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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	18
Program Memory Size	7KB (4K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f690t-i-ss

FIGURE 2-8: **PIC16F690 SPECIAL FUNCTION REGISTERS**

File Address		File Address		File Address		File Address	
Indirect addr. (1)	00h	Indirect addr. (1)	80h	Indirect addr. (1)	100h	Indirect addr. (1)	180h
TMR0	01h	OPTION_REG	81h	TMR0	101h	OPTION_REG	181h
PCL	02h	PCL	82h	PCL	102h	PCL	182h
STATUS	03h	STATUS	83h	STATUS	103h	STATUS	183h
FSR	04h	FSR	84h	FSR	104h	FSR	184h
PORTA	05h	TRISA	85h	PORTA	105h	TRISA	185h
PORTB	06h	TRISB	86h	PORTB	106h	TRISB	186h
PORTC	07h	TRISC	87h	PORTC	107h	TRISC	187h
	08h		88h		108h		188h
	09h		89h		109h		189h
PCLATH	0Ah	PCLATH	8Ah	PCLATH	10Ah	PCLATH	18Ah
INTCON	0Bh	INTCON	8Bh	INTCON	10Bh	INTCON	18Bh
PIR1	0Ch	PIE1	8Ch	EEDAT	10Ch	EECON1	18Ch
PIR2	0Dh	PIE2	8Dh	EEADR	10Dh	EECON2(1)	18Dh
TMR1L	0Eh	PCON	8Eh	EEDATH	10Eh		18Eh
TMR1H	0Fh	OSCCON	8Fh	EEADRH	10Fh		18Fh
T1CON	10h	OSCTUNE	90h		110h		190h
TMR2	11h		91h		111h		191h
T2CON	12h	PR2	92h		112h		192h
SSPBUF	13h	SSPADD(2)	93h		113h		193h
SSPCON	14h	SSPSTAT	94h		114h		194h
CCPR1L	15h	WPUA	95h	WPUB	115h		195h
CCPR1H	16h	IOCA	96h	IOCB	116h		196h
CCP1CON	17h	WDTCON	97h		117h		197h
RCSTA	18h	TXSTA	98h	VRCON	118h		198h
TXREG	19h	SPBRG	99h	CM1CON0	119h		199h
RCREG	1Ah	SPBRGH	9Ah	CM2CON0	11Ah		19Ah
	1Bh	BAUDCTL	9Bh	CM2CON1	11Bh		19Bh
PWM1CON	1Ch		9Ch		11Ch		19Ch
ECCPAS	1Dh		9Dh		11Dh	PSTRCON	19Dh
ADRESH	1Eh	ADRESL	9Eh	ANSEL	11Eh	SRCON	19Eh
ADCON0	1Fh	ADCON1	9Fh	ANSELH	11Fh		19Fh
	20h		A0h		120h		1A0h
General Purpose Register 96 Bytes		General Purpose Register 80 Bytes		General Purpose Register 80 Bytes			
			EFh		16Fh		
		accesses 70h-7Fh	F0h	accesses 70h-7Fh	170h	accesses 70h-7Fh	1F0h
	7Fh		FFh		17Fh		1FFh
Bank 0		Bank 1		Bank 2		Bank 3	

☐ Unimplemented data memory locations, read as '0'.

Note 1: Not a physical register.

2: Address 93h also accesses the SSP Mask (SSPMSK) register under certain conditions. See Registers 13-2 and 13-3 for more details.

TABLE 2-1: PIC16F631/677/685/687/689/690 SPECIAL FUNCTION REGISTERS SUMMARY BANK 0

Addr	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Page
Bank 0											
00h	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	43,200
01h	TMR0	Timer0 Module Register								xxxx xxxx	79,200
02h	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	43,200
03h	STATUS	IRP	RP1	RP0	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC	C	0001 1xxx	35,200
04h	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	43,200
05h	PORTA[7]	—	—	RA5	RA4	RA3	RA2	RA1	RA0	--xx xxxx	57,200
06h	PORTB[7]	RB7	RB6	RB5	RB4	—	—	—	—	xxxx ----	67,200
07h	PORTC[7]	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0	xxxx xxxx	74,200
08h	—	Unimplemented								—	—
09h	—	Unimplemented								—	—
0Ah	PCLATH	—	—	—	Write Buffer for upper 5 bits of Program Counter					---0 0000	43,200
0Bh	INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF[1]	0000 000x	37,200
0Ch	PIR1	—	ADIF[4]	RCIF[2]	TXIF[2]	SSPIF[5]	CCP1IF[3]	TMR2IF[3]	TMR1IF	-000 0000	40,200
0Dh	PIR2	OSFIF	C2IF	C1IF	EEIF	—	—	—	—	0000 ----	41,200
0Eh	TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	85,200
0Fh	TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	85,200
10h	T1CON	T1GINV	TMR1GE	T1CKPS1	T1CKPS0	T1OSCEN	$\overline{\text{T1SYNC}}$	TMR1CS	TMR1ON	0000 0000	87,200
11h	TMR2[3]	Timer2 Module Register								0000 0000	89,200
12h	T2CON[3]	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	90,200
13h	SSPBUF[5]	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	178,200
14h	SSPCON[5, 6]	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	177,200
15h	CCPR1L[3]	Capture/Compare/PWM Register 1 (LSB)								xxxx xxxx	126,200
16h	CCPR1H[3]	Capture/Compare/PWM Register 1 (MSB)								xxxx xxxx	126,200
17h	CCP1CON[3]	P1M1	P1M0	DC1B1	DC1B0	CCP1M3	CCP1M2	CCP1M1	CCP1M0	0000 0000	125,200
18h	RCSTA[2]	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	158,200
19h	TXREG[2]	EUSART Transmit Data Register								0000 0000	150
1Ah	RCREG[2]	EUSART Receive Data Register								0000 0000	155
1Bh	—	Unimplemented								—	—
1Ch	PWM1CON[3]	PRSEN	PDC6	PDC5	PDC4	PDC3	PDC2	PDC1	PDC0	0000 0000	143,200
1Dh	ECCPAS[3]	ECCPASE	ECCPAS2	ECCPAS1	ECCPAS0	PSSAC1	PSSAC0	PSSBD1	PSSBD0	0000 0000	140,200
1Eh	ADRESH[4]	A/D Result Register High Byte								xxxx xxxx	113,200
1Fh	ADCON0[4]	ADFM	VCFG	CHS3	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	ADON	0000 0000	111,200

Legend: — = Unimplemented locations read as '0', u = unchanged, x = unknown, q = value depends on condition, shaded = unimplemented

Note 1: $\overline{\text{MCLR}}$ and WDT Reset do not affect the previous value data latch. The RABIF bit will be cleared upon Reset but will set again if the mismatch exists.

2: PIC16F687/PIC16F689/PIC16F690 only.

3: PIC16F685/PIC16F690 only.

4: PIC16F677/PIC16F685/PIC16F687/PIC16F689/PIC16F690 only.

