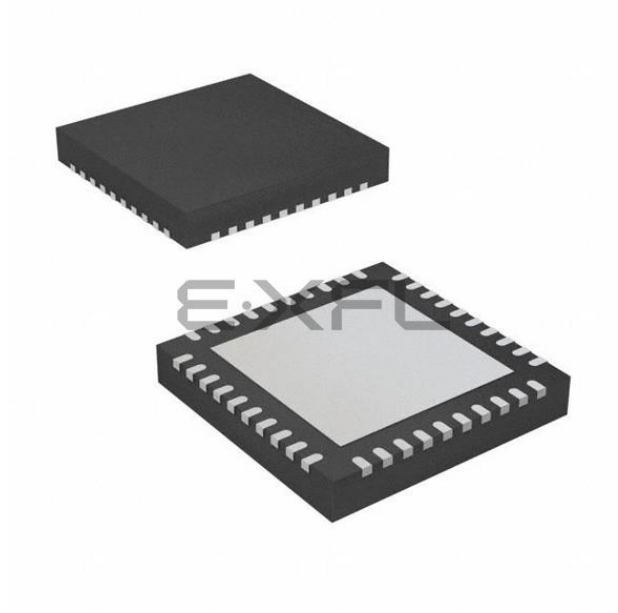

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	36
Program Memory Size	28KB (16K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 35x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	40-UFQFN Exposed Pad
Supplier Device Package	40-UQFN (5x5)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lf18876t-i-mv

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TABLE 3-12: SPECIAL FUNCTION REGISTER SUMMARY BANKS 0-31 (ALL BANKS)

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
All Banks											
000h	INDF0	Addressing this location uses contents of FSR0H/FSR0L to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
001h	INDF1	Addressing this location uses contents of FSR1H/FSR1L to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
002h	PCL	Program Counter (PC) Least Significant Byte								0000 0000	0000 0000
003h	STATUS	—	—	—	$\overline{TO}$	$\overline{PD}$	Z	DC	C	---1 1000	---q quuu
004h	FSR0L	Indirect Data Memory Address 0 Low Pointer								0000 0000	uuuu uuuu
005h	FSR0H	Indirect Data Memory Address 0 High Pointer								0000 0000	0000 0000
006h	FSR1L	Indirect Data Memory Address 1 Low Pointer								0000 0000	uuuu uuuu
007h	FSR1H	Indirect Data Memory Address 1 High Pointer								0000 0000	0000 0000
008h	BSR	—	—	—	BSR4	BSR3	BSR2	BSR1	BSR0	---0 0000	---0 0000
009h	WREG	Working Register								0000 0000	uuuu uuuu
00Ah	PCLATH	—	Write Buffer for the upper 7 bits of the Program Counter							-000 0000	-000 0000
00Bh	INTCON	GIE	PEIE	—	—	—	—	—	INTEDG	00-- ---1	00-- ---1

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

Note 1: These Registers can be accessed from any bank

TABLE 3-13: SPECIAL FUNCTION REGISTER SUMMARY BANKS 0-31 (CONTINUED)

Address	Name	PIC16(L)F18856	PIC16(L)F18876	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
Bank 29 (Continued)													
EBAh	MDSRCPPS			—	—	—	MDSRCPPS<4:0>					---0 0101	---u uuuu
EBBh	CLCIN0PPS			—	—	—	CLCIN0PPS<4:0>					---0 0000	---u uuuu
EBCh	CLCIN1PPS			—	—	—	CLCIN1PPS<4:0>					---0 0001	---u uuuu
EBDh	CLCIN2PPS			—	—	—	CLCIN2PPS<4:0>					---0 1110	---u uuuu
EBEh	CLCIN3PPS			—	—	—	CLCIN3PPS<4:0>					---0 1111	---u uuuu
EBFh	—	—		Unimplemented								—	—
EC0h	—	—		Unimplemented								—	—
EC1h	—	—		Unimplemented								—	—
EC2h	—	—		Unimplemented								—	—
EC3h	ADCACTPPS			—	—	—	ADCACTPPS<4:0>					---0 1100	---u uuuu
EC4h	—	—		Unimplemented								—	—
EC5h	SSP1CLKPPS			—	—	—	SSP1CLKPPS<4:0>					---1 0011	---u uuuu
EC6h	SSP1DATPPS			—	—	—	SSP1DATPPS<4:0>					---1 0100	---u uuuu
EC7h	SSP1SSPPS			—	—	—	SSP1SSPPS<4:0>					---0 0101	---u uuuu
EC8h	SSP2CLKPPS			—	—	—	SSP2CLKPPS<4:0>					---0 1001	---u uuuu
EC9h	SSP2DATPPS			—	—	—	SSP2DATPPS<4:0>					---0 0010	---u uuuu
ECAh	SSP2SSPPS			—	—	—	SSP2SSPPS<4:0>					---0 1000	---u uuuu
ECBh	RXPPS			—	—	—	RXPPS<4:0>					---1 0111	---u uuuu
ECCh	TXPPS			—	—	—	TXPPS<4:0>					---1 0110	---u uuuu
ECDh to EEFh	—	—		Unimplemented								—	—

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

Note 1: Register present on PIC16F18855/75 devices only.

2: Unimplemented, read as '1'.

6.4.4 RESET OR WAKE-UP FROM SLEEP

The FSCM is designed to detect an oscillator failure after the Oscillator Start-up Timer (OST) has expired. The OST is used after waking up from Sleep and after any type of Reset. The OST is not used with the EC Clock modes so that the FSCM will be active as soon as the Reset or wake-up has completed. Therefore, the device will always be executing code while the OST is operating.

