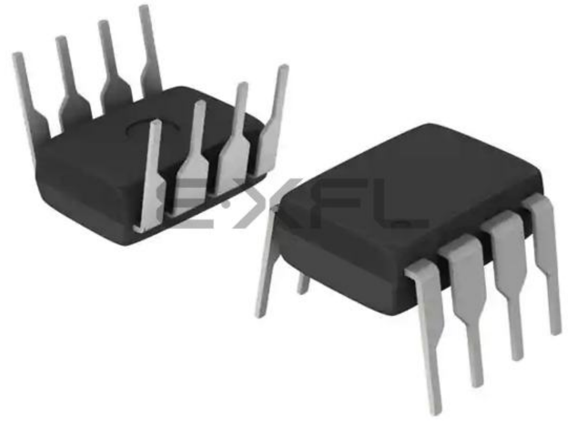

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What is "Embedded - Microcontrollers"?

"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	4MHz
Connectivity	-
Peripherals	POR, WDT
Number of I/O	5
Program Memory Size	1.75KB (1K x 14)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	2.5V ~ 5.5V
Data Converters	A/D 4x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Through Hole
Package / Case	8-DIP (0.300", 7.62mm)
Supplier Device Package	8-PDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic12lc671-04i-p

4.2.2.3 INTCON REGISTER

The INTCON Register is a readable and writable register, which contains various enable and flag bits for the TMR0 Register overflow, GPIO port change and external GP2/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>).

REGISTER 4-3: INTCON REGISTER (ADDRESS 0Bh, 8Bh)

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	T0IE	INTE	GPIE	T0IF	INTF	GPIF
bit7							bit0

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

bit 7: **GIE:** Global Interrupt Enable bit
1 = Enables all un-masked interrupts
0 = Disables all interrupts

bit 6: **PEIE:** Peripheral Interrupt Enable bit
1 = Enables all un-masked peripheral interrupts
0 = Disables all peripheral interrupts

bit 5: **T0IE:** TMR0 Overflow Interrupt Enable bit
1 = Enables the TMR0 interrupt
0 = Disables the TMR0 interrupt

bit 4: **INTE:** INT External Interrupt Enable bit
1 = Enables the external interrupt on GP2/INT/T0CKI/AN2 pin
0 = Disables the external interrupt on GP2/INT/T0CKI/AN2 pin

bit 3: **GPIE:** GPIO Interrupt on Change Enable bit
1 = Enables the GPIO Interrupt on Change
0 = Disables the GPIO Interrupt on Change

bit 2: **T0IF:** TMR0 Overflow Interrupt Flag bit
1 = TMR0 register has overflowed (must be cleared in software)
0 = TMR0 register did not overflow

bit 1: **INTF:** INT External Interrupt Flag bit
1 = The external interrupt on GP2/INT/T0CKI/AN2 pin occurred (must be cleared in software)
0 = The external interrupt on GP2/INT/T0CKI/AN2 pin did not occur

bit 0: **GPIF:** GPIO Interrupt on Change Flag bit
1 = GP0, GP1 or GP3 pins changed state (must be cleared in software)
0 = Neither GP0, GP1 nor GP3 pins have changed state

