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Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I ² C, SPI
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	22
Program Memory Size	3.5KB (2K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 5x8b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SSOP (0.209", 5.30mm Width)
Supplier Device Package	28-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lf72t-i-ss

1.0 DEVICE OVERVIEW

This document contains device specific information for the operation of the PIC16F72 device. Additional information may be found in the PIC™ Mid-Range MCU Reference Manual (DS33023), which may be downloaded from the Microchip website. The Reference Manual should be considered a complementary document to this data sheet, and is highly recommended reading for a better understanding of the device architecture and operation of the peripheral modules.

The PIC16F72 belongs to the Mid-Range family of the PIC devices. A block diagram of the device is shown in Figure 1-1.

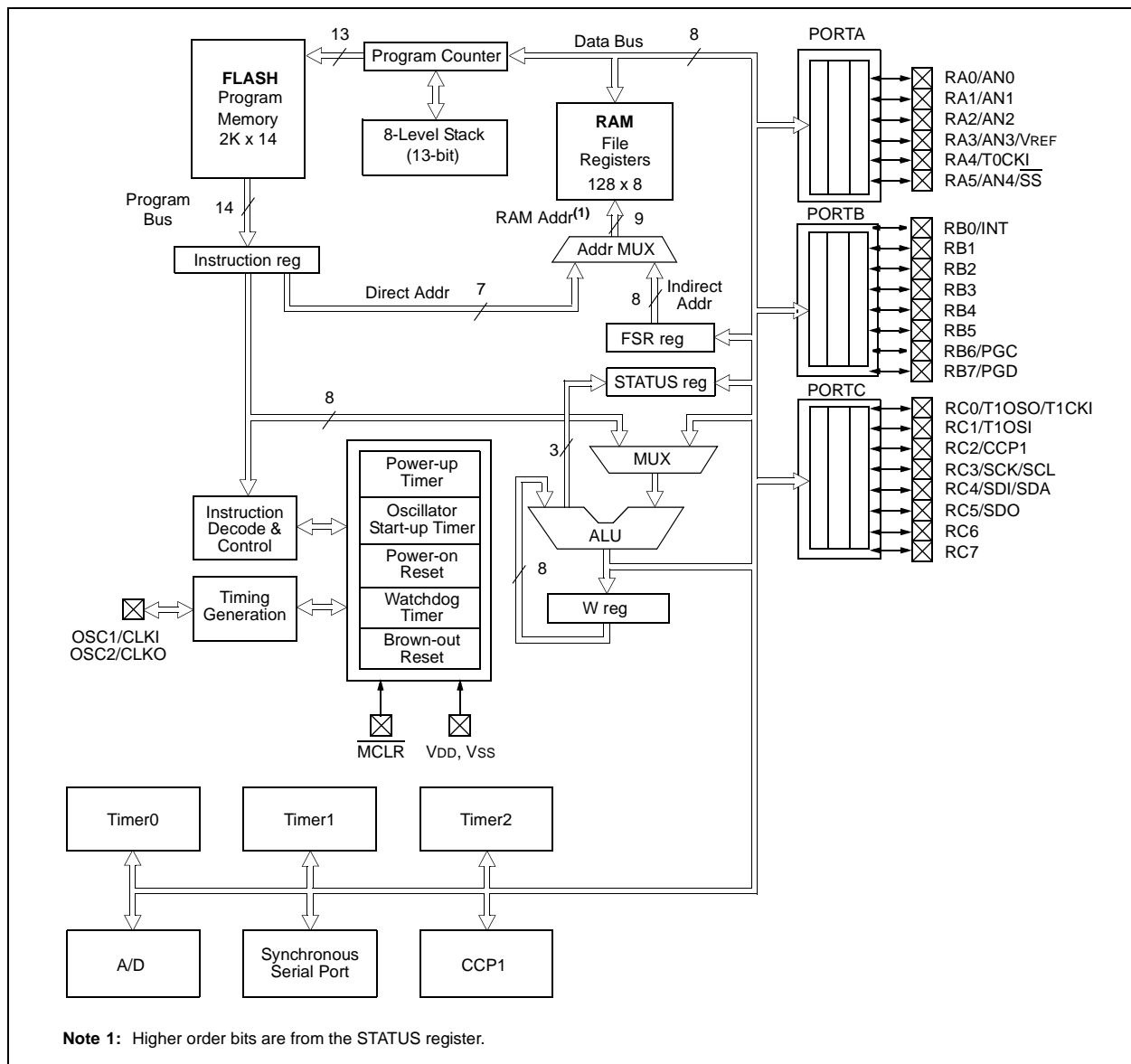
The program memory contains 2K words, which translate to 2048 instructions, since each 14-bit program memory word is the same width as each device instruction. The data memory (RAM) contains 128 bytes.

There are 22 I/O pins that are user configurable on a pin-to-pin basis. Some pins are multiplexed with other device functions. These functions include:

- External interrupt
- Change on PORTB interrupt
- Timer0 clock input
- Timer1 clock/oscillator
- Capture/Compare/PWM
- A/D converter
- SPI/I²C

Table 1-1 details the pinout of the device with descriptions and details for each pin.

FIGURE 1-1: PIC16F72 BLOCK DIAGRAM



PIC16F72

2.2.2.3 INTCON Register

The INTCON Register is a readable and writable register that contains various enable and flag bits for the TMR0 register overflow, RB Port change and External RB0/INT pin interrupts.

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 2-3: INTCON: INTERRUPT CONTROL REGISTER (ADDRESS 0Bh, 8Bh, 10Bh, 18Bh)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-x
GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF

bit 7

bit 0

- bit 7 **GIE:** Global Interrupt Enable bit
1 = Enables all unmasked interrupts
0 = Disables all interrupts
- bit 6 **PEIE:** Peripheral Interrupt Enable bit
1 = Enables all unmasked peripheral interrupts
0 = Disables all peripheral interrupts
- bit 5 **TMR0IE:** TMR0 Overflow Interrupt Enable bit
1 = Enables the TMR0 interrupt
0 = Disables the TMR0 interrupt
- bit 4 **INTE:** RB0/INT External Interrupt Enable bit
1 = Enables the RB0/INT external interrupt
0 = Disables the RB0/INT external interrupt
- bit 3 **RBIE:** RB Port Change Interrupt Enable bit
1 = Enables the RB port change interrupt
0 = Disables the RB port change interrupt
- bit 2 **TMR0IF:** TMR0 Overflow Interrupt Flag bit
1 = TMR0 register has overflowed (must be cleared in software)
0 = TMR0 register did not overflow
- bit 1 **INTF:** RB0/INT External Interrupt Flag bit
1 = The RB0/INT external interrupt occurred (must be cleared in software)
0 = The RB0/INT external interrupt did not occur
- bit 0 **RBIF:** RB Port Change Interrupt Flag bit
A mismatch condition will continue to set flag bit RBIF. Reading PORTB will end the mismatch condition and allow flag bit RBIF to be cleared.
1 = At least one of the RB7:RB4 pins changed state (must be cleared in software)
0 = None of the RB7:RB4 pins have changed state

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

- n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

2.2.2.6 PCON Register

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.

Note: $\overline{\text{BOR}}$ is unknown on Power-on Reset. It must then be set by the user and checked on subsequent RESETS to see if $\overline{\text{BOR}}$ is clear, indicating a brown-out has occurred. The $\overline{\text{BOR}}$ status bit is a 'don't care' and is not necessarily predictable if the brown-out circuit is disabled (by clearing the BOREN bit in the Configuration word).

The Power Control (PCON) register contains a flag bit to allow differentiation between a Power-on Reset (POR), a Brown-out Reset, an external $\overline{\text{MCLR}}$ Reset and WDT Reset.

