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"[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	4MHz
Connectivity	-
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	13
Program Memory Size	3.5KB (2K x 14)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	4V ~ 5.5V
Data Converters	A/D 4x8b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	18-SOIC (0.295", 7.50mm Width)
Supplier Device Package	18-SOIC
Purchase URL	<a href="https://www.e-xfl.com/product-detail/microchip-technology/pic16c716-04i-so">https://www.e-xfl.com/product-detail/microchip-technology/pic16c716-04i-so</a>

# PIC16C712/716

**TABLE 1-1: PIC16C712/716 PINOUT DESCRIPTION**

Pin Name	PIC16C712/716		Pin Type	Buffer Type	Description
	DIP, SOIC	SSOP			
MCLR/VPP MCLR VPP	4	4	I  P	ST  	Master clear (Reset) input. This pin is an active low Reset to the device. Programming voltage input
OSC1/CLKIN OSC1  CLKIN	16	18	I  I	ST  CMOS	Oscillator crystal input or external clock source input. ST buffer when configured in RC mode. CMOS otherwise. External clock source input.
OSC2/CLKOUT OSC2  CLKOUT	15	17	O  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.
RA0/AN0 RA0 AN0	17	19	I/O I	TTL Analog	PORTA is a bidirectional I/O port.  Digital I/O Analog input 0
RA1/AN1 RA1 AN1	18	20	I/O I	TTL Analog	Digital I/O Analog input 1
RA2/AN2 RA2 AN2	1	1	I/O I	TTL Analog	Digital I/O Analog input 2
RA3/AN3/VREF RA3 AN3 VREF	2	2	I/O I I	TTL Analog Analog	Digital I/O Analog input 3 A/D Reference Voltage input.
RA4/T0CKI RA4  T0CKI	3	3	I/O  I	ST/OD  ST	Digital I/O. Open drain when configured as output. Timer0 external clock input

**Legend:** TTL = TTL-compatible input      CMOS = CMOS compatible input or output  
ST = Schmitt Trigger input with CMOS levels  
OD = Open drain output  
SM = SMBus compatible input. An external resistor is required if this pin is used as an output  
NPU = N-channel pull-up      PU = Weak internal pull-up  
No-P diode = No P-diode to VDD      AN = Analog input or output  
I = input      O = output  
P = Power      L = LCD Driver

# PIC16C712/716

## 2.2 Data Memory Organization

The data memory is partitioned into multiple banks which contain the General Purpose Registers and the Special Function Registers. Bits RP1 and RP0 are the bank select bits.

RP1 <sup>(1)</sup>	RP0	(STATUS<6:5>)
--------------------	-----	---------------

= 00 → Bank 0

= 01 → Bank 1

= 10 → Bank 2 (not implemented)

= 11 → Bank 3 (not implemented)

**Note 1:** Maintain this bit clear to ensure upward compatibility with future products.

Each bank extends up to 7Fh (128 bytes). The lower locations of each bank are reserved for the Special Function Registers. Above the Special Function Registers are General Purpose Registers, implemented as static RAM. All implemented banks contain Special Function Registers. Some “high use” Special Function Registers from one bank may be mirrored in another bank for code reduction and quicker access.

### 2.2.1 GENERAL PURPOSE REGISTER FILE

The register file can be accessed either directly, or indirectly through the File Select Register FSR (see **Section 2.5 “Indirect Addressing, INDF and FSR Registers”**).

**FIGURE 2-3: REGISTER FILE MAP**

File Address			File Address
00h	INDF <sup>(1)</sup>	INDF <sup>(1)</sup>	80h
01h	TMR0	OPTION_REG	81h
02h	PCL	PCL	82h
03h	STATUS	STATUS	83h
04h	FSR	FSR	84h
05h	PORTA	TRISA	85h
06h	PORTB	TRISB	86h
07h	DATAACP	TRISCCP	87h
08h			88h
09h			89h
0Ah	PCLATH	PCLATH	8Ah
0Bh	INTCON	INTCON	8Bh
0Ch	PIR1	PIE1	8Ch
0Dh			8Dh
0Eh	TMR1L	PCON	8Eh
0Fh	TMR1H		8Fh
10h	T1CON		90h
11h	TMR2		91h
12h	T2CON	PR2	92h
13h			93h
14h			94h
15h	CCPR1L		95h
16h	CCPR1H		96h
17h	CCP1CON		97h
18h			98h
19h			99h
1Ah			9Ah
1Bh			9Bh
1Ch			9Ch
1Dh			9Dh
1Eh	ADRES		9Eh
1Fh	ADCON0	ADCON1	9Fh
20h	General Purpose Registers 96 Bytes	General Purpose Registers 32 Bytes	A0h
			BFh
			C0h
7Fh			FFh
Bank 0		Bank 1	

Unimplemented data memory locations, read as '0'.

Note 1:

Not a physical register.

## 2.2.2 SPECIAL FUNCTION REGISTERS

The Special Function Registers are registers used by the CPU and Peripheral Modules for controlling the desired operation of the device. These registers are implemented as static RAM. A list of these registers is give in Table 2-1.

The Special Function Registers can be classified into two sets; core (CPU) and peripheral. Those registers associated with the core functions are described in detail in this section. Those related to the operation of the peripheral features are described in detail in that peripheral feature section.

**TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY**

Addr	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 (4)	
Bank 0												
00h	INDF <sup>(1)</sup>	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	0000 0000	
01h	TMR0	Timer0 Module's Register								xxxx xxxx	uuuu uuuu	
02h	PCL <sup>(1)</sup>	Program Counter's (PC) Least Significant Byte								0000 0000	0000 0000	
03h	STATUS <sup>(1)</sup>	IRP <sup>(4)</sup>	RP1 <sup>(4)</sup>	RP0	T <sub>0</sub>	P <sub>D</sub>	Z	DC	C	rr01 lxxx	rr0q quuu	
04h	FSR <sup>(1)</sup>	Indirect Data Memory Address Pointer								xxxx xxxx	uuuu uuuu	
05h	PORTA <sup>(5,6)</sup>	—	—	— <sup>(7)</sup>	PORTA Data Latch when written: PORTA pins when read						--xx xxxx	--xu uuuu
06h	PORTB <sup>(5,6)</sup>	PORTB Data Latch when written: PORTB pins when read								xxxx xxxx	uuuu uuuu	
07h	DATAACP	— <sup>(7)</sup>	— <sup>(7)</sup>	— <sup>(7)</sup>	— <sup>(7)</sup>	— <sup>(7)</sup>	DCCP	— <sup>(7)</sup>	DT1CK	xxxx xxxx	xxxx xuxu	
08h-09h	—	Unimplemented								—	—	
0Ah	PCLATH <sup>(1,2)</sup>	—	—	—	Write Buffer for the upper 5 bits of the Program Counter						---0 0000	---0 0000
0Bh	INTCON <sup>(1)</sup>	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u	
0Ch	PIR1	—	ADIF	—	—	—	CCP1IF	TMR2IF	TMR1IF	-0-- 0000	-0-- 0000	
0Dh	—	Unimplemented								—	—	
0Eh	TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu	
0Fh	TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu	
10h	T1CON	—	—	T1CKPS1	T1CKPS0	T1OSCEN	T1SYNC	TMR1CS	TMR1ON	--00 0000	--uu uuuu	
11h	TMR2	Timer2 Module's Register								0000 0000	0000 0000	
12h	T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000	
13h-14h												
15h	CCPR1L	Capture/Compare/PWM Register1 (LSB)								xxxx xxxx	uuuu uuuu	
16h	CCPR1H	Capture/Compare/PWM Register1 (MSB)								xxxx xxxx	uuuu uuuu	
17h	CCP1CON	—	—	DC1B1	DC1B0	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000	
18h-1Dh	—	Unimplemented								—	—	
1Eh	ADRES	A/D Result Register								xxxx xxxx	uuuu uuuu	
1Fh	ADCON0	ADCS1	ADCS0	CHS2	CHS1	CHS0	GO/DONE	—	ADON	0000 00-0	0000 00-0	