5: PIC16F677/PIC16F687/PIC16F689/PIC16F690 only.

6: When SSPCON register bits SSPM<3:0> = 1001, any reads or writes to the SSPADD SFR address are accessed through the SSPMSK register. See Registers 13-2 and 13-3 for more detail.

7: Port pins with analog functions controlled by the ANSEL and ANSELH registers will read '0' immediately after a Reset even though the data latches are either undefined (POR) or unchanged (other Resets).

### 4.2.5 PIN DESCRIPTIONS AND DIAGRAMS

Each PORTA pin is multiplexed with other functions. The pins and their combined functions are briefly described here. For specific information about individual functions such as the comparator or the A/D Converter (ADC), refer to the appropriate section in this data sheet.

4.2.5.1 RA0/AN0/C1IN+/ICSPDAT/ULPWU

Figure 4-2 shows the diagram for this pin. The RA0/AN0/C1IN+/ICSPDAT/ULPWU pin is configurable to function as one of the following:

- a general purpose I/O
- an analog input for the ADC (except PIC16F631)
- an analog input to Comparator C1
- In-Circuit Serial Programming™ data
- an analog input for the Ultra Low-Power Wake-up
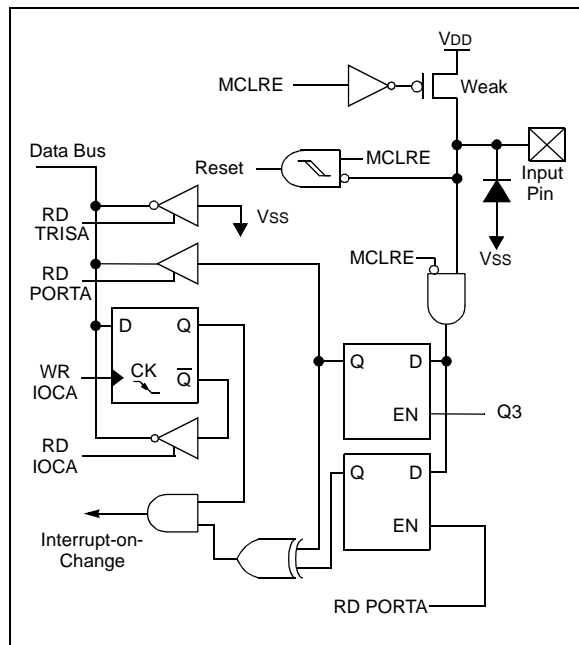
FIGURE 4-1: **BLOCK DIAGRAM OF RA0**

Note 1: ANSEL determines Analog Input mode.
2: Not implemented on PIC16F631.
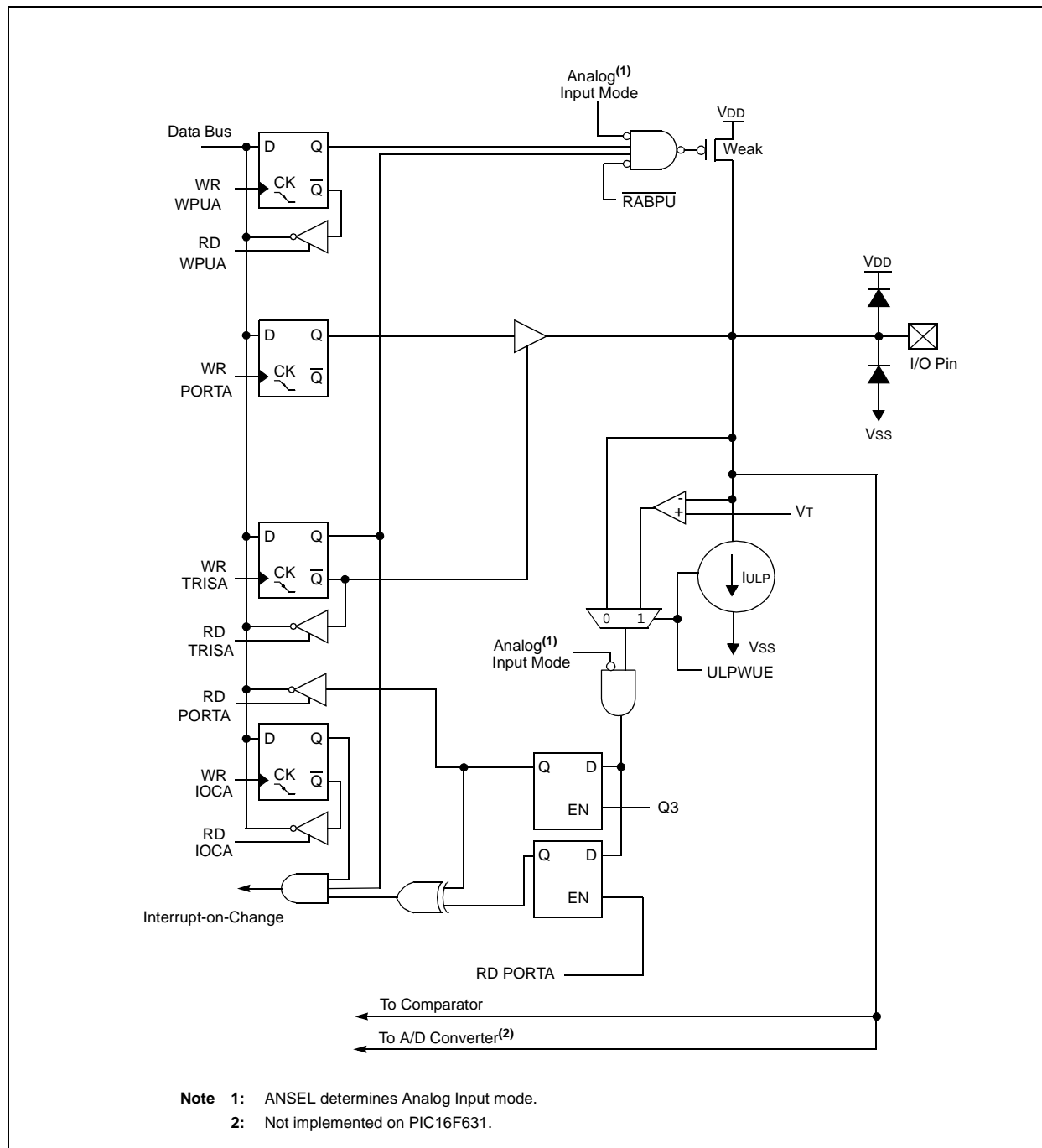
PIC16F631/677/685/687/689/690

4.2.5.4 RA3/$\overline{\text{MCLR}}$/VPP

Figure 4-4 shows the diagram for this pin. The RA3/$\overline{\text{MCLR}}$/VPP pin is configurable to function as one of the following:

