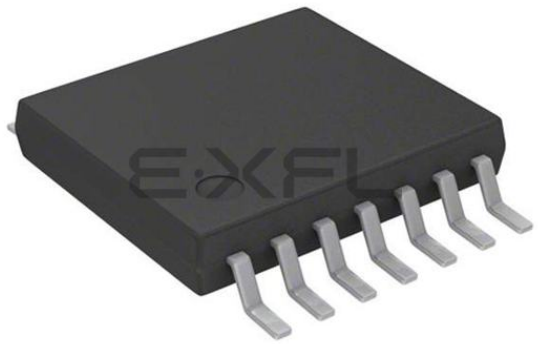

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Product Status	Active
Core Processor	PIC
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Connectivity	LINbus, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	12
Program Memory Size	7KB (4K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 8x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	14-TSSOP (0.173", 4.40mm Width)
Supplier Device Package	14-TSSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1574-e-st

3.3.1.1 STATUS Register

The STATUS register, shown in Register 3-1, contains:

- the arithmetic status of the ALU
- the Reset status

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

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

It is recommended, therefore, that only `BCF`, `BSF`, `SWAPF` and `MOVWF` instructions are used to alter the STATUS register, because these instructions do not affect any Status bits. For other instructions not affecting any Status bits (Refer to **Section 26.0 "Instruction Set Summary"**).

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

REGISTER 3-1: STATUS: STATUS REGISTER

U-0	U-0	U-0	R-1/q	R-1/q	R/W-0/u	R/W-0/u	R/W-0/u
—	—	—	$\overline{TO}$	$\overline{PD}$	Z	DC(1)	C(1)
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	q = Value depends on condition

bit 7-5 **Unimplemented:** Read as '0'

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

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

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

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

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

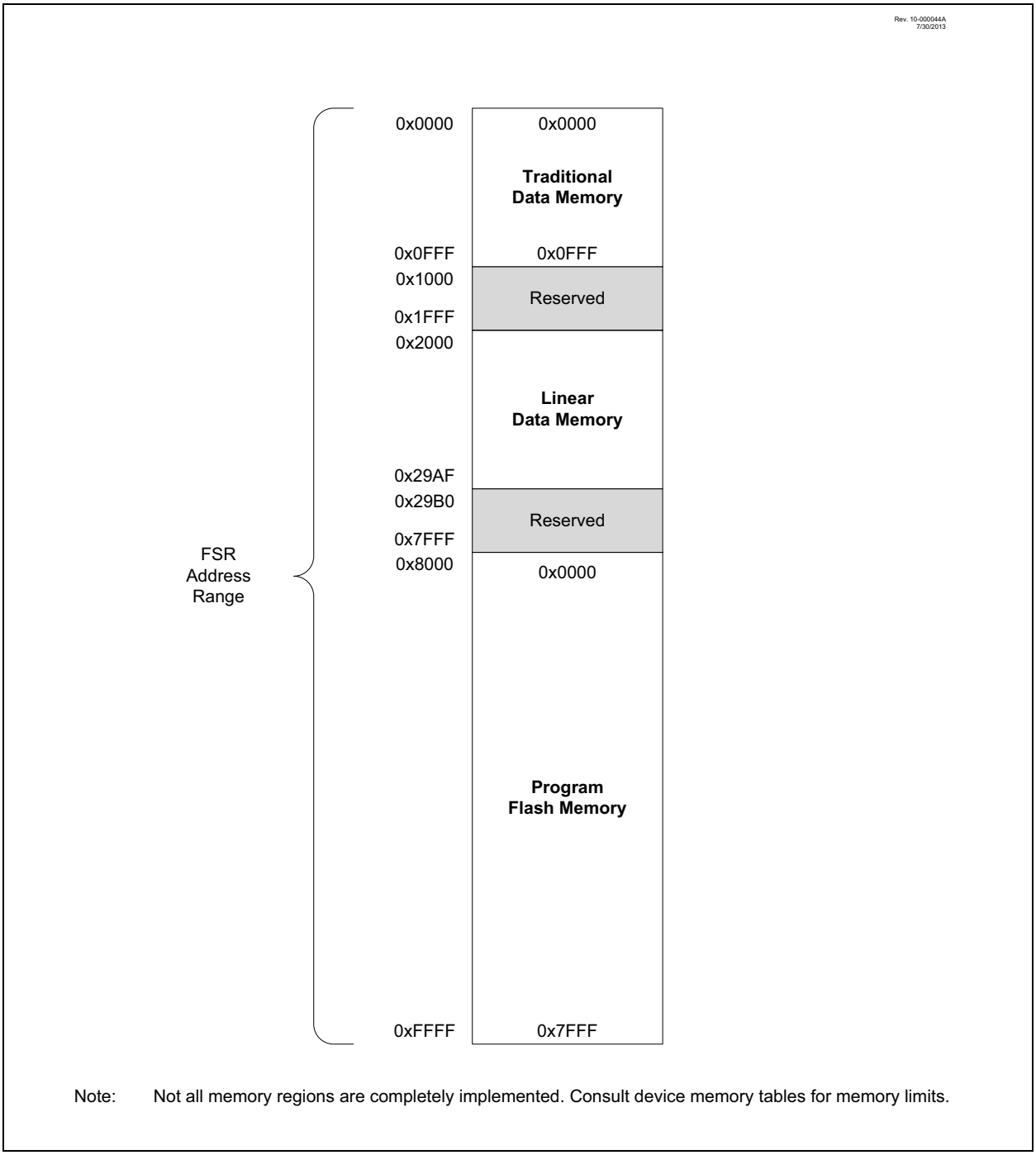
Note 1: For $\overline{Borrow}$, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (`RRF`, `RLF`) instructions, this bit is loaded with either the high-order or low-order bit of the source register.

TABLE 3-8: PIC16(L)F1575/9 MEMORY MAP, BANKS 8-15

	BANK 8	BANK 9	BANK 10	BANK 11	BANK 12	BANK 13	BANK 14	BANK 15
400h	Core Registers (Table 3-2)	480h Core Registers (Table 3-2)	500h Core Registers (Table 3-2)	580h Core Registers (Table 3-2)	600h Core Registers (Table 3-2)	680h Core Registers (Table 3-2)	700h Core Registers (Table 3-2)	780h Core Registers (Table 3-2)
40Bh		48Bh	50Bh	58Bh	60Bh	68Bh	70Bh	78Bh
40Ch	—	48Ch —	50Ch —	58Ch —	60Ch —	68Ch —	70Ch —	78Ch —
40Dh	—	48Dh —	50Dh —	58Dh —	60Dh —	68Dh —	70Dh —	78Dh —
40Eh	—	48Eh —	50Eh —	58Eh —	60Eh —	68Eh —	70Eh —	78Eh —
40Fh	—	48Fh —	50Fh —	58Fh —	60Fh —	68Fh —	70Fh —	78Fh —
410h	—	490h —	510h —	590h —	610h —	690h —	710h —	790h —
411h	—	491h —	511h —	591h —	611h —	691h CWG1DBR	711h —	791h —
412h	—	492h —	512h —	592h —	612h —	692h CWG1DBF	712h —	792h —
413h	—	493h —	513h —	593h —	613h —	693h CWG1CON0	713h —	793h —
414h	—	494h —	514h —	594h —	614h —	694h CWG1CON1	714h —	794h —
415h	—	495h —	515h —	595h —	615h —	695h CWG1CON2	715h —	795h —
416h	—	496h —	516h —	596h —	616h —	696h —	716h —	796h —
417h	—	497h —	517h —	597h —	617h —	697h —	717h —	797h —
418h	—	498h —	518h —	598h —	618h —	698h —	718h —	798h —
419h	—	499h —	519h —	599h —	619h —	699h —	719h —	799h —
41Ah	—	49Ah —	51Ah —	59Ah —	61Ah —	69Ah —	71Ah —	79Ah —
41Bh	—	49Bh —	51Bh —	59Bh —	61Bh —	69Bh —	71Bh —	79Bh —
41Ch	—	49Ch —	51Ch —	59Ch —	61Ch —	69Ch —	71Ch —	79Ch —
41Dh	—	49Dh —	51Dh —	59Dh —	61Dh —	69Dh —	71Dh —	79Dh —
41Eh	—	49Eh —	51Eh —	59Eh —	61Eh —	69Eh —	71Eh —	79Eh —
41Fh	—	49Fh —	51Fh —	59Fh —	61Fh —	69Fh —	71Fh —	79Fh —
420h	General Purpose Register 80 Bytes	4A0h General Purpose Register 80 Bytes	520h General Purpose Register 80 Bytes	5A0h General Purpose Register 80 Bytes	620h General Purpose Register 32 Bytes	6A0h Unimplemented Read as '0'	720h Unimplemented Read as '0'	7A0h Unimplemented Read as '0'
46Fh		4EFh	56Fh	5EFh	63Fh	6EFh	76Fh	7EFh
470h	Accesses 70h – 7Fh	4F0h Accesses 70h – 7Fh	570h Accesses 70h – 7Fh	5F0h Accesses 70h – 7Fh	640h Unimplemented Read as '0' 670h Accesses 70h – 7Fh	6F0h Accesses 70h – 7Fh	770h Accesses 70h – 7Fh	7F0h Accesses 70h – 7Fh
47Fh		4FFh	57Fh	5FFh	66Fh	6FFh	77Fh	7FFh

