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Details

Product Status	Obsolete
Core Processor	PIC
Core Size	8-Bit
Speed	4MHz
Connectivity	-
Peripherals	Brown-out Detect/Reset, POR, WDT
Number of I/O	13
Program Memory Size	1.75KB (1K x 14)
Program Memory Type	OTP
EEPROM Size	128 x 8
RAM Size	96 x 8
Voltage - Supply (Vcc/Vdd)	2.5V ~ 5.5V
Data Converters	-
Oscillator Type	External
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lce624t-04-ss

3.0 ARCHITECTURAL OVERVIEW

The high performance of the PIC16CE62X family can be attributed to a number of architectural features commonly found in RISC microprocessors. To begin with, the PIC16CE62X uses a Harvard architecture in which program and data are accessed from separate memories using separate buses. This improves bandwidth over traditional von Neumann architecture where program and data are fetched from the same memory. Separating program and data memory further allows instructions to be sized differently than 8-bit wide data word. Instruction opcodes are 14-bits wide making it possible to have all single word instructions. A 14-bit wide program memory access bus fetches a 14-bit instruction in a single cycle. A two-stage pipeline overlaps fetch and execution of instructions. Consequently, all instructions (35) execute in a single-cycle (200 ns @ 20 MHz) except for program branches.

The table below lists program memory (EPROM), data memory (RAM) and non-volatile memory (EEPROM) for each PIC16CE62X device.

Device	Program Memory	RAM Data Memory	EEPROM Data Memory
PIC16CE623	512x14	96x8	128x8
PIC16CE624	1Kx14	96x8	128x8
PIC16CE625	2Kx14	128x8	128x8

The PIC16CE62X can directly or indirectly address its register files or data memory. All special function registers including the program counter are mapped in the data memory. The PIC16CE62X family has an 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 PIC16CE62X simple yet efficient. In addition, the learning curve is reduced significantly.

The PIC16CE62X devices contain 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 working register (W register). The other operand is 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, bit in subtraction. See the `SUBLW` and `SUBWF` instructions for examples.

A simplified block diagram is shown in Figure 3-1, with a description of the device pins in Table 3-1.

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4.2.2.4 PIE1 REGISTER

This register contains the individual enable bit for the comparator interrupt.

REGISTER 4-4: PIE1 REGISTER (ADDRESS 8CH)

U-0	R/W-0	U-0	U-0	U-0	U-0	U-0	U-0
—	CMIE	—	—	—	—	—	—
bit7							bit0

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
-n = Value at POR reset
-x = Unknown at POR reset

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

bit 6: **CMIE:** Comparator Interrupt Enable bit
1 = Enables the Comparator interrupt
0 = Disables the Comparator interrupt

bit 5-0: **Unimplemented:** Read as '0'

4.2.2.5 PIR1 REGISTER

This register contains the individual flag bit for the comparator interrupt.

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.

REGISTER 4-5: PIR1 REGISTER (ADDRESS 0CH)

U-0	R/W-0	U-0	U-0	U-0	U-0	U-0	U-0
—	CMIF	—	—	—	—	—	—
bit7							bit0

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
-n = Value at POR reset
-x = Unknown at POR reset

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

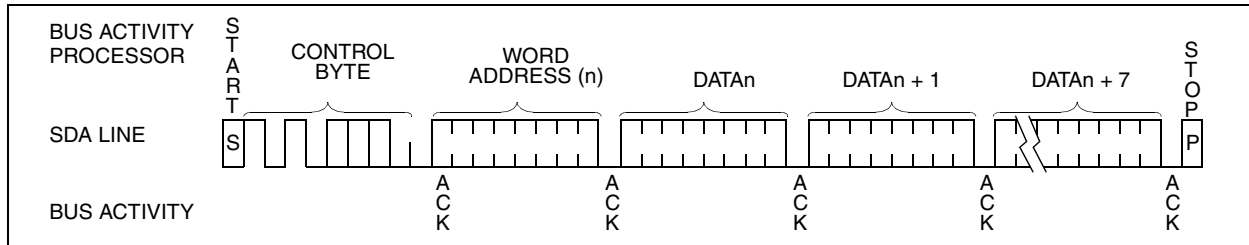
bit 6: **CMIF:** Comparator Interrupt Flag bit
1 = Comparator input has changed
0 = Comparator input has not changed

bit 5-0: **Unimplemented:** Read as '0'

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NOTES:

FIGURE 6-6: PAGE WRITE



6.5 Read Operation

Read operations are initiated in the same way as write operations with the exception that the R/W bit of the EEPROM address is set to one. There are three basic types of read operations: current address read, random read, and sequential read.

6.6 Current Address Read

The EEPROM contains an address counter that maintains the address of the last word accessed, internally incremented by one. Therefore, if the previous access (either a read or write operation) was to address n , the next current address read operation would access data from address $n + 1$. Upon receipt of the EEPROM address with R/W bit set to one, the EEPROM issues an acknowledge and transmits the eight bit data word. The processor will not acknowledge the transfer, but does generate a stop condition and the EEPROM discontinues transmission (Figure 6-7).

6.7 Random Read

Random read operations allow the processor to access any memory location in a random manner. To perform this type of read operation, first the word address must be set. This is done by sending the word address to the EEPROM as part of a write operation. After the word address is sent, the processor generates a start condition following the acknowledge. This terminates the write operation, but not before the internal address pointer is set. Then the processor issues the control byte again, but with the R/W bit set to a one. The EEPROM will then issue an acknowledge and transmits the eight bit data word. The processor will not acknowledge the transfer, but does generate a stop condition and the EEPROM discontinues transmission (Figure 6-8).

6.8 Sequential Read

Sequential reads are initiated in the same way as a random read except that after the EEPROM transmits the first data byte, the processor issues an acknowledge as opposed to a stop condition in a random read. This directs the EEPROM to transmit the next sequentially addressed 8-bit word (Figure 6-9).

To provide sequential reads, the EEPROM contains an internal address pointer which is incremented by one at the completion of each operation. This address pointer allows the entire memory contents to be serially read during one operation.

6.9 Noise Protection

The EEPROM employs a VCC threshold detector circuit, which disables the internal erase/write logic if the VCC is below 1.5 volts at nominal conditions.