- a general purpose input
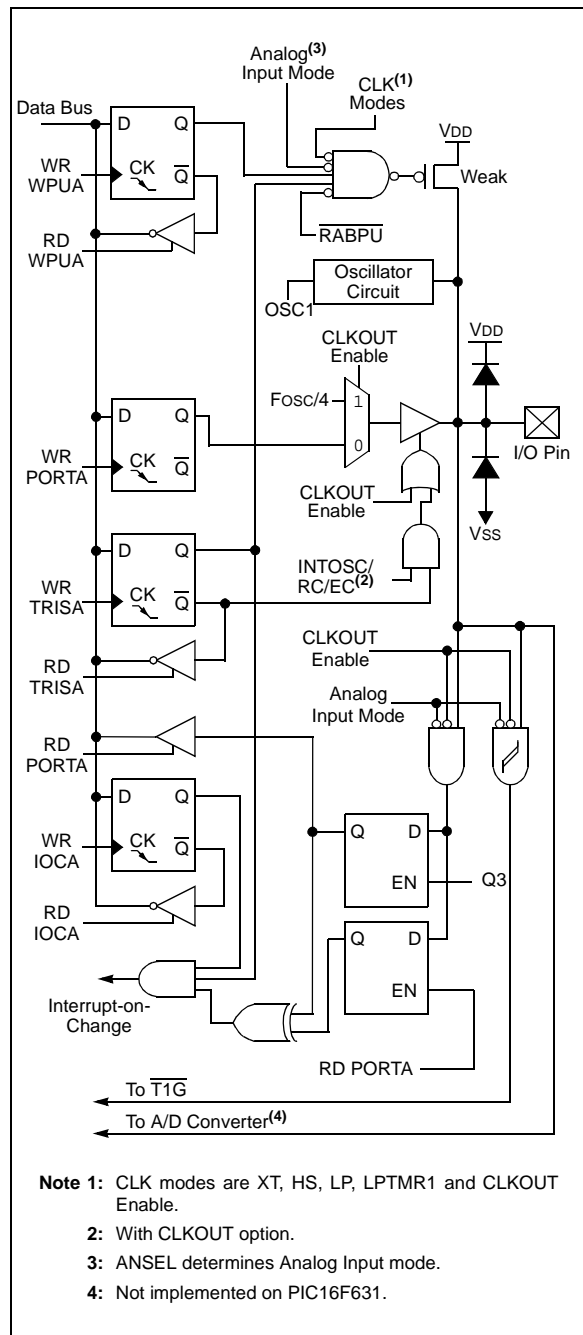- as Master Clear Reset with weak pull-up

FIGURE 4-4: **BLOCK DIAGRAM OF RA3**

4.2.5.5 RA4/AN3/$\overline{\text{T1G}}$/OSC2/CLKOUT

Figure 4-5 shows the diagram for this pin. The RA4/AN3/$\overline{\text{T1G}}$/OSC2/CLKOUT pin is configurable to function as one of the following:

- a general purpose I/O
- an analog input for the ADC (except PIC16F631)
- a Timer1 gate input
- a crystal/resonator connection
- a clock output

FIGURE 4-5: **BLOCK DIAGRAM OF RA4**

Note 1: CLK modes are XT, HS, LP, LPTMR1 and CLKOUT Enable.

2: With CLKOUT option.

3: ANSEL determines Analog Input mode.

4: Not implemented on PIC16F631.

6.12 Timer1 Control Register

The Timer1 Control register (T1CON), shown in Register 6-1, is used to control Timer1 and select the various features of the Timer1 module.

REGISTER 6-1: T1CON: TIMER 1 CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
T1GINV[1]	TMR1GE[2]	T1CKPS1	T1CKPS0	T1OSCEN	$\overline{\text{T1SYNC}}$	TMR1CS	TMR1ON
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared x = Bit is unknown

bit 7 **T1GINV:** Timer1 Gate Invert bit[1]

1 = Timer1 gate is active-high (Timer1 counts when Timer1 gate signal is high)
0 = Timer1 gate is active-low (Timer1 counts when gate is low)

bit 6 **TMR1GE:** Timer1 Gate Enable bit[2]

If TMR1ON = 0:
This bit is ignored
If TMR1ON = 1:
1 = Timer1 counting is controlled by the Timer1 Gate function
0 = Timer1 is always counting

bit 5-4 **T1CKPS<1:0>:** Timer1 Input Clock Prescale Select bits

11 = 1:8 Prescale Value
10 = 1:4 Prescale Value
01 = 1:2 Prescale Value
00 = 1:1 Prescale Value

bit 3 **T1OSCEN:** LP Oscillator Enable Control bit

If INTOSC without CLKOUT oscillator is active:
1 = LP oscillator is enabled for Timer1 clock
0 = LP oscillator is off
Else:
This bit is ignored

bit 2 **$\overline{\text{T1SYNC}}$:** Timer1 External Clock Input Synchronization Control bit

TMR1CS = 1:
1 = Do not synchronize external clock input
0 = Synchronize external clock input
TMR1CS = 0:
This bit is ignored. Timer1 uses the internal clock

bit 1 **TMR1CS:** Timer1 Clock Source Select bit

1 = External clock from T1CKI pin (on the rising edge)
0 = Internal clock (FOSC/4)

bit 0 **TMR1ON:** Timer1 On bit

1 = Enables Timer1
0 = Stops Timer1

Note 1: T1GINV bit inverts the Timer1 gate logic, regardless of source.
2: TMR1GE bit must be set to use either $\overline{\text{T1G}}$ pin or C2OUT, as selected by the T1GSS bit of the CM2CON1 register, as a Timer1 gate source.

REGISTER 10-4: EEADRH: EEPROM ADDRESS HIGH BYTE REGISTER[1] **(CONTINUED)**

Note 1: PIC16F685/PIC16F689/PIC16F690 only.

REGISTER 10-5: EECON1: EEPROM CONTROL REGISTER

R/W-x	U-0	U-0	U-0	R/W-x	R/W-0	R/S-0	R/S-0
EEPGD[1]	—	—	—	WRERR	WREN	WR	RD
bit 7							bit 0

Legend:			
S = Bit can only be set			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **EEPGD:** Program/Data EEPROM Select bit[1]
  1 = Accesses program memory
  0 = Accesses data memory

bit 6-4 **Unimplemented:** Read as '0'

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

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

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

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

Note 1: PIC16F685/PIC16F689/PIC16F690 only.

10.1.4 READING THE FLASH PROGRAM MEMORY (PIC16F685/PIC16F689/PIC16F690)

To read a program memory location, the user must write the Least and Most Significant address bits to the EEADR and EEADRH registers, set the EEPGD control bit of the EECON1 register, and then set control bit RD. Once the read control bit is set, the program memory Flash controller will use the second instruction cycle to read the data. This causes the second instruction immediately following the "BSF   EECON1,RD" instruction to be ignored. The data is available in the very next cycle, in the EEDAT and EEDATH registers; therefore, it can be read as two bytes in the following instructions.

