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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.

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Details

Product Status	Obsolete
Core Processor	PIC
Core Size	8-Bit
Speed	4MHz
Connectivity	-
Peripherals	POR, WDT
Number of I/O	5
Program Memory Size	1.5KB (1K x 12)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	41 x 8
Voltage - Supply (Vcc/Vdd)	2.5V ~ 5.5V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	8-SOIC (0.209", 5.30mm Width)
Supplier Device Package	8-SOIJ
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic12c509t-04i-sm

3.0 ARCHITECTURAL OVERVIEW

The high performance of the PIC12C5XX family can be attributed to a number of architectural features commonly found in RISC microprocessors. To begin with, the PIC12C5XX uses a Harvard architecture in which program and data are accessed on separate buses. This improves bandwidth over traditional von Neumann architecture where program and data are fetched on the same bus. Separating program and data memory further allows instructions to be sized differently than the 8-bit wide data word. Instruction opcodes are 12-bits wide making it possible to have all single word instructions. A 12-bit wide program memory access bus fetches a 12-bit instruction in a single cycle. A two-stage pipeline overlaps fetch and execution of instructions. Consequently, all instructions (33) execute in a single cycle (1 μ s @ 4MHz) except for program branches.

The table below lists program memory (EPROM), data memory (RAM), ROM memory, and non-volatile (EEPROM) for each device.

Device	Memory			
	EPROM Program	ROM Program	RAM Data	EEPROM Data
PIC12C508	512 x 12		25	
PIC12C509	1024 x 12		41	
PIC12C508A	512 x 12		25	
PIC12C509A	1024 x 12		41	
PIC12CR509A		1024 x 12	41	
PIC12CE518	512 x 12		25 x 8	16 x 8
PIC12CE519	1024 x 12		41 x 8	16 x 8

The PIC12C5XX can directly or indirectly address its register files and data memory. All special function registers including the program counter are mapped in the data memory. The PIC12C5XX has a highly orthogonal (symmetrical) instruction set that makes it possible to carry out any operation on any register using any addressing mode. This symmetrical nature and lack of 'special optimal situations' make programming with the PIC12C5XX simple yet efficient. In addition, the learning curve is reduced significantly.

The PIC12C5XX device contains an 8-bit ALU and working register. The ALU is a general purpose arithmetic unit. It performs arithmetic and Boolean functions between data in the working register and any register file.

The ALU is 8-bits wide and capable of addition, subtraction, shift and logical operations. Unless otherwise mentioned, arithmetic operations are two's complement in nature. In two-operand instructions, typically one operand is the W (working) register. The other operand is either a file register or an immediate constant. In single operand instructions, the operand is either the W register or a file register.

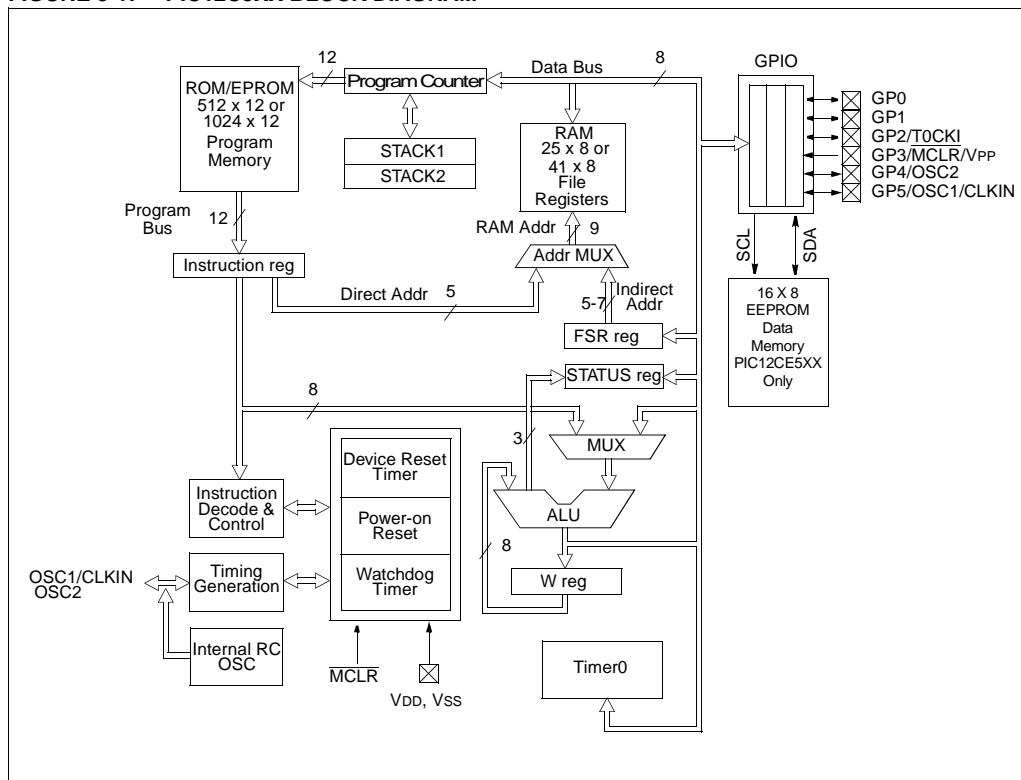
The W register is an 8-bit working register used for ALU operations. It is not an addressable register.

Depending on the instruction executed, the ALU may affect the values of the Carry (C), Digit Carry (DC), and Zero (Z) bits in the STATUS register. The C and DC bits operate as a borrow and digit borrow out bit, respectively, in subtraction. See the SUBWF and ADDWF instructions for examples.

A simplified block diagram is shown in Figure 3-1, with the corresponding device pins described in Table 3-1.

PIC12C5XX

FIGURE 3-1: PIC12C5XX BLOCK DIAGRAM



3.1 Clocking Scheme/Instruction Cycle

The clock input (OSC1/CLKIN pin) is internally divided by four to generate four non-overlapping quadrature clocks namely Q1, Q2, Q3 and Q4. Internally, the program counter is incremented every Q1, and the instruction is fetched from program memory and latched into instruction register in Q4. It is decoded and executed during the following Q1 through Q4. The clocks and instruction execution flow is shown in Figure 3-2 and Example 3-1.