Legend: = Unimplemented data memory locations, read as '0'

FIGURE 3-9: INDIRECT ADDRESSING



Note: Not all memory regions are completely implemented. Consult device memory tables for memory limits.

4.2 Register Definitions: Configuration Words

REGISTER 4-1: CONFIGURATION WORD 1

U-1	U-1	R/P-1	R/P-1	R/P-1	U-1
—	—	$\overline{\text{CLKOUTEN}}$	BOREN<1:0>(1)		—
bit 13					bit 8

R/P-1	R/P-1	R/P-1	R/P-1	R/P-1	U-1	R/P-1	R/P-1
$\overline{\text{CP}}$(2)	MCLRE	$\overline{\text{PWRTE}}$(1)	WDTE<1:0>		—	FOSC<1:0>	
bit 7							bit 0

Legend:		
R = Readable bit	P = Programmable bit	U = Unimplemented bit, read as '1'
'0' = Bit is cleared	'1' = Bit is set	n = Value when blank or after Bulk Erase

bit 13-12 **Unimplemented:** Read as '1'

bit 11 **$\overline{\text{CLKOUTEN}}$:** Clock Out Enable bit
1 = OFF – CLKOUT function is disabled. I/O or oscillator function on CLKOUT pin
0 = ON – CLKOUT function is enabled on CLKOUT pin

bit 10-9 **BOREN<1:0>:** Brown-out Reset Enable bits(1)
11 = ON – Brown-out Reset enabled. The SBOREN bit is ignored.
10 = SLEEP – Brown-out Reset enabled while running and disabled in Sleep. The SBOREN bit is ignored.
01 = SBODEN– Brown-out Reset controlled by the SBOREN bit in the BORCON register
00 = OFF – Brown-out Reset disabled. The SBOREN bit is ignored.

bit 8 **Unimplemented:** Read as '1'

bit 7 **$\overline{\text{CP}}$:** Flash Program Memory Code Protection bit(2)
1 = OFF – Code protection off. Program Memory can be read and written.
0 = ON – Code protection on. Program Memory cannot be read or written externally.

bit 6 **MCLRE:** $\overline{\text{MCLR}}$/VPP Pin Function Select bit
If LVP bit = 1 (ON):
This bit is ignored. $\overline{\text{MCLR}}$/VPP pin function is $\overline{\text{MCLR}}$; Weak pull-up enabled.
If LVP bit = 0 (OFF):
1 = ON – $\overline{\text{MCLR}}$/VPP pin function is $\overline{\text{MCLR}}$; Weak pull-up enabled.
0 = OFF – $\overline{\text{MCLR}}$/VPP pin function is digital input; $\overline{\text{MCLR}}$ internally disabled; Weak pull-up under control of pin's WPU control bit.

bit 5 **$\overline{\text{PWRTE}}$:** Power-up Timer Enable bit(1)
1 = OFF– PWRT disabled
0 = ON – PWRT enabled

bit 4-3 **WDTE<1:0>:** Watchdog Timer Enable bit
11 = ON – WDT enabled. SWDTEN is ignored.
10 = SLEEP – WDT enabled while running and disabled in Sleep. SWDTEN is ignored.
01 = SWDTEN– WDT controlled by the SWDTEN bit in the WDTCON register
00 = OFF – WDT disabled. SWDTEN is ignored.

bit 2 **Unimplemented:** Read as '1'

bit 1-0 **FOSC<1:0>:** Oscillator Selection bits
11 = ECH – External Clock, High-Power mode: CLKI on CLKI
10 = ECM – External Clock, Medium Power mode: CLKI on CLKI
01 = ECL – External Clock, Low-Power mode: CLKI on CLKI
00 = INTOSC – I/O function on CLKI

Note 1: Enabling Brown-out Reset does not automatically enable Power-up Timer.
2: Once enabled, code-protect can only be disabled by bulk erasing the device.

REGISTER 7-4: PIE3: PERIPHERAL INTERRUPT ENABLE REGISTER 3

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	U-0	U-0	U-0
PWM4IE	PWM3IE	PWM2IE	PWM1IE	—	—	—	—
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7 **PWM4IE:** PWM4 Interrupt Enable bit
1 = Enables the PWM4 interrupt
0 = Disables the PWM4 interrupt

bit 6 **PWM3IE:** PWM3 Interrupt Enable bit
1 = Enables the PWM3 interrupt
0 = Disables the PWM3 interrupt

bit 5 **PWM2IE:** PWM2 Interrupt Enable bit
1 = Enables the PWM2 interrupt
0 = Disables the PWM2 interrupt

bit 4 **PWM1IE:** PWM1 Interrupt Enable bit
1 = Enables the PWM1 interrupt
0 = Disables the PWM1 interrupt

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

Note: Bit PEIE of the INTCON register must be set to enable any peripheral interrupt.