The SCL and SDA inputs have Schmitt trigger and filter circuits, which suppress noise spikes to assure proper device operation even on a noisy bus.

8.0 COMPARATOR MODULE

The comparator module contains two analog comparators. The inputs to the comparators are multiplexed with the RA0 through RA3 pins. The on-chip voltage reference (Section 9.0) can also be an input to the comparators.

The CMCON register, shown in Register 8-1, controls the comparator input and output multiplexers. A block diagram of the comparator is shown in Figure 8-1.

REGISTER 8-1: CMCON REGISTER (ADDRESS 1Fh)

R-0	R-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
C2OUT	C1OUT	—	—	CIS	CM2	CM1	CM0
bit7				bit0			

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

bit 7: **C2OUT**: Comparator 2 output
1 = C2 VIN+ > C2 VIN–
0 = C2 VIN+ < C2 VIN–

bit 6: **C1OUT**: Comparator 1 output
1 = C1 VIN+ > C1 VIN–
0 = C1 VIN+ < C1 VIN–

bit 5-4: **Unimplemented**: Read as '0'

bit 3: **CIS**: Comparator Input Switch
When CM<2:0> = 001:
1 = C1 VIN– connects to RA3
0 = C1 VIN– connects to RA0
When CM<2:0> = 010:
1 = C1 VIN– connects to RA3
C2 VIN– connects to RA2
0 = C1 VIN– connects to RA0
C2 VIN– connects to RA1

bit 2-0: **CM<2:0>**: Comparator mode
Figure 8-1.

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TABLE 8-1: REGISTERS ASSOCIATED WITH COMPARATOR MODULE

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR	Value on All Other Resets
1Fh	CMCON	C2OUT	C1OUT	—	—	CIS	CM2	CM1	CM0	00-- 0000	00-- 0000
9Fh	VRCON	VREN	VROE	VRR	—	VR3	VR2	VR1	VR0	000- 0000	000- 0000
0Bh	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	—	CMIF	—	—	—	—	—	—	-0-- ----	-0-- ----
8Ch	PIE1	—	CMIE	—	—	—	—	—	—	-0-- ----	-0-- ----
85h	TRISA	—	—	—	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	---1 1111	---1 1111

Legend: - = Unimplemented, read as "0", x = Unknown, u = unchanged

9.0 VOLTAGE REFERENCE MODULE

The Voltage Reference is a 16-tap resistor ladder network that provides a selectable voltage reference. The resistor ladder is segmented to provide two ranges of VREF values and has a power-down function to conserve power when the reference is not being used. The VRCON register controls the operation of the reference as shown in Register 9-1. The block diagram is given in Figure 9-1.

9.1 Configuring the Voltage Reference

The Voltage Reference can output 16 distinct voltage levels for each range.

The equations used to calculate the output of the Voltage Reference are as follows:

$$\text{if } VRR = 1: VREF = (VR<3:0>/24) \times VDD$$

$$\text{if } VRR = 0: VREF = (VDD \times 1/4) + (VR<3:0>/32) \times VDD$$

The setting time of the Voltage Reference must be considered when changing the VREF output (Table 13-1). Example 9-1 shows an example of how to configure the Voltage Reference for an output voltage of 1.25V with VDD = 5.0V.

REGISTER 9-1: VRCON REGISTER (ADDRESS 9Fh)

R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
VREN	VROE	VRR	—	VR3	VR2	VR1	VR0
bit7							bit0

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

bit 7: **VREN:** VREF Enable
1 = VREF circuit powered on
0 = VREF circuit powered down, no IDD drain

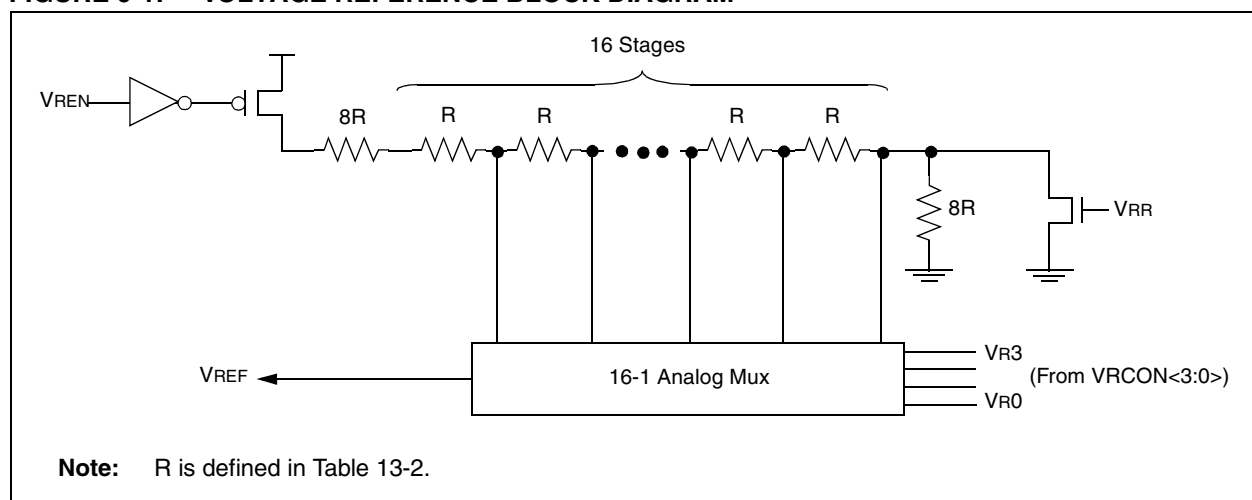
bit 6: **VROE:** VREF Output Enable
1 = VREF is output on RA2 pin
0 = VREF is disconnected from RA2 pin

bit 5: **VRR:** VREF Range selection
1 = Low Range
0 = High Range

bit 4: **Unimplemented:** Read as '0'

bit 3-0: **VR<3:0>:** VREF value selection $0 \leq VR[3:0] \leq 15$
when $VRR = 1$: $VREF = (VR<3:0>/24) \times VDD$
when $VRR = 0$: $VREF = 1/4 \times VDD + (VR<3:0>/32) \times VDD$

FIGURE 9-1: VOLTAGE REFERENCE BLOCK DIAGRAM



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10.1 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.