4.5 Indirect Addressing, INDF and FSR Registers

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

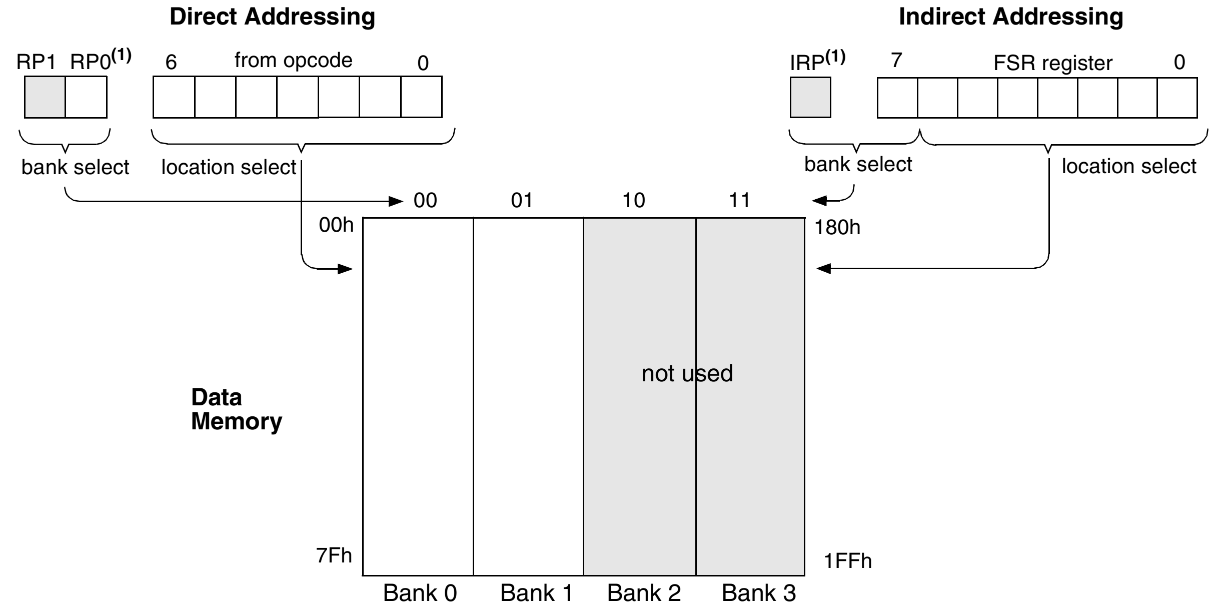
Any instruction using the INDF register actually accesses the register pointed to by the File Select Register, FSR. Reading the INDF Register itself indirectly (FSR = '0') will read 00h. Writing to the INDF Register indirectly results in a no-operation (although status bits may be affected). An effective 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
```

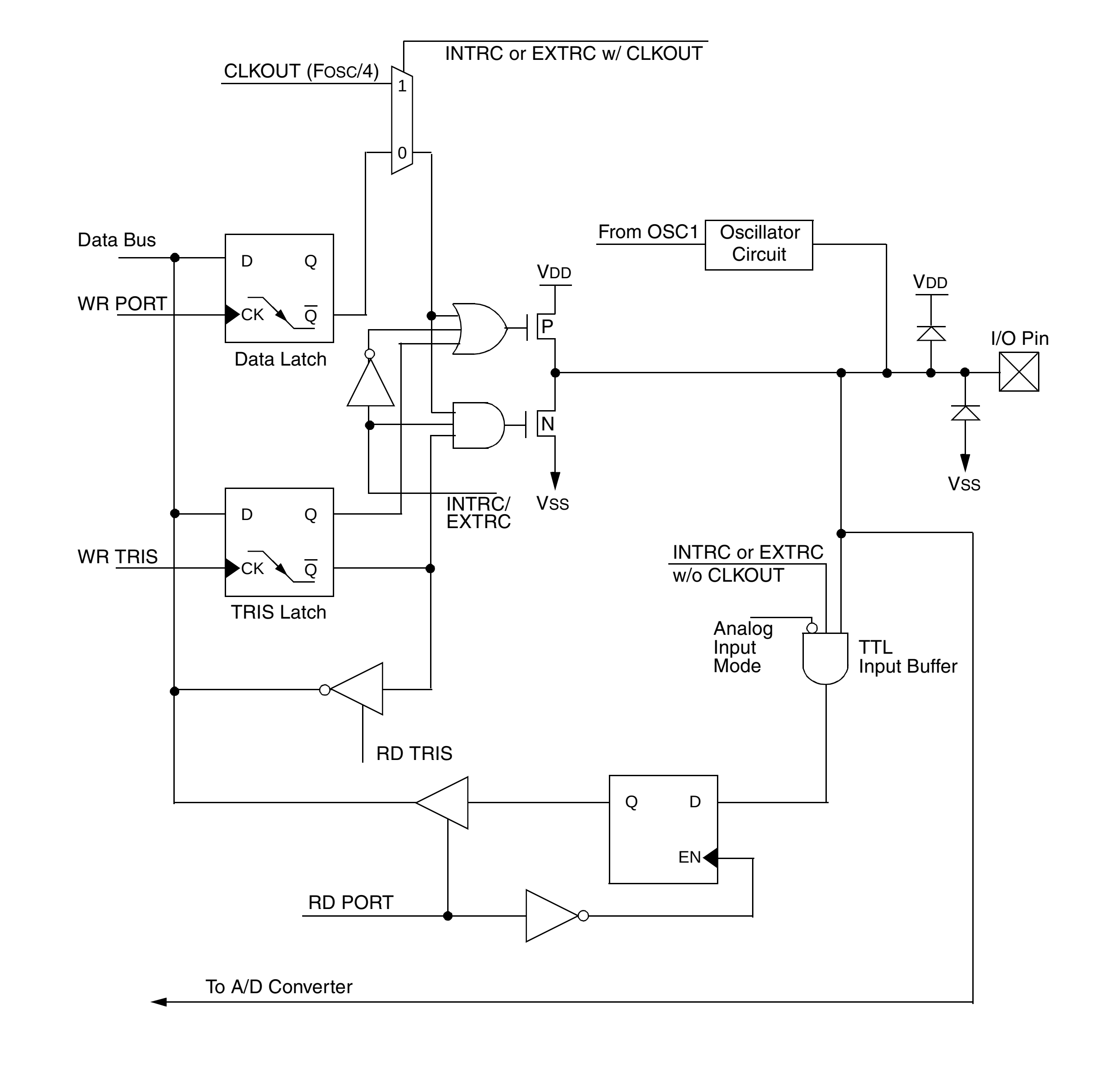
FIGURE 4-4: DIRECT/INDIRECT ADDRESSING



For register file map detail see Figure 4-2.

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

FIGURE 5-4: BLOCK DIAGRAM OF GP4/OSC2/AN3/CLKOUT PIN



6.0 EEPROM PERIPHERAL OPERATION

The PIC12CE673 and PIC12CE674 each have 16 bytes of EEPROM data memory. The EEPROM memory has an endurance of 1,000,000 erase/write cycles and a data retention of greater than 40 years. The EEPROM data memory supports a bi-directional 2-wire bus and data transmission protocol. These two-wires are serial data (SDA) and serial clock (SCL), that are mapped to bit6 and bit7, respectively, of the GPIO register (SFR 06h). Unlike the GP0-GP5 that are connected to the I/O pins, SDA and SCL are only connected to the internal EEPROM peripheral. For most applications, all that is required is calls to the following functions:

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

The code for these functions is available on our web site (www.microchip.com). The code will be accessed by either including the source code FL67XINC.ASM or by linking FLASH67X.ASM. FLASH67X.INC provides external definition to the calling program.

6.0.1 SERIAL DATA

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

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

6.0.2 SERIAL CLOCK

This SCL signal is used to synchronize the data transfer from and to the EEPROM.

6.1 Bus Characteristics

The following **bus protocol** is to be used with the EEPROM data memory. In this section, the term “processor” is used to denote the portion of the PIC12C67X that interfaces to the EEPROM via software.

- Data transfer may be initiated only when the bus is not busy.

During data transfer, the data line must remain stable whenever the clock line is HIGH. Changes in the data line while the clock line is HIGH will be interpreted as a START or STOP condition.

Accordingly, the following bus conditions have been defined (Figure 6-3).

6.1.1 BUS NOT BUSY (A)

Both data and clock lines remain HIGH.

6.1.2 START DATA TRANSFER (B)

A HIGH to LOW transition of the SDA line while the clock (SCL) is HIGH determines a START condition. All commands must be preceded by a START condition.

6.1.3 STOP DATA TRANSFER (C)

A LOW to HIGH transition of the SDA line while the clock (SCL) is HIGH determines a STOP condition. All operations must be ended with a STOP condition.