EXAMPLE 10-3: WRITING TO FLASH PROGRAM MEMORY

```
; This write routine assumes the following:
; 1. 64 bytes of data are loaded, starting at the address in DATA_ADDR
; 2. Each word of data to be written is made up of two adjacent bytes in DATA_ADDR,
; stored in little endian format
; 3. A valid starting address (the Least Significant bits = 00000) is loaded in ADDRH:ADDRL
; 4. ADDRH and ADDRL are located in shared data memory 0x70 - 0x7F (common RAM)
;
        BCF         INTCON,GIE      ; Disable ints so required sequences will execute properly
        BANKSEL     PMADRH          ; Bank 3
        MOVF        ADDRH,W         ; Load initial address
        MOVWF       PMADRH          ;
        MOVF        ADDRL,W         ;
        MOVWF       PMADRL          ;
        MOVLW       LOW DATA_ADDR   ; Load initial data address
        MOVWF       FSR0L           ;
        MOVLW       HIGH DATA_ADDR  ; Load initial data address
        MOVWF       FSR0H           ;
        BCF         PMCON1,CFGS     ; Not configuration space
        BSF         PMCON1,WREN     ; Enable writes
        BSF         PMCON1,LWLO     ; Only Load Write Latches
LOOP
        MOVIW       FSR0++          ; Load first data byte into lower
        MOVWF       PMDATL          ;
        MOVIW       FSR0++          ; Load second data byte into upper
        MOVWF       PMDATH          ;

        MOVF        PMADRL,W        ; Check if lower bits of address are '00000'
        XORLW       0x1F            ; Check if we're on the last of 32 addresses
        ANDLW       0x1F            ;
        BTFSC       STATUS,Z        ; Exit if last of 32 words,
        GOTO        START_WRITE     ;

  Required Sequence
        MOVLW       55h             ; Start of required write sequence:
        MOVWF       PMCON2          ; Write 55h
        MOVLW       0AAh            ;
        MOVWF       PMCON2          ; Write AAh
        BSF         PMCON1,WR       ; Set WR bit to begin write
        NOP                         ; NOP instructions are forced as processor
                                    ; loads program memory write latches
        NOP                         ;

        INCF        PMADRL,F        ; Still loading latches Increment address
        GOTO        LOOP            ; Write next latches

START_WRITE
        BCF         PMCON1,LWLO     ; No more loading latches - Actually start Flash program
                                    ; memory write

  Required Sequence
        MOVLW       55h             ; Start of required write sequence:
        MOVWF       PMCON2          ; Write 55h
        MOVLW       0AAh            ;
        MOVWF       PMCON2          ; Write AAh
        BSF         PMCON1,WR       ; Set WR bit to begin write
        NOP                         ; NOP instructions are forced as processor writes
                                    ; all the program memory write latches simultaneously
        NOP                         ; to program memory.
                                    ; After NOPs, the processor
                                    ; stalls until the self-write process in complete
                                    ; after write processor continues with 3rd instruction
        BCF         PMCON1,WREN     ; Disable writes
        BSF         INTCON,GIE      ; Enable interrupts
```

TABLE 11-2: SUMMARY OF REGISTERS ASSOCIATED WITH PORTA

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ANSELA	—	—	—	ANSA4	—	ANSA2	ANSA1	ANSA0	121
INLVLA	—	—	INLVLA5	INLVLA4	INLVLA3	INLVLA2	INLVLA1	INLVLA0	123
LATA	—	—	LATA5	LATA4	—	LATA2	LATA1	LATA0	121
ODCONA	—	—	ODA5	ODA4	—	ODA2	ODA1	ODA0	122
OPTION_REG	$\overline{\text{WPUEN}}$	INTEDG	TMR0CS	TMR0SE	PSA	PS<2:0>			178
PORTA	—	—	RA5	RA4	RA3	RA2	RA1	RA0	120
SLRCONA	—	—	SLRA5	SLRA4	—	SLRA2	SLRA1	SLRA0	123
TRISA	—	—	TRISA5	TRISA4	—(1)	TRISA2	TRISA1	TRISA0	120
WPUA	—	—	WPUA5	WPUA4	WPUA3	WPUA2	WPUA1	WPUA0	122

Legend: x = unknown, u = unchanged, – = unimplemented locations read as '0'. Shaded cells are not used by PORTA.
Note 1: Unimplemented, read as '1'.

TABLE 11-3: SUMMARY OF CONFIGURATION WORD WITH PORTA

Name	Bits	Bit -/7	Bit -/6	Bit 13/5	Bit 12/4	Bit 11/3	Bit 10/2	Bit 9/1	Bit 8/0	Register on Page
CONFIG1	13:8	—	—	—	—	$\overline{\text{CLKOUTEN}}$	BOREN<1:0>		—	56
	7:0	$\overline{\text{CP}}$	MCLRE	$\overline{\text{PWRTE}}$	WDTE<1:0>		FOSC<2:0>			

Legend: — = unimplemented location, read as '0'. Shaded cells are not used by PORTA.

REGISTER 11-12: ANSELB: PORTB ANALOG SELECT REGISTER

U-0	U-0	R/W-1/1	R/W-1/1	U-0	U-0	U-0	U-0
—	—	ANSB5	ANSB4	—	—	—	—
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7-6 **Unimplemented:** Read as '0'

bit 5-4 **ANSB<5:4>**: Analog Select between Analog or Digital Function on pins RB<5:4>, respectively
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer disabled.

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

Note 1: When setting a pin to an analog input, the corresponding TRIS bit must be set to Input mode in order to allow external control of the voltage on the pin.

REGISTER 11-13: WPUB: WEAK PULL-UP PORTB REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	U-0	U-0	U-0	U-0
WPUB7	WPUB6	WPUB5	WPUB4	—	—	—	—
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7-4 **WPUB<7:4>**: Weak Pull-up Register bits
1 = Pull-up enabled
0 = Pull-up disabled

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

Note 1: Global $\overline{\text{WPUEN}}$ bit of the OPTION_REG register must be cleared for individual pull-ups to be enabled.
2: The weak pull-up device is automatically disabled if the pin is configured as an output.

REGISTER 20-2: T1GCON: TIMER1 GATE CONTROL REGISTER

R/W-0/u	R/W-0/u	R/W-0/u	R/W-0/u	R/W/HC-0/u	R-x/x	R/W-0/u	R/W-0/u
TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/$\overline{\text{DONE}}$	T1GVAL	T1GSS<1:0>	
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	HC = Bit is cleared by hardware

bit 7 **TMR1GE:** Timer1 Gate Enable bit
If TMR1ON = 0:
This bit is ignored
If TMR1ON = 1:
1 = Timer1 counting is controlled by the Timer1 gate function
0 = Timer1 counts regardless of Timer1 gate function

bit 6 **T1GPOL:** Timer1 Gate Polarity bit
1 = Timer1 gate is active-high (Timer1 counts when gate is high)
0 = Timer1 gate is active-low (Timer1 counts when gate is low)

bit 5 **T1GTM:** Timer1 Gate Toggle Mode bit
1 = Timer1 Gate Toggle mode is enabled
0 = Timer1 Gate Toggle mode is disabled and toggle flip-flop is cleared
Timer1 gate flip-flop toggles on every rising edge.

bit 4 **T1GSPM:** Timer1 Gate Single-Pulse Mode bit
1 = Timer1 gate Single-Pulse mode is enabled and is controlling Timer1 gate
0 = Timer1 gate Single-Pulse mode is disabled

bit 3 **T1GGO/$\overline{\text{DONE}}$:** Timer1 Gate Single-Pulse Acquisition Status bit
1 = Timer1 gate single-pulse acquisition is ready, waiting for an edge
0 = Timer1 gate single-pulse acquisition has completed or has not been started

bit 2 **T1GVAL:** Timer1 Gate Value Status bit
Indicates the current state of the Timer1 gate that could be provided to TMR1H:TMR1L.
Unaffected by Timer1 Gate Enable (TMR1GE).

bit 1-0 **T1GSS<1:0>:** Timer1 Gate Source Select bits
11 = Comparator 2 optionally synchronized output (C2OUT_sync)
10 = Comparator 1 optionally synchronized output (C1OUT_sync)
01 = Timer0 overflow output (T0_overflow)
00 = Timer1 gate pin (T1G)

22.1 EUSART Asynchronous Mode

The EUSART transmits and receives data using the standard non-return-to-zero (NRZ) format. NRZ is implemented with two levels: a VOH Mark state which represents a '1' data bit, and a VOL Space state which represents a '0' data bit. NRZ refers to the fact that consecutively transmitted data bits of the same value stay at the output level of that bit without returning to a neutral level between each bit transmission. An NRZ transmission port idles in the Mark state. Each character transmission consists of one Start bit followed by eight or nine data bits and is always terminated by one or more Stop bits. The Start bit is always a space and the Stop bits are always marks. The most common data format is eight bits. Each transmitted bit persists for a period of 1/(Baud Rate). An on-chip dedicated 8-bit/16-bit Baud Rate Generator is used to derive standard baud rate frequencies from the system oscillator. See Table 22-5 for examples of baud rate configurations.

The EUSART transmits and receives the LSb first. The EUSART's transmitter and receiver are functionally independent, but share the same data format and baud rate. Parity is not supported by the hardware, but can be implemented in software and stored as the ninth data bit.

