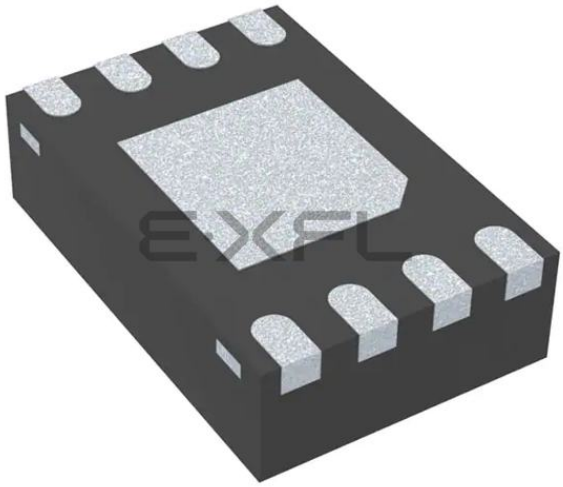

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What is "Embedded - Microcontrollers"?

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

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	8MHz
Connectivity	-
Peripherals	POR, WDT
Number of I/O	4
Program Memory Size	384B (256 x 12)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	16 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 2x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	8-VFDFN Exposed Pad
Supplier Device Package	8-DFN (2x3)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic10f220-e-mc

NOTES:

FIGURE 3-1: BLOCK DIAGRAM

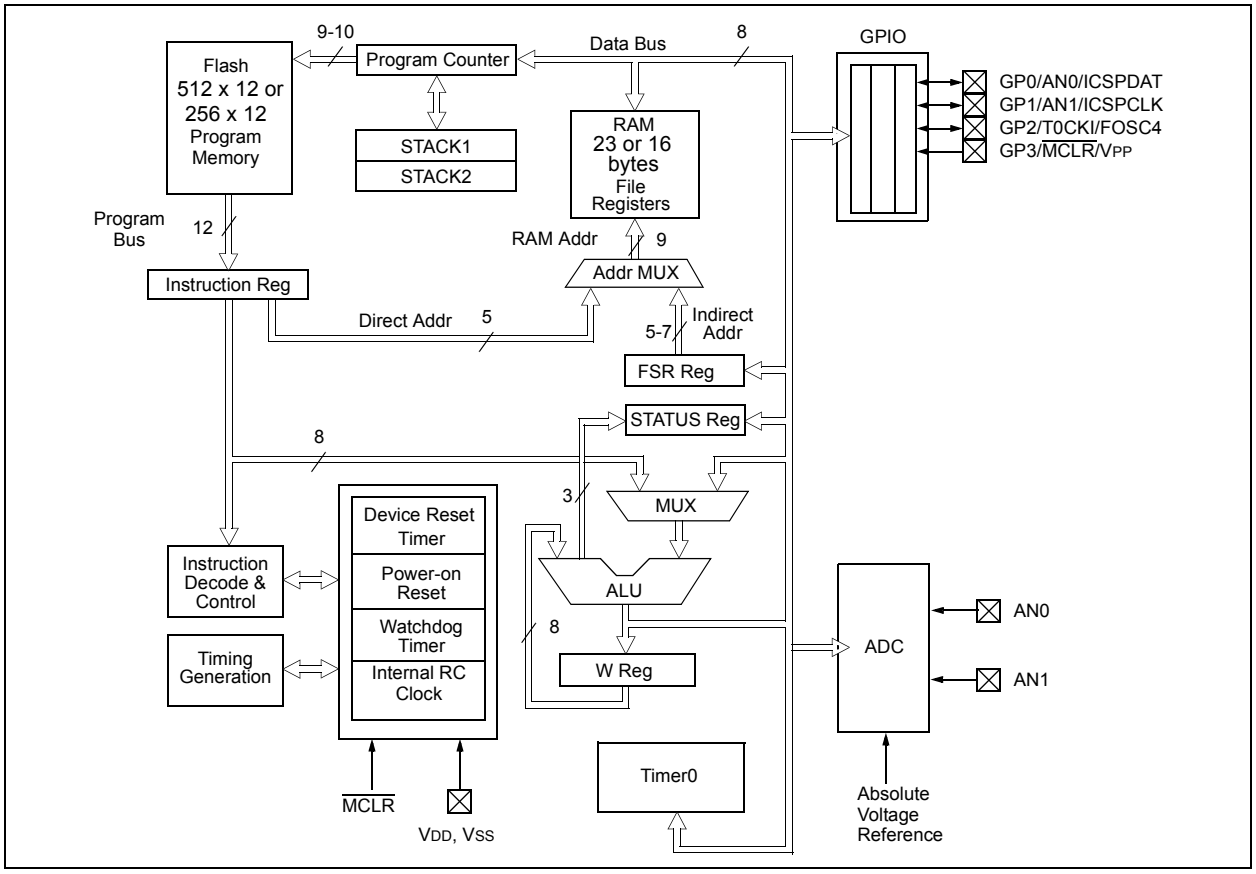


TABLE 3-1: PINOUT DESCRIPTION

Name	Function	Input Type	Output Type	Description
GP0/AN0/ICSPDAT	GP0	TTL	CMOS	Bidirectional I/O pin. Can be software programmed for internal weak pull-up and wake-up from Sleep on pin change.
	AN0	AN	—	Analog Input
	ICSPDAT	ST	CMOS	In-Circuit programming data
GP1/AN1/ICSPCLK	GP1	TTL	CMOS	Bidirectional I/O pin. Can be software programmed for internal weak pull-up and wake-up from Sleep on pin change.
	AN1	AN	—	Analog Input
	ICSPCLK	ST	—	In-Circuit programming clock
GP2/T0CKI/FOSC4	GP2	TTL	CMOS	Bidirectional I/O pin
	T0CKI	ST	—	Clock input to TMR0
	FOSC4	—	CMOS	Oscillator/4 output
GP3/$\overline{\text{MCLR}}$/VPP	GP3	TTL	—	Input pin. Can be software programmed for internal weak pull-up and wake-up from Sleep on pin change.
	$\overline{\text{MCLR}}$	ST	—	Master Clear (Reset). When configured as $\overline{\text{MCLR}}$, this pin is an active-low Reset to the device. Voltage on $\overline{\text{MCLR}}$/VPP must not exceed VDD during normal device operation or the device will enter Programming mode.
	VPP	HV	—	Programming voltage input
VDD	VDD	P	—	Positive supply for logic and I/O pins
VSS	VSS	P	—	Ground reference for logic and I/O pins

Legend: I = Input, O = Output, I/O = Input/Output, P = Power, — = Not used, TTL = TTL input, ST = Schmitt Trigger input, AN = Analog Input

4.9 Indirect Data Addressing; INDF and FSR Registers

The INDF register is not a physical register. Addressing INDF actually addresses the register whose address is contained in the FSR register (FSR is a *pointer*). This is indirect addressing.

