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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, SPI
Peripherals	Brown-out Detect/Reset, LCD, POR, PWM, WDT
Number of I/O	25
Program Memory Size	7KB (4K x 14)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	176 x 8
Voltage - Supply (Vcc/Vdd)	4V ~ 5.5V
Data Converters	A/D 5x10b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	68-LCC (J-Lead)
Supplier Device Package	68-PLCC (24.23x24.23)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16c925-i-l

TABLE 1-2: PIC16C925/926 PINOUT DESCRIPTION

Pin Name	PLCC, CLCC Pin#	TQFP Pin#	Pin Type	Buffer Type	Description
OSC1/CLKIN	24	14	I	ST/CMOS	Oscillator crystal input or external clock source input. This buffer is a Schmitt Trigger input when configured in RC oscillator mode and a CMOS input otherwise.
OSC2/CLKOUT	25	15	O	—	Oscillator crystal output. Connects to crystal or resonator in crystal oscillator mode. In RC mode, OSC2 pin outputs CLKOUT, which has 1/4 the frequency of OSC1 and denotes the instruction cycle rate.
$\overline{MCLR}$/VPP	2	57	I/P	ST	Master Clear (Reset) input or programming voltage input. This pin is an active low RESET to the device.
					PORTA is a bi-directional I/O port.
RA0/AN0	5	60	I/O	TTL	RA0 can also be Analog input0.
RA1/AN1	6	61	I/O	TTL	RA1 can also be Analog input1.
RA2/AN2	8	63	I/O	TTL	RA2 can also be Analog input2.
RA3/AN3/VREF	9	64	I/O	TTL	RA3 can also be Analog input3 or A/D Voltage Reference.
RA4/T0CKI	10	1	I/O	ST	RA4 can also be the clock input to the Timer0 timer/counter. Output is open drain type.
RA5/AN4/$\overline{SS}$	11	2	I/O	TTL	RA5 can be the slave select for the synchronous serial port or Analog input4.
					PORTB is a bi-directional I/O port. PORTB can be software programmed for internal weak pull-ups on all inputs.
RB0/INT	13	4	I/O	TTL/ST	RB0 can also be the external interrupt pin. This buffer is a Schmitt Trigger input when configured as an external interrupt.
RB1	12	3	I/O	TTL	
RB2	4	59	I/O	TTL	
RB3	3	58	I/O	TTL	
RB4	68	56	I/O	TTL	Interrupt-on-change pin.
RB5	67	55	I/O	TTL	Interrupt-on-change pin.
RB6	65	53	I/O	TTL/ST	Interrupt-on-change pin. Serial programming clock. This buffer is a Schmitt Trigger input when used in Serial Programming mode.
RB7	66	54	I/O	TTL/ST	Interrupt-on-change pin. Serial programming data. This buffer is a Schmitt Trigger input when used in Serial Programming mode.
					PORTC is a bi-directional I/O port.
RC0/T1OSO/T1CKI	26	16	I/O	ST	RC0 can also be the Timer1 oscillator output or Timer1 clock input.
RC1/T1OSI	27	17	I/O	ST	RC1 can also be the Timer1 oscillator input.
RC2/CCP1	28	18	I/O	ST	RC2 can also be the Capture1 input/Compare1 output/PWM1 output.
RC3/SCK/SCL	14	5	I/O	ST	RC3 can also be the synchronous serial clock input/ output for both SPI and I^2C modes.
RC4/SDI/SDA	15	6	I/O	ST	RC4 can also be the SPI Data In (SPI mode) or data I/O (I^2C mode).
RC5/SDO	16	7	I/O	ST	RC5 can also be the SPI Data Out (SPI mode).
C1	17	8	P		LCD Voltage Generation.
C2	18	9	P		LCD Voltage Generation.
COM0	63	51	L		Common Driver0.

Legend: I = input O = output P = power L = LCD Driver
— = Not used TTL = TTL input ST = Schmitt Trigger input

TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power-on Reset	Details on page
Bank 1											
80h	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	26
81h	OPTION	RBPU	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	20
82h	PCL	Program Counter (PC) Least Significant Byte								0000 0000	25
83h	STATUS	IRP	RP1	RP0	TO	PD	Z	DC	C	0001 1xxx	19
84h	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	26
85h	TRISA	—	—	PORTA Data Direction Register						--11 1111	29
86h	TRISB	PORTB Data Direction Register								1111 1111	31
87h	TRISC	—	—	PORTC Data Direction Register						--11 1111	33
88h	TRISD	PORTD Data Direction Register								1111 1111	34
89h	TRISE	PORTE Data Direction Register								1111 1111	36
8Ah	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the PC					---0 0000	25
8Bh	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	21
8Ch	PIE1	LCDIE	ADIE	—	—	SSPIE	CCP1IE	TMR2IE	TMR1IE	00-- 0000	24
8Dh	—	Unimplemented								—	—
8Eh	PCON	—	—	—	—	—	—	POR	$\overline{BOR}$	---- --0-	24
8Fh	—	Unimplemented								—	—
90h	—	Unimplemented								—	—
91h	—	Unimplemented								—	—
92h	PR2	Timer2 Period Register								1111 1111	51
93h	SSPADD	Synchronous Serial Port (I^2C mode) Address Register								0000 0000	69, 72
94h	SSPSTAT	SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	59
95h	—	Unimplemented								—	—
96h	—	Unimplemented								—	—
97h	—	Unimplemented								—	—
98h	—	Unimplemented								—	—
99h	—	Unimplemented								—	—
9Ah	—	Unimplemented								—	—
9Bh	—	Unimplemented								—	—
9Ch	—	Unimplemented								—	—
9Dh	—	Unimplemented								—	—
9Eh	ADRESL	A/D Result Register Low								xxxx xxxx	79
9Fh	ADCON1	—	—	—	—	—	PCFG2	PCFG1	PCFG0	---- -000	76

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as '0'.
Shaded locations are unimplemented, read as '0'.

Note 1: These pixels do not display, but can be used as general purpose RAM.

2.3.4 PIE1 REGISTER

This register contains the individual enable bits for the peripheral interrupts.

Note:	Bit PEIE (INTCON<6>) must be set to enable any peripheral interrupt.