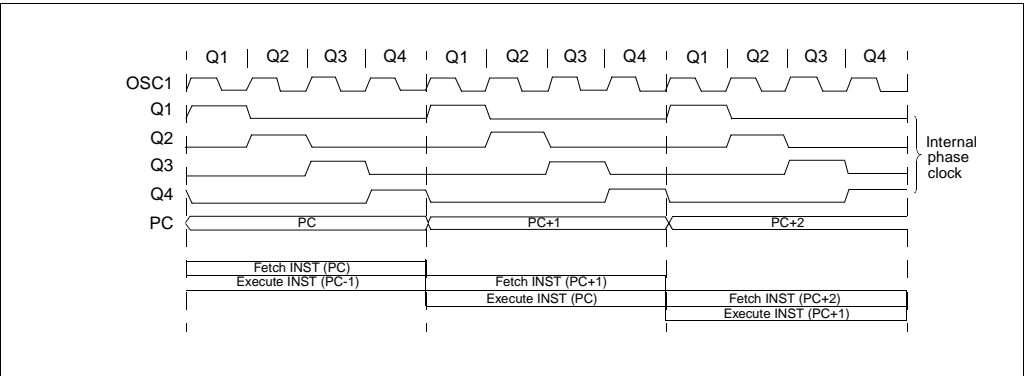
3.2 Instruction Flow/Pipelining

An Instruction Cycle consists of four Q cycles (Q1, Q2, Q3 and Q4). The instruction fetch and execute are pipelined such that fetch takes one instruction cycle while decode and execute takes another instruction cycle. However, due to the pipelining, each instruction effectively executes in one cycle. If an instruction causes the program counter to change (e.g., GOTO) then two cycles are required to complete the instruction (Example 3-1).

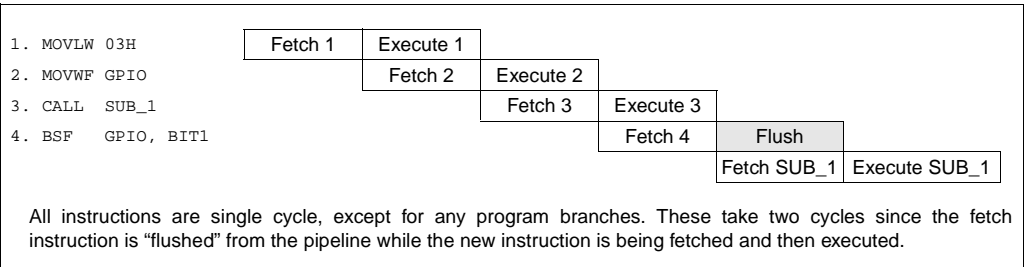
A fetch cycle begins with the program counter (PC) incrementing in Q1.

In the execution cycle, the fetched instruction is latched into the Instruction Register (IR) in cycle Q1. This instruction is then decoded and executed during the Q2, Q3, and Q4 cycles. Data memory is read during Q2 (operand read) and written during Q4 (destination write).

FIGURE 3-2: CLOCK/INSTRUCTION CYCLE



EXAMPLE 3-1: INSTRUCTION PIPELINE FLOW



4.2 Data Memory Organization

Data memory is composed of registers, or bytes of RAM. Therefore, data memory for a device is specified by its register file. The register file is divided into two functional groups: special function registers and general purpose registers.

The special function registers include the TMR0 register, the Program Counter (PC), the Status Register, the I/O registers (ports), and the File Select Register (FSR). In addition, special purpose registers are used to control the I/O port configuration and prescaler options.

The general purpose registers are used for data and control information under command of the instructions.

For the PIC12C508, PIC12C508A and PIC12CE518, the register file is composed of 7 special function registers and 25 general purpose registers (Figure 4-2).

For the PIC12C509, PIC12C509A, PIC12CR509A, and PIC12CE519 the register file is composed of 7 special function registers, 25 general purpose registers, and 16 general purpose registers that may be addressed using a banking scheme (Figure 4-3).

4.2.1 GENERAL PURPOSE REGISTER FILE

The general purpose register file is accessed either directly or indirectly through the file select register FSR (Section 4.8).

FIGURE 4-2: PIC12C508, PIC12C508A AND PIC12CE518 REGISTER FILE MAP

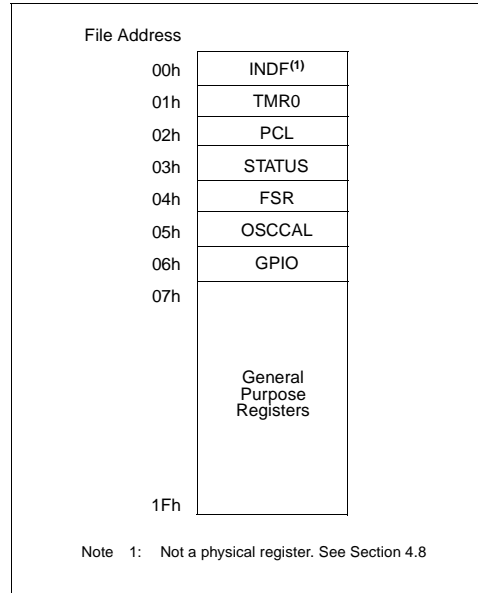
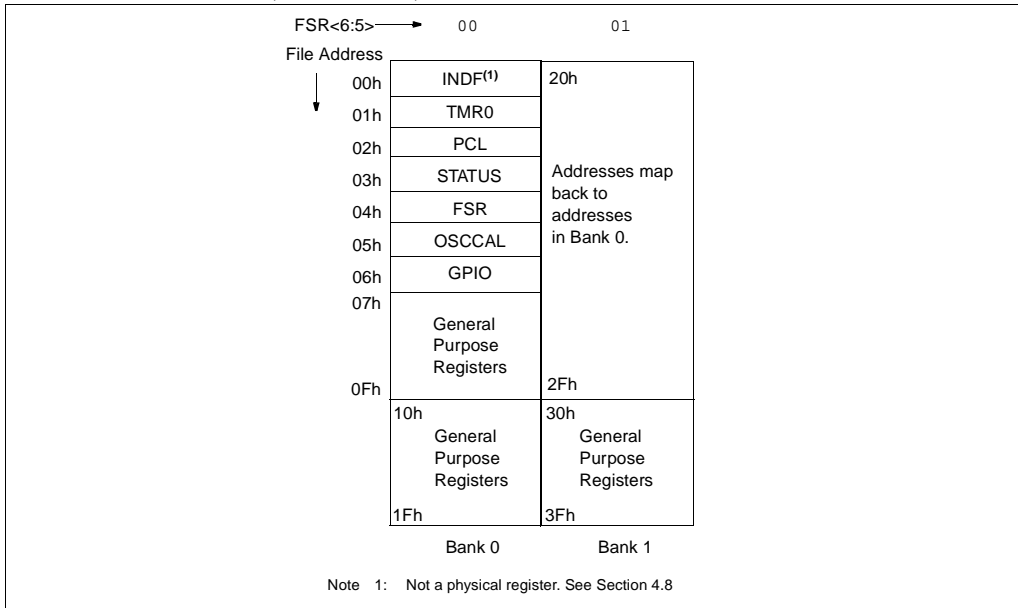


FIGURE 4-3: PIC12C509, PIC12C509A, PIC12CR509A AND PIC12CE519 REGISTER FILE MAP



5.0 I/O PORT

As with any other register, the I/O register 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 hi-impedance) since the I/O control registers are all set. See Section 7.0 for SCL and SDA description for PIC12CE5XX.

