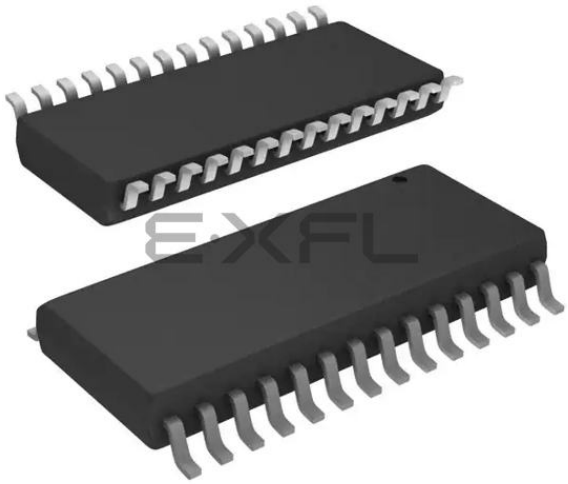

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Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, LCD, POR, PWM, WDT
Number of I/O	24
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	352 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 5x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SOIC (0.295", 7.50mm Width)
Supplier Device Package	28-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f916t-i-so

TABLE 5: PIC16F914/917 44-PIN (QFN) SUMMARY

I/O	Pin	A/D	LCD	Comparators	Timers	CCP	AUSART	SSP	Interrupt	Pull-Up	Basic
RA0	19	AN0	SEG12	C1-	—	—	—	—	—	—	—
RA1	20	AN1	SEG7	C2-	—	—	—	—	—	—	—
RA2	21	AN2/VREF-	COM2	C2+	—	—	—	—	—	—	—
RA3	22	AN3/VREF+	SEG15	C1+	—	—	—	—	—	—	—
RA4	23	—	SEG4	C1OUT	T0CKI	—	—	—	—	—	—
RA5	24	AN4	SEG5	C2OUT	—	—	—	$\overline{SS}$	—	—	—
RA6	33	—	—	—	T1OSO	—	—	—	—	—	OSC2/CLKOUT
RA7	32	—	—	—	T1OSI	—	—	—	—	—	OSC1/CLKIN
RB0	9	—	SEG0	—	—	—	—	—	INT	Y	—
RB1	10	—	SEG1	—	—	—	—	—	—	Y	—
RB2	11	—	SEG2	—	—	—	—	—	—	Y	—
RB3	12	—	SEG3	—	—	—	—	—	—	Y	—
RB4	14	—	COM0	—	—	—	—	—	IOC	Y	—
RB5	15	—	COM1	—	—	—	—	—	IOC	Y	—
RB6	16	—	SEG14	—	—	—	—	—	IOC	Y	ICSPCLK/ICDCK
RB7	17	—	SEG13	—	—	—	—	—	IOC	Y	ICSPDAT/ICDDAT
RC0	34	—	VLCD1	—	—	—	—	—	—	—	—
RC1	35	—	VLCD2	—	—	—	—	—	—	—	—
RC2	36	—	VLCD3	—	—	—	—	—	—	—	—
RC3	37	—	SEG6	—	—	—	—	—	—	—	—
RC4	42	—	SEG11	—	$\overline{T1G}$	—	—	SDO	—	—	—
RC5	43	—	SEG10	—	T1CKI	CCP1	—	—	—	—	—
RC6	44	—	SEG9	—	—	—	TX/CK	SCK/SCL	—	—	—
RC7	1	—	SEG8	—	—	—	RX/DT	SDI/SDA	—	—	—
RD0	38	—	COM3	—	—	—	—	—	—	—	—
RD1	39	—	—	—	—	—	—	—	—	—	—
RD2	40	—	—	—	—	CCP2	—	—	—	—	—
RD3	41	—	SEG16	—	—	—	—	—	—	—	—
RD4	2	—	SEG17	—	—	—	—	—	—	—	—
RD5	3	—	SEG18	—	—	—	—	—	—	—	—
RD6	4	—	SEG19	—	—	—	—	—	—	—	—
RD7	5	—	SEG20	—	—	—	—	—	—	—	—
RE0	25	AN5	SEG21	—	—	—	—	—	—	—	—
RE1	26	AN6	SEG22	—	—	—	—	—	—	—	—
RE2	27	AN7	SEG23	—	—	—	—	—	—	—	—
RE3	18	—	—	—	—	—	—	—	—	Y(1)	$\overline{MCLR}$/VPP
—	7	—	—	—	—	—	—	—	—	—	VDD
—	8	—	—	—	—	—	—	—	—	—	VDD
—	28	—	—	—	—	—	—	—	—	—	VDD
—	6	—	—	—	—	—	—	—	—	—	VSS
—	30	—	—	—	—	—	—	—	—	—	VSS
—	13	—	—	—	—	—	—	—	—	—	NC
—	29	—	—	—	—	—	—	—	—	—	NC

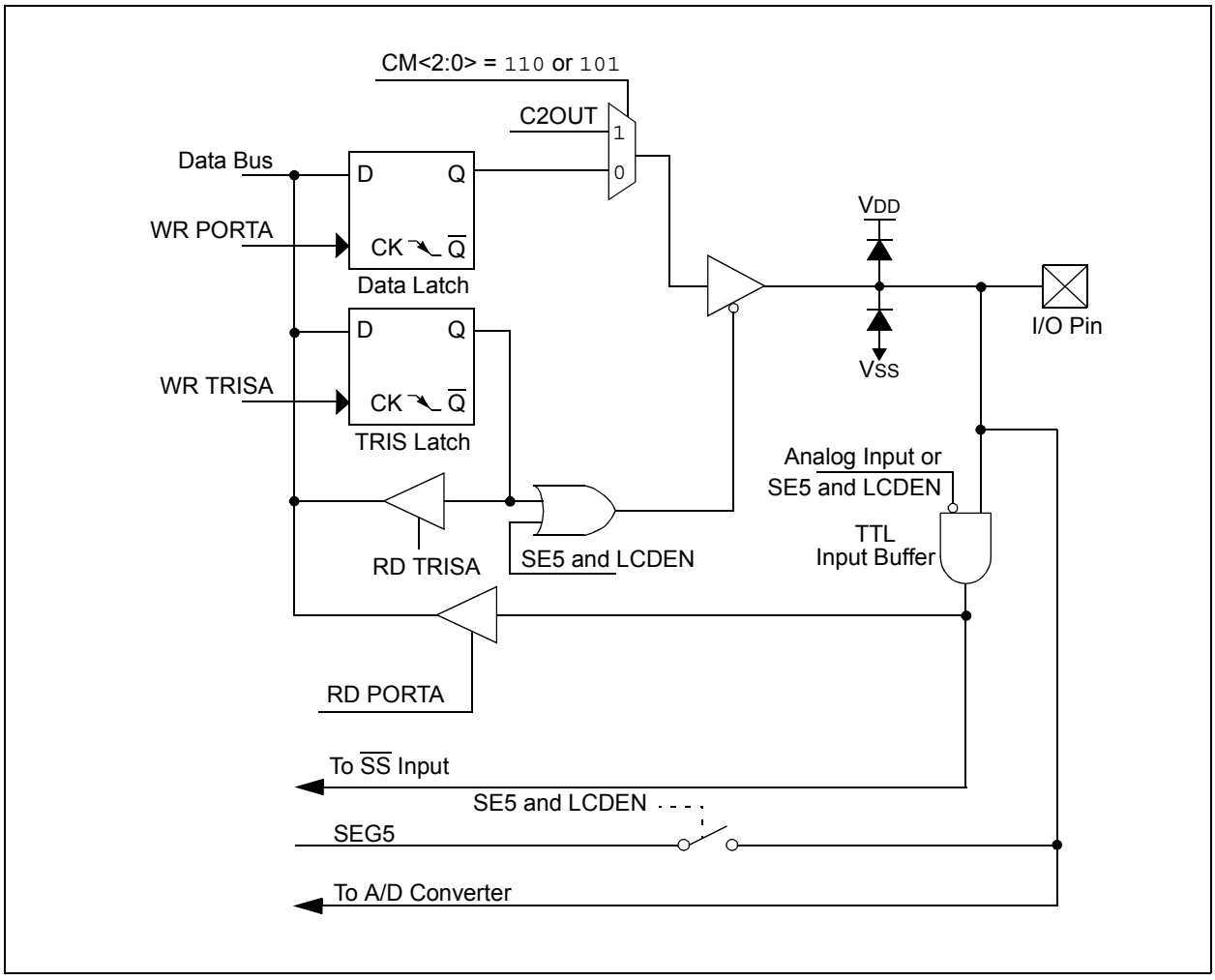
Note 1: Pull-up enabled only with external $\overline{MCLR}$ configuration.