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

**Note 1:** These registers can be addressed from either bank.

**Note 2:** The upper byte of the program counter is not directly accessible. PCLATH is a holding register for PC<12:8> whose contents are transferred to the upper byte of the program counter.

**Note 3:** Other (non Power-up) Resets include: external Reset through  $\overline{\text{MCLR}}$  and the Watchdog Timer Reset.

**Note 4:** The IRP and RP1 bits are reserved. Always maintain these bits clear.

**Note 5:** On any device Reset, these pins are configured as inputs.

**Note 6:** This is the value that will be in the port output latch.

**Note 7:** Reserved bits; Do Not Use.

# PIC16C712/716

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

Addr	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 (4)
Bank 1											
80h	INDF <sup>(1)</sup>	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	0000 0000
81h	OPTION_ REG	$\overline{\text{RBPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
82h	PCL <sup>(1)</sup>	Program Counter's (PC) Least Significant Byte								0000 0000	0000 0000
83h	STATUS <sup>(1)</sup>	IRP <sup>(4)</sup>	RP1 <sup>(4)</sup>	RP0	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC	C	rr01 1xxx	rr0q quuu
84h	FSR <sup>(1)</sup>	Indirect Data Memory Address Pointer								xxxx xxxx	uuuu uuuu
85h	TRISA	—	—	— <sup>(7)</sup>	PORTA Data Direction Register					--x1 1111	--x1 1111
86h	TRISB	PORTB Data Direction Register								1111 1111	1111 1111
87h	TRISCCP	— <sup>(7)</sup>	— <sup>(7)</sup>	— <sup>(7)</sup>	— <sup>(7)</sup>	— <sup>(7)</sup>	TCCP	— <sup>(7)</sup>	TT1CK	xxxx x1x1	xxxx x1x1
88h-89h	—	Unimplemented								—	—
8Ah	PCLATH <sup>(1,2)</sup>	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
8Bh	INTCON <sup>(1)</sup>	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
8Ch	PIE1	—	ADIE	—	—	—	CCP1IE	TMR2IE	TMR1IE	-0-- -000	-0-- -000
8Dh	—	Unimplemented								—	—
8Eh	PCON	—	—	—	—	—	—	$\overline{\text{POR}}$	$\overline{\text{BOR}}$	---- --qq	---- --uu
8Fh-91h	—	Unimplemented								—	—
92h	PR2	Timer2 Period Register								1111 1111	1111 1111
93h-9Eh	—	Unimplemented								—	—
9Fh	ADCON1	—	—	—	—	—	PCFG2	PCFG1	PCFG0	---- -000	---- -000

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

**Note 1:** These registers can be addressed from either bank.

**2:** The upper byte of the program counter is not directly accessible. PCLATH is a holding register for PC<12:8> whose contents are transferred to the upper byte of the program counter.

**3:** Other (non Power-up) Resets include: external Reset through  $\overline{\text{MCLR}}$  and the Watchdog Timer Reset.

**4:** The IRP and RP1 bits are reserved. Always maintain these bits clear.

**5:** On any device Reset, these pins are configured as inputs.

**6:** This is the value that will be in the port output latch.

**7:** Reserved bits; Do Not Use.

## 2.2.2.3 INTCON Register

The INTCON Register is a readable and writable register which contains various enable and flag bits for the TMR0 register overflow, RB Port change and External RB0/INT pin interrupts.

**Note:** Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit, GIE (INTCON<7>). User software should ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.

**FIGURE 2-6: INTCON REGISTER (ADDRESS 0Bh, 8Bh)**

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-x
GIE	PEIE	TOIE	INTE	RBIE	TOIF	INTF	RBIF
bit7							bit0
<p>bit 7: <b>GIE:</b> Global Interrupt Enable bit 1 = Enables all unmasked interrupts 0 = Disables all interrupts</p> <p>bit 6: <b>PEIE:</b> Peripheral Interrupt Enable bit 1 = Enables all unmasked peripheral interrupts 0 = Disables all peripheral interrupts</p> <p>bit 5: <b>TOIE:</b> TMR0 Overflow Interrupt Enable bit 1 = Enables the TMR0 interrupt 0 = Disables the TMR0 interrupt</p> <p>bit 4: <b>IINTE:</b> RB0/INT External Interrupt Enable bit 1 = Enables the RB0/INT external interrupt 0 = Disables the RB0/INT external interrupt</p> <p>bit 3: <b>RBIE:</b> RB Port Change Interrupt Enable bit 1 = Enables the RB port change interrupt 0 = Disables the RB port change interrupt</p> <p>bit 2: <b>TOIF:</b> TMR0 Overflow Interrupt Flag bit 1 = TMR0 register has overflowed (must be cleared in software) 0 = TMR0 register did not overflow</p> <p>bit 1: <b>INTF:</b> RB0/INT External Interrupt Flag bit 1 = The RB0/INT external interrupt occurred (must be cleared in software) 0 = The RB0/INT external interrupt did not occur</p> <p>bit 0: <b>RBIF:</b> RB Port Change Interrupt Flag bit 1 = At least one of the RB7:RB4 pins changed state (must be cleared in software) 0 = None of the RB7:RB4 pins have changed state</p>							
<p>R = Readable bit W = Writable bit U = Unimplemented bit, read as '0' -n = Value at POR Reset</p>							

