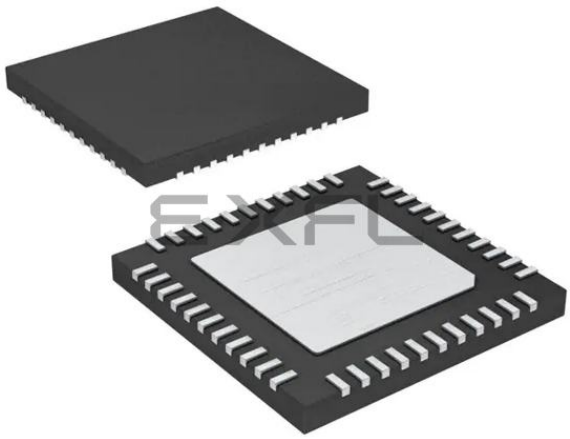

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What is "Embedded - Microcontrollers"?

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

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	25MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	36
Program Memory Size	16KB (8K x 16)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	768 x 8
Voltage - Supply (Vcc/Vdd)	4.2V ~ 5.5V
Data Converters	A/D 13x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	44-VQFN Exposed Pad
Supplier Device Package	44-QFN (8x8)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18f4410-e-ml

TABLE 2-1: PIN DESCRIPTIONS (DURING PROGRAMMING): PIC18F2XXX/4XXX FAMILY

Pin Name	During Programming		
	Pin Name	Pin Type	Pin Description
$\overline{MCLR}$/VPP/RE3	VPP	P	Programming Enable
VDD(2)	VDD	P	Power Supply
VSS(2)	VSS	P	Ground
RB5	PGM	I	Low-Voltage ICSP™ Input when LVP Configuration bit equals '1'(1)
RB6	PGC	I	Serial Clock
RB7	PGD	I/O	Serial Data

Legend: I = Input, O = Output, P = Power
Note 1: See Figure 5-1 for more information.
2: All power supply (VDD) and ground (VSS) pins must be connected.

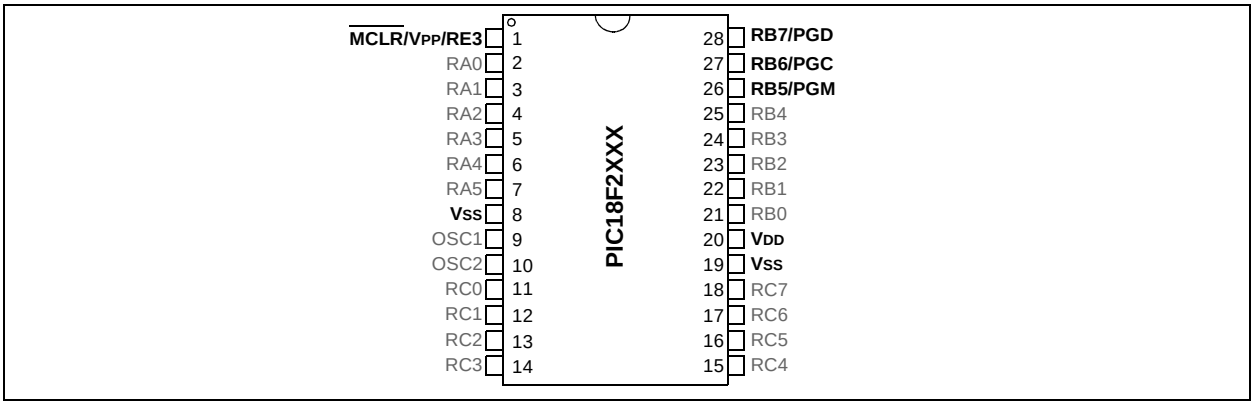
The following devices are included in 28-pin SPDIP, PDIP and SOIC parts:

- PIC18F2221
- PIC18F2321
- PIC18F2410
- PIC18F2420
- PIC18F2423
- PIC18F2450
- PIC18F2455
- PIC18F2458
- PIC18F2480
- PIC18F2510
- PIC18F2515
- PIC18F2520
- PIC18F2523
- PIC18F2525
- PIC18F2550
- PIC18F2553
- PIC18F2580
- PIC18F2585
- PIC18F2610
- PIC18F2620
- PIC18F2680
- PIC18F2682
- PIC18F2685

The following devices are included in 28-pin SSOP parts:

- PIC18F2221
- PIC18F2321

FIGURE 2-1: 28-Pin SPDIP, PDIP, SOIC,SSOP



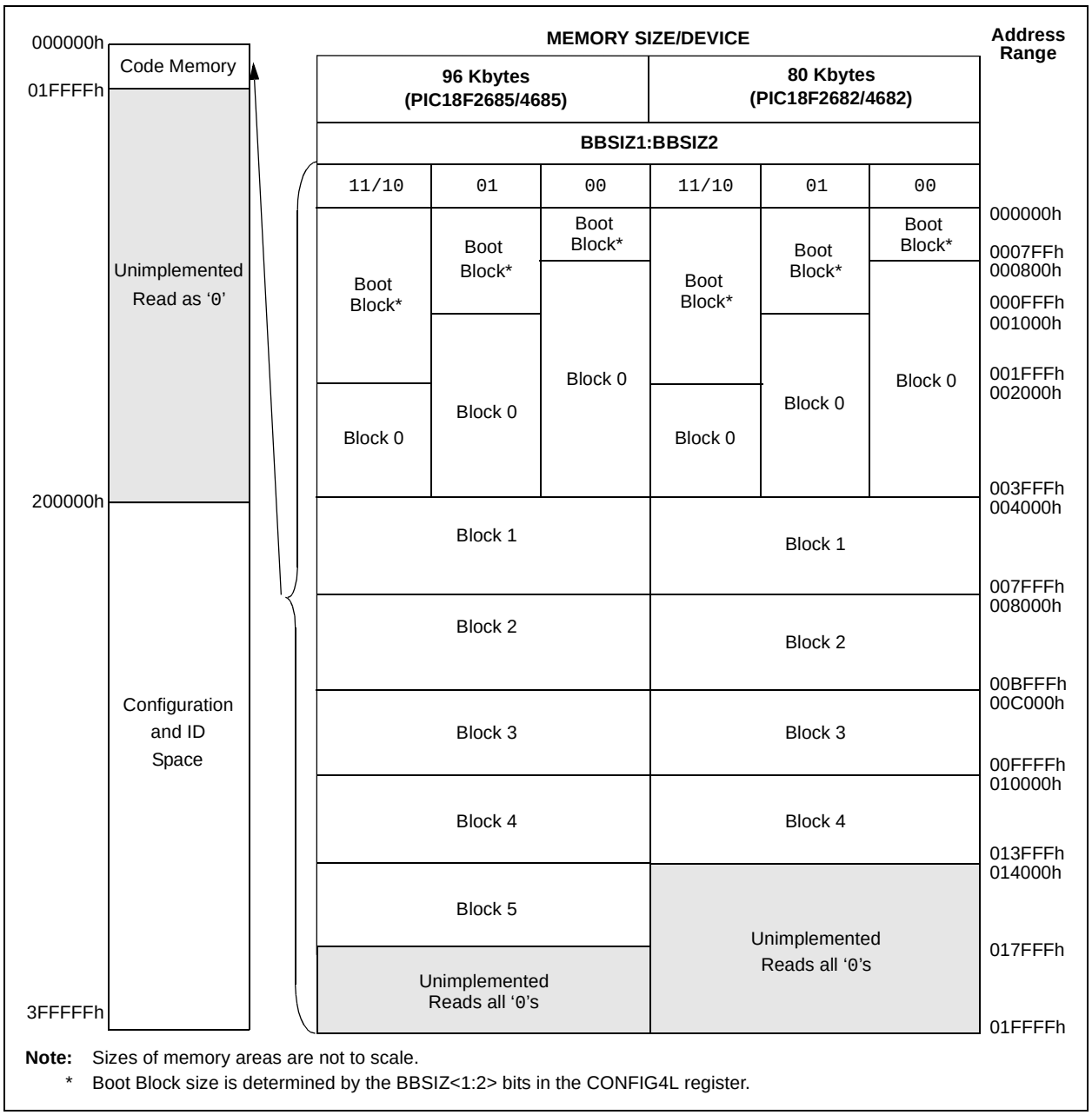
For PIC18F2685/4685 devices, the code memory space extends from 0000h to 017FFFh (96 Kbytes) in five 16-Kbyte blocks. For PIC18F2682/4682 devices, the code memory space extends from 0000h to 0013FFFh (80 Kbytes) in four 16-Kbyte blocks. Addresses, 0000h through 0FFFh, however, define a “Boot Block” region that is treated separately from Block 0. All of these blocks define code protection boundaries within the code memory space.