FIGURE 6-10: FSCM TIMING DIAGRAM

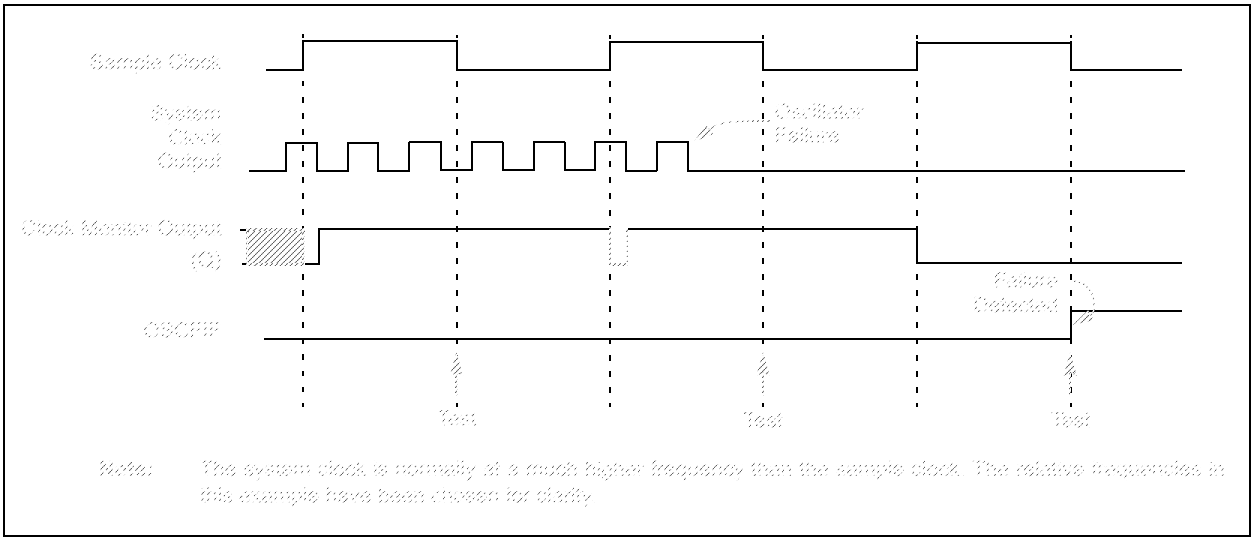


TABLE 6-3: SUMMARY OF REGISTERS ASSOCIATED WITH CLOCK SOURCES

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
OSCCON1	—	NOSC<2:0>			NDIV<3:0>				122
OSCCON2	—	COSC<2:0>			CDIV<3:0>				122
OSCCON3	CWSHOLD	SOSCPWR	—	ORDY	NOSCR	—	—	—	123
OSCFRQ	—	—	—	—	—	HFFRQ<2:0>			126
OSCSTAT	EXTOR	HFOR	MFOR	LFOR	SOR	ADOR	—	PLLR	124
OSCTUNE	—	—	HFTUN<5:0>						127
OSCEN	EXTOEN	HFOEN	MFOEN	LFOEN	SOSCEN	ADOEN	—	—	125

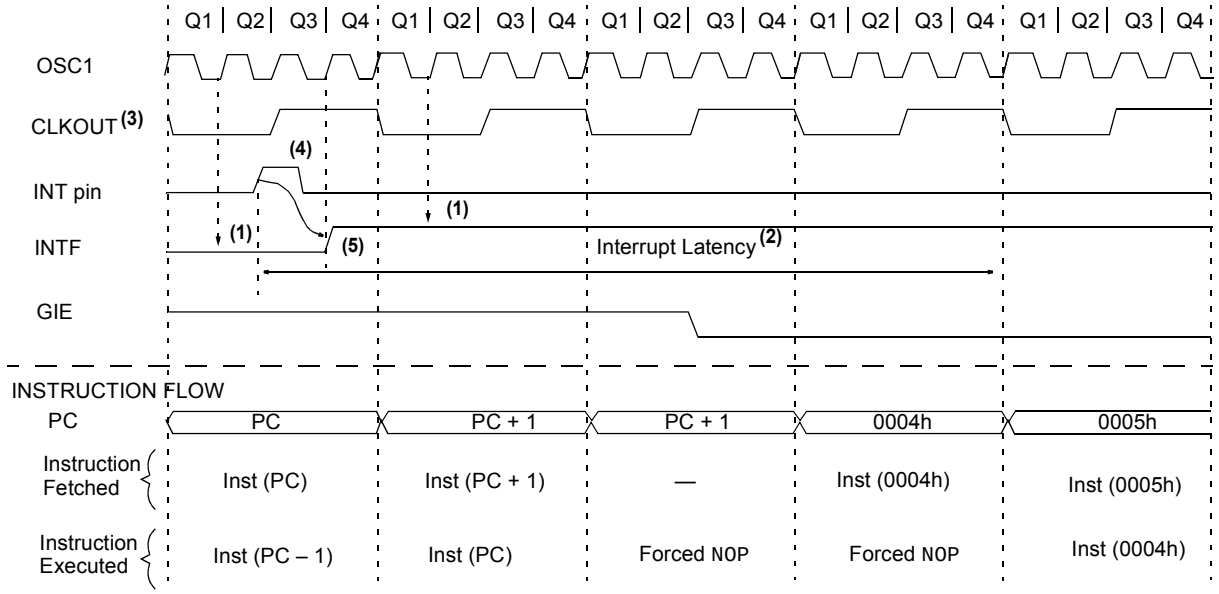
Legend: — = unimplemented location, read as '0'. Shaded cells are not used by clock sources.

TABLE 6-4: SUMMARY OF CONFIGURATION WORD WITH CLOCK SOURCES

Name	Bits	Bit -/7	Bit -/6	Bit 13/5	Bit 12/4	Bit 11/3	Bit 10/2	Bit 9/1	Bit 8/0	Register on Page
CONFIG1	13:8	—	—	FCMEN	—	CSWEN	—	—	$\overline{\text{CLKOUTEN}}$	93
	7:0	—	RSTOSC<2:0>			—	FEXTOSC<2:0>			

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

FIGURE 7-3: INT PIN INTERRUPT TIMING



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

2: Asynchronous interrupt latency = 3-5 TCY. Synchronous latency = 3-4 TCY, where TCY = instruction cycle time. Latency is the same whether Inst (PC) is a single cycle or a 2-cycle instruction.

3: CLKOUT not available in all oscillator modes.

4: For minimum width of INT pulse, refer to AC specifications in **Section 37.0 "Electrical Specifications"**.

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

7.3 Interrupts During Sleep

Some interrupts can be used to wake from Sleep. To wake from Sleep, the peripheral must be able to operate without the system clock. The interrupt source must have the appropriate Interrupt Enable bit(s) set prior to entering Sleep.

On waking from Sleep, if the GIE bit is also set, the processor will branch to the interrupt vector. Otherwise, the processor will continue executing instructions after the SLEEP instruction. The instruction directly after the SLEEP instruction will always be executed before branching to the ISR. Refer to **Section 8.0 "Power-Saving Operation Modes"** for more details.

