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Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	4MHz
Connectivity	I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	33
Program Memory Size	14KB (8K x 14)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	368 x 8
Voltage - Supply (Vcc/Vdd)	4V ~ 6V
Data Converters	A/D 8x8b
Oscillator Type	External
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	44-QFP
Supplier Device Package	44-MQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16c77-04-pq

PIC16C7X

NOTES:

PIC16C7X

TABLE 3-3: PIC16C74/74A/77 PINOUT DESCRIPTION (Cont'd)

Pin Name	DIP Pin#	PLCC Pin#	QFP Pin#	I/O/P Type	Buffer Type	Description
RC0/T1OSO/T1CKI	15	16	32	I/O	ST	<p>PORTC is a bi-directional I/O port.</p> <p>RC0 can also be the Timer1 oscillator output or a Timer1 clock input.</p> <p>RC1 can also be the Timer1 oscillator input or Capture2 input/Compare2 output/PWM2 output.</p> <p>RC2 can also be the Capture1 input/Compare1 output/PWM1 output.</p> <p>RC3 can also be the synchronous serial clock input/output for both SPI and I²C modes.</p> <p>RC4 can also be the SPI Data In (SPI mode) or data I/O (I²C mode).</p> <p>RC5 can also be the SPI Data Out (SPI mode).</p> <p>RC6 can also be the USART Asynchronous Transmit or Synchronous Clock.</p> <p>RC7 can also be the USART Asynchronous Receive or Synchronous Data.</p>
RC1/T1OSI/CCP2	16	18	35	I/O	ST	
RC2/CCP1	17	19	36	I/O	ST	
RC3/SCK/SCL	18	20	37	I/O	ST	
RC4/SDI/SDA	23	25	42	I/O	ST	
RC5/SDO	24	26	43	I/O	ST	
RC6/TX/CK	25	27	44	I/O	ST	
RC7/RX/DT	26	29	1	I/O	ST	
RD0/PSP0	19	21	38	I/O	ST/TTL ⁽³⁾	<p>PORTD is a bi-directional I/O port or parallel slave port when interfacing to a microprocessor bus.</p>
RD1/PSP1	20	22	39	I/O	ST/TTL ⁽³⁾	
RD2/PSP2	21	23	40	I/O	ST/TTL ⁽³⁾	
RD3/PSP3	22	24	41	I/O	ST/TTL ⁽³⁾	
RD4/PSP4	27	30	2	I/O	ST/TTL ⁽³⁾	
RD5/PSP5	28	31	3	I/O	ST/TTL ⁽³⁾	
RD6/PSP6	29	32	4	I/O	ST/TTL ⁽³⁾	
RD7/PSP7	30	33	5	I/O	ST/TTL ⁽³⁾	
RE0/RD \bar{D} /AN5	8	9	25	I/O	ST/TTL ⁽³⁾	<p>PORTE is a bi-directional I/O port.</p> <p>RE0 can also be read control for the parallel slave port, or analog input5.</p> <p>RE1 can also be write control for the parallel slave port, or analog input6.</p> <p>RE2 can also be select control for the parallel slave port, or analog input7.</p>
RE1/WR \bar{R} /AN6	9	10	26	I/O	ST/TTL ⁽³⁾	
RE2/CS \bar{S} /AN7	10	11	27	I/O	ST/TTL ⁽³⁾	
Vss	12,31	13,34	6,29	P	—	Ground reference for logic and I/O pins.
VDD	11,32	12,35	7,28	P	—	Positive supply for logic and I/O pins.
NC	—	1,17,28,40	12,13,33,34		—	These pins are not internally connected. These pins should be left unconnected.

Legend: I = input O = output I/O = input/output P = power
 — = Not used TTL = TTL input ST = Schmitt Trigger input

- Note 1: This buffer is a Schmitt Trigger input when configured as an external interrupt.
 2: This buffer is a Schmitt Trigger input when used in serial programming mode.
 3: This buffer is a Schmitt Trigger input when configured as general purpose I/O and a TTL input when used in the Parallel Slave Port mode (for interfacing to a microprocessor bus).
 4: This buffer is a Schmitt Trigger input when configured in RC oscillator mode and a CMOS input otherwise.

TABLE 4-2: PIC16C73/73A/74/74A SPECIAL FUNCTION REGISTER SUMMARY

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 (2)
Bank 0											
00h ⁽⁴⁾	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	0000 0000
01h	TMR0	Timer0 module's register								xxxx xxxx	uuuu uuuu
02h ⁽⁴⁾	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	0000 0000
03h ⁽⁴⁾	STATUS	IRP ⁽⁷⁾	RP1 ⁽⁷⁾	RP0	T \overline{O}	P \overline{D}	Z	DC	C	0001 1xxx	000q quuu
04h ⁽⁴⁾	FSR	Indirect data memory address pointer								xxxx xxxx	uuuu uuuu
05h	PORTA	—	—	PORTA Data Latch when written: PORTA pins when read						--0x 0000	--0u 0000
06h	PORTB	PORTB Data Latch when written: PORTB pins when read								xxxx xxxx	uuuu uuuu
07h	PORTC	PORTC Data Latch when written: PORTC pins when read								xxxx xxxx	uuuu uuuu
08h ⁽⁵⁾	PORTD	PORTD Data Latch when written: PORTD pins when read								xxxx xxxx	uuuu uuuu
09h ⁽⁵⁾	PORTE	—	—	—	—	—	RE2	RE1	RE0	---- -xxx	---- -uuu
0Ah ^(1,4)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
0Bh ⁽⁴⁾	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	PSPIF ⁽³⁾	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
0Dh	PIR2	—	—	—	—	—	—	—	CCP2IF	---- --0	---- --0
0Eh	TMR1L	Holding register for the Least Significant Byte of the 16-bit TMR1 register								xxxx xxxx	uuuu uuuu
0Fh	TMR1H	Holding register for the Most Significant Byte of the 16-bit TMR1 register								xxxx xxxx	uuuu uuuu
10h	T1CON	—	—	T1CKPS1	T1CKPS0	T1OSCEN	T1SYNC	TMR1CS	TMR1ON	--00 0000	--uu uuuu
11h	TMR2	Timer2 module's register								0000 0000	0000 0000
12h	T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000
13h	SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	uuuu uuuu
14h	SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
15h	CCPR1L	Capture/Compare/PWM Register1 (LSB)								xxxx xxxx	uuuu uuuu
16h	CCPR1H	Capture/Compare/PWM Register1 (MSB)								xxxx xxxx	uuuu uuuu
17h	CCP1CON	—	—	CCP1X	CCP1Y	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000
18h	RCSTA	SPEN	RX9	SREN	CREN	—	FERR	OERR	RX9D	0000 -00x	0000 -00x
19h	TXREG	USART Transmit Data Register								0000 0000	0000 0000
1Ah	RCREG	USART Receive Data Register								0000 0000	0000 0000
1Bh	CCPR2L	Capture/Compare/PWM Register2 (LSB)								xxxx xxxx	uuuu uuuu
1Ch	CCPR2H	Capture/Compare/PWM Register2 (MSB)								xxxx xxxx	uuuu uuuu
1Dh	CCP2CON	—	—	CCP2X	CCP2Y	CCP2M3	CCP2M2	CCP2M1	CCP2M0	--00 0000	--00 0000
1Eh	ADRES	A/D Result Register								xxxx xxxx	uuuu uuuu
1Fh	ADCON0	ADCS1	ADCS0	CHS2	CHS1	CHS0	GO/DONE	—	ADON	0000 00-0	0000 00-0

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented read as '0'.
Shaded locations are unimplemented, read as '0'.

- Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8> whose contents are transferred to the upper byte of the program counter.
- 2: Other (non power-up) resets include external reset through MCLR and Watchdog Timer Reset.
- 3: Bits PSPIE and PSPIF are reserved on the PIC16C73/73A, always maintain these bits clear.
- 4: These registers can be addressed from either bank.
- 5: PORTD and PORTE are not physically implemented on the PIC16C73/73A, read as '0'.
- 6: Brown-out Reset is not implemented on the PIC16C73 or the PIC16C74, read as '0'.
- 7: The IRP and RP1 bits are reserved on the PIC16C73/73A/74/74A, always maintain these bits clear.

TABLE 4-3: PIC16C76/77 SPECIAL FUNCTION REGISTER SUMMARY (Cont.'d)

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 (2)
Bank 2											
100h ⁽⁴⁾	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	0000 0000
101h	TMR0	Timer0 module's register								xxxx xxxx	uuuu uuuu
102h ⁽⁴⁾	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	0000 0000
103h ⁽⁴⁾	STATUS	IRP	RP1	RP0	\overline{TO}	\overline{PD}	Z	DC	C	0001 1xxx	000q quuu
104h ⁽⁴⁾	FSR	Indirect data memory address pointer								xxxx xxxx	uuuu uuuu
105h	—	Unimplemented								—	—
106h	PORTB	PORTB Data Latch when written: PORTB pins when read								xxxx xxxx	uuuu uuuu
107h	—	Unimplemented								—	—
108h	—	Unimplemented								—	—
109h	—	Unimplemented								—	—
10Ah ^(1,4)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
10Bh ⁽⁴⁾	INTCON	GIE	PEIE	TOIE	INTE	RBIE	TOIF	INTF	RBIF	0000 000x	0000 000u
10Ch-10Fh	—	Unimplemented								—	—
Bank 3											
180h ⁽⁴⁾	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	0000 0000
181h	OPTION	\overline{RBP} U	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
182h ⁽⁴⁾	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	0000 0000
183h ⁽⁴⁾	STATUS	IRP	RP1	RP0	\overline{TO}	\overline{PD}	Z	DC	C	0001 1xxx	000q quuu
184h ⁽⁴⁾	FSR	Indirect data memory address pointer								xxxx xxxx	uuuu uuuu
185h	—	Unimplemented								—	—
186h	TRISB	PORTB Data Direction Register								1111 1111	1111 1111
187h	—	Unimplemented								—	—
188h	—	Unimplemented								—	—
189h	—	Unimplemented								—	—
18Ah ^(1,4)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	---0 0000
18Bh ⁽⁴⁾	INTCON	GIE	PEIE	TOIE	INTE	RBIE	TOIF	INTF	RBIF	0000 000x	0000 000u
18Ch-18Fh	—	Unimplemented								—	—

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented read as '0'.
Shaded locations are unimplemented, read as '0'.

- Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8> whose contents are transferred to the upper byte of the program counter.
- 2: Other (non power-up) resets include external reset through \overline{MCLR} and Watchdog Timer Reset.
- 3: Bits PSPIE and PSPIF are reserved on the PIC16C76, always maintain these bits clear.
- 4: These registers can be addressed from any bank.
- 5: PORTD and PORTE are not physically implemented on the PIC16C76, read as '0'.

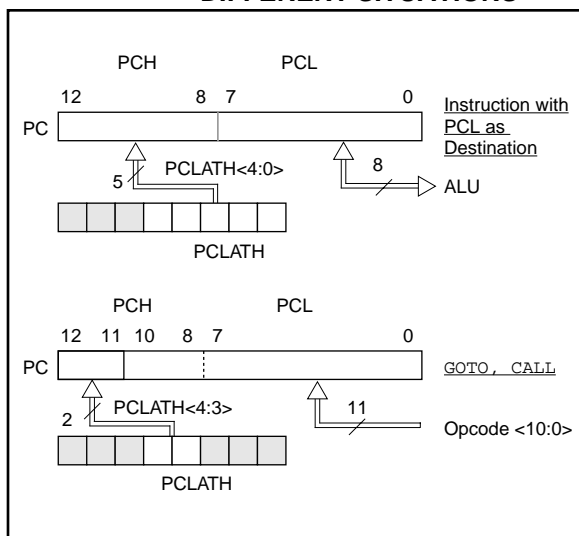
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4.3 PCL and PCLATH

Applicable Devices							
72	73	73A	74	74A	76	77	

The program counter (PC) is 13-bits wide. The low byte comes from the PCL register, which is a readable and writable register. The upper bits (PC<12:8>) are not readable, but are indirectly writable through the PCLATH register. On any reset, the upper bits of the PC will be cleared. Figure 4-17 shows the two situations for the loading of the PC. The upper example in the figure shows how the PC is loaded on a write to PCL (PCLATH<4:0> → PCH). The lower example in the figure shows how the PC is loaded during a *CALL* or *GOTO* instruction (PCLATH<4:3> → PCH).

FIGURE 4-17: LOADING OF PC IN DIFFERENT SITUATIONS



4.3.1 COMPUTED GOTO

A computed GOTO is accomplished by adding an offset to the program counter (*ADDWF PCL*). When doing a table read using a computed GOTO method, care should be exercised if the table location crosses a PCL memory boundary (each 256 byte block). Refer to the application note “*Implementing a Table Read*” (AN556).

4.3.2 STACK

The PIC16CXX family has an 8 level deep x 13-bit wide hardware stack. The stack space is not part of either program or data space and the stack pointer is not readable or writable. The PC is PUSHed onto the stack when a *CALL* instruction is executed or an interrupt causes a branch. The stack is POPed in the event of a *RETURN*, *RETLW* or a *RETFIE* instruction execution. PCLATH is not affected by a PUSH or POP operation.

The stack operates as a circular buffer. This means that after the stack has been PUSHed eight times, the ninth push overwrites the value that was stored from the first push. The tenth push overwrites the second push (and so on).

Note 1: There are no status bits to indicate stack overflow or stack underflow conditions.

