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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	Active
Core Processor	PIC
Core Size	8-Bit
Speed	4MHz
Connectivity	-
Peripherals	POR, WDT
Number of I/O	5
Program Memory Size	3.5KB (2K x 14)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 5.5V
Data Converters	A/D 4x8b
Oscillator Type	Internal
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	8-SOIC (0.209", 5.30mm Width)
Supplier Device Package	8-SOIJ
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic12c672-04-sm

1.0 GENERAL DESCRIPTION

The PIC12C67X devices are low-cost, high-performance, CMOS, fully-static, 8-bit microcontrollers with integrated analog-to-digital (A/D) converter and EEPROM data memory (EEPROM on PIC12CE67X versions only).

All PIC® microcontrollers employ an advanced RISC architecture. The PIC12C67X microcontrollers have 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 the 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.

PIC12C67X microcontrollers typically achieve a 2:1 code compression and a 4:1 speed improvement over other 8-bit microcontrollers in their class.

The PIC12C67X devices have 128 bytes of RAM, 16 bytes of EEPROM data memory (PIC12CE67X only), 5 I/O pins and 1 input pin. In addition a timer/counter is available. Also a 4-channel, high-speed, 8-bit A/D is provided. The 8-bit resolution is ideally suited for applications requiring low-cost analog interface, (i.e., thermostat control, pressure sensing, etc.)

The PIC12C67X devices have special features to reduce external components, thus reducing cost, enhancing system reliability and reducing power consumption. The Power-On Reset (POR), Power-up Timer (PWRT), and Oscillator Start-up Timer (OST) eliminate the need for external reset circuitry. There are five oscillator configurations to choose from, including INTRC precision internal oscillator mode and the power-saving LP (Low Power) oscillator mode. Power-saving SLEEP mode, Watchdog Timer and code protection features improve system cost, power and reliability. The SLEEP (power-down) feature provides a power-saving mode. The user can wake-up the chip from SLEEP through several external and internal interrupts and resets.

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

A UV erasable windowed package version is ideal for code development, while the cost-effective One-Time-Programmable (OTP) version is suitable for production in any volume. The customer can take full advantage of Microchip's price leadership in OTP microcontrollers, while benefiting from the OTP's flexibility.

1.1 Applications

The PIC12C67X series fits perfectly in applications ranging from personal care appliances and security systems to low-power remote transmitters/receivers. The EPROM technology makes customizing application programs (transmitter codes, appliance settings, receiver frequencies, etc.) extremely fast and convenient, while the EEPROM data memory (PIC12CE67X only) technology allows for the changing of calibration factors and security codes. The small footprint packages, for through hole or surface mounting, make this microcontroller series perfect for applications with space limitations. Low-cost, low-power, high performance, ease of use and I/O flexibility make the PIC12C67X series very versatile even in areas where no microcontroller use has been considered before (i.e., timer functions, replacement of "glue" logic and PLD's in larger systems, coprocessor applications).

1.2 Family and Upward Compatibility

The PIC12C67X products are compatible with other members of the 14-bit PIC16CXXX families.

1.3 Development Support

The PIC12C67X devices are 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 and fuzzy logic support tools are also available.

3.0 ARCHITECTURAL OVERVIEW

The high performance of the PIC12C67X family can be attributed to a number of architectural features commonly found in RISC microprocessors. To begin with, the PIC12C67X uses a Harvard architecture, in which program and data are accessed from separate memories using separate buses. This improves bandwidth over traditional von Neumann architecture in which program and data are fetched from the same memory using the same bus. Separating program and data buses also allow instructions to be sized differently than the 8-bit wide data word. Instruction opcodes are 14-bits wide making it possible to have all single word instructions. A 14-bit wide program memory access bus fetches a 14-bit instruction in a single instruction cycle. A two-stage pipeline overlaps fetch and execution of instructions (Example 3-1). Consequently, all instructions (35) execute in a single cycle (200 ns @ 20 MHz) except for program branches.

The table below lists program memory (EPROM), data memory (RAM), and non-volatile memory (EEPROM) for each PIC12C67X device.

Device	Program Memory	RAM Data Memory	EEPROM Data Memory
PIC12C671	1K x 14	128 x 8	—
PIC12C672	2K x 14	128 x 8	—
PIC12CE673	1K x 14	128 x 8	16x8
PIC12CE674	2K x 14	128 x 8	16x8

The PIC12C67X can directly or indirectly address its register files or data memory. All special function registers, including the program counter, are mapped in the data memory. The PIC12C67X has an orthogonal (symmetrical) instruction set that makes it possible to carry out any operation on any register using any addressing mode. This symmetrical nature and lack of ‘special optimal situations’ make programming with the PIC12C67X simple yet efficient. In addition, the learning curve is reduced significantly.

PIC12C67X devices contain an 8-bit ALU and working register. The ALU is a general purpose arithmetic unit. It performs arithmetic and Boolean functions between the data in the working register and any register file.

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

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

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

4.5 Indirect Addressing, INDF and FSR Registers

The INDF Register is not a physical register. Addressing the INDF Register will cause indirect addressing.