4.9.1 INDIRECT ADDRESSING

- Register file 09 contains the value 10h
- Register file 0A contains the value 0Ah
- Load the value 09 into the FSR register
- A read of the INDF register will return the value of 10h
- Increment the value of the FSR register by one (FSR = 0A)
- A read of the INDR register now will return the value of 0Ah.

Reading INDF itself indirectly (FSR = 0) will produce 00h. Writing to the INDF register indirectly results in a no-operation (although Status bits may be affected).

A simple program to clear RAM locations 10h-1Fh using Indirect addressing is shown in Example 4-1.

EXAMPLE 4-1: HOW TO CLEAR RAM USING INDIRECT ADDRESSING

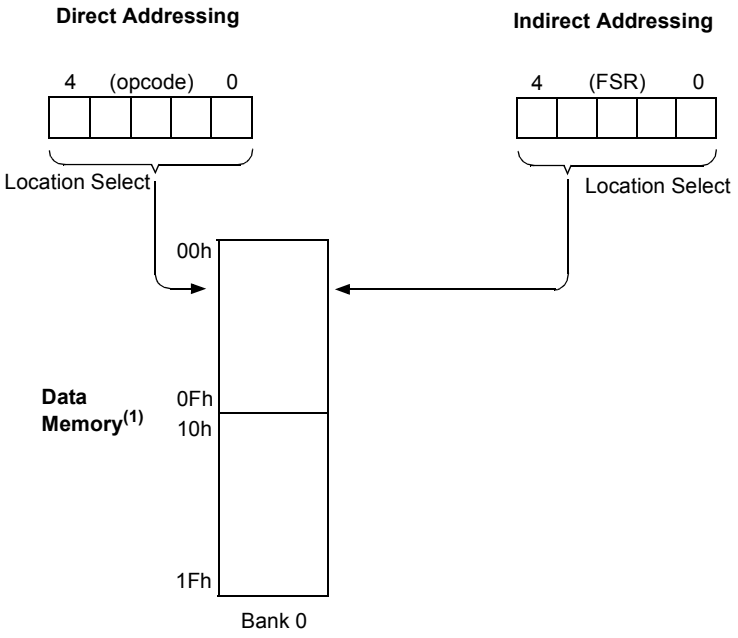
```
        MOVLW   0x10    ;initialize pointer
        MOVWF   FSR     ;to RAM
NEXT    CLRF    INDF    ;clear INDF
                        ;register
        INCF    FSR,F   ;inc pointer
        BTFSC   FSR,4   ;all done?
        GOTO    NEXT    ;NO, clear next
CONTINUE
            :           ;YES, continue
            :
```

The FSR is a 5-bit wide register. It is used in conjunction with the INDF register to indirectly address the data memory area.

The FSR<4:0> bits are used to select data memory addresses 00h to 1Fh.

Note:	Do not use banking. FSR <7:5> are unimplemented and read as '1's.

FIGURE 4-6: DIRECT/INDIRECT ADDRESSING



Note 1: For register map detail, see **Section 4.3 "Data Memory Organization"**.

5.0 I/O PORT

As with any other register, the I/O register(s) can be written and read under program control. However, read instructions (e.g., `MOVF GPIO, W`) always read the I/O pins independent of the pin's Input/Output modes. On Reset, all I/O ports are defined as input (inputs are at high-impedance) since the I/O control registers are all set.

5.1 GPIO

GPIO is an 8-bit I/O register. Only the low-order 4 bits are used (GP<3:0>). Bits 7 through 4 are unimplemented and read as '0's. Please note that GP3 is an input only pin. Pins GP0, GP1 and GP3 can be configured with weak pull-ups and also for wake-up on change. The wake-up on change and weak pull-up functions are not individually pin selectable. If GP3/$\overline{\text{MCLR}}$ is configured as $\overline{\text{MCLR}}$, a weak pull-up can be enabled via the Configuration Word. Configuring GP3 as $\overline{\text{MCLR}}$ disables the wake-up on change function for this pin.

5.2 TRIS Registers

The Output Driver Control register is loaded with the contents of the W register by executing the `TRIS f` instruction. A '1' from a TRIS register bit puts the corresponding output driver in a High-Impedance mode. A '0' puts the contents of the output data latch on the selected pins, enabling the output buffer. The exceptions are GP3, which is input only, and the GP2/T0CKI/FOSC4 pin, which may be controlled by various registers. See Table 5-1.

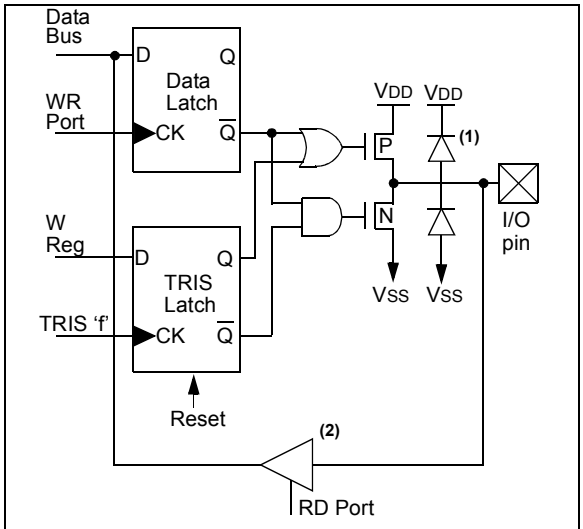
Note:	A read of the ports reads the pins, not the output data latches. That is, if an output driver on a pin is enabled and driven high, but the external system is holding it low, a read of the port will indicate that the pin is low.

The TRIS registers are "write-only" and are set (output drivers disabled) upon Reset.