7.4 INT Pin

The INT pin can be used to generate an asynchronous edge-triggered interrupt. This interrupt is enabled by setting the INTE bit of the PIE0 register. The INTEDG bit of the INTCON register determines on which edge the interrupt will occur. When the INTEDG bit is set, the rising edge will cause the interrupt. When the INTEDG bit is clear, the falling edge will cause the interrupt. The INTF bit of the PIR0 register will be set when a valid edge appears on the INT pin. If the GIE and INTE bits are also set, the processor will redirect program execution to the interrupt vector.

7.5 Automatic Context Saving

Upon entering an interrupt, the return PC address is saved on the stack. Additionally, the following registers are automatically saved in the shadow registers:

- W register
- STATUS register (except for $\overline{TO}$ and $\overline{PD}$)
- BSR register
- FSR registers
- PCLATH register

Upon exiting the Interrupt Service Routine, these registers are automatically restored. Any modifications to these registers during the ISR will be lost. If modifications to any of these registers are desired, the corresponding shadow register should be modified and the value will be restored when exiting the ISR. The shadow registers are available in Bank 31 and are readable and writable. Depending on the user's application, other registers may also need to be saved.

8.3 Register Definitions: Voltage Regulator and DOZE Control

REGISTER 8-1: VREGCON: VOLTAGE REGULATOR CONTROL REGISTER (1)

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0/0	R/W-1/1
—	—	—	—	—	—	VREGPM	Reserved
bit 7							bit 0

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

bit 7-2 **Unimplemented:** Read as '0'

bit 1 **VREGPM**: Voltage Regulator Power Mode Selection bit
- 1 = Low-Power Sleep mode enabled in Sleep(2)
  Draws lowest current in Sleep, slower wake-up
- 0 = Normal Power mode enabled in Sleep(2)
  Draws higher current in Sleep, faster wake-up

bit 0 **Reserved:** Read as '1'. Maintain this bit set.

Note 1: PIC16F18855/75 only.

2: See **Section 37.0 "Electrical Specifications"**.

TABLE 9-3: SUMMARY OF REGISTERS ASSOCIATED WITH WATCHDOG TIMER

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
OSCCON1	—	NOSC<2:0>			NDIV<3:0>				122
OSCCON2	—	COSC<2:0>			CDIV<3:0>				122
OSCCON3	CSWHOLD	SOSCPWR	—	ORDY	NOSCR	—	—	—	123
PCON0	STKOVF	STKUNF	$\overline{\text{WDTWV}}$	$\overline{\text{RWDT}}$	$\overline{\text{RMCLR}}$	$\overline{\text{RI}}$	$\overline{\text{POR}}$	$\overline{\text{BOR}}$	109
STATUS	—	—	—	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC	C	38
WDTCON0	—	—	WDTPS<4:0>					SEN	166
WDTCON1	—	WDTCS<2:0>			—	WINDOW<2:0>			166
WDTPSL	PSCNT<7:0>								166
WDTPSH	PSCNT<15:8>								166
WDTTMR	—	WDTTMR<4:0>				STATE	PSCNT<17:16>		166

Legend: – = unimplemented locations read as '0'. Shaded cells are not used by Watchdog Timer.

TABLE 9-4: SUMMARY OF CONFIGURATION WORD WITH WATCHDOG TIMER

Name	Bits	Bit -/7	Bit -/6	Bit 13/5	Bit 12/4	Bit 11/3	Bit 10/2	Bit 9/1	Bit 8/0	Register on Page
CONFIG1	13:8	—	—	FCMEN	—	CSWEN	—	—	$\overline{\text{CLKOUTEN}}$	93
	7:0	—	RSTOSC<2:0>			—	FEXTOSC<2:0>			

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

REGISTER 12-36: WPUD: WEAK PULL-UP PORTD REGISTER

R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
WPUD7	WPUD6	WPUD5	WPUD4	WPUD3	WPUD2	WPUD1	WPUD0
bit 7							bit 0

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

bit 7-0 **WPUD<7:0>**: WPUD I/O Value bits(1)
1 = Port pin is ≥ VIH
0 = Port pin is ≤ VIL

Note 1: The weak pull-up device is automatically disabled if the pin is configured as an output.

REGISTER 12-37: ODCOND: PORTD OPEN-DRAIN CONTROL REGISTER

R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
ODCD7	ODCD6	ODCD5	ODCD4	ODCD3	ODCD2	ODCD1	ODCD0
bit 7							bit 0

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

bit 7-0 **ODCD<7:0>**: ODCD I/O Value bits
1 = Port pin is ≥ VIH
0 = Port pin is ≤ VIL

12.15 Register Definitions: PORTE (PIC16(L)F18876)

REGISTER 12-45: PORTE: PORTE REGISTER

U-0	U-0	U-0	U-0	R-x/u	R/W-x/u	R/W-x/u	R/W-x/u
—	—	—	—	RE3	RE2	RE1	RE0
bit 7							bit 0

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

bit 7-4 **Unimplemented**: Read as ‘0’

bit 3-0 **RE<3:0>**: PORTE Input Pin bit
1 = Port pin is > VIH
0 = Port pin is < VIL

Note 1: Writes to RE<2:0> are actually written to the corresponding LATE register. Reads from the PORTE register is the return of actual I/O pin values.

REGISTER 12-46: TRISE: PORTE TRI-STATE REGISTER

U-0	U-0	U-0	U-0	U-1(1)	R/W-x/u	R/W-x/u	R/W-x/u
—	—	—	—	—	TRISE2	TRISE1	TRISE0
bit 7							bit 0

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

bit 7-4 **Unimplemented**: Read as ‘0’

bit 3 **Unimplemented**: Read as ‘1’

bit 2-0 **TRISE<2:0>**: TRISE I/O Value bits(2)
1 = Port pin is ≥ VIH
0 = Port pin is ≤ VIL

Note 1: Unimplemented, read as ‘1’.

