\mu\text{s}$$

31.11 Auto-Shutdown

Auto-shutdown is a method to immediately override the CWG output levels with specific overrides that allow for safe shutdown of the circuit. The shutdown state can be either cleared automatically or held until cleared by software. The auto-shutdown circuit is illustrated in the following figure.

Figure 31-14. CWG Shutdown Block Diagram



31.11.1 Shutdown

The shutdown state can be entered by either of the following two methods:

- Software Generated

DyS Value	CLC Input Source	DyS Value	CLC Input Source
100001 [33]	CLC2_out	000001 [1]	CLCIN1PPS
100000 [32]	CLC1_out	000000 [0]	CLCIN0PPS

Data inputs are selected with CLCxSEL0 through CLCxSEL3 registers.



Important: Data selections are undefined at power-up.

33.1.2 Data Gating

Outputs from the input multiplexers are directed to the desired logic function input through the data gating stage. Each data gate can direct any combination of the four selected inputs.

The gate stage is more than just signal direction. The gate can be configured to direct each input signal as inverted or non-inverted data. Directed signals are ANDed together in each gate. The output of each gate can be inverted before going on to the logic function stage.

The gating is in essence a 1-to-4 input AND/NAND/OR/NOR gate. When every input is inverted and the output is inverted, the gate is an AND of all enabled data inputs. When the inputs and output are not inverted, the gate is an OR of all enabled inputs.

The following table summarizes the basic logic that can be obtained in gate 1 by using the gate logic select bits. The table shows the logic of four input variables, but each gate can be configured to use less than four. If no inputs are selected, the output will be zero or one, depending on the gate output polarity bit.

Table 33-1. Data Gating Logic

CLCxGLSy	GyPOL	Gate Logic
0x55	1	AND
0x55	0	NAND
0xAA	1	NOR
0xAA	0	OR
0x00	0	Logic 0
0x00	1	Logic 1

It is possible (but not recommended) to select both the true and negated values of an input. When this is done, the gate output is zero, regardless of the other inputs, but may emit logic glitches (transient-induced pulses). If the output of the channel must be zero or one, the recommended method is to set all gate bits to zero and use the gate polarity bit to set the desired level.

Data gating is configured with the logic gate select registers as follows:

- Gate 1: [CLCxSEL0](#)
- Gate 2: [CLCxSEL1](#)
- Gate 3: [CLCxSEL2](#)