REGISTER 10-1: CONFIGURATION WORD

CP1	CP0 ⁽²⁾	CP1	CP0 ⁽²⁾	CP1	CP0 ⁽²⁾	—	BODEN ⁽¹⁾	CP1	CP0 ⁽²⁾	PWRT ⁽¹⁾	WDTE	FOSC1	FOSC0	CONFIG Address REGISTER: 2007h
bit13													bit0	
bit 13-8: CP1:CP0 Pairs: Code protection bit pairs ⁽²⁾														
5-4: Code protection for 2K program memory														
11 = Program memory code protection off														
10 = 0400h-07FFh code protected														
01 = 0200h-07FFh code protected														
00 = 0000h-07FFh code protected														
Code protection for 1K program memory														
11 = Program memory code protection off														
10 = Program memory code protection on														
01 = 0200h-03FFh code protected														
00 = 0000h-03FFh code protected														
Code protection for 0.5K program memory														
11 = Program memory code protection off														
10 = Program memory code protection off														
01 = Program memory code protection off														
00 = 0000h-01FFh code protected														
bit 7: Unimplemented: Read as '1'														
bit 6: BODEN: Brown-out Reset Enable bit ⁽¹⁾														
1 = BOD enabled														
0 = BOD disabled														
bit 3: PWRT: Power-up Timer Enable bit ⁽¹⁾														
1 = PWRT disabled														
0 = PWRT enabled														
bit 2: WDTE: Watchdog Timer Enable bit														
1 = WDT enabled														
0 = WDT disabled														
bit 1-0: FOSC1:FOSC0: Oscillator Selection bits														
11 = RC oscillator														
10 = HS oscillator														
01 = XT oscillator														
00 = LP oscillator														
Note 1: Enabling Brown-out Reset automatically enables Power-up Timer (PWRT), regardless of the value of bit <u>PWRT</u> . Ensure the Power-up Timer is enabled anytime Brown-out Reset is enabled.														
2: All of the CP<1:0> pairs have to be given the same value to enable the code protection scheme listed.														

FIGURE 10-17: WATCHDOG TIMER BLOCK DIAGRAM

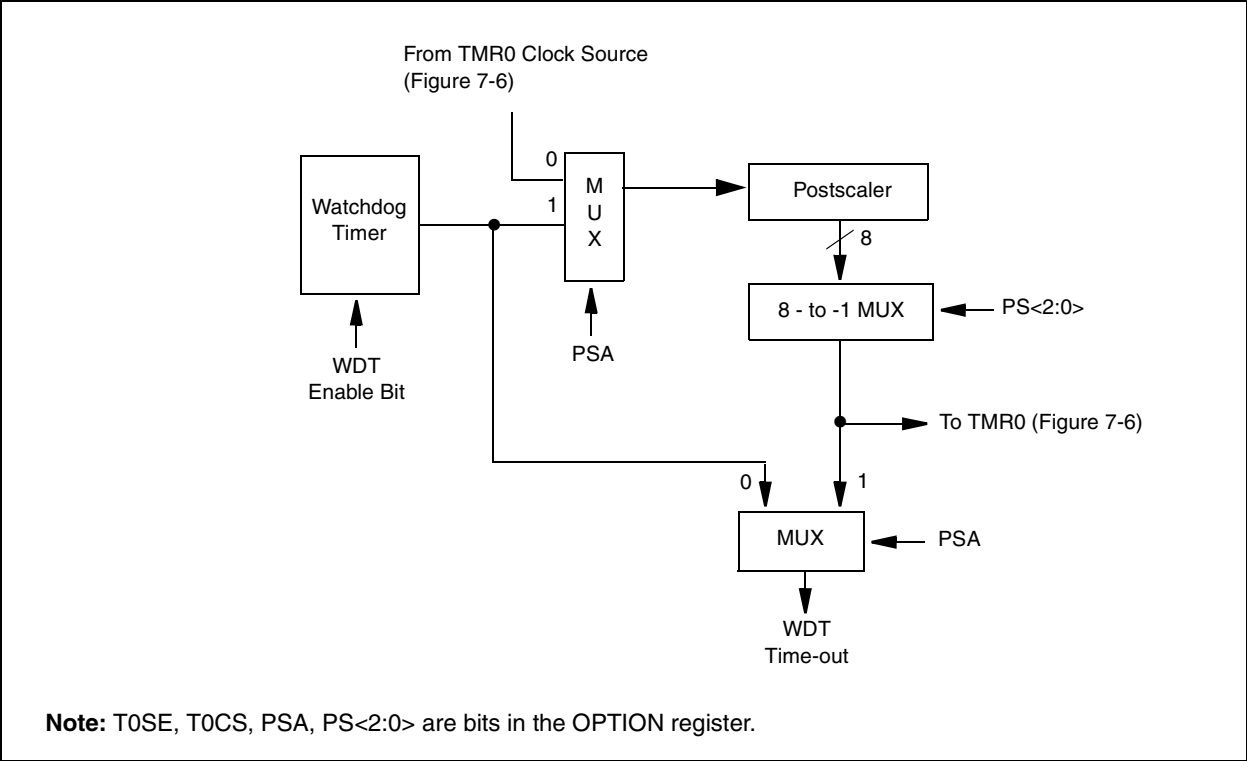


FIGURE 10-18: SUMMARY OF WATCHDOG TIMER REGISTERS

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
2007h	Config. bits	—	BOREN	CP1	CP0	PWRTE	WDTE	FOSC1	FOSC0
81h	OPTION	RBP \overline{U}	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0

Legend: – = Unimplemented location, read as “0”, + = Reserved for future use

Note: Shaded cells are not used by the Watchdog Timer.

11.0 INSTRUCTION SET SUMMARY

Each PIC16CE62X instruction is a 14-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 PIC16CE62X instruction set summary in Table 11-2 lists **byte-oriented**, **bit-oriented**, and **literal and control** operations. Table 11-1 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 specifies which file register is to be used by the instruction.

The destination designator specifies where the result of the operation is to be placed. If 'd' is zero, the result is placed in the W register. If 'd' is one, 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 eight or eleven bit constant or literal value.

TABLE 11-1: 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
PCLATH	Program Counter High Latch
GIE	Global Interrupt Enable bit
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)

The instruction set is highly orthogonal and is grouped into three basic categories:

- **Byte-oriented** operations
- **Bit-oriented** operations
- **Literal and control** operations

All instructions are executed within one 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 with the second cycle executed as a NOP. 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.

