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

Applications of "Embedded - Microcontrollers"

Details	
Product Status	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	3.5KB (2K x 14)
Program Memory Type	OTP
EEPROM Size	128 x 8
RAM Size	128 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/pic16lce625t-04-ss

1.0 GENERAL DESCRIPTION

The PIC16CE62X are 18 and 20-Pin EPROM-based members of the versatile PIC® family of low-cost, high-performance, CMOS, fully-static, 8-bit microcontrollers with EEPROM data memory.

All PIC® microcontrollers employ an advanced RISC architecture. The PIC16CE62X family has enhanced core features, eight-level deep stack, and multiple internal and external interrupt sources. The separate instruction and data buses of the Harvard architecture allow a 14-bit wide instruction word with separate 8-bit wide data. The two-stage instruction pipeline allows all instructions to execute in a single-cycle, except for program branches (which require two cycles). A total of 35 instructions (reduced instruction set) are available. Additionally, a large register set gives some of the architectural innovations used to achieve a very high performance.

PIC16CE62X microcontrollers typically achieve a 2:1 code compression and a 4:1 speed improvement over other 8-bit microcontrollers in their class.

The PIC16CE623 and PIC16CE624 have 96 bytes of RAM. The PIC16CE625 has 128 bytes of RAM. Each microcontroller contains a 128x8 EEPROM memory array for storing non-volatile information, such as calibration data or security codes. This memory has an endurance of 1,000,000 erase/write cycles and a retention of 40 plus years.

Each device has 13 I/O pins and an 8-bit timer/counter with an 8-bit programmable prescaler. In addition, the PIC16CE62X adds two analog comparators with a programmable on-chip voltage reference module. The comparator module is ideally suited for applications requiring a low-cost analog interface (e.g., battery chargers, threshold detectors, white goods controllers, etc).

PIC16CE62X devices have special features to reduce external components, thus reducing system cost, enhancing system reliability and reducing power consumption. There are four oscillator options, of which the single pin RC oscillator provides a low-cost solution, the LP oscillator minimizes power consumption, XT is a standard crystal, and the HS is for High Speed crystals. The SLEEP (power-down) mode offers power savings. The user can wake-up the chip from SLEEP through several external and internal interrupts and reset.

A highly reliable Watchdog Timer with its own on-chip RC oscillator provides protection against software lock- up.

A UV-erasable CERDIP-packaged version is ideal for code development, while the cost-effective One-Time Programmable (OTP) version is suitable for production in any volume.

Table 1-1 shows the features of the PIC16CE62X mid-range microcontroller families.

A simplified block diagram of the PIC16CE62X is shown in Figure 3-1.

The PIC16CE62X series fits perfectly in applications ranging from multi-pocket battery chargers to low-power remote sensors. The EPROM technology makes customization of application programs (detection levels, pulse generation, timers, etc.) extremely fast and convenient. The small footprint packages make this microcontroller series perfect for all applications with space limitations. Low-cost, low-power, high-performance, ease of use and I/O flexibility make the PIC16CE62X very versatile.

1.1 Development Support

The PIC16CE62X family is supported by a full-featured macro assembler, a software simulator, an in-circuit emulator, a low-cost development programmer and a full-featured programmer. A “C” compiler is also available.

4.2 Data Memory Organization

The data memory (Figure 4-4 and Figure 4-5) is partitioned into two Banks which contain the General Purpose Registers and the Special Function Registers. Bank 0 is selected when the RP0 bit is cleared. Bank 1 is selected when the RP0 bit (STATUS <5>) is set. The Special Function Registers are located in the first 32 locations of each Bank. Register locations 20-7Fh (Bank0) on the PIC16CE623/624 and 20-7Fh (Bank0) and A0-BFh (Bank1) on the PIC16CE625 are General Purpose Registers implemented as static RAM. Some special purpose registers are mapped in Bank 1. In all three microcontrollers, address space F0h-FFh (Bank1) is mapped to 70-7Fh (Bank0) as common RAM.

4.2.1 GENERAL PURPOSE REGISTER FILE

The register file is organized as 96 x 8 in the PIC16CE623/624 and 128 x 8 in the PIC16CE625. Each is accessed either directly or indirectly through the File Select Register FSR (Section 4.4).

4.2.2 SPECIAL FUNCTION REGISTERS

The Special Function Registers are registers used by the CPU and peripheral functions for controlling the desired operation of the device (Table 4-1). These registers are static RAM.

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

TABLE 4-1: SPECIAL REGISTERS FOR THE PIC16CE62X

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR Reset	Value on all other resets(1)
Bank 0											
00h	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
01h	TMR0	Timer0 Module’s Register								xxxx xxxx	uuuu uuuu
02h	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	0000 0000
03h	STATUS	IRP(2)	RP1(2)	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	000q quuu
04h	FSR	Indirect data memory address pointer								xxxx xxxx	uuuu uuuu
05h	PORTA	—	—	—	RA4	RA3	RA2	RA1	RA0	---x 0000	---u 0000
06h	PORTB	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	xxxx xxxx	uuuu uuuu
07h	Unimplemented									–	–
08h	Unimplemented									–	–
09h	Unimplemented									–	–
0Ah	PCLATH	—	—	—	Write buffer for upper 5 bits of program counter					---0 0000	---0 0000
0Bh	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	—	CMIF	—	—	—	—	—	—	-0-- ----	-0-- ----
0Dh-1Eh	Unimplemented									–	–
1Fh	CMCON	C2OUT	C1OUT	—	—	CIS	CM2	CM1	CM0	00-- 0000	00-- 0000
Bank 1											
80h	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
81h	OPTION	$\overline{RBPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
82h	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	0000 0000
83h	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	000q quuu
84h	FSR	Indirect data memory address pointer								xxxx xxxx	uuuu uuuu
85h	TRISA	—	—	—	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	---1 1111	---1 1111
86h	TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	1111 1111	1111 1111
87h	Unimplemented									–	–
88h	Unimplemented									–	–
89h	Unimplemented									–	–
8Ah	PCLATH	—	—	—	Write buffer for upper 5 bits of program counter					---0 0000	---0 0000
8Bh	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
8Ch	PIE1	—	CMIE	—	—	—	—	—	—	-0-- ----	-0-- ----
8Dh	Unimplemented									–	–
8Eh	PCON	—	—	—	—	—	—	$\overline{POR}$	$\overline{BOD}$	---- --0x	---- --uq
8Fh-9Eh	Unimplemented									–	–
90h	EEINTF	—	—	—	—	—	EESCL	EESDA	EEVDD	---- -111	---- -111
9Fh	VRCON	VREN	VROE	VRR	—	VR3	VR2	VR1	VR0	000- 0000	000- 0000

Legend: — = Unimplemented locations read as ‘0’, u = unchanged, x = unknown, q = value depends on condition, shaded = unimplemented

Note 1: Other (non power-up) resets include $\overline{MCLR}$ reset, Brown-out Reset and Watchdog Timer Reset during normal operation.

Note 2: IRP & RPI bits are reserved; always maintain these bits clear.

4.2.2.1 STATUS REGISTER

The STATUS register, shown in Register 4-1, contains the arithmetic status of the ALU, the RESET status and the bank select bits for data memory.

The STATUS register can be the destination for any instruction, like any other register. If the STATUS register is the destination for an instruction that affects the Z, DC or C bits, then the write to these three bits is disabled. These bits are set or cleared according to the device logic. Furthermore, the $\overline{TO}$ and $\overline{PD}$ bits are not writable. Therefore, the result of an instruction with the STATUS register as destination may be different than intended.

For example, `CLRF STATUS` will clear the upper-three bits and set the Z bit. This leaves the status register as `000uu1uu` (where `u` = unchanged).