EEDAT and EEDATH registers will hold this value until another read or until it is written to by the user.

Note 1: The two instructions following a program memory read are required to be NOPs. This prevents the user from executing a 2-cycle instruction on the next instruction after the RD bit is set.

2: If the WR bit is set when EEPGD = 1, it will be immediately reset to '0' and no operation will take place.

EXAMPLE 10-3:   FLASH PROGRAM READ

```
        BANKSEL EEADR                   ;
        MOVF    MS_PROG_EE_ADDR, W      ;
        MOVWF   EEADRH                  ;MS Byte of Program Address to read
        MOVF    LS_PROG_EE_ADDR, W      ;
        MOVWF   EEADR                   ;LS Byte of Program Address to read
        BANKSELEECON1               ;
        BSF     EECON1, EEPGD           ;Point to PROGRAM memory
        BSF     EECON1, RD              ;EE Read

        NOP                             ;First instruction after BSF EECON1,RD executes normally

        NOP                             ;Any instructions here are ignored as program
                                        ;memory is read in second cycle after BSF EECON1,RD
    ;
        BANKSELEEDAT               ;
        MOVF    EEDAT, W                ;W = LS Byte of Program Memory
        MOVWF   LOWPMBYTE               ;
        MOVF    EEDATH, W               ;W = MS Byte of Program EEDAT
        MOVWF   HIGHPMBYTE              ;
        BANKSEL0x00                ;Bank 0
```

Required Sequence (bracket spanning BSF EECON1, EEPGD through NOP instructions)

12.1.2.4 Receive Framing Error

Each character in the receive FIFO buffer has a corresponding framing error Status bit. A framing error indicates that a Stop bit was not seen at the expected time. The framing error status is accessed via the FERR bit of the RCSTA register. The FERR bit represents the status of the top unread character in the receive FIFO. Therefore, the FERR bit must be read before reading the RCREG.

The FERR bit is read-only and only applies to the top unread character in the receive FIFO. A framing error (FERR = 1) does not preclude reception of additional characters. It is not necessary to clear the FERR bit. Reading the next character from the FIFO buffer will advance the FIFO to the next character and the next corresponding framing error.

The FERR bit can be forced clear by clearing the SPEN bit of the RCSTA register which resets the EUSART. Clearing the CREN bit of the RCSTA register does not affect the FERR bit. A framing error by itself does not generate an interrupt.

> **Note:** If all receive characters in the receive FIFO have framing errors, repeated reads of the RCREG will not clear the FERR bit.

12.1.2.5 Receive Overrun Error

The receive FIFO buffer can hold two characters. An overrun error will be generated If a third character, in its entirety, is received before the FIFO is accessed. When this happens the OERR bit of the RCSTA register is set. The characters already in the FIFO buffer can be read but no additional characters will be received until the error is cleared. The error must be cleared by either clearing the CREN bit of the RCSTA register or by resetting the EUSART by clearing the SPEN bit of the RCSTA register.

12.1.2.6 Receiving 9-bit Characters

The EUSART supports 9-bit character reception. When the RX9 bit of the RCSTA register is set the EUSART will shift nine bits into the RSR for each character received. The RX9D bit of the RCSTA register is the ninth and Most Significant data bit of the top unread character in the receive FIFO. When reading 9-bit data from the receive FIFO buffer, the RX9D data bit must be read before reading the eight Least Significant bits from the RCREG.

12.1.2.7 Address Detection

A special Address Detection mode is available for use when multiple receivers share the same transmission line, such as in RS-485 systems. Address detection is enabled by setting the ADDEN bit of the RCSTA register.

Address detection requires 9-bit character reception. When address detection is enabled, only characters with the ninth data bit set will be transferred to the receive FIFO buffer, thereby setting the RCIF interrupt bit. All other characters will be ignored.

Upon receiving an address character, user software determines if the address matches its own. Upon address match, user software must disable address detection by clearing the ADDEN bit before the next Stop bit occurs. When user software detects the end of the message, determined by the message protocol used, software places the receiver back into the Address Detection mode by setting the ADDEN bit.

PIC16F631/677/685/687/689/690

REGISTER 12-2: RCSTA: RECEIVE STATUS AND CONTROL REGISTER[1]

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-0	R-0	R-x
SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared x = Bit is unknown

bit 7   **SPEN:** Serial Port Enable bit
1 = Serial port enabled (configures RX/DT and TX/CK pins as serial port pins)
0 = Serial port disabled (held in Reset)

bit 6   **RX9:** 9-bit Receive Enable bit
1 = Selects 9-bit reception
0 = Selects 8-bit reception

bit 5   **SREN:** Single Receive Enable bit
Asynchronous mode:
Don't care
Synchronous mode – Master:
1 = Enables single receive
0 = Disables single receive
This bit is cleared after reception is complete.
Synchronous mode – Slave:
Don't care

bit 4   **CREN:** Continuous Receive Enable bit
Asynchronous mode:
1 = Enables receiver
0 = Disables receiver
Synchronous mode:
1 = Enables continuous receive until enable bit CREN is cleared (CREN overrides SREN)
0 = Disables continuous receive

bit 3   **ADDEN:** Address Detect Enable bit
Asynchronous mode 9-bit (RX9 = 1):
1 = Enables address detection, enable interrupt and load the receive buffer when RSR<8> is set
0 = Disables address detection, all bytes are received and ninth bit can be used as parity bit
Asynchronous mode 8-bit (RX9 = 0):
Don't care

bit 2   **FERR:** Framing Error bit
1 = Framing error (can be updated by reading RCREG register and receive next valid byte)
0 = No framing error

bit 1   **OERR:** Overrun Error bit
1 = Overrun error (can be cleared by clearing bit CREN)
0 = No overrun error

bit 0   **RX9D:** Ninth bit of Received Data
This can be address/data bit or a parity bit and must be calculated by user firmware.