3.2.1.6 RA5/AN4/C2OUT/$\overline{SS}$/SEG5

Figure 3-6 shows the diagram for this pin. The RA5 pin is configurable to function as one of the following:

- a general purpose I/O
- a digital output from Comparator C2
- a slave select input
- an analog output for the LCD
- an analog input for the ADC

FIGURE 3-6: BLOCK DIAGRAM OF RA5



3.3 PORTB and TRISB Registers

PORTB is an 8-bit bidirectional I/O port. All PORTB pins can have a weak pull-up feature, and PORTB<7:4> implements an interrupt-on-input change function.

PORTB is also used for the Serial Flash programming interface and ICD interface.

EXAMPLE 3-2: INITIALIZING PORTB

```
BANKSEL PORTB       ;
CLRF    PORTB       ;Init PORTB
BANKSEL TRISB       ;
MOVLW   0FFh        ;Set RB<7:0> as inputs
MOVWF   TRISB       ;
```

3.4 Additional PORTB Pin Functions

RB<7:6> are used as data and clock signals, respectively, for both serial programming and the in-circuit debugger features on the device. Also, RB0 can be configured as an external interrupt input.

3.4.1 WEAK PULL-UPS

Each of the PORTB pins has an individually configurable internal weak pull-up. Control bits WPUB<7:0> enable or disable each pull-up. Refer to Register 3-7. Each weak pull-up is automatically turned off when the port pin is configured as an output. The pull-ups are disabled on a Power-on Reset by the $\overline{\text{RBPU}}$ bit of the OPTION register.

3.4.2 INTERRUPT-ON-CHANGE

Four of the PORTB pins are individually configurable as an interrupt-on-change pin. Control bits IOCB<7:4> enable or disable the interrupt function for each pin. Refer to Register 3-6. The interrupt-on-change feature is disabled on a Power-on Reset.

For enabled interrupt-on-change pins, the values are compared with the old value latched on the last read of PORTB. The 'mismatch' outputs of the last read are OR'd together to set the PORTB Change Interrupt flag bit (RBIF) in the INTCON register (Register 2-3).

This interrupt can wake the device from Sleep. The user, in the Interrupt Service Routine, clears the interrupt by:

a) Any read or write of PORTB. This will end the mismatch condition.
b) Clear the flag bit RBIF.

A mismatch condition will continue to set flag bit RBIF. Reading or writing PORTB will end the mismatch condition and allow flag bit RBIF to be cleared. The latch holding the last read value is not affected by a $\overline{\text{MCLR}}$ nor Brown-out Reset. After these Resets, the RBIF flag will continue to be set if a mismatch is present.

Note:	If a change on the I/O pin should occur when the read operation is being executed (start of the Q2 cycle), then the RBIF interrupt flag may not get set. Furthermore, since a read or write on a port affects all bits of that port, care must be taken when using multiple pins in Interrupt-on-change mode. Changes on one pin may not be seen while servicing changes on another pin.

3.6 PORTD and TRISD Registers

PORTD is an 8-bit port with Schmitt Trigger input buffers. Each pin is individually configured as an input or output. PORTD is only available on the PIC16F914/917 and PIC16F946.

EXAMPLE 3-4: INITIALIZING PORTD

```
BANKSEL PORTD       ;
CLRF    PORTD       ;Init PORTD
BANKSEL TRISD       ;
MOVLW   0FF         ;Set RD<7:0> as inputs
MOVWF   TRISD       ;
```

REGISTER 3-10: PORTD: PORTD REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
RD7	RD6	RD5	RD4	RD3	RD2	RD1	RD0
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 7-0 **RD<7:0>**: PORTD I/O Pin bits
1 = Port pin is >VIH min.
0 = Port pin is <VIL max.

REGISTER 3-11: TRISD: PORTD TRI-STATE REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
TRISD7	TRISD6	TRISD5	TRISD4	TRISD3	TRISD2	TRISD1	TRISD0
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 7-0 **TRISD<7:0>:** PORTD Tri-State Control bits
1 = PORTD pin configured as an input (tri-stated)
0 = PORTD pin configured as an output

4.4.3 LP, XT, HS MODES

The LP, XT and HS modes support the use of quartz crystal resonators or ceramic resonators connected to OSC1 and OSC2 (Figure 4-3). The mode selects a low, medium or high gain setting of the internal inverter-amplifier to support various resonator types and speed.

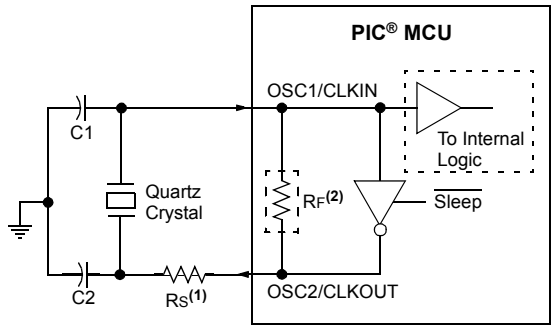
LP Oscillator mode selects the lowest gain setting of the internal inverter-amplifier. LP mode current consumption is the least of the three modes. This mode is designed to drive only 32.768 kHz tuning-fork type crystals (watch crystals).

XT Oscillator mode selects the intermediate gain setting of the internal inverter-amplifier. XT mode current consumption is the medium of the three modes. This mode is best suited to drive resonators with a medium drive level specification.

HS Oscillator mode selects the highest gain setting of the internal inverter-amplifier. HS mode current consumption is the highest of the three modes. This mode is best suited for resonators that require a high drive setting.

Figure 4-3 and Figure 4-4 show typical circuits for quartz crystal and ceramic resonators, respectively.

FIGURE 4-3: QUARTZ CRYSTAL OPERATION (LP, XT OR HS MODE)



Note 1: A series resistor (RS) may be required for quartz crystals with low drive level.