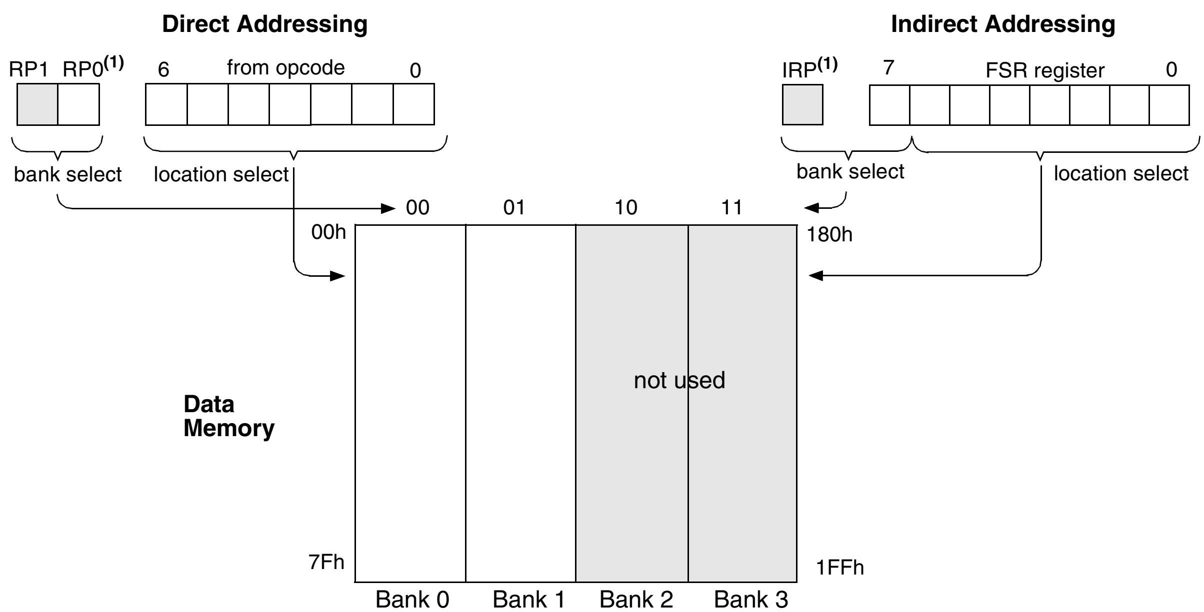
Any instruction using the INDF register actually accesses the register pointed to by the File Select Register, FSR. Reading the INDF Register itself indirectly (FSR = '0') will read 00h. Writing to the INDF Register indirectly results in a no-operation (although status bits may be affected). An effective 9-bit address is obtained by concatenating the 8-bit FSR Register and the IRP bit (STATUS<7>), as shown in Figure 4-4. However, IRP is not used in the PIC12C67X.

A simple program to clear RAM locations 20h-2Fh using indirect addressing is shown in Example 4-1.

EXAMPLE 4-1: INDIRECT ADDRESSING

```
         movlw  0x20   ;initialize pointer
         movwf  FSR    ;to RAM
NEXT     clrf   INDF   ;clear INDF register
         incf   FSR,F  ;inc pointer
         btfss  FSR,4  ;all done?
         goto   NEXT   ;no clear next
CONTINUE
         :              ;yes continue
```

FIGURE 4-4: DIRECT/INDIRECT ADDRESSING



For register file map detail see Figure 4-2.

Note 1: The RP1 and IRP bits are reserved; always maintain these bits clear.

8.1 A/D Sampling Requirements

For the A/D converter to meet its specified accuracy, the charge holding capacitor (CHOLD) must be allowed to fully charge to the input channel voltage level. The analog input model is shown in Figure 8-2. The source impedance (RS) and the internal sampling switch (RSS) impedance directly affect the time required to charge the capacitor CHOLD. The sampling switch (RSS) impedance varies over the device voltage (VDD), see Figure 8-2. **The maximum recommended impedance for analog sources is 10 kΩ**. After the analog input channel is selected (changed), this acquisition must be done before the conversion can be started.

To calculate the minimum acquisition time, Equation 8-1 may be used. This equation assumes that 1/2 LSb error is used (512 steps for the A/D). The 1/2 LSb error is the maximum error allowed for the A/D to meet its specified resolution.

EQUATION 8-1: A/D MINIMUM CHARGING TIME

$$V_{HOLD} = (V_{REF} - (V_{REF}/512)) \bullet (1 - e^{(-T_C/C_{HOLD}(R_{IC} + R_{SS} + R_S))})$$

or

$$T_C = -(51.2\text{ pF})(1\text{ k}\Omega + R_{SS} + R_S)\ \ln(1/511)$$

Example 8-1 shows the calculation of the minimum required acquisition time TACQ. This calculation is based on the following system assumptions.

$R_S = 10\text{ k}\Omega$

1/2 LSb error

$V_{DD} = 5V \rightarrow R_{SS} = 7\text{ k}\Omega$

Temp (system max.) = 50°C

$V_{HOLD} = 0$ @ $t = 0$

> **Note 1:** The reference voltage (VREF) has no effect on the equation, since it cancels itself out.
>
> **2:** The charge holding capacitor (CHOLD) is not discharged after each conversion.
>
> **3:** The maximum recommended impedance for analog sources is 10 kΩ. This is required to meet the pin leakage specification.
>
> **4:** After a conversion has completed, a 2.0 TAD delay must complete before acquisition can begin again. During this time, the holding capacitor is not connected to the selected A/D input channel.

EXAMPLE 8-1: CALCULATING THE MINIMUM REQUIRED SAMPLE TIME

TACQ = Internal Amplifier Settling Time + Holding Capacitor Charging Time + Temperature Coefficient

$T_{ACQ} = 5\ \mu s + T_C + [(\text{Temp} - 25°C)(0.05\ \mu s/°C)]$

$T_C = -C_{HOLD}\ (R_{IC} + R_{SS} + R_S)\ \ln(1/512)$

$-51.2\text{ pF }(1\text{ k}\Omega + 7\text{ k}\Omega + 10\text{ k}\Omega)\ \ln(0.0020)$