5.1 GPIO

GPIO is an 8-bit I/O register. Only the low order 6 bits are used (GP5:GP0). Bits 7 and 6 are unimplemented and read as '0's. Please note that GP3 is an input only pin. The configuration word can set several I/O's to alternate functions. When acting as alternate functions the pins will read as '0' during port read. Pins GP0, GP1, and GP3 can be configured with weak pull-ups and also with wake-up on change. The wake-up on change and weak pull-up functions are not pin selectable. If pin 4 is configured as MCLR, weak pull-up is always on and wake-up on change for this pin is not enabled.

5.2 TRIS Register

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 hi-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 GP2 which may be controlled by the option register, see Figure 4-5.

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

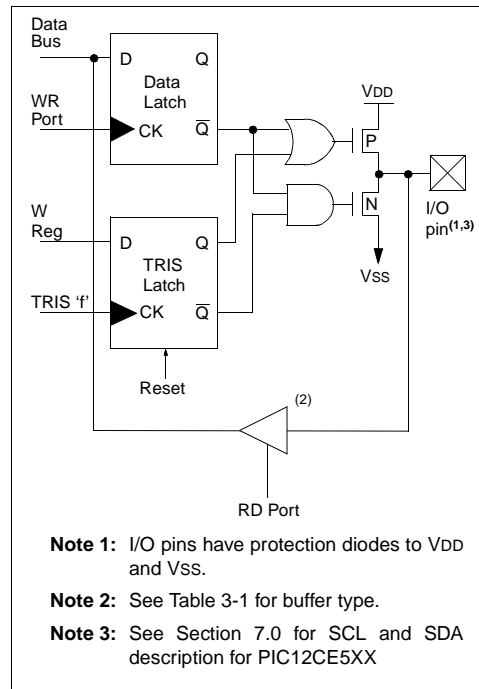


TABLE 5-1: SUMMARY OF PORT REGISTERS

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power-On Reset	Value on All Other Resets
N/A	TRIS	—	—							--11 1111	--11 1111
N/A	OPTION	GPWU	GPPU	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
03H	STATUS	GPWUF	—	PAO	\overline{TO}	\overline{PD}	Z	DC	C	0001 1xxx	q00q quuu ⁽¹⁾
06h	GPIO (PIC12C508/ PIC12C509/ PIC12C508A/ PIC12C509A/ PIC12CR509A)	—	—	GP5	GP4	GP3	GP2	GP1	GP0	--xx xxxx	--uu uuuu
06h	GPIO (PIC12CE518/ PIC12CE519)	SCL	SDA	GP5	GP4	GP3	GP2	GP1	GP0	11xx xxxx	11uu uuuu

Legend: Shaded cells not used by Port Registers, read as '0', — = unimplemented, read as '0', x = unknown, u = unchanged, q = see tables in Section 8.7 for possible values.

Note 1: If reset was due to wake-up on change, then bit 7 = 1. All other resets will cause bit 7 = 0.

5.4 I/O Programming Considerations

5.4.1 BI-DIRECTIONAL I/O PORTS

Some instructions operate internally as read followed by write operations. The BCF and BSF instructions, for example, read the entire port into the CPU, execute the bit operation and re-write the result. Caution must be used when these instructions are applied to a port where one or more pins are used as input/outputs. For example, a BSF operation on bit5 of GPIO will cause all eight bits of GPIO to be read into the CPU, bit5 to be set and the GPIO value to be written to the output latches. If another bit of GPIO is used as a bi-directional I/O pin (say bit0) and it is defined as an input at this time, the input signal present on the pin itself would be read into the CPU and rewritten to the data latch of this particular pin, overwriting the previous content. As long as the pin stays in the input mode, no problem occurs. However, if bit0 is switched into output mode later on, the content of the data latch may now be unknown.

Example 5-1 shows the effect of two sequential read-modify-write instructions (e.g., BCF, BSF, etc.) on an I/O port.

A pin actively outputting a high or a low should not be driven from external devices at the same time in order to change the level on this pin ("wired-or", "wired-and"). The resulting high output currents may damage the chip.

EXAMPLE 5-1: READ-MODIFY-WRITE INSTRUCTIONS ON AN I/O PORT

```
;Initial GPIO Settings
; GPIO<5:3> Inputs
; GPIO<2:0> Outputs
;
;
;           GPIO latch  GPIO pins
;           -----
BCF  GPIO, 5  ;--01 -ppp  --11 pppp
BCF  GPIO, 4  ;--10 -ppp  --11 pppp
MOVLW 007h    ;
TRIS  GPIO    ;--10 -ppp  --11 pppp
;
;Note that the user may have expected the pin
;values to be --00 pppp. The 2nd BCF caused
;GP5 to be latched as the pin value (High).
```

5.4.2 SUCCESSIVE OPERATIONS ON I/O PORTS

The actual write to an I/O port happens at the end of an instruction cycle, whereas for reading, the data must be valid at the beginning of the instruction cycle (Figure 5-2). Therefore, care must be exercised if a write followed by a read operation is carried out on the same I/O port. The sequence of instructions should allow the pin voltage to stabilize (load dependent) before the next instruction, which causes that file to be read into the CPU, is executed. Otherwise, the previous state of that pin may be read into the CPU rather than the new state. When in doubt, it is better to separate these instructions with a NOP or another instruction not accessing this I/O port.

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 (Section 8.6). For simplicity, this counter is being referred to as “prescaler” throughout this data sheet. Note that 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 PS2:PS0 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 CLRWD 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.

6.2.1 SWITCHING PRESCALER ASSIGNMENT

The prescaler assignment is fully under software control (i.e., it can be changed “on the fly” during program execution). To avoid an unintended device RESET, the following instruction sequence (Example 6-1) must be executed when changing the prescaler assignment from Timer0 to the WDT.

EXAMPLE 6-1: CHANGING PRESCALER (TIMER0→WDT)

```
1.CLRWD           ;Clear WDT
2.CLRF   TMR0     ;Clear TMR0 & Prescaler
3.MOVLW  '00xx1111'b ;These 3 lines (5, 6, 7)
4.OPTION                ; are required only if
                        ; desired
5.CLRWD           ;PS<2:0> are 000 or 001
6.MOVLW  '00xx1xxx'b ;Set Postscaler to
7.OPTION                ; desired WDT rate
```