2: The value of RF varies with the Oscillator mode selected (typically between 2 MΩ to 10 MΩ).

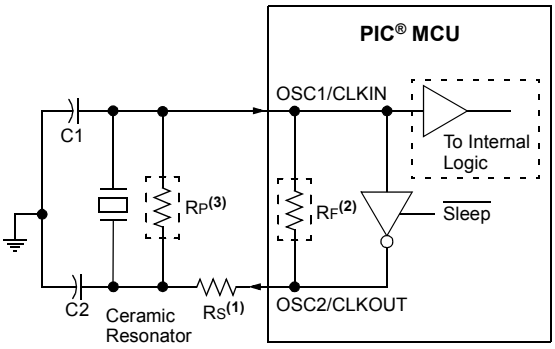
Note 1: Quartz crystal characteristics vary according to type, package and manufacturer. The user should consult the manufacturer data sheets for specifications and recommended application.

2: Always verify oscillator performance over the VDD and temperature range that is expected for the application.

3: For oscillator design assistance, reference the following Microchip Applications Notes:

- AN826, "*Crystal Oscillator Basics and Crystal Selection for rfPIC® and PIC® Devices*" (DS00826)
- AN849, "*Basic PIC® Oscillator Design*" (DS00849)
- AN943, "*Practical PIC® Oscillator Analysis and Design*" (DS00943)
- AN949, "*Making Your Oscillator Work*" (DS00949)

FIGURE 4-4: CERAMIC RESONATOR OPERATION (XT OR HS MODE)



Note 1: A series resistor (RS) may be required for ceramic resonators with low drive level.

2: The value of RF varies with the Oscillator mode selected (typically between 2 MΩ to 10 MΩ).

3: An additional parallel feedback resistor (RP) may be required for proper ceramic resonator operation.

6.0 TIMER1 MODULE WITH GATE CONTROL

The Timer1 module is a 16-bit timer/counter with the following features:

- 16-bit timer/counter register pair (TMR1H:TMR1L)
- Programmable internal or external clock source
- 3-bit prescaler
- Optional LP oscillator
- Synchronous or asynchronous operation
- Timer1 gate (count enable) via comparator or $\overline{T1G}$ pin
- Interrupt on overflow
- Wake-up on overflow (external clock, Asynchronous mode only)
- Clock source for LCD module

Figure 6-1 is a block diagram of the Timer1 module.

6.1 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.

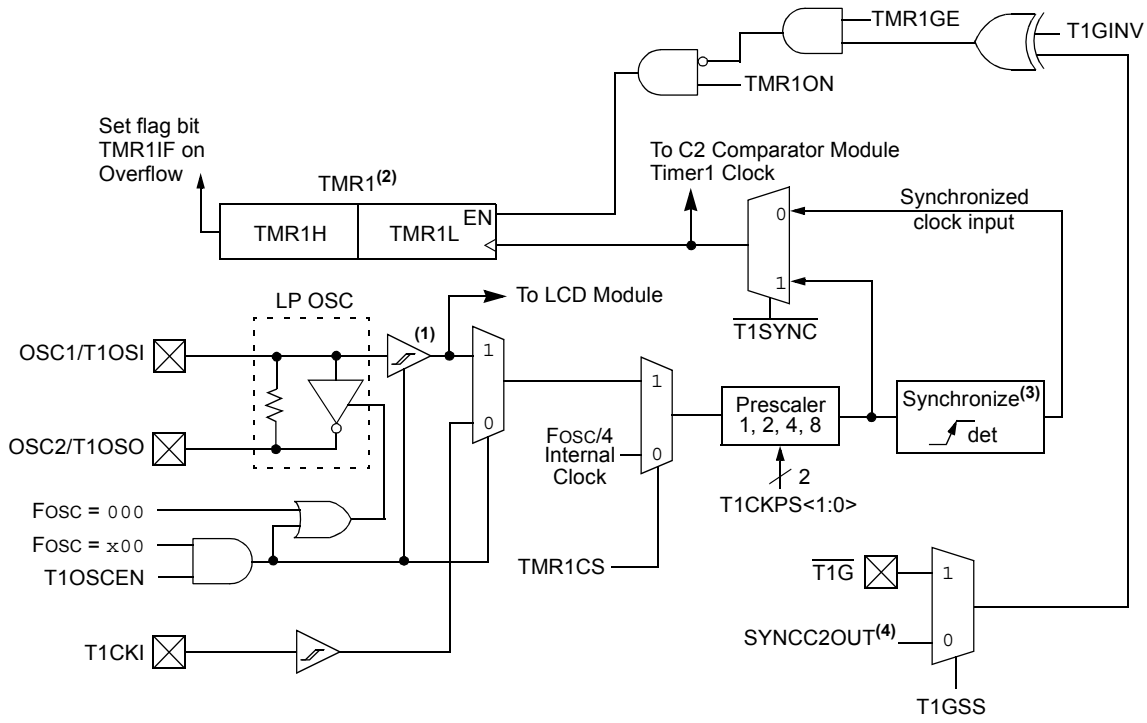
When used with an internal clock source, the module is a timer. When used with an external clock source, the module can be used as either a timer or counter.

6.2 Clock Source Selection

The TMR1CS bit of the T1CON register is used to select the clock source. When TMR1CS = 0, the clock source is FOSC/4. When TMR1CS = 1, the clock source is supplied externally.

Clock Source	TMR1CS
FOSC/4	0
T1CKI pin	1

FIGURE 6-1: TIMER1 BLOCK DIAGRAM



Note 1: ST Buffer is low power type when using LP oscillator, or high speed type when using T1CKI.
2: Timer1 register increments on rising edge.
3: Synchronize does not operate while in Sleep.
4: SYNCC2OUT is synchronized when the C2SYNC bit of the CMCON1 register is set.

8.1.1 ANALOG INPUT CONNECTION CONSIDERATIONS

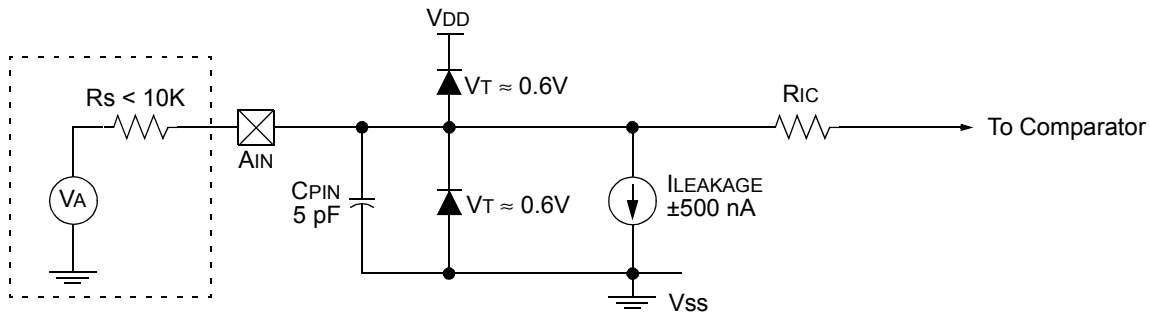
A simplified circuit for an analog input is shown in Figure 8-4. Since the analog input pins share their connection with a digital input, they have reverse biased ESD protection diodes to VDD and VSS. The analog input, therefore, must be between VSS and VDD. If the input voltage deviates from this range by more than 0.6V in either direction, one of the diodes is forward biased and a latch-up may occur.