FIGURE 26-5: CARRIER LOW SYNCHRONIZATION (MDSHSYNC = 0, MDCLSYNC = 1)

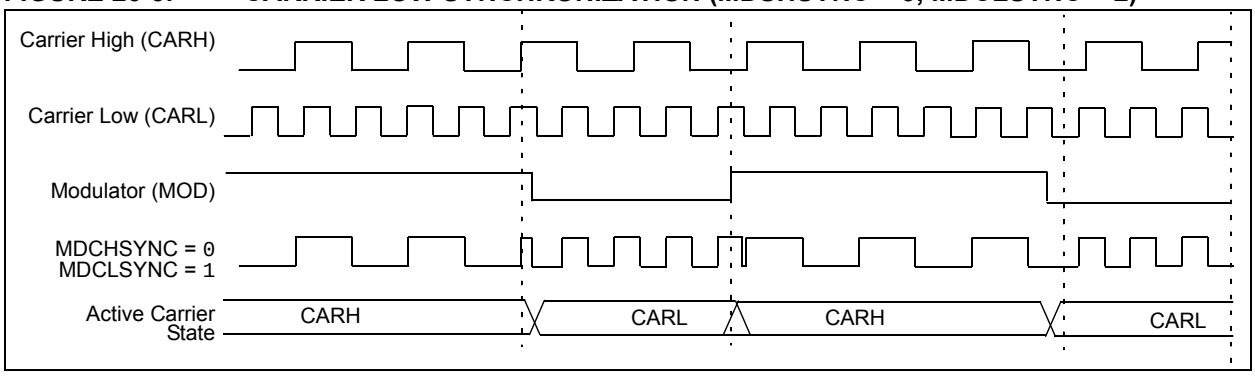


FIGURE 26-6: FULL SYNCHRONIZATION (MDSHSYNC = 1, MDCLSYNC = 1)

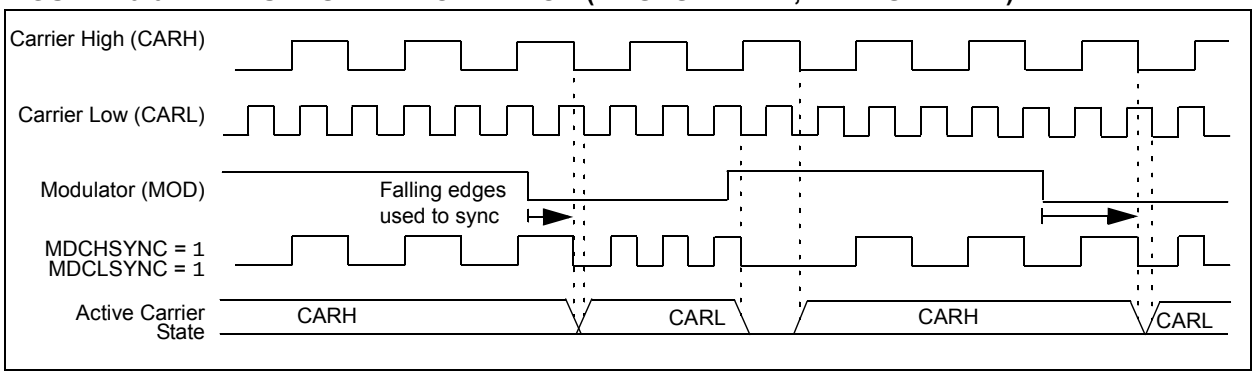
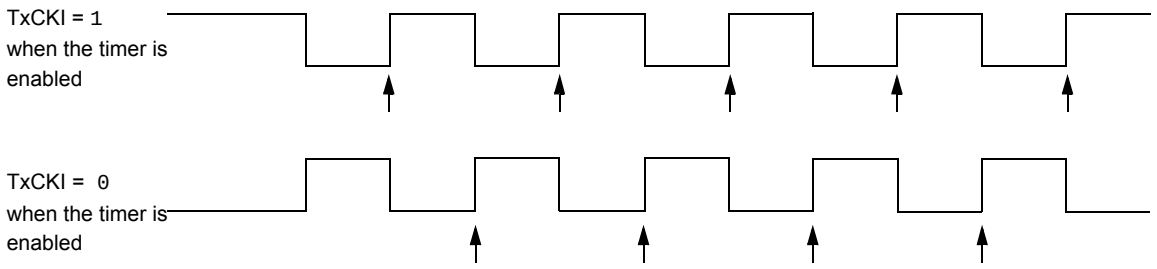


FIGURE 28-2: TIMER1 INCREMENTING EDGE



Note 1: Arrows indicate counter increments.

2: In Counter mode, a falling edge must be registered by the counter prior to the first incrementing rising edge of the clock.