Table 11-1 lists the instructions recognized by the MPASM assembler.

Figure 11-1 shows the three general formats that the instructions can have.

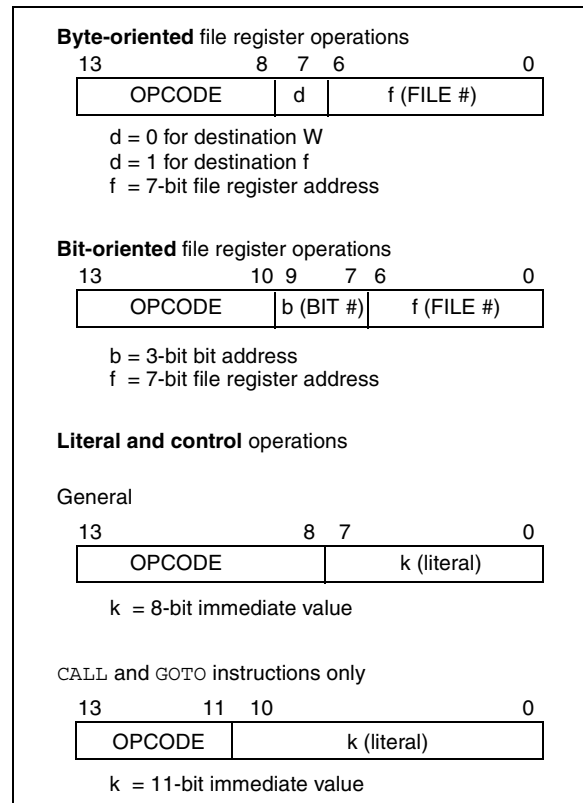
Note: To maintain upward compatibility with future PIC® MCU products, do not use the `OPTION` and `TRIS` instructions.

All examples use the following format to represent a hexadecimal number:

0xhh

where h signifies a hexadecimal digit.

FIGURE 11-1: GENERAL FORMAT FOR INSTRUCTIONS



PIC16CE62X

TABLE 11-2: PIC16CE62X INSTRUCTION SET

Mnemonic, Operands	Description	Cycles	14-Bit Opcode				Status Affected	Notes	
			MSb		LSb				
BYTE-ORIENTED FILE REGISTER OPERATIONS									
ADDWF	f, d	Add W and f	1	00	0111	dfff	ffff	C,DC,Z	1,2
ANDWF	f, d	AND W with f	1	00	0101	dfff	ffff	Z	1,2
CLRF	f	Clear f	1	00	0001	1fff	ffff	Z	2
CLRW	-	Clear W	1	00	0001	0000	0011	Z	
COMF	f, d	Complement f	1	00	1001	dfff	ffff	Z	1,2
DECF	f, d	Decrement f	1	00	0011	dfff	ffff	Z	1,2
DECFSZ	f, d	Decrement f, Skip if 0	1(2)	00	1011	dfff	ffff		1,2,3
INCF	f, d	Increment f	1	00	1010	dfff	ffff	Z	1,2
INCFSZ	f, d	Increment f, Skip if 0	1(2)	00	1111	dfff	ffff		1,2,3
IORWF	f, d	Inclusive OR W with f	1	00	0100	dfff	ffff	Z	1,2
MOVF	f, d	Move f	1	00	1000	dfff	ffff	Z	1,2
MOVWF	f	Move W to f	1	00	0000	1fff	ffff		
NOP	-	No Operation	1	00	0000	0xx0	0000		
RLF	f, d	Rotate Left f through Carry	1	00	1101	dfff	ffff	C	1,2
RRF	f, d	Rotate Right f through Carry	1	00	1100	dfff	ffff	C	1,2
SUBWF	f, d	Subtract W from f	1	00	0010	dfff	ffff	C,DC,Z	1,2
SWAPF	f, d	Swap nibbles in f	1	00	1110	dfff	ffff		1,2
XORWF	f, d	Exclusive OR W with f	1	00	0110	dfff	ffff	Z	1,2
BIT-ORIENTED FILE REGISTER OPERATIONS									
BCF	f, b	Bit Clear f	1	01	00bb	bfff	ffff		1,2
BSF	f, b	Bit Set f	1	01	01bb	bfff	ffff		1,2
BTFSC	f, b	Bit Test f, Skip if Clear	1 (2)	01	10bb	bfff	ffff		3
BTFSS	f, b	Bit Test f, Skip if Set	1 (2)	01	11bb	bfff	ffff		3
LITERAL AND CONTROL OPERATIONS									
ADDLW	k	Add literal and W	1	11	111x	kkkk	kkkk	C,DC,Z	
ANDLW	k	AND literal with W	1	11	1001	kkkk	kkkk	Z	
CALL	k	Call subroutine	2	10	0kkk	kkkk	kkkk		
CLRWDT	-	Clear Watchdog Timer	1	00	0000	0110	0100	$\overline{TO}, \overline{PD}$	
GOTO	k	Go to address	2	10	1kkk	kkkk	kkkk		
IORLW	k	Inclusive OR literal with W	1	11	1000	kkkk	kkkk	Z	
MOVLW	k	Move literal to W	1	11	00xx	kkkk	kkkk		
RETFIE	-	Return from interrupt	2	00	0000	0000	1001		
RETLW	k	Return with literal in W	2	11	01xx	kkkk	kkkk		
RETURN	-	Return from Subroutine	2	00	0000	0000	1000		
SLEEP	-	Go into standby mode	1	00	0000	0110	0011	$\overline{TO}, \overline{PD}$	
SUBLW	k	Subtract W from literal	1	11	110x	kkkk	kkkk	C,DC,Z	
XORLW	k	Exclusive OR literal with W	1	11	1010	kkkk	kkkk	Z	

Note 1: When an I/O register is modified as a function of itself (e.g., `MOVF PORTB, 1`), the value used will be that value present on the pins themselves. For example, if the data latch is '1' for a pin configured as input and is driven low by an external device, the data will be written back with a '0'.

2: If this instruction is executed on the TMR0 register (and, where applicable, d = 1), the prescaler will be cleared if assigned to the Timer0 Module.