33.7 Register Summary - CLC Control

Address	Name	Bit Pos.								
0x1E0F	CLCDATA	7:0					MLC4OUT	MLC3OUT	MLC2OUT	MLC1OUT
0x1E10	CLC1CON	7:0	EN		OUT	INTP	INTN	MODE[2:0]		
0x1E11	CLC1POL	7:0	POL				G4POL	G3POL	G2POL	G1POL
0x1E12	CLC1SEL0	7:0			D1S[5:0]					
0x1E13	CLC1SEL1	7:0			D2S[5:0]					
0x1E14	CLC1SEL2	7:0			D3S[5:0]					
0x1E15	CLC1SEL3	7:0			D4S[5:0]					
0x1E16	CLC1GLS0	7:0	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N
0x1E17	CLC1GLS1	7:0	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N
0x1E18	CLC1GLS2	7:0	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N
0x1E19	CLC1GLS3	7:0	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N
0x1E1A	CLC2CON	7:0	EN		OUT	INTP	INTN	MODE[2:0]		
0x1E1B	CLC2POL	7:0	POL				G4POL	G3POL	G2POL	G1POL
0x1E1C	CLC2SEL0	7:0			D1S[5:0]					
0x1E1D	CLC2SEL1	7:0			D2S[5:0]					
0x1E1E	CLC2SEL2	7:0			D3S[5:0]					
0x1E1F	CLC2SEL3	7:0			D4S[5:0]					
0x1E20	CLC2GLS0	7:0	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N
0x1E21	CLC2GLS1	7:0	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N
0x1E22	CLC2GLS2	7:0	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N
0x1E23	CLC2GLS3	7:0	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N
0x1E24	CLC3CON	7:0	EN		OUT	INTP	INTN	MODE[2:0]		
0x1E25	CLC3POL	7:0	POL				G4POL	G3POL	G2POL	G1POL
0x1E26	CLC3SEL0	7:0			D1S[5:0]					
0x1E27	CLC3SEL1	7:0			D2S[5:0]					
0x1E28	CLC3SEL2	7:0			D3S[5:0]					
0x1E29	CLC3SEL3	7:0			D4S[5:0]					
0x1E2A	CLC3GLS0	7:0	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N
0x1E2B	CLC3GLS1	7:0	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N
0x1E2C	CLC3GLS2	7:0	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N
0x1E2D	CLC3GLS3	7:0	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N
0x1E2E	CLC4CON	7:0	EN		OUT	INTP	INTN	MODE[2:0]		
0x1E2F	CLC4POL	7:0	POL				G4POL	G3POL	G2POL	G1POL
0x1E30	CLC4SEL0	7:0			D1S[5:0]					
0x1E31	CLC4SEL1	7:0			D2S[5:0]					
0x1E32	CLC4SEL2	7:0			D3S[5:0]					
0x1E33	CLC4SEL3	7:0			D4S[5:0]					
0x1E34	CLC4GLS0	7:0	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N
0x1E35	CLC4GLS1	7:0	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N
0x1E36	CLC4GLS2	7:0	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N
0x1E37	CLC4GLS3	7:0	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N

If the **AHEN** bit is set, just as with any other address reception, the slave hardware will stretch the clock after the eighth falling edge of SCL. The slave must then set its **ACKEN** value and release the clock with communication progressing as it would normally.

35.5.9 SSP Mask Register

An SSP Mask register (SSPxMSK) is available in I²C Slave mode as a mask for the value held in the SSPSR register during an address comparison operation. A zero ('0') bit in the SSPxMSK register has the effect of making the corresponding bit of the received address a "don't care".

This register is reset to all '1's upon any Reset condition and, therefore, has no effect on standard SSP operation until written with a mask value.

The SSP Mask register is active during:

- 7-bit Address mode: address compare of A<7:1>.
- 10-bit Address mode: address compare of A<7:0> only. The SSP mask has no effect during the reception of the first (high) byte of the address.

35.6 I²C Master Mode

Master mode is enabled by setting and clearing the appropriate **SSPM** bits and setting the **SSPEN** bit. In Master mode, the SDA and SCK pins must be configured as inputs. The MSSP peripheral hardware will override the output driver TRIS controls when necessary to drive the pins low.

Master mode of operation is supported by interrupt generation on the detection of the Start and Stop conditions. The Stop (**P**) and Start (**S**) bits are cleared from a Reset or when the MSSP module is disabled. Control of the I²C bus may be taken when the P bit is set, or the bus is Idle.

In Firmware Controlled Master mode, user code conducts all I²C bus operations based on Start and Stop bit condition detection. Start and Stop condition detection is the only active circuitry in this mode. All other communication is done by the user software directly manipulating the SDA and SCL lines.

The following events will cause the SSP Interrupt Flag bit, SSPxIF, to be set (SSP interrupt, if enabled):

- Start condition detected
- Stop condition detected
- Data transfer byte transmitted/received
- Acknowledge transmitted/received
- Repeated Start generated



Important:

1. The MSSP module, when configured in I²C Master mode, does not allow queuing of events. For instance, the user is not allowed to initiate a Start condition and immediately write the SSPxBUF register to initiate transmission before the Start condition is complete. In this case, the SSPxBUF will not be written to and the **WCOL** bit will be set, indicating that a write to the SSPxBUF did not occur.
2. Master mode suspends Start/Stop detection when sending the Start/Stop condition by means of the SEN/PEN control bits. The SSPxIF bit is set at the end of the Start/Stop generation when hardware clears the control bit.