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

Note 1: When reading a PORT register, all pins configured as analog inputs will read as a '0'. Pins configured as digital inputs will convert as an analog input, according to the input specification.

2: Analog levels on any pin defined as a digital input, may cause the input buffer to consume more current than is specified.

FIGURE 8-4: ANALOG INPUT MODEL



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

9.3.2.3 AUSART Synchronous Slave Reception

The operation of the Synchronous Master and Slave modes is identical (**Section 9.3.1.4 "Synchronous Master Reception"**), with the following exceptions:

- Sleep
- CREN bit is always set, therefore the receiver is never Idle
- SREN bit, which is a "don't care" in Slave mode

A character may be received while in Sleep mode by setting the CREN bit prior to entering Sleep. Once the word is received, the RSR register will transfer the data to the RCREG register. If the RCIE interrupt enable bit of the PIE1 register is set, the interrupt generated will wake the device from Sleep and execute the next instruction. If the GIE bit is also set, the program will branch to the interrupt vector.

9.3.2.4 Synchronous Slave Reception Set-up:

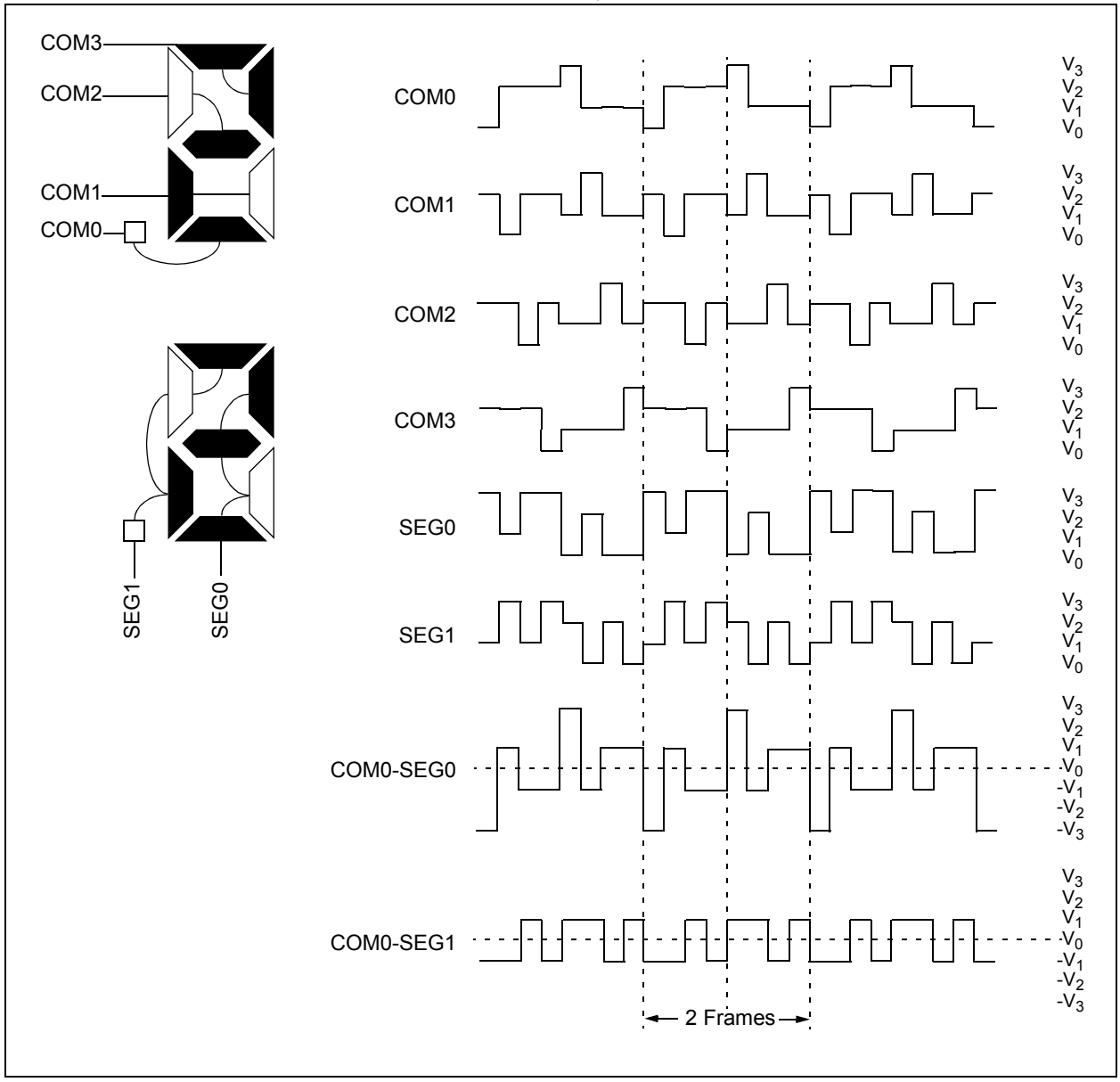
1. Set the SYNC and SPEN bits and clear the CSRC bit.
2. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
3. If 9-bit reception is desired, set the RX9 bit.
4. Verify address detection is disabled by clearing the ADDEN bit of the RCSTA register.
5. Set the CREN bit to enable reception.
6. The RCIF bit of the PIR1 register will be set when reception is complete. An interrupt will be generated if the RCIE bit of the PIE1 register was set.
7. If 9-bit mode is enabled, retrieve the Most Significant bit from the RX9D bit of the RCSTA register.
8. Retrieve the 8 Least Significant bits from the receive FIFO by reading the RCREG register.
9. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCSTA register.

TABLE 9-9: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE 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
INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000x
LCDCON	LCDEN	$\overline{\text{SLPEN}}$	WERR	VLCDEN	CS1	CS0	LMUX1	LMUX0	0001 0011	0001 0011
LCDSE1	SE15	SE14	SE13	SE12	SE11	SE10	SE9	SE8	0000 0000	0000 0000
PIE1	EEIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIR1	EEIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
RCREG	AUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000X	0000 000X
SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010

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

FIGURE 10-16: TYPE-B WAVEFORMS IN 1/4 MUX, 1/3 BIAS DRIVE



NOTES:

12.1 ADC Configuration

When configuring and using the ADC the following functions must be considered:

- Port configuration
- Channel selection
- ADC voltage reference selection
- ADC conversion clock source
- Interrupt control
- Results formatting

12.1.1 PORT CONFIGURATION

The ADC can be used to convert both analog and digital signals. When converting analog signals, the I/O pin should be configured for analog by setting the associated TRIS and ANSEL bits. See the corresponding Port section for more information.

Note:	Analog voltages on any pin that is defined as a digital input may cause the input buffer to conduct excess current.

12.1.2 CHANNEL SELECTION

The CHS bits of the ADCON0 register determine which channel is connected to the sample and hold circuit.

When changing channels, a delay is required before starting the next conversion. Refer to **Section 12.2 "ADC Operation"** for more information.