22.1.1 EUSART ASYNCHRONOUS TRANSMITTER

The EUSART transmitter block diagram is shown in Figure 22-1. The heart of the transmitter is the serial Transmit Shift Register (TSR), which is not directly accessible by software. The TSR obtains its data from the transmit buffer, which is the TXREG register.

22.1.1.1 Enabling the Transmitter

The EUSART transmitter is enabled for asynchronous operations by configuring the following three control bits:

- TXEN = 1
- SYNC = 0
- SPEN = 1

All other EUSART control bits are assumed to be in their default state.

Setting the TXEN bit of the TXSTA register enables the transmitter circuitry of the EUSART. Clearing the SYNC bit of the TXSTA register configures the EUSART for asynchronous operation. Setting the SPEN bit of the RCSTA register enables the EUSART and automatically configures the TX/CK I/O pin as an output. If the TX/CK pin is shared with an analog peripheral, the analog I/O function must be disabled by clearing the corresponding ANSEL bit.

Note:	The TXIF Transmitter Interrupt flag is set when the TXEN enable bit is set.

22.1.1.2 Transmitting Data

A transmission is initiated by writing a character to the TXREG register. If this is the first character, or the previous character has been completely flushed from the TSR, the data in the TXREG is immediately transferred to the TSR register. If the TSR still contains all or part of a previous character, the new character data is held in the TXREG until the Stop bit of the previous character has been transmitted. The pending character in the TXREG is then transferred to the TSR in one TCY immediately following the Stop bit transmission. The transmission of the Start bit, data bits and Stop bit sequence commences immediately following the transfer of the data to the TSR from the TXREG.

22.1.1.3 Transmit Data Polarity

The polarity of the transmit data can be controlled with the SCKP bit of the BAUDCON register. The default state of this bit is '0' which selects high true transmit idle and data bits. Setting the SCKP bit to '1' will invert the transmit data resulting in low true idle and data bits. The SCKP bit controls transmit data polarity in Asynchronous mode only. In Synchronous mode, the SCKP bit has a different function. See **Section 22.5.1.2 "Clock Polarity"**.

22.1.1.4 Transmit Interrupt Flag

The TXIF interrupt flag bit of the PIR1 register is set whenever the EUSART transmitter is enabled and no character is being held for transmission in the TXREG. In other words, the TXIF bit is only clear when the TSR is busy with a character and a new character has been queued for transmission in the TXREG. The TXIF flag bit is not cleared immediately upon writing TXREG. TXIF becomes valid in the second instruction cycle following the write execution. Polling TXIF immediately following the TXREG write will return invalid results. The TXIF bit is read-only, it cannot be set or cleared by software.

The TXIF interrupt can be enabled by setting the TXIE interrupt enable bit of the PIE1 register. However, the TXIF flag bit will be set whenever the TXREG is empty, regardless of the state of TXIE enable bit.

To use interrupts when transmitting data, set the TXIE bit only when there is more data to send. Clear the TXIE interrupt enable bit upon writing the last character of the transmission to the TXREG.

22.3 Register Definitions: EUSART Control

REGISTER 22-1: TXSTA: TRANSMIT STATUS AND CONTROL REGISTER

R/W-/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R-1/1	R/W-0/0
CSRC	TX9	TXEN(1)	SYNC	SENDB	BRGH	TRMT	TX9D
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7 **CSRC:** Clock Source Select bit
Asynchronous mode:
Don't care
Synchronous mode:
1 = Master mode (clock generated internally from BRG)
0 = Slave mode (clock from external source)

bit 6 **TX9:** 9-bit Transmit Enable bit
1 = Selects 9-bit transmission
0 = Selects 8-bit transmission

bit 5 **TXEN:** Transmit Enable bit(1)
1 = Transmit enabled
0 = Transmit disabled

bit 4 **SYNC:** EUSART Mode Select bit
1 = Synchronous mode
0 = Asynchronous mode

bit 3 **SENDB:** Send Break Character bit
Asynchronous mode:
1 = Send Sync Break on next transmission (cleared by hardware upon completion)
0 = Sync Break transmission completed
Synchronous mode:
Don't care

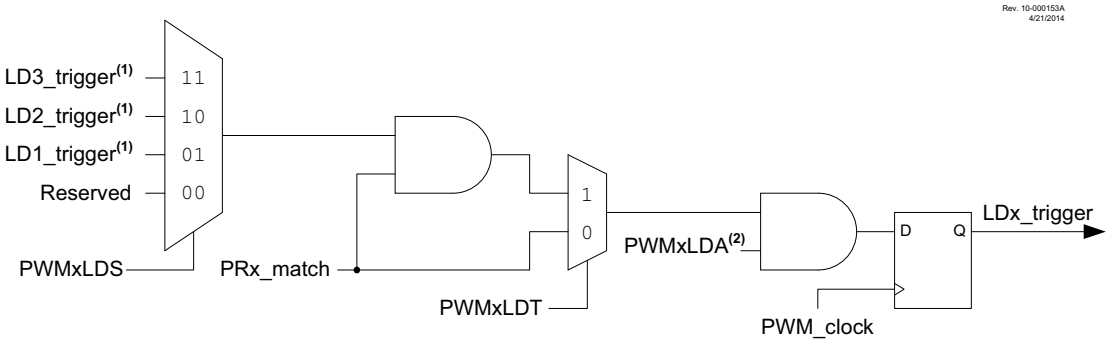
bit 2 **BRGH:** High Baud Rate Select bit
Asynchronous mode:
1 = High speed
0 = Low speed
Synchronous mode:
Unused in this mode

bit 1 **TRMT:** Transmit Shift Register Status bit
1 = TSR empty
0 = TSR full

bit 0 **TX9D:** Ninth bit of Transmit Data
Can be address/data bit or a parity bit.

Note 1: SREN/CREN overrides TXEN in Sync mode.

FIGURE 23-2: LOAD TRIGGER BLOCK DIAGRAM



Note 1. The input corresponding to a PWM module's own load trigger is reserved.
2. PWMxLDA is cleared by hardware upon LDx_trigger.

23.1 Fundamental Operation

The PWM module produces a 16-bit resolution pulse width modulated output.

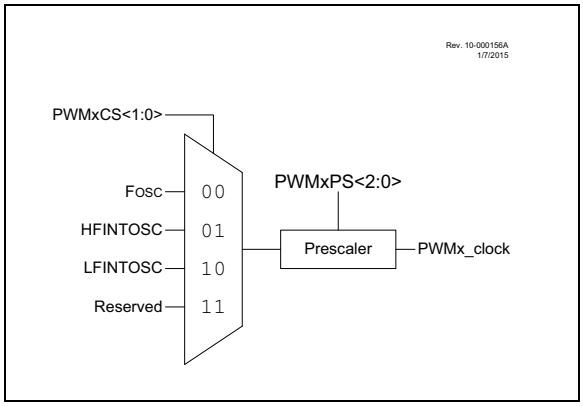
Each PWM module has an independent timer driven by a selection of clock sources determined by the PWMxCLKCON register (Register 23-4). The timer value is compared to event count registers to generate the various events of a the PWM waveform, such as the period and duty cycle. For a block diagram describing the clock sources refer to Figure 23-3.

Each PWM module can be enabled individually using the EN bit of the PWMxCON register, or several PWM modules can be enabled simultaneously using the mirror bits of the PWMEN register.

The current state of the PWM output can be read using the OUT bit of the PWMxCON register. In some modes this bit can be set and cleared by software giving additional software control over the PWM waveform. This bit is synchronized to FOSC/4 and therefore does not change in real time with respect to the PWM_clock.

Note:	If PWM_clock > FOSC/4, the OUT bit may not accurately represent the output state of the PWM.