REGISTER 2-6: PCON: POWER CONTROL REGISTER (ADDRESS 8Eh)

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-x
—	—	—	—	—	—	$\overline{\text{POR}}$	$\overline{\text{BOR}}$
bit 7						bit 0	

bit 7-2 **Unimplemented:** Read as '0'

bit 1 **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 **BOR:** 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)

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

- n = Value at POR

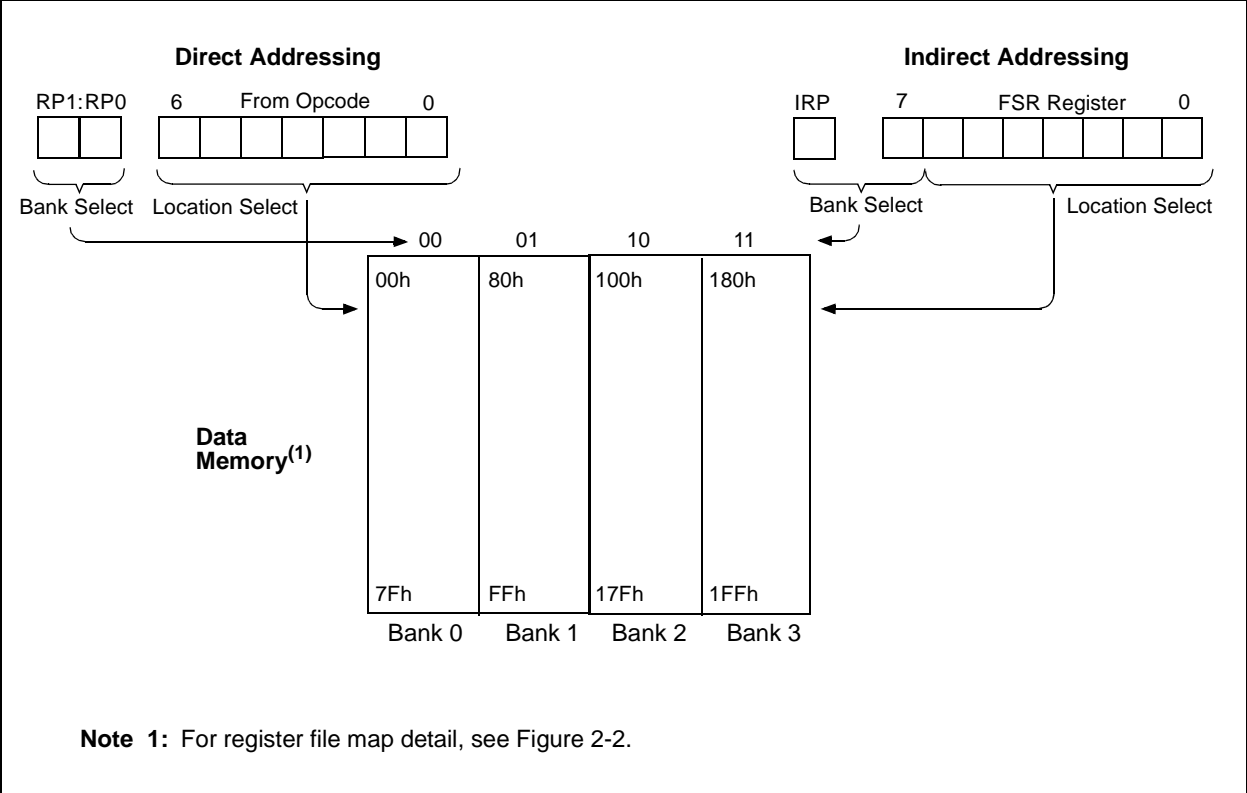
'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

PIC16F72

FIGURE 2-5: DIRECT/INDIRECT ADDRESSING



3.3 PORTC and the TRISC Register

PORTC is an 8-bit wide, bi-directional port. The corresponding data direction register is TRISC. Setting a TRISC bit (= 1) will make the corresponding PORTC pin an input (i.e., put the corresponding output driver in a Hi-Impedance mode). Clearing a TRISC bit (= 0) will make the corresponding PORTC pin an output (i.e., put the contents of the output latch on the selected pin).

PORTC is multiplexed with several peripheral functions (Table 3-5). PORTC pins have Schmitt Trigger input buffers.

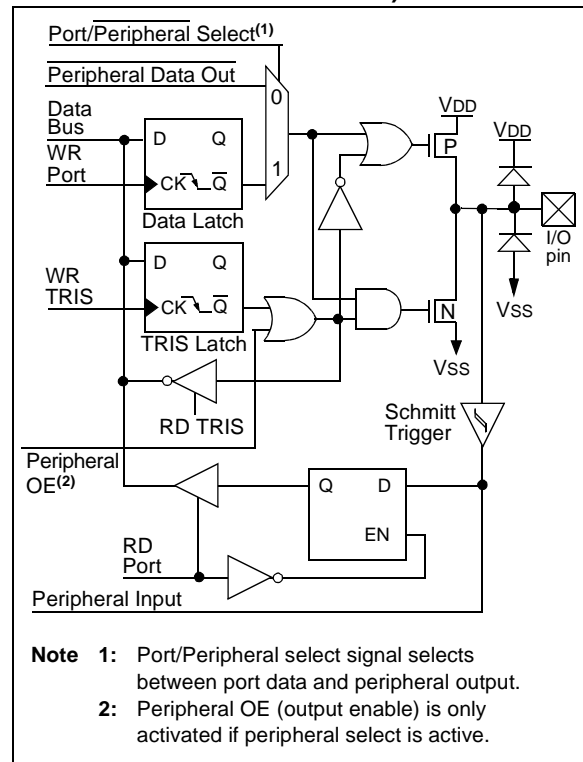
When enabling peripheral functions, care should be taken in defining TRIS bits for each PORTC pin. Some peripherals override the TRIS bit to make a pin an output, while other peripherals override the TRIS bit to make a pin an input. Since the TRIS bit override is in effect while the peripheral is enabled, read-modify-write instructions (BSF, BCF, XORWF) with TRISC as destination should be avoided. The user should refer to the corresponding peripheral section for the correct TRIS bit settings.

EXAMPLE 3-3: INITIALIZING PORTC

```

BANKSEL  PORTC    ; Select Bank for PORTC
CLRF     PORTC    ; Initialize PORTC by
                  ; clearing output
                  ; data latches
BANKSEL  TRISC     ; Select Bank for TRISC
MOVLW    0xCF     ; Value used to
                  ; initialize data
                  ; direction
MOVWF    TRISC     ; Set RC<3:0> as inputs
                  ; RC<5:4> as outputs
                  ; RC<7:6> as inputs
    
```

FIGURE 3-5: PORTC BLOCK DIAGRAM (PERIPHERAL OUTPUT OVERRIDE)



PIC16F72

7.3 Reading the FLASH Program Memory

To read a program memory location, the user must write two bytes of the address to the PMADRL and PMADRH registers and then set control bit, RD (PMCON1<0>). Once the read control bit is set, the program memory FLASH controller will use the second instruction cycle after to read the data. This causes the second instruction immediately following the “BSF PMCON1,RD” instruction to be ignored. The data is available in the very next cycle in the PMDATL and PMDATH registers; therefore, it can be read as two bytes in the following instructions. PMDATL and PMDATH registers will hold this value until another read, or until it is written to by the user (during a write operation).

7.4 Operation During Code Protect

The FLASH program memory control can read anywhere within the program memory, whether or not the program memory is code protected.

This does not compromise the code, because there is no way to rewrite a portion of the program memory, or leave contents of a program memory read in a register while changing modes.