**TABLE 3-1: PORTA FUNCTIONS**

Name	Bit#	Buffer	Function
RA0/AN0	bit 0	TTL	Input/output or analog input
RA1/AN1	bit 1	TTL	Input/output or analog input
RA2/AN2	bit 2	TTL	Input/output or analog input
RA3/AN3/VREF	bit 3	TTL	Input/output or analog input or VREF
RA4/T0CKI	bit 4	ST	Input/output or external clock input for Timer0 Output is open drain type

**Legend:** TTL = TTL input, ST = Schmitt Trigger input

**TABLE 3-2: SUMMARY OF REGISTERS ASSOCIATED WITH PORTA**

Address	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
05h	PORTA	—	—	— <sup>(1)</sup>	RA4	RA3	RA2	RA1	RA0	--xx xxxx	--xu uuuu
85h	TRISA	—	—	— <sup>(1)</sup>	PORTA Data Direction Register					--11 1111	--11 1111
9Fh	ADCON1	—	—	—	—	—	PCFG2	PCFG1	PCFG0	---- -000	---- -000

**Legend:** x = unknown, u = unchanged, — = unimplemented locations read as '0'. Shaded cells are not used by PORTA.

**Note 1:** Reserved bits; Do Not Use.

# PIC16C712/716

## 3.2 PORTB and the TRISB Register

PORTB is an 8-bit wide bidirectional port. The corresponding data direction register is TRISB. Setting a TRISB bit (= 1) will make the corresponding PORTB pin an input, (i.e., put the corresponding output driver in a High-Impedance mode). Clearing a TRISB bit (= 0) will make the corresponding PORTB pin an output, (i.e., put the contents of the output latch on the selected pin).

Each of the PORTB pins has a weak internal pull-up. A single control bit can turn on all the pull-ups. This is performed by clearing bit  $\overline{\text{RBPU}}$  (OPTION\_REG<7>). The 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.

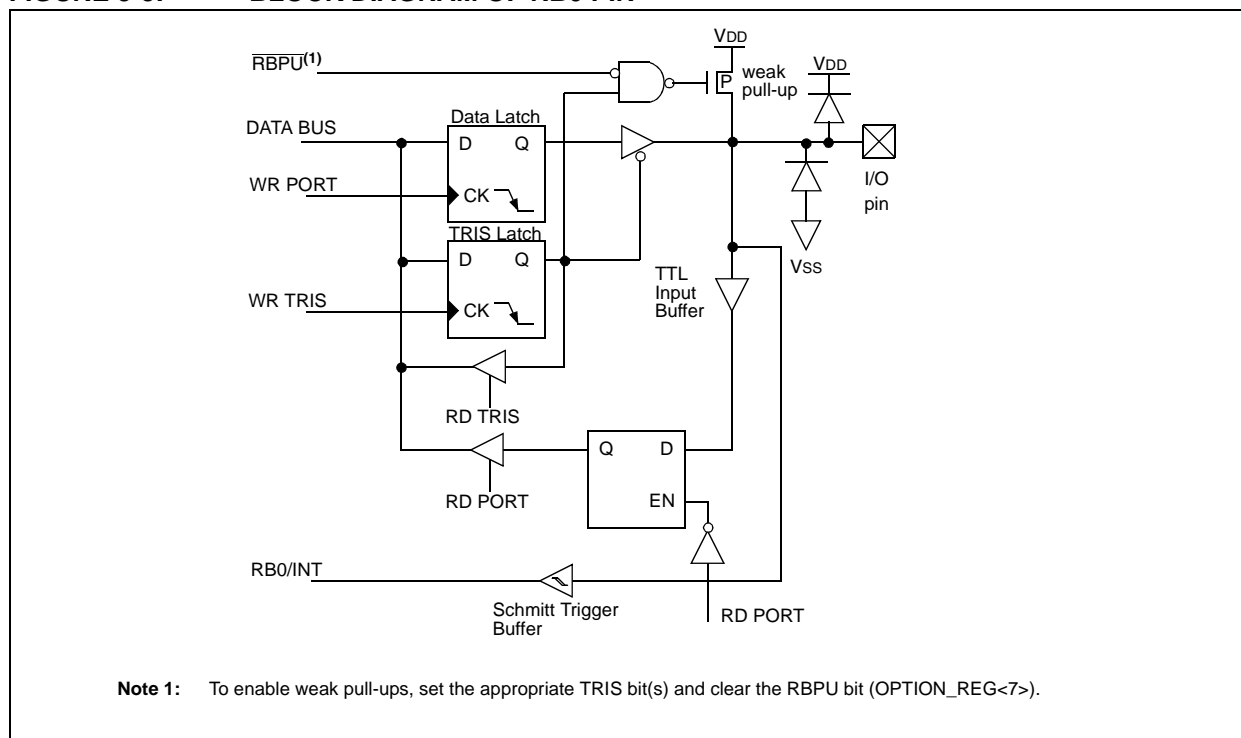
### EXAMPLE 3-2: INITIALIZING PORTB

```
BCF    STATUS, RP0 ;
CLRF   PORTB       ; Initialize PORTB by
                   ; clearing output
                   ; data latches

BSF     STATUS, RP0 ; Select Bank 1
MOVLW   0xCF        ; Value used to
                   ; initialize data
                   ; direction

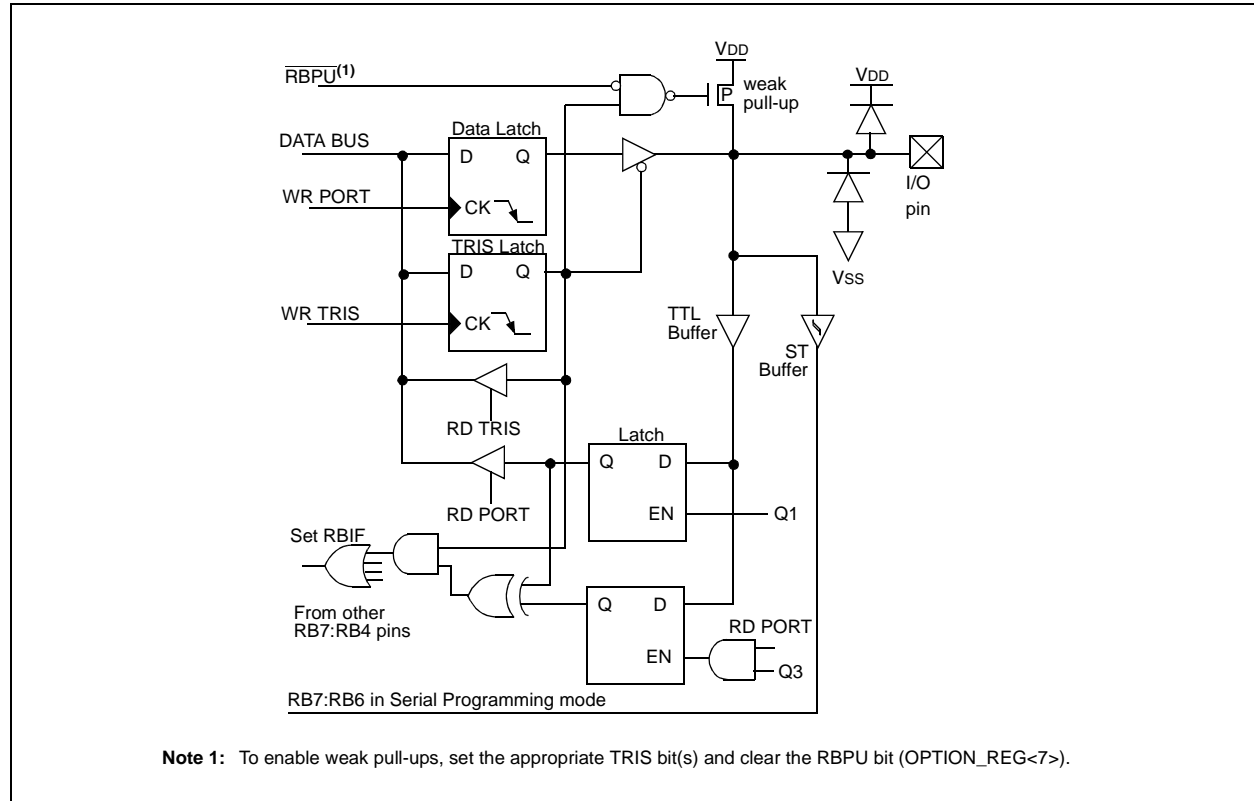
MOVWF   TRISB       ; Set RB<3:0> as inputs
                   ; RB<5:4> as outputs
                   ; RB<7:6> as inputs
```