The size of the Boot Block in PIC18F2685/4685 and PIC18F2682/4682 devices can be configured as 1, 2 or 4K words (see Figure 2-7). This is done through the BBSIZ<2:1> bits in the Configuration register, CONFIG4L. It is important to note that increasing the size of the Boot Block decreases the size of Block 0.

TABLE 2-3: IMPLEMENTATION OF CODE MEMORY

Device	Code Memory Size (Bytes)
PIC18F2682	000000h-013FFFh (80K)
PIC18F4682	
PIC18F2685	000000h-017FFFh (96K)
PIC18F4685	

FIGURE 2-7: MEMORY MAP AND THE CODE MEMORY SPACE FOR PIC18F2685/4685 AND PIC18F2682/4682 DEVICES



Note: Sizes of memory areas are not to scale.

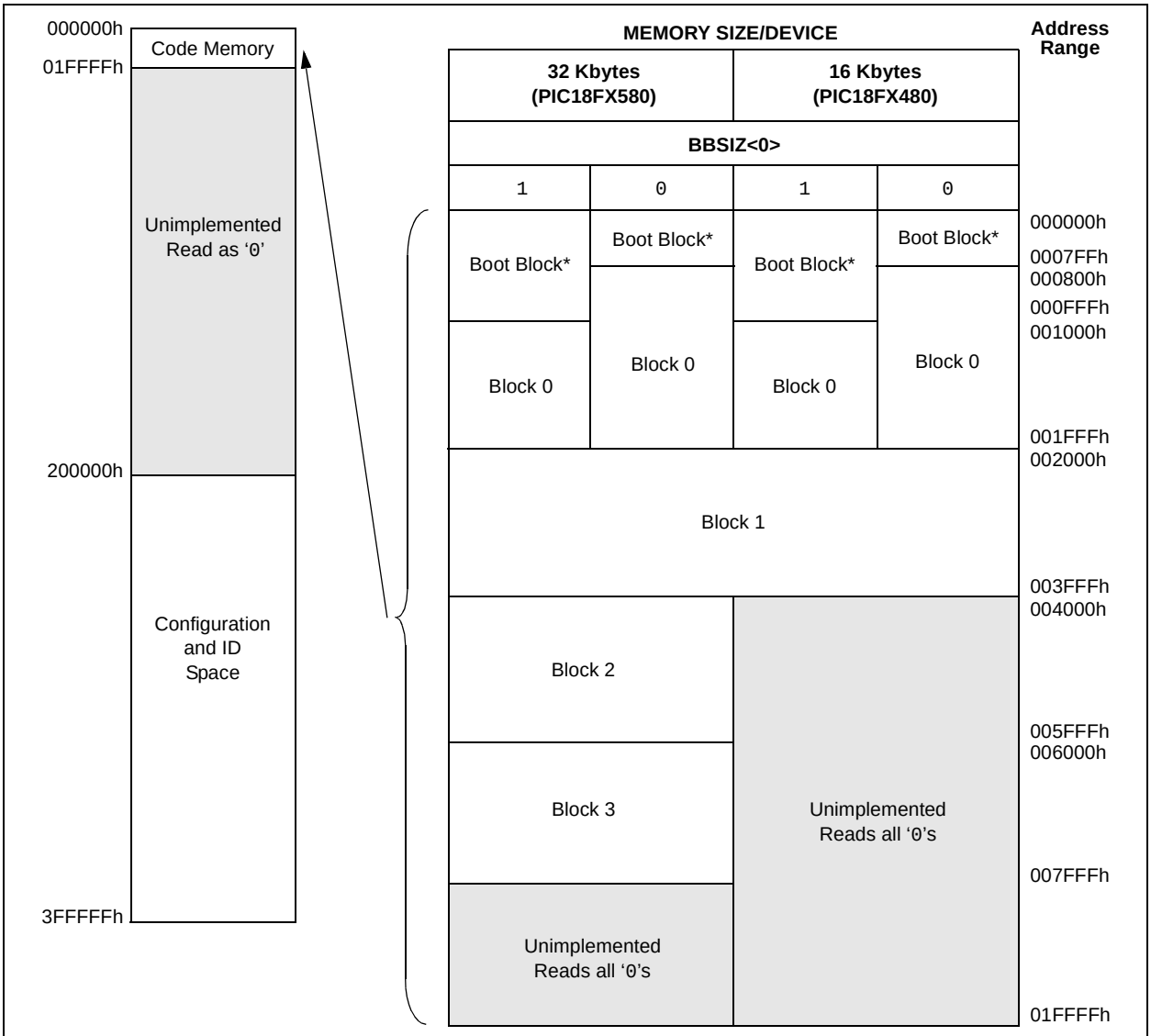
* Boot Block size is determined by the BBSIZ<1:2> bits in the CONFIG4L register.

For PIC18FX5X0/X5X3 devices, the code memory space extends from 000000h to 007FFFh (32 Kbytes) in four 8-Kbyte blocks. For PIC18FX4X5/X4X8 devices, the code memory space extends from 000000h to 005FFFh (24 Kbytes) in three 8-Kbyte blocks. Addresses, 000000h through 0007FFh, however, define a “Boot Block” region that is treated separately from Block 0. All of these blocks define code protection boundaries within the code memory space.

TABLE 2-6: IMPLEMENTATION OF CODE MEMORY

Device	Code Memory Size (Bytes)
PIC18F2480	000000h-003FFFh (16K)
PIC18F4480	
PIC18F2580	000000h-007FFFh (32K)
PIC18F4580	

FIGURE 2-10: MEMORY MAP AND THE CODE MEMORY SPACE FOR PIC18F2480/2580/4480/4580 DEVICES



Note: Sizes of memory areas are not to scale.

* Boot Block size is determined by the BBSIZ<0> bit in the CONFIG4L register.

