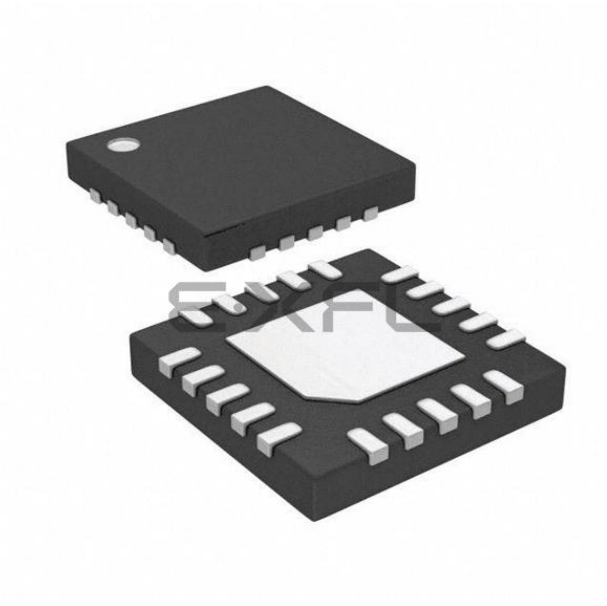

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What is "Embedded - Microcontrollers"?

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

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	LINbus, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	18
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 12x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-UFQFN Exposed Pad
Supplier Device Package	20-UQFN (4x4)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1579t-i-gz

TABLE 2: PACKAGES

Packages	PDIP	SOIC	TSSOP	SSOP	UQFN
PIC16(L)F1574	●	●	●		●
PIC16(L)F1575	●	●	●		●
PIC16(L)F1578	●	●		●	●
PIC16(L)F1579	●	●		●	●

Note: Pin details are subject to change.

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

Address	BANK 8	Address	BANK 9	Address	BANK 10	Address	BANK 11
400h–40Bh	Core Registers (Table 3-2)	480h–48Bh	Core Registers (Table 3-2)	500h–50Bh	Core Registers (Table 3-2)	580h–58Bh	Core Registers (Table 3-2)
40Ch	—	48Ch	—	50Ch	—	58Ch	—
40Dh	—	48Dh	—	50Dh	—	58Dh	—
40Eh	—	48Eh	—	50Eh	—	58Eh	—
40Fh	—	48Fh	—	50Fh	—	58Fh	—
410h	—	490h	—	510h	—	590h	—
411h	—	491h	—	511h	—	591h	—
412h	—	492h	—	512h	—	592h	—
413h	—	493h	—	513h	—	593h	—
414h	—	494h	—	514h	—	594h	—
415h	—	495h	—	515h	—	595h	—
416h	—	496h	—	516h	—	596h	—
417h	—	497h	—	517h	—	597h	—
418h	—	498h	—	518h	—	598h	—
419h	—	499h	—	519h	—	599h	—
41Ah	—	49Ah	—	51Ah	—	59Ah	—
41Bh	—	49Bh	—	51Bh	—	59Bh	—
41Ch	—	49Ch	—	51Ch	—	59Ch	—
41Dh	—	49Dh	—	51Dh	—	59Dh	—
41Eh	—	49Eh	—	51Eh	—	59Eh	—
41Fh	—	49Fh	—	51Fh	—	59Fh	—
420h–46Fh	General Purpose Register 80 Bytes	4A0h–4EFh	General Purpose Register 80 Bytes	520h–56Fh	General Purpose Register 80 Bytes	5A0h–5EFh	General Purpose Register 80 Bytes
470h–47Fh	Accesses 70h – 7Fh	4F0h–4FFh	Accesses 70h – 7Fh	570h–57Fh	Accesses 70h – 7Fh	5F0h–5FFh	Accesses 70h – 7Fh

Address	BANK 12	Address	BANK 13	Address	BANK 14	Address	BANK 15
600h–60Bh	Core Registers (Table 3-2)	680h–68Bh	Core Registers (Table 3-2)	700h–70Bh	Core Registers (Table 3-2)	780h–78Bh	Core Registers (Table 3-2)
60Ch	—	68Ch	—	70Ch	—	78Ch	—
60Dh	—	68Dh	—	70Dh	—	78Dh	—
60Eh	—	68Eh	—	70Eh	—	78Eh	—
60Fh	—	68Fh	—	70Fh	—	78Fh	—
610h	—	690h	—	710h	—	790h	—
611h	—	691h	CWG1DBR	711h	—	791h	—
612h	—	692h	CWG1DBF	712h	—	792h	—
613h	—	693h	CWG1CON0	713h	—	793h	—
614h	—	694h	CWG1CON1	714h	—	794h	—
615h	—	695h	CWG1CON2	715h	—	795h	—
616h	—	696h	—	716h	—	796h	—
617h	—	697h	—	717h	—	797h	—
618h	—	698h	—	718h	—	798h	—
619h	—	699h	—	719h	—	799h	—
61Ah	—	69Ah	—	71Ah	—	79Ah	—
61Bh	—	69Bh	—	71Bh	—	79Bh	—
61Ch	—	69Ch	—	71Ch	—	79Ch	—
61Dh	—	69Dh	—	71Dh	—	79Dh	—
61Eh	—	69Eh	—	71Eh	—	79Eh	—
61Fh	—	69Fh	—	71Fh	—	79Fh	—
620h–63Fh	General Purpose Register 32 Bytes	6A0h–6EFh	Unimplemented Read as ‘0’	720h–76Fh	Unimplemented Read as ‘0’	7A0h–7EFh	Unimplemented Read as ‘0’
640h–66Fh	Unimplemented Read as ‘0’						
670h–67Fh	Accesses 70h – 7Fh	6F0h–6FFh	Accesses 70h – 7Fh	770h–77Fh	Accesses 70h – 7Fh	7F0h–7FFh	Accesses 70h – 7Fh