5.3 I/O Interfacing

The equivalent circuit for an I/O port pin is shown in Figure 5-1. All port pins, except GP3, which is input only, may be used for both input and output operations. For input operations, these ports are non-latching. Any input must be present until read by an input instruction (e.g., `MOVF GPIO, W`). The outputs are latched and remain unchanged until the output latch is rewritten. To use a port pin as output, the corresponding direction control bit in TRIS must be cleared (= 0). For use as an input, the corresponding TRIS bit must be set. Any I/O pin (except GP3) can be programmed individually as input or output.

FIGURE 5-1: EQUIVALENT CIRCUIT FOR A SINGLE I/O PIN



Note 1: I/O pins have protection diodes to V_{DD} and V_{SS}.

2: See Table 3-1 for buffer type.

TABLE 5-1: ORDER OF PRECEDENCE FOR PIN FUNCTIONS

Priority	GP0	GP1	GP2	GP3
1	AN0	AN1	FOSC4	$\overline{\text{MCLR}}$
2	TRIS GPIO	TRIS GPIO	T0CKI	—
3	—	—	TRIS GPIO	—

TABLE 5-2: REQUIREMENTS TO MAKE PINS AVAILABLE IN DIGITAL MODE

Bit	GP0	GP1	GP2	GP3
FOSC4	—	—	0	—
T0CS	—	—	0	—
ANS1	—	0	—	—
ANS0	0	—	—	—
MCLRE	—	—	—	0

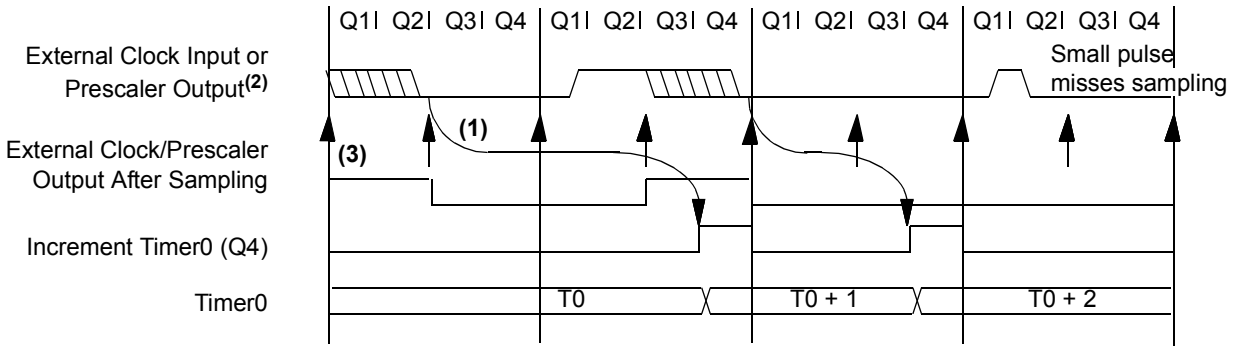
Legend: — = Condition of bit will have no effect on the setting of the pin to Digital mode.

NOTES:

6.1.2 TIMER0 INCREMENT DELAY

Since the prescaler output is synchronized with the internal clocks, there is a small delay from the time the external clock edge occurs to the time the Timer0 module is actually incremented. Figure 6-4 shows the delay from the external clock edge to the timer incrementing.

FIGURE 6-4: TIMER0 TIMING WITH EXTERNAL CLOCK



Note 1: Delay from clock input change to Timer0 increment is 3TOSC to 7TOSC. (Duration of Q = TOSC). Therefore, the error in measuring the interval between two edges on Timer0 input = ±4TOSC max.

2: External clock if no prescaler selected; prescaler output otherwise.

3: The arrows indicate the points in time where sampling occurs.

6.2 Prescaler

An 8-bit counter is available as a prescaler for the Timer0 module or as a postscaler for the Watchdog Timer (WDT), respectively (see **Section 8.6 "Watchdog Timer (WDT)"**). For simplicity, this counter is being referred to as "prescaler" throughout this data sheet.

Note:	The prescaler may be used by either the Timer0 module or the WDT, but not both. Thus, a prescaler assignment for the Timer0 module means that there is no prescaler for the WDT and vice-versa.

The PSA and PS<2:0> bits (OPTION<3:0>) determine prescaler assignment and prescale ratio.

When assigned to the Timer0 module, all instructions writing to the TMR0 register (e.g., `CLRF 1`, `MOVWF 1`, `BSF 1,x`, etc.) will clear the prescaler. When assigned to WDT, a `CLRWDT` instruction will clear the prescaler along with the WDT. The prescaler is neither readable nor writable. On a Reset, the prescaler contains all '`0`'s.

8.2 Oscillator Configurations

8.2.1 OSCILLATOR TYPES

The PIC10F220/222 devices are offered with internal oscillator mode only.

- INTOSC: Internal 4/8 MHz Oscillator

8.2.2 INTERNAL 4/8 MHz OSCILLATOR

The internal oscillator provides a 4/8 MHz (nominal) system clock (see **Section 10.0 "Electrical Characteristics"** for information on variation over voltage and temperature).

In addition, a calibration instruction is programmed into the last address of memory, which contains the calibration value for the internal oscillator. This location is always uncode protected, regardless of the code-protect settings. This value is programmed as a `MOVLW XX` instruction where `XX` is the calibration value and is placed at the Reset vector. This will load the W register with the calibration value upon Reset and the PC will then roll over to the users program at address 0x000. The user then has the option of writing the value to the OSCCAL Register (05h) or ignoring it.

OSCCAL, when written to with the calibration value, will "trim" the internal oscillator to remove process variation from the oscillator frequency.

Note:	Erasing the device will also erase the pre-programmed internal calibration value for the internal oscillator. The calibration value must be read prior to erasing the part so it can be reprogrammed correctly later.

8.3 Reset

The device differentiates between various kinds of Reset:

- Power-on Reset (POR)
- $\overline{\text{MCLR}}$ Reset during normal operation
- $\overline{\text{MCLR}}$ Reset during Sleep
- WDT Time-out Reset during normal operation
- WDT Time-out Reset during Sleep
- Wake-up from Sleep on pin change

Some registers are not reset in any way, they are unknown on POR and unchanged in any other Reset. Most other registers are reset to "Reset state" on Power-on Reset (POR), $\overline{\text{MCLR}}$, WDT or Wake-up on pin change Reset during normal operation. They are not affected by a WDT Reset during Sleep or $\overline{\text{MCLR}}$ Reset during Sleep, since these Resets are viewed as resumption of normal operation. The exceptions to this are $\overline{\text{TO}}$, $\overline{\text{PD}}$ and GPWUF bits. They are set or cleared differently in different Reset situations. These bits are used in software to determine the nature of Reset. See Table 8-1 for a full description of Reset states of all registers.