REGISTER 2-4: PIE1 REGISTER (ADDRESS 8Ch)

R/W-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
LCDIE	ADIE	—	—	SSPIE	CCP1IE	TMR2IE	TMR1IE
bit 7							bit 0

bit 7 **LCDIE:** LCD Interrupt Enable bit
1 = Enables the LCD interrupt
0 = Disables the LCD interrupt

bit 6 **ADIE**: A/D Converter Interrupt Enable bit
1 = Enables the A/D interrupt
0 = Disables the A/D interrupt

bit 5-4 **Unimplemented:** Read as ‘0’

bit 3 **SSPIE**: Synchronous Serial Port Interrupt Enable bit
1 = Enables the SSP interrupt
0 = Disables the SSP interrupt

bit 2 **CCP1IE**: CCP1 Interrupt Enable bit
1 = Enables the CCP1 interrupt
0 = Disables the CCP1 interrupt

bit 1 **TMR2IE**: TMR2 to PR2 Match Interrupt Enable bit
1 = Enables the TMR2 to PR2 match interrupt
0 = Disables the TMR2 to PR2 match interrupt

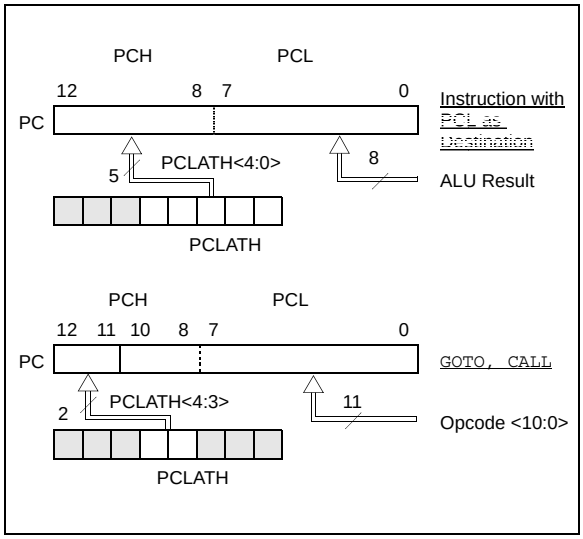
bit 0 **TMR1IE**: TMR1 Overflow Interrupt Enable bit
1 = Enables the TMR1 overflow interrupt
0 = Disables the TMR1 overflow interrupt

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

2.4 PCL and PCLATH

The program counter (PC) is 13-bits wide. The low byte comes from the PCL register, which is a readable and writable register. The upper bits (PC<12:8>) are not readable, but are indirectly writable through the PCLATH register. On any RESET, the upper bits of the PC will be cleared. Figure 2-5 shows the two situations for the loading of the PC. The upper example in the figure shows how the PC is loaded on a write to PCL (PCLATH<4:0> → PCH). The lower example in the figure shows how the PC is loaded during a CALL or GOTO instruction (PCLATH<4:3> → PCH).

FIGURE 2-5: LOADING OF PC IN DIFFERENT SITUATIONS



2.4.1 COMPUTED GOTO

A computed GOTO is accomplished by adding an offset to the program counter (ADDWF PCL). When doing a table read using a computed GOTO method, care should be exercised if the table location crosses a PCL memory boundary (each 256 byte block). Refer to the application note *"Implementing a Table Read"* (AN556).

2.4.2 STACK

The PIC16CXXX family has an 8-level deep x 13-bit wide hardware stack. The stack space is not part of either program or data space and the stack pointer is not readable or writable. The PC is PUSHed onto the stack when a CALL instruction is executed, or an interrupt causes a branch. The stack is POPed in the event of a RETURN, RETLW or a RETFIE instruction execution. PCLATH is not affected by a PUSH or POP operation.

The stack operates as a circular buffer. This means that after the stack has been PUSHed eight times, the ninth push overwrites the value that was stored from the first push. The tenth push overwrites the second push (and so on).

Note 1: There are no status bits to indicate stack overflow or stack underflow conditions.

2: There are no instructions/mnemonics called PUSH or POP. These are actions that occur from the execution of the CALL, RETURN, RETLW, and RETFIE instructions, or the vectoring to an interrupt address.

2.5 Program Memory Paging

PIC16C925/926 devices are capable of addressing a continuous 8K word block of program memory. The CALL and GOTO instructions provide only 11-bits of address to allow branching within any 2K program memory page. When doing a CALL or GOTO instruction, the upper 2-bits of the address are provided by PCLATH<4:3>. When doing a CALL or GOTO instruction, the user must ensure that the page select bits are programmed so that the desired program memory page is addressed. If a return from a CALL instruction (or interrupt) is executed, the entire 13-bit PC is pushed onto the stack. Therefore, manipulation of the PCLATH<4:3> bits is not required for the RETURN instructions (which POPs the address from the stack).

Note: The contents of the PCLATH register are unchanged after a RETURN or RETFIE instruction is executed. The user must rewrite the PCLATH for any subsequent CALL or GOTO instructions.

Example 2-1 shows the calling of a subroutine in page 1 of the program memory. This example assumes that PCLATH is saved and restored by the Interrupt Service Routine (if interrupts are used).

EXAMPLE 2-1: CALL OF A SUBROUTINE IN PAGE 1 FROM PAGE 0

```
ORG 0x500
BCF    PCLATH,4
BSF    PCLATH,3  ;Select page 1 (800h-FFFh)
CALL   SUB1_P1   ;Call subroutine in
       :         ;page 1 (800h-FFFh)
       :
       :
ORG 0x900
SUB1_P1:         ;called subroutine
       :         ;page 1 (800h-FFFh)
       :
RETURN           ;return to Call subroutine
                 ;in page 0 (000h-7FFh)
```

TABLE 4-7: PORTD FUNCTIONS

Name	Bit#	Buffer Type	Function
RD0/SEG00	bit0	ST	Input/output port pin or Segment Driver00.
RD1/SEG01	bit1	ST	Input/output port pin or Segment Driver01.
RD2/SEG02	bit2	ST	Input/output port pin or Segment Driver02.
RD3/SEG03	bit3	ST	Input/output port pin or Segment Driver03.
RD4/SEG04	bit4	ST	Input/output port pin or Segment Driver04.
RD5/SEG29/COM3	bit5	ST	Digital input pin or Segment Driver29 or Common Driver3.
RD6/SEG30/COM2	bit6	ST	Digital input pin or Segment Driver30 or Common Driver2.
RD7/SEG31/COM1	bit7	ST	Digital input pin or Segment Driver31 or Common Driver1.

Legend: ST = Schmitt Trigger input

TABLE 4-8: SUMMARY OF REGISTERS ASSOCIATED WITH PORTD

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power-on Reset	Value on all other RESETS
08h	PORTD	RD7	RD6	RD5	RD4	RD3	RD2	RD1	RD0	0000 0000	0000 0000
88h	TRISD	PORTD Data Direction Control Register								1111 1111	1111 1111
10Dh	LCDSE	SE29	SE27	SE20	SE16	SE12	SE9	SE5	SE0	1111 1111	1111 1111

Legend: Shaded cells are not used by PORTD.

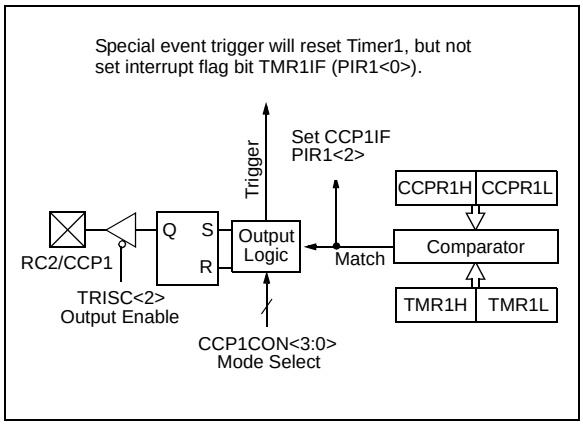
8.2 Compare Mode

In Compare mode, the 16-bit CCPR1 register value is constantly compared against the TMR1 register pair value. When a match occurs, the RC2/CCP1 pin is:

- Driven high
- Driven low
- Remains unchanged

The action on the pin is based on the value of control bits CCP1M3:CCP1M0 (CCP1CON<3:0>). At the same time, a compare interrupt is also generated.