3: If Program Counter (PC) is modified or a conditional test is true, the instruction requires two cycles. The second cycle is executed as a NOP.

CLRWDT Clear Watchdog Timer

Syntax:	[<i>label</i>] CLRWDT				
Operands:	None				
Operation:	00h → WDT 0 → WDT prescaler, 1 → \overline{TO} 1 → \overline{PD}				
Status Affected:	\overline{TO} , \overline{PD}				
Encoding:	<table border="1"><tr><td>00</td><td>0000</td><td>0110</td><td>0100</td></tr></table>	00	0000	0110	0100
00	0000	0110	0100		
Description:	CLRWDT instruction resets the Watchdog Timer. It also resets the prescaler of the WDT. Status bits \overline{TO} and \overline{PD} are set.				
Words:	1				
Cycles:	1				
Example	CLRWDT				

Before Instruction
WDT counter = ?
After Instruction
WDT counter = 0x00
WDT prescaler = 0
 \overline{TO} = 1
 \overline{PD} = 1

COMF Complement f

Syntax:	[<i>label</i>] COMF f,d				
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$				
Operation:	(\bar{f}) \rightarrow (dest)				
Status Affected:	Z				
Encoding:	<table border="1"><tr><td>00</td><td>1001</td><td>dfff</td><td>ffff</td></tr></table>	00	1001	dfff	ffff
00	1001	dfff	ffff		
Description:	The contents of register 'f' are complemented. If 'd' is 0, the result is stored in W. 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:	[<i>label</i>] DECF f,d				
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$				
Operation:	(f) - 1 \rightarrow (dest)				
Status Affected:	Z				
Encoding:	<table border="1"><tr><td>00</td><td>0011</td><td>dfff</td><td>ffff</td></tr></table>	00	0011	dfff	ffff
00	0011	dfff	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:	[<i>label</i>] DECFSZ f,d				
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$				
Operation:	(f) - 1 \rightarrow (dest); skip if result = 0				
Status Affected:	None				
Encoding:	<table><tr><td>00</td><td>1011</td><td>dfff</td><td>ffff</td></tr></table>	00	1011	dfff	ffff
00	1011	dfff	ffff		
Description:	<p>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. A NOP is executed instead making it a two-cycle instruction.</p>				

Before Instruction
PC = address HERE
After Instruction
CNT = CNT - 1
if CNT = 0,
PC = address CONTINUE
if CNT ≠ 0,
PC = address HERE+1

IORWF		Inclusive OR W with f					
Syntax:	[<i>label</i>] IORWF f,d						
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$						
Operation:	(W) .OR. (f) \rightarrow (dest)						
Status Affected:	Z						
Encoding:	<table border="1"><tr><td>00</td><td>0100</td><td>dfff</td><td>ffff</td></tr></table>			00	0100	dfff	ffff
00	0100	dfff	ffff				
Description:	Inclusive OR the W register with register 'f'. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is placed back in register 'f'.						
Words:	1						
Cycles:	1						
Example	IORWF RESULT, 0						
	Before Instruction						
	RESULT	=	0x13				
	W	=	0x91				
	After Instruction						
	RESULT	=	0x13				
	W	=	0x93				
	Z	=	1				

MOVLW	Move Literal to W				
Syntax:	[<i>label</i>] MOVLW k				
Operands:	0 ≤ k ≤ 255				
Operation:	k → (W)				
Status Affected:	None				
Encoding:	<table><tr><td>11</td><td>00xx</td><td>kkkk</td><td>kkkk</td></tr></table>	11	00xx	kkkk	kkkk
11	00xx	kkkk	kkkk		
Description:	The eight bit literal 'k' is loaded into W register. The don't cares will assemble as 0's.				
Words:	1				
Cycles:	1				
Example	<pre>MOVLW 0x5A</pre> <p>After Instruction</p> <p>W = 0x5A</p>				

MOVF	Move f				
Syntax:	[<i>label</i>] MOVF f,d				
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$				
Operation:	(f) \rightarrow (dest)				
Status Affected:	Z				
Encoding:	<table><tr><td>00</td><td>1000</td><td>dfff</td><td>ffff</td></tr></table>	00	1000	dfff	ffff
00	1000	dfff	ffff		
Description:	The contents of register f are moved to a destination dependant upon the status of d. If d = 0, destination is W register. If d = 1, the destination is file register f itself. d = 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				
	Z = 1				

MOVWF		Move W to f								
Syntax:	[<i>label</i>] MOVWF f									
Operands:	$0 \leq f \leq 127$									
Operation:	(W) → (f)									
Status Affected:	None									
Encoding:	<table border="1"><tr><td>00</td><td>0000</td><td>1fff</td><td>ffff</td></tr></table>						00	0000	1fff	ffff
00	0000	1fff	ffff							
Description:	Move data from W register to register 'f'.									
Words:	1									
Cycles:	1									
Example	MOVWF OPTION									
	Before Instruction									
	OPTION = 0xFF									
	W = 0x4F									
	After Instruction									
	OPTION = 0x4F									
	W = 0x4F									

MPLIB is a librarian for pre-compiled code to be used with MPLINK. When a routine from a library is called from another source file, only the modules that contains that routine will be linked in with the application. This allows large libraries to be used efficiently in many different applications. MPLIB manages the creation and modification of library files.

MPLINK features include:

- MPLINK works with MPASM and MPLAB-C17 and MPLAB-C18.
- MPLINK allows all memory areas to be defined as sections to provide link-time flexibility.

MPLIB features include:

- MPLIB makes linking easier because single libraries can be included instead of many smaller files.
- MPLIB helps keep code maintainable by grouping related modules together.
- MPLIB commands allow libraries to be created and modules to be added, listed, replaced, deleted, or extracted.

12.5 MPLAB-SIM Software Simulator

The MPLAB-SIM Software Simulator allows code development in a PC host environment by simulating the PIC series microcontrollers on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a file or user-defined key press to any of the pins. The execution can be performed in single step, execute until break, or trace mode.

MPLAB-SIM fully supports symbolic debugging using MPLAB-C17 and MPLAB-C18 and MPASM. The Software Simulator offers the flexibility to develop and debug code outside of the laboratory environment making it an excellent multi-project software development tool.