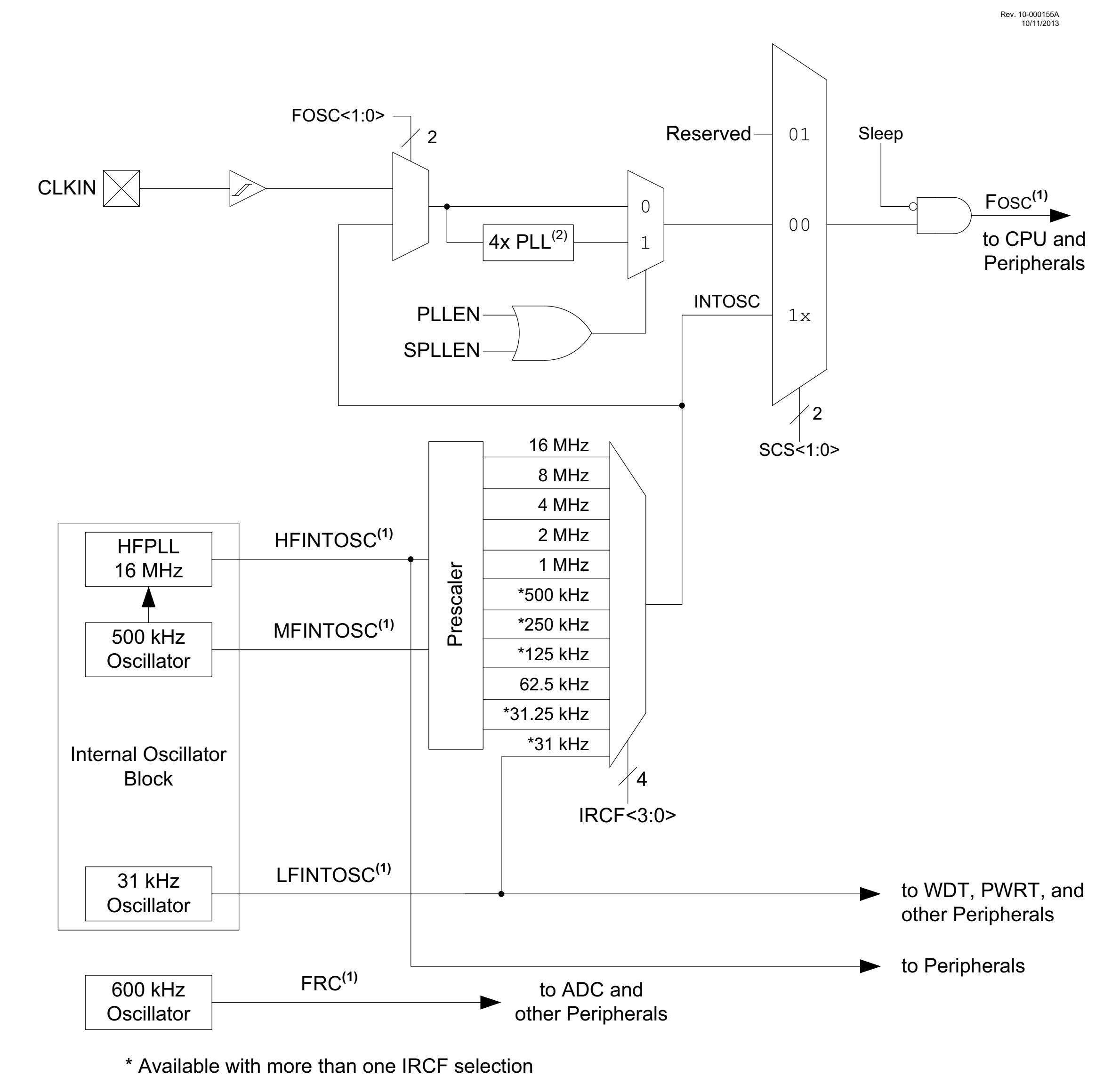
Legend: = Unimplemented data memory locations, read as ‘0’

TABLE 3-10: PIC16(L)F1574/5/8/9 MEMORY MAP, BANKS 24-31

Address	BANK 24	Address	BANK 25	Address	BANK 26	Address	BANK 27	Address	BANK 28	Address	BANK 29	Address	BANK 30	Address	BANK 31
C00h–C0Bh	Core Registers (Table 3-2)	C80h–C8Bh	Core Registers (Table 3-2)	D00h–D0Bh	Core Registers (Table 3-2)	D80h–D8Bh	Core Registers (Table 3-2)	E00h–E0Bh	Core Registers (Table 3-2)	E80h–E8Bh	Core Registers (Table 3-2)	F00h–F0Bh	Core Registers (Table 3-2)	F80h–F8Bh	Core Registers (Table 3-2)
C0Ch	—	C8Ch	—	D0Ch	—	D8Ch–DEFh	See Table 3-11	E0Ch–E6Fh	See Table 3-12	E8Ch–EEFh	See Table 3-12	F0Ch	—	F8Ch–FEFh	See Table 3-13
C0Dh	—	C8Dh	—	D0Dh	—							F0Dh	—		
C0Eh	—	C8Eh	—	D0Eh	—							F0Eh	—		
C0Fh	—	C8Fh	—	D0Fh	—							F0Fh	—		
C10h	—	C90h	—	D10h	—							F10h	—		
C11h	—	C91h	—	D11h	—							F11h	—		
C12h	—	C92h	—	D12h	—							F12h	—		
C13h	—	C93h	—	D13h	—							F13h	—		
C14h	—	C94h	—	D14h	—							F14h	—		
C15h	—	C95h	—	D15h	—							F15h	—		
C16h	—	C96h	—	D16h	—							F16h	—		
C17h	—	C97h	—	D17h	—							F17h	—		
C18h	—	C98h	—	D18h	—							F18h	—		
C19h	—	C99h	—	D19h	—							F19h	—		
C1Ah	—	C9Ah	—	D1Ah	—							F1Ah	—		
C1Bh	—	C9Bh	—	D1Bh	—							F1Bh	—		
C1Ch	—	C9Ch	—	D1Ch	—							F1Ch	—		
C1Dh	—	C9Dh	—	D1Dh	—							F1Dh	—		
C1Eh	—	C9Eh	—	D1Eh	—							F1Eh	—		
C1Fh	—	C9Fh	—	D1Fh	—							F1Fh	—		
C20h–C6Fh	Unimplemented Read as '0'	CA0h–CEFh	Unimplemented Read as '0'	D20h–D6Fh	Unimplemented Read as '0'							F20h–F6Fh	Unimplemented Read as '0'		
C70h–CFFh	Accesses 70h – 7Fh	CF0h–CFFh	Accesses 70h – 7Fh	D70h–D7Fh	Accesses 70h – 7Fh	DF0h–DFFh	Accesses 70h – 7Fh	E70h–E7Fh	Accesses 70h – 7Fh	EF0h–EFFh	Accesses 70h – 7Fh	F70h–F7Fh	Accesses 70h – 7Fh	FF0h–FFFh	Accesses 70h – 7Fh