$-51.2\text{ pF }(18\text{ k}\Omega)\ \ln(0.0020)$

$-0.921\ \mu s\ (-6.2146)$

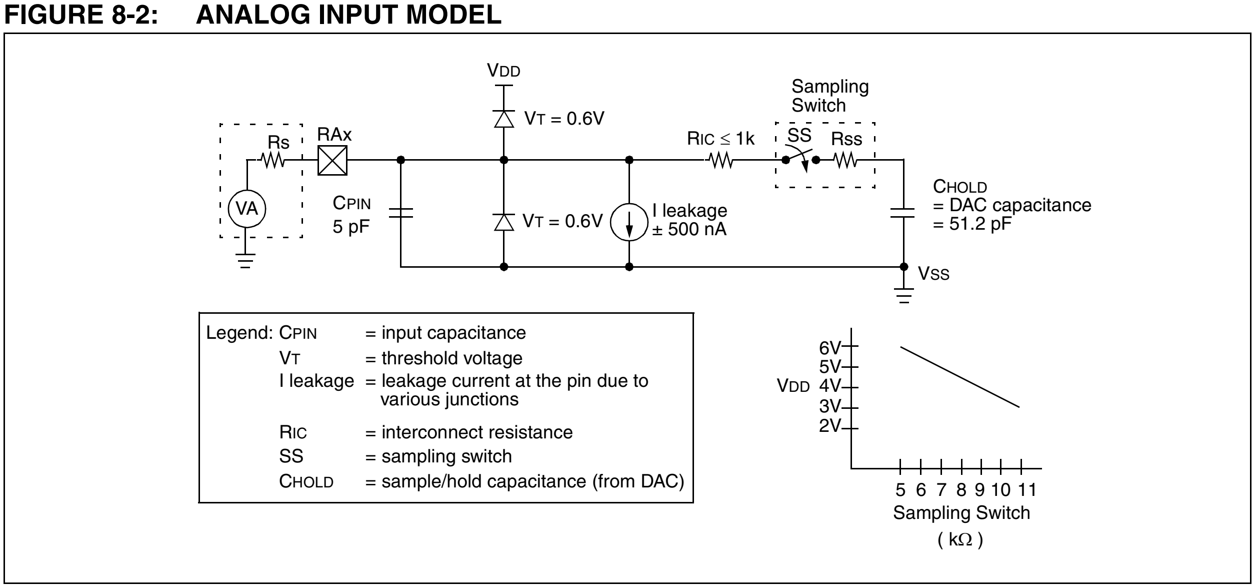
$5.724\ \mu s$

$T_{ACQ} = 5\ \mu s + 5.724\ \mu s + [(50°C - 25°C)(0.05\ \mu s/°C)]$

$10.724\ \mu s + 1.25\ \mu s$

$11.974\ \mu s$

FIGURE 8-2: ANALOG INPUT MODEL



8.4 A/D Conversions

Example 8-2 shows how to perform an A/D conversion. The GPIO pins are configured as analog inputs. The analog reference (V_{REF}) is the device V_{DD}. The A/D interrupt is enabled and the A/D conversion clock is F_{RC}. The conversion is performed on the GP0 channel.

> **Note:** The GO/$\overline{\text{DONE}}$ bit should **NOT** be set in the same instruction that turns on the A/D.

Clearing the GO/$\overline{\text{DONE}}$ bit during a conversion will abort the current conversion. The ADRES register will NOT be updated with the partially completed A/D conversion sample. That is, the ADRES register will continue to contain the value of the last completed conversion (or the last value written to the ADRES register). After the A/D conversion is aborted, a $2T_{AD}$ wait is required before the next acquisition is started. After this $2T_{AD}$ wait, an acquisition is automatically started on the selected channel.

EXAMPLE 8-2: DOING AN A/D CONVERSION

```
     BSF      STATUS, RP0         ; Select Page 1
     CLRF     ADCON1              ; Configure A/D inputs
     BSF      PIE1,   ADIE        ; Enable A/D interrupts
     BCF      STATUS, RP0         ; Select Page 0
     MOVLW    0xC1                ; RC Clock, A/D is on, Channel 0 is selected
     MOVWF    ADCON0              ;
     BCF      PIR1,   ADIF        ; Clear A/D interrupt flag bit
     BSF      INTCON, PEIE        ; Enable peripheral interrupts
     BSF      INTCON, GIE         ; Enable all interrupts
;
;  Ensure that the required sampling time for the selected input channel has elapsed.
;  Then the conversion may be started.
;
     BSF      ADCON0, GO          ; Start A/D Conversion
       :                          ; The ADIF bit will be set and the GO/DONE bit
       :                          ;  is cleared upon completion of the A/D Conversion.
```

9.0 SPECIAL FEATURES OF THE CPU

What sets a microcontroller apart from other processors are special circuits to deal with the needs of real-time applications. The PIC12C67X family has a host of such features intended to maximize system reliability, minimize cost through elimination of external components, provide power saving operating modes and offer code protection. These are:

- Oscillator selection
- Reset
  - Power-on Reset (POR)
  - Power-up Timer (PWRT)
  - Oscillator Start-up Timer (OST)
- Interrupts
- Watchdog Timer (WDT)
- SLEEP
- Code protection
- ID locations
- In-circuit serial programming

The PIC12C67X has a Watchdog Timer, which can be shut off only through configuration bits. It runs off its own RC oscillator for added reliability. There are two timers that offer necessary delays on power-up. One is the Oscillator Start-up Timer (OST), intended to keep the chip in reset until the crystal oscillator is stable. The other is the Power-up Timer (PWRT), which provides a fixed delay of 72 ms (nominal) on power-up only, designed to keep the part in reset while the power supply stabilizes. With these two timers on-chip, most applications need no external reset circuitry.

SLEEP mode is designed to offer a very low current power-down mode. The user can wake-up from SLEEP through external reset, Watchdog Timer Wake-up, or through an interrupt. Several oscillator options are also made available to allow the part to fit the application. The INTRC/EXTRC oscillator option saves system cost, while the LP crystal option saves power. A set of configuration bits are used to select various options.

9.1 Configuration Bits

The configuration bits can be programmed (read as '0') or left unprogrammed (read as '1') to select various device configurations. These bits are mapped in program memory location 2007h.