FIGURE 23-3: PWM CLOCK SOURCE BLOCK DIAGRAM



23.1.1 PWMx PIN CONFIGURATION

All PWM outputs are multiplexed with the PORT data latch, so the pins must also be configured as outputs by clearing the associated PORT TRIS bits.

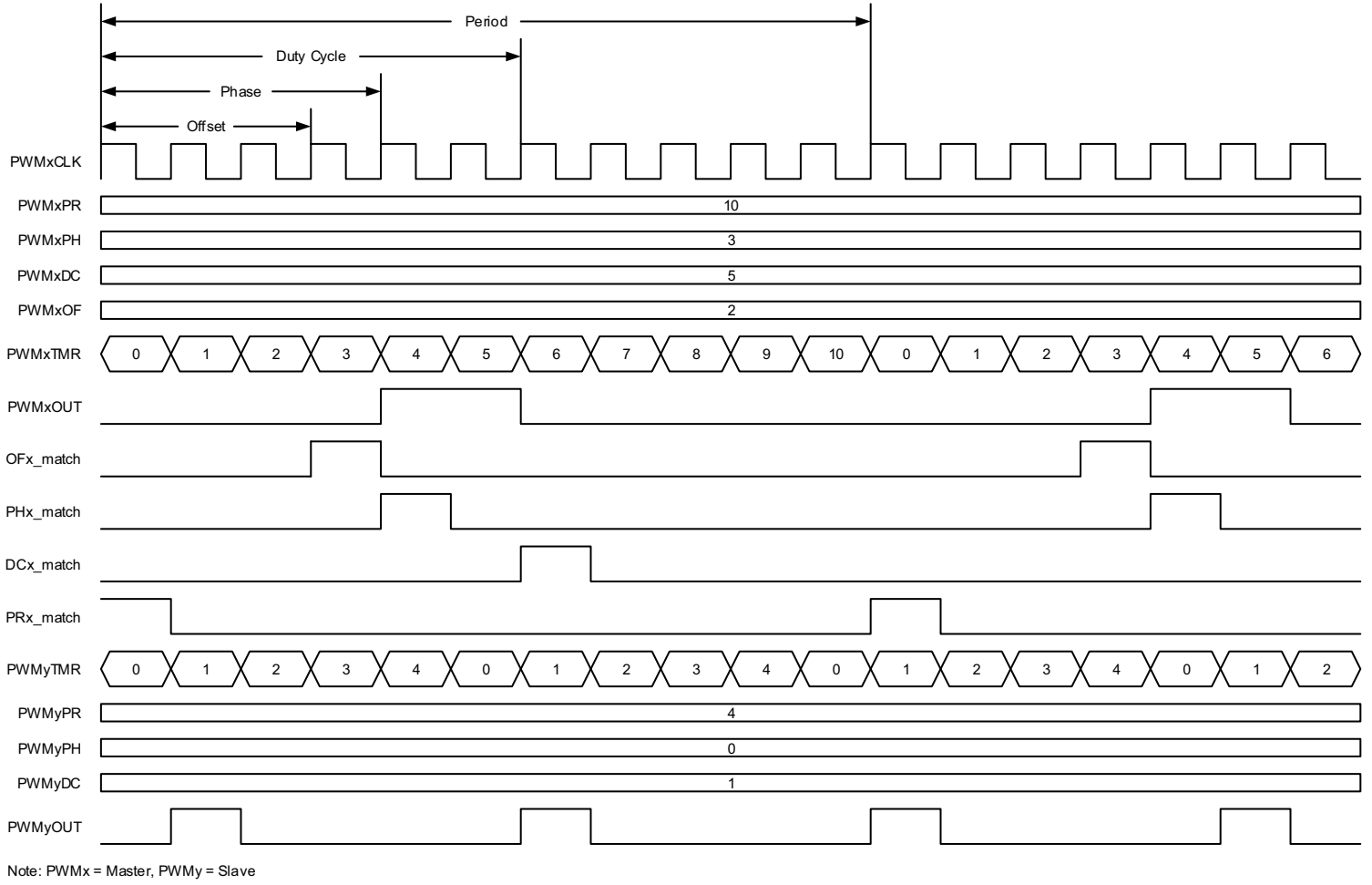
The slew rate feature may be configured to optimize the rate to be used in conjunction with the PWM outputs. High-speed output switching is attained by clearing the associated PORT SLRCON bits.

The PWM outputs can be configured to be open-drain outputs by setting the associated PORT ODCON bits.

23.1.2 PWMx Output Polarity

The output polarity is inverted by setting the POL bit of the PWMxCON register. The polarity control affects the PWM output even when the module is not enabled.