It is recommended, therefore, that only `BCF`, `BSF`, `SWAPF` and `MOVWF` instructions are used to alter the STATUS register, because these instructions do not affect any status bit. For other instructions, not affecting any status bits, see the "Instruction Set Summary".

Note 1:	The IRP and RP1 bits (STATUS<7:6>) are not used by the PIC16CE62X and should be programmed as '0'. Use of these bits as general purpose R/W bits is NOT recommended, since this may affect upward compatibility with future products.
Note 2:	The C and DC bits operate as a $\overline{\text{Borrow}}$ and $\overline{\text{Digit Borrow}}$ out bit, respectively, in subtraction. See the `SUBLW` and `SUBWF` instructions for examples.

REGISTER 4-1: STATUS REGISTER (ADDRESS 03H OR 83H)

Reserved	Reserved	R/W-0	R-1	R-1	R/W-x	R/W-x	R/W-x
IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C
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: **IRP**: The IRP bit is reserved on the PIC16CE62X, always maintain this bit clear.

bit 6:5 **RP<1:O>:** Register Bank Select bits (used for direct addressing)
`11` = Bank 3 (180h - 1FFh)
`10` = Bank 2 (100h - 17Fh)
`01` = Bank 1 (80h - FFh)
`00` = Bank 0 (00h - 7Fh)
Each bank is 128 bytes. The RP1 bit is reserved, always maintain this bit clear.

bit 4: **$\overline{TO}$**: Time-out bit
`1` = After power-up, `CLRWDT` instruction, or `SLEEP` instruction
`0` = A WDT time-out occurred

bit 3: **$\overline{PD}$**: Power-down bit
`1` = After power-up or by the `CLRWDT` instruction
`0` = By execution of the `SLEEP` instruction

bit 2: **Z**: Zero bit
`1` = The result of an arithmetic or logic operation is zero
`0` = The result of an arithmetic or logic operation is not zero

bit 1: **DC**: Digit carry/$\overline{\text{borrow}}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions) (for $\overline{\text{borrow}}$ the polarity is reversed)
`1` = A carry-out from the 4th low order bit of the result occurred
`0` = No carry-out from the 4th low order bit of the result

bit 0: **C**: Carry/$\overline{\text{borrow}}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)
`1` = A carry-out from the most significant bit of the result occurred
`0` = No carry-out from the most significant bit of the result occurred
Note: For $\overline{\text{borrow}}$ the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (`RRF`, `RLF`) instructions, this bit is loaded with either the high or low order bit of the source register.

4.2.2.6 PCON REGISTER

The PCON register contains flag bits to differentiate between a Power-on Reset, an external $\overline{MCLR}$ reset, WDT reset or a Brown-out Reset.

Note: $\overline{BOD}$ is unknown on Power-on Reset. It must then be set by the user and checked on subsequent resets to see if $\overline{BOD}$ is cleared, indicating a brown-out has occurred. The $\overline{BOD}$ status bit is a "don't care" and is not necessarily predictable if the brown-out circuit is disabled (by programming BODEN bit in the configuration word).

REGISTER 4-6: PCON REGISTER (ADDRESS 8Eh)

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	$\overline{POR}$	$\overline{BOD}$
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 7-2: **Unimplemented:** Read as '0'

bit 1: **$\overline{POR}$**: Power-on Reset Status bit
1 = No Power-on Reset occurred
0 = A Power-on Reset occurred (must be set in software after a Power-on Reset occurs)

bit 0: **$\overline{BOD}$**: Brown-out Reset Status bit
1 = No Brown-out Reset occurred
0 = A Brown-out Reset occurred (must be set in software after a Brown-out Reset occurs)

6.0 EEPROM PERIPHERAL OPERATION

The PIC16CE623/624/625 each have 128 bytes of EEPROM data memory. The EEPROM data memory supports a bi-directional, 2-wire bus and data transmission protocol. These two-wires are serial data (SDA) and serial clock (SCL), and are mapped to bit1 and bit2, respectively, of the EEINTF register (SFR 90h). In addition, the power to the EEPROM can be controlled using bit0 (EEVDD) of the EEINTF register. For most applications, all that is required is calls to the following functions:

```
; Byte_Write: Byte write routine
;       Inputs: EEPROM Address     EEADDR
;               EEPROM Data        EEDATA
;       Outputs:    Return 01 in W if OK, else
;                   return 00 in W
;
; Read_Current: Read EEPROM at address
currently held by EE device.
;       Inputs: NONE
;       Outputs:    EEPROM Data    EEDATA
;                   Return 01 in W if OK, else
;                   return 00 in W
;
; Read_Random: Read EEPROM byte at supplied
; address
;       Inputs: EEPROM Address     EEADDR
;       Outputs:    EEPROM Data    EEDATA
;                   Return 01 in W if OK,
;                   else return 00 in W
```

The code for these functions is available on our web site (www.microchip.com). The code will be accessed by either including the source code FL62XINC.ASM or by linking FLASH62X.ASM. FLASH62.IMC provides external definition to the calling program.

6.0.1 SERIAL DATA

SDA is a bi-directional pin used to transfer addresses and data into and data out of the memory.

For normal data transfer, SDA is allowed to change only during SCL low. Changes during SCL high are reserved for indicating the START and STOP conditions.

6.0.2 SERIAL CLOCK

This SCL input is used to synchronize the data transfer to and from the memory.

6.0.3 EEINTF REGISTER

The EEINTF register (SFR 90h) controls the access to the EEPROM. Register 6-1 details the function of each bit. User code must generate the clock and data signals.

REGISTER 6-1: EEINTF REGISTER (ADDRESS 90h)

U-0	U-0	U-0	U-0	U-0	R/W-1	R/W-1	R/W-1
—	—	—	—	—	EESCL	EESDA	EEVDD
bit7							bit0

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

bit 7-3: **Unimplemented:** Read as '0'

bit 2: **EESCL**: Clock line to the EEPROM
1 = Clock high
0 = Clock low

bit 1: **EESDA**: Data line to EEPROM
1 = Data line is high (pin is tri-stated, line is pulled high by a pull-up resistor)
0 = Data line is low

bit 0: **EEVDD**: VDD control bit for EEPROM
1 = VDD is turned on to EEPROM
0 = VDD is turned off to EEPROM (all pins are tri-stated and the EEPROM is powered down)

Note: EESDA, EESCL and EEVDD will read '0' if EEVDD is turned off.