FIGURE 8-2: COMPARE MODE OPERATION BLOCK DIAGRAM



8.2.1 CCP PIN CONFIGURATION

The user must configure the RC2/CCP1 pin as an output by clearing the TRISC<2> bit.

Note:	Clearing the CCP1CON register will force the RC2/CCP1 compare output latch to the default low level. This is not the PORTC I/O data latch.

8.2.2 TIMER1 MODE SELECTION

Timer1 must be running in Timer mode, or Synchronized Counter mode, if the CCP module is using the compare feature. In Asynchronous Counter mode, the compare operation may not work.

8.2.3 SOFTWARE INTERRUPT MODE

When Generate Software Interrupt is chosen, the CCP1 pin is not affected. Only a CCP interrupt is generated (if enabled).

8.2.4 SPECIAL EVENT TRIGGER

In this mode, an internal hardware trigger is generated which may be used to initiate an action.

The special event trigger output of CCP1 resets the TMR1 register pair and starts an A/D conversion. This allows the CCPR1H:CCPR1L register pair to effectively be a 16-bit programmable period register for Timer1.

Note:	The “special event trigger” from the CCP1 module will not set interrupt flag bit TMR1IF (PIR1<0>).

9.2 I²C Overview

This section provides an overview of the Inter-Integrated Circuit (I^2C) bus, with Section 9.3 discussing the operation of the SSP module in I^2C mode.

The I^2C bus is a two-wire serial interface developed by the Philips Corporation. The original specification, or standard mode, was for data transfers of up to 100 Kbps. An enhanced specification, or fast mode is not supported. This device will communicate with fast mode devices if attached to the same bus.

The I^2C interface employs a comprehensive protocol to ensure reliable transmission and reception of data. When transmitting data, one device is the "master" which initiates transfer on the bus and generates the clock signals to permit that transfer, while the other device(s) acts as the "slave." All portions of the slave protocol are implemented in the SSP module's hardware, except general call support, while portions of the master protocol need to be addressed in the PIC16CXXX software. Table 9-2 defines some of the I^2C bus terminology. For additional information on the I^2C interface specification, refer to the Philips document #939839340011, "*The I^2C bus and how to use it",* which can be obtained from the Philips Corporation.

In the I^2C interface protocol, each device has an address. When a master wishes to initiate a data transfer, it first transmits the address of the device that it wishes to "talk" to. All devices "listen" to see if this is their address. Within this address, a bit specifies if the master wishes to read from/write to the slave device. The master and slave are always in opposite modes (transmitter/receiver) of operation during a data transfer. That is, they can be thought of as operating in either of these two relations:

- Master-transmitter and Slave-receiver
- Slave-transmitter and Master-receiver

In both cases, the master generates the clock signal.

The output stages of the clock (SCL) and data (SDA) lines must have an open drain or open collector, in order to perform the wired-AND function of the bus. External pull-up resistors are used to ensure a high level when no device is pulling the line down. The number of devices that may be attached to the I^2C bus is limited only by the maximum bus loading specification of 400 pF.

9.2.1 INITIATING AND TERMINATING DATA TRANSFER

During times of no data transfer (idle time), both the clock line (SCL) and the data line (SDA) are pulled high through the external pull-up resistors. The START and STOP conditions determine the start and stop of data transmission. The START condition is defined as a high to low transition of the SDA when the SCL is high. The STOP condition is defined as a low to high transition of the SDA when the SCL is high. Figure 9-6 shows the START and STOP conditions. The master generates these conditions for starting and terminating data transfer. Due to the definition of the START and STOP conditions, when data is being transmitted, the SDA line can only change state when the SCL line is low.

FIGURE 9-6: START AND STOP CONDITIONS

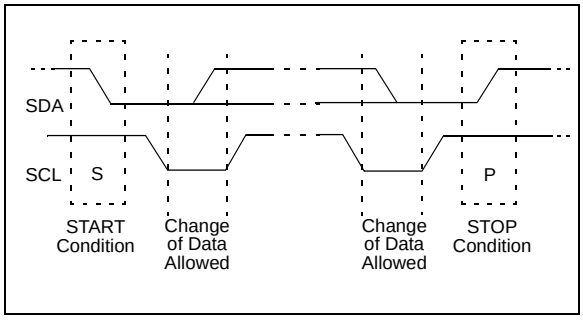


TABLE 9-2: I²C BUS TERMINOLOGY

Term	Description
Transmitter	The device that sends the data to the bus.
Receiver	The device that receives the data from the bus.
Master	The device which initiates the transfer, generates the clock and terminates the transfer.
Slave	The device addressed by a master.
Multi-master	More than one master device in a system. These masters can attempt to control the bus at the same time without corrupting the message.
Arbitration	Procedure that ensures that only one of the master devices will control the bus. This ensures that the transfer data does not get corrupted.
Synchronization	Procedure where the clock signals of two or more devices are synchronized.

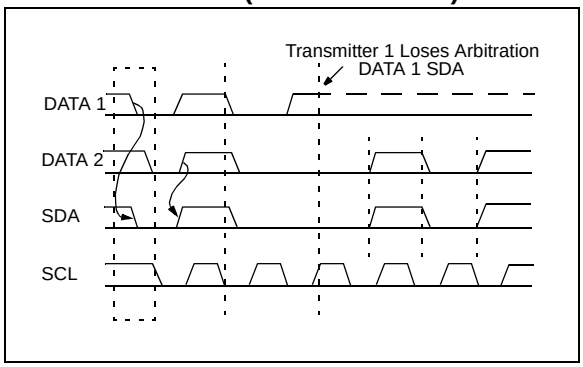
9.2.4 MULTI-MASTER

The I^2C protocol allows a system to have more than one master. This is called multi-master. When two or more masters try to transfer data at the same time, arbitration and synchronization occur.

9.2.4.1 Arbitration

Arbitration takes place on the SDA line, while the SCL line is high. The master, which transmits a high when the other master transmits a low, loses arbitration (Figure 9-14) and turns off its data output stage. A master, which lost arbitration can generate clock pulses until the end of the data byte where it lost arbitration. When the master devices are addressing the same device, arbitration continues into the data.

FIGURE 9-14: MULTI-MASTER ARBITRATION (TWO MASTERS)



Masters that also incorporate the slave function and have lost arbitration, must immediately switch over to Slave-Receiver mode. This is because the winning master-transmitter may be addressing it.