FIGURE 3-3: BLOCK DIAGRAM OF RB0 PIN





**FIGURE 3-7: BLOCK DIAGRAM OF RB7:RB4 PINS**



**TABLE 3-3: PORTB FUNCTIONS**

Name	Bit#	Buffer	Function
RB0/INT	bit 0	TTL/ST <sup>(1)</sup>	Input/output pin or external interrupt input. Internal software programmable weak pull-up.
RB1/T1OS0/T1CKI	bit 1	TTL/ST <sup>(1)</sup>	Input/output pin or Timer1 oscillator output, or Timer1 clock input. Internal software programmable weak pull-up. See Timer1 section for detailed operation.
RB2/T1OSI	bit 2	TTL/ST <sup>(1)</sup>	Input/output pin or Timer1 oscillator input. Internal software programmable weak pull-up. See Timer1 section for detailed operation.
RB3/CCP1	bit 3	TTL/ST <sup>(1)</sup>	Input/output pin or Capture 1 input, or Compare 1 output, or PWM1 output. Internal software programmable weak pull-up. See CCP1 section for detailed operation.
RB4	bit 4	TTL	Input/output pin (with interrupt-on-change). Internal software programmable weak pull-up.
RB5	bit 5	TTL	Input/output pin (with interrupt-on-change). Internal software programmable weak pull-up.
RB6	bit 6	TTL/ST <sup>(2)</sup>	Input/output pin (with interrupt-on-change). Internal software programmable weak pull-up. Serial programming clock.
RB7	bit 7	TTL/ST <sup>(2)</sup>	Input/output pin (with interrupt-on-change). Internal software programmable weak pull-up. Serial programming data.

**Legend:** TTL = TTL input, ST = Schmitt Trigger input

**Note 1:** This buffer is a Schmitt Trigger input when configured as the external interrupt or peripheral input.

**2:** This buffer is a Schmitt Trigger input when used in Serial Programming mode.

**TABLE 5-1: TMR1 MODULE AND PORTB OPERATION**

TMR1 Module Mode	Clock Source	Control Bits	TMR1 Module Operation	PORTB<2:1> Operation
Off	N/A	T1CON = --xx 0x00	Off	PORTB<2:1> function as normal I/O
Timer	Fosc/4	T1CON = --xx 0x01	TMR1 module uses the main oscillator as clock source. TMR1ON can turn on or turn off Timer1.	PORTB<2:1> function as normal I/O
Counter	External circuit	T1CON = --xx 0x11 TR1SCCP = ---- -x-1	TMR1 module uses the external signal on the RB1/T1OSO/T1CKI pin as a clock source. TMR1ON can turn on or turn off Timer1. DT1CK can read the signal on the RB1/T1OSO/T1CKI pin.	PORTB<2> functions as normal I/O. PORTB<1> always reads '0' when configured as input. If PORTB<1> is configured as output, reading PORTB<1> will read the data latch. Writing to PORTB<1> will always store the result in the data latch, but not to the RB1/T1OSO/T1CKI pin. If the TMR1CS bit is cleared (TMR1 reverts to the timer mode), then pin PORTB<1> will be driven with the value in the data latch.
	Firmware	T1CON = --xx 0x11 TR1SCCP = ---- -x-0	DATAACP<0> bit drives RB1/T1OSO/T1CKI and produces the TMR1 clock source. TMR1ON can turn on or turn off Timer1. The DATAACP<0> bit, DT1CK, can read and write to the RB1/T1OSO/T1CKI pin.	
	Timer1 oscillator	T1CON = --xx 1x11	RB1/T1OSO/T1CKI and RB2/T1OSI are configured as a 2 pin crystal oscillator. RB1/T1OSI/T1CKI is the clock input for TMR1. TMR1ON can turn on or turn off Timer1. DATAACP<1> bit, DT1CK, always reads '0' as input and can not write to the RB1/T1OSO/T1CKI pin.	PORTB<2:1> always read '0' when configured as inputs. If PORTB<2:1> are configured as outputs, reading PORTB<2:1> will read the data latches. Writing to PORTB<2:1> will always store the result in the data latches, but not to the RB2/T1OSI and RB1/T1OSO/T1CKI pins. If the TMR1CS and T1OSCEN bits are cleared (TMR1 reverts to the timer mode and TMR1 oscillator is disabled), then pin PORTB<2:1> will be driven with the value in the data latches.

## 9.0 SPECIAL FEATURES OF THE CPU

The PIC16C712/716 devices have a host of features intended to maximize system reliability, minimize cost through elimination of external components, provide power-saving operating modes and offer code protection. These are:

- OSC Selection
- Reset:
  - Power-on Reset (POR)
  - Power-up Timer (PWRT)
  - Oscillator Start-up Timer (OST)
  - Brown-out Reset (BOR)
- Interrupts
- Watchdog Timer (WDT)
- Sleep
- Code protection
- ID locations
- In-Circuit Serial Programming™ (ICSP™)

These devices have a Watchdog Timer, which can be shut off only through Configuration bits. It runs off its own RC oscillator for added reliability. There are two timers that offer necessary delays on power-up. One is the Oscillator Start-up Timer (OST), intended to keep the chip in Reset until the crystal oscillator is stable. The other is the Power-up Timer (PWRT), which provides a fixed delay on power-up only and is designed to keep the part in Reset while the power supply stabilizes. With these two timers on-chip, most applications need no external Reset circuitry.