EXAMPLE 7-1: FLASH PROGRAM READ

```
BANKSEL PMADRH      ; Select Bank for PMADRH
MOVLW  MS_PROG_EE_ADDR ;
MOVWF  PMADRH      ; MS Byte of Program Address to read
MOVLW  LS_PROG_EE_ADDR ;
MOVWF  PMADRL      ; LS Byte of Program Address to read
BANKSEL PMCON1      ; Select Bank for PMCON1
BSF    PMCON1, RD   ; EE Read
                     ;
NOP                     ; Any instructions here are ignored as program
NOP                     ; memory is read in second cycle after BSF PMCON1,RD
                     ;
                     ; First instruction after BSF PMCON1,RD executes normally
BANKSEL PMDATL      ; Select Bank for PMDATL
MOVF   PMDATL, W    ; W = LS Byte of Program PMDATL
MOVF   PMDATH, W    ; W = MS Byte of Program PMDATH
```

TABLE 7-1: REGISTERS ASSOCIATED WITH PROGRAM FLASH

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other RESETS
10Dh	PMADRL	Address Register Low Byte								xxxx xxxx	uuuu uuuu
10Fh	PMADRH	—	—	—	Address Register High Byte					xxxx xxxx	uuuu uuuu
10Ch	PMDATL	Data Register Low Byte								xxxx xxxx	uuuu uuuu
10Eh	PMDATH	—	—	Data Register High Byte						xxxx xxxx	uuuu uuuu
18Ch	PMCON1	— ⁽¹⁾	—	—	—	—	—	—	RD	1--- ---0	1--- ---0

Legend: x = unknown, u = unchanged, r = reserved, - = unimplemented, read as '0'.

Shaded cells are not used during FLASH access.

Note 1: This bit always reads as a '1'.

9.0 SYNCHRONOUS SERIAL PORT (SSP) MODULE

9.1 SSP Module Overview

The Synchronous Serial Port (SSP) module is a serial interface useful for communicating with other peripheral or microcontroller devices. These peripheral devices may be Serial EEPROMs, shift registers, display drivers, A/D converters, etc. The SSP module can operate in one of two modes:

- Serial Peripheral Interface (SPI)
- Inter-Integrated Circuit (I²C)

An overview of I²C operations and additional information on the SSP module can be found in the PICTM Mid-Range MCU Family Reference Manual (DS33023).

Refer to Application Note AN578, *"Use of the SSP Module in the I²C Multi-Master Environment."*

9.2 SPI Mode

This section contains register definitions and operational characteristics of the SPI module.

SPI mode allows 8 bits of data to be synchronously transmitted and received simultaneously. To accomplish communication, typically three pins are used:

- Serial Data Out (SDO) RC5/SDO
- Serial Data In (SDI) RC4/SDI/SDA
- Serial Clock (SCK) RC3/SCK/SCL

Additionally, a fourth pin may be used when in a Slave mode of operation:

- Slave Select (\overline{SS}) RA5/AN4/ \overline{SS}

When initializing the SPI, several options need to be specified. This is done by programming the appropriate control bits in the SSPCON register (SSPCON<5:0>) and SSPSTAT<7:6>. These control bits allow the following to be specified:

- Master mode (SCK is the clock output)
- Slave mode (SCK is the clock input)
- Clock Polarity (IDLE state of SCK)
- Clock edge (output data on rising/falling edge of SCK)
- Clock Rate (Master mode only)
- Slave Select mode (Slave mode only)

In 10-bit Address mode, two address bytes need to be received by the slave device. The five Most Significant bits (MSBs) of the first address byte specify if this is a 10-bit address. Bit $\overline{R/W}$ (SSPSTAT<2>) must specify a write so the slave device will receive the second address byte. For a 10-bit address the first byte would equal '1111 0 A9 A8 0', where A9 and A8 are the two MSBs of the address.

The sequence of events for 10-bit address is as follows, with steps 7- 9 for slave-transmitter:

1. Receive first (high) byte of address (bits SSPIF, BF, and bit UA (SSPSTAT<1>) are set).
2. Update the SSPADD register with second (low) byte of address (clears bit UA and releases the SCL line).
3. Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.
4. Receive second (low) byte of address (bits SSPIF, BF, and UA are set).
5. Update the SSPADD register with the first (high) byte of Address, if match releases SCL line, this will clear bit UA.
6. Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.
7. Receive Repeated START condition.
8. Receive first (high) byte of address (bits SSPIF and BF are set).
9. Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.

9.3.1.2 Reception

When the $\overline{R/W}$ bit of the address byte is clear and an address match occurs, the $\overline{R/W}$ bit of the SSPSTAT register is cleared. The received address is loaded into the SSPBUF register.

When the address byte overflow condition exists, then a no Acknowledge (\overline{ACK}) pulse is given. An overflow condition is indicated if either bit BF (SSPSTAT<0>) is set, or bit SSPOV (SSPCON<6>) is set.

An SSP interrupt is generated for each data transfer byte. Flag bit SSPIF (PIR1<3>) must be cleared in software. The SSPSTAT register is used to determine the status of the byte.

9.3.1.3 Transmission

When the $\overline{R/W}$ bit of the incoming address byte is set and an address match occurs, the $\overline{R/W}$ bit of the SSPSTAT register is set. The received address is loaded into the SSPBUF register. The \overline{ACK} pulse will be sent on the ninth bit, and pin RC3/SCK/SCL is held low. The transmit data must be loaded into the SSPBUF register, which also loads the SSPSR register. Then pin RC3/SCK/SCL should be enabled by setting bit CKP (SSPCON<4>). The master device must monitor the SCL pin prior to asserting another clock pulse. The slave devices may be holding off the master device by stretching the clock. The eight data bits are shifted out on the falling edge of the SCL input. This ensures that the SDA signal is valid during the SCL high time (Figure 9-7).

An SSP interrupt is generated for each data transfer byte. Flag bit SSPIF must be cleared in software and the SSPSTAT register is used to determine the status of the byte. Flag bit SSPIF is set on the falling edge of the ninth clock pulse.

As a slave-transmitter, the \overline{ACK} pulse from the master-receiver is latched on the rising edge of the ninth SCL input pulse. If the SDA line was high (not \overline{ACK}), then the data transfer is complete. When the \overline{ACK} is latched by the slave device, the slave logic is reset (resets SSPSTAT register) and the slave device then monitors for another occurrence of the START bit. If the SDA line was low (\overline{ACK}), the transmit data must be loaded into the SSPBUF register, which also loads the SSPSR register. Then, pin RC3/SCK/SCL should be enabled by setting bit CKP.

TABLE 9-2: DATA TRANSFER RECEIVED BYTE ACTIONS

Status Bits as Data Transfer is Received		SSPSR → SSPBUF	Generate \overline{ACK} Pulse	Set bit SSPIF (SSP Interrupt occurs if enabled)
BF	SSPOV			
0	0	Yes	Yes	Yes
1	0	No	No	Yes
1	1	No	No	Yes
0	1	No	No	Yes

Note 1: Shaded cells show the conditions where the user software did not properly clear the overflow condition.