FIGURE 6-1: DATA TRANSFER SEQUENCE ON THE SERIAL BUS

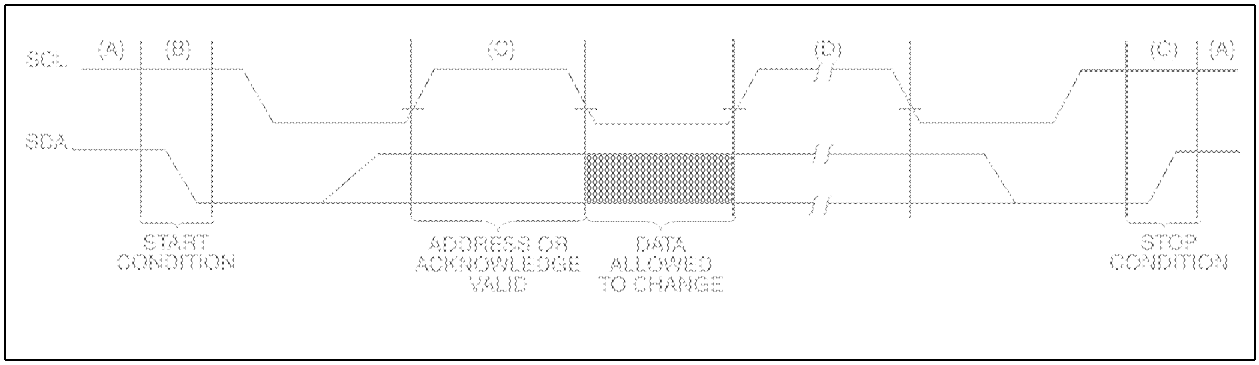
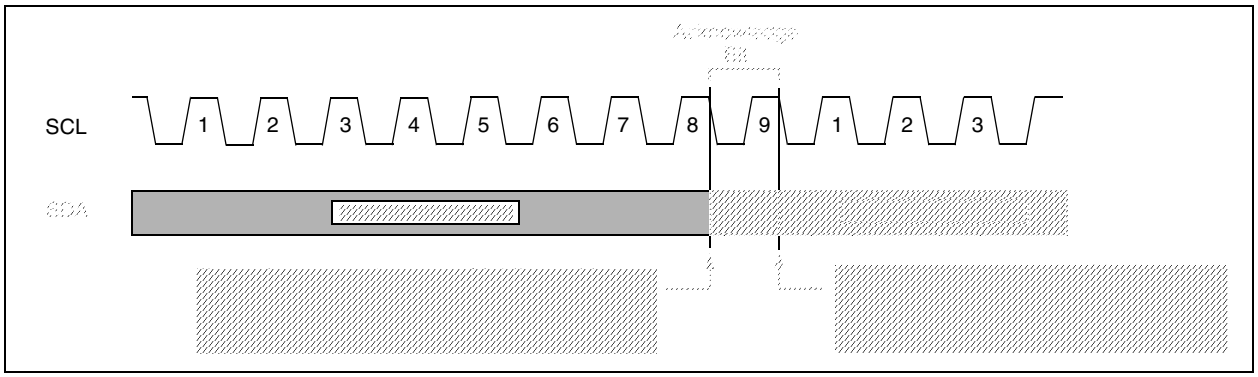


FIGURE 6-2: ACKNOWLEDGE TIMING

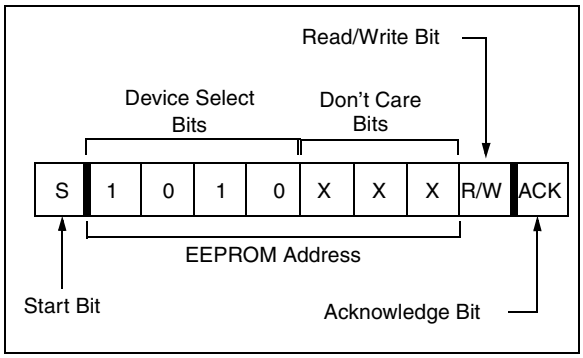


6.2 Device Addressing

After generating a START condition, the processor transmits a control byte consisting of a EEPROM address and a Read/$\overline{\text{Write}}$ bit that indicates what type of operation is to be performed. The EEPROM address consists of a 4-bit device code (1010) followed by three don't care bits.

The last bit of the control byte determines the operation to be performed. When set to a one, a read operation is selected, and when set to a zero, a write operation is selected. (Figure 6-3). The bus is monitored for its corresponding EEPROM address all the time. It generates an acknowledge bit if the EEPROM address was true and it is not in a programming mode.

FIGURE 6-3: CONTROL BYTE FORMAT



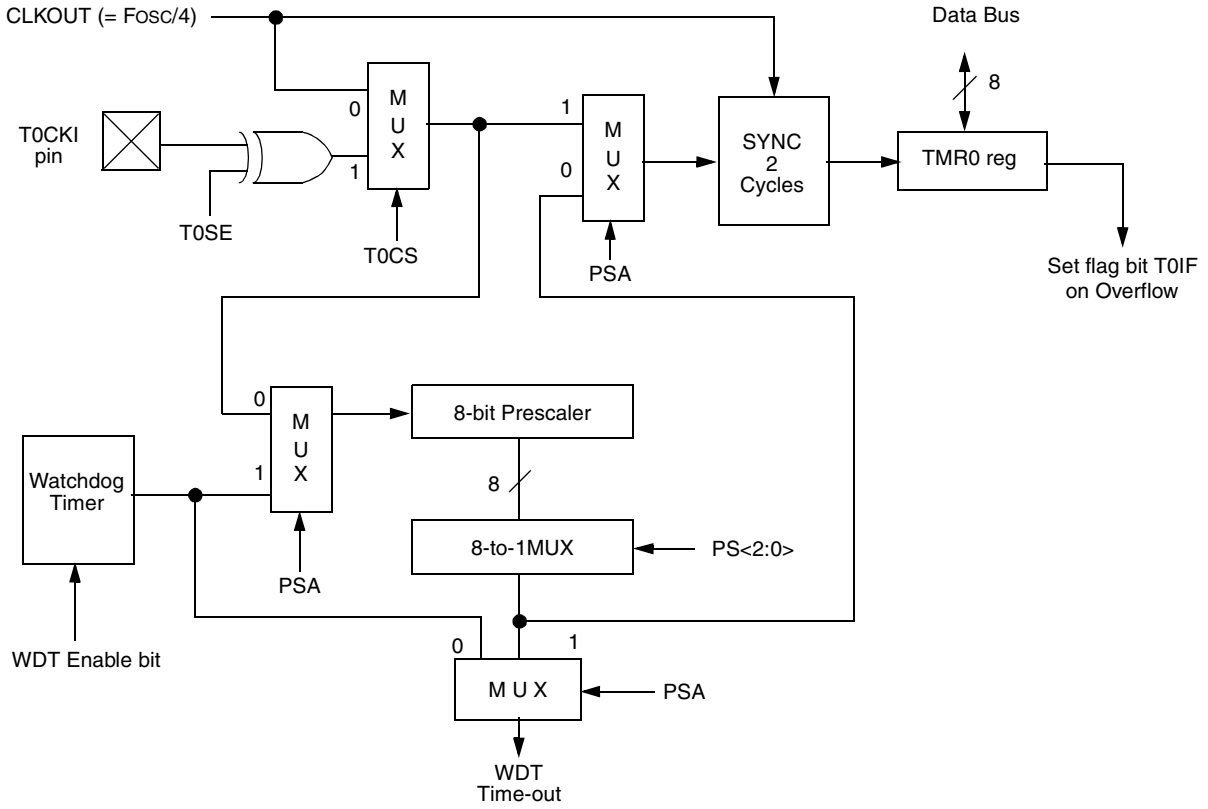
7.3 Prescaler

An 8-bit counter is available as a prescaler for the Timer0 module, or as a postscaler for the Watchdog Timer, respectively (Figure 7-6). For simplicity, this counter is being referred to as “prescaler” throughout this data sheet. Note that there is only one prescaler available which is mutually exclusive between the Timer0 module and the Watchdog Timer. Thus, a prescaler assignment for the Timer0 module means that there is no prescaler for the Watchdog Timer and vice-versa.

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

When assigned to the Timer0 module, all instructions writing to the TMR0 register (i.e., `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 Watchdog Timer. The prescaler is not readable or writable.

FIGURE 7-6: BLOCK DIAGRAM OF THE TIMER0/WDT PRESCALER



Note: T0SE, T0CS, PSA, PS<2:0> are bits in the OPTION register.