PIC16(L)F18455/56

(EUSART) Enhanced Universal Synchronous Asyn...

10417	10417	0.00	11	10417	0.00	5	—	—	—	—	—	—
19.2k	—	—	—	—	—	—	19.20k	0.00	2	—	—	—
57.6k	—	—	—	—	—	—	57.60k	0.00	0	—	—	—
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 0											
	Fosc = 32.000 MHz			Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 11.0592 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	—	—	—
1200	—	—	—	—	—	—	—	—	—	—	—	—
2400	—	—	—	—	—	—	—	—	—	—	—	—
9600	9615	0.16	207	9615	0.16	129	9600	0.00	119	9600	0.00	71
10417	10417	0.00	191	10417	0.00	119	10378	-0.37	110	10473	0.53	65
19.2k	19.23k	0.16	103	19.23k	0.16	64	19.20k	0.00	59	19.20k	0.00	35
57.6k	57.14k	-0.79	34	56.82k	-1.36	21	57.60k	0.00	19	57.60k	0.00	11
115.2k	117.64k	2.12	16	113.64k	-1.36	10	115.2k	0.00	9	115.2k	0.00	5

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 0											
	Fosc = 8.000 MHz			Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	300	0.16	207
1200	—	—	—	1202	0.16	207	1200	0.00	191	1202	0.16	51
2400	2404	0.16	207	2404	0.16	103	2400	0.00	95	2404	0.16	25
9600	9615	0.16	51	9615	0.16	25	9600	0.00	23	—	—	—
10417	10417	0.00	47	10417	0.00	23	10473	0.53	21	10417	0.00	5
19.2k	19231	0.16	25	19.23k	0.16	12	19.2k	0.00	11	—	—	—
57.6k	55556	-3.55	8	—	—	—	57.60k	0.00	3	—	—	—
115.2k	—	—	—	—	—	—	115.2k	0.00	1	—	—	—

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 1											
	Fosc = 32.000 MHz			Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 11.0592 MHz		

36.5 Register Summary - EUSART

Address	Name	Bit Pos.								
0x0119	RC1REG	7:0	RCREG[7:0]							
0x011A	TX1REG	7:0	TXREG[7:0]							
0x011B	SP1BRG	7:0	SPBRGL[7:0]							
		15:8	SPBRGH[7:0]							
0x011D	RC1STA	7:0	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D
0x011E	TX1STA	7:0	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D
0x011F	BAUD1CON	7:0	ABDOVF	RCIDL		SCKP	BRG16		WUE	ABDEN
0x0120 ... 0x0A18	Reserved									
0x0A19	RC2REG	7:0	RCREG[7:0]							
0x0A1A	TX2REG	7:0	TXREG[7:0]							
0x0A1B	SP2BRG	7:0	SPBRGL[7:0]							
		15:8	SPBRGH[7:0]							
0x0A1D	RC2STA	7:0	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D
0x0A1E	TX2STA	7:0	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D
0x0A1F	BAUD2CON	7:0	ABDOVF	RCIDL		SCKP	BRG16		WUE	ABDEN