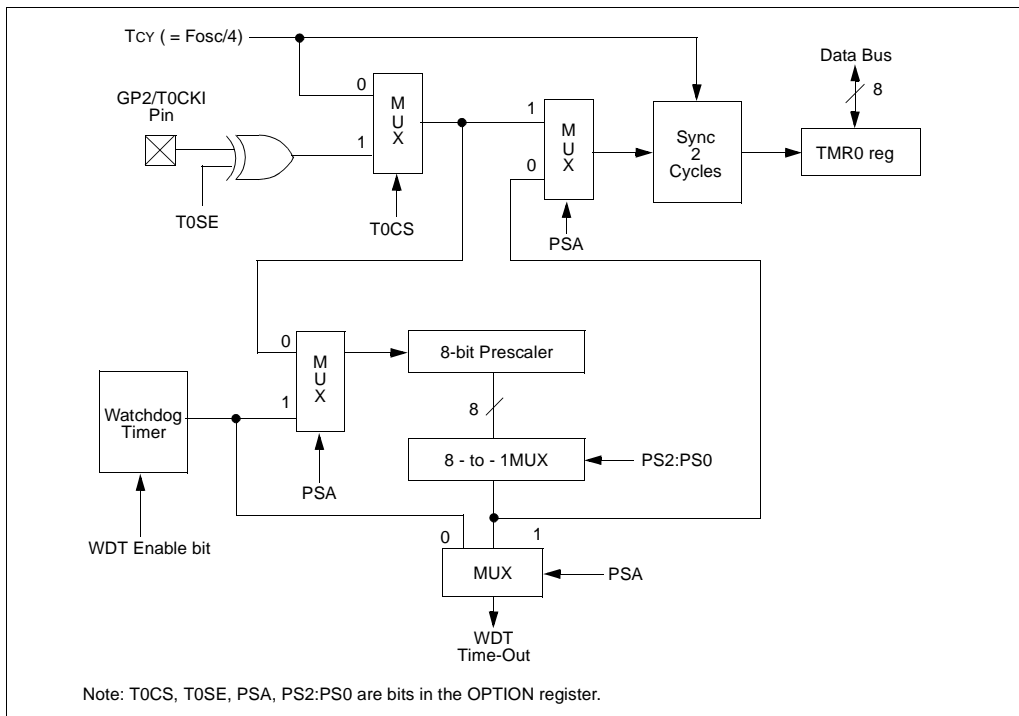
To change prescaler from the WDT to the Timer0 module, use the sequence shown in Example 6-2. This sequence must be used even if the WDT is disabled. A CLRWD instruction should be executed before switching the prescaler.

EXAMPLE 6-2: CHANGING PRESCALER (WDT→TIMER0)

```
CLRWD           ;Clear WDT and
                ;prescaler
MOVLW  'xxxx0xxx' ;Select TMR0, new
                ;prescale value and
                ;clock source

OPTION
```

FIGURE 6-5: BLOCK DIAGRAM OF THE TIMER0/WDT PRESCALER



7.3 WRITE OPERATIONS

7.3.1 BYTE WRITE

Following the start signal from the master, the device code (4 bits), the don't care bits (3 bits), and the R/W bit (which is a logic low) are placed onto the bus by the master transmitter. This indicates to the addressed slave receiver that a byte with a word address will follow after it has generated an acknowledge bit during the ninth clock cycle. Therefore, the next byte transmitted by the master is the word address and will be written into the address pointer. Only the lower four address bits are used by the device, and the upper four bits are don't cares. The address byte is acknowledgeable and the master device will then transmit the data word to be written into the addressed memory location. The memory acknowledges again and the master generates a stop condition. This initiates the internal write cycle, and during this time will not generate acknowledge signals (Figure 7-7). After a byte write command, the internal address counter will not be incremented and will point to the same address location that was just written. If a stop bit is transmitted to the device at any point in the write command sequence before the entire sequence is complete, then the command will abort and no data will be written. If more than 8 data bits are transmitted before the stop bit is sent, then the device will clear the previously loaded byte and begin loading the data buffer again. If more than one data byte is transmitted to the device and a stop bit is sent before a full eight data bits have been transmitted, then the write command will abort and no data will be written. The EEPROM memory employs a VCC threshold detector circuit which disables the internal erase/write logic if the VCC is below minimum VDD.

Byte write operations must be preceded and immediately followed by a bus not busy bus cycle where both SDA and SCL are held high.

7.4 ACKNOWLEDGE POLLING

Since the device will not acknowledge during a write cycle, this can be used to determine when the cycle is complete (this feature can be used to maximize bus throughput). Once the stop condition for a write command has been issued from the master, the device initiates the internally timed write cycle. ACK polling can be initiated immediately. This involves the master sending a start condition followed by the control byte for a write command (R/W = 0). If the device is still busy with the write cycle, then no ACK will be returned. If no ACK is returned, then the start bit and control byte must be re-sent. If the cycle is complete, then the device will return the ACK and the master can then proceed with the next read or write command. See Figure 7-6 for flow diagram.