FIGURE 12-12: **SYNCHRONOUS RECEPTION (MASTER MODE, SREN)**

Note: Timing diagram demonstrates Sync Master mode with bit SREN = 1 and bit BRGH = 0.
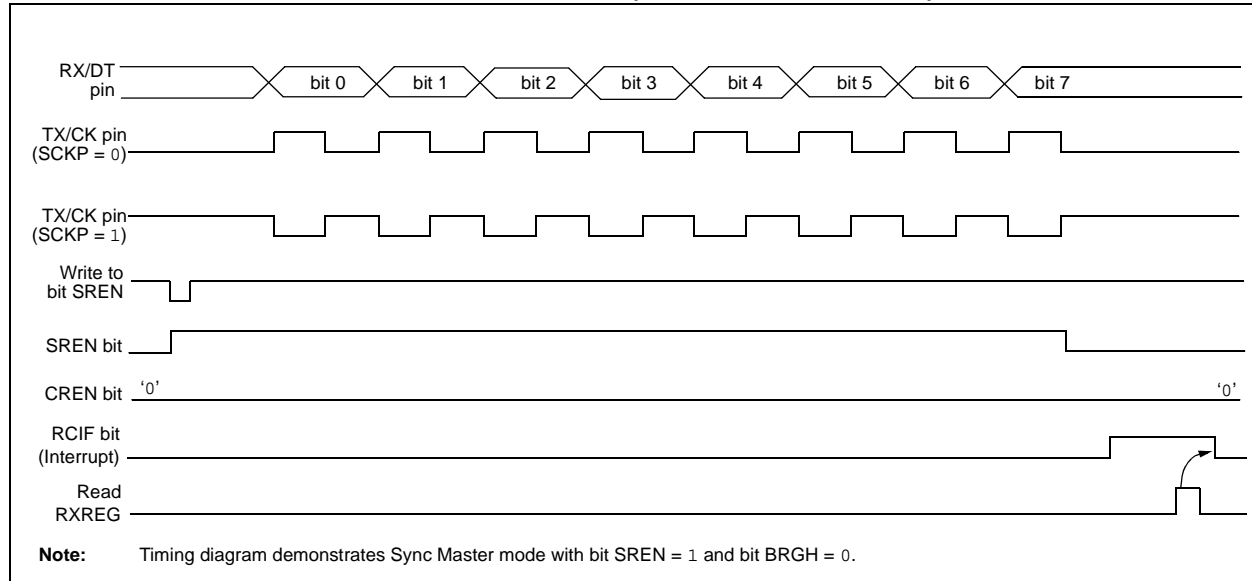
TABLE 12-8: **REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER RECEPTION**

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
RCREG	EUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4					1111 ----	1111 ----
TXREG	EUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, – = unimplemented read as '0'. Shaded cells are not used for Synchronous Master Reception.

12.4.2 SYNCHRONOUS SLAVE MODE

The following bits are used to configure the EUSART for Synchronous slave operation:

- SYNC = 1
- CSRC = 0
- SREN = 0 (for transmit); SREN = 1 (for receive)
- CREN = 0 (for transmit); CREN = 1 (for receive)
- SPEN = 1

Setting the SYNC bit of the TXSTA register configures the device for synchronous operation. Clearing the CSRC bit of the TXSTA register configures the device as a slave. Clearing the SREN and CREN bits of the RCSTA register ensures that the device is in the Transmit mode, otherwise the device will be configured to receive. Setting the SPEN bit of the RCSTA register enables the EUSART. If the RX/DT or TX/CK pins are shared with an analog peripheral the analog I/O functions must be disabled by clearing the corresponding ANSEL bits.

12.4.2.1 EUSART Synchronous Slave Transmit

The operation of the Synchronous Master and Slave modes are identical (see **Section 12.4.1.3 "Synchronous Master Transmission")**, except in the case of the Sleep mode.

If two words are written to the TXREG and then the `SLEEP` instruction is executed, the following will occur:

1. The first character will immediately transfer to the TSR register and transmit.
2. The second word will remain in TXREG register.
3. The TXIF bit will not be set.
4. After the first character has been shifted out of TSR, the TXREG register will transfer the second character to the TSR and the TXIF bit will now be set.
5. If the PEIE and TXIE bits are set, the interrupt will wake the device from Sleep and execute the next instruction. If the GIE bit is also set, the program will call the Interrupt Service Routine.

12.4.2.2 Synchronous Slave Transmission Set-up:

1. Set the SYNC and SPEN bits and clear the CSRC bit.
2. Clear the CREN and SREN bits.
3. If interrupts are desired, set the TXIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. If 9-bit transmission is desired, set the TX9 bit.
5. Enable transmission by setting the TXEN bit.
6. If 9-bit transmission is selected, insert the Most Significant bit into the TX9D bit.
7. Start transmission by writing the Least Significant eight bits to the TXREG register.

TABLE 12-9: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE TRANSMISSION

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
RCREG	EUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4					1111 ----	1111 ----
TXREG	EUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, − = unimplemented read as '0'. Shaded cells are not used for Synchronous Slave Transmission.

13.2 Operation

When initializing the SPI, several options need to be specified. This is done by programming the appropriate control bits (SSPCON<5:0> and SSPSTAT<7:6>). These control bits allow the following to be specified:

- Master mode (SCK is the clock output)
- Slave mode (SCK is the clock input)
- Clock Polarity (Idle state of SCK)
- Data Input Sample Phase (middle or end of data output time)
- Clock Edge (output data on rising/falling edge of SCK)
- Clock Rate (Master mode only)
- Slave Select mode (Slave mode only)

The SSP consists of a transmit/receive shift register (SSPSR) and a buffer register (SSPBUF). The SSPSR shifts the data in and out of the device, MSb first. The SSPBUF holds the data that was written to the SSPSR until the received data is ready. Once the eight bits of data have been received, that byte is moved to the SSPBUF register. Then, the Buffer Full Status bit BF of the SSPSTAT register, and the interrupt flag bit SSPIF, are set. This double-buffering of the received data (SSPBUF) allows the next byte to start reception before reading the data that was just received. Any write to the SSPBUF register during transmission/reception of data will be ignored and the Write Collision Detect bit, WCOL of the SSPCON register, will be set. User software must clear the WCOL bit so that it can be determined if the following write(s) to the SSPBUF register completed successfully.

When the application software is expecting to receive valid data, the SSPBUF should be read before the next byte of data to transfer is written to the SSPBUF. Buffer Full bit BF of the SSPSTAT register indicates when SSPBUF has been loaded with the received data (transmission is complete). When the SSPBUF is read, the BF bit is cleared. This data may be irrelevant if the SPI is only a transmitter. Generally, the SSP interrupt is used to determine when the transmission/reception has completed. The SSPBUF must be read and/or written. If the interrupt method is not going to be used, then software polling can be done to ensure that a write collision does not occur. Example 13-1 shows the loading of the SSPBUF (SSPSR) for data transmission.

The SSPSR is not directly readable or writable and can only be accessed by addressing the SSPBUF register. Additionally, the SSP Status register (SSPSTAT) indicates the various status conditions.

EXAMPLE 13-1:   LOADING THE SSPBUF (SSPSR) REGISTER

```
        BSF     STATUS,RP0      ;Bank 1
        BCF     STATUS,RP1      ;
LOOP    BTFSS   SSPSTAT, BF     ;Has data been received(transmit complete)?
        GOTO    LOOP            ;No
        BCF     STATUS,RP0      ;Bank 0
        MOVF    SSPBUF, W       ;WREG reg = contents of SSPBUF
        MOVWF   RXDATA          ;Save in user RAM, if data is meaningful
        MOVF    TXDATA, W       ;W reg = contents of TXDATA
        MOVWF   SSPBUF          ;New data to xmit
```

13.12.3   SSP MASK REGISTER

An SSP Mask (SSPMSK) register 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 SSPMSK register has the effect of making the corresponding bit in the SSPSR register 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.