36.6 Register Definitions: EUSART Control

PIC16(L)F18455/56

Register Summary

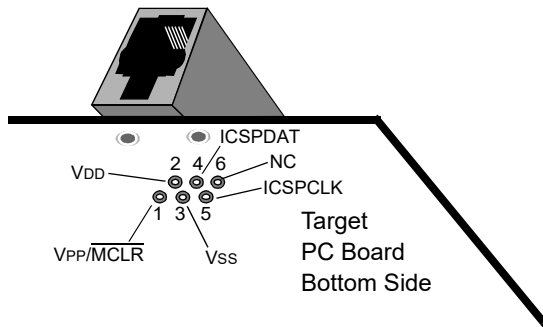
Address	Name	Bit Pos.								
0x028E	T2CON	7:0	ON	CKPS[2:0]			OUTPS[3:0]			
0x028F	T2HLT	7:0	PSYNC	CPOL	CSYNC	MODE[4:0]				
0x0290	T2CLKCON	7:0					CS[3:0]			
0x0291	T2RST	7:0					RSEL[3:0]			
0x0292	T4TMR	7:0	TxTMR[7:0]							
0x0293	T4PR	7:0	TxPR[7:0]							
0x0294	T4CON	7:0	ON	CKPS[2:0]			OUTPS[3:0]			
0x0295	T4HLT	7:0	PSYNC	CPOL	CSYNC	MODE[4:0]				
0x0296	T4CLKCON	7:0					CS[3:0]			
0x0297	T4RST	7:0					RSEL[3:0]			
0x0298	T6TMR	7:0	TxTMR[7:0]							
0x0299	T6PR	7:0	TxPR[7:0]							
0x029A	T6CON	7:0	ON	CKPS[2:0]			OUTPS[3:0]			
0x029B	T6HLT	7:0	PSYNC	CPOL	CSYNC	MODE[4:0]				
0x029C	T6CLKCON	7:0					CS[3:0]			
0x029D	T6RST	7:0					RSEL[3:0]			
0x029E	Reserved									
0x029F	ADCPCON0	7:0	CPON							CPRDY
0x02A0 ... 0x02FF	Reserved									
0x0300	INDF0	7:0	INDF0[7:0]							
0x0301	INDF1	7:0	INDF1[7:0]							
0x0302	PCL	7:0	PCL[7:0]							
0x0303	STATUS	7:0				TO	PD	Z	DC	C
0x0304	FSR0	7:0	FSRL[7:0]							
		15:8	FSRH[7:0]							
0x0306	FSR1	7:0	FSRL[7:0]							
		15:8	FSRH[7:0]							
0x0308	BSR	7:0			BSR[5:0]					
0x0309	WREG	7:0	WREG[7:0]							
0x030A	PCLATH	7:0		PCLATH[6:0]						
0x030B	INTCON	7:0	GIE	PEIE						INTEDG
0x030C	CCPR1	7:0	CCPRL[7:0]							
		15:8	CCPRH[7:0]							
0x030E	CCP1CON	7:0	EN		OUT	FMT	MODE[3:0]			
0x030F	CCP1CAP	7:0						CTS[2:0]		
0x0310	CCPR2	7:0	CCPRL[7:0]							
		15:8	CCPRH[7:0]							
0x0312	CCP2CON	7:0	EN		OUT	FMT	MODE[3:0]			
0x0313	CCP2CAP	7:0						CTS[2:0]		
0x0314	CCPR3	7:0	CCPRL[7:0]							
		15:8	CCPRH[7:0]							
0x0316	CCP3CON	7:0	EN		OUT	FMT	MODE[3:0]			
0x0317	CCP3CAP	7:0						CTS[2:0]		
0x0318	CCPR4	7:0	CCPRL[7:0]							