Sleep mode is designed to offer a very low-current Power-Down mode. The user can wake-up from Sleep through external Reset, Watchdog Timer Wake-up, or through an interrupt. Several oscillator options are also made available to allow the part to fit the application. The RC oscillator option saves system cost, while the LP crystal option saves power. A set of Configuration bits are used to select various options.

Additional information on special features is available in the PIC® Mid-Range Reference Manual, (DS33023).

## 9.1 Configuration Bits

The Configuration bits can be programmed (read as '0') or left unprogrammed (read as '1') to select various device configurations. These bits are mapped in program memory location 2007h.

The user will note that address 2007h is beyond the user program memory space. In fact, it belongs to the special test/configuration memory space (2000h-3FFFh), which can be accessed only during programming.

# PIC16C712/716

## 9.9 Power Control/Status Register (PCON)

The Power Control/Status Register, PCON has two bits.

Bit 0 is Brown-out Reset Status bit,  $\overline{\text{BOR}}$ . If the BODEN Configuration bit is set,  $\overline{\text{BOR}}$  is '1' on Power-on Reset. If the BODEN Configuration bit is clear,  $\overline{\text{BOR}}$  is unknown on Power-on Reset.

The  $\overline{\text{BOR}}$  Status bit is a "don't care" and is not necessarily predictable if the brown-out circuit is disabled (the BODEN Configuration bit is clear).  $\overline{\text{BOR}}$  must then be set by the user and checked on subsequent Resets to see if it is clear, indicating a brown-out has occurred.

Bit 1 is  $\overline{\text{POR}}$  (Power-on Reset Status bit). It is cleared on a Power-on Reset and unaffected otherwise. The user must set this bit following a Power-on Reset.

**TABLE 9-3: TIME-OUT IN VARIOUS SITUATIONS**

Oscillator Configuration	Power-up		Brown-out	Wake-up from Sleep
	$\overline{\text{PWRTE}} = 0$	$\overline{\text{PWRTE}} = 1$		
XT, HS, LP	72 ms + 1024Tosc	1024Tosc	72 ms + 1024Tosc	1024Tosc
RC	72 ms	—	72 ms	—

**TABLE 9-4: STATUS BITS AND THEIR SIGNIFICANCE**

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

**TABLE 9-5: RESET CONDITION FOR SPECIAL REGISTERS**

Condition	Program Counter	STATUS Register	PCON Register
Power-on Reset	000h	0001 1xxx	---- --0x
$\overline{\text{MCLR}}$ Reset during normal operation	000h	000u uuuu	---- --uu
$\overline{\text{MCLR}}$ 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 <sup>(1)</sup>	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).

## 11.0 DEVELOPMENT SUPPORT

The PIC® microcontrollers are supported with a full range of hardware and software development tools:

- Integrated Development Environment
  - MPLAB® IDE Software
- Assemblers/Compilers/Linkers
  - MPASM™ Assembler
  - MPLAB C18 and MPLAB C30 C Compilers
  - MPLINK™ Object Linker/  
MPLIB™ Object Librarian
  - MPLAB ASM30 Assembler/Linker/Library
- Simulators
  - MPLAB SIM Software Simulator
- Emulators
  - MPLAB ICE 2000 In-Circuit Emulator
  - MPLAB ICE 4000 In-Circuit Emulator
- In-Circuit Debugger
  - MPLAB ICD 2
- Device Programmers
  - PICSTART® Plus Development Programmer
  - MPLAB PM3 Device Programmer
- Low-Cost Demonstration and Development Boards and Evaluation Kits

## 11.1 MPLAB Integrated Development Environment Software

The MPLAB IDE software brings an ease of software development previously unseen in the 8/16-bit microcontroller market. The MPLAB IDE is a Windows® operating system-based application that contains:

- A single graphical interface to all debugging tools
  - Simulator
  - Programmer (sold separately)
  - Emulator (sold separately)
  - In-Circuit Debugger (sold separately)
- A full-featured editor with color-coded context
- A multiple project manager
- Customizable data windows with direct edit of contents
- High-level source code debugging
- Visual device initializer for easy register initialization
- Mouse over variable inspection
- Drag and drop variables from source to watch windows
- Extensive on-line help
- Integration of select third party tools, such as HI-TECH Software C Compilers and IAR C Compilers

The MPLAB IDE allows you to:

- Edit your source files (either assembly or C)
- One touch assemble (or compile) and download to PIC MCU emulator and simulator tools (automatically updates all project information)
- Debug using:
  - Source files (assembly or C)
  - Mixed assembly and C
  - Machine code

MPLAB IDE supports multiple debugging tools in a single development paradigm, from the cost-effective simulators, through low-cost in-circuit debuggers, to full-featured emulators. This eliminates the learning curve when upgrading to tools with increased flexibility and power.

## 11.2 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for all PIC MCUs.

The MPASM Assembler generates relocatable object files for the MPLINK Object Linker, Intel® standard HEX files, MAP files to detail memory usage and symbol reference, absolute LST files that contain source lines and generated machine code and COFF files for debugging.

The MPASM Assembler features include:

- Integration into MPLAB IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multi-purpose source files
- Directives that allow complete control over the assembly process

## 11.3 MPLAB C18 and MPLAB C30 C Compilers

The MPLAB C18 and MPLAB C30 Code Development Systems are complete ANSI C compilers for Microchip's PIC18 family of microcontrollers and dsPIC30F family of digital signal controllers. These compilers provide powerful integration capabilities, superior code optimization and ease of use not found with other compilers.

For easy source level debugging, the compilers provide symbol information that is optimized to the MPLAB IDE debugger.

## 11.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler and the MPLAB C18 C Compiler. It can link relocatable objects from precompiled libraries, using directives from a linker script.

The MPLIB Object Librarian manages the creation and modification of library files of precompiled code. When a routine from a library is called from a source file, only the modules that contain that routine will be linked in with the application. This allows large libraries to be used efficiently in many different applications.