12.6 MPLAB-ICE High Performance Universal In-Circuit Emulator with MPLAB IDE

The MPLAB-ICE Universal In-Circuit Emulator is intended to provide the product development engineer with a complete microcontroller design tool set for PIC microcontrollers (MCUs). Software control of MPLAB-ICE is provided by the MPLAB Integrated Development Environment (IDE), which allows editing, “make” and download, and source debugging from a single environment.

Interchangeable processor modules allow the system to be easily reconfigured for emulation of different processors. The universal architecture of the MPLAB-ICE allows expansion to support new PIC microcontrollers.

The MPLAB-ICE Emulator System has been designed as a real-time emulation system with advanced features that are generally found on more expensive devel-

opment tools. The PC platform and Microsoft® Windows 3.x/95/98 environment were chosen to best make these features available to you, the end user.

MPLAB-ICE 2000 is a full-featured emulator system with enhanced trace, trigger, and data monitoring features. Both systems use the same processor modules and will operate across the full operating speed range of the PIC MCU.

12.7 PICMASTER/PICMASTER CE

The PICMASTER system from Microchip Technology is a full-featured, professional quality emulator system. This flexible in-circuit emulator provides a high-quality, universal platform for emulating Microchip 8-bit PIC microcontrollers (MCUs). PICMASTER systems are sold worldwide, with a CE compliant model available for European Union (EU) countries.

12.8 ICEPIC

ICEPIC is a low-cost in-circuit emulation solution for the Microchip Technology PIC16C5X, PIC16C6X, PIC16C7X, and PIC16CXXX families of 8-bit one-time-programmable (OTP) microcontrollers. The modular system can support different subsets of PIC16C5X or PIC16CXXX products through the use of interchangeable personality modules or daughter boards. The emulator is capable of emulating without target application circuitry being present.

12.9 MPLAB-ICD In-Circuit Debugger

Microchip's In-Circuit Debugger, MPLAB-ICD, is a powerful, low-cost run-time development tool. This tool is based on the flash PIC16F877 and can be used to develop for this and other PIC microcontrollers from the PIC16CXXX family. MPLAB-ICD utilizes the In-Circuit Debugging capability built into the PIC16F87X. This feature, along with Microchip's In-Circuit Serial Programming protocol, offers cost-effective in-circuit flash programming and debugging from the graphical user interface of the MPLAB Integrated Development Environment. This enables a designer to develop and debug source code by watching variables, single-stepping and setting break points. Running at full speed enables testing hardware in real-time. The MPLAB-ICD is also a programmer for the flash PIC16F87X family.

12.10 PRO MATE II Universal Programmer

The PRO MATE II Universal Programmer is a full-featured programmer capable of operating in stand-alone mode as well as PC-hosted mode. PRO MATE II is CE compliant.

The PRO MATE II has programmable VDD and VPP supplies which allows it to verify programmed memory at VDD min and VDD max for maximum reliability. It has an LCD display for instructions and error messages, keys to enter commands and a modular detachable socket assembly to support various package types. In

TABLE 12-1: DEVELOPMENT TOOLS FROM MICROCHIP

	PIC12CXX	PIC14000	PIC16C5X	PIC16C6X	PIC16CXX	PIC16F62X	PIC16C7X	PIC16C7XX	PIC16C8X	PIC16F8XX	PIC16C9XX	PIC17C4X	PIC17C7XX	PIC18CXX2	24CXX/ 25CXX/ 93CXX	HCSXX	MCRFXX	MCP2510
Demo Boards and Eval Kits	MPLAB® Integrated Development Environment	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			✓
	MPLAB® C17 Compiler											✓	✓					
	MPLAB® C18 Compiler													✓	✓			
	MPASM/MPLINK	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
Emulators	MPLAB®-ICE	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			
	PICMASTER/PICMASTER-CE	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			
Debuggers	ICEPIC™ Low-Cost In-Circuit Emulator	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			
	MPLAB®-ICD In-Circuit Debugger				✓		✓			✓								
Programmers	PICSTART® Plus Low-Cost Universal Dev. Kit	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			
	PRO MATE® II Universal Programmer	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
Demo Boards and Eval Kits	SIMICE	✓	✓	✓														
	PICDEM-1		✓	✓			†		✓			✓						
	PICDEM-2				†		†							✓				
	PICDEM-3										✓							
	PICDEM-14A		✓										✓					
	PICDEM-17												✓					
	KEELOO® Evaluation Kit														✓			
	KEELOO Transponder Kit														✓			
	microID™ Programmer's Kit															✓		
	125 kHz microID Developer's Kit																✓	
	125 kHz Anticollision microID Developer's Kit																✓	
	13.56 MHz Anticollision microID Developer's Kit																✓	
	MCP2510 CAN Developer's Kit																✓	✓

* Contact the Microchip Technology Inc. web site at www.microchip.com for information on how to use the MPLAB®-ICD In-Circuit Debugger (DV164001) with PIC16C62, 63, 64, 65, 72, 73, 74, 76, 77

** Contact Microchip Technology Inc. for availability date.

† Development tool is available on select devices.

PIC16CE62X

FIGURE 13-1: PIC16CE62X VOLTAGE-FREQUENCY GRAPH, $0^{\circ}\text{C} \leq T_A \leq +70^{\circ}\text{C}$