Arbitration is not allowed between:

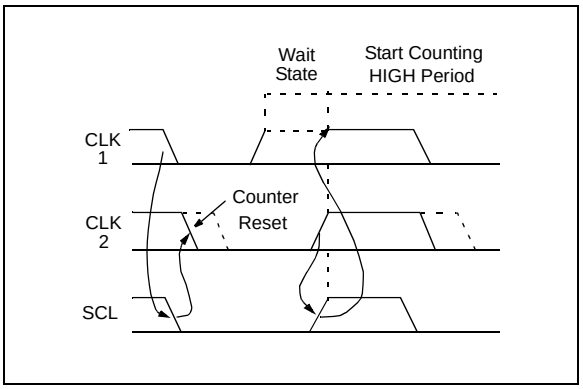
- A Repeated START condition
- A STOP condition and a data bit
- A Repeated START condition and a STOP condition

Care needs to be taken to ensure that these conditions do not occur.

9.2.4.2 Clock Synchronization

Clock synchronization occurs after the devices have started arbitration. This is performed using a wired-AND connection to the SCL line. A high to low transition on the SCL line causes the concerned devices to start counting off their low period. Once a device clock has gone low, it will hold the SCL line low until its SCL high state is reached. The low to high transition of this clock may not change the state of the SCL line, if another device clock is still within its low period. The SCL line is held low by the device with the longest low period. Devices with shorter low periods enter a high wait state, until the SCL line comes high. When the SCL line comes high, all devices start counting off their high periods. The first device to complete its high period will pull the SCL line low. The SCL line high time is determined by the device with the shortest high period, Figure 9-15.

FIGURE 9-15: CLOCK SYNCHRONIZATION



9.3.1 SLAVE MODE

In Slave mode, the SCL and SDA pins must be configured as inputs (TRISC<4:3> set). The SSP module will override the input state with the output data when required (slave-transmitter).

When an address is matched or the data transfer after an address match is received, the hardware automatically will generate the Acknowledge ($\overline{ACK}$) pulse, and then load the SSPBUF register with the received value currently in the SSPSR register.

There are certain conditions that will cause the SSP module not to give this $\overline{ACK}$ pulse. These are if either (or both):

a) The buffer full bit BF (SSPSTAT<0>) was set before the transfer was received.

b) The overflow bit SSPOV (SSPCON<6>) was set before the transfer was received.

In this case, the SSPSR register value is not loaded into the SSPBUF, but bit SSPIF (PIR1<3>) is set. Table 9-3 shows what happens when a data transfer byte is received, given the status of bits BF and SSPOV. The shaded cells show the condition where user software did not properly clear the overflow condition. Flag bit BF is cleared by reading the SSPBUF register while bit SSPOV is cleared through software.

The SCL clock input must have a minimum high and low time for proper operation. The high and low times of the I^2C specification as well as the requirement of the SSP module is shown in timing parameter #100 and parameter #101.

9.3.1.1 Addressing

Once the SSP module has been enabled, it waits for a START condition to occur. Following the START condition, the 8-bits are shifted into the SSPSR register. All incoming bits are sampled with the rising edge of the clock (SCL) line. The value of register SSPSR<7:1> is compared to the value of the SSPADD register. The address is compared on the falling edge of the eighth clock (SCL) pulse. If the addresses match, and the BF and SSPOV bits are clear, the following events occur:

a) The SSPSR register value is loaded into the SSPBUF register.

b) The buffer full bit, BF is set.

c) An $\overline{ACK}$ pulse is generated.

d) SSP interrupt flag bit, SSPIF (PIR1<3>) is set (interrupt is generated if enabled) - on the falling edge of the ninth SCL pulse.

In 10-bit Address mode, two address bytes need to be received by the slave (Figure 9-8). The five Most Significant bits (MSbs) of the first address byte specify if this is a 10-bit address. Bit R/$\overline{W}$ (SSPSTAT<2>) must specify a write so the slave device will receive the second address byte. For a 10-bit address the first byte would equal '`1111 0 A9 A8 0`', where `A9` and `A8` are the two MSbs of the address. The sequence of events for a 10-bit address is as follows, with steps 7- 9 for slave-transmitter:

1. Receive first (high) byte of Address (bits SSPIF, BF, and bit UA (SSPSTAT<1>) are set).
2. Update the SSPADD register with second (low) byte of Address (clears bit UA and releases the SCL line).
3. Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.
4. Receive second (low) byte of Address (bits SSPIF, BF, and UA are set).
5. Update the SSPADD register with the first (high) byte of Address, if match releases SCL line, this will clear bit UA.
6. Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.
7. Receive Repeated START condition.
8. Receive first (high) byte of Address (bits SSPIF and BF are set).
9. Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.

TABLE 9-3: DATA TRANSFER RECEIVED BYTE ACTIONS

Status Bits as Data Transfer is Received		SSPSR → SSPBUF	Generate $\overline{ACK}$ Pulse	Set bit SSPIF (SSP Interrupt occurs if enabled)
BF	SSPOV			
0	0	Yes	Yes	Yes
1	0	No	No	Yes
1	1	No	No	Yes
0	1	No	No	Yes

10.1 A/D Acquisition Requirements

For the A/D converter to meet its specified accuracy, the charge holding capacitor (CHOLD) must be allowed to fully charge to the input channel voltage level. The analog input model is shown in Figure 10-2. The source impedance (RS) and the internal sampling switch (RSS) impedance directly affect the time required to charge the capacitor CHOLD. The sampling switch (RSS) impedance varies over the device voltage (VDD), see Figure 10-2. **The maximum recommended impedance for analog sources is 10 kΩ.** As the impedance is decreased, the acquisition time may be decreased. After the analog input channel is selected (changed), this acquisition must be done before the conversion can be started.

To calculate the minimum acquisition time, Equation 10-1 may be used. This equation assumes that 1/2 LSb error is used (1024 steps for the A/D). The 1/2 LSb error is the maximum error allowed for the A/D to meet its specified resolution.

To calculate the minimum acquisition time, TACQ, see the PIC® Mid-Range Reference Manual (DS33023).

EQUATION 10-1: ACQUISITION TIME EXAMPLE

TACQ	=	Amplifier Settling Time +
		Hold Capacitor Charging Time +
		Temperature Coefficient
	=	TAMP + TC + TCOFF
	=	2µS + TC + [(Temperature -25°C)(0.05µS/°C)]
TC	=	CHOLD (RIC + RSS + RS) In(1/2047)
	=	- 120pF (1kΩ + 7kΩ + 10kΩ) In(0.0004885)
	=	16.47µS
TACQ	=	2µS + 16.47µS + [(50°C -25°C)(0.05µS/°C)
	=	19.72µS