FIGURE 28-3: TIMER1 GATE ENABLE MODE

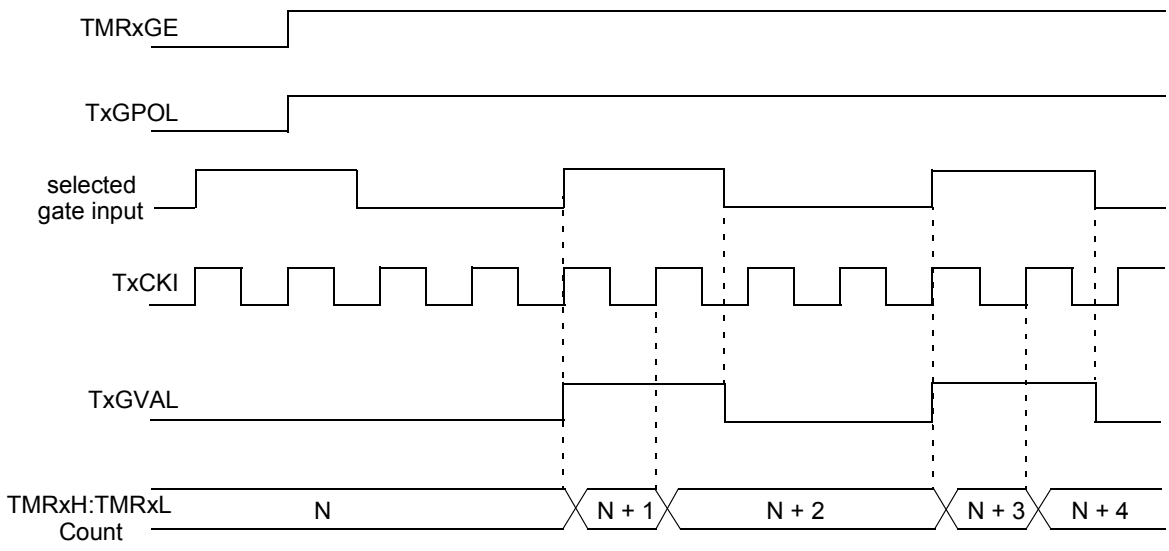


FIGURE 32-11: WINDOWED MEASURE MODE SINGLE ACQUISITION TIMING DIAGRAM

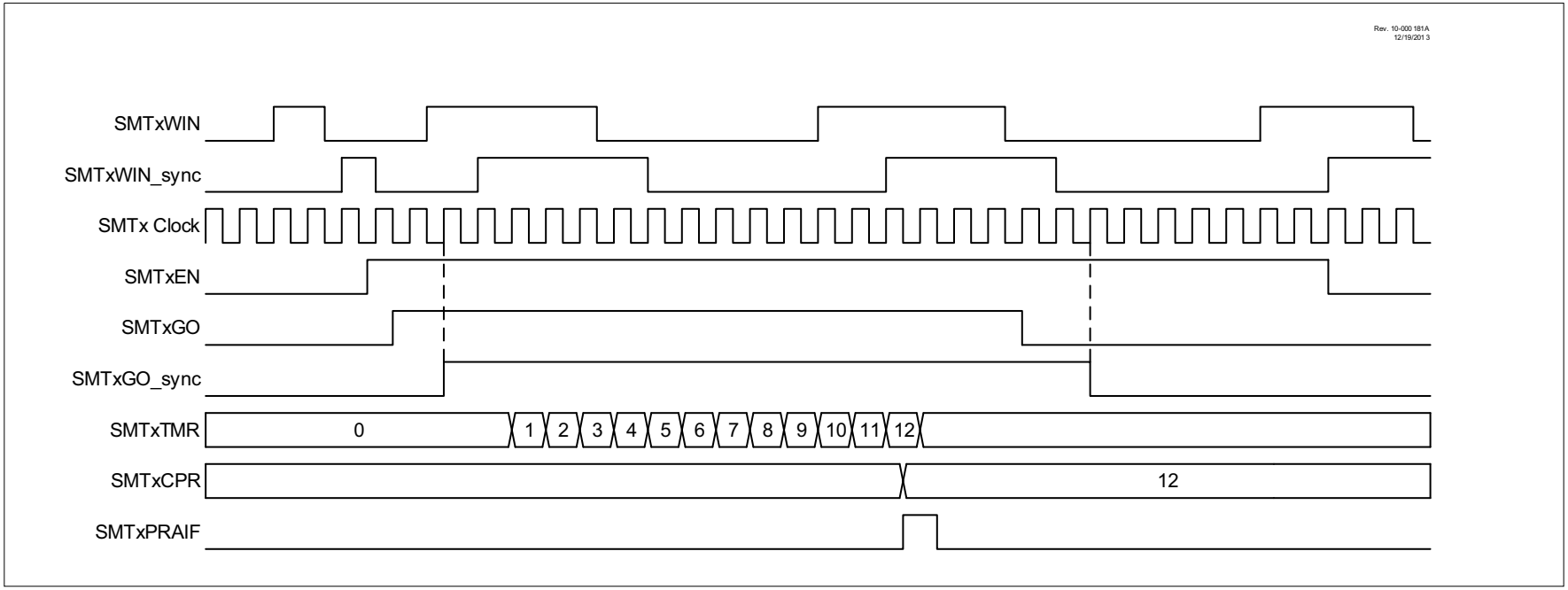


TABLE 33-3: BAUD RATE FORMULAS

Configuration Bits			BRG/EUSART Mode	Baud Rate Formula
SYNC	BRG16	BRGH		
0	0	0	8-bit/Asynchronous	FOSC/[64 (n+1)]
0	0	1	8-bit/Asynchronous	FOSC/[16 (n+1)]
0	1	0	16-bit/Asynchronous	
0	1	1	16-bit/Asynchronous	FOSC/[4 (n+1)]
1	0	x	8-bit/Synchronous	
1	1	x	16-bit/Synchronous	

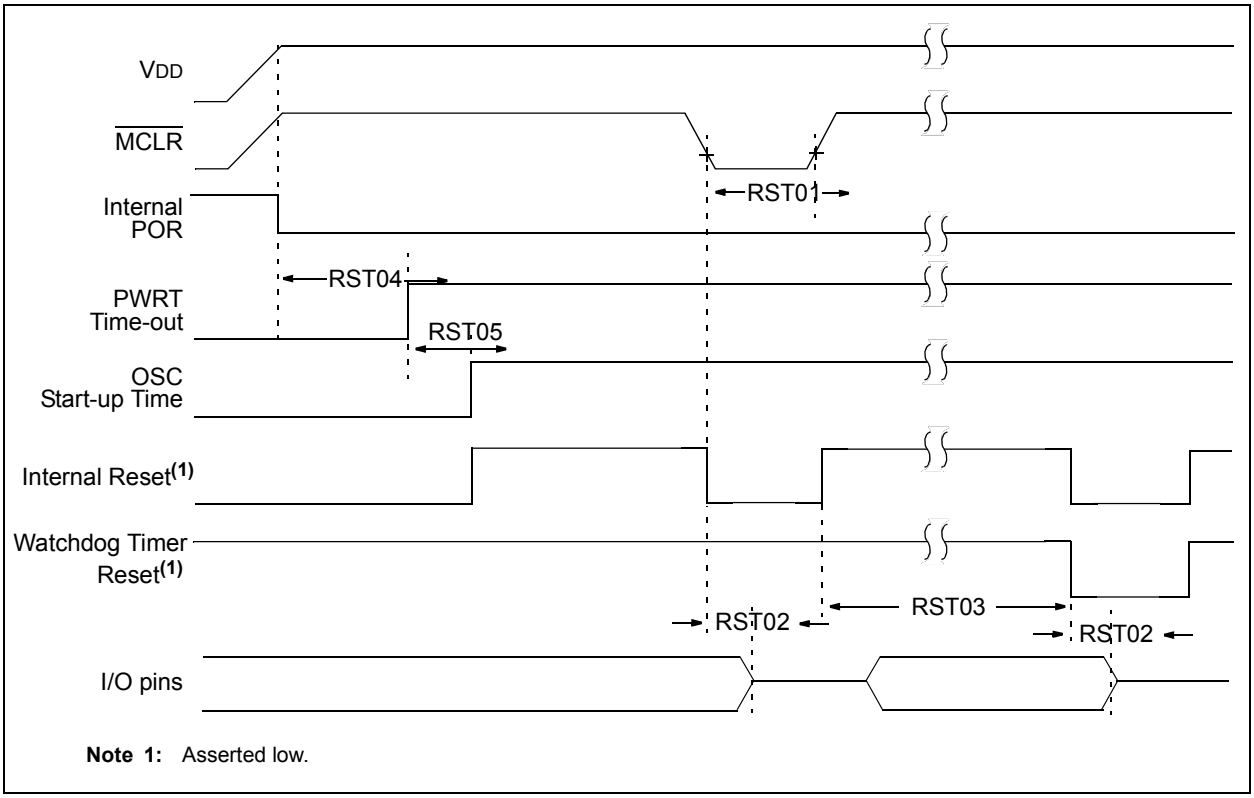
Legend: x = Don't care, n = value of SPBRGH, SPBRGL register pair.