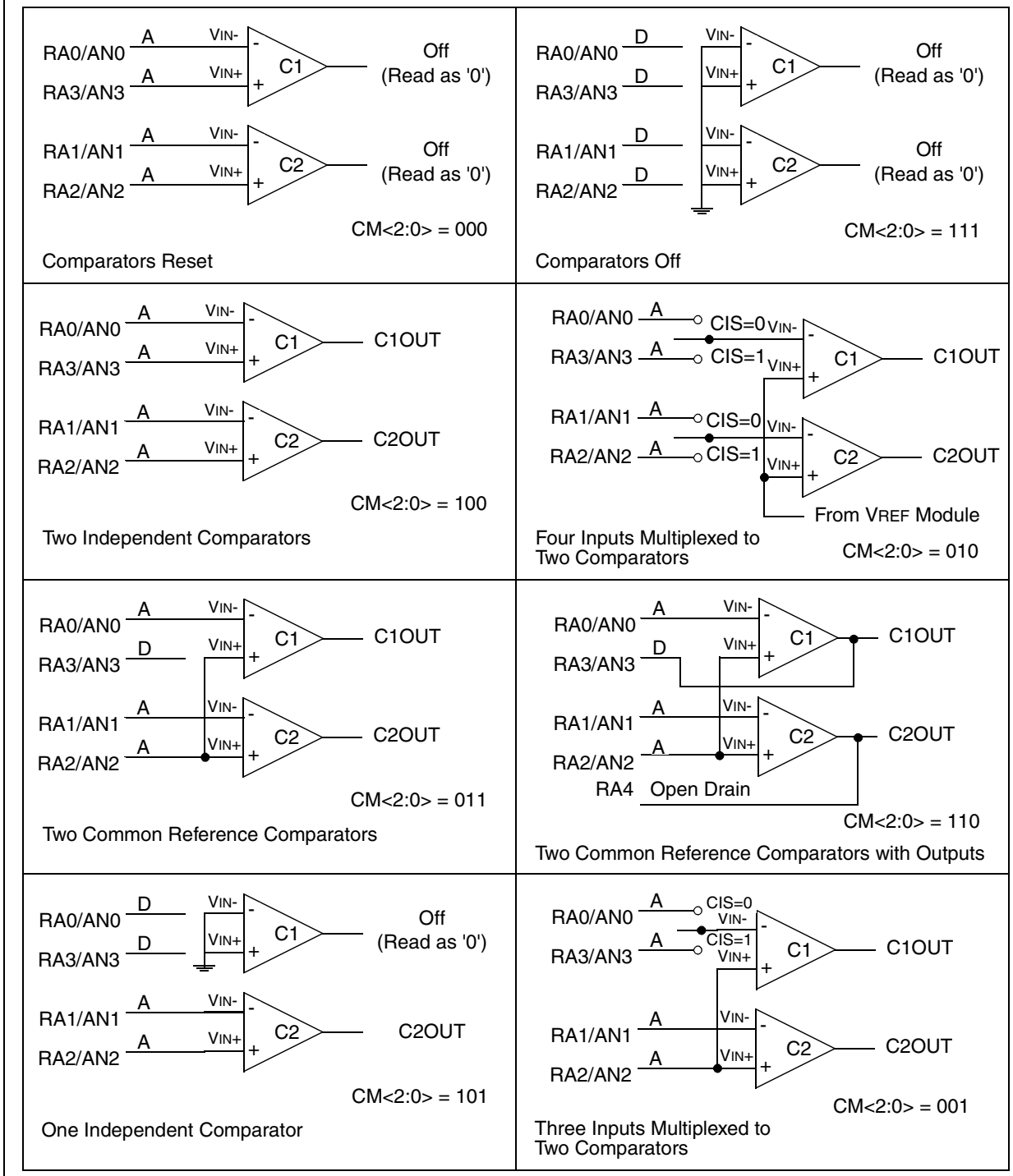
NOTES:

8.1 Comparator Configuration

There are eight modes of operation for the comparators. The CMCON register is used to select the mode. Figure 8-1 shows the eight possible modes. The TRISA register controls the data direction of the comparator pins for each mode. If the comparator mode is changed, the comparator output level may not be valid for the specified mode change delay shown in Table 13-1.

Note:	Comparator interrupts should be disabled during a comparator mode change, otherwise a false interrupt may occur.

FIGURE 8-1: COMPARATOR I/O OPERATING MODES



A = Analog Input, Port Reads Zeros Always
D = Digital Input
CIS = CMCON<3>, Comparator Input Switch

The code example in Example 8-1 depicts the steps required to configure the comparator module. RA3 and RA4 are configured as digital output. RA0 and RA1 are configured as the V- inputs and RA2 as the V+ input to both comparators.

EXAMPLE 8-1: INITIALIZING COMPARATOR MODULE

```
FLAG_REG EQU          0X20
CLRF     FLAG_REG     ;Init flag register
CLRF     PORTA        ;Init PORTA
MOVF     CMCON,W      ;Move comparator contents to W
ANDLW    0xC0         ;Mask comparator bits
IORWF    FLAG_REG,F   ;Store bits in flag register
MOVLW    0x03         ;Init comparator mode
MOVWF    CMCON        ;CM<2:0> = 011
BSF      STATUS,RP0   ;Select Bank1
MOVLW    0x07         ;Initialize data direction
MOVWF    TRISA        ;Set RA<2:0> as inputs
                      ;RA<4:3> as outputs
                      ;TRISA<7:5> always read '0'
BCF      STATUS,RP0   ;Select Bank 0
CALL     DELAY 10     ;10µs delay
MOVF     CMCON,F      ;Read CMCONtoendchangecondition
BCF      PIR1,CMIF    ;Clear pending interrupts
BSF      STATUS,RP0   ;Select Bank 1
BSF      PIE1,CMIE    ;Enable comparator interrupts
BCF      STATUS,RP0   ;Select Bank 0
BSF      INTCON,PEIE  ;Enable peripheral interrupts
BSF      INTCON,GIE   ;Global interrupt enable
```

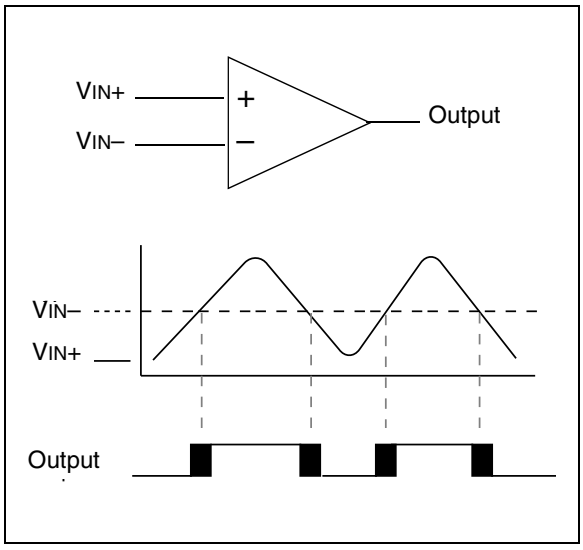
8.2 Comparator Operation

A single comparator is shown in Figure 8-2 along with the relationship between the analog input levels and the digital output. When the analog input at VIN+ is less than the analog input VIN–, the output of the comparator is a digital low level. When the analog input at VIN+ is greater than the analog input VIN–, the output of the comparator is a digital high level. The shaded areas of the output of the comparator in Figure 8-2 represent the uncertainty due to input offsets and response time.

8.3 Comparator Reference

An external or internal reference signal may be used depending on the comparator operating mode. The analog signal that is present at VIN– is compared to the signal at VIN+, and the digital output of the comparator is adjusted accordingly (Figure 8-2).

FIGURE 8-2: SINGLE COMPARATOR



8.3.1 EXTERNAL REFERENCE SIGNAL

When external voltage references are used, the comparator module can be configured to have the comparators operate from the same or different reference sources. However, threshold detector applications may require the same reference. The reference signal must be between VSS and VDD and can be applied to either pin of the comparator(s).

8.3.2 INTERNAL REFERENCE SIGNAL

The comparator module also allows the selection of an internally generated voltage reference for the comparators. Section 13, Instruction Sets, contains a detailed description of the Voltage Reference Module that provides this signal. The internal reference signal is used when the comparators are in mode CM<2:0>=010 (Figure 8-1). In this mode, the internal voltage reference is applied to the VIN+ pin of both comparators.