12.1.3 ADC VOLTAGE REFERENCE

The VCFG bits of the ADCON0 register provide independent control of the positive and negative voltage references. The positive voltage reference can be either VDD or an external voltage source. Likewise, the negative voltage reference can be either VSS or an external voltage source.

12.1.4 CONVERSION CLOCK

The source of the conversion clock is software selectable via the ADCS bits of the ADCON1 register. There are seven possible clock options:

- FOSC/2
- FOSC/4
- FOSC/8
- FOSC/16
- FOSC/32
- FOSC/64
- FRC (dedicated internal oscillator)

The time to complete one bit conversion is defined as TAD. One full 10-bit conversion requires 11 TAD periods as shown in Figure 12-3.

For correct conversion, the appropriate TAD specification must be met. See A/D conversion requirements in **Section 19.0 "Electrical Specifications"** for more information. Table 12-1 gives examples of appropriate ADC clock selections.

Note:	Unless using the FRC, any changes in the system clock frequency will change the ADC clock frequency, which may adversely affect the ADC result.

13.1.4 READING THE FLASH PROGRAM MEMORY

To read a program memory location, the user must write two bytes of the address to the EEADRL and EEADRH registers, set the EEPGD control bit, and then set control bit RD of the EECON1 register. 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 EEDATL and EEDATH registers; therefore, it can be read as two bytes in the following instructions. EEDATL and EEDATH registers will hold this value until another read or until it is written to by the user (during a write operation).

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

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

EXAMPLE 13-3: FLASH PROGRAM READ

```
        BANKSEL  EEADRL          ;
        MOVLW    MS_PROG_EE_ADDR;
        MOVWF    EEADRH          ;MS Byte of Program Address to read
        MOVLW    LS_PROG_EE_ADDR;
        MOVWF    EEADRL          ;LS Byte of Program Address to read
        BANKSEL  EECON1          ;
        BSF      EECON1, EEPGD   ;Point to PROGRAM memory
        BSF      EECON1, RD      ;EE Read
;
        NOP
        NOP                      ;Any instructions here are ignored as program
                                 ;memory is read in second cycle after BSF
;
        BANKSEL  EEDATL          ;
        MOVF     EEDATL, W       ;W = LS Byte of EEPROM Data program
        MOVWF    DATAL           ;
        MOVF     EEDATH, W       ;W = MS Byte of EEPROM Data program
        MOVWF    DATAH           ;
```

Required Sequence

14.13 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 I^2C 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 TRISC<7,6> bit(s). The output level is always low, irrespective of the value(s) in PORTC<7,6>. So when transmitting data, a '1' data bit must have the TRISC<6> bit set (input) and a '0' data bit must have the TRISC<7> bit cleared (output). The same scenario is true for the SCL line with the TRISC<6> bit. Pull-up resistors must be provided externally to the SCL and SDA pins for proper operation of the I^2C 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.

14.14 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 I^2C 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 TRISC<7,6>). 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 $\overline{ACK}$ 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.

14.14.1 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 I^2C 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 I^2C 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 14-12).

16.3.1 RB0/INT/SEG0 INTERRUPT

External interrupt on RB0/INT/SEG0 pin is edge-triggered; either rising if the INTEDG bit of the OPTION register is set, or falling, if the INTEDG bit is clear. When a valid edge appears on the RB0/INT/SEG0 pin, the INTF bit of the INTCON register is set. This interrupt can be disabled by clearing the INTE control bit of the INTCON register. The INTF bit must be cleared in software in the Interrupt Service Routine before re-enabling this interrupt. The RB0/INT/SEG0 interrupt can wake-up the processor from Sleep if the INTE bit was set prior to going into Sleep. The status of the GIE bit decides whether or not the processor branches to the interrupt vector following wake-up (0004h). See **Section 16.5 "Power-Down Mode (Sleep)"** for details on Sleep and Figure 16-10 for timing of wake-up from Sleep through RB0/INT/SEG0 interrupt.

16.3.2 TMR0 INTERRUPT

An overflow (FFh → 00h) in the TMR0 register will set the T0IF bit of the INTCON register. The interrupt can be enabled/disabled by setting/clearing T0IE bit of the INTCON register. See **Section 5.0 "Timer0 Module"** for operation of the Timer0 module.

16.3.3 PORTB INTERRUPT

An input change on PORTB change sets the RBIF bit of the INTCON register. The interrupt can be enabled/disabled by setting/clearing the RBIE bit of the INTCON register. Plus, individual pins can be configured through the IOCB register.

Note:	If a change on the I/O pin should occur when the read operation is being executed (start of the Q2 cycle), then the RBIF interrupt flag may not get set.