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

FIGURE 5-1: SIMPLIFIED PIC® MCU CLOCK SOURCE BLOCK DIAGRAM



Note 1: See **Section 5.2 “Clock Source Types”**.

2: If FOSC<1:0> = `00`, 4x PLL can only be used if IRCF<3:0> = `1110`.

6.4 Low-Power Brown-Out Reset (LPBOR)

The Low-Power Brown-Out Reset (LPBOR) operates like the BOR to detect low voltage conditions on the VDD pin. When too low of a voltage is detected, the device is held in Reset. When this occurs, a register bit ($\overline{BOR}$) is changed to indicate that a BOR Reset has occurred. The $\overline{BOR}$ bit in PCON is used for both BOR and the LPBOR. Refer to Register 6-2.

The LPBOR voltage threshold (VLPBOR) has a wider tolerance than the BOR (VBOR), but requires much less current (LPBOR current) to operate. The LPBOR is intended for use when the BOR is configured as disabled (BOREN = `00`) or disabled in Sleep mode (BOREN = `10`).

Refer to Figure 6-1 to see how the LPBOR interacts with other modules.

6.4.1 ENABLING LPBOR

The LPBOR is controlled by the $\overline{LPBOR}$ bit of Configuration Words. When the device is erased, the LPBOR module defaults to disabled.

6.5 $\overline{MCLR}$

The $\overline{MCLR}$ is an optional external input that can reset the device. The $\overline{MCLR}$ function is controlled by the MCLRE bit of Configuration Words and the LVP bit of Configuration Words (Table 6-2).

TABLE 6-2: $\overline{MCLR}$ CONFIGURATION

MCLRE	LVP	$\overline{MCLR}$
`0`	`0`	Disabled
`1`	`0`	Enabled
`x`	`1`	Enabled

6.5.1 $\overline{MCLR}$ ENABLED

When $\overline{MCLR}$ is enabled and the pin is held low, the device is held in Reset. The $\overline{MCLR}$ pin is connected to VDD through an internal weak pull-up.

The device has a noise filter in the $\overline{MCLR}$ Reset path. The filter will detect and ignore small pulses.

Note: A Reset does not drive the $\overline{MCLR}$ pin low.

6.5.2 $\overline{MCLR}$ DISABLED

When $\overline{MCLR}$ is disabled, the pin functions as a general purpose input and the internal weak pull-up is under software control. See **Section 11.1 "PORTA Registers"** for more information.

6.6 Watchdog Timer (WDT) Reset

The Watchdog Timer generates a Reset if the firmware does not issue a `CLRWDT` instruction within the time-out period. The $\overline{TO}$ and $\overline{PD}$ bits in the STATUS register are changed to indicate the WDT Reset. See **Section 9.0 "Watchdog Timer (WDT)"** for more information.

6.7 RESET Instruction

A `RESET` instruction will cause a device Reset. The $\overline{RI}$ bit in the PCON register will be set to '`0`'. See Table 6-4 for default conditions after a `RESET` instruction has occurred.

6.8 Stack Overflow/Underflow Reset

The device can reset when the Stack Overflows or Underflows. The STKOVF or STKUNF bits of the PCON register indicate the Reset condition. These Resets are enabled by setting the STVREN bit in Configuration Words. See **Section 3.5.2 "Overflow/Underflow Reset"** for more information.

6.9 Programming Mode Exit

Upon exit of Programming mode, the device will behave as if a POR had just occurred.

6.10 Power-Up Timer

The Power-up Timer optionally delays device execution after a BOR or POR event. This timer is typically used to allow VDD to stabilize before allowing the device to start running.

The Power-up Timer is controlled by the $\overline{PWRTE}$ bit of Configuration Words.

6.11 Start-up Sequence

Upon the release of a POR or BOR, the following must occur before the device will begin executing:

1. Power-up Timer runs to completion (if enabled).
2. $\overline{MCLR}$ must be released (if enabled).

The total time-out will vary based on oscillator configuration and Power-up Timer configuration. See **Section 5.0 "Oscillator Module"** for more information.

The Power-up Timer runs independently of $\overline{MCLR}$ Reset. If $\overline{MCLR}$ is kept low long enough, the Power-up Timer will expire. Upon bringing $\overline{MCLR}$ high, the device will begin execution after 10 FOSC cycles (see Figure 6-3). This is useful for testing purposes or to synchronize more than one device operating in parallel.

6.12 Determining the Cause of a Reset

Upon any Reset, multiple bits in the STATUS and PCON registers are updated to indicate the cause of the Reset. Table 6-3 and Table 6-4 show the Reset conditions of these registers.