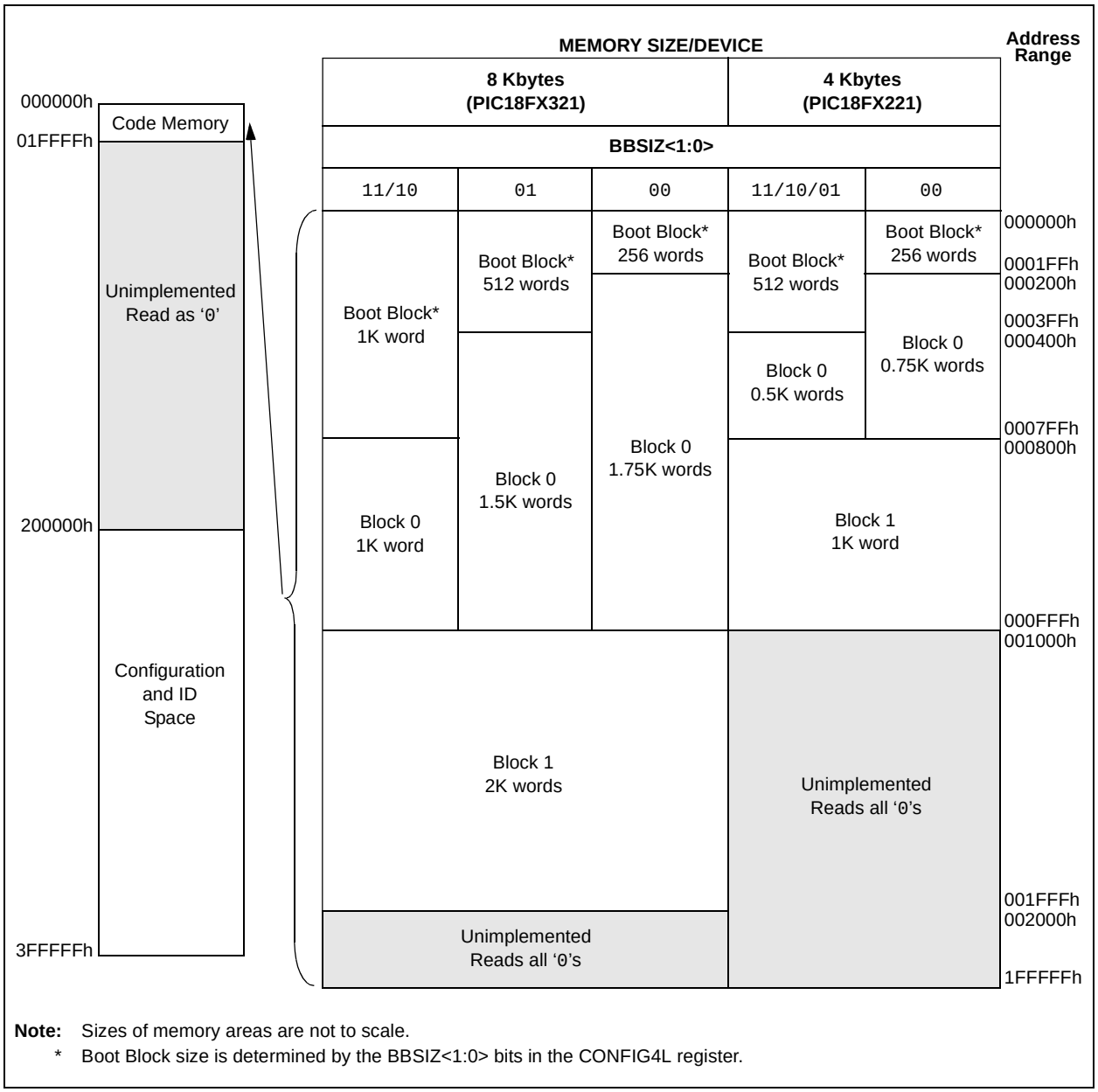
For PIC18F2221/4221 devices, the code memory space extends from 0000h to 00FFFh (4 Kbytes) in one 4-Kbyte block. For PIC18F2321/4321 devices, the code memory space extends from 0000h to 01FFFh (8 Kbytes) in two 4-Kbyte blocks. Addresses, 0000h through 07FFh, however, define a variable “Boot Block” region that is treated separately from Block 0. All of these blocks define code protection boundaries within the code memory space.

The size of the Boot Block in PIC18F2221/2321/4221/4321 devices can be configured as 256, 512 or 1024 words (see Figure 2-11). This is done through the BBSIZ<1:0> bits in the Configuration register, CONFIG4L (see Figure 2-11). It is important to note that increasing the size of the Boot Block decreases the size of Block 0.

TABLE 2-7: IMPLEMENTATION OF CODE MEMORY

Device	Code Memory Size (Bytes)
PIC18F2221	000000h-000FFFh (4K)
PIC18F4221	
PIC18F2321	000000h-001FFFh (8K)
PIC18F4321	

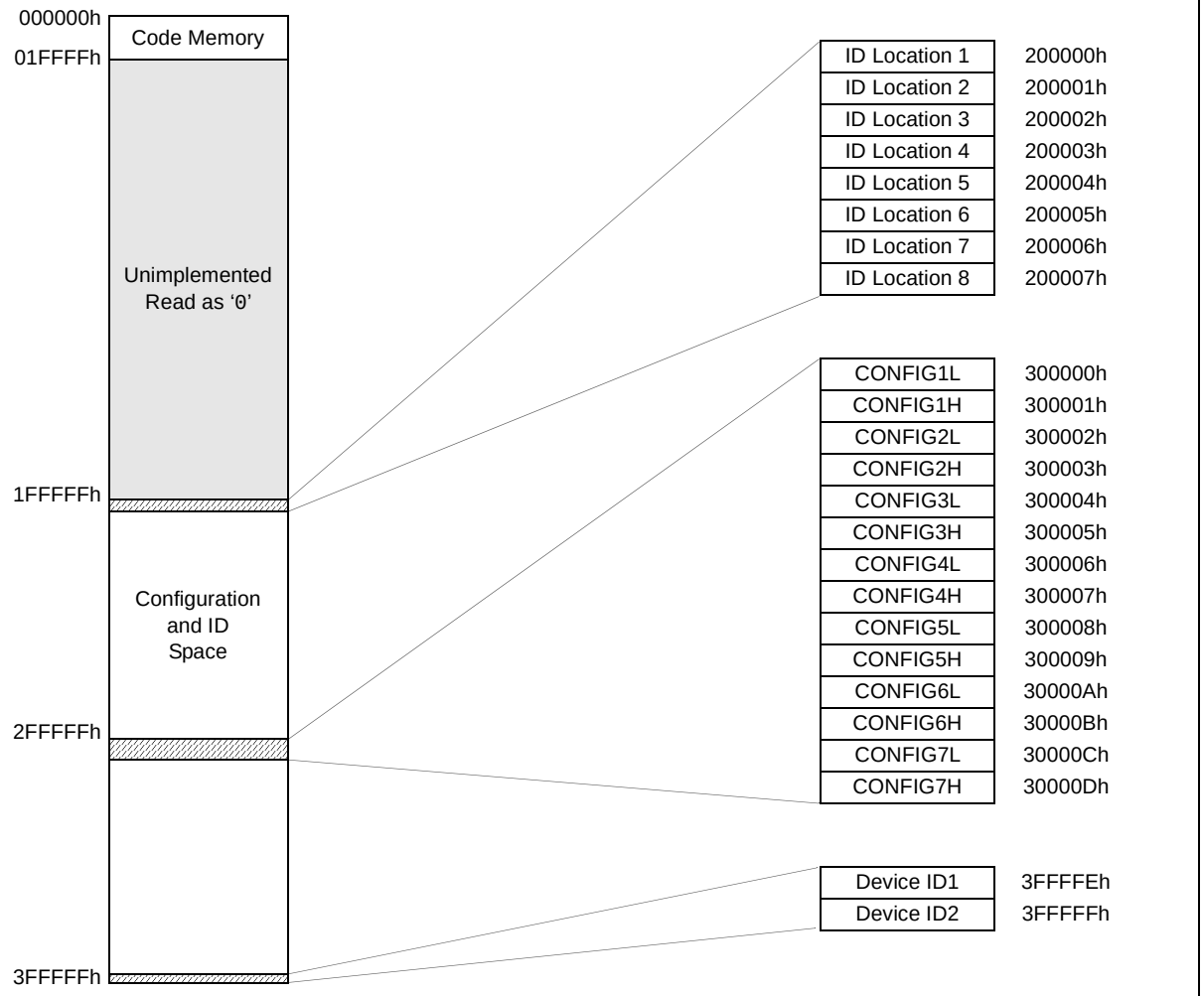
FIGURE 2-11: MEMORY MAP AND THE CODE MEMORY SPACE FOR PIC18F2221/2321/4221/4321 DEVICES



Note: Sizes of memory areas are not to scale.

* Boot Block size is determined by the BBSIZ<1:0> bits in the CONFIG4L register.

FIGURE 2-12: CONFIGURATION AND ID LOCATIONS FOR PIC18F2XXX/4XXX FAMILY DEVICES

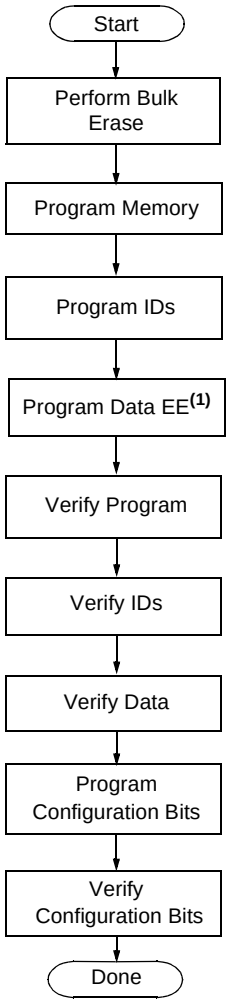


Note: Sizes of memory areas are not to scale.