Note 2: There are no instructions/mnemonics called *PUSH* or *POP*. These are actions that occur from the execution of the *CALL*, *RETURN*, *RETLW*, and *RETFIE* instructions, or the vectoring to an interrupt address.

4.4 Program Memory Paging

Applicable Devices							
72	73	73A	74	74A	76	77	

PIC16C7X devices are capable of addressing a continuous 8K word block of program memory. The *CALL* and *GOTO* instructions provide only 11 bits of address to allow branching within any 2K program memory page. When doing a *CALL* or *GOTO* instruction the upper 2 bits of the address are provided by PCLATH<4:3>. When doing a *CALL* or *GOTO* instruction, the user must ensure that the page select bits are programmed so that the desired program memory page is addressed. If a return from a *CALL* instruction (or interrupt) is executed, the entire 13-bit PC is pushed onto the stack. Therefore, manipulation of the PCLATH<4:3> bits are not required for the return instructions (which POPs the address from the stack).

Note: PIC16C7X devices with 4K or less of program memory ignore paging bit PCLATH<4>. The use of PCLATH<4> as a general purpose read/write bit is not recommended since this may affect upward compatibility with future products.

7.3.1 SWITCHING PRESCALER ASSIGNMENT

The prescaler assignment is fully under software control, i.e., it can be changed “on the fly” during program execution.

Note: To avoid an unintended device RESET, the following instruction sequence (shown in Example 7-1) must be executed when changing the prescaler assignment from Timer0 to the WDT. This sequence must be followed even if the WDT is disabled.

EXAMPLE 7-1: CHANGING PRESCALER (TIMER0→WDT)

```

1) BSF     STATUS, RP0    ;Bank 1
Lines 2 and 3 do NOT have to 2) MOVLW    b'xx0x0xxx'    ;Select clock source and prescale value of
be included if the final desired 3) MOVWF    OPTION_REG    ;other than 1:1
prescale value is other than 1:1. 4) BCF     STATUS, RP0    ;Bank 0
If 1:1 is final desired value, then 5) CLRF     TMR0          ;Clear TMR0 and prescaler
a temporary prescale value is      6) BSF     STATUS, RP1    ;Bank 1
set in lines 2 and 3 and the final 7) MOVLW    b'xxxx1xxx'    ;Select WDT, do not change prescale value
prescale value will be set in lines 8) MOVWF    OPTION_REG    ;
10 and 11.                       9) CLRWDT         ;Clears WDT and prescaler
                                   10) MOVLW    b'xxxx1xxx'    ;Select new prescale value and WDT
                                   11) MOVWF    OPTION_REG    ;
                                   12) BCF     STATUS, RP0    ;Bank 0

```

To change prescaler from the WDT to the Timer0 module use the sequence shown in Example 7-2.

EXAMPLE 7-2: CHANGING PRESCALER (WDT→TIMER0)

```

CLRWDT          ;Clear WDT and prescaler
BSF     STATUS, RP0 ;Bank 1
MOVLW    b'xxx0xxx' ;Select TMR0, new prescale value and
MOVWF    OPTION_REG ;clock source
BCF     STATUS, RP0 ;Bank 0

```

TABLE 7-1: REGISTERS ASSOCIATED WITH TIMER0

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
01h,101h	TMR0	Timer0 module's register								xxxx xxxx	uuuu uuuu
0Bh,8Bh, 10Bh,18Bh	INTCON	GIE	PEIE	TOIE	INTE	RBIE	TOIF	INTF	RBIF	0000 000x	0000 000u
81h,181h	OPTION	RBP _U	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
85h	TRISA	—	—	PORTA Data Direction Register						--11 1111	--11 1111

Legend: x = unknown, u = unchanged, - = unimplemented locations read as '0'. Shaded cells are not used by Timer0.

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FIGURE 9-2: T2CON:TIMER2 CONTROL REGISTER (ADDRESS 12h)

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	
—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	
bit7							bit0	

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

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

bit 6-3: **TOUTPS3:TOUTPS0:** Timer2 Output Postscale Select bits
0000 = 1:1 Postscale
0001 = 1:2 Postscale
•
•
•
1111 = 1:16 Postscale

bit 2: **TMR2ON:** Timer2 On bit
1 = Timer2 is on
0 = Timer2 is off

bit 1-0: **T2CKPS1:T2CKPS0:** Timer2 Clock Prescale Select bits
00 = Prescaler is 1
01 = Prescaler is 4
1x = Prescaler is 16

TABLE 9-1: REGISTERS ASSOCIATED WITH TIMER2 AS A TIMER/COUNTER

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
0Bh,8Bh, 10Bh,18Bh	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	PSPIF ^(1,2)	ADIF	RCIF ⁽²⁾	TXIF ⁽²⁾	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
8Ch	PIE1	PSPIE ^(1,2)	ADIE	RCIE ⁽²⁾	TXIE ⁽²⁾	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
11h	TMR2	Timer2 module's register								0000 0000	0000 0000
12h	T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000
92h	PR2	Timer2 Period Register								1111 1111	1111 1111

Legend: x = unknown, u = unchanged, - = unimplemented read as '0'. Shaded cells are not used by the Timer2 module.

Note 1: Bits PSPIE and PSPIF are reserved on the PIC16C73/73A/76, always maintain these bits clear.

Note 2: The PIC16C72 does not have a Parallel Slave Port or a USART, these bits are unimplemented, read as '0'.

TABLE 12-5: BAUD RATES FOR ASYNCHRONOUS MODE (BRGH = 1)

BAUD RATE (K)	FOSC = 20 MHz			16 MHz			10 MHz			7.16 MHz		
	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)
9.6	9.615	+0.16	129	9.615	+0.16	103	9.615	+0.16	64	9.520	-0.83	46
19.2	19.230	+0.16	64	19.230	+0.16	51	18.939	-1.36	32	19.454	+1.32	22
38.4	37.878	-1.36	32	38.461	+0.16	25	39.062	+1.7	15	37.286	-2.90	11
57.6	56.818	-1.36	21	58.823	+2.12	16	56.818	-1.36	10	55.930	-2.90	7
115.2	113.636	-1.36	10	111.111	-3.55	8	125	+8.51	4	111.860	-2.90	3
250	250	0	4	250	0	3	NA	-	-	NA	-	-
625	625	0	1	NA	-	-	625	0	0	NA	-	-
1250	1250	0	0	NA	-	-	NA	-	-	NA	-	-

BAUD RATE (K)	FOSC = 5.068 MHz			4 MHz			3.579 MHz			1 MHz			32.768 kHz		
	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)
9.6	9.6	0	32	NA	-	-	9.727	+1.32	22	8.928	-6.99	6	NA	-	-
19.2	18.645	-2.94	16	1.202	+0.17	207	18.643	-2.90	11	20.833	+8.51	2	NA	-	-
38.4	39.6	+3.12	7	2.403	+0.13	103	37.286	-2.90	5	31.25	-18.61	1	NA	-	-
57.6	52.8	-8.33	5	9.615	+0.16	25	55.930	-2.90	3	62.5	+8.51	0	NA	-	-
115.2	105.6	-8.33	2	19.231	+0.16	12	111.860	-2.90	1	NA	-	-	NA	-	-
250	NA	-	-	NA	-	-	223.721	-10.51	0	NA	-	-	NA	-	-
625	NA	-	-	NA	-	-	NA	-	-	NA	-	-	NA	-	-
1250	NA	-	-	NA	-	-	NA	-	-	NA	-	-	NA	-	-

Note: For the PIC16C73/73A/74/74A, the asynchronous high speed mode (BRGH = 1) may experience a high rate of receive errors. It is recommended that BRGH = 0. If you desire a higher baud rate than BRGH = 0 can support, refer to the device errata for additional information, or use the PIC16C76/77.