The object linker/librarian features include:

- Efficient linking of single libraries instead of many smaller files
- Enhanced code maintainability by grouping related modules together
- Flexible creation of libraries with easy module listing, replacement, deletion and extraction

## 11.5 MPLAB ASM30 Assembler, Linker and Librarian

MPLAB ASM30 Assembler produces relocatable machine code from symbolic assembly language for dsPIC30F devices. MPLAB C30 C Compiler uses the assembler to produce its object file. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. Notable features of the assembler include:

- Support for the entire dsPIC30F instruction set
- Support for fixed-point and floating-point data
- Command line interface
- Rich directive set
- Flexible macro language
- MPLAB IDE compatibility

## 11.6 MPLAB SIM Software Simulator

The MPLAB SIM Software Simulator allows code development in a PC-hosted environment by simulating the PIC MCUs and dsPIC® DSCs on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a comprehensive stimulus controller. Registers can be logged to files for further run-time analysis. The trace buffer and logic analyzer display extend the power of the simulator to record and track program execution, actions on I/O, as well as internal registers.

The MPLAB SIM Software Simulator fully supports symbolic debugging using the MPLAB C18 and MPLAB C30 C Compilers, and the MPASM and MPLAB ASM30 Assemblers. The software simulator offers the flexibility to develop and debug code outside of the laboratory environment, making it an excellent, economical software development tool.

## 12.1 DC Characteristics: PIC16C712/716-04 (Commercial, Industrial, Extended) PIC16C712/716-20 (Commercial, Industrial, Extended)

Standard Operating Conditions (unless otherwise stated)							
DC CHARACTERISTICS							
Operating temperature      0°C ≤ TA ≤ +70°C for commercial -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended							
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
D001 D001A	VDD	Supply Voltage	4.0 4.5 VBOR*	— — —	5.5 5.5 5.5	V V V	XT, RC and LP osc mode HS osc mode BOR enabled <sup>(7)</sup>
D002*	VDR	RAM Data Retention Voltage <sup>(1)</sup>	—	1.5	—	V	
D003	VPOR	VDD Start Voltage to ensure internal Power-on Reset signal	—	VSS	—	V	See section on Power-on Reset for details
D004* D004A*	SVDD	VDD Rise Rate to ensure internal Power-on Reset signal	0.05 TBD	— —	— —	V/ms	PWRT enabled (PWRT $\overline{\text{E}}$ bit clear) PWRT disabled (PWRT $\overline{\text{E}}$ bit set) See section on Power-on Reset for details
D005	VBOR	Brown-out Reset voltage trip point	3.65	—	4.35	V	BODEN bit set
D010 D013	IDD	Supply Current <sup>(2,5)</sup>	— —	0.8 4.0	2.5 8.0	mA mA	FOSC = 4 MHz, VDD = 4.0V FOSC = 20 MHz, VDD = 4.0V
D020  D021 D021B	IPD	Power-down Current <sup>(3,5)</sup>	— — — —	10.5 1.5 1.5 2.5	42 16 19 19	μA μA μA μA	VDD = 4.0V, WDT enabled, -40°C to +85°C VDD = 4.0V, WDT disabled, 0°C to +70°C VDD = 4.0V, WDT disabled, -40°C to +85°C VDD = 4.0V, WDT disabled, -40°C to +125°C
D022* D022A*	ΔIWD ΔIBOR	Module Differential Current <sup>(6)</sup> Watchdog Timer Brown-out Reset	— —	6.0 TBD	20 200	μA μA	WDTE bit set, VDD = 4.0V BODEN bit set, VDD = 5.0V
1A	FOSC	LP Oscillator Operating Frequency RC Oscillator Operating Frequency XT Oscillator Operating Frequency HS Oscillator Operating Frequency	0 0 0 0	— — — —	200 4 4 20	KHz MHz MHz MHz	All temperatures All temperatures All temperatures All temperatures

\* These parameters are characterized but not tested.

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

**Note1:** This is the limit to which VDD can be lowered without losing RAM data.

**2:** The supply current is mainly a function of the operating voltage and frequency. Other factors such as I/O pin loading and switching rate, oscillator type, internal code execution pattern, and temperature also have an impact on the current consumption.

The test conditions for all IDD measurements in active operation mode are:

OSC1 = external square wave, from rail-to-rail; all I/O pins tri-stated, pulled to VDD,

MCLR = VDD; WDT enabled/disabled as specified.

**3:** The power-down current in Sleep mode does not depend on the oscillator type. Power-down current is measured with the part in Sleep mode, with all I/O pins in high-impedance state and tied to VDD and VSS.

**4:** For RC Osc mode, current through REXT is not included. The current through the resistor can be estimated by the formula  $I_r = VDD/2R_{EXT}$  (mA) with REXT in kOhm.

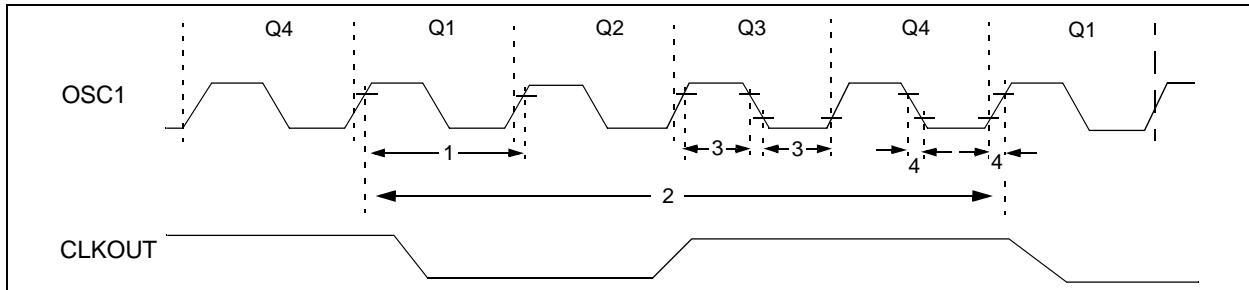
**5:** Timer1 oscillator (when enabled) adds approximately 20 μA to the specification. This value is from characterization and is for design guidance only. This is not tested.

**6:** The Δ current is the additional current consumed when this peripheral is enabled. This current should be added to the base IDD or IPD measurement.

**7:** This is the voltage where the device enters the Brown-out Reset. When BOR is enabled, the device will operate correctly to this trip point.