FIGURE 7-6: ACKNOWLEDGE POLLING FLOW

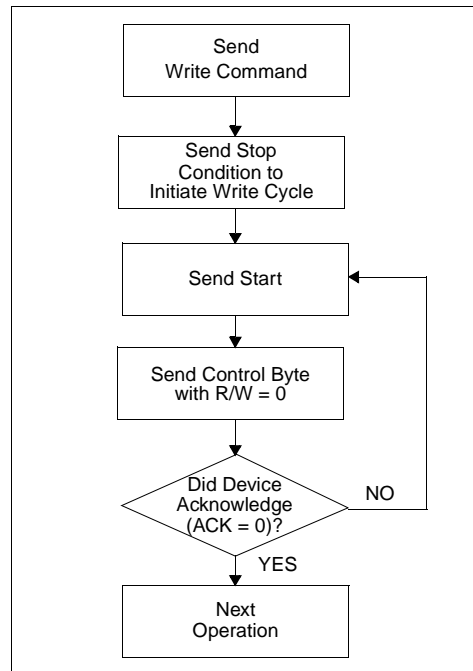


FIGURE 7-7: BYTE WRITE

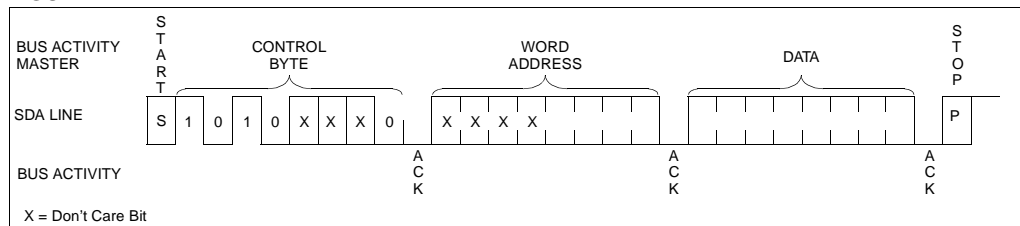


FIGURE 8-8: SIMPLIFIED BLOCK DIAGRAM OF ON-CHIP RESET CIRCUIT

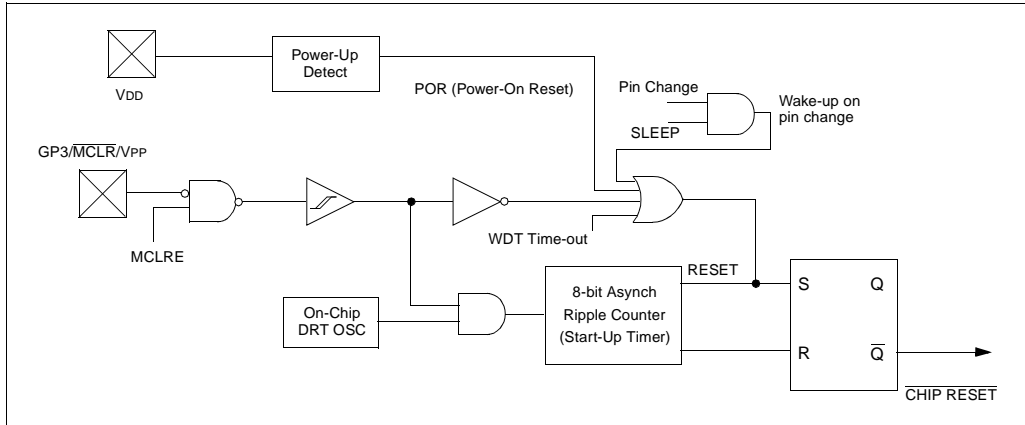


FIGURE 8-9: TIME-OUT SEQUENCE ON POWER-UP ($\overline{\text{MCLR}}$ PULLED LOW)

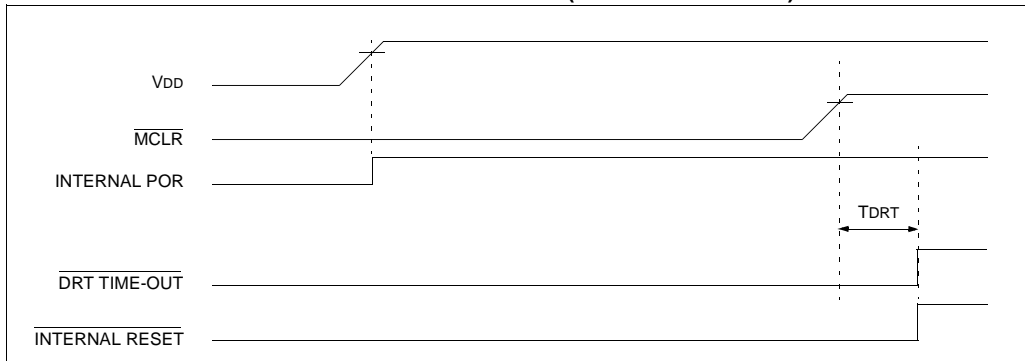
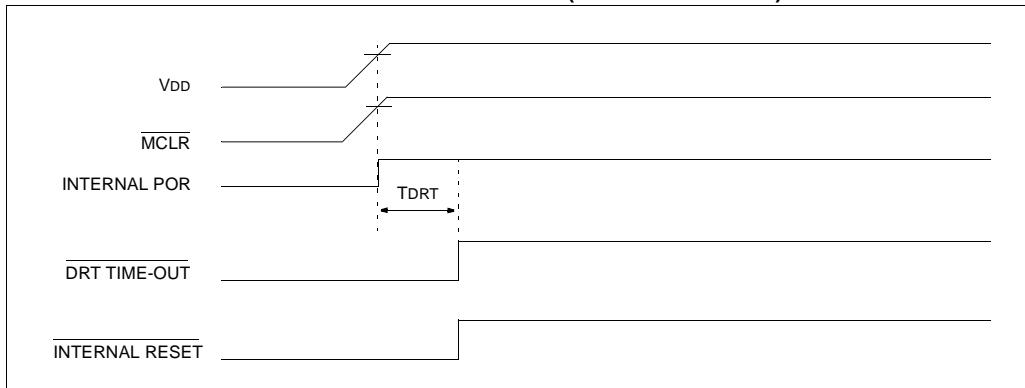


FIGURE 8-10: TIME-OUT SEQUENCE ON POWER-UP ($\overline{\text{MCLR}}$ TIED TO V_{DD}): FAST V_{DD} RISE TIME



8.12 In-Circuit Serial Programming

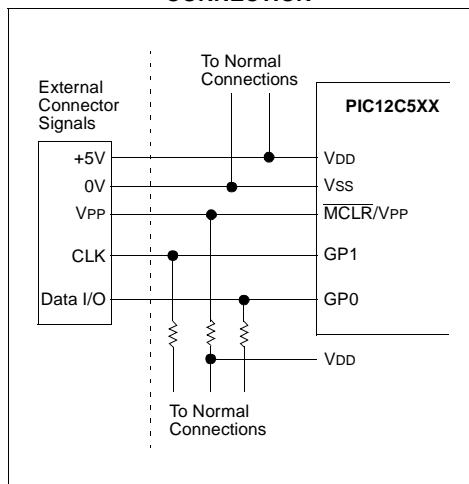
The PIC12C5XX microcontrollers with EPROM program memory can be serially programmed while in the end application circuit. This is simply done with two lines for clock and data, and three other lines for power, ground, and the programming voltage. This allows customers to manufacture boards with unprogrammed devices, and then program the microcontroller just before shipping the product. This also allows the most recent firmware or a custom firmware to be programmed.

The device is placed into a program/verify mode by holding the GP1 and GP0 pins low while raising the MCLR (VPP) pin from V_{IL} to V_{IH} (see programming specification). GP1 becomes the programming clock and GP0 becomes the programming data. Both GP1 and GP0 are Schmitt Trigger inputs in this mode.

After reset, a 6-bit command is then supplied to the device. Depending on the command, 14-bits of program data are then supplied to or from the device, depending if the command was a load or a read. For complete details of serial programming, please refer to the PIC12C5XX Programming Specifications.

A typical in-circuit serial programming connection is shown in Figure 8-16.

FIGURE 8-16: TYPICAL IN-CIRCUIT SERIAL PROGRAMMING CONNECTION



9.0 INSTRUCTION SET SUMMARY

Each PIC12C5XX instruction is a 12-bit word divided into an OPCODE, which specifies the instruction type, and one or more operands which further specify the operation of the instruction. The PIC12C5XX instruction set summary in Table 9-2 groups the instructions into byte-oriented, bit-oriented, and literal and control operations. Table 9-1 shows the opcode field descriptions.

For **byte-oriented** instructions, 'f' represents a file register designator and 'd' represents a destination designator. The file register designator is used to specify which one of the 32 file registers is to be used by the instruction.

The destination designator specifies where the result of the operation is to be placed. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed in the file register specified in the instruction.

For **bit-oriented** instructions, 'b' represents a bit field designator which selects the number of the bit affected by the operation, while 'f' represents the number of the file in which the bit is located.

For **literal and control** operations, 'k' represents an 8 or 9-bit constant or literal value.