This register must be initiated prior to setting SSPM<3:0> bits to select the I²C Slave mode (7-bit or 10-bit address).

This register can only be accessed when the appropriate mode is selected by bits (SSPM<3:0> of SSPCON).

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.

REGISTER 13-3:   SSPMSK: SSP MASK REGISTER[1]

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
MSK7	MSK6	MSK5	MSK4	MSK3	MSK2	MSK1	MSK0[2]
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared x = Bit is unknown

bit 7-1 **MSK<7:1>:** Mask bits
1 = The received address bit n is compared to SSPADD<n> to detect I²C address match
0 = The received address bit n is not used to detect I²C address match

bit 0 **MSK<0>:** Mask bit for I²C Slave mode, 10-bit Address[2]
I²C Slave mode, 10-bit Address (SSPM<3:0> = 0111):
1 = The received address bit 0 is compared to SSPADD<0> to detect I²C address match
0 = The received address bit 0 is not used to detect I²C address match

Note 1: When SSPCON bits SSPM<3:0> = 1001, any reads or writes to the SSPADD SFR address are accessed through the SSPMSK register. The SSPEN bit of the SSPCON register should be zero when accessing the SSPMSK register.

2: In all other SSP modes, this bit has no effect.

13.13 Master Mode

Master mode of operation is supported in firmware using 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 SSP module is disabled. The Stop (P) and Start (S) bits will toggle based on the Start and Stop conditions. Control of the I²C bus may be taken when the P bit is set or the bus is idle and both the S and P bits are clear.

In Master mode, the SCL and SDA lines are manipulated by clearing the corresponding TRISB<6,4> bit(s). The output level is always low, irrespective of the value(s) in PORTB<6,4>. So when transmitting data, a '1' data bit must have the TRISB<4> bit set (input) and a '0' data bit must have the TRISB<4> bit cleared (output). The same scenario is true for the SCL line with the TRISB<6> bit. Pull-up resistors must be provided externally to the SCL and SDA pins for proper operation of the I²C module.

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

• Start condition
• Stop condition
• Data transfer byte transmitted/received

Master mode of operation can be done with either the Slave mode idle (SSPM<3:0> = 1011), or with the Slave active. When both Master and Slave modes are enabled, the software needs to differentiate the source(s) of the interrupt.

13.14 Multi-Master Mode

In Multi-Master mode, the interrupt generation on the detection of the Start and Stop conditions, allows the determination of when the bus is free. The Stop (P) and Start (S) bits are cleared from a Reset or when the SSP module is disabled. The Stop (P) and Start (S) bits will toggle based on the Start and Stop conditions. Control of the I²C bus may be taken when bit P (SSPSTAT<4>) is set, or the bus is idle and 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 to see if the signal level is the expected output level. This check only needs to be done when a high level is output. If a high level is expected and a low level is present, the device needs to release the SDA and SCL lines (set TRISB<6,4>). There are two stages where this arbitration can be lost, these are:

• Address Transfer
• Data Transfer

When the slave logic is enabled, the slave continues to receive. If arbitration was lost during the address transfer stage, communication to the device may be in progress. If addressed, an A̅C̅K̅ pulse will be generated. If arbitration was lost during the data transfer stage, the device will need to re-transfer the data at a later time.

13.14.1 CLOCK SYNCHRONIZATION AND THE CKP BIT

When the CKP bit is cleared, the SCL output is forced to '0'; however, setting the CKP bit will not assert the SCL output low until the SCL output is already sampled low. Therefore, the CKP bit will not assert the SCL line until an external I²C master device has already asserted the SCL line. The SCL output will remain low until the CKP bit is set and all other devices on the I²C bus have deasserted SCL. This ensures that a write to the CKP bit will not violate the minimum high time requirement for SCL (see Figure 13-12).

14.5 Watchdog Timer (WDT)

The WDT has the following features:

• Operates from the LFINTOSC (31 kHz)
• Contains a 16-bit prescaler
• Shares an 8-bit prescaler with Timer0
• Time-out period is from 1 ms to 268 seconds
• Configuration bit and software controlled

WDT is cleared under certain conditions described in Table 14-7.

14.5.1 WDT OSCILLATOR

The WDT derives its time base from the 31 kHz LFINTOSC. The LTS bit of the OSCCON register does not reflect that the LFINTOSC is enabled.

The value of WDTCON is '---0 1000' on all Resets. This gives a nominal time base of 17 ms.

> **Note:** When the Oscillator Start-up Timer (OST) is invoked, the WDT is held in Reset, because the WDT Ripple Counter is used by the OST to perform the oscillator delay count. When the OST count has expired, the WDT will begin counting (if enabled).

14.5.2 WDT CONTROL

The WDTE bit is located in the Configuration Word register. When set, the WDT runs continuously.

When the WDTE bit in the Configuration Word register is set, the SWDTEN bit of the WDTCON register has no effect. If WDTE is clear, then the SWDTEN bit can be used to enable and disable the WDT. Setting the bit will enable it and clearing the bit will disable it.

The PSA and PS<2:0> bits of the OPTION register have the same function as in previous versions of the PIC16F631/677/685/687/689/690 Family of microcontrollers. See **Section 5.0 "Timer0 Module"** for more information.

FIGURE 14-9:   WATCHDOG TIMER BLOCK DIAGRAM

Note 1: This is the shared Timer0/WDT prescaler. See **Section 5.4 "Prescaler"** for more information.
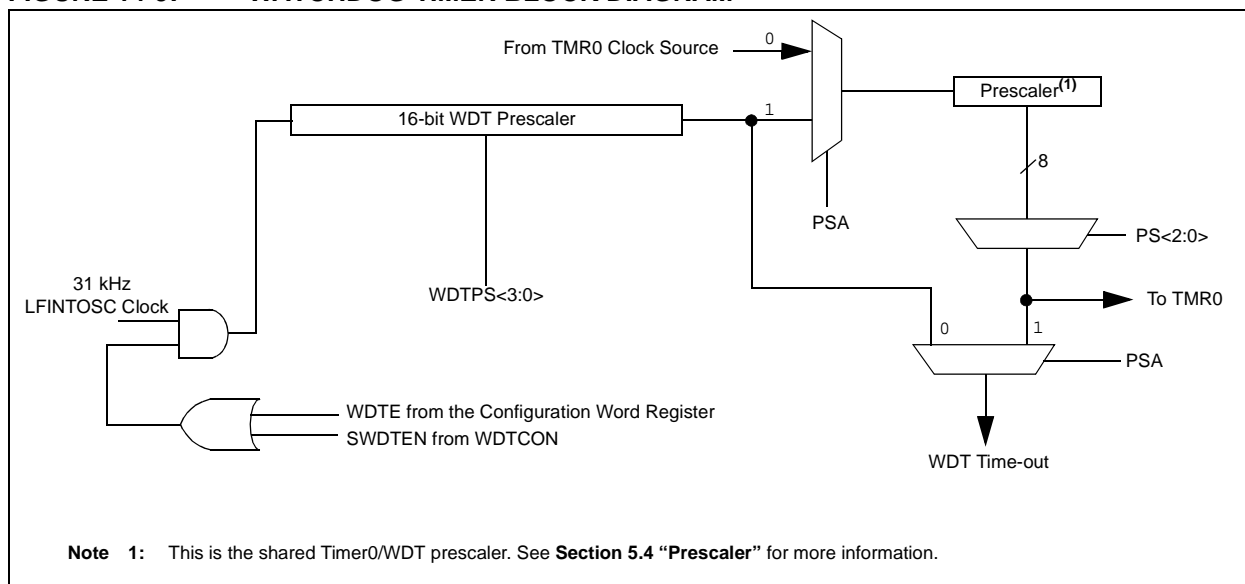
TABLE 14-7:   WDT STATUS