TABLE 33-4: BAUD RATE FOR ASYNCHRONOUS MODES

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 0											
	FOSC = 32.000 MHz			FOSC = 20.000 MHz			FOSC = 18.432 MHz			FOSC = 11.0592 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	—	—	—
1200	—	—	—	1221	1.73	255	1200	0.00	239	1200	0.00	143
2400	2404	0.16	207	2404	0.16	129	2400	0.00	119	2400	0.00	71
9600	9615	0.16	51	9470	-1.36	32	9600	0.00	29	9600	0.00	17
10417	10417	0.00	47	10417	0.00	29	10286	-1.26	27	10165	-2.42	16
19.2k	19.23k	0.16	25	19.53k	1.73	15	19.20k	0.00	14	19.20k	0.00	8
57.6k	55.55k	-3.55	3	—	—	—	57.60k	0.00	7	57.60k	0.00	2
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

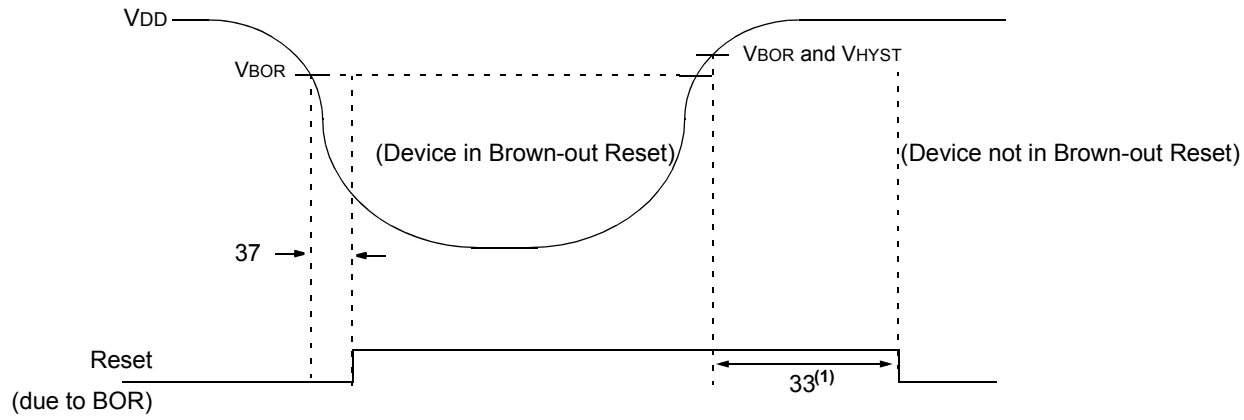
BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 0											
	FOSC = 8.000 MHz			FOSC = 4.000 MHz			FOSC = 3.6864 MHz			FOSC = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	300	0.16	207	300	0.00	191	300	0.16	51
1200	1202	0.16	103	1202	0.16	51	1200	0.00	47	1202	0.16	12
2400	2404	0.16	51	2404	0.16	25	2400	0.00	23	—	—	—
9600	9615	0.16	12	—	—	—	9600	0.00	5	—	—	—
10417	10417	0.00	11	10417	0.00	5	—	—	—	—	—	—
19.2k	—	—	—	—	—	—	19.20k	0.00	2	—	—	—
57.6k	—	—	—	—	—	—	57.60k	0.00	0	—	—	—
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

FIGURE 37-8: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER AND POWER-UP TIMER TIMING



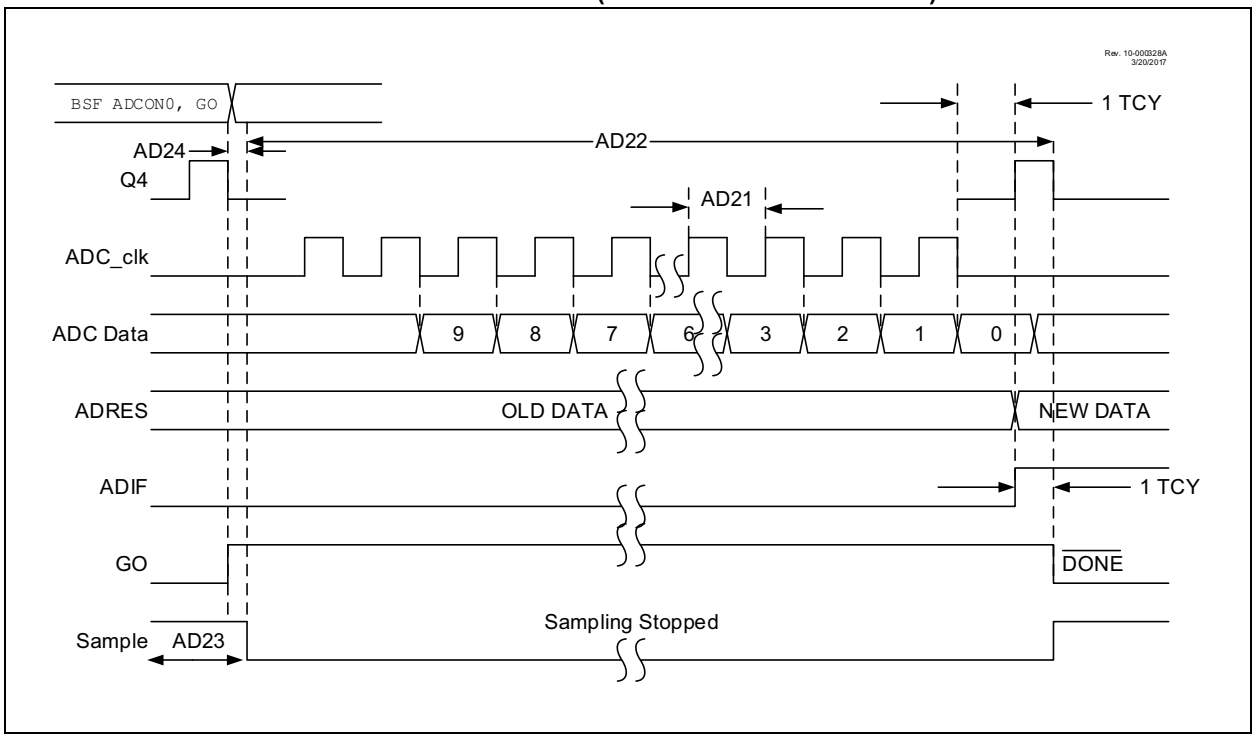
Note 1: Asserted low.