8.4 Comparator Response Time

Response time is the minimum time, after selecting a new reference voltage or input source, before the comparator output has a valid level. If the internal reference is changed, the maximum delay of the internal voltage reference must be considered when using the comparator outputs, otherwise the maximum delay of the comparators should be used (Table 13-1 **).**

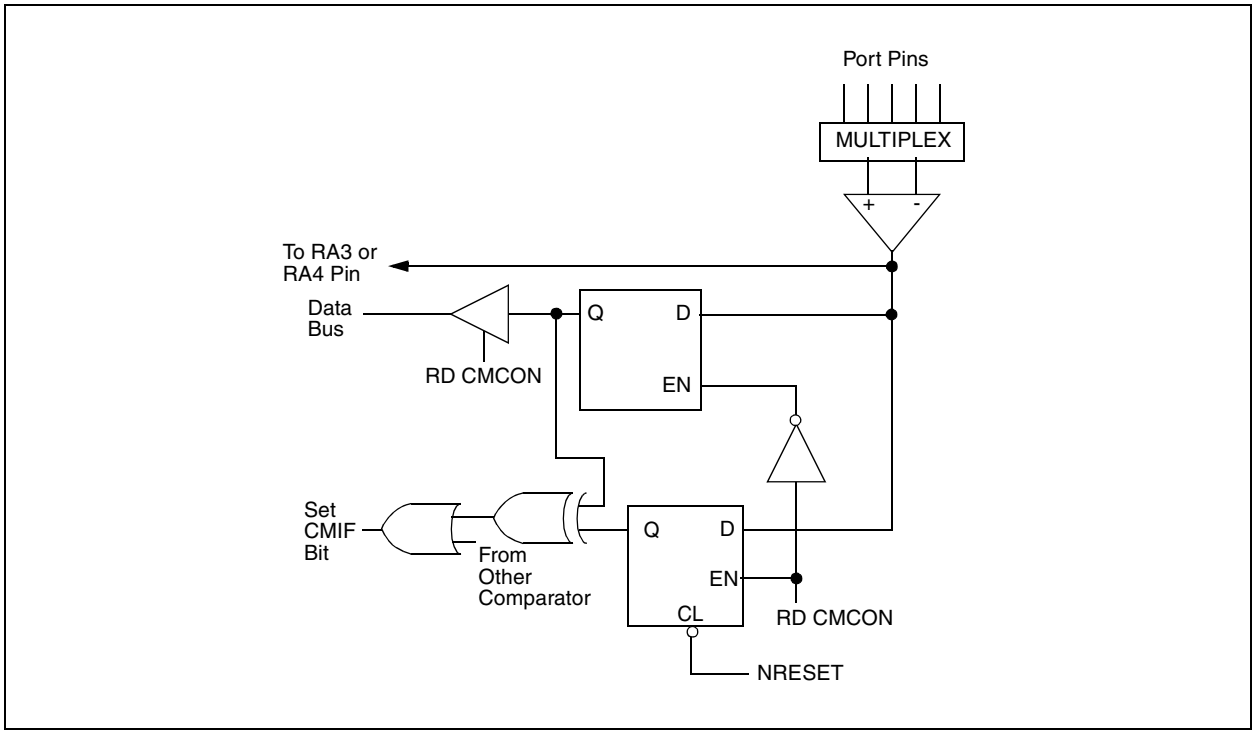
8.5 Comparator Outputs

The comparator outputs are read through the CMCON register. These bits are read only. The comparator outputs may also be directly output to the RA3 and RA4 I/O pins. When the CM<2:0> = 110, multiplexors in the output path of the RA3 and RA4 pins will switch and the output of each pin will be the unsynchronized output of the comparator. The uncertainty of each of the comparators is related to the input offset voltage and the response time given in the specifications. Figure 8-3 shows the comparator output block diagram.

The TRISA bits will still function as an output enable/disable for the RA3 and RA4 pins while in this mode.

Note 1:	When reading the PORT register, all pins configured as analog inputs will read as a '0'. Pins configured as digital inputs will convert an analog input according to the Schmitt Trigger input specification.
2:	Analog levels on any pin that is defined as a digital input may cause the input buffer to consume more current than is specified.

FIGURE 8-3: COMPARATOR OUTPUT BLOCK DIAGRAM



EXAMPLE 9-1: VOLTAGE REFERENCE CONFIGURATION

```
MOVLW     0x02          ; 4 Inputs Muxed
MOVWF     CMCON         ; to 2 comps.
BSF       STATUS,RP0    ; go to Bank 1
MOVLW     0x07          ; RA3-RA0 are
MOVWF     TRISA         ; outputs
MOVLW     0xA6          ; enable VREF
MOVWF     VRCON         ; low range
                        ; set VR<3:0>=6
BCF       STATUS,RP0    ; go to Bank 0
CALL      DELAY10       ; 10µs delay
```

9.2 Voltage Reference Accuracy/Error

The full range of VSS to VDD cannot be realized due to the construction of the module. The transistors on the top and bottom of the resistor ladder network (Figure 9-1) keep VREF from approaching VSS or VDD. The Voltage Reference is VDD derived and therefore, the VREF output changes with fluctuations in VDD. The absolute accuracy of the Voltage Reference can be found in Table 13-2.

9.3 Operation During Sleep

When the device wakes up from sleep through an interrupt or a Watchdog Timer time-out, the contents of the VRCON register are not affected. To minimize current consumption in SLEEP mode, the Voltage Reference should be disabled.

9.4 Effects of a Reset

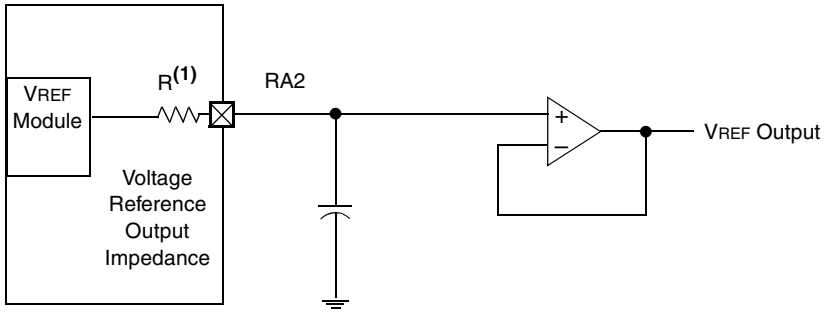
A device reset disables the Voltage Reference by clearing bit VREN (VRCON<7>). This reset also disconnects the reference from the RA2 pin by clearing bit VROE (VRCON<6>) and selects the high voltage range by clearing bit VRR (VRCON<5>). The VREF value select bits, VRCON<3:0>, are also cleared.

9.5 Connection Considerations

The Voltage Reference Module operates independently of the comparator module. The output of the reference generator may be connected to the RA2 pin if the TRISA<2> bit is set and the VROE bit, VRCON<6>, is set. Enabling the Voltage Reference output onto the RA2 pin with an input signal present will increase current consumption. Connecting RA2 as a digital output with VREF enabled will also increase current consumption.

The RA2 pin can be used as a simple D/A output with limited drive capability. Due to the limited drive capability, a buffer must be used in conjunction with the Voltage Reference output for external connections to VREF. Figure 9-2 shows an example buffering technique.

FIGURE 9-2: VOLTAGE REFERENCE OUTPUT BUFFER EXAMPLE



Note 1: R is dependent upon the Voltage Reference Configuration VRCON<3:0> and VRCON<5>.