TABLE 8-1: RESET CONDITIONS FOR REGISTERS – PIC10F220/222

Register	Address	Power-on Reset	$\overline{\text{MCLR}}$ Reset, WDT Time-out, Wake-up On Pin Change,
W	—	qqqq qqqu(1)	qqqq qqqu(1)
INDF	00h	xxxx xxxx	uuuu uuuu
TMR0	01h	xxxx xxxx	uuuu uuuu
PC	02h	1111 1111	1111 1111
STATUS	03h	0--1 1xxx	q00q quuu
FSR	04h	111x xxxx	111u uuuu
OSCCAL	05h	1111 1110	uuuu uuuu
GPIO	06h	---- xxxx	---- uuuu
ADCON0	07h	11-- 1100	11-- 1100
ADRES	08h	xxxx xxxx	uuuu uuuu
OPTION	—	1111 1111	1111 1111
TRIS	—	---- 1111	---- 1111

Legend: `u` = unchanged, `x` = unknown, – = unimplemented bit, read as '`0`', `q` = value depends on condition.

Note 1: Bits <7:2> of W register contain oscillator calibration values due to `MOVLW XX` instruction at top of memory.

TABLE 8-2: RESET CONDITION FOR SPECIAL REGISTERS

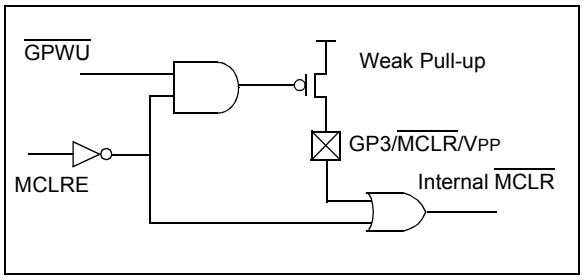
	STATUS Addr: 03h	PCL Addr: 02h
Power-on Reset	0--1 1xxx	1111 1111
$\overline{\text{MCLR}}$ Reset during normal operation	0--u uuuu	1111 1111
$\overline{\text{MCLR}}$ Reset during Sleep	0--1 0uuu	1111 1111
WDT Reset during Sleep	0--0 0uuu	1111 1111
WDT Reset normal operation	0--0 uuuu	1111 1111
Wake-up from Sleep on pin change	1--1 0uuu	1111 1111

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

8.3.1 $\overline{\text{MCLR}}$ ENABLE

This Configuration bit, when unprogrammed (left in the '1' state), enables the external $\overline{\text{MCLR}}$ function. When programmed, the $\overline{\text{MCLR}}$ function is tied to the internal VDD and the pin is assigned to be a I/O. See Figure 8-1.

FIGURE 8-1: $\overline{\text{MCLR}}$ SELECT



8.4 Power-on Reset (POR)

The PIC10F220/222 devices incorporate an on-chip Power-on Reset (POR) circuitry, which provides an internal chip Reset for most power-up situations.

The on-chip POR circuit holds the chip in Reset until VDD has reached a high enough level for proper operation. To take advantage of the internal POR, program the GP3/$\overline{\text{MCLR}}$/VPP pin as $\overline{\text{MCLR}}$ and tie through a resistor to VDD, or program the pin as GP3. An internal weak pull-up resistor is implemented using a transistor (refer to Table 10-1 for the pull-up resistor ranges). This will eliminate external RC components usually needed to create a Power-on Reset.

When the devices start normal operation (exit the Reset condition), device operating parameters (voltage, frequency, temperature,...) must be met to ensure operation. If these conditions are not met, the devices must be held in Reset until the operating parameters are met.

A simplified block diagram of the on-chip Power-on Reset circuit is shown in Figure 8-2.

The Power-on Reset circuit and the Device Reset Timer (see **Section 8.5 "Device Reset Timer (DRT)"**) circuit are closely related. On power-up, the Reset latch is set and the DRT is reset. The DRT timer begins counting once it detects $\overline{\text{MCLR}}$ to be high. After the time-out period, which is typically 1.125 ms, it will reset the Reset latch and thus end the on-chip Reset signal.

A power-up example where $\overline{\text{MCLR}}$ is held low is shown in Figure 8-3. VDD is allowed to rise and stabilize before bringing $\overline{\text{MCLR}}$ high. The chip will actually come out of Reset TDRT msec after $\overline{\text{MCLR}}$ goes high.

In Figure 8-4, the on-chip Power-on Reset feature is being used ($\overline{\text{MCLR}}$ and VDD are tied together or the pin is programmed to be GP3). The VDD is stable before the Start-up timer times out and there is no problem in getting a proper Reset. However, Figure 8-5 depicts a problem situation where VDD rises too slowly. The time between when the DRT senses that $\overline{\text{MCLR}}$ is high and when $\overline{\text{MCLR}}$ and VDD actually reach their full value, is too long. In this situation, when the start-up timer times out, VDD has not reached the VDD (min) value and the chip may not function correctly. For such situations, we recommend that external RC circuits be used to achieve longer POR delay times (Figure 8-4).

Note:	When the devices start normal operation (exit the Reset condition), device operating parameters (voltage, frequency, temperature, etc.) must be met to ensure proper operation. If these conditions are not met, the device must be held in Reset until the operating conditions are met.

For additional information on design considerations related to the use of PIC10F220/222 devices with their short device Reset timer, refer to Application Notes AN522, *"Power-Up Considerations"* (DS00522) and AN607, *"Power-up Trouble Shooting"* (DS00607).

BTFSS	Bit Test f, Skip if Set
Syntax:	[*label*] BTFSS f,b
Operands:	$0 \le f \le 31$ $0 \le b < 7$
Operation:	skip if (f<b>) = 1
Status Affected:	None
Description:	If bit 'b' in register 'f' is '1', then the next instruction is skipped. If bit 'b' is '1', then the next instruction fetched during the current instruction execution, is discarded and a NOP is executed instead, making this a two-cycle instruction.