FIGURE 37-9: BROWN-OUT RESET TIMING AND CHARACTERISTICS



Note 1: 64 ms delay only if $\overline{\text{PWRTE}}$ bit in the Configuration Word register is programmed to '1'; 2 ms delay if $\overline{\text{PWRTE}}$ = 0.

FIGURE 37-11: ADC CONVERSION TIMING (ADC CLOCK FRC-BASED)



Note: Unless otherwise noted, VIN = 5V, FOSC = 300 kHz, CIN = 0.1 µF, TA = 25°C.

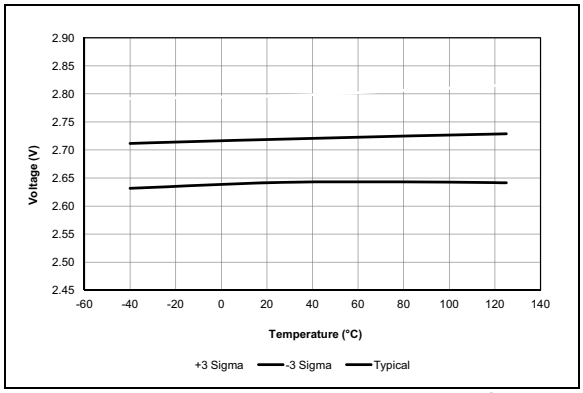


FIGURE 38-13: *Brown-Out Reset Voltage, Trip Point (BORV = 01).*

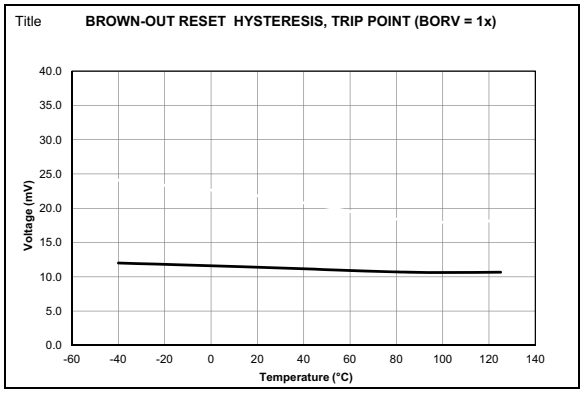


FIGURE 38-16: *Brown-Out Reset Hysteresis, Trip Point (BORV = 1x).*

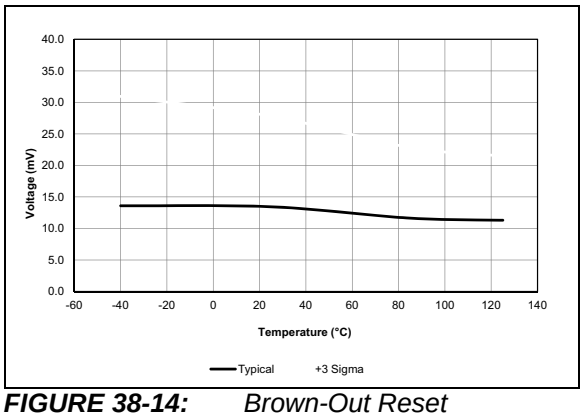


FIGURE 38-14: *Brown-Out Reset Hysteresis, Trip Point (BORV = 01).*

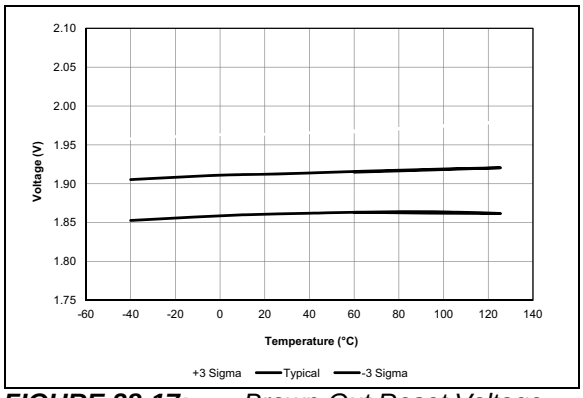


FIGURE 38-17: *Brown-Out Reset Voltage, Trip Point (BORV = 11).*

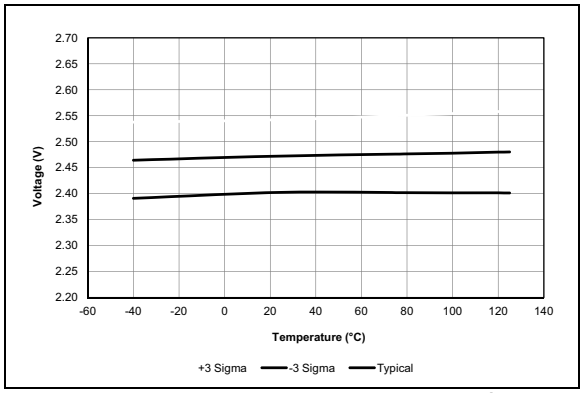


FIGURE 38-15: *Brown-Out Reset Voltage, Trip Point (BORV = 1x).*

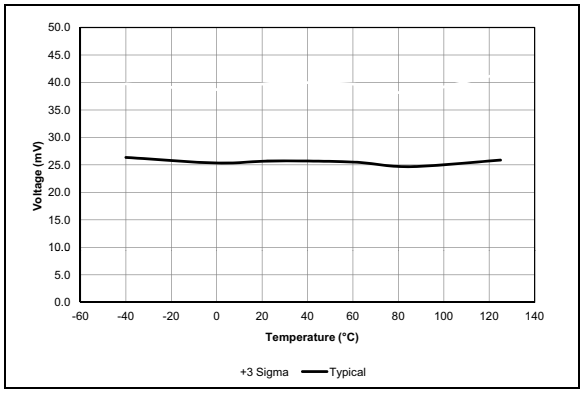