The user will note that address 2007h is beyond the user program memory space. In fact, it belongs to the special test/configuration memory space (2000h-3FFFh), which can be accessed only during programming.

REGISTER 9-1: CONFIGURATION WORD

CP1	CP0	CP1	CP0	CP1	CP0	MCLRE	CP1	CP0	$\overline{\text{PWRTE}}$	WDTE	FOSC2	FOSC1	FOSC0

bit13 bit0

Register: CONFIG
Address 2007h

bit 13-8, 6-5: **CP<1:0>:** Code Protection bit pairs(1)
11 = Code protection off
10 = Locations 400h through 7FEh code protected (do not use for PIC12C671 and PIC12CE673)
01 = Locations 200h through 7FEh code protected
00 = All memory is code protected

bit 7: **MCLRE:** Master Clear Reset Enable bit
1 = Master Clear Enabled
0 = Master Clear Disabled

bit 4: **$\overline{\text{PWRTE}}$:** Power-up Timer Enable bit
1 = PWRT disabled
0 = PWRT enabled

bit 3: **WDTE:** Watchdog Timer Enable bit
1 = WDT enabled
0 = WDT disabled

bit 2-0: **FOSC<2:0>:** Oscillator Selection bits
111 = EXTRC, Clockout on OSC2
110 = EXTRC, OSC2 is I/O
101 = INTRC, Clockout on OSC2
100 = INTRC, OSC2 is I/O
011 = Invalid Selection
010 = HS Oscillator
001 = XT Oscillator
000 = LP Oscillator

Note 1: All of the CP<1:0> pairs have to be given the same value to enable the code protection scheme listed.

9.5 Interrupts

There are four sources of interrupt:

Interrupt Sources
TMR0 Overflow Interrupt
External Interrupt GP2/INT pin
GPIO Port Change Interrupts (pins GP0, GP1, GP3)
A/D Interrupt

The Interrupt Control Register (INTCON) records individual interrupt requests in flag bits. It also has individual and global interrupt enable bits.

> **Note:** Individual interrupt flag bits are set, regardless of the status of their corresponding mask bit or the GIE bit.

A global interrupt enable bit, GIE (INTCON<7>), enables (if set) all un-masked interrupts or disables (if cleared) all interrupts. When bit GIE is enabled and an interrupt's flag bit and mask bit are set, the interrupt will vector immediately. Individual interrupts can be disabled through their corresponding enable bits in various registers. Individual interrupt flag bits are set, regardless of the status of their corresponding mask bit or the GIE bit. The GIE bit is cleared on reset.

The "return-from-interrupt" instruction, `RETFIE`, exits the interrupt routine, as well as sets the GIE bit, which re-enables interrupts.

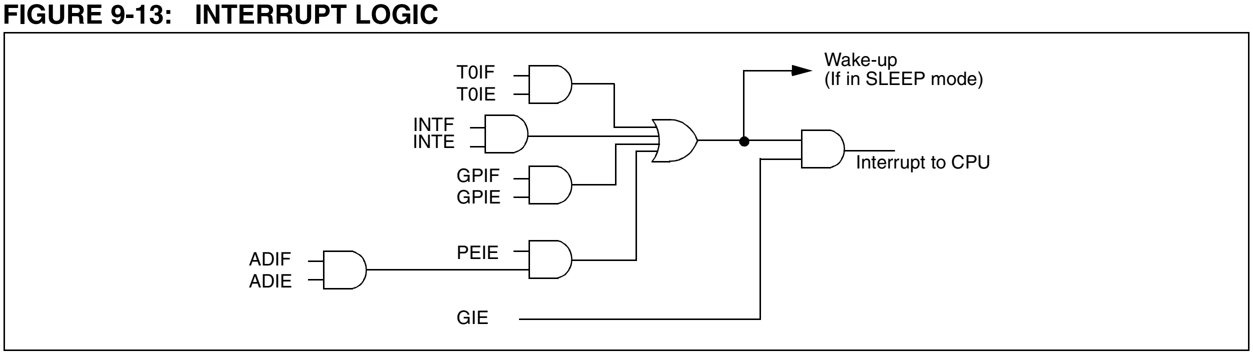
The GP2/INT, GPIO port change interrupt and the TMR0 overflow interrupt flags are contained in the INTCON register.

The peripheral interrupt flag ADIF, is contained in the Special Function Register PIR1. The corresponding interrupt enable bit is contained in Special Function Register PIE1, and the peripheral interrupt enable bit is contained in Special Function Register INTCON.

When an interrupt is responded to, the GIE bit is cleared to disable any further interrupt, the return address is pushed onto 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 repeated interrupts.

For external interrupt events, such as GPIO change interrupt, the interrupt latency will be three or four instruction cycles. The exact latency depends on when the interrupt event occurs (Figure 9-14). The latency is the same for one or two cycle instructions. Individual interrupt flag bits are set, regardless of the status of their corresponding mask bit or the GIE bit.

FIGURE 9-13: INTERRUPT LOGIC



9.5.1 TMR0 INTERRUPT

An overflow (FFh → 00h) in the TMR0 register will set flag bit T0IF (INTCON<2>). The interrupt can be enabled/disabled by setting/clearing enable bit T0IE (INTCON<5>) (Section 7.0). The flag bit T0IF (INTCON<2>) will be set, regardless of the state of the enable bits. If used, this flag must be cleared in software.

9.5.2 INT INTERRUPT

External interrupt on GP2/INT pin is edge triggered; either rising if bit INTEDG (OPTION<6>) is set, or falling, if the INTEDG bit is clear. When a valid edge appears on the GP2/INT pin, flag bit INTF (INTCON<1>) is set. This interrupt can be disabled by clearing enable bit INTE (INTCON<4>). Flag bit INTF must be cleared in software in the interrupt service routine before re-enabling this interrupt. The INT interrupt can wake-up the processor from SLEEP, if bit INTE was set prior to going into SLEEP. The status of global interrupt enable bit GIE decides whether or not the processor branches to the interrupt vector following wake-up. See Section 9.8 for details on SLEEP mode.