PIC16F72

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PIC16F72

TABLE 11-6: INITIALIZATION CONDITIONS FOR ALL REGISTERS

Register	Power-on Reset, Brown-out Reset	MCLR Reset, WDT Reset	Wake-up via WDT or Interrupt
W	xxxx xxxx	uuuu uuuu	uuuu uuuu
INDF	N/A	N/A	N/A
TMR0	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	0000h	0000h	PC + 1 ⁽²⁾
STATUS	0001 1xxx	000q quuu ⁽³⁾	uuuq quuu ⁽³⁾
FSR	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	--0x 0000	--0u 0000	--uu uuuu
PORTB	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTC	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCLATH	---0 0000	---0 0000	---u uuuu
INTCON	0000 000x	0000 000u	uuuu uuuu ⁽¹⁾
PIR1	-0-- 0000	-0-- 0000	-u-- uuuu ⁽¹⁾
TMR1L	xxxx xxxx	uuuu uuuu	uuuu uuuu
TMR1H	xxxx xxxx	uuuu uuuu	uuuu uuuu
T1CON	--00 0000	--uu uuuu	--uu uuuu
TMR2	0000 0000	0000 0000	uuuu uuuu
T2CON	-000 0000	-000 0000	-uuu uuuu
SSPBUF	xxxx xxxx	uuuu uuuu	uuuu uuuu
SSPCON	0000 0000	0000 0000	uuuu uuuu
CCPR1L	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCPR1H	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCP1CON	--00 0000	--00 0000	--uu uuuu
ADRES	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADCON0	0000 00-0	0000 00-0	uuuu uu-u
OPTION	1111 1111	1111 1111	uuuu uuuu
TRISA	--11 1111	--11 1111	--uu uuuu
TRISB	1111 1111	1111 1111	uuuu uuuu
TRISC	1111 1111	1111 1111	uuuu uuuu
PIE1	-0-- 0000	-0-- 0000	-u-- uuuu
PCON	---- --qq	---- --uu	---- --uu
PR2	1111 1111	1111 1111	1111 1111
SSPADD	0000 0000	0000 0000	uuuu uuuu
SSPSTAT	--00 0000	--00 0000	--uu uuuu
ADCON1	---- -000	---- -000	---- -uuu
PMDATL	0--- 0000	0--- 0000	u--- uuuu
PMADRL	xxxx xxxx	uuuu uuuu	uuuu uuuu
PMDATH	xxxx xxxx	uuuu uuuu	uuuu uuuu
PMADRH	xxxx xxxx	uuuu uuuu	uuuu uuuu
PMCON1	1--- ---0	1--- ---0	1--- ---u

Legend: u = unchanged, x = unknown, - = unimplemented bit, read as '0', q = value depends on condition, r = reserved, maintain clear.

Note 1: One or more bits in INTCON, PIR1 will be affected (to cause wake-up).

Note 2: When the wake-up is due to an interrupt and the GIE bit is set, the PC is loaded with the interrupt vector (0004h).

Note 3: See Table 11-5 for RESET value for specific condition.

FIGURE 11-6: TIME-OUT SEQUENCE ON POWER-UP ($\overline{\text{MCLR}}$ TIED TO V_{DD} THROUGH PULL-UP RESISTOR)

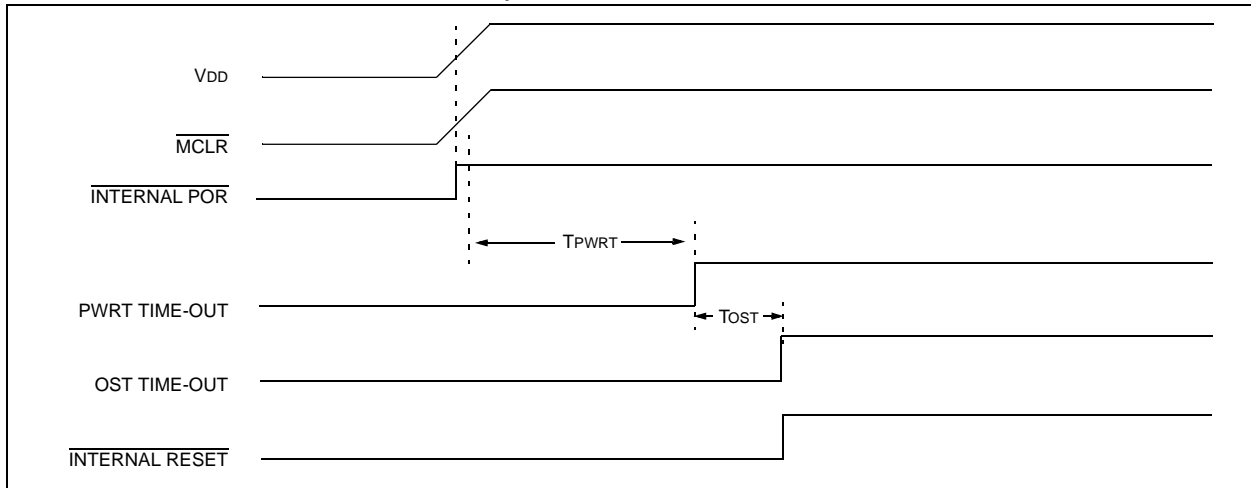


FIGURE 11-7: TIME-OUT SEQUENCE ON POWER-UP ($\overline{\text{MCLR}}$ TIED TO V_{DD} THROUGH RC NETWORK): CASE 1

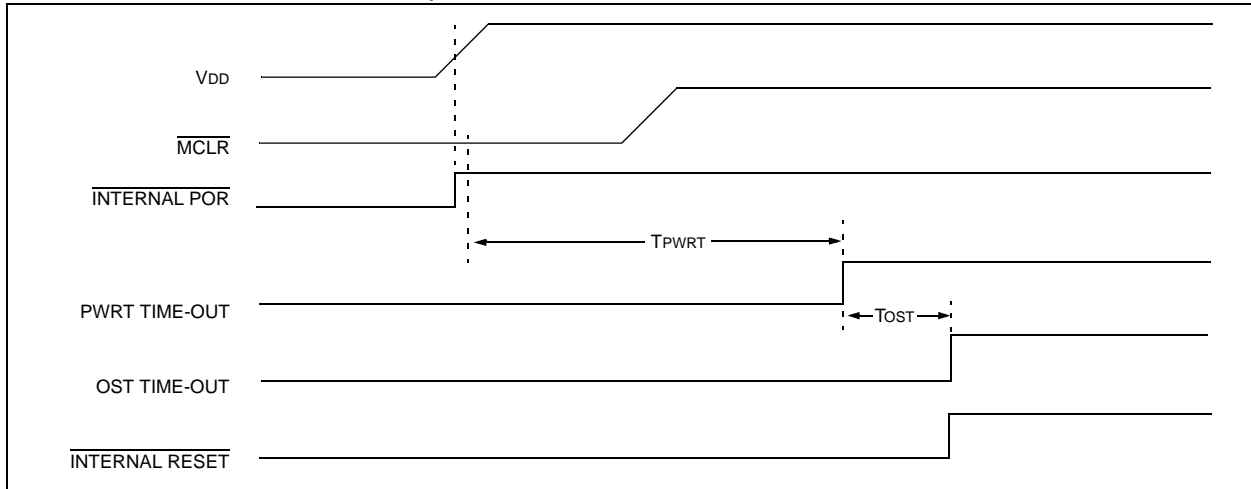
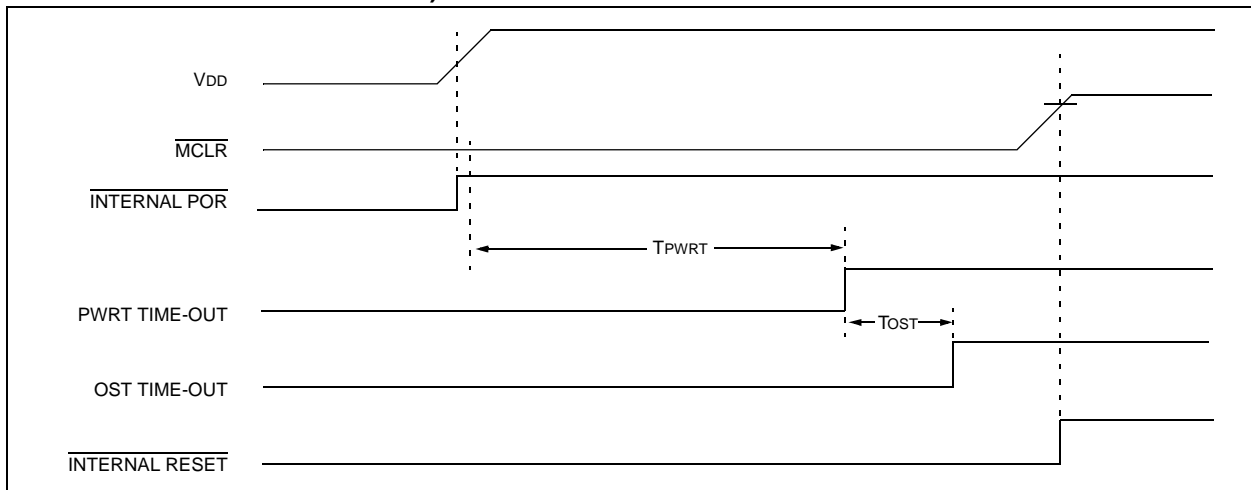