FIGURE 23-8: INDEPENDENT RUN MODE TIMING DIAGRAM



Note: PWMx = Master, PWMy = Slave

FIGURE 23-10: ONE-SHOT SLAVE RUN MODE WITH SYNC START TIMING DIAGRAM

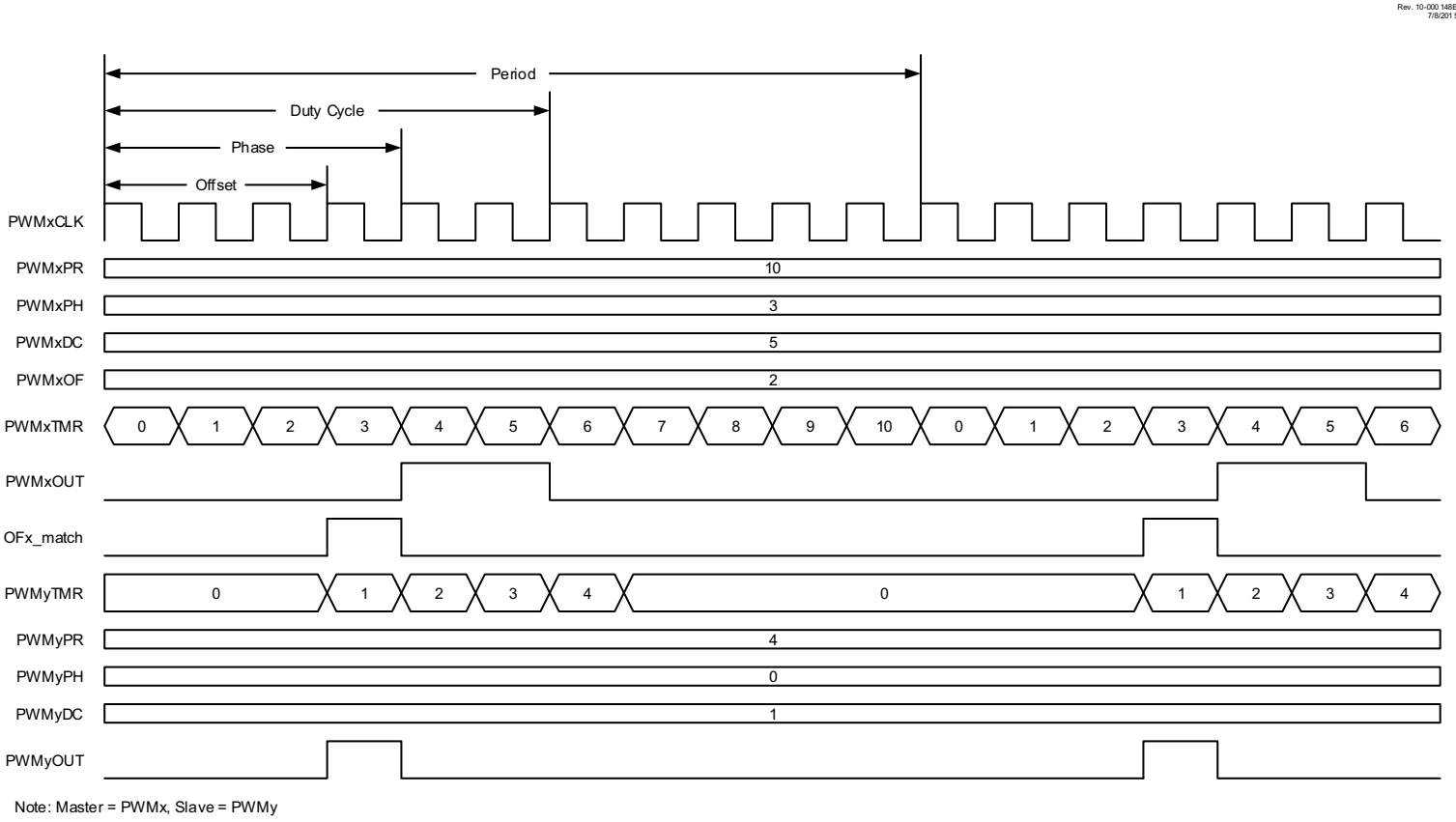


FIGURE 23-13: OFFSET MATCH ON DECREMENTING TIMER TIMING DIAGRAM

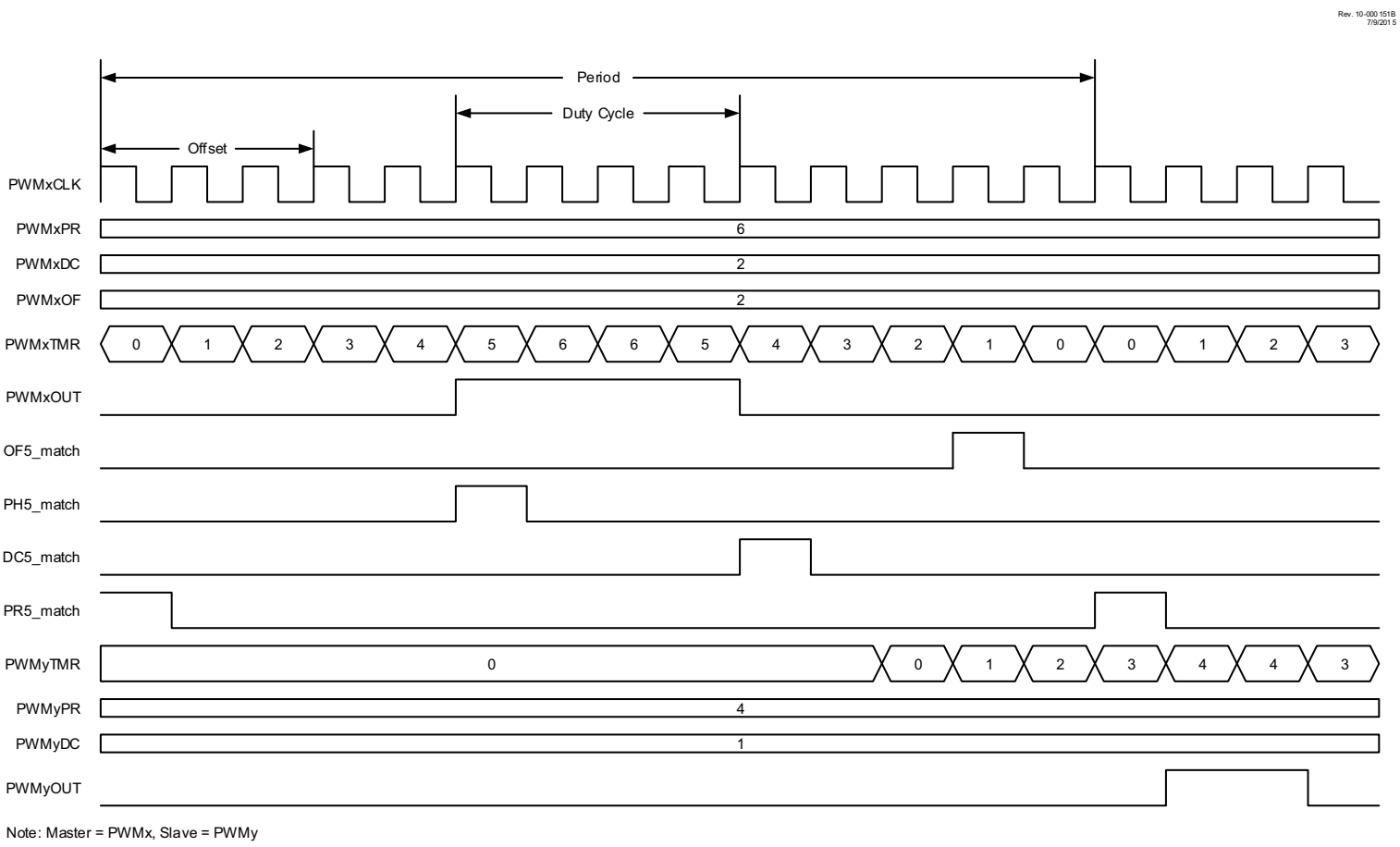


FIGURE 24-5: SHUTDOWN FUNCTIONALITY, AUTO-RESTART DISABLED (GxARSEN = 0, GxASDLA = 01, GxASDLB = 01)

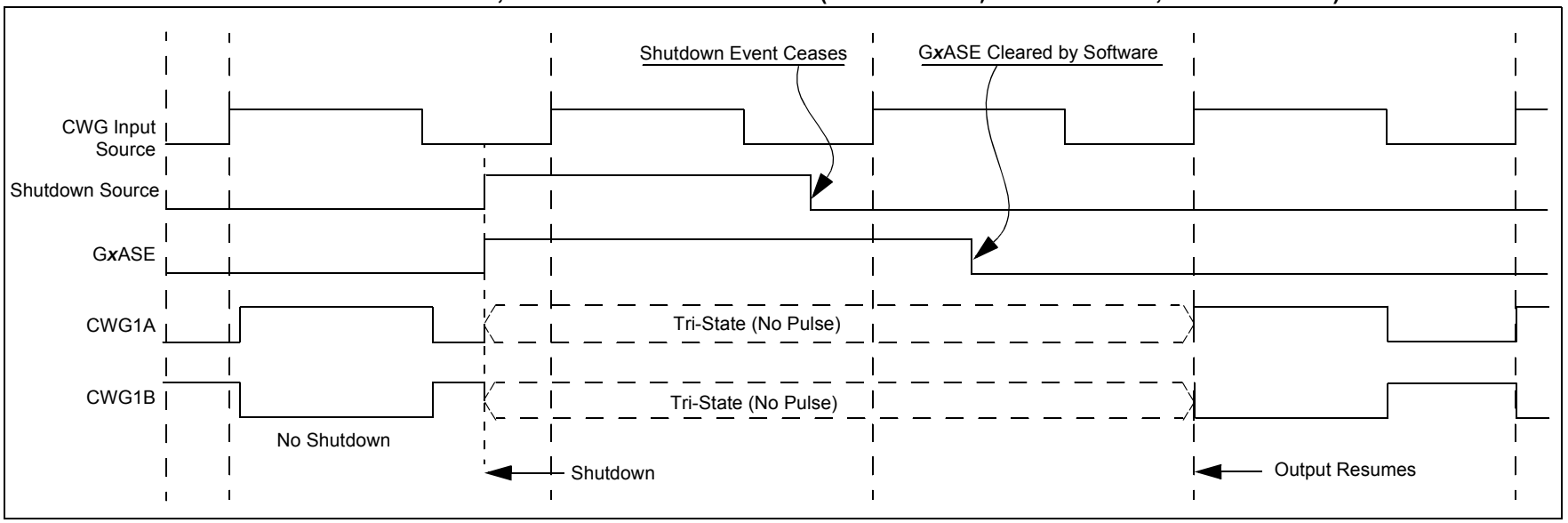


FIGURE 24-6: SHUTDOWN FUNCTIONALITY, AUTO-RESTART ENABLED (GxARSEN = 1, GxASDLA = 01, GxASDLB = 01)