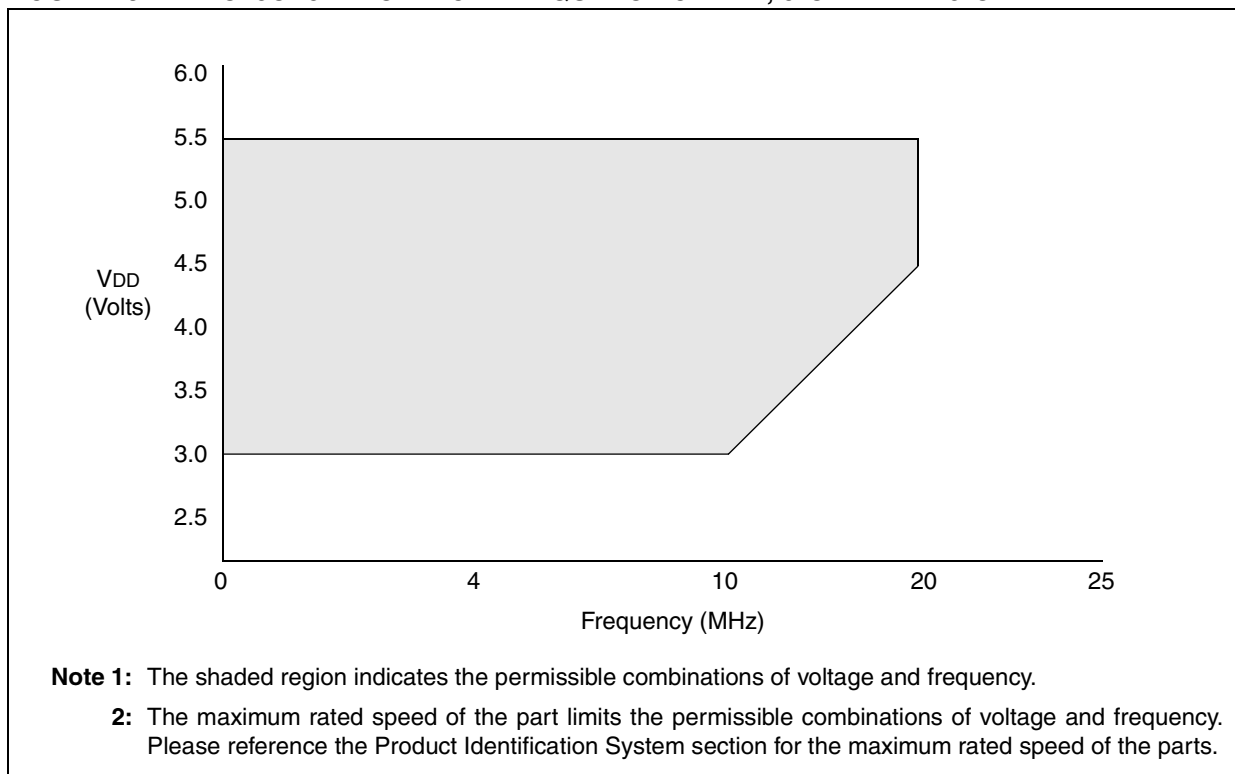
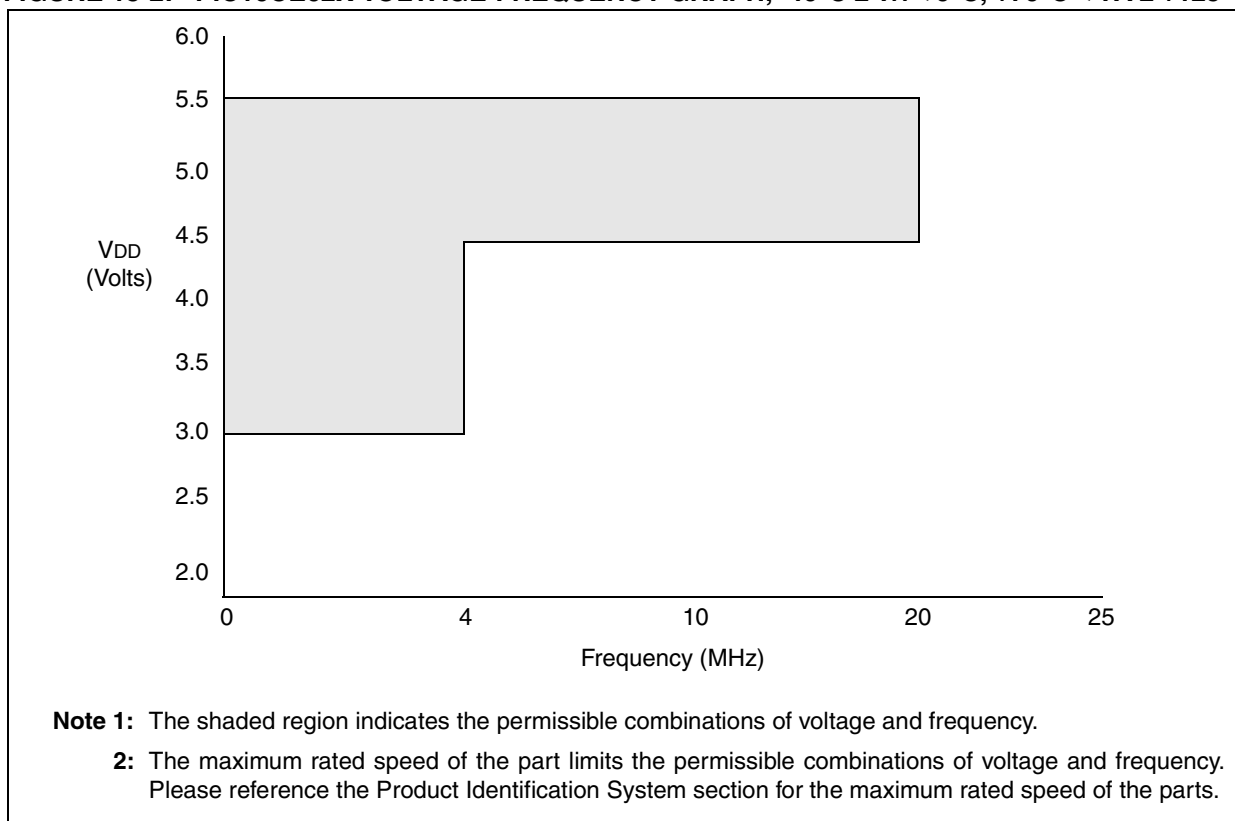


FIGURE 13-2: PIC16CE62X VOLTAGE-FREQUENCY GRAPH, $-40^{\circ}\text{C} \leq T_A < 0^{\circ}\text{C}$, $+70^{\circ}\text{C} < T_A \leq +125^{\circ}\text{C}$