PIC16(L)F18455/56

Register Summary

Address	Name	Bit Pos.								
		15:8	FSRH[7:0]							
0x0688	BSR	7:0			BSR[5:0]					
0x0689	WREG	7:0	WREG[7:0]							
0x068A	PCLATH	7:0		PCLATH[6:0]						
0x068B	INTCON	7:0	GIE	PEIE						INTEDG
0x068C	CWG3CLK	7:0								CS
0x068D	CWG3ISM	7:0				ISM[3:0]				
0x068E	CWG3DBR	7:0			DBR[5:0]					
0x068F	CWG3DBF	7:0			DBF[5:0]					
0x0690	CWG3CON0	7:0	EN	LD				MODE[2:0]		
0x0691	CWG3CON1	7:0			IN		POLD	POLC	POLB	POLA
0x0692	CWG3AS0	7:0	SHUTDOWN	REN	LSBD[1:0]		LSAC[1:0]			
0x0693	CWG3AS1	7:0			AS5E	AS4E	AS3E	AS2E	AS1E	AS0E
0x0694	CWG3STR	7:0	OVRD	OVRC	OVRB	OVRA	STRD	STRC	STRB	STRA
0x0695 ... 0x06FF	Reserved									
0x0700	INDF0	7:0	INDF0[7:0]							
0x0701	INDF1	7:0	INDF1[7:0]							
0x0702	PCL	7:0	PCL[7:0]							
0x0703	STATUS	7:0				T0	PD	Z	DC	C
0x0704	FSR0	7:0	FSRL[7:0]							
		15:8	FSRH[7:0]							
0x0706	FSR1	7:0	FSRL[7:0]							
		15:8	FSRH[7:0]							
0x0708	BSR	7:0			BSR[5:0]					
0x0709	WREG	7:0	WREG[7:0]							
0x070A	PCLATH	7:0		PCLATH[6:0]						
0x070B	INTCON	7:0	GIE	PEIE						INTEDG
0x070C	PIR0	7:0			TMR0IF	IOCIF				INTF
0x070D	PIR1	7:0	OSFIF	CSWIF					ADTIF	ADIF
0x070E	PIR2	7:0		ZCDIF					C2IF	C1IF
0x070F	PIR3	7:0	RC2IF	TX2IF	RC1IF	TX1IF	BCL2IF	SSP2IF	BCL1IF	SSP1IF
0x0710	PIR4	7:0			TMR6IF	TMR5IF	TMR4IF	TMR3IF	TMR2IF	TMR1IF
0x0711	PIR5	7:0	CLC4IF	CLC3IF	CL24IF	CLC1IF		TMR5GIF	TMR3GIF	TMR1GIF
0x0712	PIR6	7:0				CCP5IF	CCP4IF	CCP3IF	CCP2IF	CCP1IF
0x0713	PIR7	7:0			NVMIF	NCO1IF		CWG3IF	CWG2IF	CWG1IF
0x0714	PIR8	7:0			SMT2PWAIF	SMT2PRAIF	SMT2IF	SMT1PWAIF	SMT1PRAIF	SMT1IF
0x0715	Reserved									
0x0716	PIE0	7:0			TMR0IE	IOCIE				INTE
0x0717	PIE1	7:0	OSFIE	CSWIE					ADTIE	ADIE
0x0718	PIE2	7:0		ZCDIE					C2IE	C1IE
0x0719	PIE3	7:0	RC2IE	TX2IE	RC1IE	TX1IE	BCL2IE	SSP2IE	BCL1IE	SSP1IE
0x071A	PIE4	7:0			TMR6IE	TMR5IE	TMR4IE	TMR3IE	TMR2IE	TMR1IE
0x071B	PIE5	7:0	CLC4IE	CLC3IE	CLC2IE	CLC1IE		TMR5GIE	TMR3GIE	TMR1GIE
0x071C	PIE6	7:0				CCP5IE	CCP4IE	CCP3IE	CCP2IE	CCP1IE

Figure 39-1. ICD RJ-11 Style Connector Interface



Pin Description*

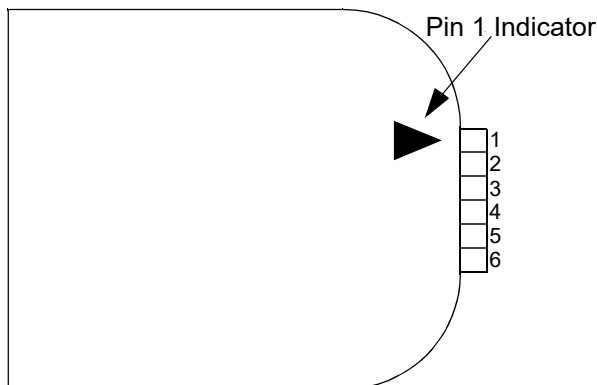
- 1 = $V_{PP}/\overline{MCLR}$
- 2 = V_{DD} Target
- 3 = V_{SS} (ground)
- 4 = ICSPDAT
- 5 = ICSPCLK
- 6 = No Connect

Another connector often found in use with the PICkit™ programmers is a standard 6-pin header with 0.1 inch spacing. Refer to [Figure 39-2](#).