2.4 High-Level Overview of the Programming Process

Figure 2-13 shows the high-level overview of the programming process. First, a Bulk Erase is performed. Next, the code memory, ID locations and data EEPROM are programmed (selected devices only, see **Section 3.3 "Data EEPROM Programming"**). These memories are then verified to ensure that programming was successful. If no errors are detected, the Configuration bits are then programmed and verified.

FIGURE 2-13: HIGH-LEVEL PROGRAMMING FLOW



Note 1: Selected devices only, see **Section 3.3 "Data EEPROM Programming"**.

2.7 Serial Program/Verify Operation

The PGC pin is used as a clock input pin and the PGD pin is used for entering command bits and data input/output during serial operation. Commands and data are transmitted on the rising edge of PGC, latched on the falling edge of PGC and are Least Significant bit (LSb) first.

2.7.1 4-BIT COMMANDS

All instructions are 20 bits, consisting of a leading 4-bit command followed by a 16-bit operand, which depends on the type of command being executed. To input a command, PGC is cycled four times. The commands needed for programming and verification are shown in Table 2-8.

Depending on the 4-bit command, the 16-bit operand represents 16 bits of input data or 8 bits of input data and 8 bits of output data.

Throughout this specification, commands and data are presented as illustrated in Table 2-9. The 4-bit command is shown Most Significant bit (MSb) first. The command operand, or “Data Payload”, is shown as <MSB><LSB>. Figure 2-18 demonstrates how to serially present a 20-bit command/operand to the device.

2.7.2 CORE INSTRUCTION

The core instruction passes a 16-bit instruction to the CPU core for execution. This is needed to set up registers as appropriate for use with other commands.

TABLE 2-8: COMMANDS FOR PROGRAMMING

Description	4-Bit Command
Core Instruction (Shift in16-bit instruction)	0000
Shift Out TABLAT Register	0010
Table Read	1000
Table Read, Post-Increment	1001
Table Read, Post-Decrement	1010
Table Read, Pre-Increment	1011
Table Write	1100
Table Write, Post-Increment by 2	1101
Table Write, Start Programming, Post-Increment by 2	1110
Table Write, Start Programming	1111

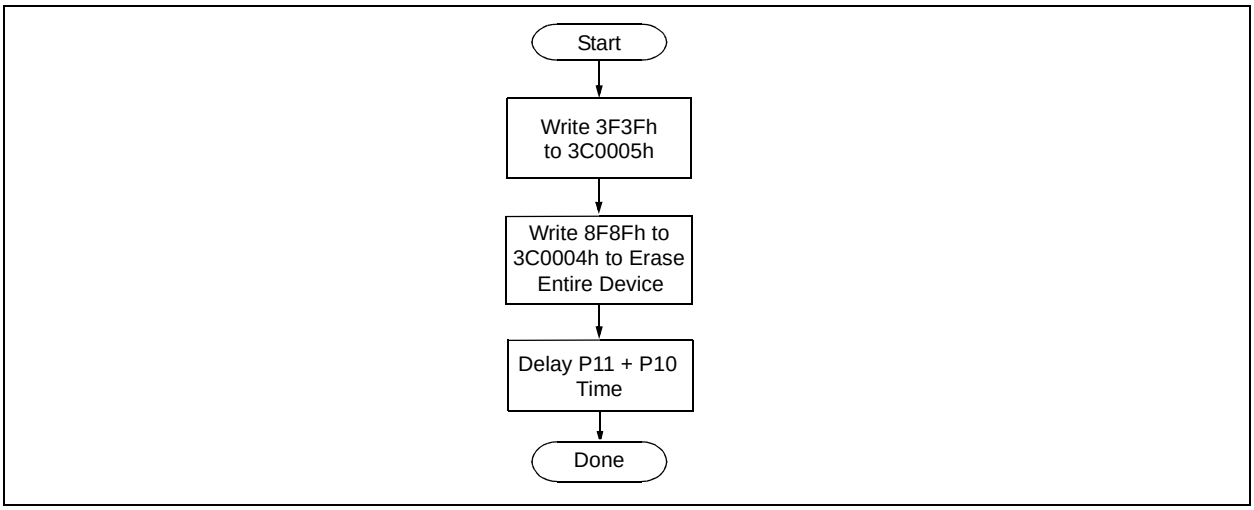
TABLE 2-9: SAMPLE COMMAND SEQUENCE

4-Bit Command	Data Payload	Core Instruction
1101	3C 40	Table Write, post-increment by 2

TABLE 3-2: BULK ERASE COMMAND SEQUENCE

4-Bit Command	Data Payload	Core Instruction
0000	0E 3C	MOVLW 3Ch
0000	6E F8	MOVWF TBLPTRU
0000	0E 00	MOVLW 00h
0000	6E F7	MOVWF TBLPTRH
0000	0E 05	MOVLW 05h
0000	6E F6	MOVWF TBLPTRL
1100	3F 3F	Write 3F3Fh to 3C0005h
0000	0E 3C	MOVLW 3Ch
0000	6E F8	MOVWF TBLPTRU
0000	0E 00	MOVLW 00h
0000	6E F7	MOVWF TBLPTRH
0000	0E 04	MOVLW 04h
0000	6E F6	MOVWF TBLPTRL
1100	8F 8F	Write 8F8Fh TO 3C0004h to erase entire device.
		NOP
		Hold PGD low until erase completes.
0000	00 00	
0000	00 00	

FIGURE 3-1: BULK ERASE FLOW



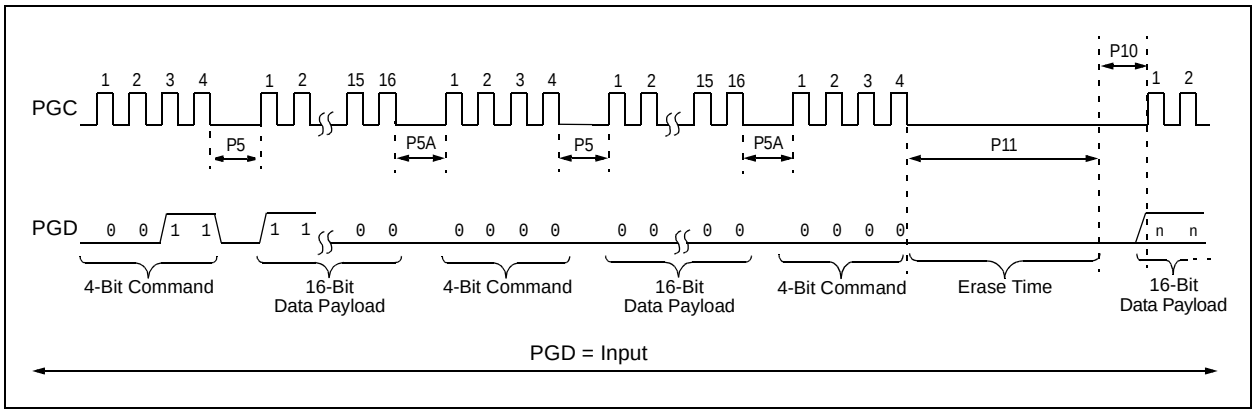
3.1.2 LOW-VOLTAGE ICSP BULK ERASE

When using low-voltage ICSP, the part must be supplied by the voltage specified in Parameter D111 if a Bulk Erase is to be executed. All other Bulk Erase details, as described above, apply.

If it is determined that a program memory erase must be performed at a supply voltage below the Bulk Erase limit, refer to the erase methodology described in **Section 3.1.3 "ICSP Row Erase"** and **Section 3.2.1 "Modifying Code Memory"**.

If it is determined that a data EEPROM erase (selected devices only, see **Section 3.3 "Data EEPROM Programming"**) must be performed at a supply voltage below the Bulk Erase limit, follow the methodology described in **Section 3.3 "Data EEPROM Programming"** and write '1's to the array.

FIGURE 3-2: BULK ERASE TIMING



3.1.3 ICSP ROW ERASE

Regardless of whether high or low-voltage ICSP is used, it is possible to erase one row (64 bytes of data), provided the block is not code or write-protected. Rows are located at static boundaries, beginning at program memory address, 000000h, extending to the internal program memory limit (see **Section 2.3 "Memory Maps"**).