CALL	Subroutine Call
Syntax:	[*label*] CALL k
Operands:	$0 \le k \le 255$
Operation:	(PC) + 1→ Top of Stack; k → PC<7:0>; (Status<6:5>) → PC<10:9>; 0 → PC<8>
Status Affected:	None
Description:	Subroutine call. First, return address (PC + 1) is pushed onto the stack. The eight-bit immediate address is loaded into PC bits <7:0>. The upper bits PC<10:9> are loaded from STATUS<6:5>, PC<8> is cleared. CALL is a two-cycle instruction.

CLRF	Clear f
Syntax:	[*label*] CLRF f
Operands:	$0 \le f \le 31$
Operation:	00h → (f); 1 → Z
Status Affected:	Z
Description:	The contents of register 'f' are cleared and the Z bit is set.

CLRW	Clear W
Syntax:	[*label*] CLRW
Operands:	None
Operation:	00h → (W); 1 → Z
Status Affected:	Z
Description:	The W register is cleared. Zero bit (Z) is set.

CLRWDT	Clear Watchdog Timer
Syntax:	[*label*] CLRWDT k
Operands:	None
Operation:	00h → WDT; 0 → WDT prescaler (if assigned); 1 → $\overline{TO}$; 1 → $\overline{PD}$
Status Affected:	$\overline{TO}$, $\overline{PD}$
Description:	The CLRWDT instruction resets the WDT. It also resets the prescaler, if the prescaler is assigned to the WDT and not Timer0. Status bits $\overline{TO}$ and $\overline{PD}$ are set.

COMF	Complement f
Syntax:	[*label*] COMF f,d
Operands:	$0 \le f \le 31$ $d \in [0,1]$
Operation:	$(\bar{f}) \rightarrow$ (dest)
Status Affected:	Z
Description:	The contents of register 'f' are complemented. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

TRIS	Load TRIS Register
Syntax:	[*label*] TRIS f
Operands:	f = 6
Operation:	(W) → TRIS register f
Status Affected:	None
Description:	TRIS register 'f' (f = 6 or 7) is loaded with the contents of the W register

XORLW	Exclusive OR literal with W
Syntax:	[*label*] XORLW k
Operands:	0 ≤ k ≤ 255
Operation:	(W) .XOR. k → (W)
Status Affected:	Z
Description:	The contents of the W register are XOR'ed with the eight-bit literal 'k'. The result is placed in the W register.

XORWF	Exclusive OR W with f
Syntax:	[*label*] XORWF f,d
Operands:	0 ≤ f ≤ 31 d ∈ [0,1]
Operation:	(W) .XOR. (f) → (dest)
Status Affected:	Z
Description:	Exclusive OR the contents of 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'.

FIGURE 10-1: VOLTAGE-FREQUENCY GRAPH, -40°C ≤ TA ≤ +125°C

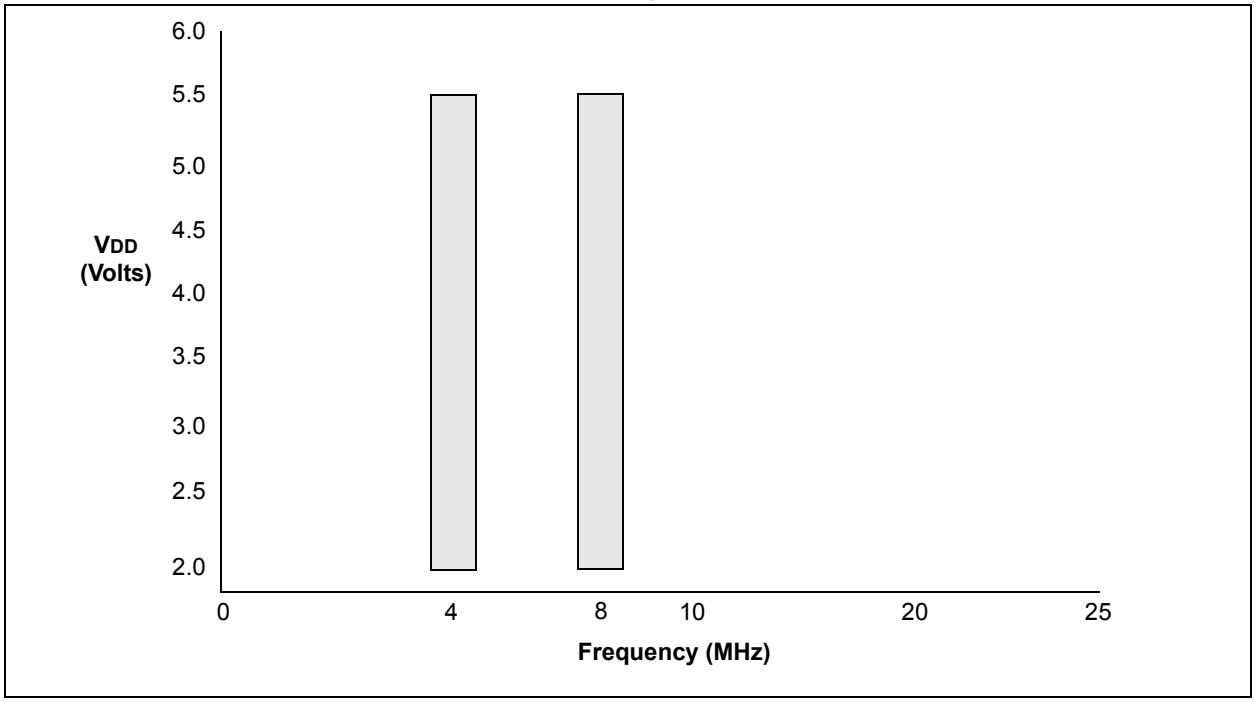


FIGURE 11-4: MAXIMUM IPD vs. VDD (SLEEP MODE, ALL PERIPHERALS DISABLED)