Steps to follow when setting up an Asynchronous Reception:

1. Initialize the SPBRG register for the appropriate baud rate. If a high speed baud rate is desired, set bit BRGH. (Section 12.1).
2. Enable the asynchronous serial port by clearing bit SYNC, and setting bit SPEN.
3. If interrupts are desired, then set enable bit RCIE.
4. If 9-bit reception is desired, then set bit RX9.
5. Enable the reception by setting bit CREN.
6. Flag bit RCIF will be set when reception is complete and an interrupt will be generated if enable bit RCIE was set.
7. Read the RCSTA register to get the ninth bit (if enabled) and determine if any error occurred during reception.
8. Read the 8-bit received data by reading the RCREG register.
9. If any error occurred, clear the error by clearing enable bit CREN.

TABLE 12-7: REGISTERS ASSOCIATED WITH ASYNCHRONOUS RECEPTION

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
0Ch	PIR1	PSPIF ⁽¹⁾	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
18h	RCSTA	SPEN	RX9	SREN	CREN	—	FERR	OERR	RX9D	0000 -00x	0000 -00x
1Ah	RCREG	USART Receive Register								0000 0000	0000 0000
8Ch	PIE1	PSPIE ⁽¹⁾	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
98h	TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010
99h	SPBRG	Baud Rate Generator Register								0000 0000	0000 0000

Legend: x = unknown, - = unimplemented locations read as '0'. Shaded cells are not used for Asynchronous Reception.

Note 1: Bits PSPIE and PSPIF are reserved on the PIC16C73/73A/76, always maintain these bits clear.

TABLE 12-8: REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER TRANSMISSION

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
0Ch	PIR1	PSPIF ⁽¹⁾	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
18h	RCSTA	SPEN	RX9	SREN	CREN	—	FERR	OERR	RX9D	0000 -00x	0000 -00x
19h	TXREG	USART Transmit Register								0000 0000	0000 0000
8Ch	PIE1	PSPIE ⁽¹⁾	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
98h	TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010
99h	SPBRG	Baud Rate Generator Register								0000 0000	0000 0000

Legend: x = unknown, - = unimplemented, read as '0'. Shaded cells are not used for Synchronous Master Transmission.

Note 1: Bits PSPIE and PSPIF are reserved on the PIC16C73/73A/76, always maintain these bits clear.

FIGURE 12-12: SYNCHRONOUS TRANSMISSION

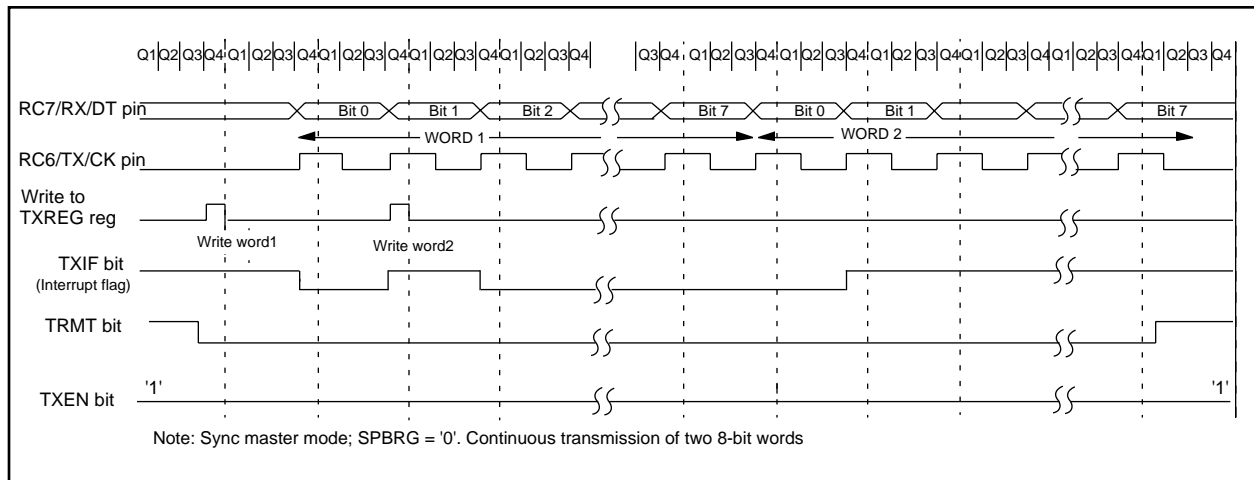
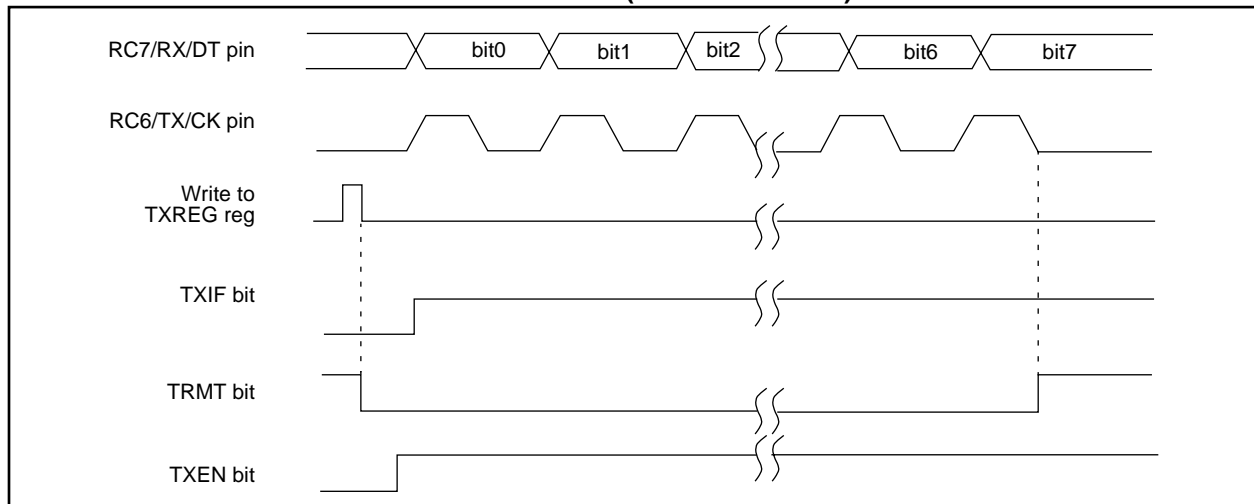


FIGURE 12-13: SYNCHRONOUS TRANSMISSION (THROUGH TXEN)



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13.4 A/D Conversions

Applicable Devices							
72	73	73A	74	74A	76	77	

Example 13-2 shows how to perform an A/D conversion. The RA pins are configured as analog inputs. The analog reference (VREF) is the device VDD. The A/D interrupt is enabled, and the A/D conversion clock is FRC. The conversion is performed on the RA0 pin (channel 0).