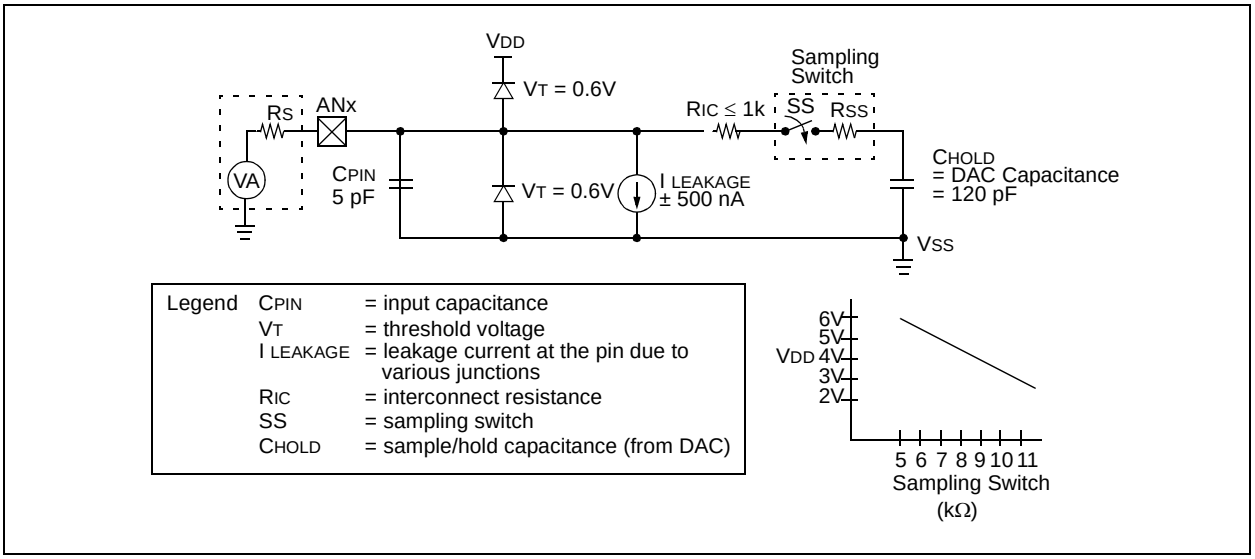
Note 1: The reference voltage (VREF) has no effect on the equation, since it cancels itself out.

2: The charge holding capacitor (CHOLD) is not discharged after each conversion.

3: The maximum recommended impedance for analog sources is 10 kΩ. This is required to meet the pin leakage specification.

4: After a conversion has completed, a 2.0TAD delay must complete before acquisition can begin again. During this time, the holding capacitor is not connected to the selected A/D input channel.

FIGURE 10-2: ANALOG INPUT MODEL



10.2 Selecting the A/D Conversion Clock

The A/D conversion time per bit is defined as TAD. The A/D conversion requires a minimum 12TAD per 10-bit conversion. The source of the A/D conversion clock is software selected. The four possible options for TAD are:

10.3 Configuring Analog Port Pins

The ADCON1 and TRIS registers control the operation of the A/D port pins. The port pins that are desired as analog inputs must have their corresponding TRIS bits set (input). If the TRIS bit is cleared (output), the digital output level (V_{OH} or V_{OL}) will be converted.

The A/D operation is independent of the state of the CHS<2:0> bits and the TRIS bits.

Note 1: When reading the port register, any pin configured as an analog input channel will read as cleared (a low level). Pins configured as digital inputs will convert an analog input. Analog levels on a digitally configured input will not affect the conversion accuracy.

2: Analog levels on any pin that is defined as a digital input (including the AN<4:0> pins), may cause the input buffer to consume current that is out of the device specifications.

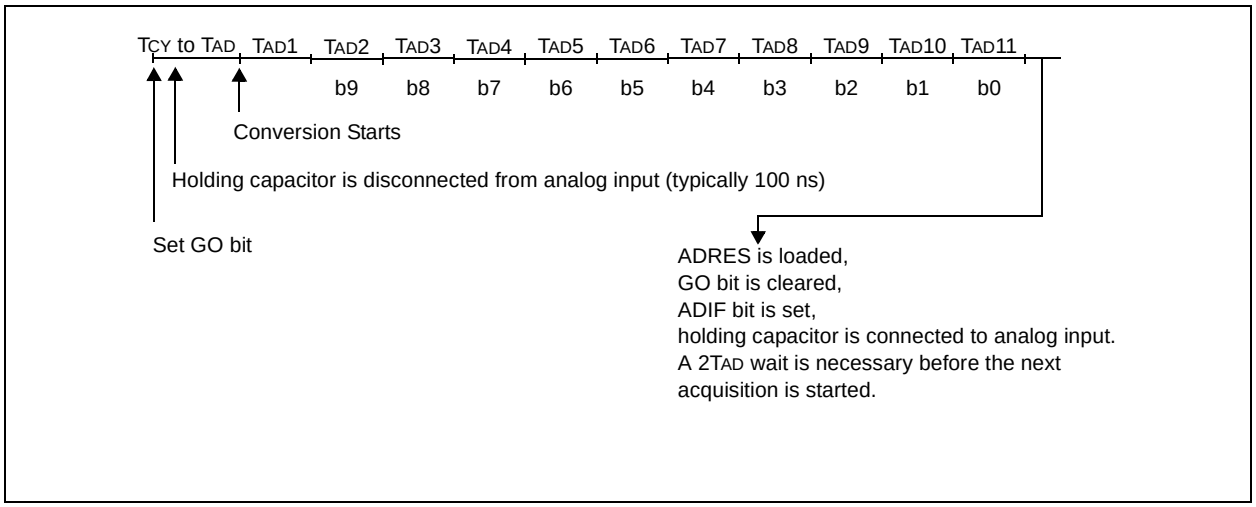
10.4 A/D Conversions

Clearing the GO/$\overline{\text{DONE}}$ bit during a conversion will abort the current conversion. The A/D result register pair will NOT be updated with the partially completed A/D conversion sample. That is, the ADRESH:ADRESL registers will continue to contain the value of the last completed conversion (or the last value written to the ADRESH:ADRESL registers). After the A/D conversion is aborted, a $2T_{AD}$ wait is required before the next acquisition is started. After this $2T_{AD}$ wait, acquisition on the selected channel is automatically started. After this, the GO/$\overline{\text{DONE}}$ bit can be set to start the conversion.

In Figure 10-3, after the GO bit is set, the first time segment has a minimum of T_{CY} and a maximum of T_{AD}.

Note: The GO/$\overline{\text{DONE}}$ bit should **NOT** be set in the same instruction that turns on the A/D.

FIGURE 10-3: A/D CONVERSION T_{AD} CYCLES



10.4.1 A/D RESULT REGISTERS

The ADRESH:ADRESL register pair is the location where the 10-bit A/D result is loaded at the completion of the A/D conversion. This register pair is 16-bits wide. The A/D module gives the flexibility to left or right justify the 10-bit result in the 16-bit result register. The A/D Format Select bit (ADFM) controls this justification. Figure 10-4 shows the operation of the A/D result justification. The extra bits are loaded with '0's'. When an A/D result will not overwrite these locations (A/D disable), these registers may be used as two general purpose 8-bit registers.

12.4 Power-on Reset (POR), Power-up Timer (PWRT), Brown-out Reset (BOR) and Oscillator Start-up Timer (OST)

12.4.1 POWER-ON RESET (POR)

A Power-on Reset pulse is generated on-chip when VDD rise is detected (in the range of 1.5V - 2.1V). To take advantage of the POR, just tie the MCLR pin directly (or through a resistor) to VDD. This will eliminate external RC components usually needed to create a Power-on Reset. A maximum rise time for VDD is specified. See Electrical Specifications for details.

When the device starts normal operation (exits the RESET condition), device operating parameters (voltage, frequency, temperature, etc.) must be met to ensure operation. If these conditions are not met, the device must be held in RESET until the operating conditions are met.