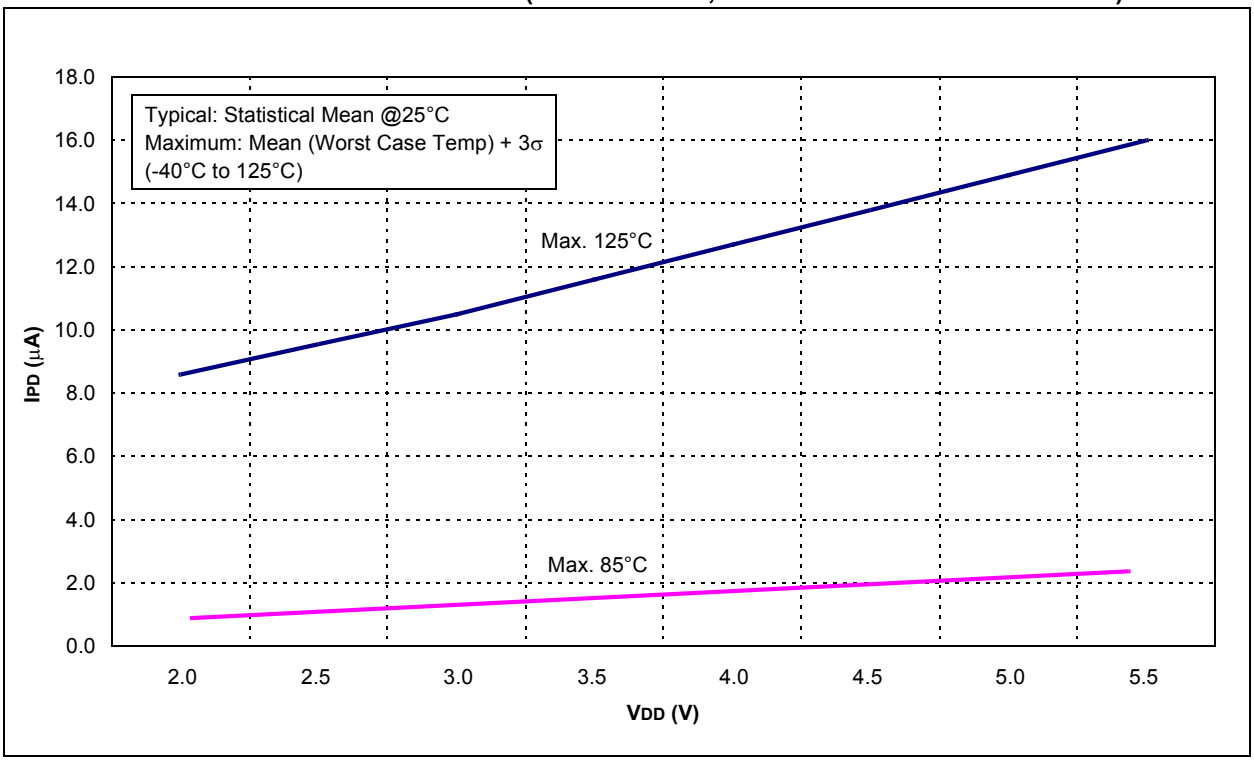


FIGURE 11-5: TYPICAL WDT IPD vs. VDD

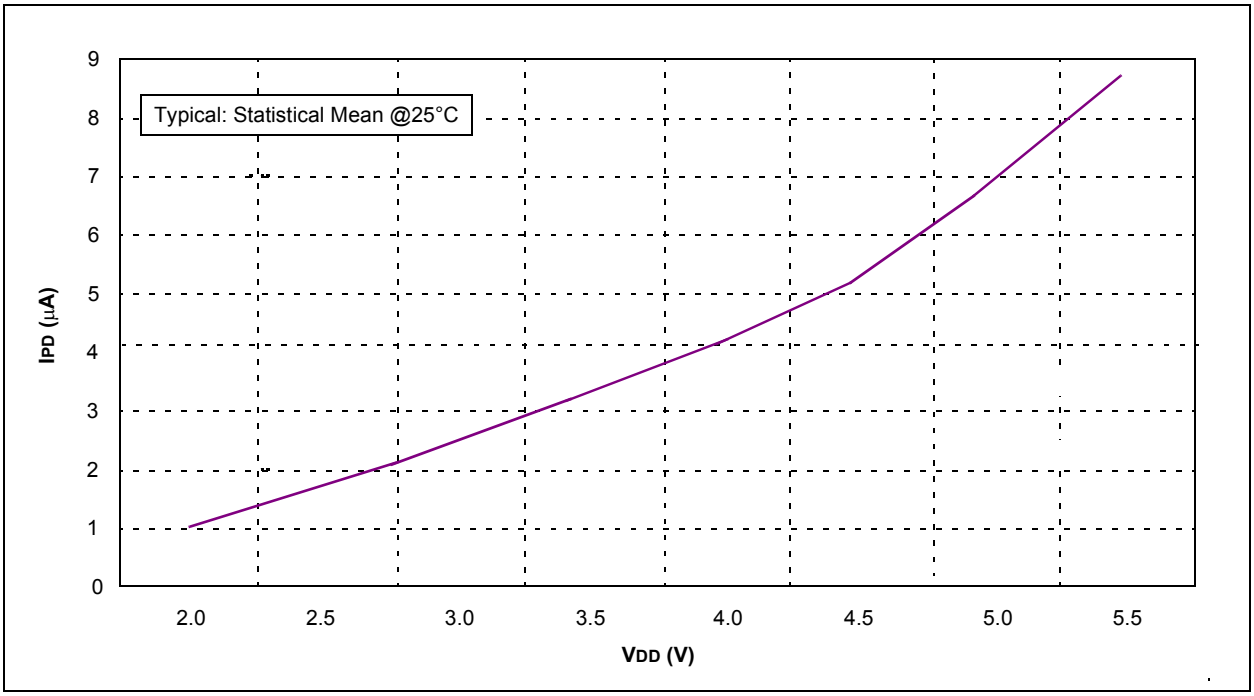


FIGURE 11-8: VOL vs. IOL OVER TEMPERATURE (VDD = 3.0V)