9.5.3 GPIO INTCON CHANGE

An input change on GP3, GP1 or GP0 sets flag bit GPIF (INTCON<0>). The interrupt can be enabled/disabled by setting/clearing enable bit GPIE (INTCON<3>) (Section 5.1) . This flag bit GPIF (INTCON<0>) will be set, regardless of the state of the enable bits. If used, this flag must be cleared in software.

9.6 Context Saving During Interrupts

During an interrupt, only the return PC value is saved on the stack. Typically, users may wish to save key registers during an interrupt (i.e., W register and STATUS register). This will have to be implemented in software.

Example 9-1 shows the storing and restoring of the STATUS and W registers. The register, W_TEMP, must be defined in both banks and must be defined at the same offset from the bank base address (i.e., if W_TEMP is defined at 0x20 in bank 0, it must also be defined at 0xA0 in bank 1).

Example 9-2 shows the saving and restoring of STATUS and W using RAM locations 0x70 - 0x7F. W_TEMP is defined at 0x70 and STATUS_TEMP is defined at 0x71.

The example:

a) Stores the W register.
b) Stores the STATUS register in bank 0.
c) Executes the ISR code.
d) Restores the STATUS register (and bank select bit).
e) Restores the W register.
f) Returns from interrupt.

EXAMPLE 9-1: SAVING STATUS AND W REGISTERS USING GENERAL PURPOSE RAM (0x20 - 0x6F)

```
MOVWF    W_TEMP           ;Copy W to TEMP register, could be bank one or zero
SWAPF    STATUS,W         ;Swap status to be saved into W
BCF      STATUS,RP0       ;Change to bank zero, regardless of current bank
MOVWF    STATUS_TEMP      ;Save status to bank zero STATUS_TEMP register
:
:(ISR)
:
SWAPF    STATUS_TEMP,W    ;Swap STATUS_TEMP register into W
                          ;(sets bank to original state)
MOVWF    STATUS           ;Move W into STATUS register
SWAPF    W_TEMP,F         ;Swap W_TEMP
SWAPF    W_TEMP,W         ;Swap W_TEMP into W
RETFIE                    ;Return from interrupt
```

EXAMPLE 9-2: SAVING STATUS AND W REGISTERS USING SHARED RAM (0x70 - 0x7F)

```
MOVWF    W_TEMP           ;Copy W to TEMP register (bank independent)
MOVF     STATUS,W         ;Move STATUS register into W
MOVWF    STATUS_TEMP      ;Save contents of STATUS register
:
:(ISR)
:
MOVF     STATUS_TEMP,W    ;Retrieve copy of STATUS register
MOVWF    STATUS           ;Restore pre-isr STATUS register contents
SWAPF    W_TEMP,F         ;
SWAPF    W_TEMP,W         ;Restore pre-isr W register contents
RETFIE                    ;Return from interrupt
```

9.8 Power-down Mode (SLEEP)

Power-down mode is entered by executing a `SLEEP` instruction.

If enabled, the Watchdog Timer will be cleared but keeps running, the $\overline{\text{PD}}$ bit (STATUS<3>) is cleared, the $\overline{\text{TO}}$ (STATUS<4>) bit is set, and the oscillator driver is turned off. The I/O ports maintain the status they had, before the `SLEEP` instruction was executed (driving high, low or hi-impedance).

For lowest current consumption in this mode, place all I/O pins at either V_{DD} or V_{SS}, ensure no external circuitry is drawing current from the I/O pin, power-down the A/D, and disable external clocks. Pull all I/O pins that are hi-impedance inputs, high or low externally, to avoid switching currents caused by floating inputs. The T0CKI input, if enabled, should also be at V_{DD} or V_{SS} for lowest current consumption. The contribution from on-chip pull-ups on GPIO should be considered.

The $\overline{\text{MCLR}}$ pin, if enabled, must be at a logic high level (V_{IHMC}).

9.8.1 WAKE-UP FROM SLEEP

The device can wake-up from SLEEP through one of the following events:

1. External reset input on $\overline{\text{MCLR}}$ pin.
2. Watchdog Timer Wake-up (if WDT was enabled).
3. GP2/INT interrupt, interrupt GPIO port change or some Peripheral Interrupts.

External $\overline{\text{MCLR}}$ Reset will cause a device reset. All other events are considered a continuation of program execution and cause a "wake-up". The $\overline{\text{TO}}$ and $\overline{\text{PD}}$ bits in the STATUS register can be used to determine the cause of device reset. The $\overline{\text{PD}}$ bit, which is set on power-up, is cleared when `SLEEP` is invoked. The $\overline{\text{TO}}$ bit is cleared if a WDT time-out occurred (and caused wake-up).

The following peripheral interrupt can wake the device from SLEEP:

1. A/D conversion (when A/D clock source is RC).

Other peripherals can not generate interrupts since during SLEEP, no on-chip Q clocks are present.

When the `SLEEP` instruction is being executed, the next instruction (PC + 1) is pre-fetched. For the device to wake-up through an interrupt event, the corresponding interrupt enable bit must be set (enabled). Wake-up is regardless of the state of the GIE bit. If the GIE bit is clear (disabled), the device continues execution at the instruction after the `SLEEP` instruction. If the GIE bit is set (enabled), the device executes the instruction after the `SLEEP` instruction and then branches to the interrupt address (0004h). In cases where the execution of the instruction following `SLEEP` is not desirable, the user should have a `NOP` after the `SLEEP` instruction.