6.1.4 DATA VALID (D)

The state of the data line represents valid data when, after a START condition, the data line is stable for the duration of the HIGH period of the clock signal.

The data on the line must be changed during the LOW period of the clock signal. There is one bit of data per clock pulse.

Each data transfer is initiated with a START condition and terminated with a STOP condition. The number of the data bytes transferred between the START and STOP conditions is determined by the available data EEPROM space.

6.3 Write Operations

6.3.1 BYTE WRITE

Following the start signal from the processor, the device code (4 bits), the don't care bits (3 bits), and the R/$\overline{W}$ bit (which is a logic low) are placed onto the bus by the processor. This indicates to the addressed EEPROM that a byte with a word address will follow after it has generated an acknowledge bit during the ninth clock cycle. Therefore, the next byte transmitted by the processor is the word address and will be written into the address pointer. Only the lower four address bits are used by the device, and the upper four bits are don't cares. If the address byte is acknowledged, the processor will then transmit the data word to be written into the addressed memory location. The memory acknowledges again and the processor generates a stop condition. This initiates the internal write cycle, and during this time will not generate acknowledge signals. After a byte write command, the internal address counter will not be incremented and will point to the same address location that was just written. If a stop bit sequence is transmitted to the device at any point in the write command sequence before the entire sequence is complete, then the command will abort and no data will be written. If more than 8 data bits are transmitted before the stop bit sequence is sent, then the device will clear the previously loaded byte and begin loading the data buffer again. If more than one data byte is transmitted to the device and a stop bit is sent before a full eight data bits have been transmitted, then the write command will abort and no data will be written. The EEPROM memory employs a VCC threshold detector circuit, which disables the internal erase/write logic if the VCC is below minimum VDD. Byte write operations must be preceded and immediately followed by a bus not busy bus cycle where both SDA and SCL are held high. (See Figure 6-7 for Byte Write operation.)

6.4 Acknowledge Polling

Since the EEPROM will not acknowledge during a write cycle, this can be used to determine when the cycle is complete (this feature can be used to maximize bus throughput). Once the stop condition for a write command has been issued from the processor, the device initiates the internally timed write cycle. ACK polling can be initiated immediately. This involves the processor sending a start condition followed by the control byte for a write command (R/$\overline{W}$ = 0). If the device is still busy with the write cycle, then no ACK will be returned. If no ACK is returned, then the start bit and control byte must be re-sent. If the cycle is complete, then the device will return the ACK and the processor can then proceed with the next read or write command. (See Figure 6-6 for flow diagram.)