For additional information, refer to Application Note AN607, "*Power-up Trouble Shooting*."

12.4.2 POWER-UP TIMER (PWRT)

The Power-up Timer provides a fixed 72 ms nominal time-out on power-up only, from the POR. The Power-up Timer operates on an internal RC oscillator. The chip is kept in RESET as long as the PWRT is active. The PWRT's time delay allows VDD to rise to an acceptable level. A configuration bit is provided to enable/disable the PWRT.

The power-up time delay will vary from chip to chip due to VDD, temperature, and process variation. See DC parameters for details.

12.4.3 OSCILLATOR START-UP TIMER (OST)

The Oscillator Start-up Timer (OST), if enabled, provides 1024 oscillator cycle (from OSC1 input) delay after the PWRT delay (if the PWRT is enabled). This helps to ensure that the crystal oscillator or resonator has started and stabilized.

The OST time-out is invoked only for XT, LP and HS modes and only on Power-on Reset or wake-up from SLEEP.

12.4.4 BROWN-OUT RESET (BOR)

The configuration bit, BOREN, can enable or disable the Brown-out Reset circuit. If VDD falls below VBOR (parameter D005, about 4V) for longer than TBOR (parameter #35, about 100μS), the brown-out situation will reset the device. If VDD falls below VBOR for less than TBOR, a RESET may not occur.

Once the brown-out occurs, the device will remain in Brown-out Reset until VDD rises above VBOR. The Power-up Timer, if enabled, then keeps the device in RESET for TPWRT (parameter #33, about 72mS). If VDD should fall below VBOR during TPWRT, the Brown-out Reset process will restart when VDD rises above VBOR with the Power-up Timer Reset. The Power-up Timer is enabled separately from Brown-out Reset.

12.4.5 TIME-OUT SEQUENCE

On power-up, the time-out sequence is as follows: First, PWRT time-out is invoked after the POR time delay has expired. Then, OST is activated. The total time-out will vary based on oscillator configuration and the status of the PWRT. For example, in RC mode with the PWRT disabled, there will be no time-out at all. Figure 12-7, Figure 12-8, and Figure 12-9 depict time-out sequences on power-up.

Since the time-outs occur from the POR pulse, if MCLR is kept low long enough, the time-outs will expire. Then bringing MCLR high will begin execution immediately (Figure 12-8). This is useful for testing purposes or to synchronize more than one PIC16CXXX device operating in parallel.

Table 12-5 shows the RESET conditions for some special function registers, while Table 12-6 shows the RESET conditions for all the registers.

12.4.6 POWER CONTROL/STATUS REGISTER (PCON)

The Power Control/Status Register, PCON, has up to two bits depending upon the device.

Bit0 is Brown-out Reset Status bit, BOR. Bit BOR is unknown on a Power-on Reset. It must then be set by the user and checked on subsequent RESETS to see if bit BOR cleared, indicating a BOR occurred. When the Brown-out Reset is disabled, the state of the BOR bit is unpredictable and is, therefore, not valid at any time.

Bit1 is Power-on Reset Status bit POR. It is cleared on a Power-on Reset and unaffected otherwise. The user must set this bit following a Power-on Reset.

TABLE 12-3: TIME-OUT IN VARIOUS SITUATIONS

Oscillator Configuration	Power-up		Wake-up from SLEEP
	PWRTE = 1	PWRTE = 0	
XT, HS, LP	1024TOSC	72 ms + 1024TOSC	1024 TOSC
RC	—	72 ms	—

TABLE 12-4: STATUS BITS AND THEIR SIGNIFICANCE

$\overline{POR}$	$\overline{BOR}$	$\overline{TO}$	$\overline{PD}$	Condition
0	x	1	1	Power-on Reset
0	x	0	x	Illegal, $\overline{TO}$ is set on $\overline{POR}$
0	x	x	0	Illegal, $\overline{PD}$ is set on $\overline{POR}$
1	0	1	1	Brown-out Reset
1	1	0	1	WDT Reset
1	1	0	0	WDT Wake-up
1	1	u	u	$\overline{MCLR}$ Reset during normal operation
1	1	1	0	$\overline{MCLR}$ Reset during SLEEP or interrupt wake-up from SLEEP

TABLE 12-5: RESET CONDITION FOR SPECIAL REGISTERS

Condition	Program Counter	STATUS Register	PCON Register
Power-on Reset	000h	0001 1xxx	---- --0x
$\overline{MCLR}$ Reset during normal operation	000h	000u uuuu	---- --uu
$\overline{MCLR}$ Reset during SLEEP	000h	0001 0uuu	---- --uu
WDT Reset	000h	0000 1uuu	---- --uu
WDT Wake-up	PC + 1	uuu0 0uuu	---- --uu
Brown-out Reset	000h	0001 1uuu	---- --u0
Interrupt wake-up from SLEEP	PC + 1(1)	uuu1 0uuu	---- --uu

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

Note 1: When the wake-up is due to an interrupt and the GIE bit is set, the PC is loaded with the interrupt vector (0004h).

12.7 Watchdog Timer (WDT)

The Watchdog Timer is a free running on-chip RC oscillator, which does not require any external components. This RC oscillator is separate from the RC oscillator of the OSC1/CLKIN pin. That means that the WDT will run, even if the clock on the OSC1/CLKIN and OSC2/CLKOUT pins of the device has been stopped, for example, by execution of a SLEEP instruction. During normal operation, a WDT time-out generates a device RESET (Watchdog Timer Reset). If the device is in SLEEP mode, a WDT time-out causes the device to wake-up and continue with normal operation (Watchdog Timer Wake-up). The WDT can be permanently disabled by clearing configuration bit WDTE (Section 12.1).

12.7.1 WDT PERIOD

The WDT has a nominal time-out period of 18 ms (with no prescaler). The time-out periods vary with temperature, VDD and process variations from part to part (see DC specs). If longer time-out periods are desired, a prescaler with a division ratio of up to 1:128 can be assigned to the WDT under software control, by writing to the OPTION register. Thus, time-out periods up to 2.3 seconds can be realized.

The CLRWDT and SLEEP instructions clear the WDT and the postscaler, if assigned to the WDT, prevent it from timing out and generating a device RESET condition.

The $\overline{TO}$ bit in the STATUS register will be cleared upon a Watchdog Timer time-out.

12.7.2 WDT PROGRAMMING CONSIDERATIONS

It should also be taken into account that under worst case conditions (VDD = Min., Temperature = Max., and Max. WDT prescaler) it may take several seconds before a WDT time-out occurs.

Note:	When a CLRWDT instruction is executed and the prescaler is assigned to the WDT, the prescaler count will be cleared, but the prescaler assignment is not changed.