9.8.2 WAKE-UP USING INTERRUPTS

When global interrupts are disabled (GIE cleared) and any interrupt source has both its interrupt enable bit and interrupt flag bit set, one of the following will occur:

- If the interrupt occurs **before** the the execution of a `SLEEP` instruction, the `SLEEP` instruction will complete as a `NOP`. Therefore, the WDT and WDT postscaler will not be cleared, the $\overline{\text{TO}}$ bit will not be set and $\overline{\text{PD}}$ bits will not be cleared.
- If the interrupt occurs **during or after** the execution of a `SLEEP` instruction, the device will immediately wake-up from sleep . The `SLEEP` instruction will be completely executed before the wake-up. Therefore, the WDT and WDT postscaler will be cleared, the $\overline{\text{TO}}$ bit will be set and the $\overline{\text{PD}}$ bit will be cleared.

Even if the flag bits were checked before executing a `SLEEP` instruction, it may be possible for flag bits to become set before the `SLEEP` instruction completes. To determine whether a `SLEEP` instruction executed, test the $\overline{\text{PD}}$ bit. If the $\overline{\text{PD}}$ bit is set, the `SLEEP` instruction was executed as a `NOP`.

To ensure that the WDT is cleared, a `CLRWDT` instruction should be executed before a `SLEEP` instruction.

NOTES:

IORWF — Inclusive OR W with f

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

MOVLW — Move Literal to W

Syntax:	[*label*] MOVLW k
Operands:	$0 \leq k \leq 255$
Operation:	k $\rightarrow$ (W)
Status Affected:	None
Encoding:	`11` `00xx` `kkkk` `kkkk`
Description:	The eight bit literal 'k' is loaded into W register. The don't cares will assemble as 0's.
Words:	1
Cycles:	1
Example	`MOVLW 0x5A` After Instruction W = 0x5A

MOVF — Move f

Syntax:	[*label*] MOVF f,d
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$
Operation:	(f) $\rightarrow$ (dest)
Status Affected:	Z
Encoding:	`00` `1000` `dfff` `ffff`
Description:	The contents of register f are moved to a destination dependant upon the status of d. If d = 0, destination is W register. If d = 1, the destination is file register f itself. d = 1 is useful to test a file register since status flag Z is affected.
Words:	1
Cycles:	1
Example	`MOVF FSR,` 0 After Instruction W = value in FSR register Z = 1

MOVWF — Move W to f

Syntax:	[*label*] MOVWF f
Operands:	$0 \leq f \leq 127$
Operation:	(W) $\rightarrow$ (f)
Status Affected:	None
Encoding:	`00` `0000` `1fff` `ffff`
Description:	Move data from W register to register 'f'.
Words:	1
Cycles:	1
Example	`MOVWF OPTION` Before Instruction OPTION = 0xFF W = 0x4F After Instruction OPTION = 0x4F W = 0x4F

SUBLW — Subtract W from Literal

Syntax:	[*label*] SUBLW k
Operands:	$0 \le k \le 255$
Operation:	k - (W) → (W)
Status Affected:	C, DC, Z
Encoding:	`11` | `110x` | `kkkk` | `kkkk`
Description:	The W register is subtracted (2's complement method) from the eight bit literal 'k'. The result is placed in the W register.
Words:	1
Cycles:	1

Example 1: `SUBLW 0x02`

Before Instruction
W = 1
C = ?

After Instruction
W = 1
C = 1; result is positive

Example 2: Before Instruction
W = 2
C = ?

After Instruction
W = 0
C = 1; result is zero

Example 3: Before Instruction
W = 3
C = ?

After Instruction
W = 0xFF
C = 0; result is negative

SUBWF — Subtract W from f

Syntax:	[*label*] SUBWF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(f) - (W) → (dest)
Status Affected:	C, DC, Z
Encoding:	`00` | `0010` | `dfff` | `ffff`
Description:	Subtract (2's complement method) W register from register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.
Words:	1
Cycles:	1

Example 1: `SUBWF REG1,1`

Before Instruction
REG1 = 3
W = 2
C = ?

After Instruction
REG1 = 1
W = 2
C = 1; result is positive

Example 2: Before Instruction
REG1 = 2
W = 2
C = ?

After Instruction
REG1 = 0
W = 2
C = 1; result is zero

Example 3: Before Instruction
REG1 = 1
W = 2
C = ?

After Instruction
REG1 = 0xFF
W = 2
C = 0; result is negative

NOTES:

11.0 DEVELOPMENT SUPPORT

The PIC® microcontrollers are supported with a full range of hardware and software development tools:

- Integrated Development Environment
  - MPLAB® IDE Software
- Assemblers/Compilers/Linkers
  - MPASM Assembler
  - MPLAB-C17 and MPLAB-C18 C Compilers
  - MPLINK/MPLIB Linker/Librarian
- Simulators
  - MPLAB-SIM Software Simulator
- Emulators
  - MPLAB-ICE Real-Time In-Circuit Emulator
  - PICMASTER®/PICMASTER-CE In-Circuit Emulator
  - ICEPIC™
- In-Circuit Debugger
  - MPLAB-ICD for PIC16F877
- Device Programmers
  - PRO MATE® II Universal Programmer
  - PICSTART® Plus Entry-Level Prototype Programmer
- Low-Cost Demonstration Boards
  - SIMICE
  - PICDEM-1
  - PICDEM-2
  - PICDEM-3
  - PICDEM-17
  - SEEVAL®
  - KEELOQ®

11.1 MPLAB Integrated Development Environment Software

The MPLAB IDE software brings an ease of software development previously unseen in the 8-bit microcontroller market. MPLAB is a Windows®-based application which contains:

- Multiple functionality
  - editor
  - simulator
  - programmer (sold separately)
  - emulator (sold separately)
- A full featured editor
- A project manager
- Customizable tool bar and key mapping
- A status bar
- On-line help

MPLAB allows you to:

- Edit your source files (either assembly or 'C')
- One touch assemble (or compile) and download to PIC MCU tools (automatically updates all project information)
- Debug using:
  - source files
  - absolute listing file
  - object code

The ability to use MPLAB with Microchip's simulator, MPLAB-SIM, allows a consistent platform and the ability to easily switch from the cost-effective simulator to the full featured emulator with minimal retraining.