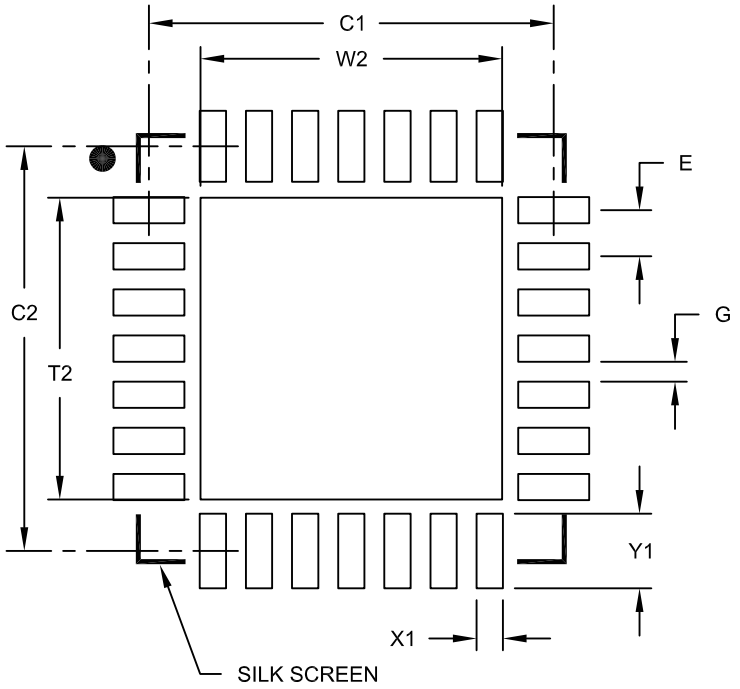


FIGURE 38-18: *Brown-Out Reset Hysteresis, Trip Point (BORV = 11), PIC16LF18856/76 Only.*

28-Lead Plastic Quad Flat, No Lead Package (ML) – 6x6 mm Body [QFN] with 0.55 mm Contact Length

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



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E		0.65 BSC	
Optional Center Pad Width	W2			4.25
Optional Center Pad Length	T2			4.25
Contact Pad Spacing	C1		5.70	
Contact Pad Spacing	C2		5.70	
Contact Pad Width (X28)	X1			0.37
Contact Pad Length (X28)	Y1			1.00
Distance Between Pads	G	0.20		

Notes:

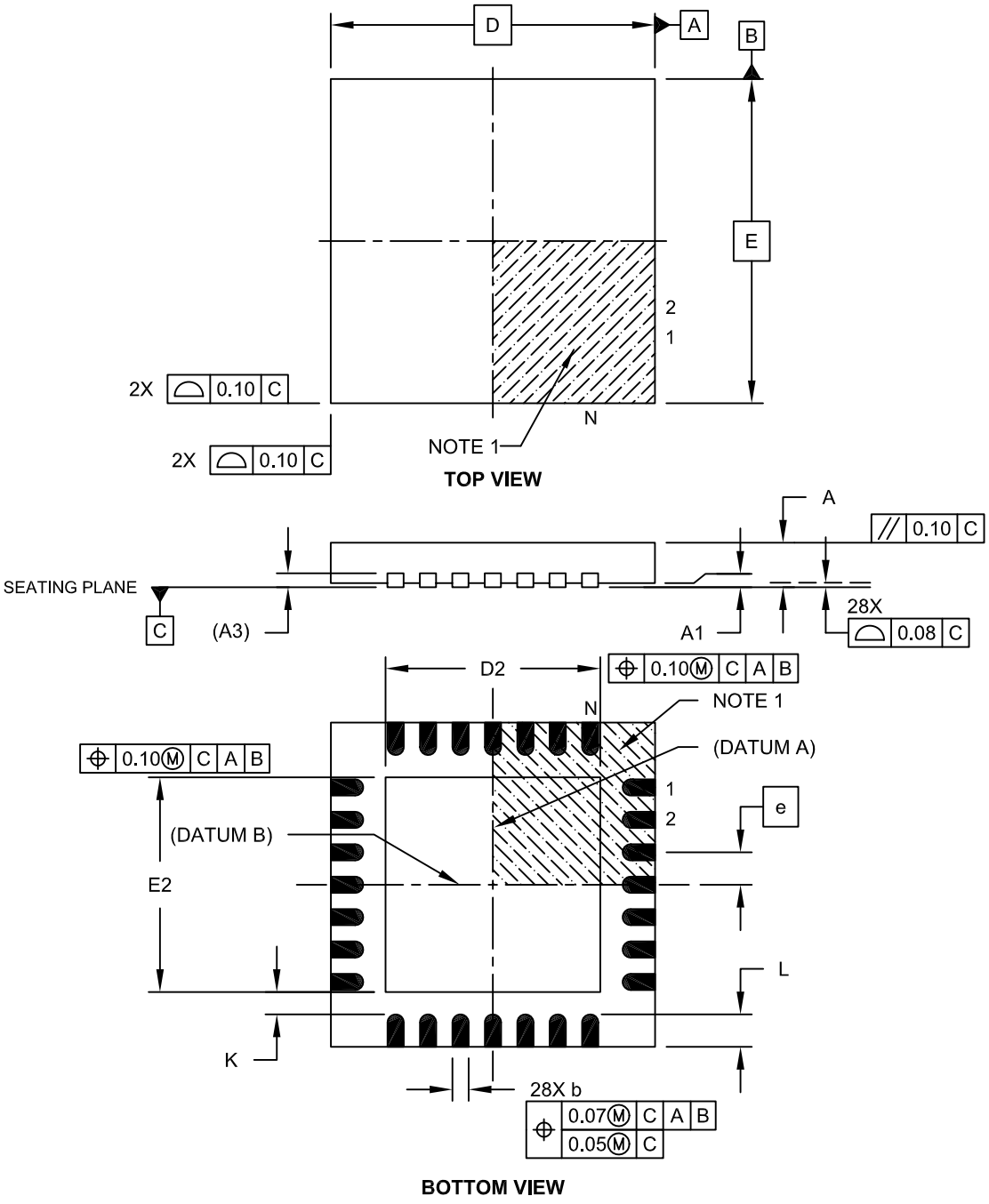
1. Dimensioning and tolerancing per ASME Y14.5M

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

Microchip Technology Drawing No. C04-2105A

28-Lead Plastic Ultra Thin Quad Flat, No Lead Package (MV) – 4x4x0.5 mm Body [UQFN]

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



Microchip Technology Drawing C04-152A Sheet 1 of 2