TABLE 9-1: REGISTERS ASSOCIATED WITH VOLTAGE REFERENCE

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value On POR / BOD	Value On All Other Resets
9Fh	VRCON	VREN	VROE	VRR	—	VR3	VR2	VR1	VR0	000- 0000	000- 0000
1Fh	CMCON	C2OUT	C1OUT	—	—	CIS	CM2	CM1	CM0	00-- 0000	00-- 0000
85h	TRISA	—	—	—	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	---1 1111	---1 1111

Legend: - = Unimplemented, read as "0"

10.3 Reset

The PIC16CE62X differentiates between various kinds of reset:

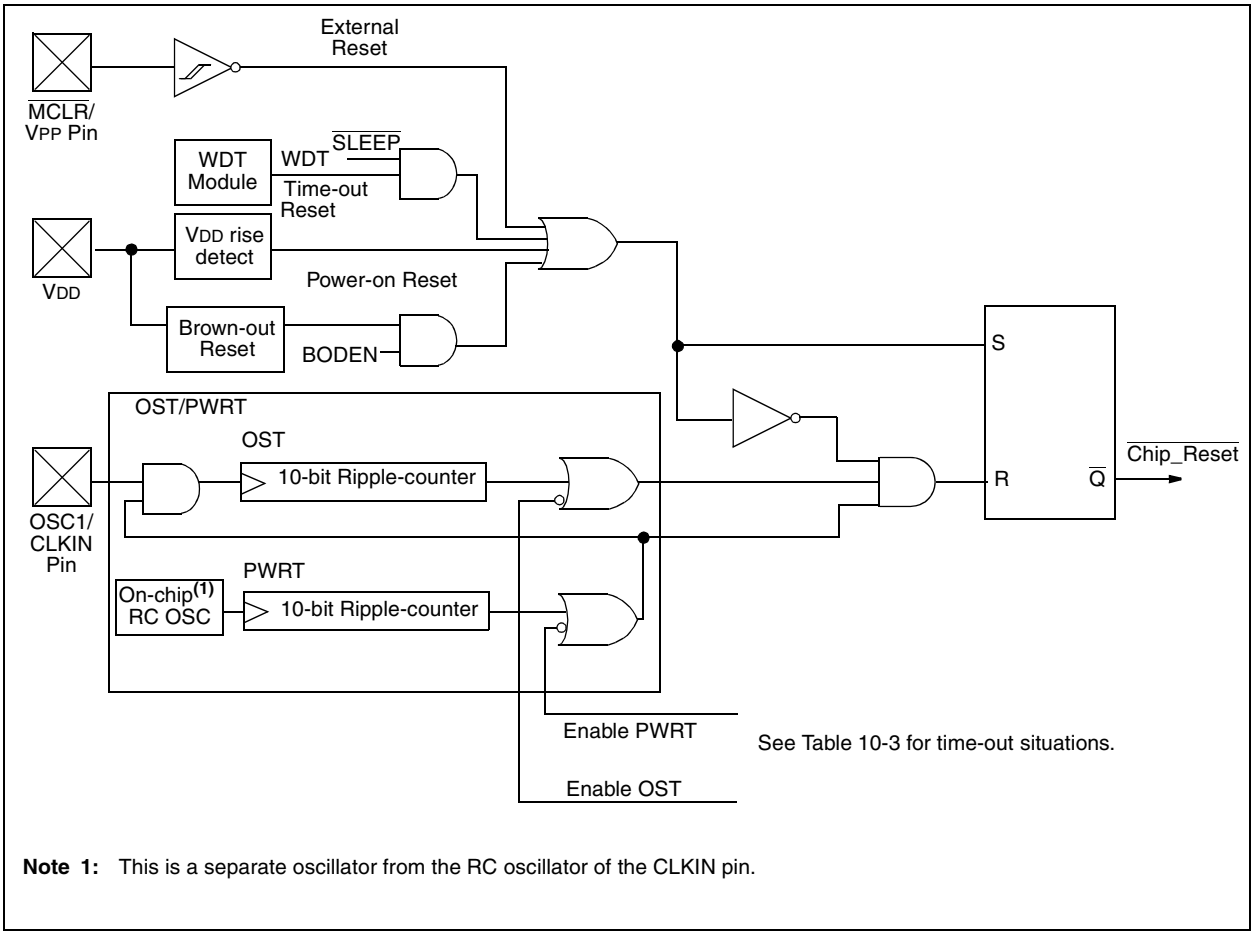
a) Power-on reset (POR)
b) $\overline{MCLR}$ reset during normal operation
c) $\overline{MCLR}$ reset during SLEEP
d) WDT reset (normal operation)
e) WDT wake-up (SLEEP)
f) Brown-out Reset (BOD)

Some registers are not affected in any reset condition. Their status is unknown on POR and unchanged in any other reset. Most other registers are reset to a "reset state" on Power-on reset, $\overline{MCLR}$ reset, WDT reset and $\overline{MCLR}$ reset during SLEEP. They are not affected by a WDT wake-up, since this is viewed as the resumption of normal operation. $\overline{TO}$ and $\overline{PD}$ bits are set or cleared differently in different reset situations as indicated in Table 10-4. These bits are used in software to determine the nature of the reset. See Table 10-6 for a full description of reset states of all registers.

A simplified block diagram of the on-chip reset circuit is shown in Figure 10-6.

The $\overline{MCLR}$ reset path has a noise filter to detect and ignore small pulses. See Table 13-5 for pulse width specification.

FIGURE 10-6: SIMPLIFIED BLOCK DIAGRAM OF ON-CHIP RESET CIRCUIT



Note 1: This is a separate oscillator from the RC oscillator of the CLKIN pin.

TABLE 10-5: INITIALIZATION CONDITION FOR SPECIAL REGISTERS

Condition	Program Counter	STATUS Register	PCON Register
Power-on Reset	000h	0001 1xxx	---- --0x
$\overline{MCLR}$ reset during normal operation	000h	000u uuuu	---- --uu
$\overline{MCLR}$ reset during SLEEP	000h	0001 0uuu	---- --uu
WDT reset	000h	0000 uuuu	---- --uu
WDT Wake-up	PC + 1	uuu0 0uuu	---- --uu
Brown-out Reset	000h	000x xuuu	---- --u0
Interrupt Wake-up from SLEEP	PC + 1(1)	uuu1 0uuu	---- --uu

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0'.

Note 1: When the wake-up is due to an interrupt and global enable bit, GIE is set and the PC is loaded with the interrupt vector (0004h) after execution of PC+1.

TABLE 10-6: INITIALIZATION CONDITION FOR REGISTERS

Register	Address	Power-on Reset	• $\overline{MCLR}$ Reset during normal operation • $\overline{MCLR}$ Reset during SLEEP • WDT Reset • Brown-out Reset (1)	• Wake-up from SLEEP through interrupt • Wake-up from SLEEP through WDT time-out
W	-	xxxx xxxx	uuuu uuuu	uuuu uuuu
INDF	00h	-	-	-
TMR0	01h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	02h	0000 0000	0000 0000	PC + 1(3)
STATUS	03h	0001 1xxx	000q quuu(4)	uuuq quuu(4)
FSR	04h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	05h	---x xxxx	---u uuuu	---u uuuu
PORTB	06h	xxxx xxxx	uuuu uuuu	uuuu uuuu
CMCON	1Fh	00-- 0000	00-- 0000	uu-- uuuu
PCLATH	0Ah	---0 0000	---0 0000	---u uuuu
INTCON	0Bh	0000 000x	0000 000u	uuuu uqqq(2)
PIR1	0Ch	-0-- ----	-0-- ----	-q-- ----(2,5)
OPTION	81h	1111 1111	1111 1111	uuuu uuuu
TRISA	85h	---1 1111	---1 1111	---u uuuu
TRISB	86h	1111 1111	1111 1111	uuuu uuuu
PIE1	8Ch	-0-- ----	-0-- ----	-u-- ----
PCON	8Eh	---- --0x	---- --uq(1,6)	---- --uu
EEINTF	90h	---- -111	---- -111	---- -111
VRCON	9Fh	000- 0000	000- 0000	uuu- uuuu

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0',q = value depends on condition.