13.5 Timing Diagrams and Specifications

FIGURE 13-5: EXTERNAL CLOCK TIMING

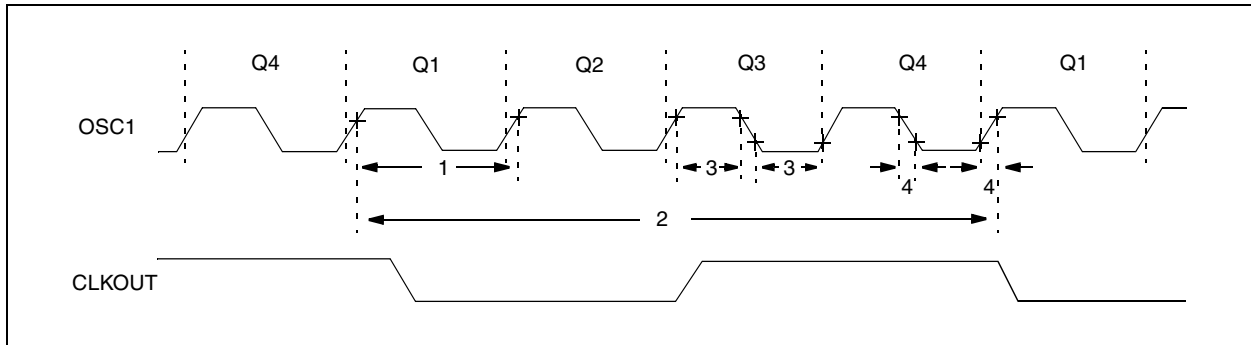


TABLE 13-3: EXTERNAL CLOCK TIMING REQUIREMENTS

Parameter No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
1A	Fosc	External CLKIN Frequency (Note 1)	DC	—	4	MHz	XT and RC osc mode, VDD=5.0V
			DC	—	20	MHz	HS osc mode
			DC	—	200	kHz	LP osc mode
		Oscillator Frequency (Note 1)	DC	—	4	MHz	RC osc mode, VDD=5.0V
1	Tosc	External CLKIN Period (Note 1)	0.1	—	4	MHz	XT osc mode
			1	—	20	MHz	HS osc mode
			DC	—	200	kHz	LP osc mode
		Oscillator Period (Note 1)	250	—	—	ns	XT and RC osc mode
			50	—	—	ns	HS osc mode
			5	—	—	μs	LP osc mode
			250	—	10,000	ns	RC osc mode
			50	—	1,000	ns	XT osc mode
			5	—	—	μs	HS osc mode
2	Tcy	Instruction Cycle Time (Note 1)	200	—	DC	ns	Tcy=Fosc/4
3*	TosL, TosH	External Clock in (OSC1) High or Low Time	100*	—	—	ns	XT oscillator, TosC L/H duty cycle
			2*	—	—	μs	LP oscillator, TosC L/H duty cycle
			20*	—	—	ns	HS oscillator, TosC L/H duty cycle
4*	TosR, TosF	External Clock in (OSC1) Rise or Fall Time	25*	—	—	ns	XT oscillator
			50*	—	—	ns	LP oscillator
			15*	—	—	ns	HS oscillator

* These parameters are characterized but not tested.

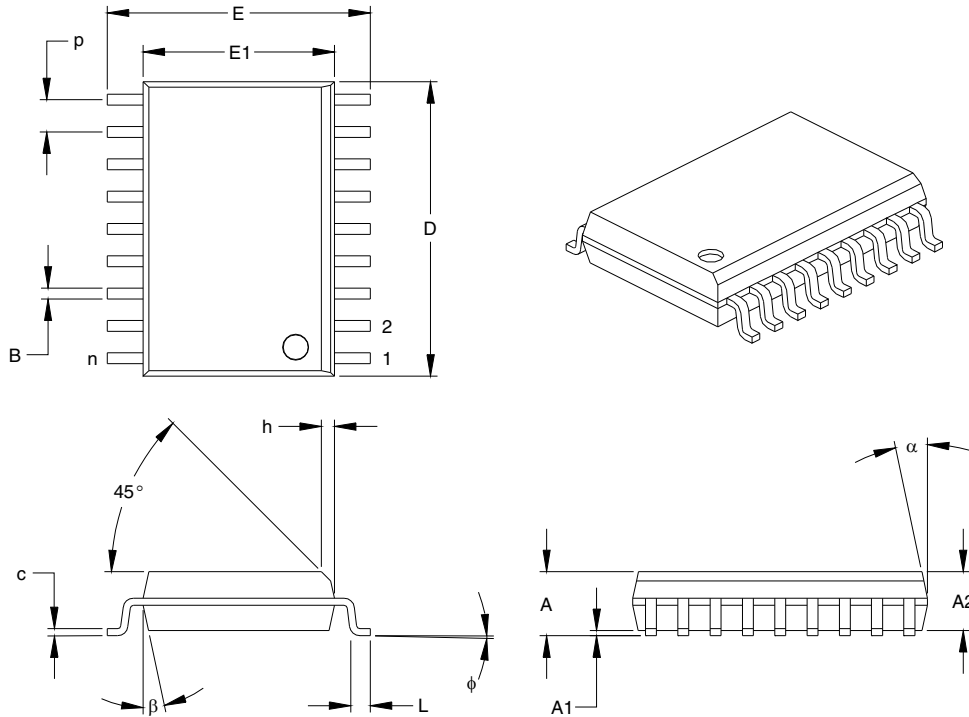
† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: 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 pin. When an external clock input is used, the "Max." cycle time limit is "DC" (no clock) for all devices.

PIC16CE62X

18-Lead Plastic Small Outline (SO) – Wide, 300 mil (SOIC)

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		.050			1.27	
Overall Height	A	.093	.099	.104	2.36	2.50	2.64
Molded Package Thickness	A2	.088	.091	.094	2.24	2.31	2.39
Standoff	A1	.004	.008	.012	0.10	0.20	0.30
Overall Width	E	.394	.407	.420	10.01	10.34	10.67
Molded Package Width	E1	.291	.295	.299	7.39	7.49	7.59
Overall Length	D	.446	.454	.462	11.33	11.53	11.73
Chamfer Distance	h	.010	.020	.029	0.25	0.50	0.74
Foot Length	L	.016	.033	.050	0.41	0.84	1.27
Foot Angle	φ	0	4	8	0	4	8
Lead Thickness	c	.009	.011	.012	0.23	0.27	0.30
Lead Width	B	.014	.017	.020	0.36	0.42	0.51
Mold Draft Angle Top	α	0	12	15	0	12	15
Mold Draft Angle Bottom	β	0	12	15	0	12	15

*Controlling Parameter

Notes:

Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" (0.254mm) per side.

JEDEC Equivalent: MS-013

Drawing No. C04-051

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