The Row Erase duration is externally timed and is controlled by PGC. After the WR bit in EECON1 is set, a NOP is issued, where the 4th PGC is held high for the duration of the programming time, P9.

After PGC is brought low, the programming sequence is terminated. PGC must be held low for the time specified by Parameter P10 to allow high-voltage discharge of the memory array.

The code sequence to Row Erase a PIC18F2XXX/4XXX Family device is shown in Table 3-3. The flowchart, shown in Figure 3-3, depicts the logic necessary to completely erase a PIC18F2XXX/4XXX Family device. The timing diagram that details the Start Programming command and Parameters P9 and P10 is shown in Figure 3-5.

Note:	The TBLPTR register can point to any byte within the row intended for erase.

FIGURE 3-4: PROGRAM CODE MEMORY FLOW

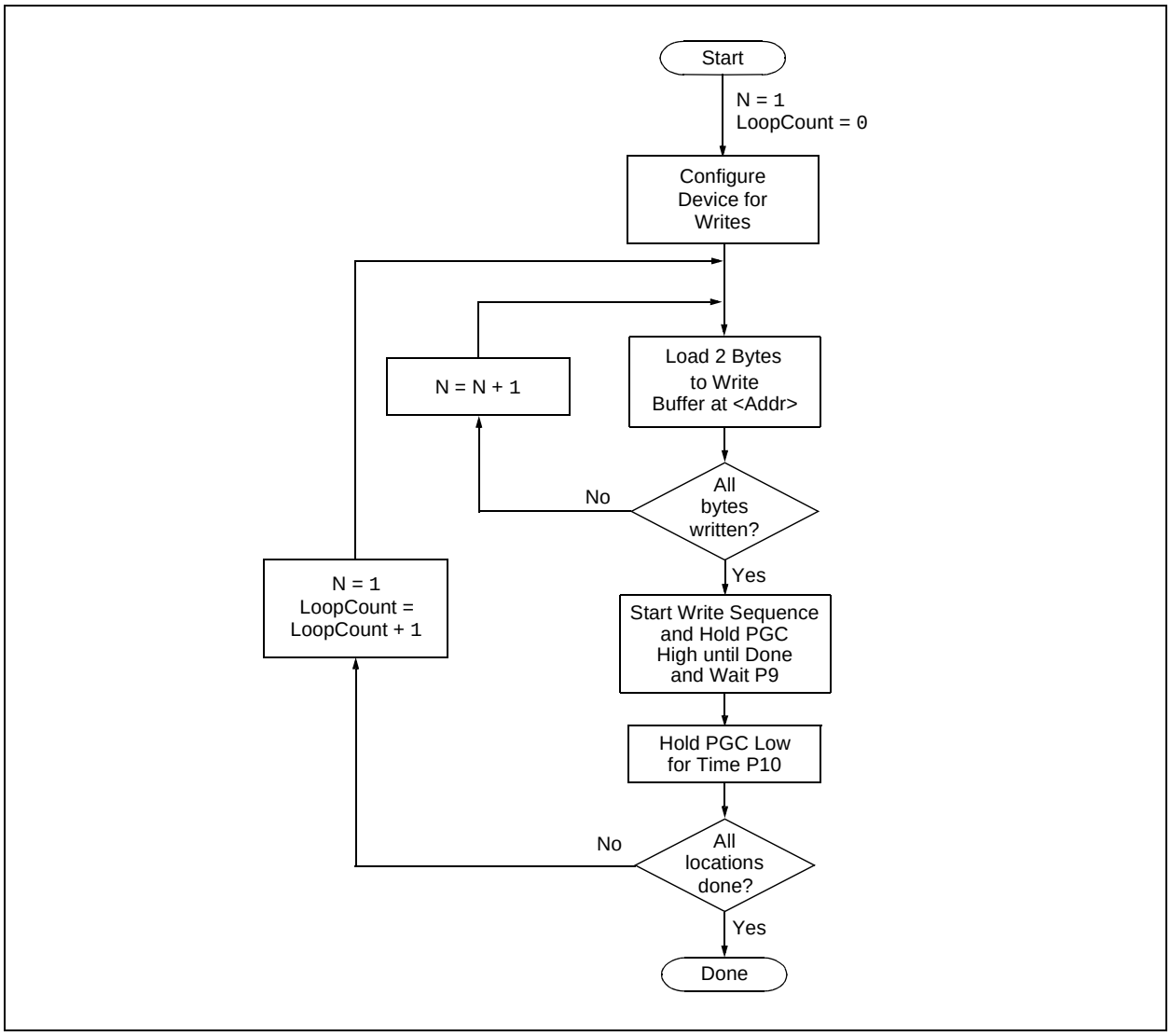
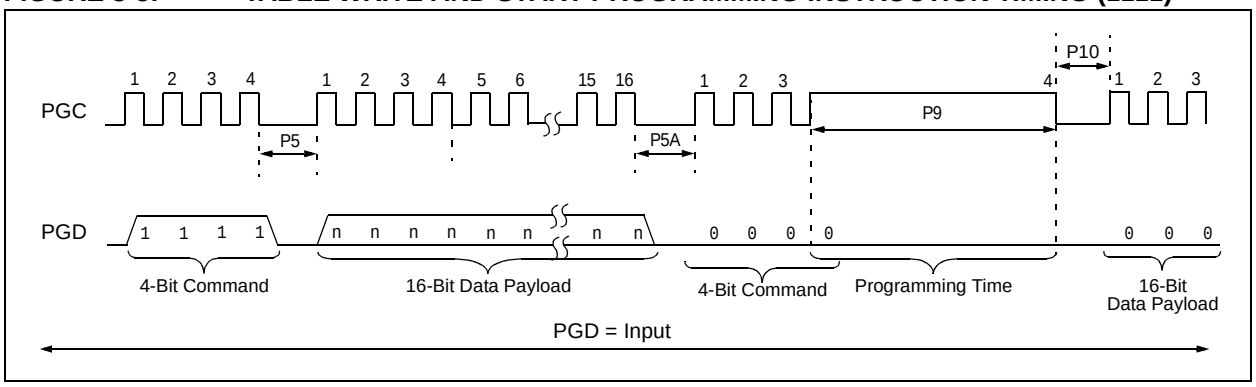


FIGURE 3-5: TABLE WRITE AND START PROGRAMMING INSTRUCTION TIMING (1111)



3.2.1 MODIFYING CODE MEMORY

The previous programming example assumed that the device had been Bulk Erased prior to programming (see **Section 3.1.1 "High-Voltage ICSP Bulk Erase"**). It may be the case, however, that the user wishes to modify only a section of an already programmed device.

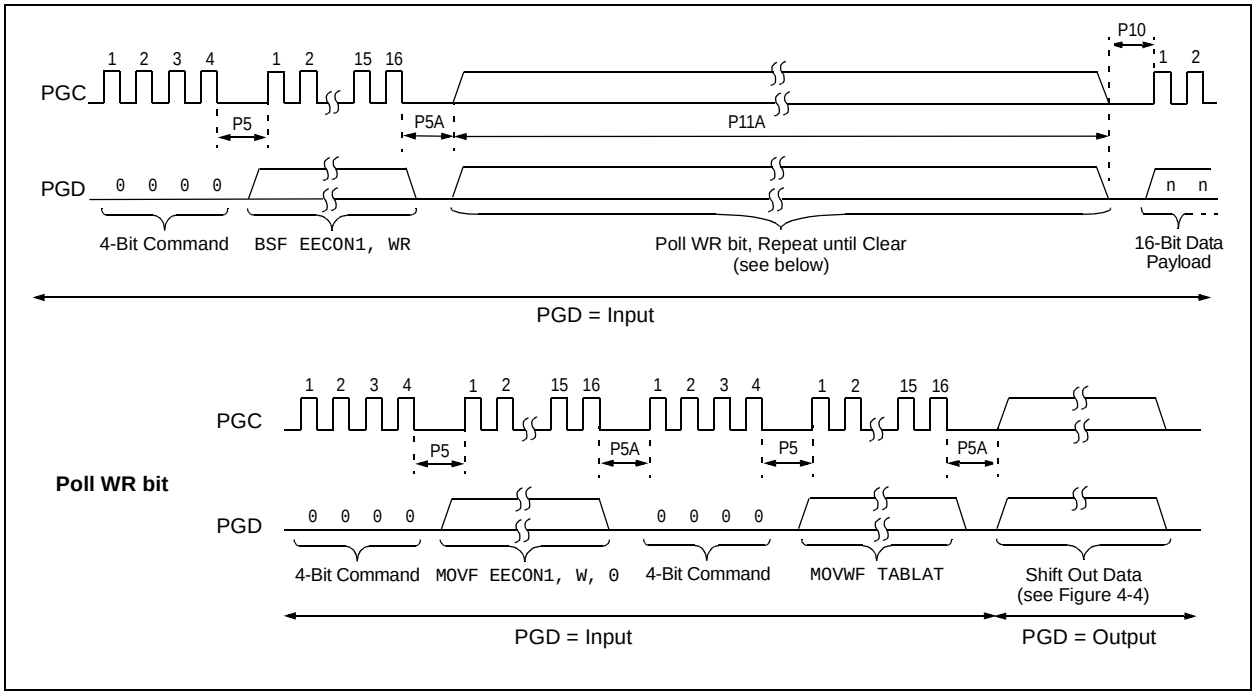
The appropriate number of bytes required for the erase buffer must be read out of code memory (as described in **Section 4.2 "Verify Code Memory and ID Locations"**) and buffered. Modifications can be made on this buffer. Then, the block of code memory that was read out must be erased and rewritten with the modified data.