## 12.4.3 TIMING DIAGRAMS AND SPECIFICATIONS

**FIGURE 12-4: EXTERNAL CLOCK TIMING**



**TABLE 12-2: EXTERNAL CLOCK TIMING REQUIREMENTS**

Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
1A	Fosc	<b>External CLKIN Frequency (Note 1)</b>	DC	—	4	MHz	RC and XT osc modes
			DC	—	4	MHz	HS osc mode (-04)
			DC	—	20	MHz	HS osc mode (-20)
			DC	—	200	kHz	LP osc mode
		<b>Oscillator Frequency (Note 1)</b>	DC	—	4	MHz	RC osc mode
			0.1	—	4	MHz	XT osc mode
			4	—	20	MHz	HS osc mode
			5	—	200	kHz	LP osc mode
1	Tosc	<b>External CLKIN Period (Note 1)</b>	250	—	—	ns	RC and XT osc modes
			250	—	—	ns	HS osc mode (-04)
			50	—	—	ns	HS osc mode (-20)
			5	—	—	μs	LP osc mode
		<b>Oscillator Period (Note 1)</b>	250	—	—	ns	RC osc mode
			250	—	10,000	ns	XT osc mode
			250	—	250	ns	HS osc mode (-04)
			50	—	250	ns	HS osc mode (-20)
			5	—	—	μs	LP osc mode
2	Tcy	<b>Instruction Cycle Time (Note 1)</b>	200	—	DC	ns	Tcy = 4/Fosc
3*	TosL, TosH	<b>External Clock in (OSC1) High or Low Time</b>	100	—	—	ns	XT oscillator
			2.5	—	—	μs	LP oscillator
			15	—	—	ns	HS oscillator
4*	TosR, TosF	<b>External Clock in (OSC1) Rise or Fall Time</b>	—	—	25	ns	XT oscillator
			—	—	50	ns	LP oscillator
			—	—	15	ns	HS oscillator

\* These parameters are characterized but not tested.

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

**Note1:** Instruction cycle period (Tcy) equals four times the input oscillator time base period. All specified values are based on characterization data for that particular oscillator type under standard operating conditions with the device executing code. Exceeding these specified limits may result in an unstable oscillator operation and/or higher than expected current consumption. All devices are tested to operate at "min." values with an external clock applied to the OSC1/CLKIN pin.

When an external clock input is used, the "Max." cycle time limit is "DC" (no clock) for all devices.



---

[illegible]

Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
10*	TosH2ckL	OSC1↑ to CLKOUT↓	—	75	200	ns	<b>Note 1</b>
11*	TosH2ckH	OSC1↓ to CLKOUT↑	—	75	200	ns	<b>Note 1</b>
12*	TckR	CLKOUT rise time	—	35	100	ns	<b>Note 1</b>
13*	TckF	CLKOUT fall time	—	35	100	ns	<b>Note 1</b>
14*	TckL2ioV	CLKOUT Ø to Port out valid	—	—	0.5T <sub>CY</sub> + 20	ns	<b>Note 1</b>
15*	TioV2ckH	Port in valid before CLKOUT ↓	Tosc + 200	—	—	ns	<b>Note 1</b>
16*	TckH2ioI	Port in hold after CLKOUT ↓	0	—	—	ns	<b>Note 1</b>
17*	TosH2ioV	OSC1↓ (Q1 cycle) to Port out valid	—	50	150	ns	
18*	TosH2ioI	OSC1↓ (Q2 cycle) to Port input invalid (I/O in hold time)	Standard	100	—	—	ns
18A*			Extended (LC)	200	—	—	ns
19*	TioV2osH	Port input valid to OSC1↓ (I/O in setup time)	0	—	—	ns	
20*	TioR	Port output rise time	Standard	—	10	40	ns
20A*			Extended (LC)	—	—	80	ns
21*	TioF	Port output fall time	Standard	—	10	40	ns
21A*			Extended (LC)	—	—	80	ns
22††*	TINP	INT pin high or low time	T <sub>CY</sub>	—	—	ns	
23††*	TRBP	RB7:RB4 change INT high or low time	T <sub>CY</sub>	—	—	ns	

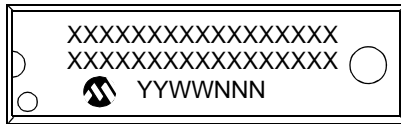
†† These parameters are asynchronous events not related to any internal clock edge.

**Note1:** Measurements are taken in RC mode where CLKOUT output is  $4 \times T_{osc}$ .

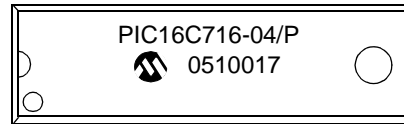
## 13.0 PACKAGING INFORMATION

### 13.1 Package Marking Information

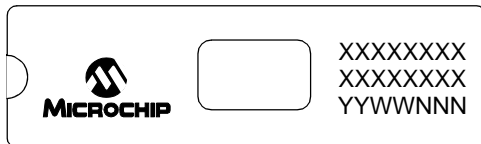
18-Lead PDIP



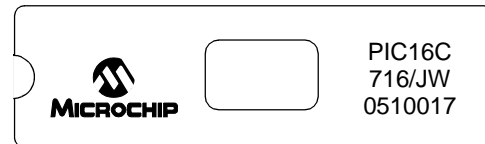
Example



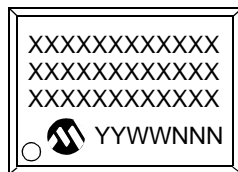
18-Lead CERDIP Windowed



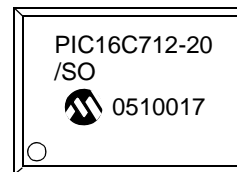
Example



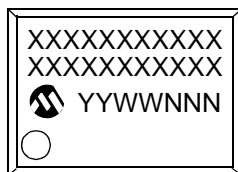
18-Lead SOIC (.300")



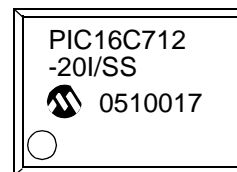
Example



20-Lead SSOP



Example



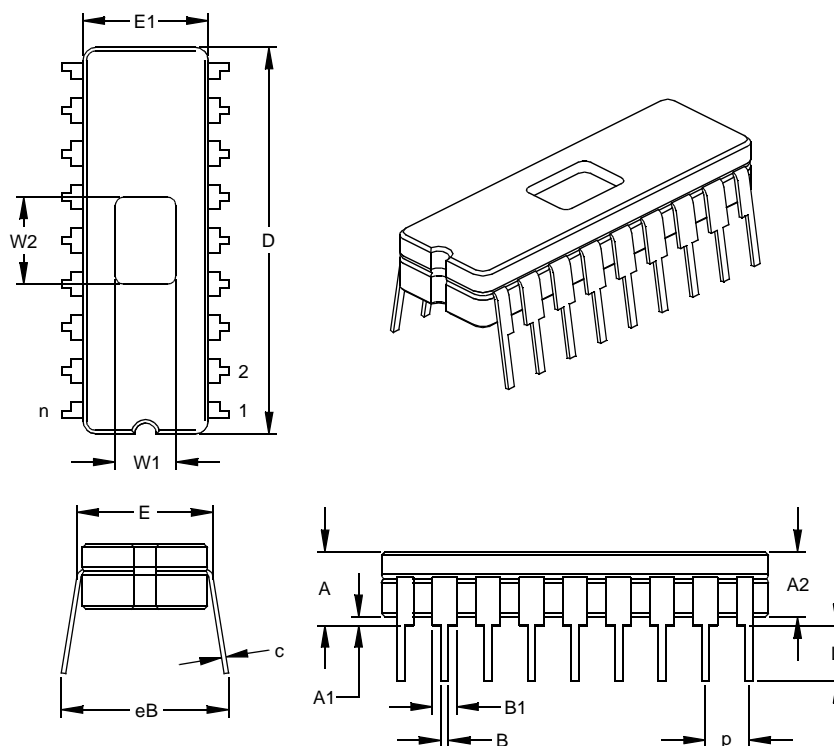
<b>Legend:</b>	XX...X	Customer-specific information
	Y	Year code (last digit of calendar year)
	YY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week '01')
	NNN	Alphanumeric traceability code
	(e3)	Pb-free JEDEC designator for Matte Tin (Sn)
	*	This package is Pb-free. The Pb-free JEDEC designator (e3) can be found on the outer packaging for this package.