Note 1: If VDD goes too low, Power-on Reset will be activated and registers will be affected differently.

2: One or more bits in INTCON, PIR1 and/or PIR2 will be affected (to cause wake-up).

3: When the wake-up is due to an interrupt and the GIE bit is set, the PC is loaded with the interrupt vector (0004h).

4: See Table 10-5 for reset value for specific condition.

5: If wake-up was due to comparator input changing , then bit 6 = 1. All other interrupts generating a wake-up will cause bit 6 = u.

6: If reset was due to brown-out, then PCON bit 0 = 0. All other resets will cause bit 0 = u.

10.5 Interrupts

The PIC16CE62X has 4 sources of interrupt:

- External interrupt RB0/INT
- TMR0 overflow interrupt
- PortB change interrupts (pins RB<7:4>)
- Comparator interrupt

The interrupt control register (INTCON) records individual interrupt requests in flag bits. It also has individual and global interrupt enable bits.

A global interrupt enable bit, GIE (INTCON<7>) enables (if set) all un-masked interrupts or disables (if cleared) all interrupts. Individual interrupts can be disabled through their corresponding enable bits in INTCON register. GIE is cleared on reset.

The "return from interrupt" instruction, RETFIE, exits interrupt routine, as well as sets the GIE bit, which re-enable RB0/INT interrupts.

The INT pin interrupt, the RB port change interrupt and the TMR0 overflow interrupt flags are contained in the INTCON register.

The peripheral interrupt flag is contained in the special register PIR1. The corresponding interrupt enable bit is contained in special registers PIE1.

When an interrupt is responded to, the GIE is cleared to disable any further interrupt, the return address is pushed into the stack and the PC is loaded with 0004h. Once in the interrupt service routine, the source(s) of the interrupt can be determined by polling the interrupt flag bits. The interrupt flag bit(s) must be cleared in software before re-enabling interrupts to avoid RB0/INT recursive interrupts.

For external interrupt events, such as the INT pin or PORTB change interrupt, the interrupt latency will be three or four instruction cycles. The exact latency depends on when the interrupt event occurs (Figure 10-16). The latency is the same for one or two cycle instructions. Once in the interrupt service routine the source(s) of the interrupt can be determined by polling the interrupt flag bits. The interrupt flag bit(s) must be cleared in software before re-enabling interrupts to avoid multiple interrupt requests.

Note 1:	Individual interrupt flag bits are set, regardless of the status of their corresponding mask bit or the GIE bit.
2:	When an instruction that clears the GIE bit is executed, any interrupts that were pending for execution in the next cycle are ignored. The CPU will execute a NOP in the cycle immediately following the instruction which clears the GIE bit. The interrupts which were ignored are still pending to be serviced when the GIE bit is set again.

FIGURE 10-15: INTERRUPT LOGIC

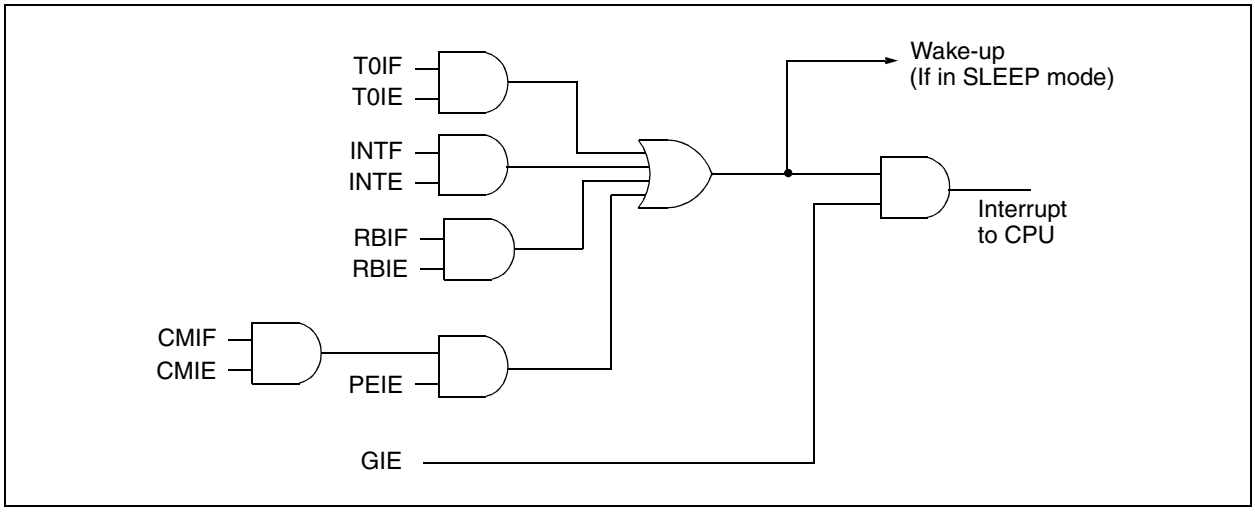
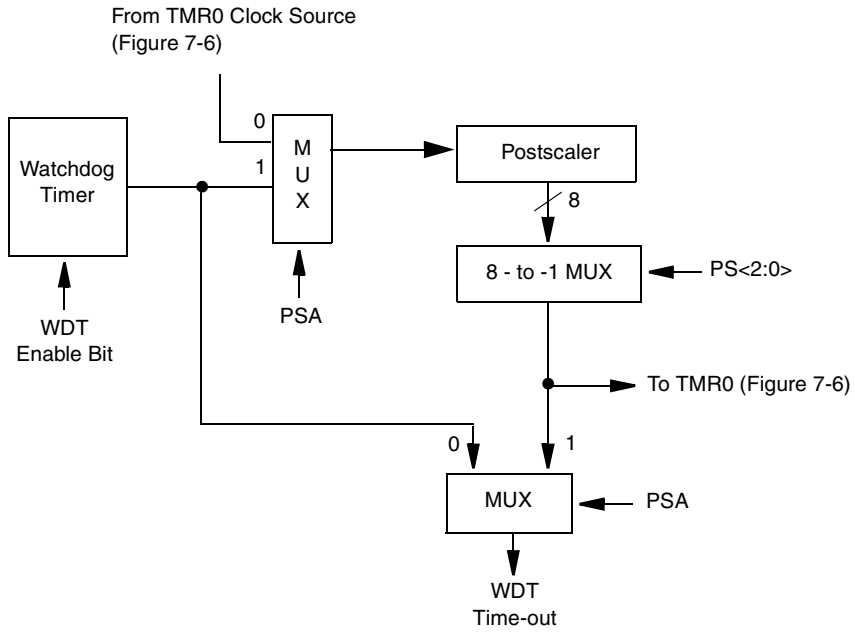


FIGURE 10-17: WATCHDOG TIMER BLOCK DIAGRAM



Note: T0SE, T0CS, PSA, PS<2:0> are bits in the OPTION register.

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	$\overline{\text{PWRTE}}$	WDTE	FOSC1	FOSC0
81h	OPTION	$\overline{\text{RBPU}}$	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.