Note: The GO/DONE bit should **NOT** be set in the same instruction that turns on the A/D.

Clearing the GO/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 2TAD wait is required before the next acquisition is started. After this 2TAD wait, an acquisition is automatically started on the selected channel.

EXAMPLE 13-2: A/D CONVERSION

```
BSF     STATUS, RP0           ; Select Bank 1
BCF     STATUS, RP1           ; PIC16C76/77 only
CLRF    ADCON1                ; Configure A/D inputs
BSF     PIE1,    ADIE          ; Enable A/D interrupts
BCF     STATUS, RP0           ; Select Bank 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.
```

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NOTES:

14.4.5 TIME-OUT SEQUENCE

On power-up the time-out sequence is as follows: First PWRT time-out is invoked after the POR time delay has expired. Then OST is activated. The total time-out will vary based on oscillator configuration and the status of the PWRT. For example, in RC mode with the PWRT disabled, there will be no time-out at all. Figure 14-10, Figure 14-11, and Figure 14-12 depict time-out sequences on power-up.

Since the time-outs occur from the POR pulse, if $\overline{\text{MCLR}}$ is kept low long enough, the time-outs will expire. Then bringing MCLR high will begin execution immediately (Figure 14-11). This is useful for testing purposes or to synchronize more than one PIC16CXX device operating in parallel.

Table 14-7 shows the reset conditions for some special function registers, while Table 14-8 shows the reset conditions for all the registers.

14.4.6 POWER CONTROL/STATUS REGISTER (PCON)

Applicable Devices					
72	73	73A	74	74A	76/77

The Power Control/Status Register, PCON has up to two bits, depending upon the device. Bit0 is not implemented on the PIC16C73 or PIC16C74.

Bit0 is Brown-out Reset Status bit, $\overline{\text{BOR}}$. Bit $\overline{\text{BOR}}$ is unknown on a Power-on Reset. It must then be set by the user and checked on subsequent resets to see if bit $\overline{\text{BOR}}$ cleared, indicating a BOR occurred. The $\overline{\text{BOR}}$ bit is a "Don't Care" bit and is not necessarily predictable if the Brown-out Reset circuitry is disabled (by clearing bit BODEN in the Configuration Word).

Bit1 is $\overline{\text{POR}}$ (Power-on Reset Status bit). It is cleared on a Power-on Reset and unaffected otherwise. The user must set this bit following a Power-on Reset.

TABLE 14-3: TIME-OUT IN VARIOUS SITUATIONS, PIC16C73/74

Oscillator Configuration	Power-up		Wake-up from SLEEP
	PWRTE = 1	PWRTE = 0	
XT, HS, LP	72 ms + 1024Tosc	1024Tosc	1024Tosc
RC	72 ms	—	—

TABLE 14-4: TIME-OUT IN VARIOUS SITUATIONS, PIC16C72/73A/74A/76/77

Oscillator Configuration	Power-up		Brown-out	Wake-up from SLEEP
	PWRTE = 0	PWRTE = 1		
XT, HS, LP	72 ms + 1024Tosc	1024Tosc	72 ms + 1024Tosc	1024Tosc
RC	72 ms	—	72 ms	—

TABLE 14-5: STATUS BITS AND THEIR SIGNIFICANCE, PIC16C73/74

POR	$\overline{\text{TO}}$	$\overline{\text{PD}}$	
0	1	1	Power-on Reset
0	0	x	Illegal, $\overline{\text{TO}}$ is set on $\overline{\text{POR}}$
0	x	0	Illegal, $\overline{\text{PD}}$ is set on $\overline{\text{POR}}$
1	0	1	WDT Reset
1	0	0	WDT Wake-up
1	u	u	MCLR Reset during normal operation
1	1	0	MCLR Reset during SLEEP or interrupt wake-up from SLEEP

Legend: u = unchanged, x = unknown

14.8 Power-down Mode (SLEEP)

Applicable Devices							
72	73	73A	74	74A	76	77	

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

If enabled, the Watchdog Timer will be cleared but keeps running, the **PD** bit (**STATUS<3>**) is cleared, the **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 **VDD**, or **VSS**, ensure no external circuitry is drawing current from the I/O pin, power-down the A/D, 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 should also be at **VDD** or **VSS** for lowest current consumption. The contribution from on-chip pull-ups on **PORTB** should be considered.

The **MCLR** pin must be at a logic high level (**VHMC**).

14.8.1 WAKE-UP FROM SLEEP

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

1. External reset input on **MCLR** pin.
2. Watchdog Timer Wake-up (if **WDT** was enabled).
3. Interrupt from **INT** pin, **RB** port change, or some Peripheral Interrupts.

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

The following peripheral interrupts can wake the device from **SLEEP**:

1. **TMR1** interrupt. **Timer1** must be operating as an asynchronous counter.
2. **SSP** (Start/Stop) bit detect interrupt.
3. **SSP** transmit or receive in slave mode (**SPI/I²C**).
4. **CCP** capture mode interrupt.
5. Parallel Slave Port read or write.
6. A/D conversion (when A/D clock source is **RC**).
7. Special event trigger (**Timer1** in asynchronous mode using an external clock).
8. **USART TX** or **RX** (synchronous slave mode).

Other peripherals cannot 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.

14.8.2 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 execution of a **SLEEP** instruction, the **SLEEP** instruction will complete as a **NOP**. Therefore, the **WDT** and **WDT** postscaler will not be cleared, the **TO** bit will not be set and **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 **TO** bit will be set and the **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 **PD** bit. If the **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.