TABLE 9-1: OPCODE FIELD DESCRIPTIONS

Field	Description
f	Register file address (0x00 to 0x7F)
W	Working register (accumulator)
b	Bit address within an 8-bit file register
k	Literal field, constant data or label
x	Don't care location (= 0 or 1) The assembler will generate code with x = 0. It is the recommended form of use for compatibility with all Microchip software tools.
d	Destination select; d = 0 (store result in W) d = 1 (store result in file register 'f') Default is d = 1
label	Label name
TOS	Top of Stack
PC	Program Counter
WDT	Watchdog Timer Counter
TO	Time-Out bit
PD	Power-Down bit
dest	Destination, either the W register or the specified register file location
[]	Options
()	Contents
→	Assigned to
< >	Register bit field
∈	In the set of
<i>italics</i>	User defined term (font is courier)

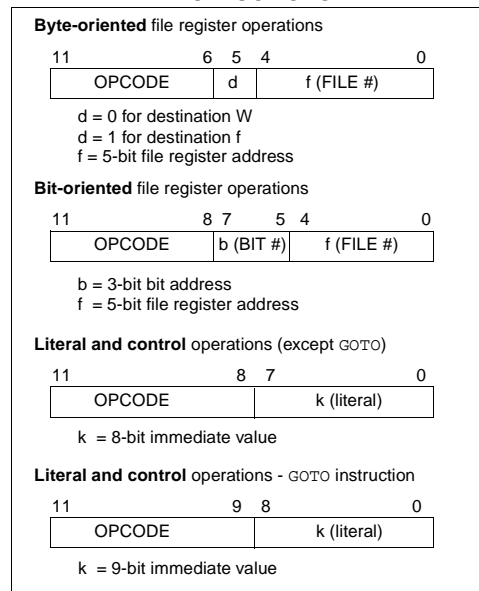
All instructions are executed within a single instruction cycle, unless a conditional test is true or the program counter is changed as a result of an instruction. In this case, the execution takes two instruction cycles. One instruction cycle consists of four oscillator periods. Thus, for an oscillator frequency of 4 MHz, the normal instruction execution time is 1 μs. If a conditional test is true or the program counter is changed as a result of an instruction, the instruction execution time is 2 μs.

Figure 9-1 shows the three general formats that the instructions can have. All examples in the figure use the following format to represent a hexadecimal number:

0xhhh

where 'h' signifies a hexadecimal digit.

FIGURE 9-1: GENERAL FORMAT FOR INSTRUCTIONS



COMF Complement f

Syntax: [*label*] COMF f,d

Operands: $0 \leq f \leq 31$
 $d \in [0,1]$

Operation: $(\bar{f}) \rightarrow (\text{dest})$

Status Affected: Z

Encoding:

0010	01df	ffff
------	------	------

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'.

Words: 1

Cycles: 1

Example: COMF REG1, 0

Before Instruction
 REG1 = 0x13

After Instruction
 REG1 = 0x13
 W = 0xEC

DECf Decrement f

Syntax: [*label*] DECf f,d

Operands: $0 \leq f \leq 31$
 $d \in [0,1]$

Operation: $(f) - 1 \rightarrow (\text{dest})$

Status Affected: Z

Encoding:

0000	11df	ffff
------	------	------

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

Words: 1

Cycles: 1

Example: DECf CNT, 1

Before Instruction
 CNT = 0x01
 Z = 0

After Instruction
 CNT = 0x00
 Z = 1

DECFSZ Decrement f, Skip if 0

Syntax: [*label*] DECFSZ f,d

Operands: $0 \leq f \leq 31$
 $d \in [0,1]$

Operation: $(f) - 1 \rightarrow d$; skip if result = 0

Status Affected: None

Encoding:

0010	11df	ffff
------	------	------

Description: The contents of register 'f' are decremented. If 'd' is 0 the result is placed in the W register. If 'd' is 1 the result is placed back in register 'f'.
 If the result is 0, the next instruction, which is already fetched, is discarded and an NOP is executed instead making it a two cycle instruction.

Words: 1

Cycles: 1(2)

Example:

```

HERE    DECFSZ  CNT, 1
        GOTO    LOOP
        CONTINUE
        .
        .
        .
  
```

Before Instruction
 PC = address (HERE)

After Instruction
 CNT = CNT - 1;
 if CNT = 0,
 PC = address (CONTINUE);
 if CNT \neq 0,
 PC = address (HERE+1)

GOTO Unconditional Branch

Syntax: [*label*] GOTO k

Operands: $0 \leq k \leq 511$

Operation: $k \rightarrow \text{PC}<8:0>$;
 $\text{STATUS}<6:5> \rightarrow \text{PC}<10:9>$

Status Affected: None

Encoding:

101k	kkkk	kkkk
------	------	------

Description: GOTO is an unconditional branch. The 9-bit immediate value is loaded into PC bits <8:0>. The upper bits of PC are loaded from STATUS<6:5>. GOTO is a two cycle instruction.

Words: 1

Cycles: 2

Example: GOTO THERE

After Instruction
 PC = address (THERE)

MOVF Move f

Syntax: [*label*] MOVF f,d

Operands: $0 \leq f \leq 31$
 $d \in [0,1]$

Operation: $(f) \rightarrow (dest)$

Status Affected: Z

Encoding:

0010	00df	ffff
------	------	------

Description: The contents of register 'f' is moved to destination 'd'. If 'd' is 0, destination is the W register. If 'd' is 1, the destination is file register 'f'. 'd' is 1 is useful to test a file register since status flag Z is affected.

Words: 1

Cycles: 1

Example: MOVF FSR, 0

After Instruction
W = value in FSR register

MOVLW Move Literal to W

Syntax: [*label*] MOVLW k

Operands: $0 \leq k \leq 255$

Operation: $k \rightarrow (W)$

Status Affected: None

Encoding:

1100	kkkk	kkkk
------	------	------

Description: The eight bit literal 'k' is loaded into the W register. The don't cares will assemble as 0s.

Words: 1

Cycles: 1

Example: MOVLW 0x5A

After Instruction
W = 0x5A

MOVWF Move W to f

Syntax: [*label*] MOVWF f

Operands: $0 \leq f \leq 31$

Operation: $(W) \rightarrow (f)$

Status Affected: None

Encoding:

0000	001f	ffff
------	------	------

Description: Move data from the W register to register 'f'.

Words: 1

Cycles: 1

Example: MOVWF TEMP_REG

Before Instruction
TEMP_REG = 0xFF
W = 0x4F

After Instruction
TEMP_REG = 0x4F
W = 0x4F

NOP No Operation

Syntax: [*label*] NOP

Operands: None

Operation: No operation

Status Affected: None

Encoding:

0000	0000	0000
------	------	------

Description: No operation.