FIGURE 6-6: ACKNOWLEDGE POLLING FLOW

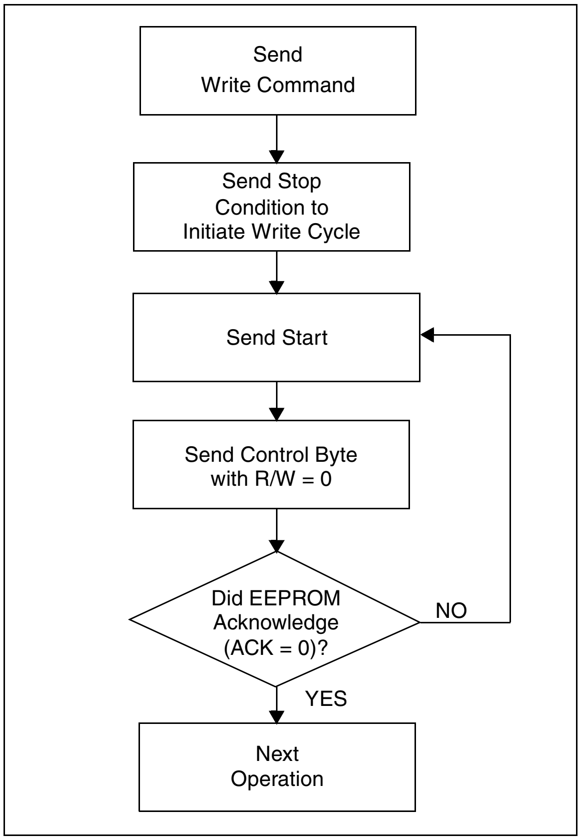


FIGURE 6-7: BYTE WRITE

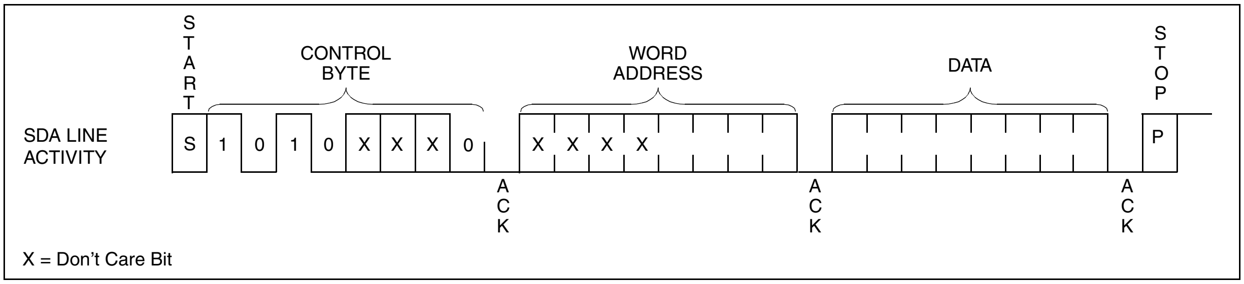


FIGURE 7-3: TIMER0 TIMING: INTERNAL CLOCK/PRESCALE 1:2

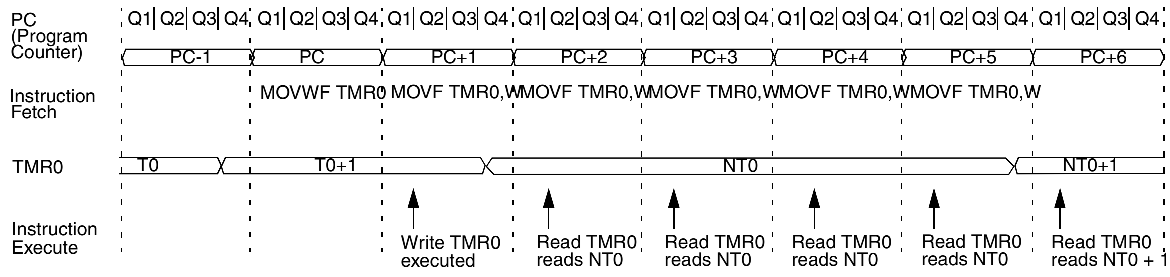
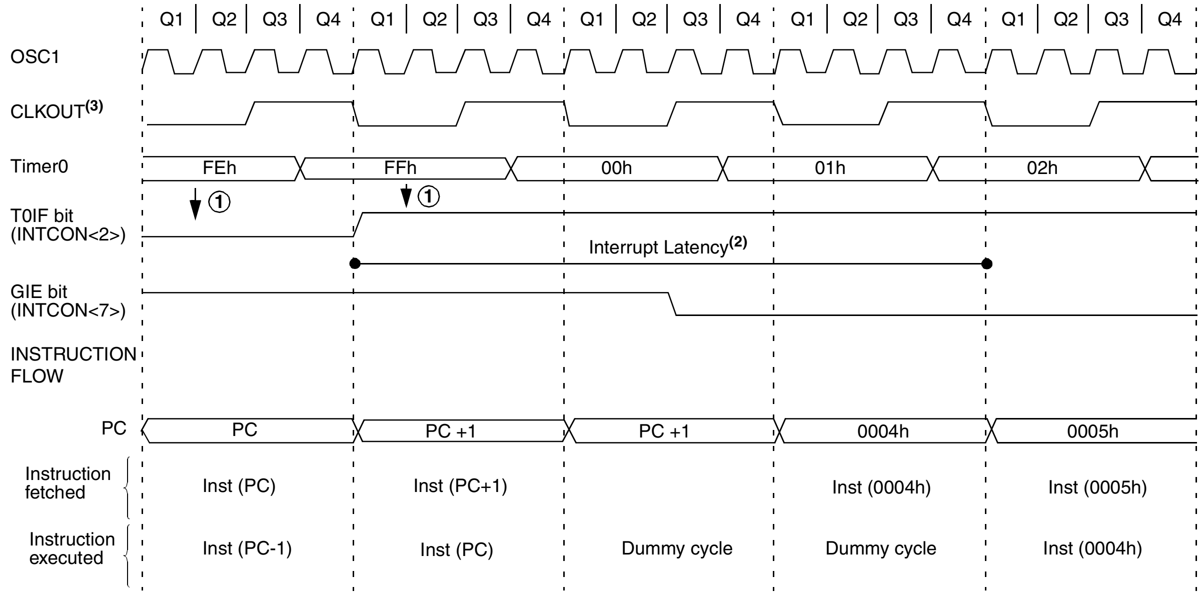


FIGURE 7-4: TIMER0 INTERRUPT TIMING



Note 1: Interrupt flag bit T0IF is sampled here (every Q1).

2: Interrupt latency = 3TCY where TCY = instruction cycle time.

3: CLKOUT is available only in the INTRC and EXTRC oscillator modes.

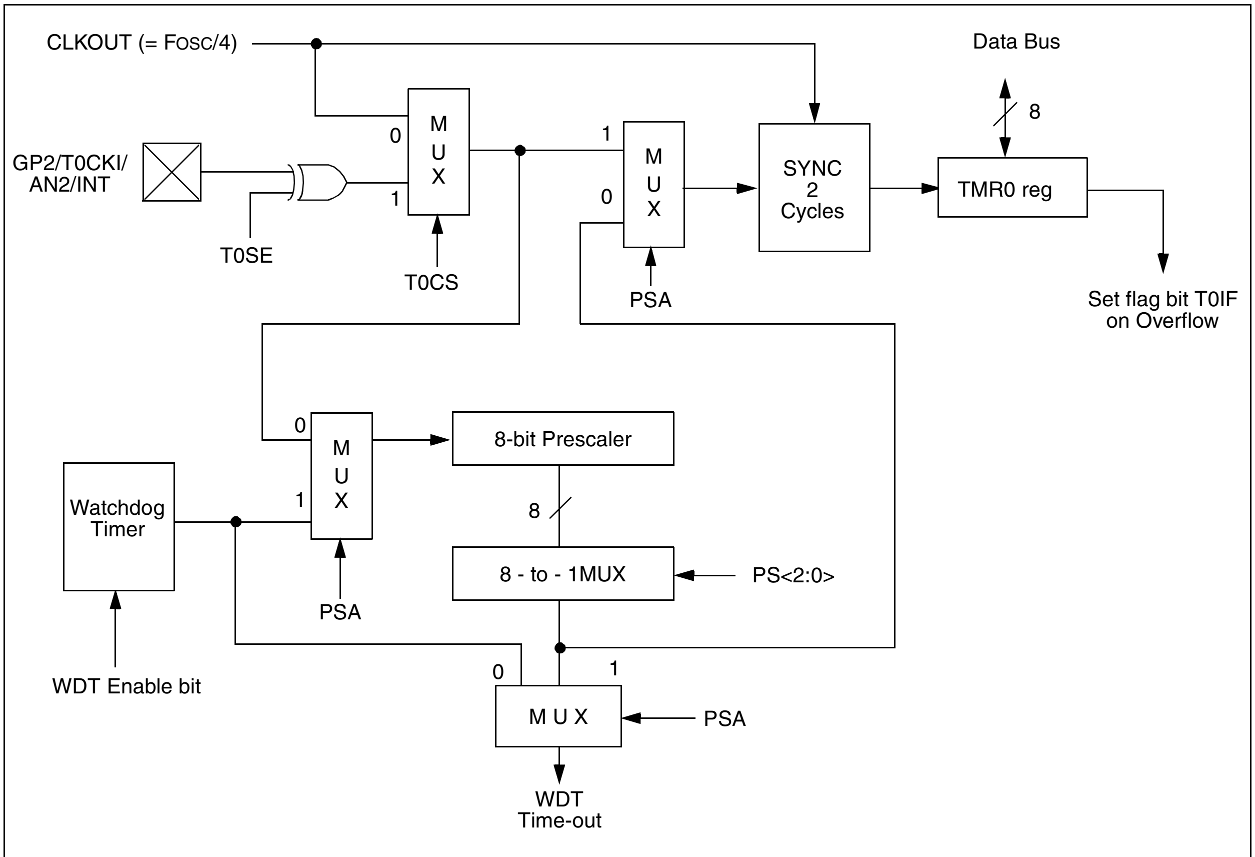
7.3 Prescaler

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

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

When assigned to the Timer0 module, all instructions writing to the TMR0 register (i.e., `CLRF 1, MOVWF 1, BSF 1,x....`, etc.) will clear the prescaler. When assigned to WDT, a `CLRWDT` instruction will clear the prescaler along with the Watchdog Timer. The prescaler is not readable or writable.

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



Note: T0CS, T0SE, PSA, PS<2:0> are (OPTION<5:0>).

8.0 ANALOG-TO-DIGITAL CONVERTER (A/D) MODULE

The Analog-To-Digital (A/D) converter module has four analog inputs.

The A/D allows conversion of an analog input signal to a corresponding 8-bit digital number (refer to Application Note AN546 for use of A/D Converter). The output of the sample and hold is the input into the converter, which generates the result via successive approximation. The analog reference voltage is software selectable to either the device's positive supply voltage (VDD) or the voltage level on the GP1/AN1/VREF pin. The A/D converter has a unique feature of being able to operate while the device is in SLEEP mode.

The A/D module has three registers. These registers are:

- A/D Result Register (ADRES)
- A/D Control Register 0 (ADCON0)
- A/D Control Register 1 (ADCON1)

The ADCON0 Register, shown in Figure 8-1, controls the operation of the A/D module. The ADCON1 Register, shown in Figure 8-2, configures the functions of the port pins. The port pins can be configured as analog inputs (GP1 can also be a voltage reference) or as digital I/O.

Note 1: If the port pins are configured as analog inputs (reset condition), reading the port (MOVF GPIO,W) results in reading '0's.

2: Changing ADCON1 Register can cause the GPIF and INTF flags to be set in the INTCON Register. These interrupts should be disabled prior to modifying ADCON1.

REGISTER 8-1: ADCON0 REGISTER (ADDRESS 1Fh)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