FIGURE 11-8: TIME-OUT SEQUENCE ON POWER-UP ($\overline{\text{MCLR}}$ TIED TO V_{DD} THROUGH RC NETWORK): CASE 2

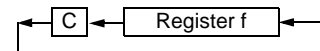


RETFIE Return from Interrupt

Syntax: [*label*] RETFIE
 Operands: None
 Operation: TOS → PC,
 1 → GIE
 Status Affected: None

RLF Rotate Left f through Carry

Syntax: [*label*] RLF f,d
 Operands: $0 \leq f \leq 127$
 $d \in [0,1]$
 Operation: See description below
 Status Affected: C
 Description: The contents of register 'f' are rotated one bit to the left through the Carry Flag. If 'd' = '0', the result is placed in the W register. If 'd' = '1', the result is stored back in register 'f'.

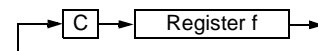


RETLW Return with Literal in W

Syntax: [*label*] RETLW k
 Operands: $0 \leq k \leq 255$
 Operation: k → (W);
 TOS → PC
 Status Affected: None
 Description: The W register is loaded with the eight-bit literal 'k'. The program counter is loaded from the top of the stack (the return address). This is a two-cycle instruction.

RRF Rotate Right f through Carry

Syntax: [*label*] RRF f,d
 Operands: $0 \leq f \leq 127$
 $d \in [0,1]$
 Operation: See description below
 Status Affected: C
 Description: The contents of register 'f' are rotated one bit to the right through the Carry Flag. If 'd' = '0', the result is placed in the W register. If 'd' = '1', the result is placed back in register 'f'.



RETURN Return from Subroutine

Syntax: [*label*] RETURN
 Operands: None
 Operation: TOS → PC
 Status Affected: None
 Description: Return from subroutine. The stack is POPed and the top of the stack (TOS) is loaded into the program counter. This is a two-cycle instruction.

SLEEP

Syntax: [*label*] SLEEP
 Operands: None
 Operation: 00h → WDT,
 0 → WDT prescaler,
 1 → \overline{TO} ,
 0 → \overline{PD}
 Status Affected: \overline{TO} , \overline{PD}
 Description: The power-down status bit, \overline{PD} is cleared. Time-out status bit, \overline{TO} is set. Watchdog Timer and its prescaler are cleared. The processor is put into SLEEP mode with the oscillator stopped.

PIC16F72

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PIC16F72

FIGURE 14-4: EXTERNAL CLOCK TIMING

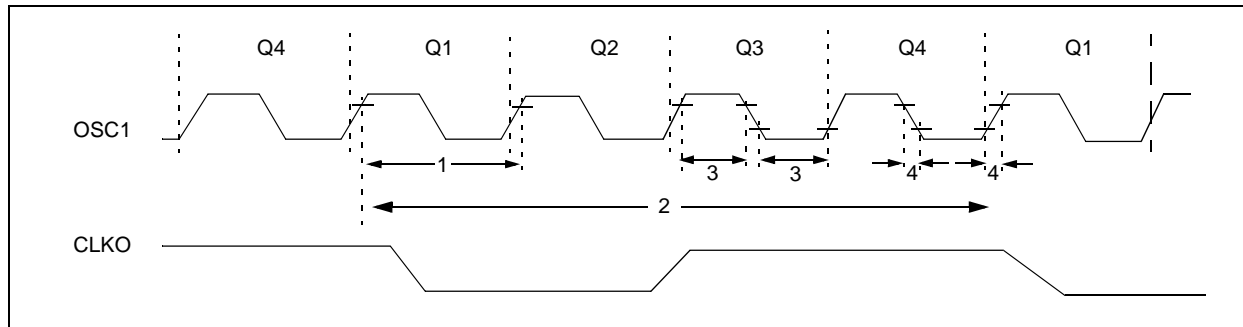


TABLE 14-1: EXTERNAL CLOCK TIMING REQUIREMENTS

Parameter No.	Symbol	Characteristic	Min	Typ†	Max	Units	Conditions
	FOSC	External CLKI Frequency (Note 1)	DC	—	1	MHz	XT Osc mode
			DC	—	20	MHz	HS Osc mode
			DC	—	32	kHz	LP Osc mode
		Oscillator Frequency (Note 1)	DC	—	4	MHz	RC osc mode
			0.1	—	4	MHz	XT Osc mode
			4	—	20	MHz	HS Osc mode
			5	—	200	kHz	LP Osc mode
1	TOSC	External CLKI Period (Note 1)	1000	—	—	ns	XT Osc mode
			50	—	—	ns	HS Osc mode
			5	—	—	ms	LP Osc mode
		Oscillator Period (Note 1)	250	—	—	ns	RC Osc mode
			250	—	10,000	ns	XT Osc mode
			50	—	250	ns	HS Osc mode
			5	—	—	ms	LP Osc mode
2	TCY	Instruction Cycle Time (Note 1)	200	TCY	DC	ns	TCY = 4/FOSC
3	TosL, TosH	External Clock in (OSC1) High or Low Time	500	—	—	ns	XT oscillator
			2.5	—	—	ms	LP oscillator
			15	—	—	ns	HS oscillator
4	TosR, TosF	External Clock in (OSC1) Rise or Fall Time	—	—	25	ns	XT oscillator
			—	—	50	ns	LP oscillator
			—	—	15	ns	HS oscillator

† Data in "Typ" column is at 5V, 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/CLKI pin. When an external clock input is used, the "max" cycle time limit is "DC" (no clock) for all devices.

PIC16F72

FIGURE 14-6: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER AND POWER-UP TIMER TIMING