TABLE 6-3: RESET STATUS BITS AND THEIR SIGNIFICANCE

STKOVF	STKUNF	$\overline{\text{RWDT}}$	$\overline{\text{RMCLR}}$	$\overline{\text{RI}}$	$\overline{\text{POR}}$	$\overline{\text{BOR}}$	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Condition
0	0	1	1	1	0	x	1	1	Power-on Reset
0	0	1	1	1	0	x	0	x	Illegal, $\overline{\text{TO}}$ is set on $\overline{\text{POR}}$
0	0	1	1	1	0	x	x	0	Illegal, $\overline{\text{PD}}$ is set on $\overline{\text{POR}}$
0	0	u	1	1	u	0	1	1	Brown-out Reset
u	u	0	u	u	u	u	0	u	WDT Reset
u	u	u	u	u	u	u	0	0	WDT Wake-up from Sleep
u	u	u	u	u	u	u	1	0	Interrupt Wake-up from Sleep
u	u	u	0	u	u	u	u	u	$\overline{\text{MCLR}}$ Reset during normal operation
u	u	u	0	u	u	u	1	0	$\overline{\text{MCLR}}$ Reset during Sleep
u	u	u	u	0	u	u	u	u	RESET Instruction Executed
1	u	u	u	u	u	u	u	u	Stack Overflow Reset (STVREN = 1)
u	1	u	u	u	u	u	u	u	Stack Underflow Reset (STVREN = 1)

TABLE 6-4: RESET CONDITION FOR SPECIAL REGISTERS

Condition	Program Counter	STATUS Register	PCON Register
Power-on Reset	0000h	---1 1000	00-- 110x
$\overline{\text{MCLR}}$ Reset during normal operation	0000h	---u uuuu	uu-- 0uuu
$\overline{\text{MCLR}}$ Reset during Sleep	0000h	---1 0uuu	uu-- 0uuu
WDT Reset	0000h	---0 uuuu	uu-- uuuu
WDT Wake-up from Sleep	PC + 1	---0 0uuu	uu-- uuuu
Brown-out Reset	0000h	---1 1uuu	00-- 11u0
Interrupt Wake-up from Sleep	PC + 1(1)	---1 0uuu	uu-- uuuu
RESET Instruction Executed	0000h	---u uuuu	uu-- u0uu
Stack Overflow Reset (STVREN = 1)	0000h	---u uuuu	1u-- uuuu
Stack Underflow Reset (STVREN = 1)	0000h	---u uuuu	u1-- uuuu

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0'.

Note 1: When the wake-up is due to an interrupt and the Global Interrupt Enable bit (GIE) is set, the return address is pushed on the stack and PC is loaded with the interrupt vector (0004h) after execution of PC + 1.

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.

REGISTER 11-5: WPUA: WEAK PULL-UP PORTA REGISTER

U-0	U-0	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
—	—	WPUA5	WPUA4	WPUA3	WPUA2	WPUA1	WPUA0
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 5-0 **WPUA<5:0>**: Weak Pull-up Register bits(3)
1 = Pull-up enabled
0 = Pull-up disabled

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.
3: For the WPUA3 bit, when MCLRE = 1, weak pull-up is internally enabled, but not reported here.

REGISTER 11-6: ODCONA: PORTA OPEN-DRAIN CONTROL REGISTER

U-0	U-0	R/W-0/0	R/W-0/0	U-0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	ODA5	ODA4	—	ODA2	ODA1	ODA0
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 **ODA<5:4>:** PORTA Open-Drain Enable bits
For RA<5:4> pins, respectively
1 = Port pin operates as open-drain drive (sink current only)
0 = Port pin operates as standard push-pull drive (source and sink current)

bit 3 **Unimplemented:** Read as ‘0’

bit 2-0 **ODA<2:0>:** PORTA Open-Drain Enable bits
For RA<2:0> pins, respectively
1 = Port pin operates as open-drain drive (sink current only)
0 = Port pin operates as standard push-pull drive (source and sink current)

12.0 PERIPHERAL PIN SELECT (PPS) MODULE

The Peripheral Pin Select (PPS) module connects peripheral inputs and outputs to the device I/O pins. Only digital signals are included in the selections. All analog inputs and outputs remain fixed to their assigned pins. Input and output selections are independent as shown in the simplified block diagram Figure 12-1.

12.1 PPS Inputs

Each peripheral has a PPS register with which the inputs to the peripheral are selected. Inputs include the device pins.

Multiple peripherals can operate from the same source simultaneously. Port reads always return the pin level regardless of peripheral PPS selection. If a pin also has associated analog functions, the ANSEL bit for that pin must be cleared to enable the digital input buffer.

Although every peripheral has its own PPS input selection register, the selections are identical for every peripheral as shown in Register 12-1.

Note:	The notation “xxx” in the register name is a place holder for the peripheral identifier. For example, CLC1PPS.