ADCS1	ADCS0	reserved	CHS1	CHS0	GO/$\overline{\text{DONE}}$	reserved	ADON
bit7							bit0

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

bit 7-6: **ADCS<1:0>:** A/D Conversion Clock Select bits
`00` = FOSC/2
`01` = FOSC/8
`10` = FOSC/32
`11` = FRC (clock derived from an RC oscillation)

bit 5: **Reserved**

bit 4-3: **CHS<1:0>:** Analog Channel Select bits
`00` = channel 0, (GP0/AN0)
`01` = channel 1, (GP1/AN1)
`10` = channel 2, (GP2/AN2)
`11` = channel 3, (GP4/AN3)

bit 2: **GO/$\overline{\text{DONE}}$:** A/D Conversion Status bit

If ADON = 1
`1` = A/D conversion in progress (setting this bit starts the A/D conversion)
`0` = A/D conversion not in progress (this bit is automatically cleared by hardware when the A/D conversion is complete)

bit 1: **Reserved**

bit 0: **ADON:** A/D on bit
`1` = A/D converter module is operating
`0` = A/D converter module is shut off and consumes no operating current

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.

NOTES:

10.2 Instruction Descriptions

ADDLW Add Literal and W

Syntax: [*label*] ADDLW k

Operands: 0 ≤ k ≤ 255

Operation: (W) + k → (W)

Status Affected: C, DC, Z

Encoding:

11	111x	kkkk	kkkk

Description: The contents of the W register are added to the eight bit literal 'k' and the result is placed in the W register.

Words: 1

Cycles: 1

Example `ADDLW 0x15`

Before Instruction
W = 0x10
After Instruction
W = 0x25

ADDWF Add W and f

Syntax: [*label*] ADDWF f,d

Operands: 0 ≤ f ≤ 127
d ∈ [0,1]

Operation: (W) + (f) → (dest)

Status Affected: C, DC, Z

Encoding:

00	0111	dfff	ffff

Description: Add the contents of the W register with 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 `ADDWF FSR,` 0

Before Instruction
W = 0x17
FSR = 0xC2
After Instruction
W = 0xD9
FSR = 0xC2

ANDLW And Literal with W

Syntax: [*label*] ANDLW k

Operands: 0 ≤ k ≤ 255

Operation: (W) .AND. (k) → (W)

Status Affected: Z

Encoding:

11	1001	kkkk	kkkk

Description: The contents of W register are AND'ed with the eight bit literal 'k'. The result is placed in the W register.

Words: 1

Cycles: 1

Example `ANDLW 0x5F`

Before Instruction
W = 0xA3
After Instruction
W = 0x03

ANDWF AND W with f

Syntax: [*label*] ANDWF f,d

Operands: 0 ≤ f ≤ 127
d ∈ [0,1]

Operation: (W) .AND. (f) → (dest)

Status Affected: Z

Encoding:

00	0101	dfff	ffff

Description: AND the W register with 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 `ANDWF FSR,` 1

Before Instruction
W = 0x17
FSR = 0xC2
After Instruction
W = 0x17
FSR = 0x02

CLRWDT — Clear Watchdog Timer

Syntax: [*label*] CLRWDT

Operands: None

Operation: 00h → WDT
0 → WDT prescaler,
1 → $\overline{TO}$
1 → $\overline{PD}$

Status Affected: $\overline{TO}$, $\overline{PD}$

Encoding:

00	0000	0110	0100

Description: `CLRWDT` instruction resets the Watchdog Timer. It also resets the prescaler of the WDT. Status bits $\overline{TO}$ and $\overline{PD}$ are set.

Words: 1

Cycles: 1

Example