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

It is recommended that isolation devices be used to separate the programming pins from other circuitry. The type of isolation is highly dependent on the specific application and may include devices such as resistors, diodes, or even jumpers. See [Figure 39-3](#) for more information.

Figure 39-2. PICkit™ Programmer Style Connector Interface



Pin Description¹

- 1 = $V_{PP}/\overline{MCLR}$
- 2 = V_{DD} Target
- 3 = V_{SS} (ground)
- 4 = ICSPDAT

41.7 MPLAB REAL ICE In-Circuit Emulator System

The MPLAB REAL ICE In-Circuit Emulator System is Microchip's next generation high-speed emulator for Microchip Flash DSC and MCU devices. It debugs and programs all 8, 16 and 32-bit MCU, and DSC devices with the easy-to-use, powerful graphical user interface of the MPLAB X IDE.

The emulator is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with either a connector compatible with in-circuit debugger systems (RJ-11) or with the new high-speed, noise tolerant, Low-Voltage Differential Signal (LVDS) interconnection (CAT5).

The emulator is field upgradable through future firmware downloads in MPLAB X IDE. MPLAB REAL ICE offers significant advantages over competitive emulators including full-speed emulation, run-time variable watches, trace analysis, complex breakpoints, logic probes, a ruggedized probe interface and long (up to three meters) interconnection cables.

41.8 MPLAB ICD 3 In-Circuit Debugger System

The MPLAB ICD 3 In-Circuit Debugger System is Microchip's most cost-effective, high-speed hardware debugger/programmer for Microchip Flash DSC and MCU devices. It debugs and programs PIC Flash microcontrollers and dsPIC DSCs with the powerful, yet easy-to-use graphical user interface of the MPLAB IDE.

The MPLAB ICD 3 In-Circuit Debugger probe is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with a connector compatible with the MPLAB ICD 2 or MPLAB REAL ICE systems (RJ-11). MPLAB ICD 3 supports all MPLAB ICD 2 headers.

41.9 PICkit 3 In-Circuit Debugger/Programmer

The MPLAB PICkit 3 allows debugging and programming of PIC and dsPIC Flash microcontrollers at a most affordable price point using the powerful graphical user interface of the MPLAB IDE. The MPLAB PICkit 3 is connected to the design engineer's PC using a full-speed USB interface and can be connected to the target via a Microchip debug (RJ-11) connector (compatible with MPLAB ICD 3 and MPLAB REAL ICE). The connector uses two device I/O pins and the Reset line to implement in-circuit debugging and In-Circuit Serial Programming™ (ICSP™).

41.10 MPLAB PM3 Device Programmer

The MPLAB PM3 Device Programmer is a universal, CE compliant device programmer with programmable voltage verification at Vddmin and Vddmax for maximum reliability. It features a large LCD display (128 x 64) for menus and error messages, and a modular, detachable socket assembly to support various package types. The ICSP cable assembly is included as a standard item. In Stand-Alone mode, the MPLAB PM3 Device Programmer can read, verify and program PIC devices without a PC connection. It can also set code protection in this mode. The MPLAB PM3 connects to the host PC via an RS-232 or USB cable. The MPLAB PM3 has high-speed communications and optimized algorithms for quick programming of large memory devices, and incorporates an MMC card for file storage and data applications.