18.2 DC Characteristics: PIC16LC73/74-04 (Commercial, Industrial)

DC CHARACTERISTICS		Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial and 0°C ≤ TA ≤ +70°C for commercial					
Param No.	Characteristic	Sym	Min	Typ†	Max	Units	Conditions
D001	Supply Voltage	VDD	3.0	-	6.0	V	LP, XT, RC osc configuration (DC - 4 MHz)
D002*	RAM Data Retention Voltage (Note 1)	VDR	-	1.5	-	V	
D003	VDD start voltage to ensure internal Power-on Reset signal	VPOR	-	VSS	-	V	See section on Power-on Reset for details
D004*	VDD rise rate to ensure internal Power-on Reset signal	SVDD	0.05	-	-	V/ms	See section on Power-on Reset for details
D010	Supply Current (Note 2,5)	IDD	-	2.0	3.8	mA	XT, RC osc configuration FOSC = 4 MHz, VDD = 3.0V (Note 4)
D010A			-	22.5	48	μA	LP osc configuration FOSC = 32 kHz, VDD = 3.0V, WDT disabled
D020	Power-down Current (Note 3,5)	IPD	-	7.5	30	μA	VDD = 3.0V, WDT enabled, -40°C to +85°C
D021			-	0.9	13.5	μA	VDD = 3.0V, WDT disabled, 0°C to +70°C
D021A			-	0.9	18	μA	VDD = 3.0V, WDT disabled, -40°C to +85°C

* 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.

Note 1: This is the limit to which VDD can be lowered without losing RAM data.

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

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 VDD

MCLR = VDD; WDT enabled/disabled as specified.

3: 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 and VSS.

4: For RC osc configuration, current through Rext is not included. The current through the resistor can be estimated by the formula $I_r = V_{DD}/2R_{ext}$ (mA) with Rext in kOhm.

5: Timer1 oscillator (when enabled) adds approximately 20 μA to the specification. This value is from characterization and is for design guidance only. This is not tested.

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Applicable Devices 72 73 73A 74 74A 76 77

FIGURE 21-3: TYPICAL I_{PD} vs. V_{DD} @ 25°C (WDT ENABLED, RC MODE)

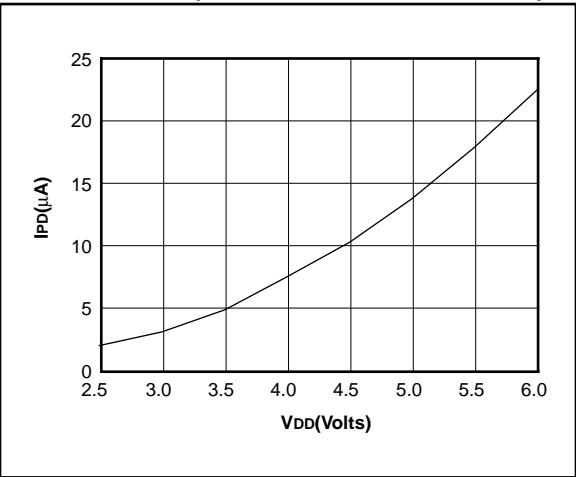


FIGURE 21-4: MAXIMUM I_{PD} vs. V_{DD} (WDT ENABLED, RC MODE)

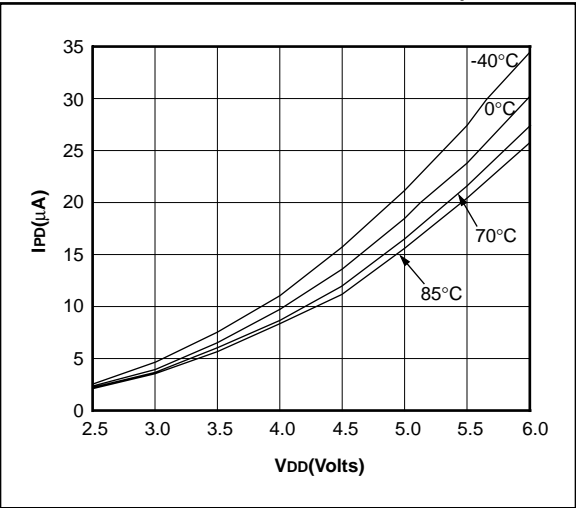


FIGURE 21-5: TYPICAL RC OSCILLATOR FREQUENCY vs. V_{DD}

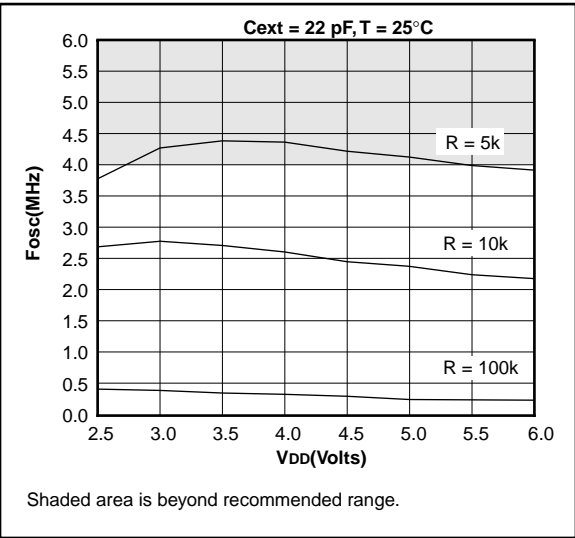


FIGURE 21-6: TYPICAL RC OSCILLATOR FREQUENCY vs. V_{DD}

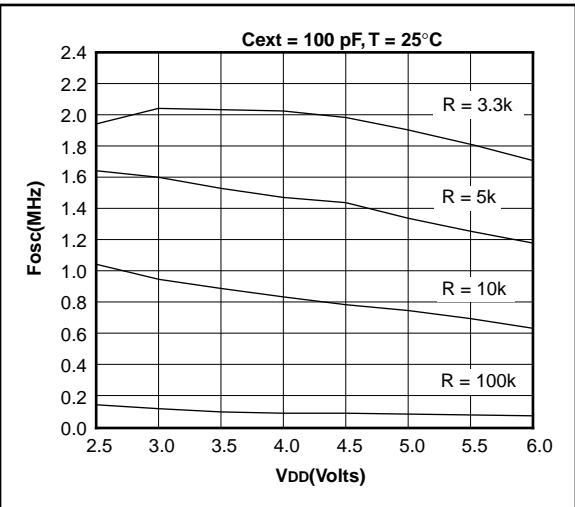
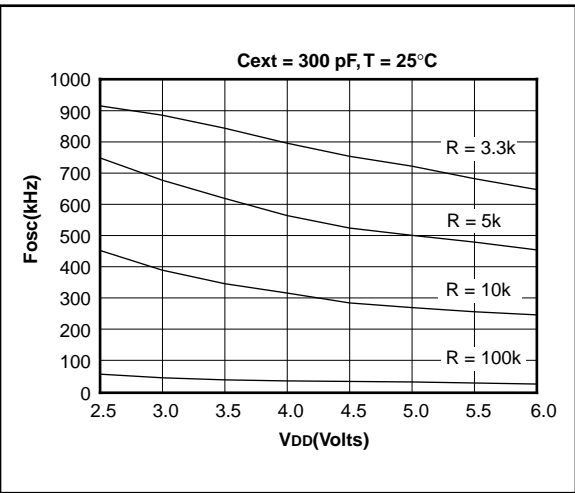


FIGURE 21-7: TYPICAL RC OSCILLATOR FREQUENCY vs. V_{DD}



Data based on matrix samples. See first page of this section for details.