FIGURE 16-7: INTERRUPT LOGIC

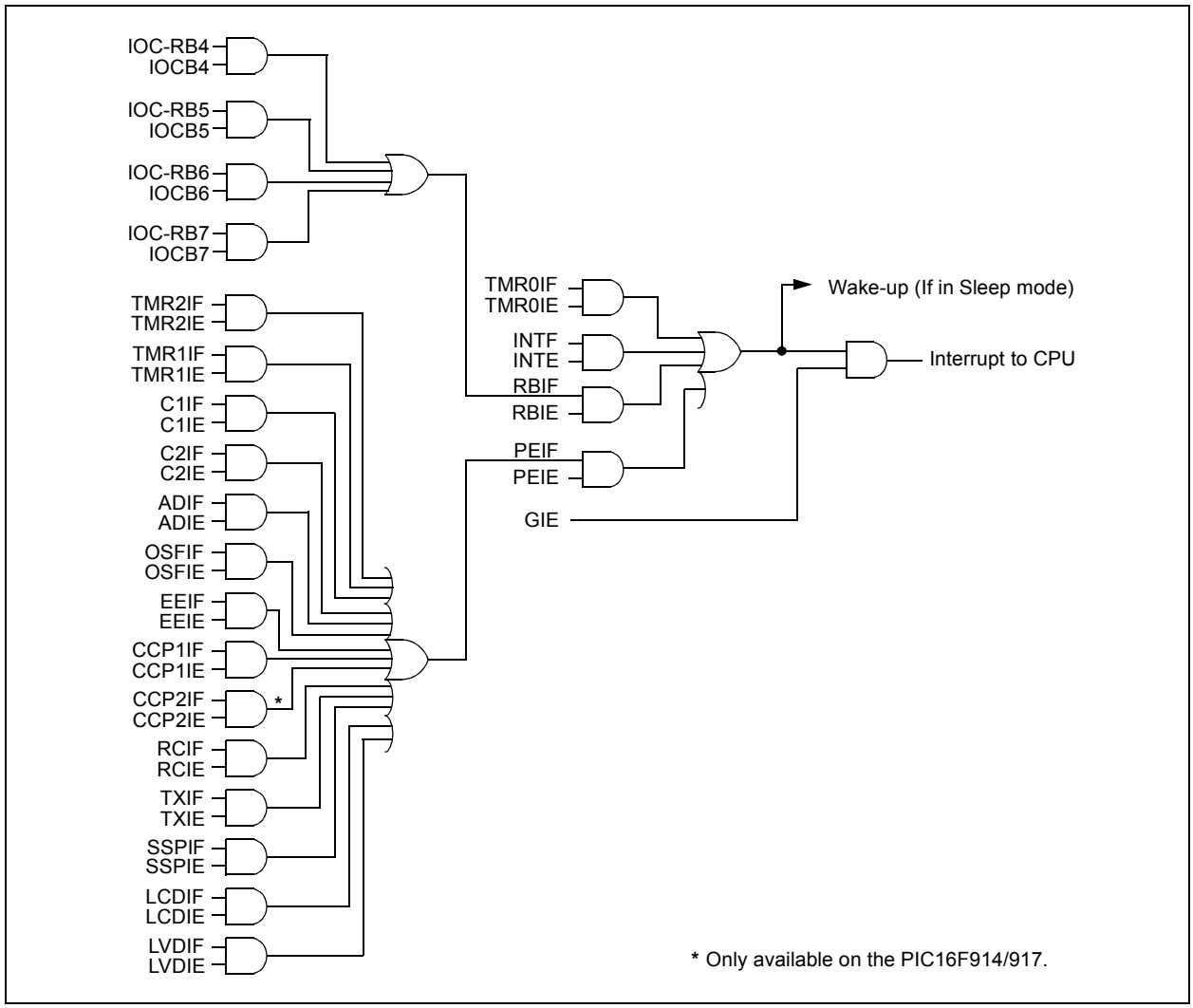
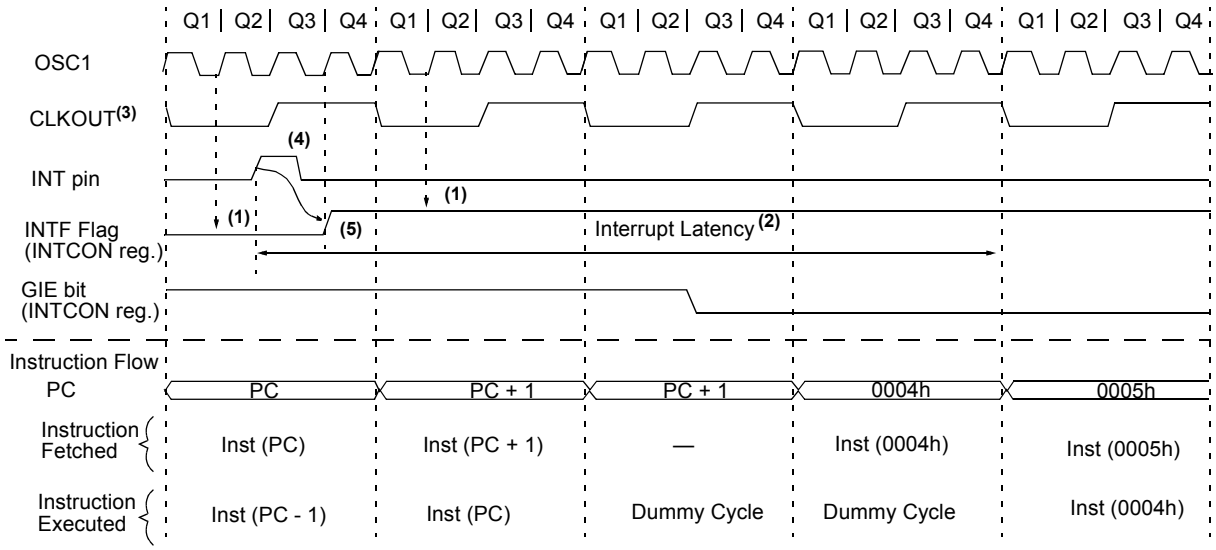


FIGURE 16-8: INT PIN INTERRUPT TIMING



Note 1: INTF flag is sampled here (every Q1).

2: Asynchronous interrupt latency = 3-4 TCY. Synchronous latency = 3 TCY, where TCY = instruction cycle time. Latency is the same whether Inst (PC) is a single cycle or a 2-cycle instruction.

3: CLKOUT is available only in INTOSC and RC Oscillator modes.

4: For minimum width of INT pulse, refer to AC specifications in **Section 19.0 "Electrical Specifications"**.

5: INTF is enabled to be set any time during the Q4-Q1 cycles.

TABLE 16-6: SUMMARY OF INTERRUPT REGISTERS

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
INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000x
PIR1	EEIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
PIR2	OSFIF	C2IF	C1IF	LCDIF	—	LVDIF	—	CCP2IF	0000 -0-0	0000 -0-0
PIE1	EEIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
PIE2	OSFIE	C2IE	C1IE	LCDIE	—	LVDIE	—	CCP2IE	0000 -0-0	0000 -0-0

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

RLF **Rotate Left f through Carry**

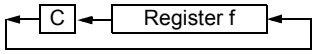
Syntax: [*label*] RLF f,d

Operands: $0 \le f \le 127$
$d \in [0,1]$

Operation: See description below

Status Affected: C

Description: The contents of register 'f' are rotated one bit to the left through the Carry flag. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is stored back in register 'f'.



Words: 1

Cycles: 1

Example:

```
RLF     REG1,0
```

Before Instruction

```
REG1    =   1110 0110
C       =   0
```

After Instruction

```
REG1    =   1110 0110
W       =   1100 1100
C       =   1
```

RRF **Rotate Right f through Carry**

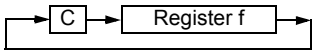
Syntax: [*label*] RRF f,d

Operands: $0 \le f \le 127$
$d \in [0,1]$

Operation: See description below

Status Affected: C

Description: The contents of register 'f' are rotated one bit to the right through the Carry flag. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.



SLEEP **Enter Sleep mode**

Syntax: [*label*] SLEEP

Operands: None

Operation: 00h → WDT,
0 → WDT prescaler,
1 → $\overline{TO}$,
0 → $\overline{PD}$

Status Affected: $\overline{TO}$, $\overline{PD}$

Description: The power-down Status bit, $\overline{PD}$ is cleared. Time-out Status bit, $\overline{TO}$ is set. Watchdog Timer and its prescaler are cleared.
The processor is put into Sleep mode with the oscillator stopped.