The WREN bit must be set if the WR bit in EECON1 is used to initiate a write sequence.

TABLE 3-6: MODIFYING CODE MEMORY

4-Bit Command	Data Payload	Core Instruction
Step 1: Direct access to code memory.		
Step 2: Read and modify code memory (see **Section 4.1 "Read Code Memory, ID Locations and Configuration Bits"**).		
0000 0000	8E A6 9C A6	BSF EECON1, EEPGD BCF EECON1, CFGS
Step 3: Set the Table Pointer for the block to be erased.		
0000 0000 0000 0000 0000 0000	0E <Addr[21:16]> 6E F8 0E <Addr[8:15]> 6E F7 0E <Addr[7:0]> 6E F6	MOVLW <Addr[21:16]> MOVWF TBLPTRU MOVLW <Addr[8:15]> MOVWF TBLPTRH MOVLW <Addr[7:0]> MOVWF TBLPTRL
Step 4: Enable memory writes and set up an erase.		
0000 0000	84 A6 88 A6	BSF EECON1, WREN BSF EECON1, FREE
Step 5: Initiate erase.		
0000 0000	82 A6 00 00	BSF EECON1, WR NOP - hold PGC high for time P9 and low for time P10.
Step 6: Load write buffer. The correct bytes will be selected based on the Table Pointer.		
0000 0000 0000 0000 0000 0000 1101 . . . 1111 0000	0E <Addr[21:16]> 6E F8 0E <Addr[8:15]> 6E F7 0E <Addr[7:0]> 6E F6 <MSB><LSB> . . . <MSB><LSB> 00 00	MOVLW <Addr[21:16]> MOVWF TBLPTRU MOVLW <Addr[8:15]> MOVWF TBLPTRH MOVLW <Addr[7:0]> MOVWF TBLPTRL Write 2 bytes and post-increment address by 2. Repeat as many times as necessary to fill the write buffer Write 2 bytes and start programming. NOP - hold PGC high for time P9 and low for time P10.
To continue modifying data, repeat Steps 2 through 6, where the Address Pointer is incremented by the appropriate number of bytes (see Table 3-4) at each iteration of the loop. The write cycle must be repeated enough times to completely rewrite the contents of the erase buffer.		
Step 7: Disable writes.		
0000	94 A6	BCF EECON1, WREN

FIGURE 3-7: DATA EEPROM WRITE TIMING



3.4 ID Location Programming

The ID locations are programmed much like the code memory. The ID registers are mapped in addresses, 200000h through 200007h. These locations read out normally even after code protection.

Note:	The user only needs to fill the first 8 bytes of the write buffer in order to write the ID locations.

Table 3-8 demonstrates the code sequence required to write the ID locations.

In order to modify the ID locations, refer to the methodology described in **Section 3.2.1 "Modifying Code Memory"**. As with code memory, the ID locations must be erased before being modified.

TABLE 3-8: WRITE ID SEQUENCE

4-Bit Command	Data Payload	Core Instruction
Step 1: Direct access to code memory and enable writes.		
0000	8E A6	BSF EECON1, EEPGD
0000	9C A6	BCF EECON1, CFGS
Step 2: Load write buffer with 8 bytes and write.		
0000	0E 20	MOVLW 20h
0000	6E F8	MOVWF TBLPTRU
0000	0E 00	MOVLW 00h
0000	6E F7	MOVWF TBLPTRH
0000	0E 00	MOVLW 00h
0000	6E F6	MOVWF TBLPTRL
1101	<MSB><LSB>	Write 2 bytes and post-increment address by 2.
1101	<MSB><LSB>	Write 2 bytes and post-increment address by 2.
1101	<MSB><LSB>	Write 2 bytes and post-increment address by 2.
1111	<MSB><LSB>	Write 2 bytes and start programming.
0000	00 00	NOP - hold PGC high for time P9 and low for time P10.

3.5 Boot Block Programming

The code sequence detailed in Table 3-5 should be used, except that the address used in "Step 2" will be in the range of 000000h to 0007FFh.

3.6 Configuration Bits Programming

Unlike code memory, the Configuration bits are programmed a byte at a time. The Table Write, Begin Programming 4-bit command ('1111') is used, but only eight bits of the following 16-bit payload will be written. The LSB of the payload will be written to even addresses and the MSB will be written to odd addresses. The code sequence to program two consecutive configuration locations is shown in Table 3-9.

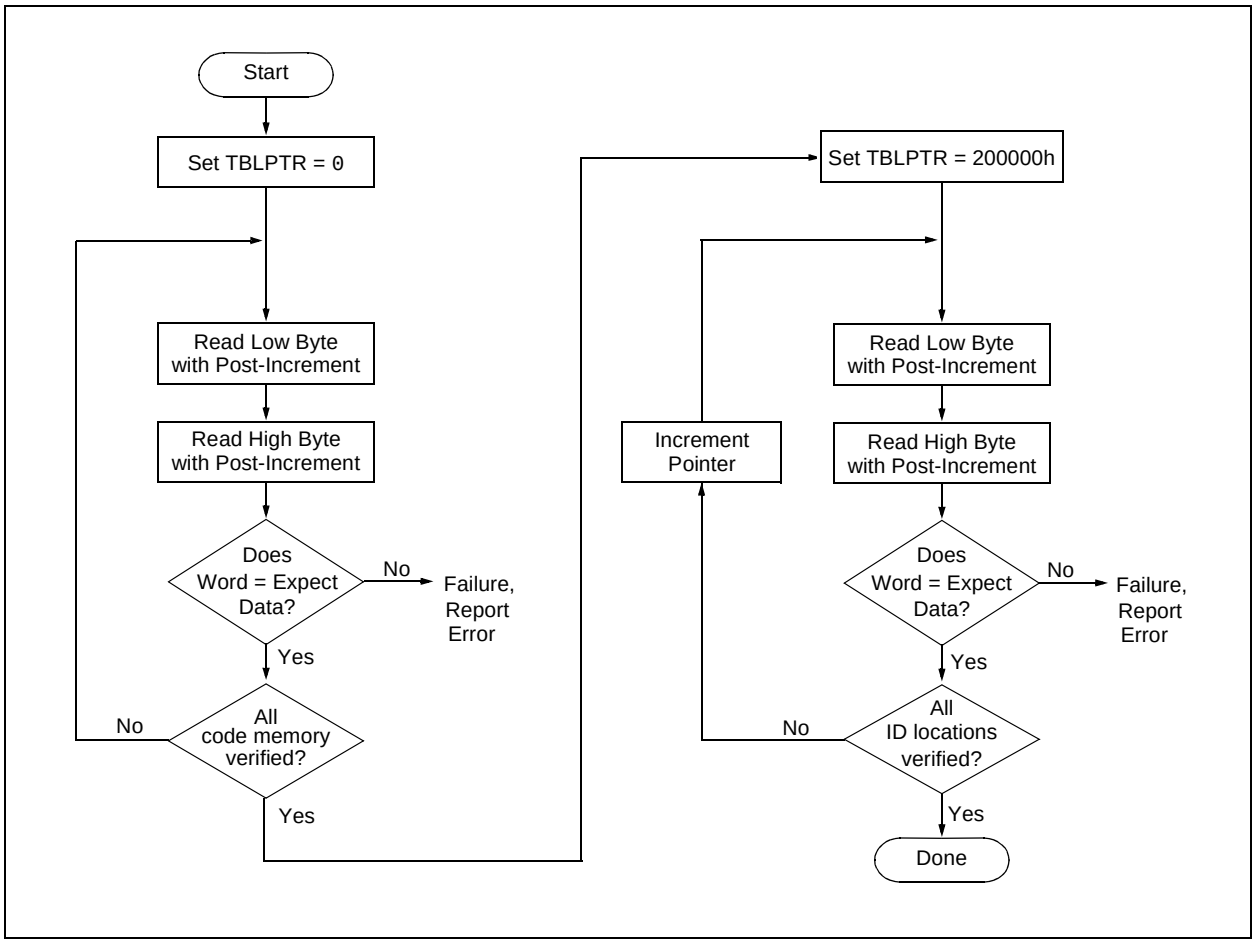
Note:	The address must be explicitly written for each byte programmed. The addresses can not be incremented in this mode.