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Applicable Devices 72 73 73A 74 74A 76 77

FIGURE 21-12: TYPICAL I_{DD} vs. FREQUENCY (RC MODE @ 22 pF, 25°C)

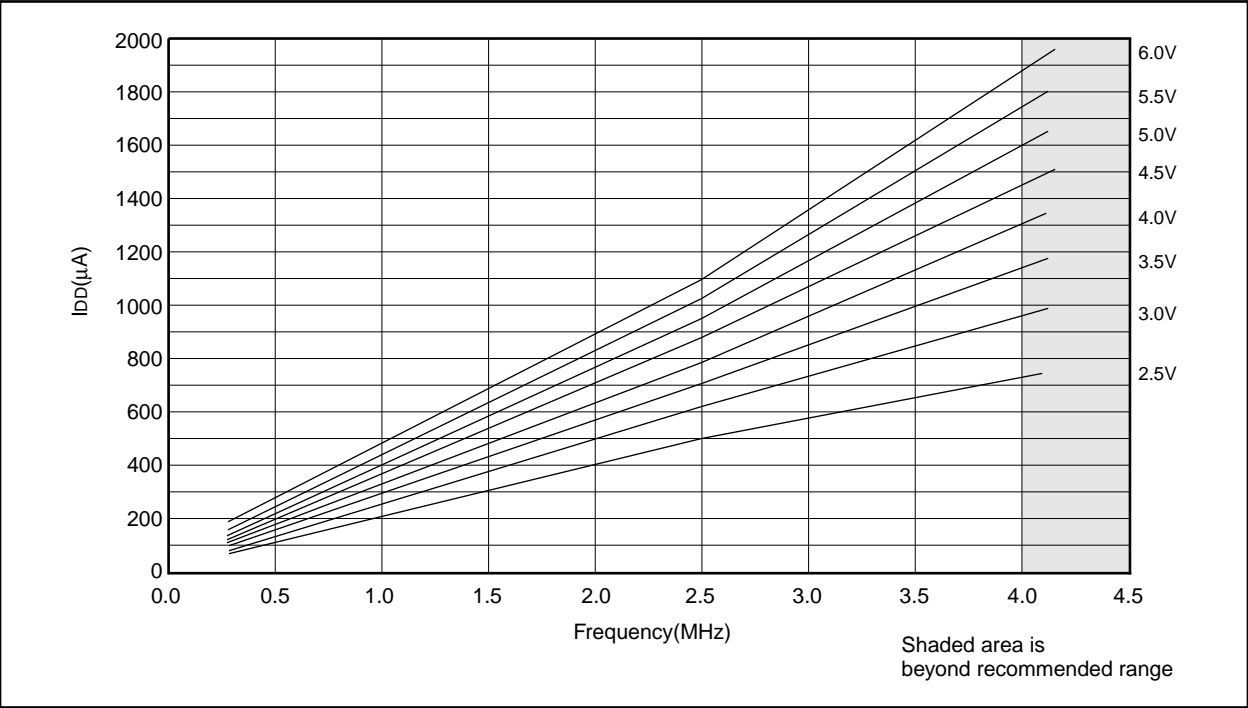
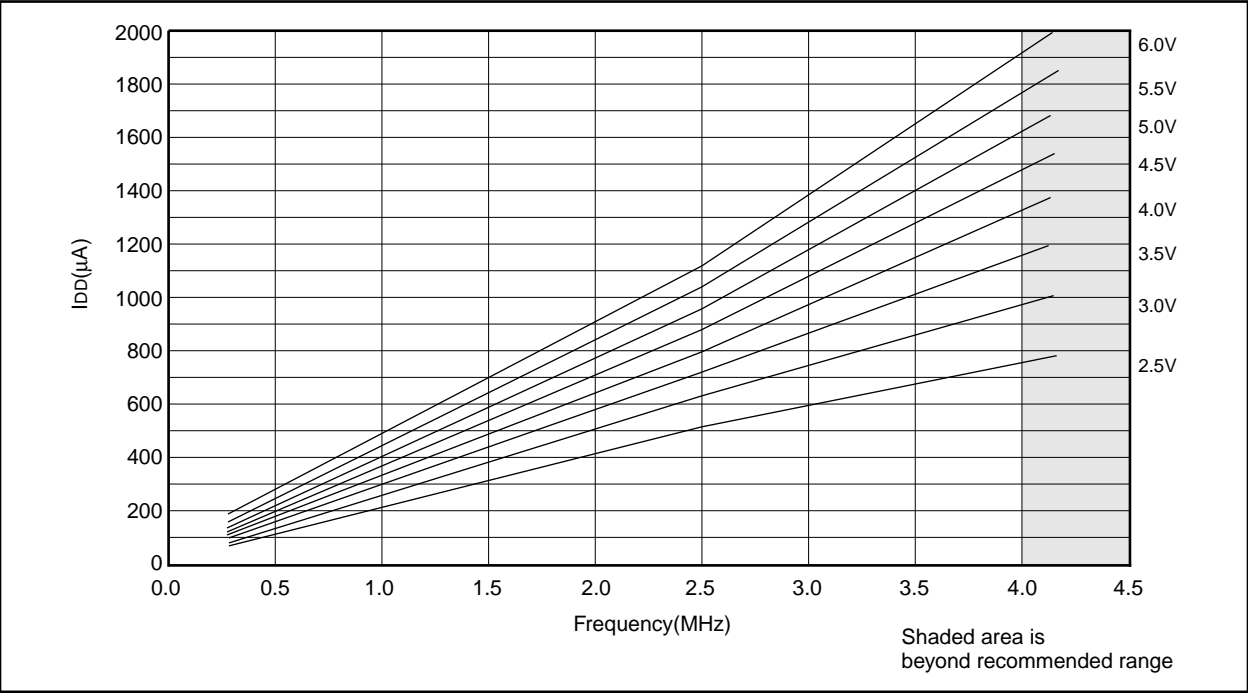
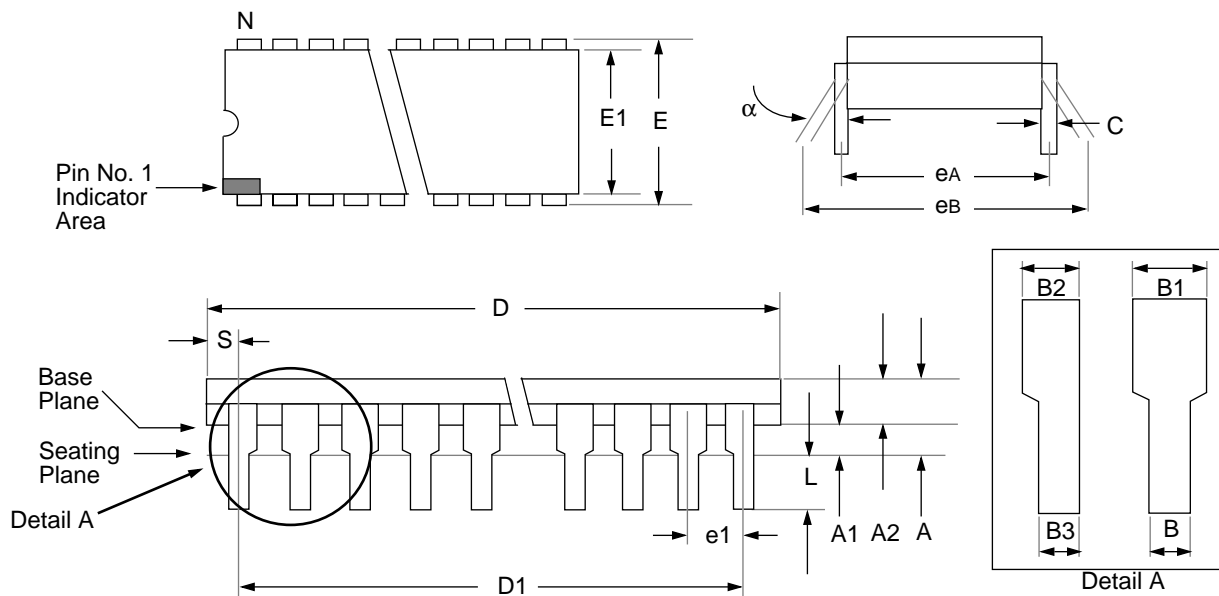