FIGURE 12-12: WATCHDOG TIMER BLOCK DIAGRAM

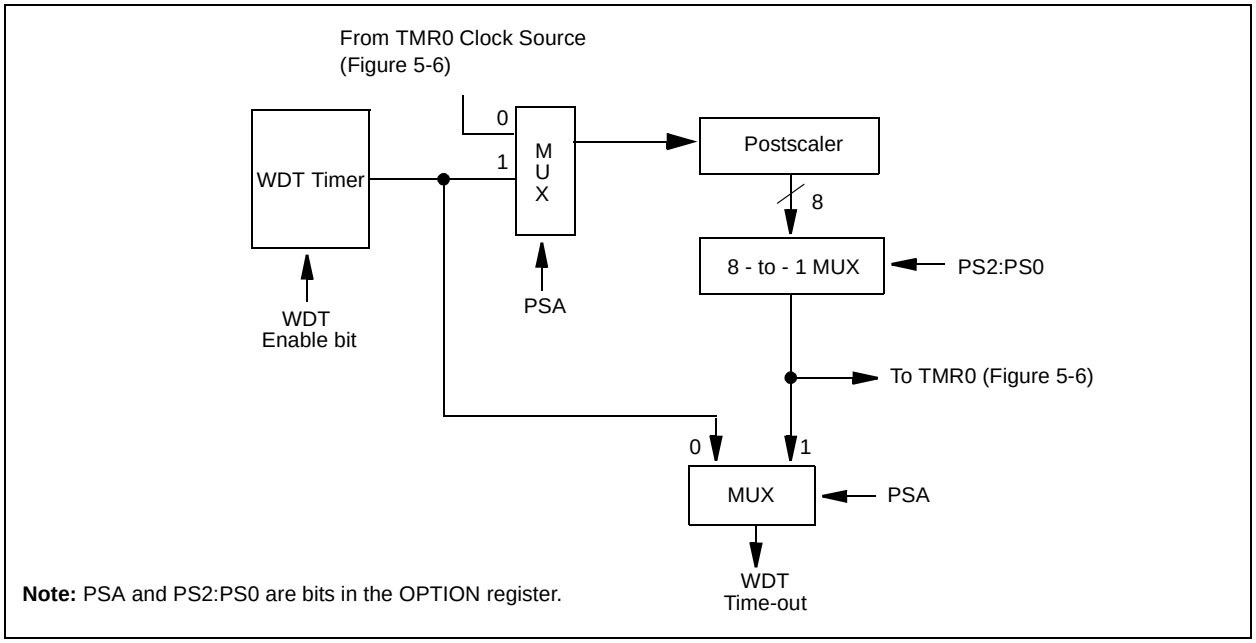


FIGURE 12-13: SUMMARY OF WATCHDOG TIMER REGISTERS

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
2007h	Config. bits	**(1)**	BOREN(1)	CP1	CP0	$\overline{PWRTE}$(1)	WDTE	FOSC1	FOSC0
81h, 181h	OPTION	RBPU	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0

Legend: Shaded cells are not used by the Watchdog Timer.
Note 1: See Register 12-1 for operation of these bits.

ANDLW **AND Literal with W**

Syntax: [*label*] ANDLW k

Operands: $0 \le k \le 255$

Operation: (W) .AND. (k) → (W)

Status Affected: Z

Encoding:

11	1001	kkkk	kkkk

Description: The contents of W register are AND'ed with the eight-bit literal 'k'. The result is placed in the W register.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process data	Write to W

Example `ANDLW 0x5F`

Before Instruction:
W = 0xA3
After Instruction:
W = 0x03

ANDWF **AND W with f**

Syntax: [*label*] ANDWF f [,d]

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

Operation: (W).AND. (f) → (destination)

Status Affected: Z

Encoding:

00	0101	dfff	ffff

Description: AND the W register with register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process data	Write to destination

Example `ANDWF FSR, 1`

Before Instruction:
W = 0x17
FSR = 0xC2
After Instruction
W = 0x17
FSR = 0x02

15.2 DC Characteristics: PIC16C925/926 (Commercial, Industrial) PIC16LC925/926 (Commercial, Industrial)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial 0°C ≤ TA ≤ +70°C for commercial Operating voltage VDD range as described in DC spec				
Param No.	**Sym**	**Characteristic**	**Min**	**Typ†**	**Max**	**Units**	**Conditions**
		Input Low Voltage					
	VIL	I/O ports					
D030		with TTL buffer	VSS	—	0.15VDD	V	For entire VDD range
			Vss	—	0.8V	V	4.5V ≤ VDD ≤ 5.5V
D031		with Schmitt Trigger buffer	VSS	—	0.2VDD	V	
D032		MCLR, OSC1 (in RC mode)	VSS	—	0.2VDD	V	
D033		OSC1 (in XT, HS and LP)	VSS	—	0.3VDD	V	**(Note 1)**
		Input High Voltage					
	VIH	I/O ports		—			
D040		with TTL buffer	2.0	—	VDD	V	4.5V ≤ VDD ≤ 5.5V
D040A			0.25VDD + 0.8V	—	VDD	V	For entire VDD range
D041		with Schmitt Trigger buffer	0.8VDD	—	VDD	V	
D042		MCLR	0.8VDD	—	VDD	V	
D042A		OSC1 (XT, HS and LP)	0.7VDD	—	VDD	V	**(Note 1)**
D043		OSC1 (in RC mode)	0.9VDD	—	VDD	V	
D070	IPURB	**PORTB Weak Pull-up Current**	50	250	400	µA	VDD = 5V, VPIN = VSS
		Input Leakage Current (Notes 2, 3)					
D060	IIL	I/O ports	—	—	±1.0	µA	Vss ≤ VPIN ≤ VDD, Pin at hi-Z
D061		MCLR, RA4/T0CKI	—	—	±5	µA	Vss ≤ VPIN ≤ VDD
D063		OSC1	—	—	±5	µA	Vss ≤ VPIN ≤ VDD, XT, HS and LP osc configuration
		Output Low Voltage					
D080	VOL	I/O ports	—	—	0.6	V	IOL = 4.0 mA, VDD = 4.5V
D083		OSC2/CLKOUT (RC osc mode)	—	—	0.6	V	IOL = 1.6 mA, VDD = 4.5V
		Output High Voltage					
D090	VOH	I/O ports **(Note 3)**	VDD - 0.7	—	—	V	IOH = -3.0 mA, VDD = 4.5V
D092		OSC2/CLKOUT (RC osc mode)	VDD - 0.7	—	—	V	IOH = -1.3 mA, VDD = 4.5V
		Capacitive Loading Specs on Output Pins					
D100	COSC2	OSC2 pin	—	—	15	pF	In XT, HS and LP modes when external clock is used to drive OSC1.
D101	CIO	All I/O pins and OSC2 (in RC)	—	—	50	pF	
D102	CB	SCL, SDA in I^2C mode	—	—	400	pF	
D150	VDD	**Open Drain High Voltage**	—	—	8.5	V	RA4 pin

† Data in "Typ" column is at 5 V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: In RC oscillator configuration, the OSC1/CLKIN pin is a Schmitt Trigger input. It is not recommended that the PIC16C925/926 be driven with external clock in RC mode.

2: The leakage current on the MCLR pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.

3: Negative current is defined as current sourced by the pin.