Conditions	WDT
WDTE = 0	Cleared
CLRWDT Command	
Oscillator Fail Detected	
Exit Sleep + System Clock = T1OSC, EXTRC, INTOSC, EXTCLK	
Exit Sleep + System Clock = XT, HS, LP	Cleared until the end of OST

14.6 Power-Down Mode (Sleep)

The Power-Down mode is entered by executing a `SLEEP` instruction.

If the Watchdog Timer is enabled:

- WDT will be cleared but keeps running.
- $\overline{PD}$ bit in the STATUS register is cleared.
- $\overline{TO}$ bit is set.
- Oscillator driver is turned off.
- I/O ports maintain the status they had before `SLEEP` was executed (driving high, low or high-impedance).

For lowest current consumption in this mode, all I/O pins should be either at VDD or VSS, with no external circuitry drawing current from the I/O pin and the comparators and CVREF should be disabled. I/O pins that are high-impedance inputs should be pulled high or low externally to avoid switching currents caused by floating inputs. The T0CKI input should also be at VDD or VSS for lowest current consumption. The contribution from on-chip pull-ups on PORTA should be considered.

The $\overline{MCLR}$ pin must be at a logic high level.

> **Note:** It should be noted that a Reset generated by a WDT time-out does not drive $\overline{MCLR}$ pin low.

14.6.1 WAKE-UP FROM SLEEP

The device can wake-up from Sleep through one of the following events:

1. External Reset input on $\overline{MCLR}$ pin.
2. Watchdog Timer Wake-up (if WDT was enabled).
3. Interrupt from RA2/INT pin, PORTA change or a peripheral interrupt.

The first event will cause a device Reset. The two latter events are considered a continuation of program execution. The $\overline{TO}$ and $\overline{PD}$ bits in the STATUS register can be used to determine the cause of device Reset. The $\overline{PD}$ bit, which is set on power-up, is cleared when Sleep is invoked. $\overline{TO}$ bit is cleared if WDT Wake-up occurred.

The following peripheral interrupts can wake the device from Sleep:

1. TMR1 interrupt. Timer1 must be operating as an asynchronous counter.
2. ECCP Capture mode interrupt.
3. A/D conversion (when A/D clock source is FRC).
4. EEPROM write operation completion.
5. Comparator output changes state.
6. Interrupt-on-change.
7. External Interrupt from INT pin.
8. EUSART Break detect, I^{2}C slave.

Other peripherals cannot generate interrupts since during Sleep, no on-chip clocks are present.

When the `SLEEP` instruction is being executed, the next instruction (PC + 1) is prefetched. For the device to wake-up through an interrupt event, the corresponding interrupt enable bit must be set (enabled). Wake-up occurs regardless of the state of the GIE bit. If the GIE bit is clear (disabled), the device continues execution at the instruction after the `SLEEP` instruction. If the GIE bit is set (enabled), the device executes the instruction after the `SLEEP` instruction, then branches to the interrupt address (0004h). In cases where the execution of the instruction following `SLEEP` is not desirable, the user should have a `NOP` after the `SLEEP` instruction.

> **Note:** If the global interrupts are disabled (GIE is cleared), but any interrupt source has both its interrupt enable bit and the corresponding interrupt flag bits set, the device will immediately wake-up from Sleep. The `SLEEP` instruction is completely executed.

The WDT is cleared when the device wakes up from Sleep, regardless of the source of wake-up.

14.6.2 WAKE-UP USING INTERRUPTS

When global interrupts are disabled (GIE cleared) and any interrupt source has both its interrupt enable bit and interrupt flag bit set, one of the following will occur:

- If the interrupt occurs **before** the execution of a `SLEEP` instruction, the `SLEEP` instruction will complete as a `NOP`. Therefore, the WDT and WDT prescaler and postscaler (if enabled) will not be cleared, the $\overline{TO}$ bit will not be set and the $\overline{PD}$ bit will not be cleared.
- If the interrupt occurs **during or after** the execution of a `SLEEP` instruction, the device will immediately wake-up from Sleep. The `SLEEP` instruction will be completely executed before the wake-up. Therefore, the WDT and WDT prescaler and postscaler (if enabled) will be cleared, the $\overline{TO}$ bit will be set and the $\overline{PD}$ bit will be cleared.

Even if the flag bits were checked before executing a `SLEEP` instruction, it may be possible for flag bits to become set before the `SLEEP` instruction completes. To determine whether a `SLEEP` instruction executed, test the $\overline{PD}$ bit. If the $\overline{PD}$ bit is set, the `SLEEP` instruction was executed as a `NOP`.

To ensure that the WDT is cleared, a `CLRWDT` instruction should be executed before a `SLEEP` instruction.

PIC16F631/677/685/687/689/690

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

CALL	**Call Subroutine**
Syntax:	[*label*] CALL k
Operands:	$0 \le k \le 2047$
Operation:	(PC)+ 1$\rightarrow$ TOS, k $\rightarrow$ PC<10:0>, (PCLATH<4:3>) $\rightarrow$ PC<12:11>
Status Affected:	None
Description:	Call Subroutine. First, return address (PC + 1) is pushed onto the stack. The 11-bit immediate address is loaded into PC bits <10:0>. The upper bits of the PC are loaded from PCLATH. CALL is a 2-cycle instruction.

CLRF	**Clear f**
Syntax:	[*label*] CLRF f
Operands:	$0 \le f \le 127$
Operation:	00h $\rightarrow$ (f) 1 $\rightarrow$ Z
Status Affected:	Z
Description:	The contents of register 'f' are cleared and the Z bit is set.

CLRW	**Clear W**
Syntax:	[*label*] CLRW
Operands:	None
Operation:	00h $\rightarrow$ (W) 1 $\rightarrow$ Z
Status Affected:	Z
Description:	W register is cleared. Zero bit (Z) is set.

CLRWDT	**Clear Watchdog Timer**
Syntax:	[*label*] CLRWDT
Operands:	None
Operation:	00h $\rightarrow$ WDT 0 $\rightarrow$ WDT prescaler, 1 $\rightarrow \overline{TO}$ 1 $\rightarrow \overline{PD}$
Status Affected:	$\overline{TO}$, $\overline{PD}$
Description:	CLRWDT instruction resets the Watchdog Timer. It also resets the prescaler of the WDT. Status bits $\overline{TO}$ and $\overline{PD}$ are set.