12.2 PPS Outputs

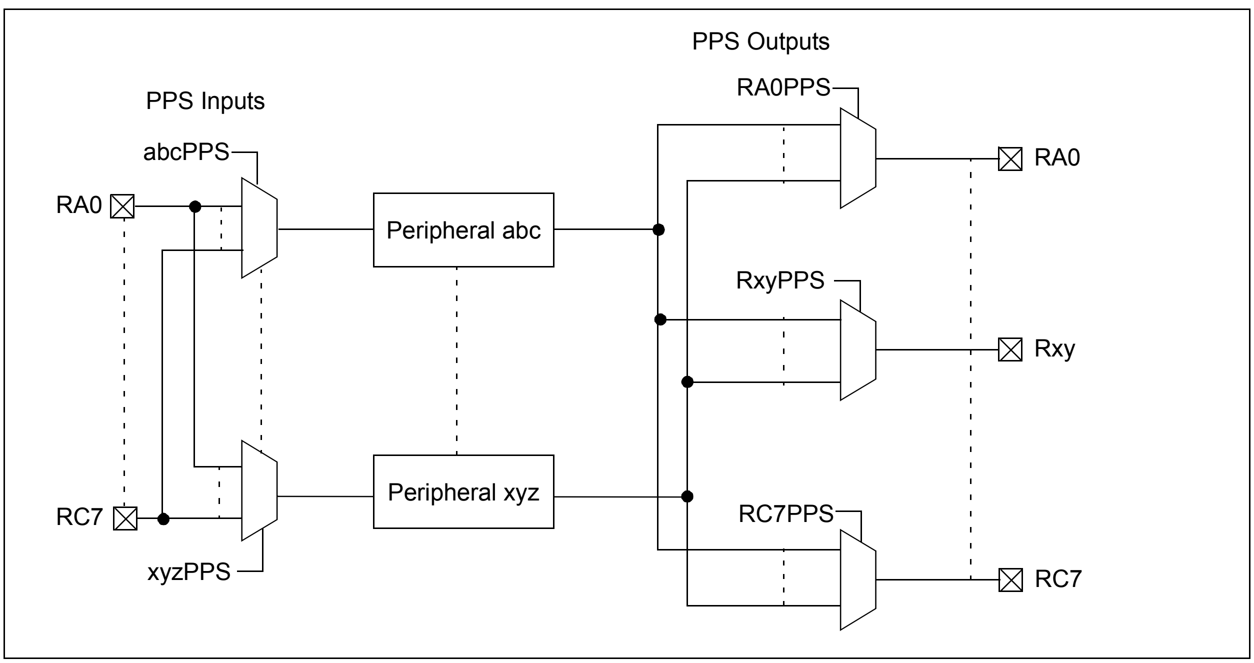
Each I/O pin has a PPS register with which the pin output source is selected. With few exceptions, the port TRIS control associated with that pin retains control over the pin output driver. Peripherals that control the pin output driver as part of the peripheral operation will override the TRIS control as needed. These peripherals include:

- EUSART (synchronous operation)
- MSSP (I^2C)
- CWG (auto-shutdown)

Although every pin has its own PPS peripheral selection register, the selections are identical for every pin as shown in Register 12-2.

Note:	The notation “Rxy” is a place holder for the pin identifier. For example, RA0PPS.

FIGURE 12-1: SIMPLIFIED PPS BLOCK DIAGRAM



REGISTER 12-3: PPSLOCK: PPS LOCK REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	U-0	R/W-0/0
—	—	—	—	—	—	—	PPSLOCKED
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 7-1 **Unimplemented:** Read as ‘0’

bit 0 **PPSLOCKED:** PPS Locked bit
1 = PPS is locked. PPS selections can not be changed.
0 = PPS is not locked. PPS selections can be changed.

13.6 Register Definitions: Interrupt-on-Change Control

REGISTER 13-1: IOCAP: INTERRUPT-ON-CHANGE PORTA POSITIVE EDGE REGISTER

U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	IOCAP5	IOCAP4	IOCAP3	IOCAP2	IOCAP1	IOCAP0
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 5-0 **IOCAP<5:0>:** Interrupt-on-Change PORTA Positive Edge Enable bits
1 = Interrupt-on-Change enabled on the pin for a positive going edge. IOCAFx bit and IOCIF flag will be set upon detecting an edge.
0 = Interrupt-on-Change disabled for the associated pin.

REGISTER 13-2: IOCAN: INTERRUPT-ON-CHANGE PORTA NEGATIVE EDGE REGISTER

U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	IOCAN5	IOCAN4	IOCAN3	IOCAN2	IOCAN1	IOCAN0
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 5-0 **IOCAN<5:0>:** Interrupt-on-Change PORTA Negative Edge Enable bits
1 = Interrupt-on-Change enabled on the pin for a negative going edge. IOCAFx bit and IOCIF flag will be set upon detecting an edge.
0 = Interrupt-on-Change disabled for the associated pin.

REGISTER 13-3: IOCAF: INTERRUPT-ON-CHANGE PORTA FLAG REGISTER

U-0	U-0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0
—	—	IOCAF5	IOCAF4	IOCAF3	IOCAF2	IOCAF1	IOCAF0
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	HS - Bit is set in hardware

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

bit 5-0 **IOCAF<5:0>:** Interrupt-on-Change PORTA Flag bits
1 = An enabled change was detected on the associated pin.
Set when IOCAPx = 1 and a rising edge was detected on RAx, or when IOCANx = 1 and a falling edge was detected on RAx.
0 = No change was detected, or the user cleared the detected change.

14.3 Register Definitions: FVR Control

REGISTER 14-1: FVRCON: FIXED VOLTAGE REFERENCE CONTROL REGISTER

R/W-0/0	R-q/q	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
FVREN(1)	FVRRDY(2)	TSEN(3)	TSRNG(3)	CDAFVR<1:0>(1)		ADFVR<1:0>(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 **FVREN:** Fixed Voltage Reference Enable bit(1)
`1` = Fixed Voltage Reference is enabled
`0` = Fixed Voltage Reference is disabled

bit 6 **FVRRDY:** Fixed Voltage Reference Ready Flag bit(2)
`1` = Fixed Voltage Reference output is ready for use
`0` = Fixed Voltage Reference output is not ready or not enabled

bit 5 **TSEN:** Temperature Indicator Enable bit(3)
`1` = Temperature Indicator is enabled
`0` = Temperature Indicator is disabled

bit 4 **TSRNG:** Temperature Indicator Range Selection bit(3)
`1` = $V_{OUT} = V_{DD} - 4V_T$ (High Range)
`0` = $V_{OUT} = V_{DD} - 2V_T$ (Low Range)