FIGURE 15-3: LCD VOLTAGE WAVEFORM

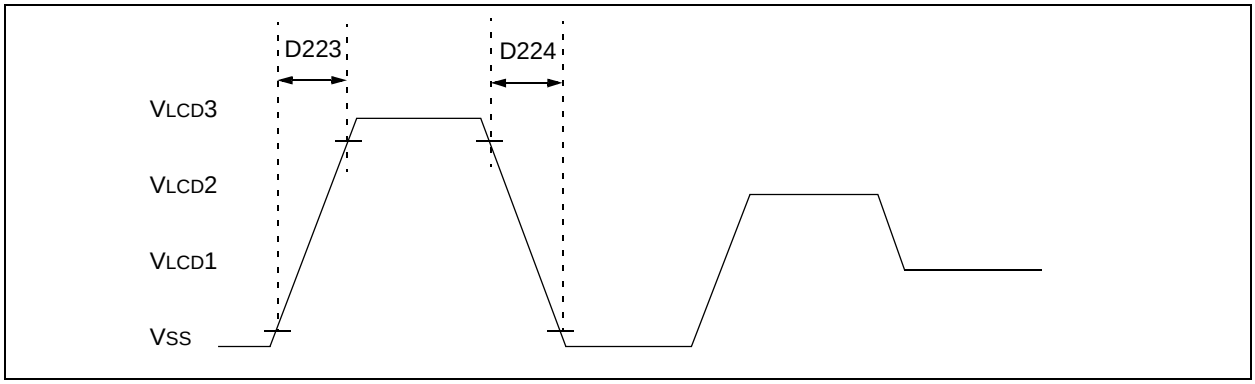


TABLE 15-1: LCD MODULE ELECTRICAL SPECIFICATIONS

Parameter No.	Symbol	Characteristic	Min	Typ†	Max	Units	Conditions
D200	VLCD3	LCD Voltage on pin VLCD3	VDD - 0.3	—	VSS + 7.0	V	
D201	VLCD2	LCD Voltage on pin VLCD2	Vss - 0.3	—	VLCD3	V	
D202	VLCD1	LCD Voltage on pin VLCD1	Vss - 0.3	—	VLCD3	V	
D220	VOH	Output High Voltage	Max VLCDN - 0.1	—	Max VLCDN	V	COM outputs IOH = 25 µA SEG outputs IOH = 3 µA
D221	VOL	Output Low Voltage	Min VLCDN	—	Min VLCDN + 0.1	V	COM outputs IOL = 25 µA SEG outputs IOL = 3 µA
D222	FLCDRC	LCDRC Oscillator Frequency	5	14	22	kHz	VDD = 5V, -40°C to +85°C
D223	TrLCD	Output Rise Time	—	—	200	µs	COM outputs Cload = 5,000 pF SEG outputs Cload = 500 pF VDD = 5.0V, T = 25°C
D224	TfLCD	Output Fall Time(1)	TrLCD - 0.05 TrLCD	—	TrLCD + 0.05 TrLCD	µs	COM outputs Cload = 5,000 pF SEG outputs Cload = 500 pF VDD = 5.0V, T = 25°C

† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: 0 ohm source impedance at VLCD.

TABLE 15-2: VLCD CHARGE PUMP ELECTRICAL SPECIFICATIONS

Parameter No.	Symbol	Characteristic		Min	Typ	Max	Units	Conditions
D250	IVADJ	VLCDADJ Regulated Current Output		—	10	—	µA	
D252	Δ IVADJ/Δ VDD	VLCDADJ Current VDD Rejection		—	—	0.1	µA/V	
D265	VVADJ	VLCDADJ Voltage Limits	PIC16**C**925/926	1.0	—	2.3	V	
			PIC16**LC**925/926	1.0		VDD - 0.7V	V	VDD < 3V

Note 1: For design guidance only.

15.3 Timing Parameter Symbology

The timing parameter symbols have been created following one of the following formats:

1. TppS2ppS
2. TppS
3. TCC:ST (I^2C specifications only)
4. Ts (I^2C specifications only)

T			
F	Frequency	T	Time

Lowercase letters (pp) and their meanings:

pp			
cc	CCP1	osc	OSC1
ck	CLKOUT	rd	$\overline{RD}$
cs	$\overline{CS}$	rw	$\overline{RD}$ or $\overline{WR}$
di	SDI	sc	SCK
do	SDO	ss	$\overline{SS}$
dt	Data in	t0	T0CKI
io	I/O port	t1	T1CKI
mc	$\overline{MCLR}$	wr	$\overline{WR}$

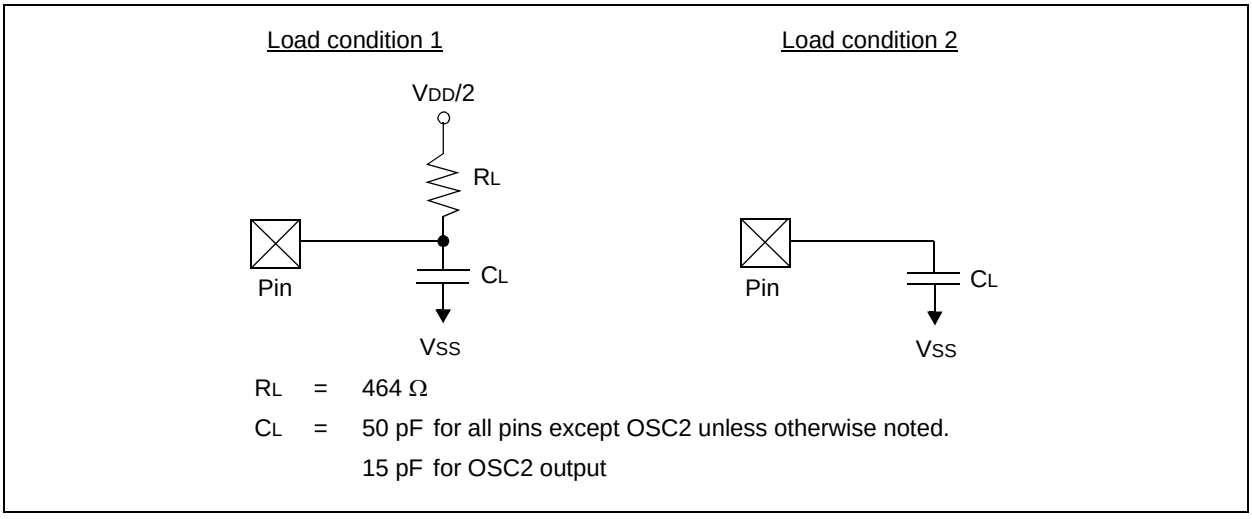
Uppercase letters and their meanings:

S			
F	Fall	P	Period
H	High	R	Rise
I	Invalid (Hi-impedance)	V	Valid
L	Low	Z	Hi-impedance
I^2C only			
AA	output access	High	High
BUF	Bus free	Low	Low

TCC:ST (I^2C specifications only)

CC			
HD	Hold	SU	Setup
ST			
DAT	DATA input hold	STO	STOP condition
STA	START condition		

FIGURE 15-4: LOAD CONDITIONS



R_L = 464 Ω

C_L = 50 pF for all pins except OSC2 unless otherwise noted.
15 pF for OSC2 output

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