13.0 ELECTRICAL SPECIFICATIONS

Absolute Maximum Ratings †

Ambient Temperature under bias ..... -40° to +125°C

Storage Temperature ..... -65° to +150°C

Voltage on any pin with respect to V_{SS} (except V_{DD} and $\overline{MCLR}$) ..... -0.6V to V_{DD} +0.6V

Voltage on V_{DD} with respect to V_{SS} ..... 0 to +7.0V

Voltage on RA4 with respect to V_{SS} 8.5V

Voltage on $\overline{MCLR}$ with respect to V_{SS} (Note 2) ..... 0 to +14V

Voltage on RA4 with respect to V_{SS} 8.5V

Total power Dissipation (Note 1) 1.0W

Maximum Current out of V_{SS} pin ..... 300 mA

Maximum Current into V_{DD} pin ..... 250 mA

Input Clamp Current, I_{IK} (V_I <0 or V_I> V_{DD}) ..... ±20 mA

Output Clamp Current, I_{OK} (V_O <0 or V_O>V_{DD}) ..... ±20 mA

Maximum Output Current sunk by any I/O pin ..... 25 mA

Maximum Output Current sourced by any I/O pin ..... 25 mA

Maximum Current sunk by PORTA and PORTB ..... 200 mA

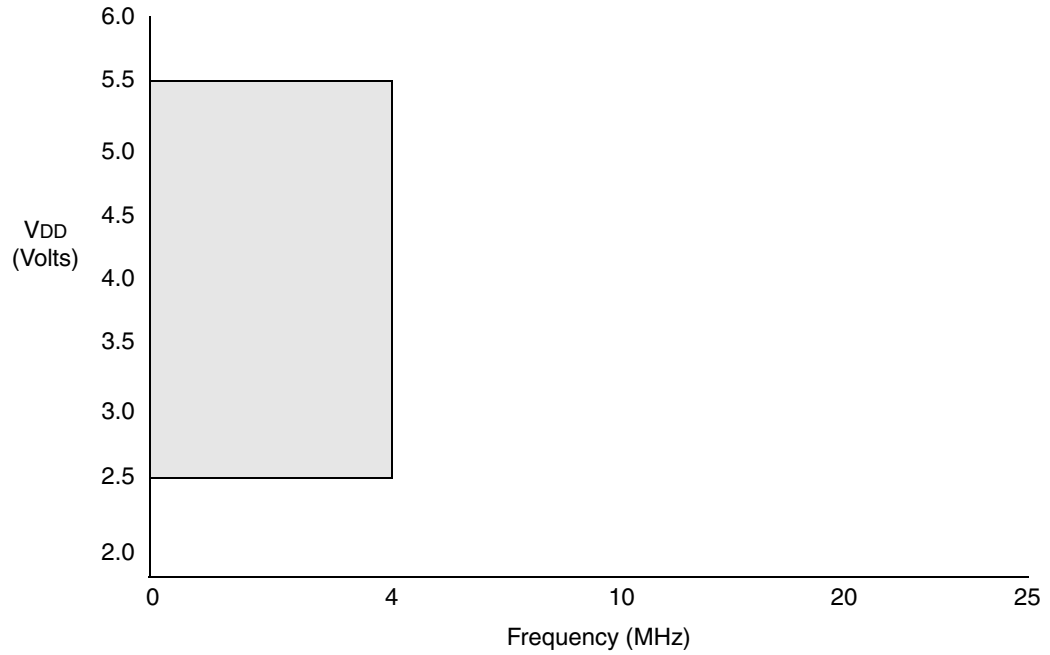
Maximum Current sourced by PORTA and PORTB ..... 200 mA

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

2: Voltage spikes below V_{SS} at the $\overline{MCLR}$ pin, inducing currents greater than 80 mA, may cause latch-up. Thus, a series resistor of 50-100¾ should be used when applying a "low" level to the $\overline{MCLR}$ pin rather than pulling this pin directly to V_{SS}.

† **NOTICE**: Stresses above those listed under "Absolute 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.

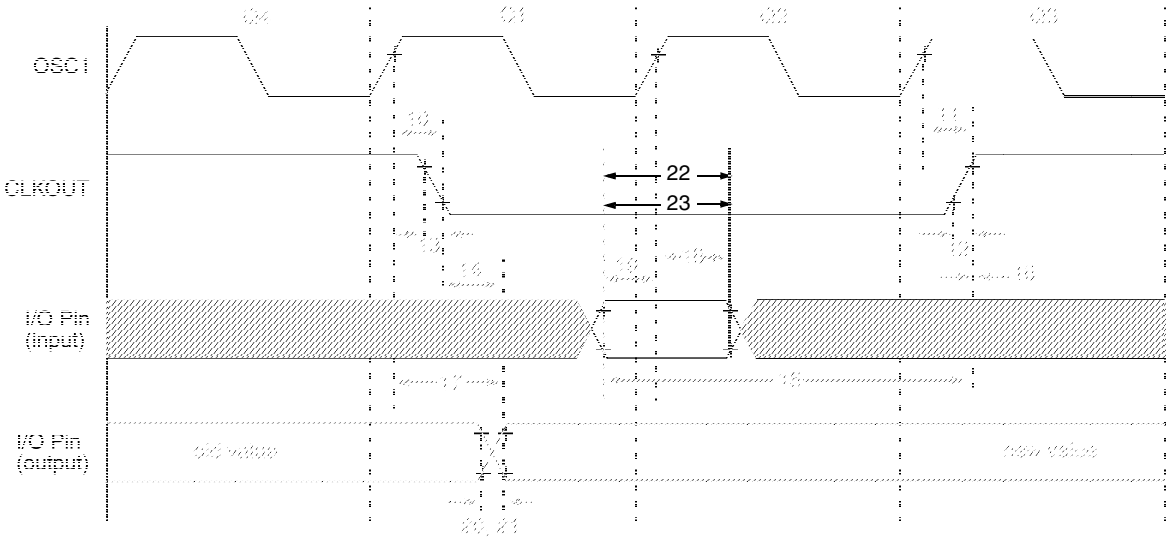
FIGURE 13-3: PIC16LCE62X VOLTAGE-FREQUENCY GRAPH, -40°C ≤ TA < +125°C



Note 1: The shaded region indicates the permissible combinations of voltage and frequency.

2: The maximum rated speed of the part limits the permissible combinations of voltage and frequency. Please reference the Product Identification System section for the maximum rated speed of the parts.

FIGURE 13-6: CLKOUT AND I/O TIMING



Note: All tests must be do with specified capacitance loads (Figure 13-4) 50 pF on I/O pins and CLKOUT

TABLE 13-4: CLKOUT AND I/O TIMING REQUIREMENTS

Parameter #	Sym	Characteristic	Min	Typ†	Max	Units
10*	TosH2ckL	OSC1↑ to CLKOUT↓ (1)	—	75	200	ns
11*	TosH2ckH	OSC1↑ to CLKOUT↑ (1)	—	75	200	ns
12*	TckR	CLKOUT rise time (1)	—	35	100	ns
13*	TckF	CLKOUT fall time (1)	—	35	100	ns
14*	TckL2ioV	CLKOUT ↓ to Port out valid (1)	—	—	20	ns
15*	TioV2ckH	Port in valid before CLKOUT ↑ (1)	Tosc +200 ns	—	—	ns
16*	TckH2ioI	Port in hold after CLKOUT ↑ (1)	0	—	—	ns
17*	TosH2ioV	OSC1↑ (Q1 cycle) to Port out valid	—	50	150	ns
18*	TosH2ioI	OSC1↑ (Q2 cycle) to Port input invalid (I/O in hold time)	100	—	—	ns
19*	TioV2osH	Port input valid to OSC1↑ (I/O in setup time)	0	—	—	ns
20*	TioR	Port output rise time	—	10	40	ns
21*	TioF	Port output fall time	—	10	40	ns
22*	Tinp	RB0/INT pin high or low time	25	—	—	ns
23	Trbp	RB<7:4> change interrupt high or low time	TCY	—	—	ns

* 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: Measurements are taken in RC Mode where CLKOUT output is 4 x TOSC.