**Note:** In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line, thus limiting the number of available characters for customer-specific information.

# PIC16C712/716

## 18-Lead Ceramic Dual In-line with Window (JW) – 300 mil (CERDIP)

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



Units		INCHES*			MILLIMETERS		
Dimension Limits		MIN	NOM	MAX	MIN	NOM	MAX
Number of Pins	n		18			18	
Pitch	p		.100			2.54	
Top to Seating Plane	A	.170	.183	.195	4.32	4.64	4.95
Ceramic Package Height	A2	.155	.160	.165	3.94	4.06	4.19
Standoff	A1	.015	.023	.030	0.38	0.57	0.76
Shoulder to Shoulder Width	E	.300	.313	.325	7.62	7.94	8.26
Ceramic Pkg. Width	E1	.285	.290	.295	7.24	7.37	7.49
Overall Length	D	.880	.900	.920	22.35	22.86	23.37
Tip to Seating Plane	L	.125	.138	.150	3.18	3.49	3.81
Lead Thickness	c	.008	.010	.012	0.20	0.25	0.30
Upper Lead Width	B1	.050	.055	.060	1.27	1.40	1.52
Lower Lead Width	B	.016	.019	.021	0.41	0.47	0.53
Overall Row Spacing	§ eB	.345	.385	.425	8.76	9.78	10.80
Window Width	W1	.130	.140	.150	3.30	3.56	3.81
Window Length	W2	.190	.200	.210	4.83	5.08	5.33

\* Controlling Parameter  
 § Significant Characteristic  
 JEDEC Equivalent: MO-036  
 Drawing No. C04-010

## APPENDIX A: REVISION HISTORY

Version	Date	Revision Description
A	2/99	This is a new data sheet. However, the devices described in this data sheet are the upgrades to the devices found in the <i>PIC16C6X Data Sheet</i> , DS30234, and the <i>PIC16C7X Data Sheet</i> , DS30390.
B	9/05	Removed Preliminary Status.
C	1/13	Added a note to each package outline drawing.

## APPENDIX B: CONVERSION CONSIDERATIONS

There are no previous versions of this device.

## APPENDIX C: MIGRATION FROM BASE-LINE TO MID-RANGE DEVICES

This section discusses how to migrate from a baseline device (i.e., PIC16C5X) to a mid-range device (i.e., PIC16CXXX).

The following are the list of modifications over the PIC16C5X microcontroller family:

1. Instruction word length is increased to 14-bits. This allows larger page sizes both in program memory (2K now as opposed to 512 before) and register file (128 bytes now versus 32 bytes before).
2. A PC high latch register (PCLATH) is added to handle program memory paging. Bits PA2, PA1, PA0 are removed from STATUS register.
3. Data memory paging is redefined slightly. STATUS register is modified.
4. Four new instructions have been added: RETURN, RETFIE, ADDLW, and SUBLW. Two instructions TRIS and OPTION are being phased out although they are kept for compatibility with PIC16C5X.
5. OPTION\_REG and TRIS registers are made addressable.
6. Interrupt capability is added. Interrupt vector is at 0004h.
7. Stack size is increased to 8 deep.
8. Reset vector is changed to 0000h.
9. Reset of all registers is revisited. Five different Reset (and wake-up) types are recognized. Registers are reset differently.
10. Wake-up from Sleep through interrupt is added.

11. Two separate timers, Oscillator Start-up Timer (OST) and Power-up Timer (PWRT) are included for more reliable power-up. These timers are invoked selectively to avoid unnecessary delays on power-up and wake-up.
12. PORTB has weak pull-ups and interrupt on change feature.
13. T0CKI pin is also a port pin (RA4) now.
14. FSR is made a full eight-bit register.
15. "In-circuit serial programming" is made possible. The user can program PIC16CXX devices using only five pins: VDD, VSS, MCLR/VPP, RB6 (clock) and RB7 (data in/out).
16. PCON STATUS register is added with a Power-on Reset Status bit (POR).
17. Code protection scheme is enhanced such that portions of the program memory can be protected, while the remainder is unprotected.
18. Brown-out protection circuitry has been added. Controlled by Configuration Word bit BODEN. Brown-out Reset ensures the device is placed in a Reset condition if VDD dips below a fixed setpoint.

To convert code written for PIC16C5X to PIC16CXXX, the user should take the following steps:

1. Remove any program memory page select operations (PA2, PA1, PA0 bits) for CALL, GOTO.
2. Revisit any computed jump operations (write to PC or add to PC, etc.) to make sure page bits are set properly under the new scheme.
3. Eliminate any data memory page switching. Redefine data variables to reallocate them.
4. Verify all writes to STATUS, OPTION, and FSR registers since these have changed.
5. Change Reset vector to 0000h.

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Fax: 886-3-5770-955

#### Taiwan - Kaohsiung

Tel: 886-7-213-7828  
Fax: 886-7-330-9305

#### Taiwan - Taipei

Tel: 886-2-2508-8600  
Fax: 886-2-2508-0102

#### Thailand - Bangkok

Tel: 66-2-694-1351  
Fax: 66-2-694-1350

### EUROPE

#### Austria - Wels

Tel: 43-7242-2244-39  
Fax: 43-7242-2244-393

#### Denmark - Copenhagen

Tel: 45-4450-2828  
Fax: 45-4485-2829

#### France - Paris

Tel: 33-1-69-53-63-20  
Fax: 33-1-69-30-90-79

#### Germany - Munich

Tel: 49-89-627-144-0  
Fax: 49-89-627-144-44

#### Italy - Milan

Tel: 39-0331-742611  
Fax: 39-0331-466781

#### Netherlands - Drunen

Tel: 31-416-690399  
Fax: 31-416-690340

#### Spain - Madrid

Tel: 34-91-708-08-90  
Fax: 34-91-708-08-91

#### UK - Wokingham

Tel: 44-118-921-5869  
Fax: 44-118-921-5820

11/29/12