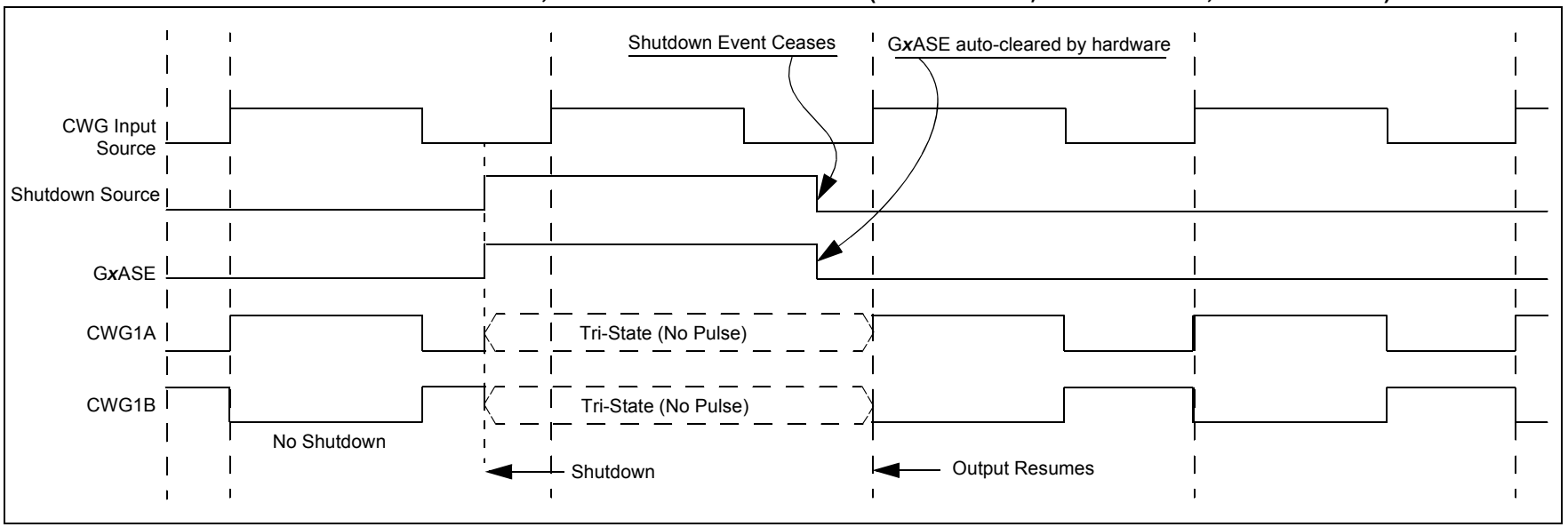


TABLE 27-3: POWER-DOWN CURRENTS (I_{PD})(1,2)

PIC16LF1574/5/8/9		Operating Conditions: (unless otherwise stated) Low-Power Sleep Mode						
PIC16F1574/5/8/9		Low-Power Sleep Mode, VREGPM = 1						
Param. No.	Device Characteristics	Min.	Typ†	Max. +85°C	Max. +125°C	Units	Conditions	
							V_{DD}	Note
D022	Base I_{PD}	—	0.10	1	8	µA	1.8	WDT, BOR, and FVR disabled, all Peripherals inactive
		—	0.10	2	9	µA	3.0	
D022	Base I_{PD}	—	0.3	3	10	µA	2.3	WDT, BOR, and FVR disabled, all Peripherals inactive, Low-Power Sleep mode, VREGPM = 1
		—	0.4	4	12	µA	3.0	
		—	0.5	6	15	µA	5.0	
D022A	Base I_{PD}	—	10.4	16	18	µA	2.3	WDT, BOR, and FVR disabled, all Peripherals inactive, Normal Power Sleep mode, VREGPM = 0
		—	12.7	18	20	µA	3.0	
		—	13.8	21	26	µA	5.0	
D023		—	0.4	2	9	µA	1.8	WDT Current
		—	0.6	3	10	µA	3.0	
D023		—	0.6	6	15	µA	2.3	WDT Current
		—	0.7	7	20	µA	3.0	
		—	0.9	8	22	µA	5.0	
D023A		—	15	28	30	µA	1.8	FVR Current
		—	26	33	34	µA	3.0	
D023A		—	19	28	30	µA	2.3	FVR Current
		—	22	35	36	µA	3.0	
		—	23	38	41	µA	5.0	
D024		—	7.5	17	20	µA	3.0	BOR Current
D024		—	8.1	17	30	µA	3.0	BOR Current
		—	9.2	20	40	µA	5.0	
D24A		—	0.3	4	10	µA	3.0	LPBOR Current
D24A		—	0.5	5	14	µA	3.0	LPBOR Current
		—	0.6	8	17	µA	5.0	
D026		—	0.1	1.5	9	µA	1.8	ADC Current **(Note 3)**, No conversion in progress
		—	0.1	2.7	10	µA	3.0	
D026		—	0.3	4	11	µA	2.3	ADC Current **(Note 3)**, No conversion in progress
		—	0.4	5	13	µA	3.0	
		—	0.5	8	16	µA	5.0	
D026A*		—	288	—	—	µA	1.8	ADC Current **(Note 3)**, Conversion in progress
		—	288	—	—	µA	3.0	
D026A*		—	322	—	—	µA	2.3	ADC Current **(Note 3)**, Conversion in progress
		—	322	—	—	µA	3.0	
		—	322	—	—	µA	5.0	

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: The peripheral Δ current can be determined by subtracting the base I_{PD} current from this limit. Max. values should be used when calculating total current consumption.

2: 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 high-impedance state and tied to V_{SS}.

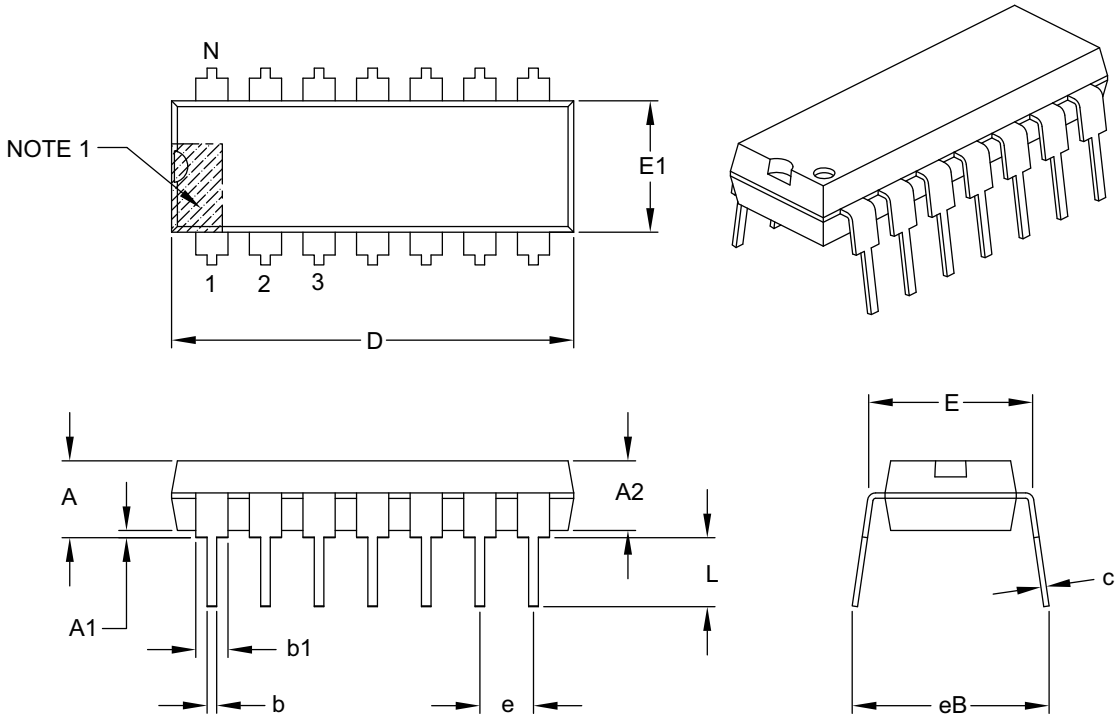
3: ADC clock source is FRC.