bit 3-2 **CDAFVR<1:0>:** Comparator FVR Buffer Gain Selection bits(1)
`11` = Comparator FVR Buffer Gain is 4x, with output V_{CDAFVR} = 4x V_{FVR}(4)
`10` = Comparator FVR Buffer Gain is 2x, with output V_{CDAFVR} = 2x V_{FVR}(4)
`01` = Comparator FVR Buffer Gain is 1x, with output V_{CDAFVR} = 1x V_{FVR}
`00` = Comparator FVR Buffer is off

bit 1-0 **ADFVR<1:0>:** ADC FVR Buffer Gain Selection bit(1)
`11` = ADC FVR Buffer Gain is 4x, with output V_{ADFVR} = 4x V_{FVR}(4)
`10` = ADC FVR Buffer Gain is 2x, with output V_{ADFVR} = 2x V_{FVR}(4)
`01` = ADC FVR Buffer Gain is 1x, with output V_{ADFVR} = 1x V_{FVR}
`00` = ADC FVR Buffer is off

Note 1: To minimize current consumption when the FVR is disabled, the FVR buffers should be turned off by clearing the Buffer Gain Selection bits.
2: FVRRDY is always ‘`1`’ for the PIC16F1574/5/8/9 devices.
3: See **Section 15.0 “Temperature Indicator Module”** for additional information.
4: Fixed Voltage Reference output cannot exceed V_{DD}.

TABLE 14-2: SUMMARY OF REGISTERS ASSOCIATED WITH THE FIXED VOLTAGE REFERENCE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on page
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR>1:0>		ADFVR<1:0>		149

Legend: Shaded cells are unused by the Fixed Voltage Reference module.

REGISTER 16-4: ADRESH: ADC RESULT REGISTER HIGH (ADRESH) ADFM = 0

R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
ADRES<9:2>							
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 7-0 **ADRES<9:2>**: ADC Result Register bits
Upper eight bits of 10-bit conversion result

REGISTER 16-5: ADRESL: ADC RESULT REGISTER LOW (ADRESL) ADFM = 0

R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
ADRES<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	

bit 7-6 **ADRES<1:0>**: ADC Result Register bits
Lower two bits of 10-bit conversion result

bit 5-0 **Reserved**: Do not use.

20.1 Timer1 Operation

The Timer1 module is a 16-bit incrementing counter which is accessed through the TMR1H:TMR1L register pair. Writes to TMR1H or TMR1L directly update the counter.

When used with an internal clock source, the module is a timer and increments on every instruction cycle. When used with an external clock source, the module can be used as either a timer or counter and increments on every selected edge of the external source.

Timer1 is enabled by configuring the TMR1ON and TMR1GE bits in the T1CON and T1GCON registers, respectively. Table 20-1 displays the Timer1 enable selections.

TABLE 20-1: TIMER1 ENABLE SELECTIONS

TMR1ON	TMR1GE	Timer1 Operation
0	0	Off
0	1	Off
1	0	Always On
1	1	Count Enabled

20.2 Clock Source Selection

The TMR1CS<1:0> bits of the T1CON register are used to select the clock source for Timer1. Table 20-2 displays the clock source selections.

20.2.1 INTERNAL CLOCK SOURCE

When the internal clock source is selected, the TMR1H:TMR1L register pair will increment on multiples of FOSC as determined by the Timer1 prescaler.

When the FOSC internal clock source is selected, the Timer1 register value will increment by four counts every instruction clock cycle. Due to this condition, a 2 LSB error in resolution will occur when reading the Timer1 value. To utilize the full resolution of Timer1, an asynchronous input signal must be used to gate the Timer1 clock input.

The following asynchronous sources may be used:

- Asynchronous event on the T1G pin to Timer1 gate
- C1 or C2 comparator input to Timer1 gate

20.2.2 EXTERNAL CLOCK SOURCE

When the external clock source is selected, the Timer1 module may work as a timer or a counter.

When enabled to count, Timer1 is incremented on the rising edge of the external clock input T1CKI. The external clock source can be synchronized to the microcontroller system clock or it can run asynchronously.

Note:	In Counter mode, a falling edge must be registered by the counter prior to the first incrementing rising edge after any one or more of the following conditions: • Timer1 enabled after POR • Write to TMR1H or TMR1L • Timer1 is disabled • Timer1 is disabled (TMR1ON = 0) when T1CKI is high then Timer1 is enabled (TMR1ON=1) when T1CKI is low.

TABLE 20-2: CLOCK SOURCE SELECTIONS

TMR1CS<1:0>	T1OSCEN(1)	Clock Source
11	x	LFINTOSC
10	x	External Clocking on T1CKI Pin
01	x	System Clock (FOSC)
00	x	Instruction Clock (FOSC/4)

Note 1: T1OSC is not available on all devices.

20.5.2.1 T1G Pin Gate Operation

The T1G pin is one source for Timer1 gate control. It can be used to supply an external source to the Timer1 gate circuitry.

20.5.2.2 Timer0 Overflow Gate Operation

When Timer0 increments from FFh to 00h, a low-to-high pulse will automatically be generated and internally supplied to the Timer1 gate circuitry.

20.5.3 TIMER1 GATE TOGGLE MODE

When Timer1 Gate Toggle mode is enabled, it is possible to measure the full-cycle length of a Timer1 gate signal, as opposed to the duration of a single level pulse.

The Timer1 gate source is routed through a flip-flop that changes state on every incrementing edge of the signal. See Figure 20-4 for timing details.

Timer1 Gate Toggle mode is enabled by setting the T1GTM bit of the T1GCON register. When the T1GTM bit is cleared, the flip-flop is cleared and held clear. This is necessary in order to control which edge is measured.

Note:	Enabling Toggle mode at the same time as changing the gate polarity may result in indeterminate operation.