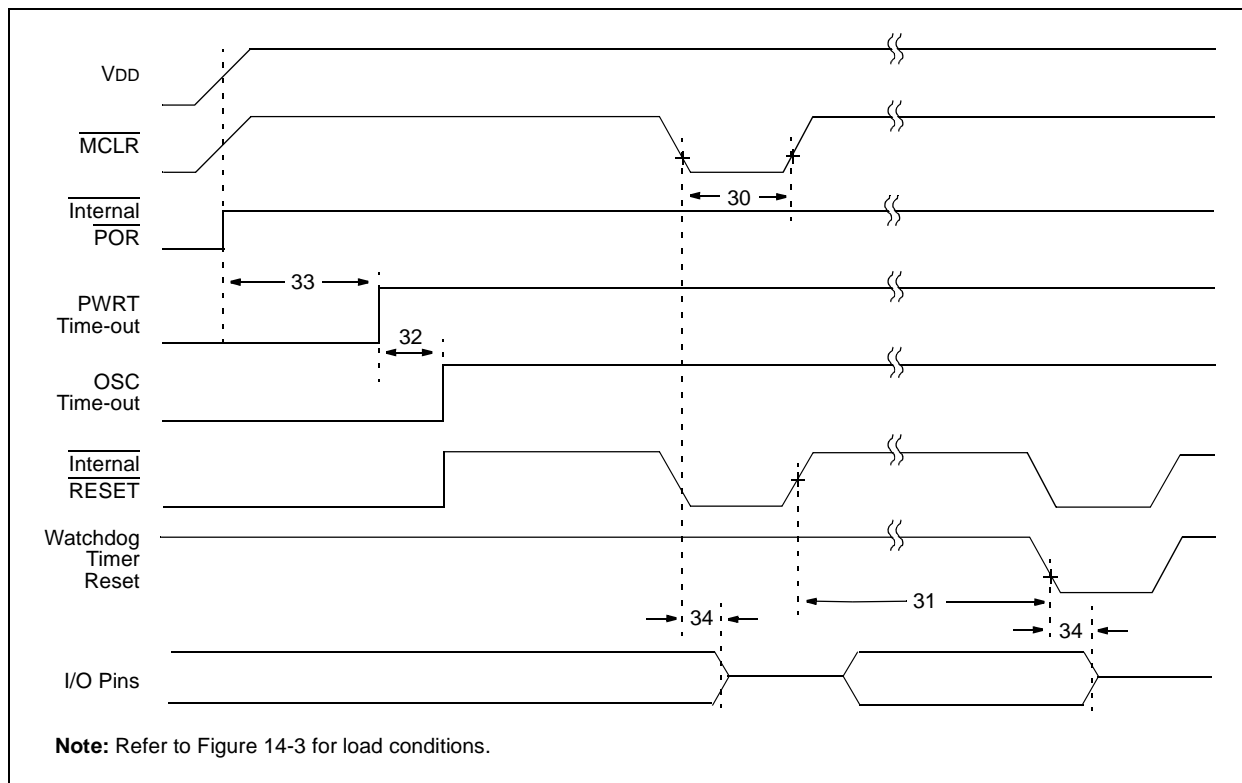


FIGURE 14-7: BROWN-OUT RESET TIMING

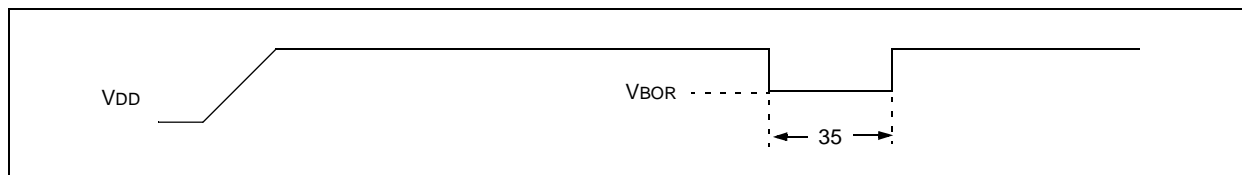


TABLE 14-3: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER, POWER-UP TIMER, AND BROWN-OUT RESET REQUIREMENTS

Parameter No.	Symbol	Characteristic	Min	Typ†	Max	Units	Conditions
30	TmCL	MCLR Pulse Width (low)	2	—	—	μs	VDD = 5V, -40°C to +85°C
31*	TWDT	Watchdog Timer Time-out Period (No Prescaler)	7	18	33	ms	VDD = 5V, -40°C to +85°C
32	TOST	Oscillation Start-up Timer Period	—	1024 TOSC	—	—	TOSC = OSC1 period
33*	TPWRT	Power-up Timer Period	28	72	132	ms	VDD = 5V, -40°C to +85°C
34	TIOZ	I/O Hi-impedance from MCLR Low or Watchdog Timer Reset	—	—	2.1	μs	
35	TBOR	Brown-out Reset Pulse Width	100	—	—	μs	VDD ≤ VBOR (D005)