```
CLRWDT
```

Before Instruction

WDT counter	=	?

After Instruction

WDT counter	=	0x00
WDT prescaler	=	0
$\overline{TO}$	=	1
$\overline{PD}$	=	1

COMF — Complement f

Syntax: [*label*] COMF f,d

Operands: 0 ≤ f ≤ 127
d ∈ [0,1]

Operation: $(\bar{f})$ → (dest)

Status Affected: Z

Encoding:

00	1001	dfff	ffff

Description: The contents of register 'f' are complemented. If 'd' is 0, the result is stored in W. If 'd' is 1, the result is stored back in register 'f'.

Words: 1

Cycles: 1

Example

```
COMF        REG1,0
```

Before Instruction

REG1	=	0x13

After Instruction

REG1	=	0x13
W	=	0xEC

DECF — Decrement f

Syntax: [*label*] DECF f,d

Operands: 0 ≤ f ≤ 127
d ∈ [0,1]

Operation: (f) - 1 → (dest)

Status Affected: Z

Encoding:

00	0011	dfff	ffff

Description: Decrement register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.

Words: 1

Cycles: 1

Example

```
DECF     CNT, 1
```

Before Instruction

CNT	=	0x01
Z	=	0

After Instruction

CNT	=	0x00
Z	=	1

DECFSZ — Decrement f, Skip if 0

Syntax: [*label*] DECFSZ f,d

Operands: 0 ≤ f ≤ 127
d ∈ [0,1]

Operation: (f) - 1 → (dest); skip if result = 0

Status Affected: None

Encoding:

00	1011	dfff	ffff

Description: The contents of register 'f' are decremented. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is placed back in register 'f'.
If the result is 0, the next instruction, which is already fetched, is discarded. A `NOP` is executed instead making it a two cycle instruction.

Words: 1

Cycles: 1(2)

Example