20.5.4 TIMER1 GATE SINGLE-PULSE MODE

When Timer1 Gate Single-Pulse mode is enabled, it is possible to capture a single pulse gate event. Timer1 Gate Single-Pulse mode is first enabled by setting the T1GSPM bit in the T1GCON register. Next, the T1GGO/$\overline{\text{DONE}}$ bit in the T1GCON register must be set. The Timer1 will be fully enabled on the next incrementing edge. On the next trailing edge of the pulse, the T1GGO/$\overline{\text{DONE}}$ bit will automatically be cleared. No other gate events will be allowed to increment Timer1 until the T1GGO/$\overline{\text{DONE}}$ bit is once again set in software. See Figure 20-5 for timing details.

If the Single Pulse Gate mode is disabled by clearing the T1GSPM bit in the T1GCON register, the T1GGO/$\overline{\text{DONE}}$ bit should also be cleared.

Enabling the Toggle mode and the Single-Pulse mode simultaneously will permit both sections to work together. This allows the cycle times on the Timer1 gate source to be measured. See Figure 20-6 for timing details.

20.5.5 TIMER1 GATE VALUE STATUS

When Timer1 Gate Value Status is utilized, it is possible to read the most current level of the gate control value. The value is stored in the T1GVAL bit in the T1GCON register. The T1GVAL bit is valid even when the Timer1 gate is not enabled (TMR1GE bit is cleared).

20.5.6 TIMER1 GATE EVENT INTERRUPT

When Timer1 Gate Event Interrupt is enabled, it is possible to generate an interrupt upon the completion of a gate event. When the falling edge of T1GVAL occurs, the TMR1GIF flag bit in the PIR1 register will be set. If the TMR1GIE bit in the PIE1 register is set, then an interrupt will be recognized.

The TMR1GIF flag bit operates even when the Timer1 gate is not enabled (TMR1GE bit is cleared).

TABLE 22-2: SUMMARY OF REGISTERS ASSOCIATED WITH ASYNCHRONOUS RECEPTION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
BAUDCON	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	204
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	86
PIE1	TMR1GIE	ADIE	RCIE	TXIE	—	—	TMR2IE	TMR1IE	87
PIR1	TMR1GIF	ADIF	RCIF	TXIF	—	—	TMR2IF	TMR1IF	90
RCREG	EUSART Receive Data Register								197*
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	203*
SPBRGL	BRG<7:0>								205*
SPBRGH	BRG<15:8>								205*
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	202

Legend: — = unimplemented location, read as '0'. Shaded cells are not used for asynchronous reception.
* Page provides register information.

23.7 Register Definitions: PWM Control

Long bit name prefixes for the 16-bit PWM peripherals are shown in Table 23-1. Refer to **Section 1.1 “Register and Bit Naming Conventions”** for more information

TABLE 23-1:

Peripheral	Bit Name Prefix
PWM1	PWM1
PWM2	PWM2
PWM3	PWM3
PWM4	PWM4

REGISTER 23-1: PWMxCON: PWM CONTROL REGISTER

R/W-0/0	U-0	R/HS/HC-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	U-0
EN	—	OUT	POL	MODE<1:0>		—	—
bit 7							bit 0

Legend:		
HC = Bit is cleared by hardware		HS = Bit is set by hardware
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 **EN:** PWM Module Enable bit
1 = Module is enabled
0 = Module is disabled

bit 6 **Unimplemented:** Read as ‘0’

bit 5 **OUT:** Output State of the PWM module

bit 4 **POL:** PWM Output Polarity Control bit
1 = PWM output active state is low
0 = PWM output active state is high

bit 3-2 **MODE<1:0>:** PWM Mode Control bits
11 = Center-Aligned mode
10 = Toggle On Match mode
01 = Set On Match mode
00 = Standard PWM mode

bit 1-0 **Unimplemented:** Read as ‘0’

REGISTER 23-2: PWMxINTE: PWM INTERRUPT ENABLE REGISTER

U-0	U-0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	—	—	OFIE	PHIE	DCIE	PRIE
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 **Unimplemented:** Read as ‘0’

bit 3 **OFIE**: Offset Interrupt Enable bit
1 = Interrupt CPU on Offset Match
0 = Do not interrupt CPU on Offset Match

bit 2 **PHIE:** Phase Interrupt Enable bit
1 = Interrupt CPU on Phase Match
0 = Do not Interrupt CPU on Phase Match

bit 1 **DCIE:** Duty Cycle Interrupt Enable bit
1 = Interrupt CPU on Duty Cycle Match
0 = Do not interrupt CPU on Duty Cycle Match

bit 0 **PRIE:** Period Interrupt Enable bit
1 = Interrupt CPU on Period Match
0 = Do not interrupt CPU on Period Match

REGISTER 23-3: PWMxINTF: PWM INTERRUPT REQUEST REGISTER

U-0	U-0	U-0	U-0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0
—	—	—	—	OFIF	PHIF	DCIF	PRIF
bit 7							bit 0

Legend:		
HC = Bit is cleared by hardware		HS = Bit is set by hardware
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 **Unimplemented:** Read as ‘0’

bit 3 **OFIF**: Offset Interrupt Flag bit(1)
1 = Offset Match Event occurred
0 = Offset Match Event did not occur

bit 2 **PHIF:** Phase Interrupt Flag bit(1)
1 = Phase Match Event occurred
0 = Phase Match Event did not occur

bit 1 **DCIF:** Duty Cycle Interrupt Flag bit(1)
1 = Duty Cycle Match Event occurred
0 = Duty Cycle Match Event did not occur

bit 0 **PRIF:** Period Interrupt Flag bit(1)
1 = Period Match Event occurred
0 = Period Match Event did not occur

Note 1: Bit is forced clear by hardware while module is disabled (EN = 0).