11.2 MPASM Assembler

MPASM is a full featured universal macro assembler for all PIC MCUs. It can produce absolute code directly in the form of HEX files for device programmers, or it can generate relocatable objects for MPLINK.

MPASM has a command line interface and a Windows shell and can be used as a standalone application on a Windows 3.x or greater system. MPASM generates relocatable object files, Intel standard HEX files, MAP files to detail memory usage and symbol reference, an absolute LST file which contains source lines and generated machine code, and a COD file for MPLAB debugging.

MPASM features include:

- MPASM and MPLINK are integrated into MPLAB projects.
- MPASM allows user defined macros to be created for streamlined assembly.
- MPASM allows conditional assembly for multi purpose source files.
- MPASM directives allow complete control over the assembly process.

11.3 MPLAB-C17 and MPLAB-C18 C Compilers

The MPLAB-C17 and MPLAB-C18 Code Development Systems are complete ANSI 'C' compilers and integrated development environments for Microchip's PIC17CXXX and PIC18CXXX family of microcontrollers, respectively. These compilers provide powerful integration capabilities and ease of use not found with other compilers.

For easier source level debugging, the compilers provide symbol information that is compatible with the MPLAB IDE memory display.

11.4 MPLINK/MPLIB Linker/Librarian

MPLINK is a relocatable linker for MPASM and MPLAB-C17 and MPLAB-C18. It can link relocatable objects from assembly or C source files along with precompiled libraries using directives from a linker script.

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

MPLINK features include:

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

MPLIB features include:

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

11.5 MPLAB-SIM Software Simulator

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

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

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

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

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

The MPLAB-ICE Emulator System has been designed as a real-time emulation system with advanced features that are generally found on more expensive development tools. The PC platform and Microsoft® Windows 3.x/95/98 environment were chosen to best make these features available to you, the end user.

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

11.7 PICMASTER/PICMASTER CE

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

11.8 ICEPIC

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

11.9 MPLAB-ICD In-Circuit Debugger

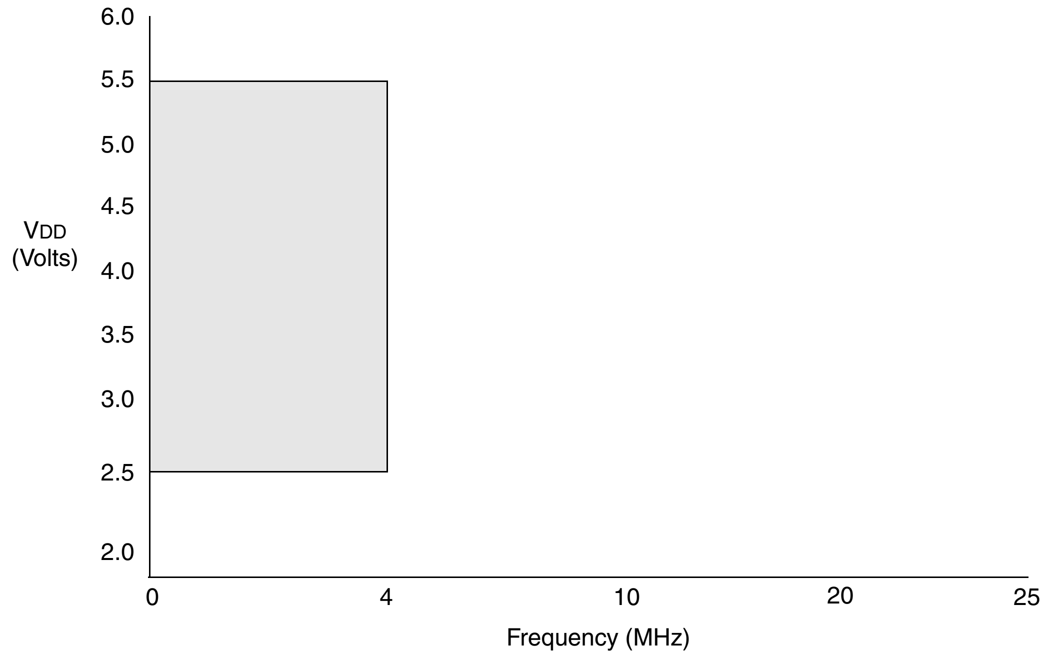
Microchip's In-Circuit Debugger, MPLAB-ICD, is a powerful, low-cost run-time development tool. This tool is based on the flash PIC16F877 and can be used to develop for this and other PIC microcontrollers from the PIC16CXXX family. MPLAB-ICD utilizes the In-Circuit Debugging capability built into the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

11.10 PRO MATE II Universal Programmer

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

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

FIGURE 12-3: PIC12LC67X VOLTAGE-FREQUENCY GRAPH, -40°C ≤ TA ≤ +85°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.

DC CHARACTERISTICS		Standard Operating Conditions (unless otherwise specified) Operating Temperature 0°C ≤ TA ≤ +70°C (commercial) –40°C ≤ TA ≤ +85°C (industrial) –40°C ≤ TA ≤ +125°C (extended)					
Parm No.	**Characteristic**	**Sym**	**Min**	**Typ(1)**	**Max**	**Units**	**Conditions**
	LP Oscillator Operating Frequency	FOSC	0		200	kHz	All temperatures
	INTRC/EXTRC Oscillator Operating Frequency		—		4(6)	MHz	All temperatures
	XT Oscillator Operating Frequency		0		4	MHz	All temperatures
	HS Oscillator Operating Frequency		0		10	MHz	All temperatures

* These parameters are characterized but not tested.