```
HERE      DECFSZ    CNT, 1
          GOTO      LOOP
CONTINUE  •
          •
          •
```

Before Instruction

PC	=	address `HERE`

After Instruction

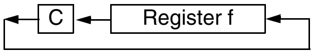
CNT	=	CNT - 1
if CNT	=	0,
PC	=	address `CONTINUE`
if CNT	≠	0,
PC	=	address `HERE+1`

RETURN	**Return from Subroutine**
Syntax:	[*label*] RETURN
Operands:	None
Operation:	TOS → PC
Status Affected:	None
Encoding:	`00` `0000` `0000` `1000`
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.
Words:	1
Cycles:	2

Example	`RETURN`
	After Interrupt
	PC = TOS

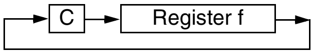
RLF	**Rotate Left f through Carry**
Syntax:	[*label*] RLF f,d
Operands:	0 ≤ f ≤ 127 d ∈ [0,1]
Operation:	See description below
Status Affected:	C
Encoding:	`00` `1101` `dfff` `ffff`
Description:	The contents of register 'f' are rotated one bit to the left through the Carry Flag. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is stored back in register 'f'.
Words:	1
Cycles:	1

Example	`RLF REG1,0`
	Before Instruction
	REG1 = `1110 0110`
	C = `0`
	After Instruction
	REG1 = `1110 0110`
	W = `1100 1100`
	C = `1`



RRF	**Rotate Right f through Carry**
Syntax:	[*label*] RRF f,d
Operands:	0 ≤ f ≤ 127 d ∈ [0,1]
Operation:	See description below
Status Affected:	C
Encoding:	`00` `1100` `dfff` `ffff`
Description:	The contents of register 'f' are rotated one bit to the right through the Carry Flag. 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

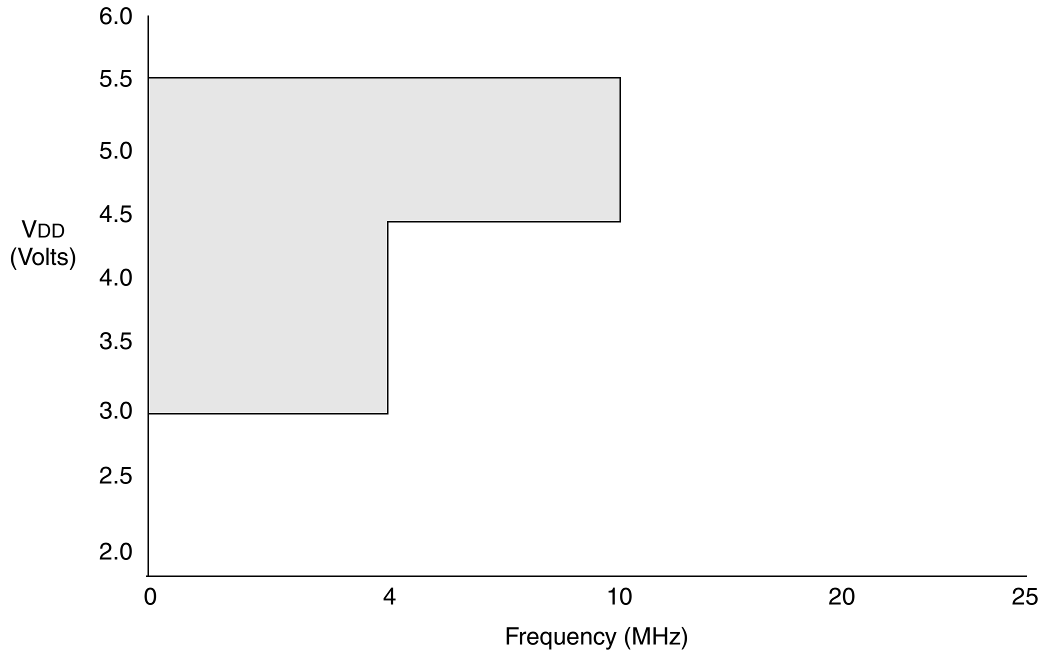
Example	`RRF` REG1, 0
	Before Instruction
	REG1 = `1110 0110`
	C = `0`
	After Instruction
	REG1 = `1110 0110`
	W = `0111 0011`
	C = `0`



SLEEP	
Syntax:	[*label*] SLEEP
Operands:	None
Operation:	00h → WDT, 0 → WDT prescaler, 1 → $\overline{TO}$, 0 → $\overline{PD}$