41.11 Demonstration/Development Boards, Evaluation Kits, and Starter Kits

A wide variety of demonstration, development and evaluation boards for various PIC MCUs and dsPIC DSCs allows quick application development on fully functional systems. Most boards include prototyping

42.4.4 I/O and CLKOUT Timing Specifications

Figure 42-7. CLKOUT and I/O Timing

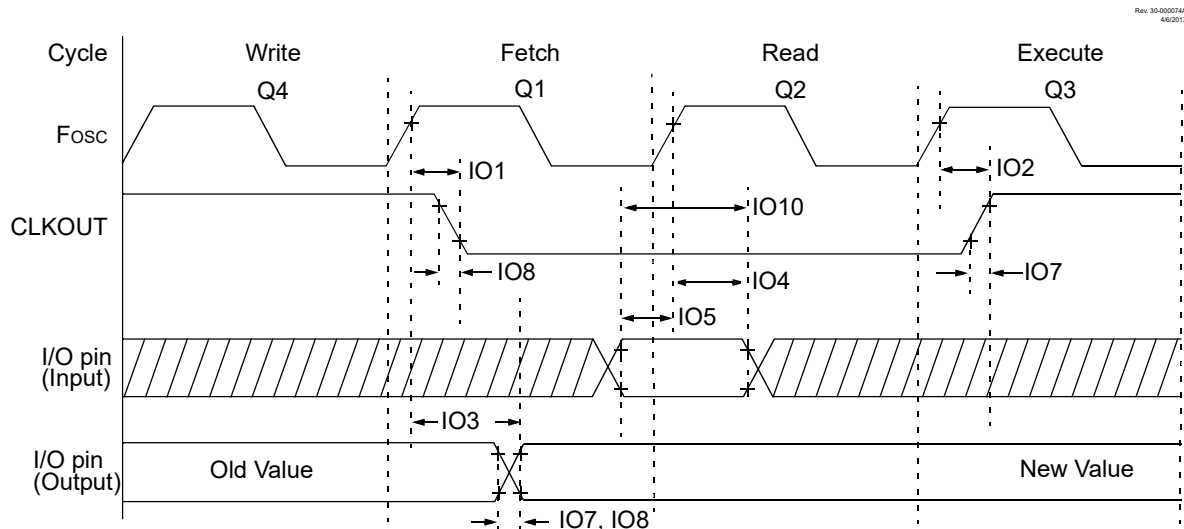


Table 42-10. I/O and CLKOUT Timing Specifications

Standard Operating Conditions (unless otherwise stated)							
Param No.	Sym.	Characteristic	Min.	Typ. †	Max.	Units	Conditions
IO1*	$T_{CLKOUTH}$	CLKOUT rising edge delay (rising edge F_{OSC} (Q1 cycle) to falling edge CLKOUT)	—	—	70	ns	
IO2*	$T_{CLKOUTL}$	CLKOUT falling edge delay (rising edge F_{OSC} (Q3 cycle) to rising edge CLKOUT)	—	—	72	ns	
IO3*	T_{IO_VALID}	Port output valid time (rising edge F_{OSC} (Q1 cycle) to port valid)	—	50	70	ns	
IO4*	T_{IO_SETUP}	Port input setup time (Setup time before rising edge F_{OSC} – Q2 cycle)	20	—	—	ns	
IO5*	T_{IO_HOLD}	Port input hold time (Hold time after rising edge F_{OSC} – Q2 cycle)	50	—	—	ns	
IO6*	T_{IOR_SLREN}	Port I/O rise time, slew rate enabled	—	25	—	ns	$V_{DD}=3.0V$
IO7*	T_{IOR_SLRDIS}	Port I/O rise time, slew rate disabled	—	5	—	ns	$V_{DD}=3.0V$
IO8*	T_{IOF_SLREN}	Port I/O fall time, slew rate enabled	—	25	—	ns	$V_{DD}=3.0V$
IO9*	T_{IOF_SLRDIS}	Port I/O fall time, slew rate disabled	—	5	—	ns	$V_{DD}=3.0V$
IO10*	T_{INT}	INT pin high or low time to trigger an interrupt	25	—	—	ns	
IO11*	T_{IOC}	Interrupt-on-Change minimum high or low time to trigger interrupt	25	—	—	ns	
* - These parameters are characterized but not tested.							