MOVIW — Move INDFn to W

Syntax: [*label*] MOVIW ++FSRn
[*label*] MOVIW --FSRn
[*label*] MOVIW FSRn++
[*label*] MOVIW FSRn--
[*label*] MOVIW k[FSRn]

Operands: n ∈ [0,1]
mm ∈ [00,01, 10, 11]
-32 ≤ k ≤ 31

Operation: INDFn → W
Effective address is determined by
- FSR + 1 (preincrement)
- FSR - 1 (predecrement)
- FSR + k (relative offset)

After the Move, the FSR value will be either:
- FSR + 1 (all increments)
- FSR - 1 (all decrements)
- Unchanged

Status Affected: Z

Mode	Syntax	mm
Preincrement	++FSRn	00
Predecrement	--FSRn	01
Postincrement	FSRn++	10
Postdecrement	FSRn--	11

Description: This instruction is used to move data between W and one of the indirect registers (INDFn). Before/after this move, the pointer (FSRn) is updated by pre/post incrementing/decrementing it.

Note: The INDFn registers are not physical registers. Any instruction that accesses an INDFn register actually accesses the register at the address specified by the FSRn.

FSRn is limited to the range 0000h - FFFFh. Incrementing/decrementing it beyond these bounds will cause it to wrap-around.

MOVLB — Move literal to BSR

Syntax: [*label*] MOVLB k

Operands: 0 ≤ k ≤ 31

Operation: k → BSR

Status Affected: None

Description: The 5-bit literal 'k' is loaded into the Bank Select Register (BSR).

MOVLP — Move literal to PCLATH

Syntax: [*label*] MOVLP k

Operands: 0 ≤ k ≤ 127

Operation: k → PCLATH

Status Affected: None

Description: The 7-bit literal 'k' is loaded into the PCLATH register.

MOVLW — Move literal to W

Syntax: [*label*] MOVLW k

Operands: 0 ≤ k ≤ 255

Operation: k → (W)

Status Affected: None

Description: The 8-bit literal 'k' is loaded into W register. The "don't cares" will assemble as '0's.

Words: 1

Cycles: 1

Example:
```
MOVLW   0x5A
```
After Instruction
W = 0x5A

MOVWF — Move W to f

Syntax: [*label*] MOVWF f

Operands: 0 ≤ f ≤ 127

Operation: (W) → (f)

Status Affected: None

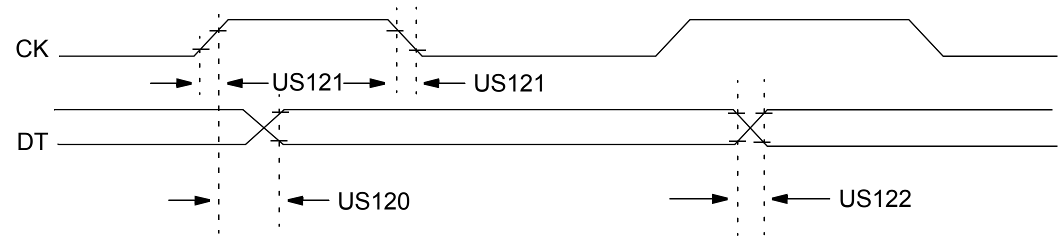
Description: Move data from W register to register 'f'.

Words: 1

Cycles: 1

Example:
```
MOVWF   OPTION_REG
```
Before Instruction
OPTION_REG = 0xFF
W = 0x4F
After Instruction
OPTION_REG = 0x4F
W = 0x4F

FIGURE 27-13: USART SYNCHRONOUS TRANSMISSION (MASTER/SLAVE) TIMING

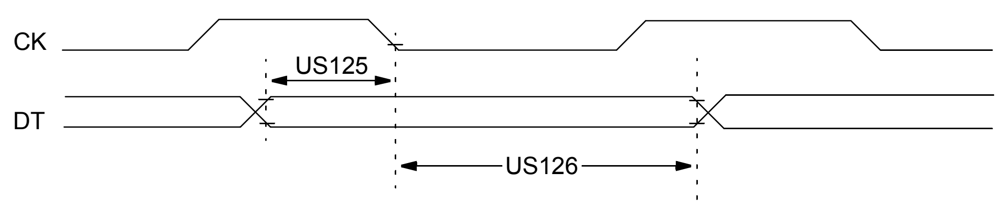


Note: Refer to Figure 27-4 for load conditions.

TABLE 27-17: USART SYNCHRONOUS TRANSMISSION REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)						
Param. No.	**Symbol**	**Characteristic**	**Min.**	**Max.**	**Units**	**Conditions**
US120	TCKH2DTV	SYNC XMIT (Master and Slave) Clock high to data-out valid	—	80	ns	3.0V ≤ VDD ≤ 5.5V
			—	100	ns	1.8V ≤ VDD ≤ 5.5V
US121	TCKRF	Clock out rise time and fall time (Master mode)	—	45	ns	3.0V ≤ VDD ≤ 5.5V
			—	50	ns	1.8V ≤ VDD ≤ 5.5V
US122	TDTRF	Data-out rise time and fall time	—	45	ns	3.0V ≤ VDD ≤ 5.5V
			—	50	ns	1.8V ≤ VDD ≤ 5.5V

FIGURE 27-14: USART SYNCHRONOUS RECEIVE (MASTER/SLAVE) TIMING



Note: Refer to Figure 27-4 for load conditions.

TABLE 27-18: USART SYNCHRONOUS RECEIVE REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)						
Param. No.	**Symbol**	**Characteristic**	**Min.**	**Max.**	**Units**	**Conditions**
US125	TDTV2CKL	SYNC RCV (Master and Slave) Data-hold before CK ↓ (DT hold time)	10	—	ns	
US126	TCKL2DTL	Data-hold after CK ↓ (DT hold time)	15	—	ns	