Status Affected:	$\overline{TO}$, $\overline{PD}$
Encoding:	`00` `0000` `0110` `0011`
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.
Words:	1
Cycles:	1
Example:	`SLEEP`

NOTES:

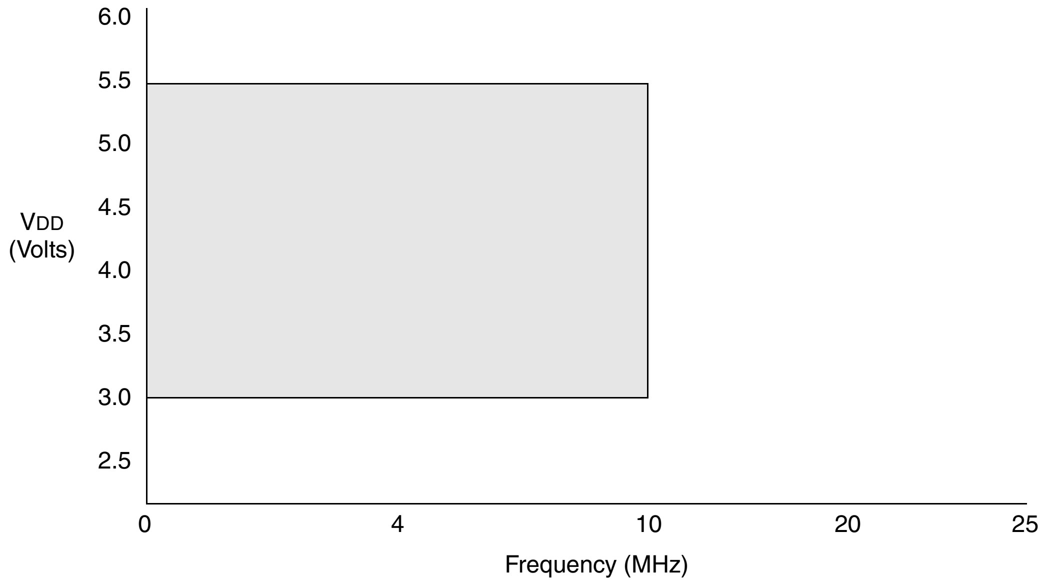
FIGURE 12-1: PIC12C67X VOLTAGE-FREQUENCY GRAPH, -40°C ≤ TA < 0°C, +70°C <TA ≤ +125°C



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

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

FIGURE 12-2: PIC12C67X VOLTAGE-FREQUENCY GRAPH, 0°C ≤ TA ≤ +70°C

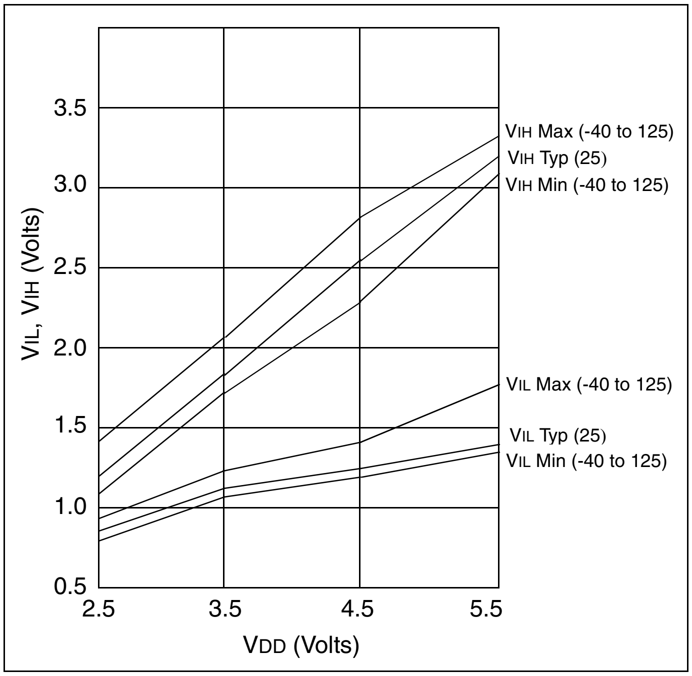


Note 1: The shaded region indicates the permissible combinations of voltage and frequency.

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.

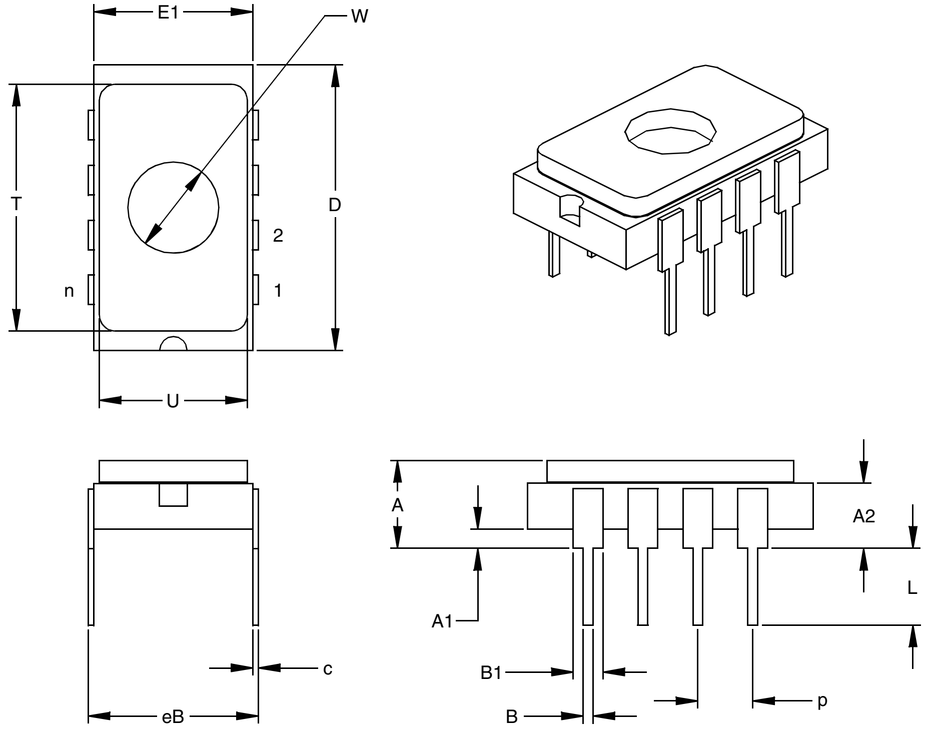
NOTES:

FIGURE 13-11: VIL, VIH OF NMCLR AND T0CKI vs. VDD



8-Lead Ceramic Side Brazed Dual In-line with Window (JW) – 300 mil

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



Units		INCHES*			MILLIMETERS		
Dimension Limits		MIN	NOM	MAX	MIN	NOM	MAX
Number of Pins	n		8			8	
Pitch	p		.100			2.54	
Top to Seating Plane	A	.145	.165	.185	3.68	4.19	4.70
Top of Body to Seating Plane	A2	.103	.123	.143	2.62	3.12	3.63
Standoff	A1	.025	.035	.045	0.64	0.89	1.14
Package Width	E1	.280	.290	.300	7.11	7.37	7.62
Overall Length	D	.510	.520	.530	12.95	13.21	13.46
Tip to Seating Plane	L	.130	.140	.150	3.30	3.56	3.81
Lead Thickness	c	.008	.010	.012	0.20	0.25	0.30
Upper Lead Width	B1	.050	.055	.060	1.27	1.40	1.52
Lower Lead Width	B	.016	.018	.020	0.41	0.46	0.51
Overall Row Spacing	eB	.296	.310	.324	7.52	7.87	8.23
Window Diameter	W	.161	.166	.171	4.09	4.22	4.34
Lid Length	T	.440	.450	.460	11.18	11.43	11.68
Lid Width	U	.260	.270	.280	6.60	6.86	7.11

*Controlling Parameter
JEDC Equivalent: MS-015
Drawing No. C04-083

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