30.2 Package Details

The following sections give the technical details of the packages.

14-Lead Plastic Dual In-Line (P) – 300 mil Body [PDIP]

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



Units		INCHES		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		14	
Pitch	e		.100 BSC	
Top to Seating Plane	A	–	–	.210
Molded Package Thickness	A2	.115	.130	.195
Base to Seating Plane	A1	.015	–	–
Shoulder to Shoulder Width	E	.290	.310	.325
Molded Package Width	E1	.240	.250	.280
Overall Length	D	.735	.750	.775
Tip to Seating Plane	L	.115	.130	.150
Lead Thickness	c	.008	.010	.015
Upper Lead Width	b1	.045	.060	.070
Lower Lead Width	b	.014	.018	.022
Overall Row Spacing §	eB	–	–	.430

Notes:

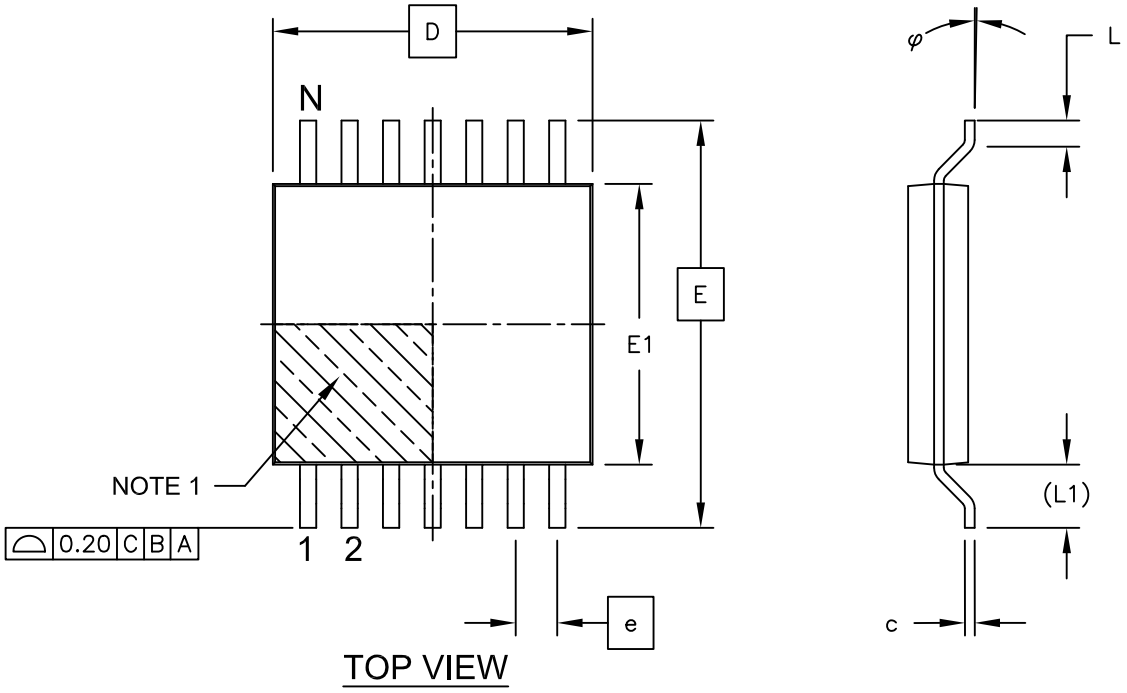
1. Pin 1 visual index feature may vary, but must be located with the hatched area.
2. § Significant Characteristic.
3. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" per side.
4. Dimensioning and tolerancing per ASME Y14.5M.

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

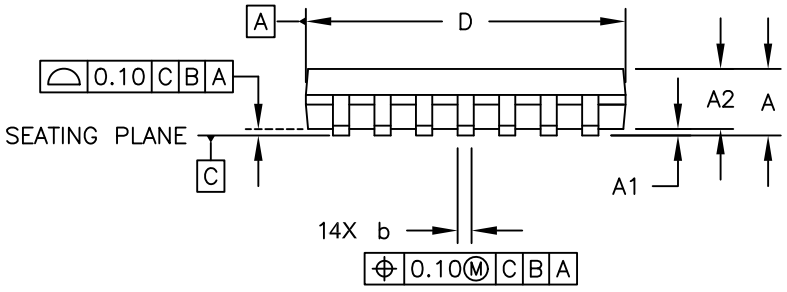
Microchip Technology Drawing C04-005B

14-Lead Plastic Thin Shrink Small Outline (ST) - 4.4 mm Body [TSSOP]

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



TOP VIEW

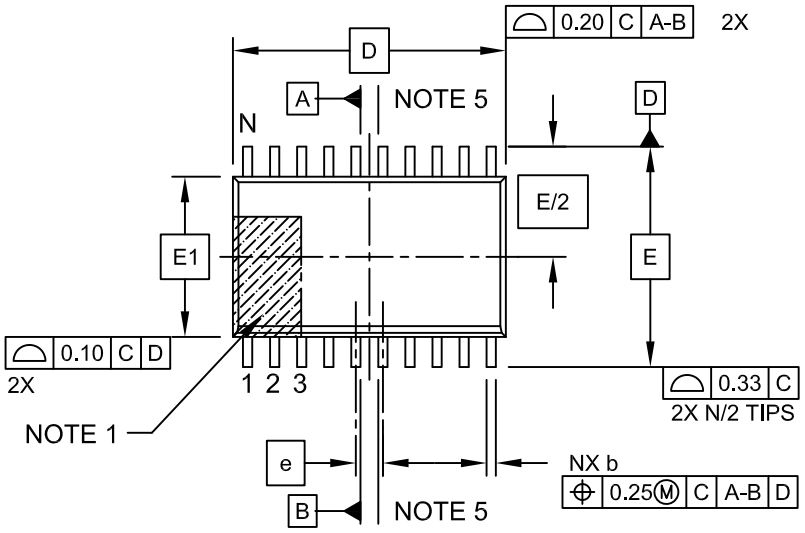


SIDE VIEW

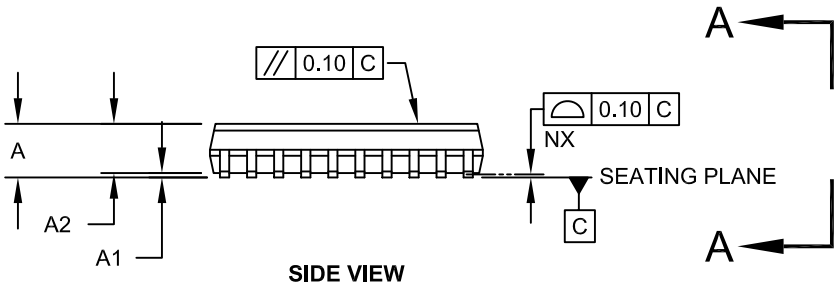
Microchip Technology Drawing C04-087C Sheet 1 of 2

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

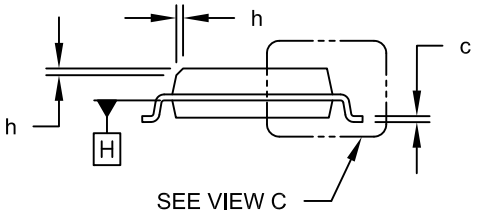
Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



TOP VIEW



SIDE VIEW



VIEW A-A

Microchip Technology Drawing C04-094C Sheet 1 of 2