Words: 1

Cycles: 1

Example: NOP

SWAPF	Swap Nibbles in f			
Syntax:	[<i>label</i>] SWAPF f,d			
Operands:	0 ≤ f ≤ 31 d ∈ [0,1]			
Operation:	(f<3:0>) → (dest<7:4>); (f<7:4>) → (dest<3:0>)			
Status Affected:	None			
Encoding:	<table border="1"><tr><td>0011</td><td>10df</td><td>ffff</td></tr></table>	0011	10df	ffff
0011	10df	ffff		
Description:	The upper and lower nibbles of register 'f' are exchanged. If 'd' is 0 the result is placed in W register. If 'd' is 1 the result is placed in register 'f'.			
Words:	1			
Cycles:	1			
Example	SWAPF REG1, 0			
Before Instruction				
REG1	= 0xA5			
After Instruction				
REG1	= 0xA5			
W	= 0X5A			

TRIS	Load TRIS Register			
Syntax:	[<i>label</i>] TRIS f			
Operands:	f = 6			
Operation:	(W) → TRIS register f			
Status Affected:	None			
Encoding:	<table><tr><td>0000</td><td>0000</td><td>0fff</td></tr></table>	0000	0000	0fff
0000	0000	0fff		
Description:	TRIS register 'f' (f = 6) is loaded with the contents of the W register			
Words:	1			
Cycles:	1			
Example	TRIS GPIO			
Before Instruction				
W	= 0xA5			
After Instruction				
TRIS	= 0xA5			
Note:	f = 6 for PIC12C5XX only.			

XORLW	Exclusive OR literal with W			
Syntax:	[label] XORLW k			
Operands:	0 ≤ k ≤ 255			
Operation:	(W) .XOR. k → (W)			
Status Affected:	Z			
Encoding:	<table><tr><td>1111</td><td>kkkk</td><td>kkkk</td></tr></table>	1111	kkkk	kkkk
1111	kkkk	kkkk		
Description:	The contents of the W register are XOR'ed with the eight bit literal 'k'. The result is placed in the W register.			
Words:	1			
Cycles:	1			
Example:	XORLW 0xAF			
Before Instruction	W = 0xB5			
After Instruction	W = 0x1A			

XORWF		Exclusive OR W with f				
Syntax:	[<i>label</i>] XORWF f,d					
Operands:	0 ≤ f ≤ 31 d ∈ [0,1]					
Operation:	(W) .XOR. (f) → (dest)					
Status Affected:	Z					
Encoding:	<table border="1"><tr><td>0001</td><td>10df</td><td>ffff</td></tr></table>			0001	10df	ffff
0001	10df	ffff				
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'.					
Words:	1					
Cycles:	1					
Example	XORWF REG,1					
Before Instruction						
REG	=	0xAF				
W	=	0xB5				
After Instruction						
REG	=	0x1A				
W	=	0xB5				

11.0 ELECTRICAL CHARACTERISTICS - PIC12C508/PIC12C509

Absolute Maximum Ratings†

Ambient Temperature under bias	–40°C to +125°C
Storage Temperature	–65°C to +150°C
Voltage on VDD with respect to VSS	0 to +7.5 V
Voltage on MCLR with respect to VSS.....	0 to +14 V
Voltage on all other pins with respect to VSS	–0.6 V to (VDD + 0.6 V)
Total Power Dissipation ⁽¹⁾	700 mW
Max. Current out of VSS pin	200 mA
Max. Current into VDD pin	150 mA
Input Clamp Current, I _{IK} (V _I < 0 or V _I > VDD).....	±20 mA
Output Clamp Current, I _{OK} (V _O < 0 or V _O > VDD).....	±20 mA
Max. Output Current sunk by any I/O pin.....	25 mA
Max. Output Current sourced by any I/O pin.....	25 mA
Max. Output Current sourced by I/O port (GPIO)	100 mA
Max. Output Current sunk by I/O port (GPIO)	100 mA

Note 1: Power Dissipation is calculated as follows: $P_{DIS} = V_{DD} \times \{I_{DD} - \sum I_{OH}\} + \sum \{(V_{DD} - V_{OH}) \times I_{OH}\} + \sum (V_{OL} \times I_{OL})$

†NOTICE: Stresses above those listed under "Maximum Ratings" may cause permanent damage to the device. This is a stress rating only and functional operation of the device at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

TABLE 11-5: RESET, WATCHDOG TIMER, AND DEVICE RESET TIMER - PIC12C508/C509

AC Characteristics Standard Operating Conditions (unless otherwise specified) Operating Temperature $0^{\circ}\text{C} \leq T_A \leq +70^{\circ}\text{C}$ (commercial) $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ (industrial) $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ (extended) Operating Voltage VDD range is described in Section 11.1							
Parameter No.	Sym	Characteristic	Min	Typ ⁽¹⁾	Max	Units	Conditions
30	TmCL	MCLR Pulse Width (low)	2000*	—	—	ns	VDD = 5 V
31	Twdt	Watchdog Timer Time-out Period (No Prescaler)	9*	18*	30*	ms	VDD = 5 V (Commercial)
32	TDRT	Device Reset Timer Period ⁽²⁾	9*	18*	30*	ms	VDD = 5 V (Commercial)
34	TioZ	I/O Hi-impedance from MCLR Low	—	—	2000*	ns	

* These parameters are characterized but not tested.

Note 1: Data in the Typical ("Typ") column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 2: See Table 11-6.

TABLE 11-6: DRT (DEVICE RESET TIMER PERIOD - PIC12C508/C509)

Oscillator Configuration	POR Reset	Subsequent Resets
IntRC & ExtRC	18 ms (typical)	300 μ s (typical)
XT & LP	18 ms (typical)	18 ms (typical)