4.2 Verify Code Memory and ID Locations

The verify step involves reading back the code memory space and comparing it against the copy held in the programmer's buffer. Memory reads occur a single byte at a time, so two bytes must be read to compare against the word in the programmer's buffer. Refer to **Section 4.1 "Read Code Memory, ID Locations and Configuration Bits"** for implementation details of reading code memory.

The Table Pointer must be manually set to 200000h (base address of the ID locations) once the code memory has been verified. The post-increment feature of the Table Read 4-bit command may not be used to increment the Table Pointer beyond the code memory space. In a 64-Kbyte device, for example, a post-increment read of address, FFFFh, will wrap the Table Pointer back to 000000h, rather than point to the unimplemented address, 010000h.

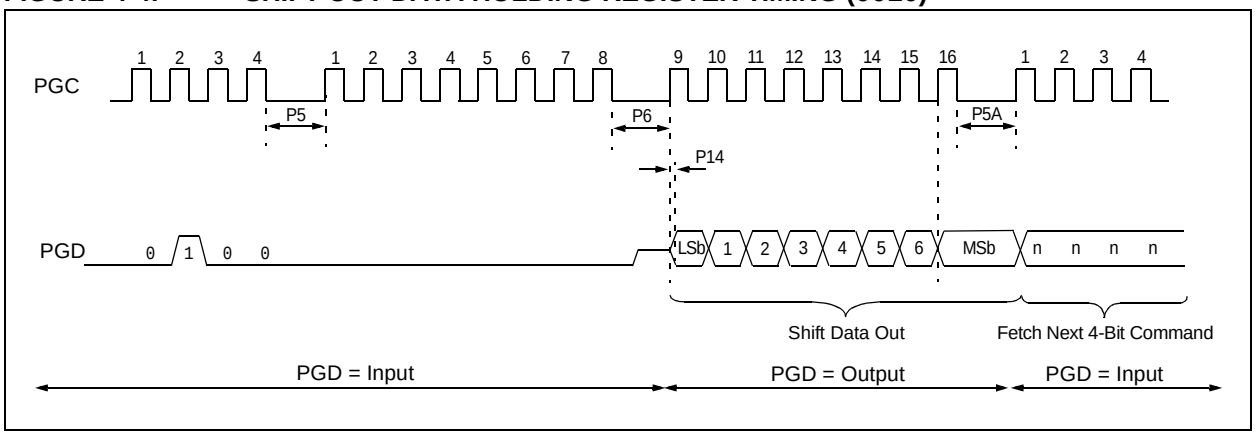
FIGURE 4-2: VERIFY CODE MEMORY FLOW



4.3 Verify Configuration Bits

A configuration address may be read and output on PGD via the 4-bit command, '1001'. Configuration data is read and written in a byte-wise fashion, so it is not necessary to merge two bytes into a word prior to a compare. The result may then be immediately compared to the appropriate configuration data in the programmer's memory for verification. Refer to **Section 4.1 "Read Code Memory, ID Locations and Configuration Bits"** for implementation details of reading configuration data.

FIGURE 4-4: SHIFT OUT DATA HOLDING REGISTER TIMING (0010)



4.5 Verify Data EEPROM

A data EEPROM address may be read via a sequence of core instructions (4-bit command, '0000') and then output on PGD via the 4-bit command, '0010' (TABLAT register). The result may then be immediately compared to the appropriate data in the programmer's memory for verification. Refer to **Section 4.4 "Read Data EEPROM Memory"** for implementation details of reading data EEPROM.

4.6 Blank Check

The term Blank Check means to verify that the device has no programmed memory cells. All memories must be verified: code memory, data EEPROM, ID locations and Configuration bits. The Device ID registers (3FFFFEh:3FFFFFh) should be ignored.

A "blank" or "erased" memory cell will read as '1'. Therefore, Blank Checking a device merely means to verify that all bytes read as FFh, except the Configuration bits. Unused (reserved) Configuration bits will read '0' (programmed). Refer to Figure 4-5 for blank configuration expect data for the various PIC18F2XXX/4XXX Family devices.

Given that Blank Checking is merely code and data EEPROM verification with FFh expect data, refer to **Section 4.4 "Read Data EEPROM Memory"** and **Section 4.2 "Verify Code Memory and ID Locations"** for implementation details.