SUBLW **Subtract W from literal**

Syntax: [*label*] SUBLW k

Operands: $0 \le k \le 255$

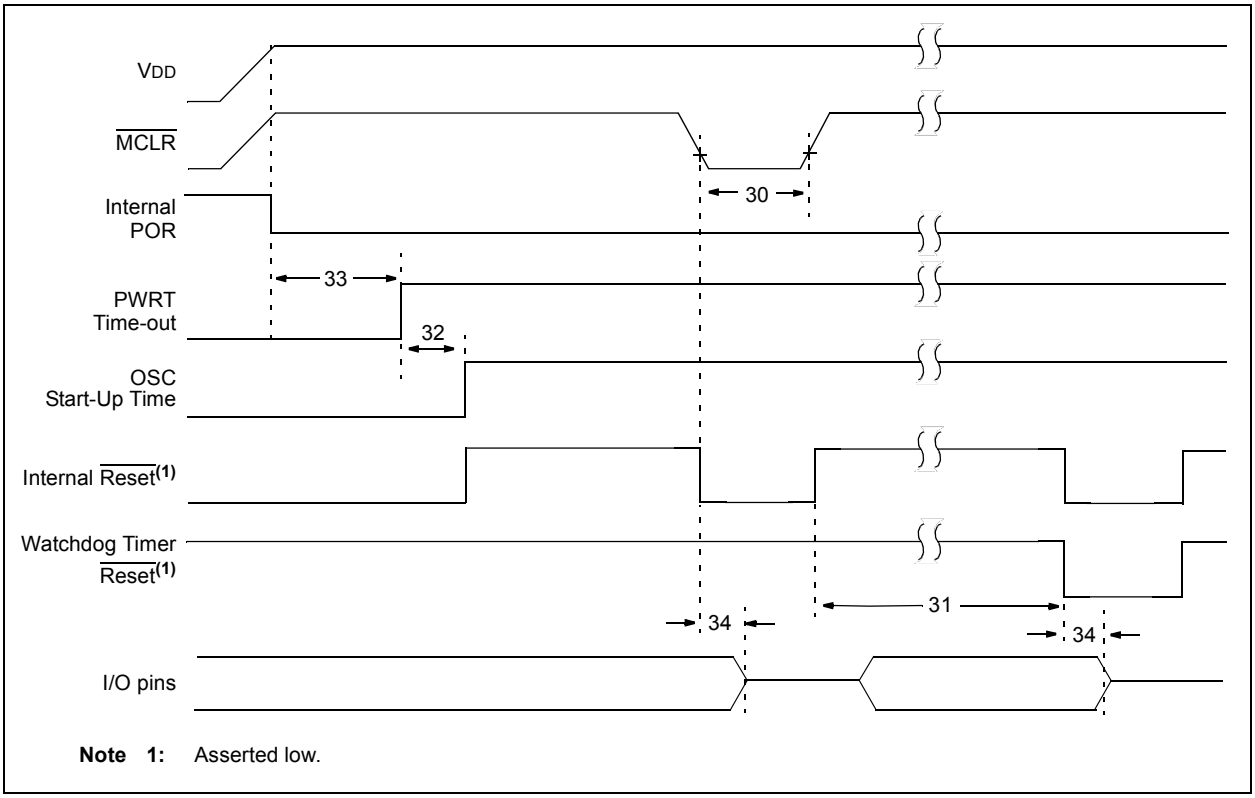
Operation: k - (W) → (W)

Status Affected: C, DC, Z

Description: The W register is subtracted (2's complement method) from the eight-bit literal 'k'. The result is placed in the W register.

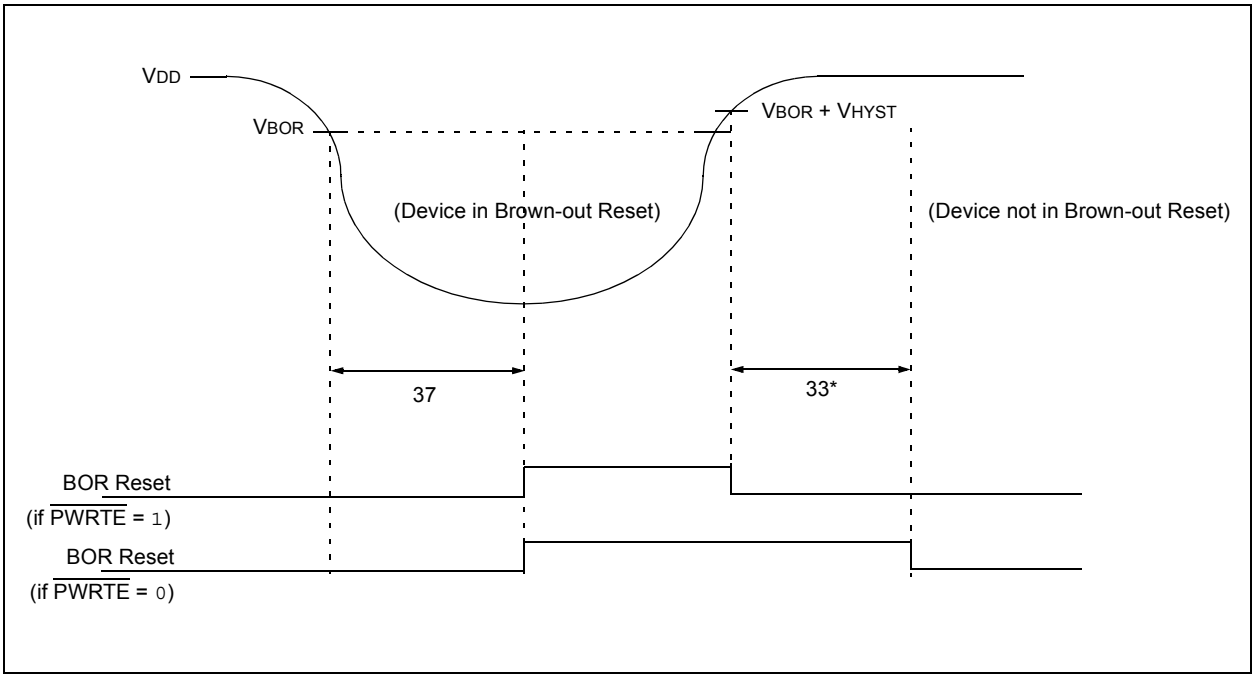
C = 0	W > k
C = 1	W ≤ k
DC = 0	W<3:0> > k<3:0>
DC = 1	W<3:0> ≤ k<3:0>

FIGURE 19-6: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER AND POWER-UP TIMER TIMING



Note 1: Asserted low.

FIGURE 19-7: BROWN-OUT RESET TIMING AND CHARACTERISTICS



20.0 DC AND AC CHARACTERISTICS GRAPHS AND TABLES

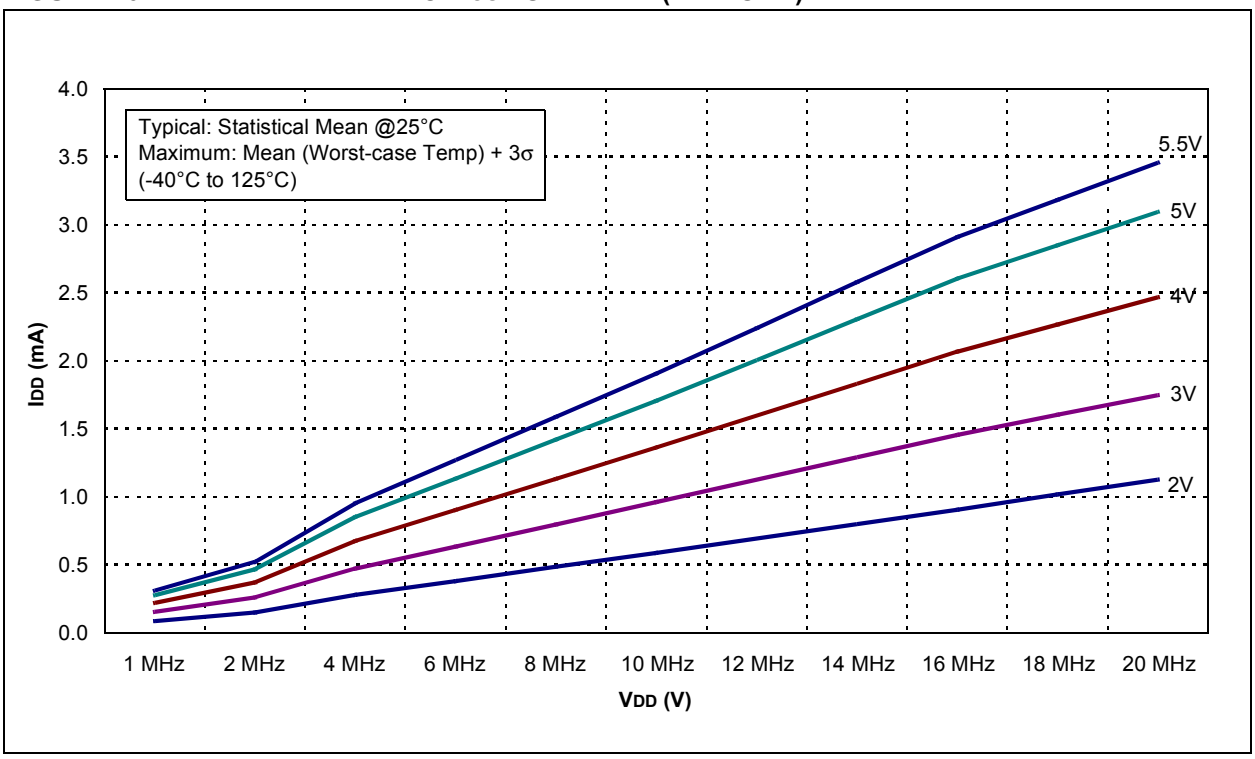
The graphs and tables provided in this section are for **design guidance** and are **not tested**.