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

PIC16F72

FIGURE 15-11: ΔI_{BOR} vs. V_{DD} OVER TEMPERATURE

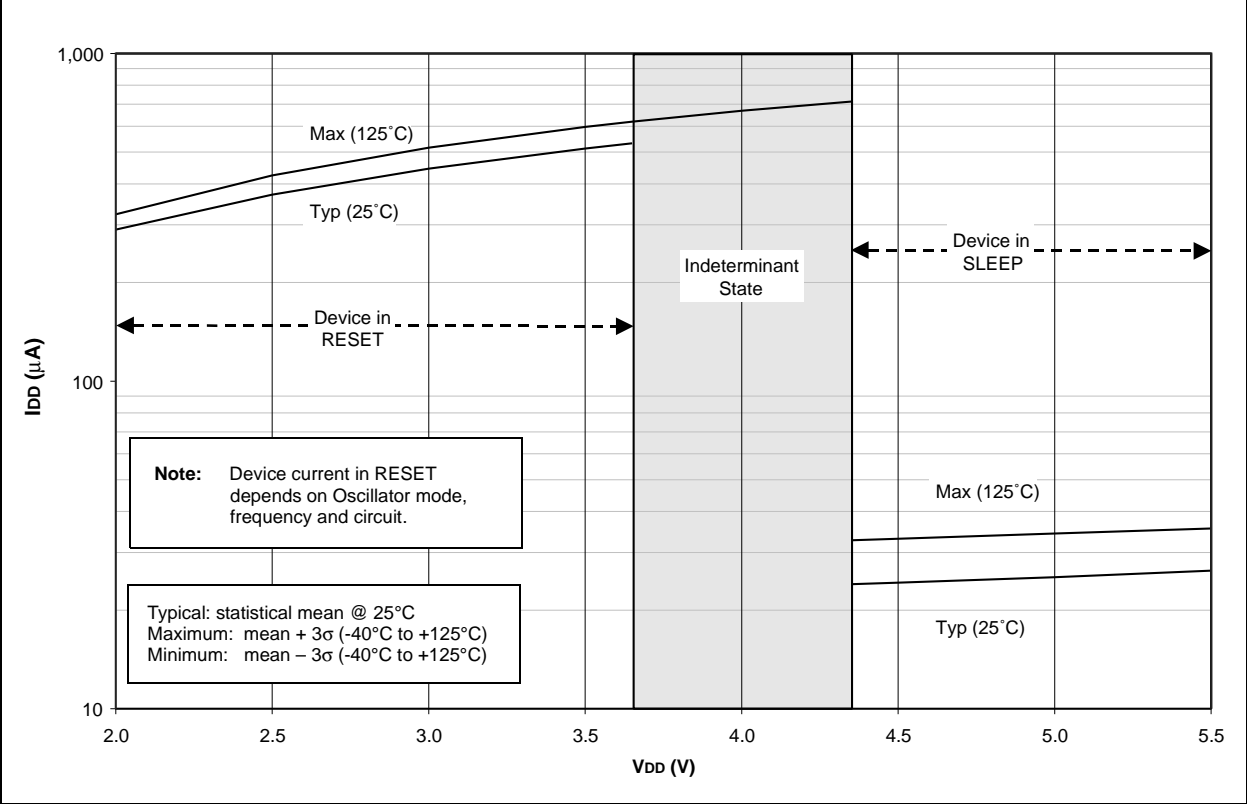


FIGURE 15-12: TYPICAL AND MAXIMUM ΔI_{WDT} vs. V_{DD} OVER TEMPERATURE

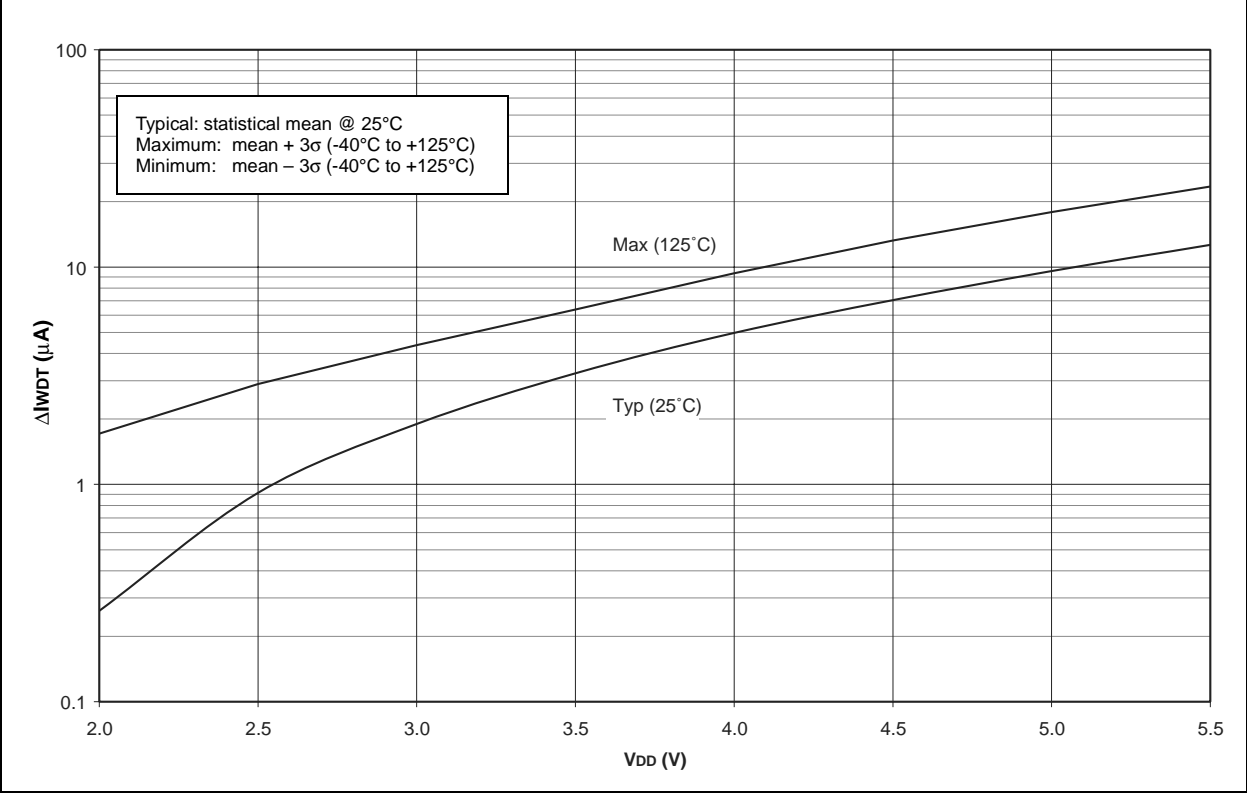


FIGURE 15-13: TYPICAL, MINIMUM AND MAXIMUM WDT PERIOD vs. V_{DD} (-40°C TO +125°C)

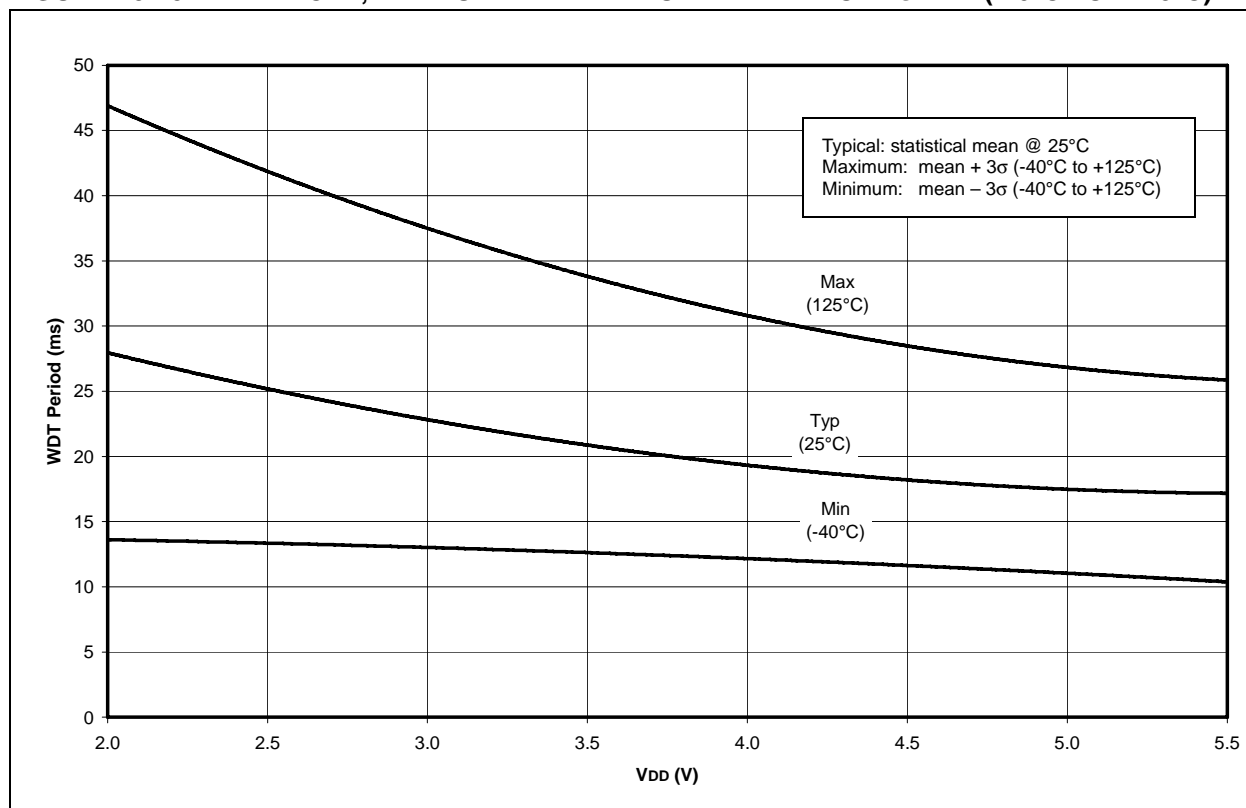
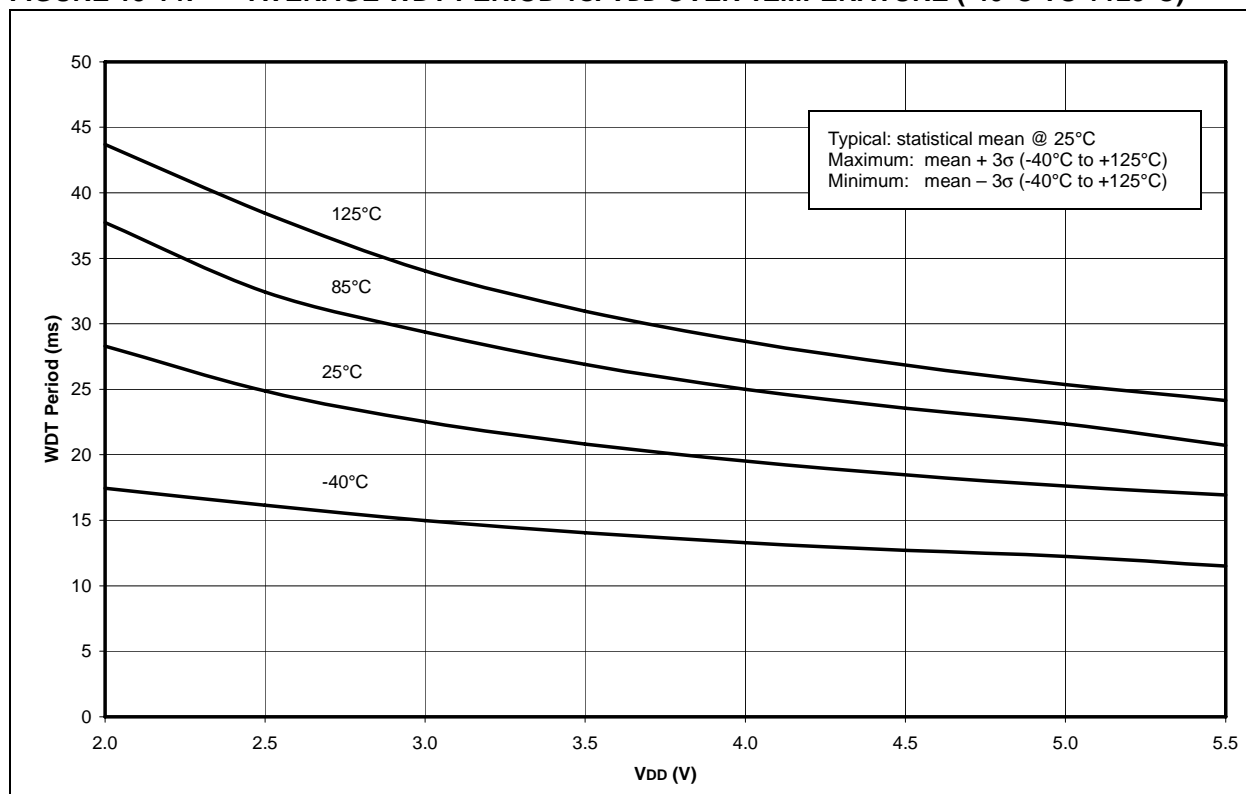