FIGURE 21-13: MAXIMUM I_{DD} vs. FREQUENCY (RC MODE @ 22 pF, -40°C TO 85°C)



Data based on matrix samples. See first page of this section for details.

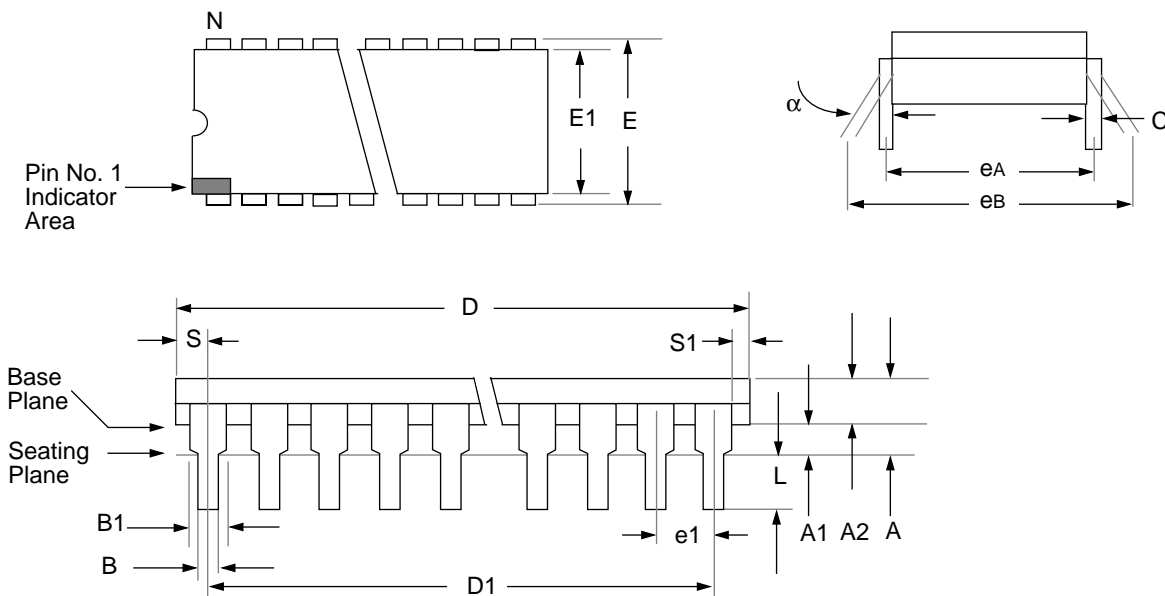
22.3 28-Lead Plastic Dual In-line (300 mil) (SP)



Package Group: Plastic Dual In-Line (PLA)						
Symbol	Millimeters			Inches		
	Min	Max	Notes	Min	Max	Notes
α	0°	10°		0°	10°	
A	3.632	4.572		0.143	0.180	
A1	0.381	—		0.015	—	
A2	3.175	3.556		0.125	0.140	
B	0.406	0.559		0.016	0.022	
B1	1.016	1.651	Typical	0.040	0.065	Typical
B2	0.762	1.016	4 places	0.030	0.040	4 places
B3	0.203	0.508	4 places	0.008	0.020	4 places
C	0.203	0.331	Typical	0.008	0.013	Typical
D	34.163	35.179		1.385	1.395	
D1	33.020	33.020	Reference	1.300	1.300	Reference
E	7.874	8.382		0.310	0.330	
E1	7.112	7.493		0.280	0.295	
e1	2.540	2.540	Typical	0.100	0.100	Typical
eA	7.874	7.874	Reference	0.310	0.310	Reference
eB	8.128	9.652		0.320	0.380	
L	3.175	3.683		0.125	0.145	
N	28	—		28	—	
S	0.584	1.220		0.023	0.048	

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22.4 40-Lead Plastic Dual In-line (600 mil) (P)



Package Group: Plastic Dual In-Line (PLA)						
Symbol	Millimeters			Inches		
	Min	Max	Notes	Min	Max	Notes
α	0°	10°		0°	10°	
A	—	5.080		—	0.200	
A1	0.381	—		0.015	—	
A2	3.175	4.064		0.125	0.160	
B	0.355	0.559		0.014	0.022	
B1	1.270	1.778	Typical	0.050	0.070	Typical
C	0.203	0.381	Typical	0.008	0.015	Typical
D	51.181	52.197		2.015	2.055	
D1	48.260	48.260	Reference	1.900	1.900	Reference
E	15.240	15.875		0.600	0.625	
E1	13.462	13.970		0.530	0.550	
e1	2.489	2.591	Typical	0.098	0.102	Typical
eA	15.240	15.240	Reference	0.600	0.600	Reference
eB	15.240	17.272		0.600	0.680	
L	2.921	3.683		0.115	0.145	
N	40	40		40	40	
S	1.270	—		0.050	—	
S1	0.508	—		0.020	—	

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3. Depress the **<Enter>** key and a garbage string will appear because CompuServe is expecting a 7E1 setting.
4. Type +, depress the **<Enter>** key and "Host Name:" will appear.
5. Type MCHIPBBS, depress the **<Enter>** key and you will be connected to the Microchip BBS.

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