Note 1: Data in Typical ("Typ") column is based on characterization results at 25°C. This data is for design guidance only and is not tested.

2: This is the limit to which VDD can be lowered in SLEEP mode without losing RAM data.

3: The supply current is mainly a function of the operating voltage and frequency. Other factors such as bus loading, oscillator type, bus rate, internal code execution pattern, and temperature also have an impact on the current consumption.

a) The test conditions for all IDD measurements in active operation mode are:
OSC1 = external square wave, from rail-to-rail; all I/O pins tristated, pulled to VSS, T0CKI = VDD, $\overline{MCLR}$ = VDD; WDT disabled.

b) For standby current measurements, the conditions are the same, except that the device is in SLEEP mode.

4: For EXTRC osc configuration, current through REXT is not included. The current through the resistor can be estimated by the formula:
Ir = VDD/2REXT (mA) with REXT in kOhm.

5: The power-down current in SLEEP mode does not depend on the oscillator type. Power-down current is measured with the part in SLEEP mode, with all I/O pins in hi-impedance state and tied to VDD or VSS.

6: INTRC calibration value is for 4MHz nominal at 5V, 25°C.

TABLE 12-9: EEPROM MEMORY BUS TIMING REQUIREMENTS - PIC12CE673/674 ONLY.

AC Characteristics	Standard Operating Conditions (unless otherwise specified) Operating Temperature 0°C ≤ TA ≤ +70°C, Vcc = 3.0V to 5.5V (commercial) –40°C ≤ TA ≤ +85°C, Vcc = 3.0V to 5.5V (industrial) –40°C ≤ TA ≤ +125°C, Vcc = 4.5V to 5.5V (extended) Operating Voltage VDD range is described in Section 12.1

Parameter	Symbol	Min	Max	Units	Conditions
Clock frequency	FCLK	— — —	100 100 400	kHz	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
Clock high time	THIGH	4000 4000 600	— — —	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
Clock low time	TLOW	4700 4700 1300	— — —	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
SDA and SCL rise time (Note 1)	TR	— — —	1000 1000 300	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
SDA and SCL fall time	TF	—	300	ns	(Note 1)
START condition hold time	THD:STA	4000 4000 600	— — —	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
START condition setup time	TSU:STA	4700 4700 600	— — —	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
Data input hold time	THD:DAT	0	—	ns	(Note 2)
Data input setup time	TSU:DAT	250 250 100	— — —	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
STOP condition setup time	TSU:STO	4000 4000 600	— — —	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
Output valid from clock (Note 2)	TAA	— — —	3500 3500 900	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
Bus free time: Time the bus must be free before a new transmission can start	TBUF	4700 4700 1300	— — —	ns	4.5V ≤ Vcc ≤ 5.5V (E Temp range) 3.0V ≤ Vcc ≤ 4.5V 4.5V ≤ Vcc ≤ 5.5V
Output fall time from VIH minimum to VIL maximum	TOF	20+0.1 CB	250	ns	(Note 1), CB ≤ 100 pF
Input filter spike suppression (SDA and SCL pins)	TSP	—	50	ns	(Notes 1, 3)
Write cycle time	TWC	—	4	ms	
Endurance		1M	—	cycles	25°C, VCC = 5.0V, Block Mode (Note 4)

Note 1: Not 100% tested. CB = total capacitance of one bus line in pF.

2: As a transmitter, the device must provide an internal minimum delay time to bridge the undefined region (minimum 300 ns) of the falling edge of SCL and avoid unintended generation of START or STOP conditions.

3: The combined TSP and VHYS specifications are due to new Schmitt Trigger inputs which provide improved noise spike suppression. This eliminates the need for a TI specification for standard operation.

4: This parameter is not tested but ensured by characterization. For endurance estimates in a specific application, please consult the Total Endurance Model which can be obtained on Microchip's website.

FIGURE 13-9: IOL vs. VOL, VDD = 5.5 V

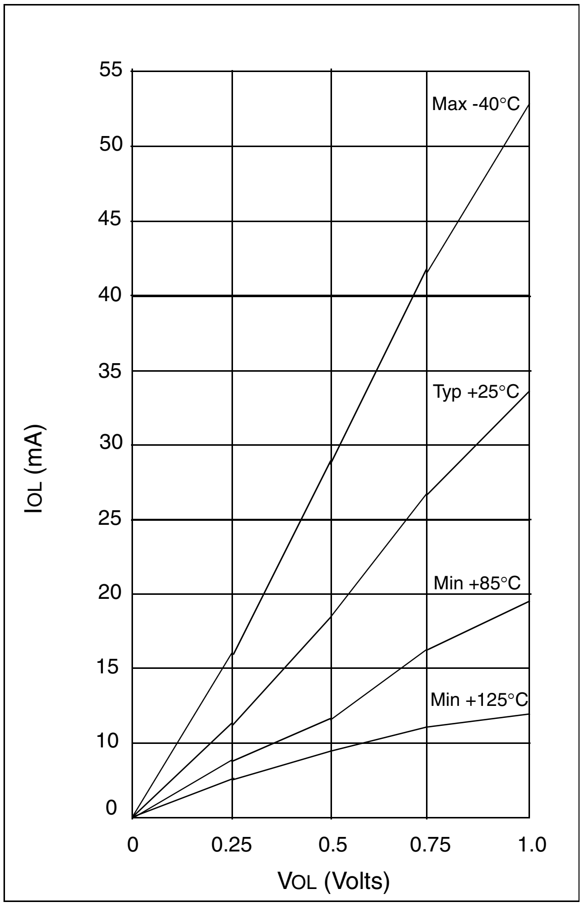


FIGURE 13-10: VTH (INPUT THRESHOLD VOLTAGE) OF GPIO PINS vs. VDD