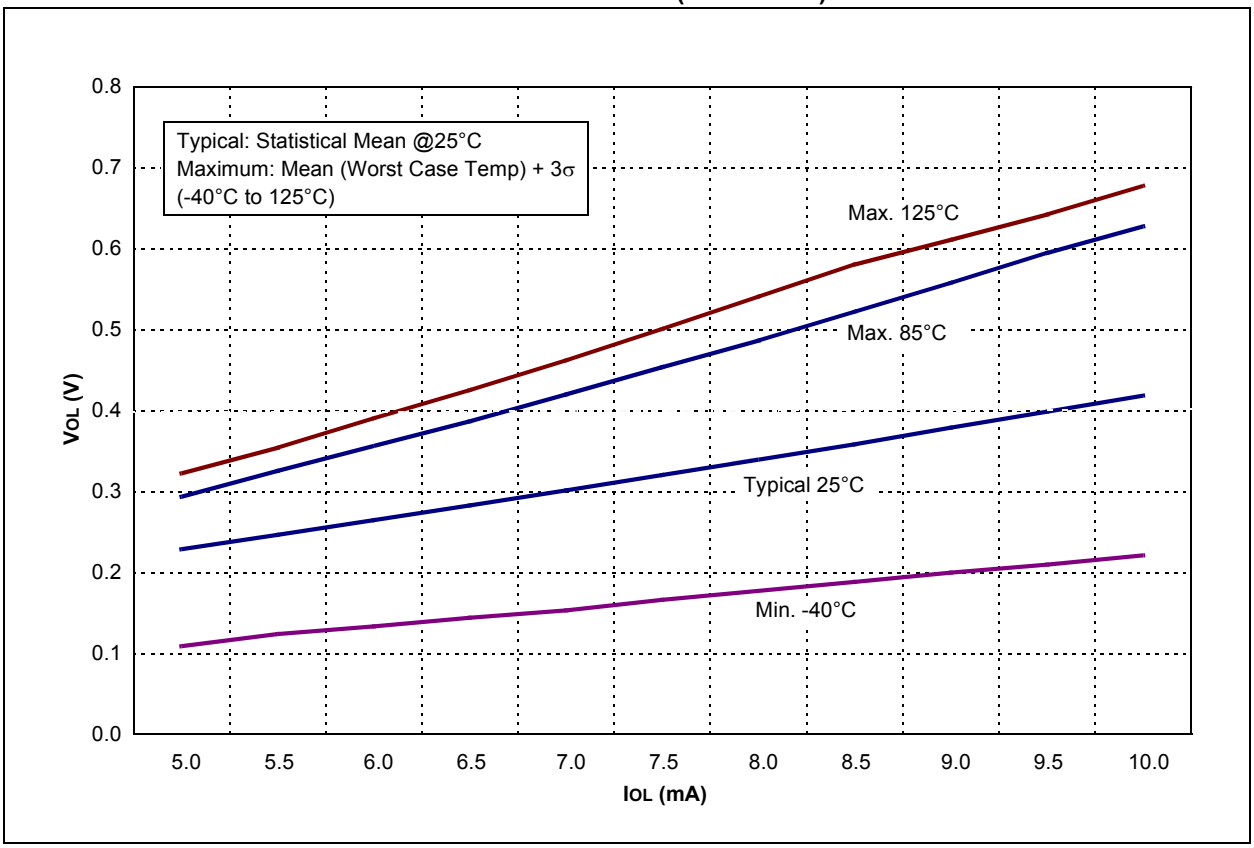
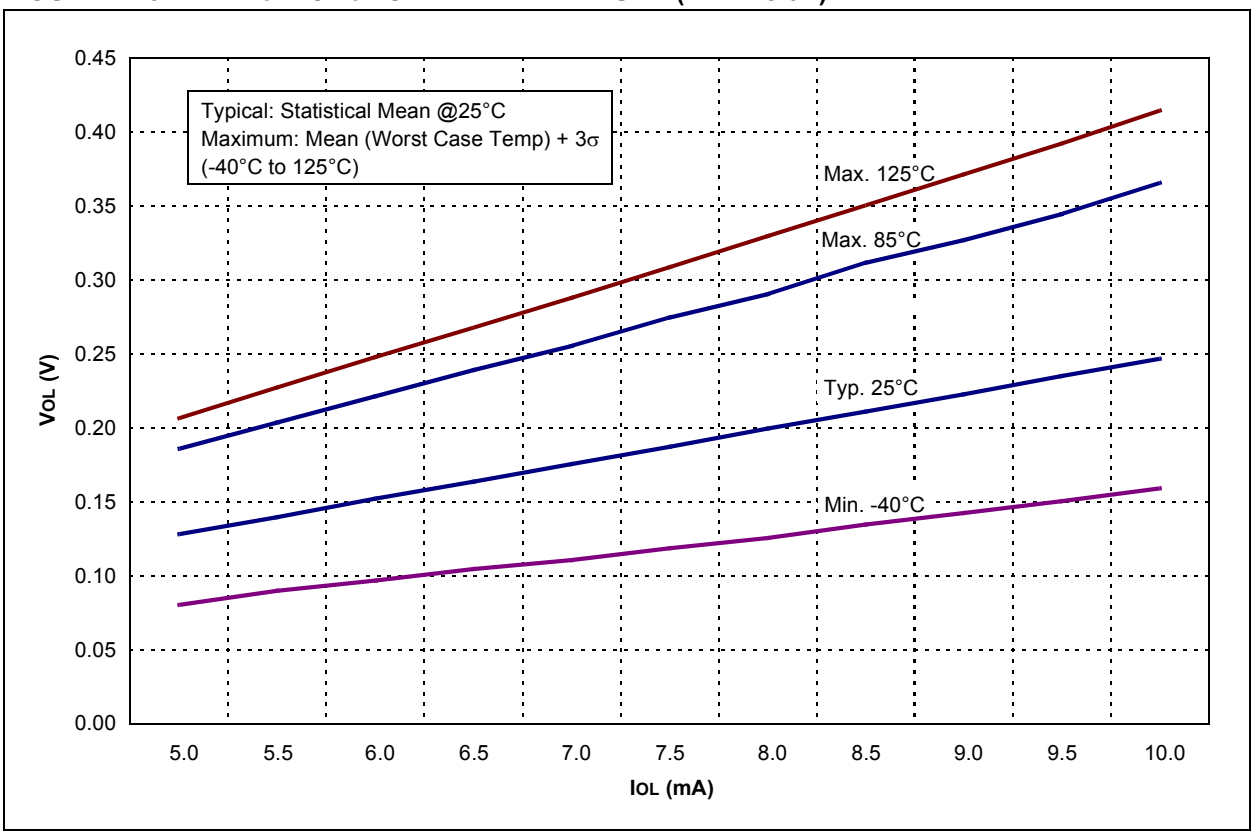


FIGURE 11-9: VOL vs. IOL OVER TEMPERATURE (VDD = 5.0V)



12.0 DEVELOPMENT SUPPORT

The PIC® microcontrollers (MCU) and dsPIC® digital signal controllers (DSC) are supported with a full range of software and hardware development tools:

- Integrated Development Environment
  - MPLAB® X IDE Software
- Compilers/Assemblers/Linkers
  - MPLAB XC Compiler
  - MPASM™ Assembler
  - MPLINK™ Object Linker/ MPLIB™ Object Librarian
  - MPLAB Assembler/Linker/Librarian for Various Device Families
- Simulators
  - MPLAB X SIM Software Simulator
- Emulators
  - MPLAB REAL ICE™ In-Circuit Emulator
- In-Circuit Debuggers/Programmers
  - MPLAB ICD 3
  - PICkit™ 3
- Device Programmers
  - MPLAB PM3 Device Programmer
- Low-Cost Demonstration/Development Boards, Evaluation Kits and Starter Kits
- Third-party development tools

12.1 MPLAB X Integrated Development Environment Software

The MPLAB X IDE is a single, unified graphical user interface for Microchip and third-party software, and hardware development tool that runs on Windows®, Linux and Mac OS® X. Based on the NetBeans IDE, MPLAB X IDE is an entirely new IDE with a host of free software components and plug-ins for high-performance application development and debugging. Moving between tools and upgrading from software simulators to hardware debugging and programming tools is simple with the seamless user interface.

With complete project management, visual call graphs, a configurable watch window and a feature-rich editor that includes code completion and context menus, MPLAB X IDE is flexible and friendly enough for new users. With the ability to support multiple tools on multiple projects with simultaneous debugging, MPLAB X IDE is also suitable for the needs of experienced users.

Feature-Rich Editor:

- Color syntax highlighting
- Smart code completion makes suggestions and provides hints as you type
- Automatic code formatting based on user-defined rules
- Live parsing

User-Friendly, Customizable Interface:

- Fully customizable interface: toolbars, toolbar buttons, windows, window placement, etc.
- Call graph window

Project-Based Workspaces:

- Multiple projects
- Multiple tools
- Multiple configurations
- Simultaneous debugging sessions

File History and Bug Tracking:

- Local file history feature
- Built-in support for Bugzilla issue tracker

12.2 MPLAB XC Compilers

The MPLAB XC Compilers are complete ANSI C compilers for all of Microchip's 8, 16, and 32-bit MCU and DSC devices. These compilers provide powerful integration capabilities, superior code optimization and ease of use. MPLAB XC Compilers run on Windows, Linux or MAC OS X.

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

The free MPLAB XC Compiler editions support all devices and commands, with no time or memory restrictions, and offer sufficient code optimization for most applications.

MPLAB XC Compilers include an assembler, linker and utilities. 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. MPLAB XC Compiler uses the assembler to produce its object file. Notable features of the assembler include:

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

12.3 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for PIC10/12/16/18 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 X IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multipurpose source files
- Directives that allow complete control over the assembly process

12.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler. 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/library 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

12.5 MPLAB Assembler, Linker and Librarian for Various Device Families

MPLAB Assembler produces relocatable machine code from symbolic assembly language for PIC24, PIC32 and dsPIC DSC devices. MPLAB XC 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 device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

12.11 Demonstration/Development Boards, Evaluation Kits, and Starter Kits

A wide variety of demonstration, development and evaluation boards for various PIC MCUs and dsPIC DSCs allows quick application development on fully functional systems. Most boards include prototyping areas for adding custom circuitry and provide application firmware and source code for examination and modification.

The boards support a variety of features, including LEDs, temperature sensors, switches, speakers, RS-232 interfaces, LCD displays, potentiometers and additional EEPROM memory.

The demonstration and development boards can be used in teaching environments, for prototyping custom circuits and for learning about various microcontroller applications.

In addition to the PICDEM™ and dsPICDEM™ demonstration/development board series of circuits, Microchip has a line of evaluation kits and demonstration software for analog filter design, KEELOQ® security ICs, CAN, IrDA®, PowerSmart battery management, SEEVAL® evaluation system, Sigma-Delta ADC, flow rate sensing, plus many more.

Also available are starter kits that contain everything needed to experience the specified device. This usually includes a single application and debug capability, all on one board.

Check the Microchip web page (www.microchip.com) for the complete list of demonstration, development and evaluation kits.

12.12 Third-Party Development Tools

Microchip also offers a great collection of tools from third-party vendors. These tools are carefully selected to offer good value and unique functionality.

- Device Programmers and Gang Programmers from companies, such as SoftLog and CCS
- Software Tools from companies, such as Gimpel and Trace Systems
- Protocol Analyzers from companies, such as Saleae and Total Phase
- Demonstration Boards from companies, such as MikroElektronika, Digilent® and Olimex
- Embedded Ethernet Solutions from companies, such as EZ Web Lynx, WIZnet and IPLogika®

TABLE 13-1: 8-LEAD 2x3 DFN (MC) TOP MARKING

Part Number	Marking
PIC10F220-I/MC	BJ0
PIC10F220-E/MC	BK0
PIC10F222-I/MC	BL0
PIC10F222-E/MC	BM0

TABLE 13-2: 6-LEAD SOT-23 (OT) PACKAGE TOP MARKING

Part Number	Marking
PIC10F220-I/OT	20NN
PIC10F220-E/OT	A0NN
PIC10F222-I/OT	22NN
PIC10F222-E/OT	A2NN

Note: NN represents the alphanumeric traceability code.

APPENDIX A: REVISION HISTORY

Revision A

Original release of document.

Revision B (03/2006)

Table 3-1, GP1; Section 4.7, Program Counter; Table 5-2; Figure 8-5; Section 9.1, ANDWF, SLEEP, SUBWF, SWAPF, XORLW.

Revision C (08/2006)

Added 8-Lead DFN pinout diagram, updated Table 1-1 with DFN package, updated Table 10-3 in Section 10.0, added 8-Lead DFN package marking information to section 13.0, updated the Product Identification System section to include DFN package identification.

Added note to package drawings.

Revision D (02/2007)

Replaced Dev. Tool Section; Replaced Package Drawings.

Revision E (06/2007)

Updated and added Characterization Data; Revised Operating Current; Revised Section 8.4 and Note; Revised Section 10.0, Total Power Dissipation, 10.1, 10.2, 10.3 DC Characteristics; Revised Tables 10-2, 10-3, 10-5, 10-6; Section 11.0; Revised Product ID System.

Revision F (10/2013)

Revised Packaging Legend.

W

Z

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