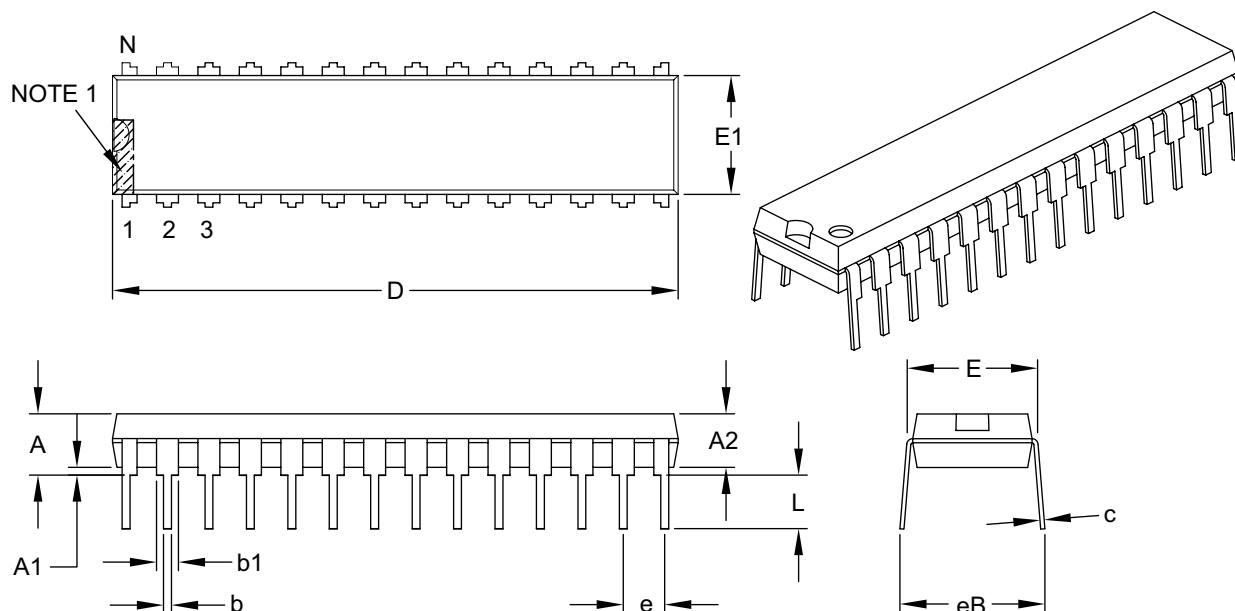
FIGURE 15-14: AVERAGE WDT PERIOD vs. V_{DD} OVER TEMPERATURE (-40°C TO +125°C)



PIC16F72

28-Lead Skinny Plastic Dual In-Line (SP) – 300 mil Body [SPDIP]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packaging>



Units		INCHES		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N	28		
Pitch	e	.100 BSC		
Top to Seating Plane	A	–	–	.200
Molded Package Thickness	A2	.120	.135	.150
Base to Seating Plane	A1	.015	–	–
Shoulder to Shoulder Width	E	.290	.310	.335
Molded Package Width	E1	.240	.285	.295
Overall Length	D	1.345	1.365	1.400
Tip to Seating Plane	L	.110	.130	.150
Lead Thickness	c	.008	.010	.015
Upper Lead Width	b1	.040	.050	.070
Lower Lead Width	b	.014	.018	.022
Overall Row Spacing §	eB	–	–	.430

Notes:

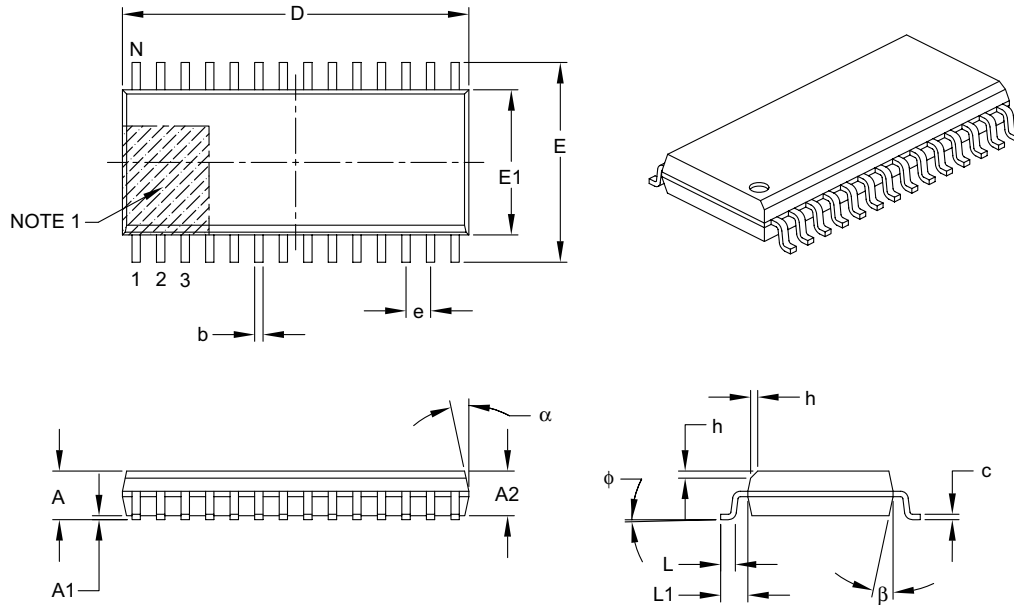
- Pin 1 visual index feature may vary, but must be located within the hatched area.
- § Significant Characteristic.
- Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" per side.
- Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing C04-070B

28-Lead Plastic Small Outline (SO) – Wide, 7.50 mm Body [SOIC]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packages>



Dimension Limits	Units	MILLIMETERS		
		MIN	NOM	MAX
Number of Pins	N	28		
Pitch	e	1.27 BSC		
Overall Height	A	–	–	2.65
Molded Package Thickness	A2	2.05	–	–
Standoff §	A1	0.10	–	0.30
Overall Width	E	10.30 BSC		
Molded Package Width	E1	7.50 BSC		
Overall Length	D	17.90 BSC		
Chamfer (optional)	h	0.25	–	0.75
Foot Length	L	0.40	–	1.27
Footprint	L1	1.40 REF		
Foot Angle Top	φ	0°	–	8°
Lead Thickness	c	0.18	–	0.33
Lead Width	b	0.31	–	0.51
Mold Draft Angle Top	α	5°	–	15°
Mold Draft Angle Bottom	β	5°	–	15°

Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- § Significant Characteristic.
- Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.15 mm per side.
- Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-052B



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