FIGURE 12-5: I_{OH} vs. V_{OH} , $V_{DD} = 2.5\text{ V}$

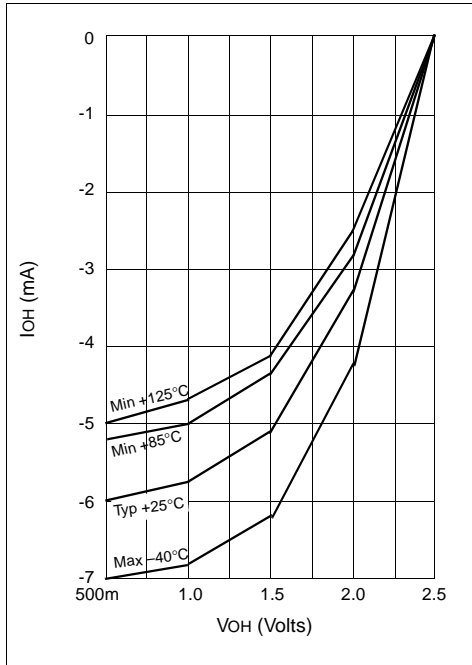


FIGURE 12-7: I_{OL} vs. V_{OL} , $V_{DD} = 2.5\text{ V}$

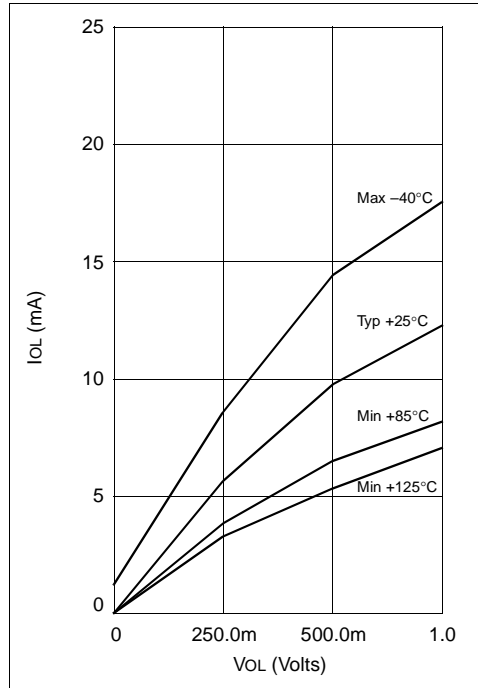


FIGURE 12-6: I_{OH} vs. V_{OH} , $V_{DD} = 5.5\text{ V}$

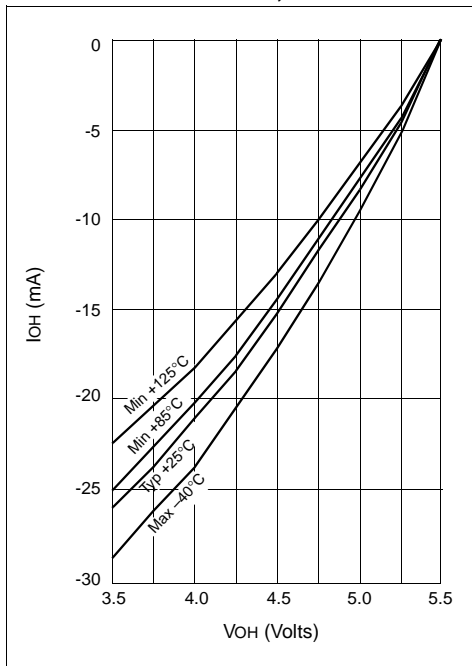
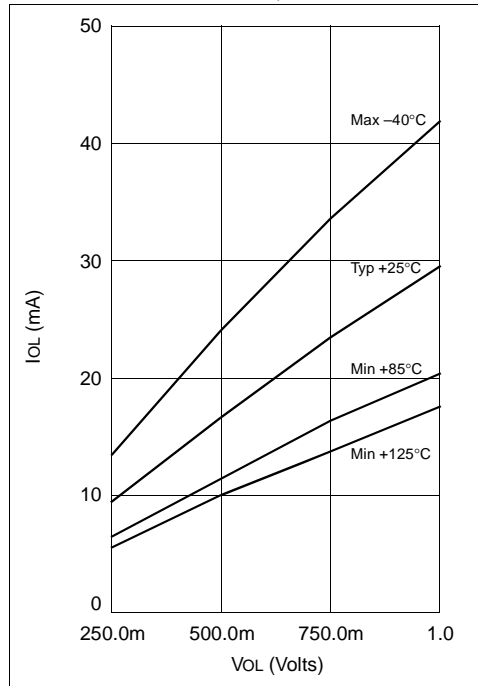


FIGURE 12-8: I_{OL} vs. V_{OL} , $V_{DD} = 5.5\text{ V}$



NOTES:

FIGURE 14-9: I_{OL} vs. V_{OL} , $V_{DD} = 2.5\text{ V}$

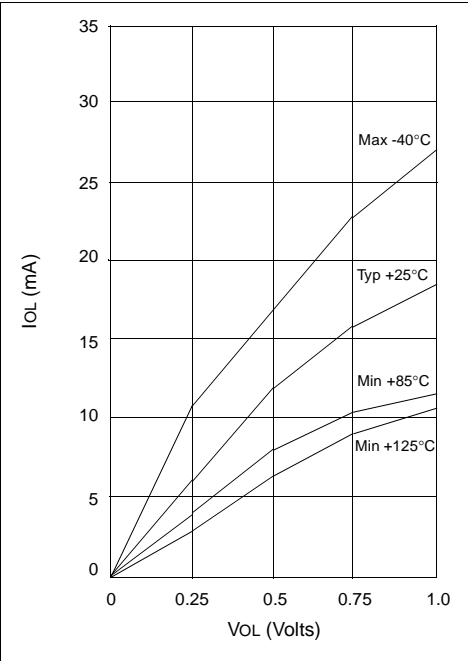


FIGURE 14-11: I_{OH} vs. V_{OH} , $V_{DD} = 5.5\text{ V}$

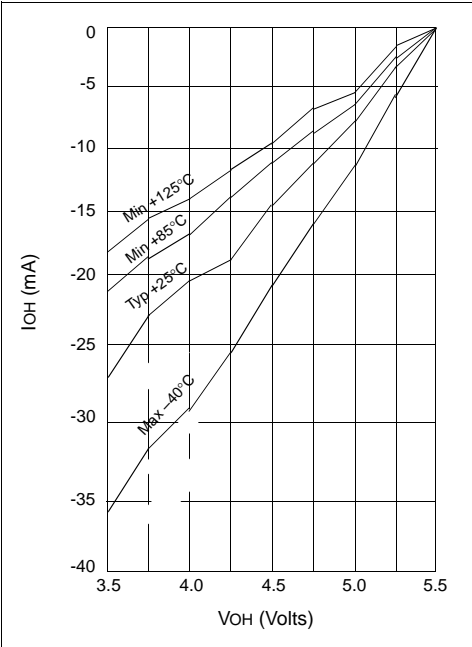


FIGURE 14-10: I_{OL} vs. V_{OL} , $V_{DD} = 3.5\text{ V}$

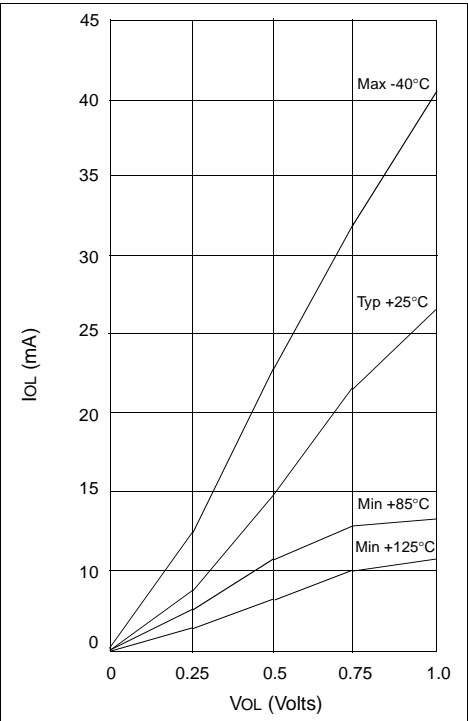


FIGURE 14-12: I_{OL} vs. V_{OL} , $V_{DD} = 5.5\text{ V}$