In some graphs or tables, the data presented are **outside specified operating range** (i.e., outside specified VDD range). This is for **information only** and devices are ensured to operate properly only within the specified range.

Note:	The graphs and tables provided following this note are a statistical summary based on a limited number of samples and are provided for informational purposes only. The performance characteristics listed herein are not tested or guaranteed. In some graphs or tables, the data presented may be outside the specified operating range (e.g., outside specified power supply range) and therefore, outside the warranted range.

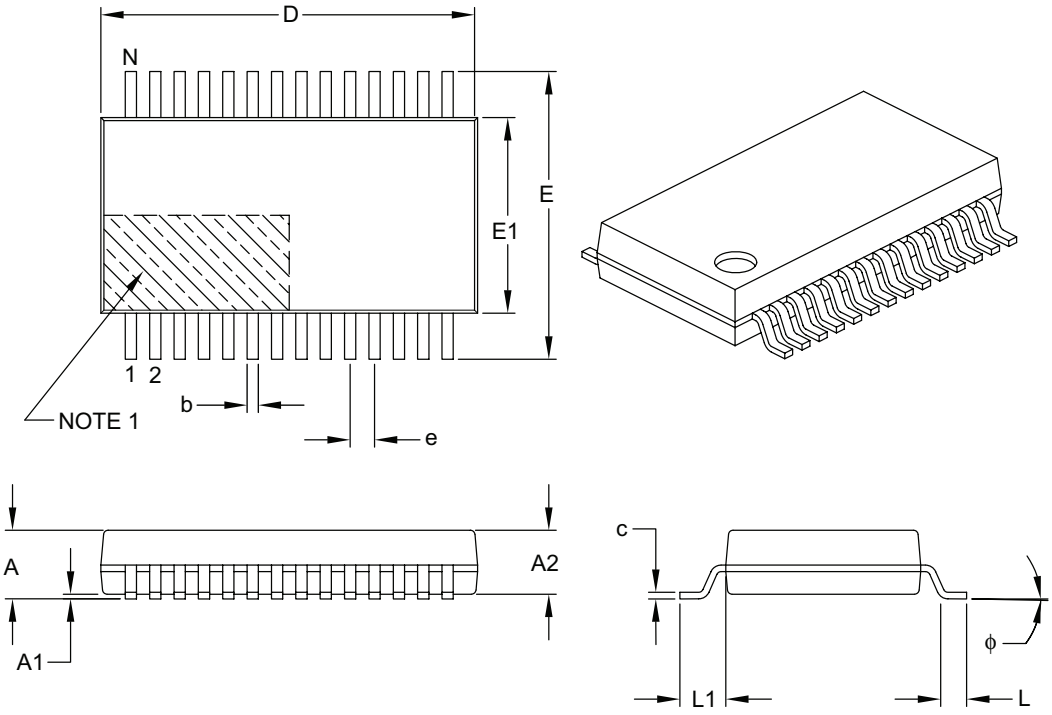
"Typical" represents the mean of the distribution at 25°C. "Maximum" or "minimum" represents (mean + 3σ) or (mean - 3σ) respectively, where σ is a standard deviation, over each temperature range.

FIGURE 20-1: TYPICAL IDD vs. FOSC OVER VDD (EC MODE)



28-Lead Plastic Shrink Small Outline (SS) – 5.30 mm Body [SSOP]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		28	
Pitch	e		0.65 BSC	
Overall Height	A	–	–	2.00
Molded Package Thickness	A2	1.65	1.75	1.85
Standoff	A1	0.05	–	–
Overall Width	E	7.40	7.80	8.20
Molded Package Width	E1	5.00	5.30	5.60
Overall Length	D	9.90	10.20	10.50
Foot Length	L	0.55	0.75	0.95
Footprint	L1		1.25 REF	
Lead Thickness	c	0.09	–	0.25
Foot Angle	φ	0°	4°	8°
Lead Width	b	0.22	–	0.38

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.20 mm per side.
3. Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-073B

APPENDIX C: CONVERSION CONSIDERATIONS

Considerations for converting from previous versions of devices to the ones listed in this data sheet are listed in Table C-1.

TABLE C-1: CONVERSION CONSIDERATIONS

Characteristic	PIC16F91X/946	PIC16F87X	PIC16F87XA
Pins	28/40/64	28/40	28/40
Timers	3	3	3
Interrupts	11 or 12	13 or 14	14 or 15
Communication	USART, SSP(1) (SPI, I2C™ Slave)	PSP, USART, SSP (SPI, I2C Master/Slave)	PSP, USART, SSP (SPI, I2C Master/Slave)
Frequency	20 MHz	20 MHz	20 MHz
Voltage	2.0V-5.5V	2.2V-5.5V	2.0V-5.5V
A/D	10-bit, 7 conversion clock selects	10-bit, 4 conversion clock selects	10-bit, 7 conversion clock selects
CCP	2	2	2
Comparator	2	—	2
Comparator Voltage Reference	Yes	—	Yes
Program Memory	4K, 8K Flash	4K, 8K Flash (Erase/Write on single-word)	4K, 8K Flash (Erase/Write on four-word blocks)
RAM	256, 336, 352 bytes	192, 368 bytes	192, 368 bytes
EEPROM Data	256 bytes	128, 256 bytes	128, 256 bytes
Code Protection	On/Off	Segmented, starting at end of program memory	On/Off
Program Memory Write Protection	—	On/Off	Segmented, starting at beginning of program memory
LCD Module	16, 24 segment drivers, 4 commons	—	—
Other	In-Circuit Debugger, Low-Voltage Programming	In-Circuit Debugger, Low-Voltage Programming	In-Circuit Debugger, Low-Voltage Programming

Note 1: SSP aand USART share the same pins on the PIC16F91X.