FIGURE 4-5: BLANK CHECK FLOW

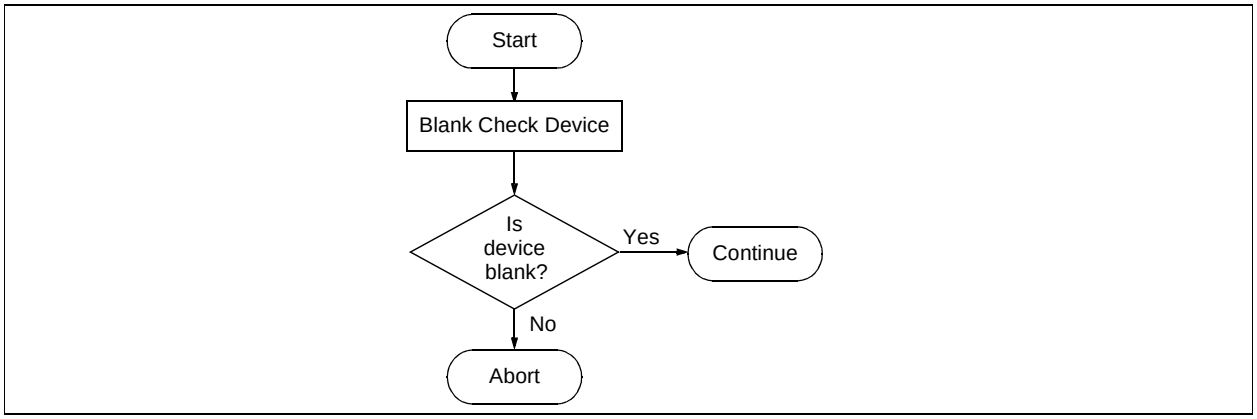


TABLE 5-2: DEVICE ID VALUES

Device	Device ID Value	
	DEVID2	DEVID1
PIC18F2221	21h	011x xxxx
PIC18F2321	21h	001x xxxx
PIC18F2410	11h	011x xxxx
PIC18F2420	11h	010x xxxx(1)
PIC18F2423	11h	010x xxxx(2)
PIC18F2450	24h	001x xxxx
PIC18F2455	12h	011x xxxx
PIC18F2458	2Ah	011x xxxx
PIC18F2480	1Ah	111x xxxx
PIC18F2510	11h	001x xxxx
PIC18F2515	0Ch	111x xxxx
PIC18F2520	11h	000x xxxx(1)
PIC18F2523	11h	000x xxxx(2)
PIC18F2525	0Ch	110x xxxx
PIC18F2550	12h	010x xxxx
PIC18F2553	2Ah	010x xxxx
PIC18F2580	1Ah	110x xxxx
PIC18F2585	0Eh	111x xxxx
PIC18F2610	0Ch	101x xxxx
PIC18F2620	0Ch	100x xxxx
PIC18F2680	0Eh	110x xxxx
PIC18F2682	27h	000x xxxx
PIC18F2685	27h	001x xxxx
PIC18F4221	21h	010x xxxx
PIC18F4321	21h	000x xxxx
PIC18F4410	10h	111x xxxx
PIC18F4420	10h	110x xxxx(1)
PIC18F4423	10h	110x xxxx(2)
PIC18F4450	24h	000x xxxx
PIC18F4455	12h	001x xxxx
PIC18F4458	2Ah	001x xxxx
PIC18F4480	1Ah	101x xxxx
PIC18F4510	10h	101x xxxx
PIC18F4515	0Ch	011x xxxx
PIC18F4520	10h	100x xxxx(1)
PIC18F4523	10h	100x xxxx(2)
PIC18F4525	0Ch	010x xxxx
PIC18F4550	12h	000x xxxx
PIC18F4553	2Ah	000x xxxx
PIC18F4580	1Ah	100x xxxx

Legend: The ‘x’s in DEVID1 contain the device revision code.

Note 1: DEVID1 bit 4 is used to determine the device type (REV4 = 0).

2: DEVID1 bit 4 is used to determine the device type (REV4 = 1).

TABLE 5-2: DEVICE ID VALUES (CONTINUED)

Device	Device ID Value	
	DEVID2	DEVID1
PIC18F4585	0Eh	101x xxxx
PIC18F4610	0Ch	001x xxxx
PIC18F4620	0Ch	000x xxxx
PIC18F4680	0Eh	100x xxxx
PIC18F4682	27h	010x xxxx
PIC18F4685	27h	011x xxxx

Legend: The 'x's in DEVID1 contain the device revision code.
Note 1: DEVID1 bit 4 is used to determine the device type (REV4 = 0).
2: DEVID1 bit 4 is used to determine the device type (REV4 = 1).

TABLE 5-3: PIC18F2XXX/4XXX FAMILY BIT DESCRIPTIONS (CONTINUED)

Bit Name	Configuration Words	Description
BBSIZ<1:0>(1)	CONFIG4L	Boot Block Size Select bits **(PIC18F2321/4321 devices only)** 11 = 1K word (2 Kbytes) Boot Block 10 = 1K word (2 Kbytes) Boot Block 01 = 512 words (1 Kbyte) Boot Block 00 = 256 words (512 bytes) Boot Block Boot Block Size Select bits **(PIC18F2221/4221 devices only)** 11 = 512 words (1 Kbyte) Boot Block 10 = 512 words (1 Kbyte) Boot Block 01 = 512 words (1 Kbyte) Boot Block 00 = 256 words (512 bytes) Boot Block
BBSIZ(1)	CONFIG4L	Boot Block Size Select bits **(PIC18F2480/2580/4480/4580 and PIC18F2450/4450 devices only)** 1 = 2K words (4 Kbytes) Boot Block 0 = 1K word (2 Kbytes) Boot Block
LVP	CONFIG4L	Low-Voltage Programming Enable bit 1 = Low-Voltage Programming is enabled, RB5 is the PGM pin 0 = Low-Voltage Programming is disabled, RB5 is an I/O pin
STVREN	CONFIG4L	Stack Overflow/Underflow Reset Enable bit 1 = Reset on stack overflow/underflow is enabled 0 = Reset on stack overflow/underflow is disabled
CP5	CONFIG5L	Code Protection bit (Block 5 code memory area) **(PIC18F2685 and PIC18F4685 devices only)** 1 = Block 5 is not code-protected 0 = Block 5 is code-protected
CP4	CONFIG5L	Code Protection bit (Block 4 code memory area) **(PIC18F2682/2685 and PIC18F4682/4685 devices only)** 1 = Block 4 is not code-protected 0 = Block 4 is code-protected
CP3	CONFIG5L	Code Protection bit (Block 3 code memory area) 1 = Block 3 is not code-protected 0 = Block 3 is code-protected
CP2	CONFIG5L	Code Protection bit (Block 2 code memory area) 1 = Block 2 is not code-protected 0 = Block 2 is code-protected
CP1	CONFIG5L	Code Protection bit (Block 1 code memory area) 1 = Block 1 is not code-protected 0 = Block 1 is code-protected
CP0	CONFIG5L	Code Protection bit (Block 0 code memory area) 1 = Block 0 is not code-protected 0 = Block 0 is code-protected
CPD	CONFIG5H	Code Protection bit (Data EEPROM) 1 = Data EEPROM is not code-protected 0 = Data EEPROM is code-protected
CPB	CONFIG5H	Code Protection bit (Boot Block memory area) 1 = Boot Block is not code-protected 0 = Boot Block is code-protected

Note 1: The BBSIZ bits, BBSIZ<1:0> and BBSIZ<2:1> bits, cannot be changed once any of the following code-protect bits are enabled: CPB or CP0, WRTB or WRT0, EBTRB or EBTR0.

2: Not available in PIC18FXX8X and PIC18F2450/4450 devices.

5.3 Single-Supply ICSP Programming

The LVP bit in Configuration register, CONFIG4L, enables Single-Supply (Low-Voltage) ICSP Programming. The LVP bit defaults to a '1' (enabled) from the factory.

If Single-Supply Programming mode is not used, the LVP bit can be programmed to a '0' and RB5/PGM becomes a digital I/O pin. However, the LVP bit may only be programmed by entering the High-Voltage ICSP mode, where MCLR/VPP/RE3 is raised to VIHH. Once the LVP bit is programmed to a '0', only the High-Voltage ICSP mode is available and only the High-Voltage ICSP mode can be used to program the device.

Note 1: The High-Voltage ICSP mode is always available, regardless of the state of the LVP bit, by applying VIHH to the MCLR/VPP/RE3 pin.

2: While in Low-Voltage ICSP mode, the RB5 pin can no longer be used as a general purpose I/O.

5.4 Embedding Configuration Word Information in the HEX File

To allow portability of code, a PIC18F2XXX/4XXX Family programmer is required to read the Configuration Word locations from the hex file. If Configuration Word information is not present in the hex file, then a simple warning message should be issued. Similarly, while saving a hex file, all Configuration Word information must be included. An option to not include the Configuration Word information may be provided. When embedding Configuration Word information in the hex file, it should start at address, 300000h.

Microchip Technology Inc. feels strongly that this feature is important for the benefit of the end customer.

5.5 Embedding Data EEPROM Information In the HEX File

To allow portability of code, a PIC18F2XXX/4XXX Family programmer is required to read the data EEPROM information from the hex file. If data EEPROM information is not present, a simple warning message should be issued. Similarly, when saving a hex file, all data EEPROM information must be included. An option to not include the data EEPROM information may be provided. When embedding data EEPROM information in the hex file, it should start at address, F00000h.

Microchip Technology Inc. believes that this feature is important for the benefit of the end customer.

5.6 Checksum Computation

The checksum is calculated by summing the following:

- The contents of all code memory locations
- The Configuration Words, appropriately masked
- ID locations (if any block is code-protected)

The Least Significant 16 bits of this sum is the checksum. The contents of the data EEPROM are not used.

5.6.1 PROGRAM MEMORY

When program memory contents are summed, each 16-bit word is added to the checksum. The contents of program memory, from 000000h to the end of the last program memory block, are used for this calculation. Overflows from bit 15 may be ignored.

5.6.2 CONFIGURATION WORDS

For checksum calculations, unimplemented bits in Configuration Words should be ignored as such bits always read back as '1's. Each 8-bit Configuration Word is ANDed with a corresponding mask to prevent unused bits from affecting checksum calculations.

The mask contains a '0' in unimplemented bit positions, or a '1' where a choice can be made. When ANDed with the value read out of a Configuration Word, only implemented bits remain. A list of suitable masks is provided in Table 5-5.