COMF	**Complement f**
Syntax:	[*label*] COMF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	$(\bar{f}) \rightarrow$ (destination)
Status Affected:	Z
Description:	The contents of register 'f' are complemented. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in register 'f'.

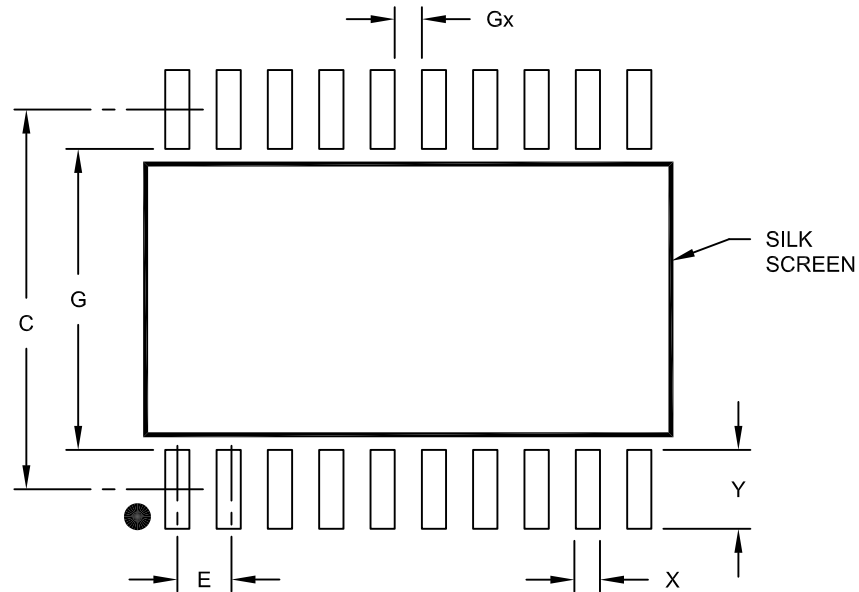| **DECF**	**Decrement f**
Syntax:	[*label*] DECF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(f) - 1 $\rightarrow$ (destination)
Status Affected:	Z
Description:	Decrement register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

TABLE 17-19: DC CHARACTERISTICS FOR IDD SPECIFICATIONS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Device Characteristics	Min.	Typ.	Max.	Units	Condition	
						VDD	Note
D001	VDD	2.1	—	5.5	V	—	FOSC ≤ 8 MHz: HFINTOSC, EC
		2.1	—	5.5	V	—	FOSC ≤ 4 MHz
D010	Supply Current (IDD)	—	—	47	μA	2.1	Fosc = 32 kHz LP Oscillator
		—	—	69		3.0	
		—	—	108		5.0	
D011		—	—	357	μA	2.1	Fosc = 1 MHz XT Oscillator
		—	—	533		3.0	
		—	—	729		5.0	
D012		—	—	535	μA	2.1	Fosc = 4 MHz XT Oscillator
		—	—	875		3.0	
		—	—	1.32	mA	5.0	
D013		—	—	336	μA	2.1	Fosc = 1 MHz EC Oscillator
		—	—	477		3.0	
		—	—	777		5.0	
D014		—	—	505	μA	2.1	Fosc = 4 MHz EC Oscillator
		—	—	724		3.0	
		—	—	1.30	mA	5.0	
D015		—	—	51	μA	2.1	Fosc = 31 kHz LFINTOSC
		—	—	92		3.0	
		—	—	117	mA	5.0	
D016		—	—	665	μA	2.1	Fosc = 4 MHz HFINTOSC
		—	—	970		3.0	
		—	—	1.56	mA	5.0	
D017		—	—	936	μA	2.1	Fosc = 8 MHz HFINTOSC
		—	—	1.34	mA	3.0	
		—	—	2.27		5.0	
D018		—	—	605	μA	2.1	Fosc = 4 MHz EXTRC
		—	—	903		3.0	
		—	—	1.43	mA	5.0	
D019		—	—	6.61	mA	4.5	Fosc = 20 MHz HS Oscillator
		—	—	7.81		5.0	

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

RECOMMENDED LAND PATTERN

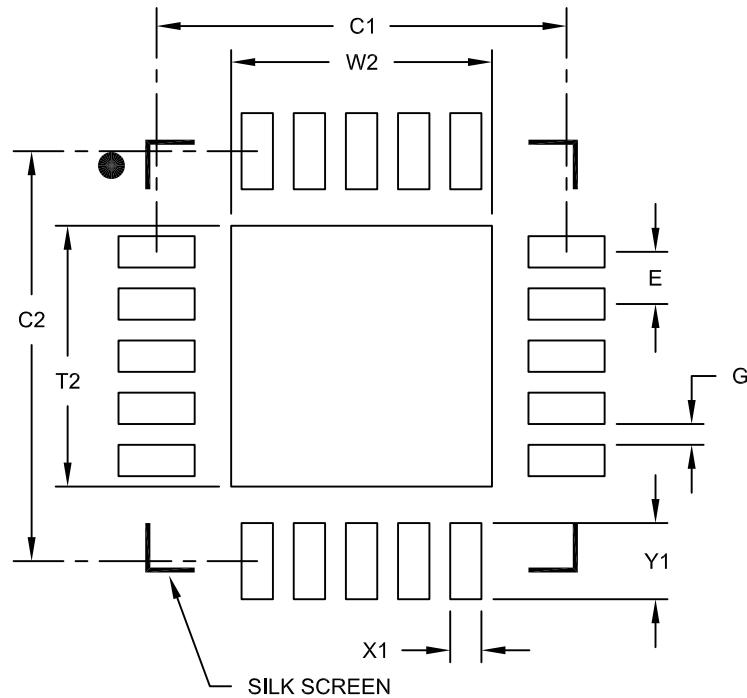|	Units	MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	1.27 BSC		
Contact Pad Spacing	C		9.40	
Contact Pad Width (X20)	X			0.60
Contact Pad Length (X20)	Y			1.95
Distance Between Pads	Gx	0.67		
Distance Between Pads	G	7.45		

Notes:
1. Dimensioning and tolerancing per ASME Y14.5M
   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2094A

20-Lead Plastic Quad Flat, No Lead Package (ML) - 4x4 mm Body [QFN]
With 0.40 mm Contact Length

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

RECOMMENDED LAND PATTERN

	Units	MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	0.50 BSC		
Optional Center Pad Width	W2			2.50
Optional Center Pad Length	T2			2.50
Contact Pad Spacing	C1		3.93	
Contact Pad Spacing	C2		3.93	
Contact Pad Width	X1			0.30
Contact Pad Length	Y1			0.73
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

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

Microchip Technology Drawing No. C04-2126A