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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	Obsolete
Core Processor	PIC
Core Size	8-Bit
Speed	4MHz
Connectivity	-
Peripherals	Brown-out Detect/Reset, LED, POR, WDT
Number of I/O	22
Program Memory Size	7KB (4K x 14)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	176 x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 6V
Data Converters	-
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Through Hole
Package / Case	28-DIP (0.300", 7.62mm)
Supplier Device Package	28-SPDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lc642-04i-sp

PIC16C64X & PIC16C66X

NOTES:

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3.1 Clocking Scheme/Instruction Cycle

The clock input (from OSC1) is internally divided by four to generate four non-overlapping quadrature clocks namely Q1, Q2, Q3, and Q4. Internally, the program counter (PC) is incremented every Q1, the instruction is fetched from the program memory and latched into the instruction register in Q4. The instruction is decoded and executed during the following Q1 through Q4. The clocks and instruction execution flow is shown in Figure 3-3.

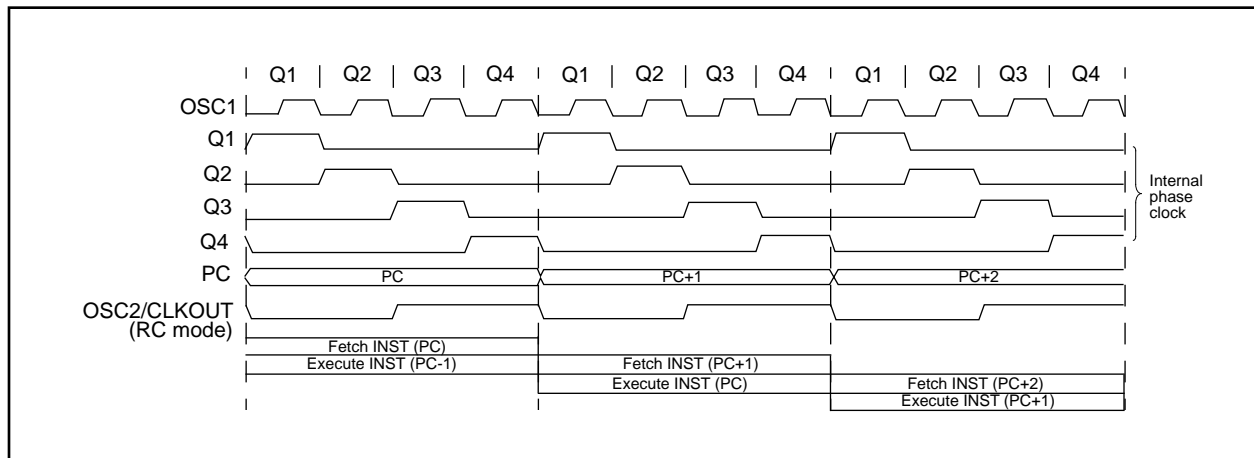
3.2 Instruction Flow/Pipelining

An "Instruction Cycle" consists of four Q cycles (Q1, Q2, Q3, and Q4). The instruction fetch and execute are pipelined such that fetch takes one instruction cycle while decode and execute takes another instruction cycle. However, due to the pipelining, each instruction effectively executes in one cycle. If an instruction causes the program counter to change (e.g., GOTO) then two cycles are required to complete the instruction (Example 3-1).

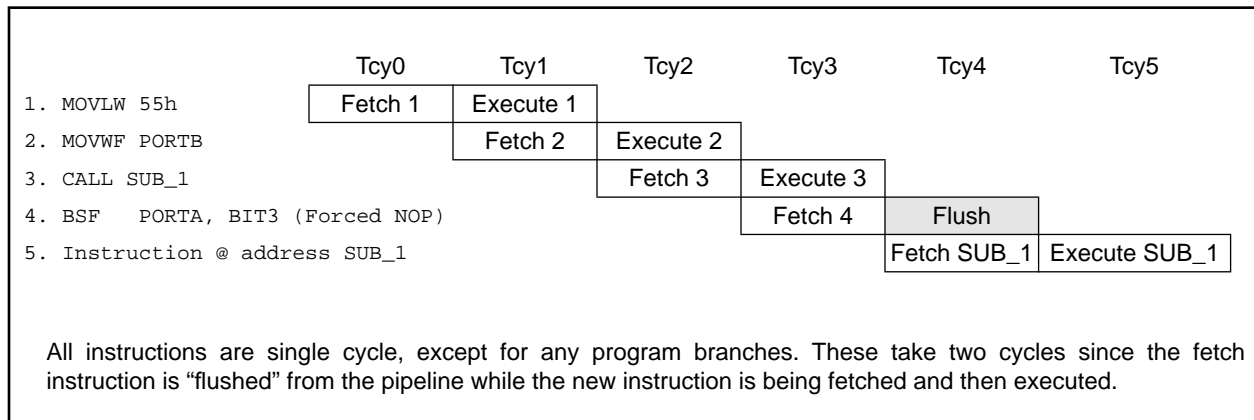
A fetch cycle begins with the program counter (PC) incrementing in Q1.

In the execution cycle, the fetched instruction is latched into the "Instruction Register (IR)" in cycle Q1. This instruction is then decoded and executed during the Q2, Q3, and Q4 cycles. Data memory is read during Q2 (operand read) and written during Q4 (destination write).

FIGURE 3-3: CLOCK/INSTRUCTION CYCLE



EXAMPLE 3-1: INSTRUCTION PIPELINE FLOW



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4.2 Data Memory Organization


The data memory (Figure 4-4) is partitioned into two banks which contain the general purpose registers and the special function registers. Bank 0 is selected when bit RP0 (STATUS<5>) is cleared. Bank 1 is selected when the RP0 bit is set. The Special Function Registers are located in the first 32 locations of each Bank. Register locations A0h-EFh (Bank 1) are general purpose registers implemented as static RAM. Some special function registers are mapped in Bank 1.

4.2.1 GENERAL PURPOSE REGISTER FILE

The register file is organized as 176 x 8 for the PIC16C642/662, and 128 x 8 for the PIC16C641/661. Each is accessed either directly, or indirectly through the File Select Register FSR (Section 4.5).

FIGURE 4-3: PIC16C641/661 DATA MEMORY MAP

File Address			File Address
00h	INDF ⁽¹⁾	INDF ⁽¹⁾	80h
01h	TMR0	OPTION	81h
02h	PCL	PCL	82h
03h	STATUS	STATUS	83h
04h	FSR	FSR	84h
05h	PORTA	TRISA	85h
06h	PORTB	TRISB	86h
07h	PORTC	TRISC	87h
08h	PORTD ⁽²⁾	TRISD ⁽²⁾	88h
09h	PORTE ⁽²⁾	TRISE ⁽²⁾	89h
0Ah	PCLATH	PCLATH	8Ah
0Bh	INTCON	INTCON	8Bh
0Ch	PIR1	PIE1	8Ch
0Dh			8Dh
0Eh		PCON	8Eh
0Fh			8Fh
10h			90h
11h			91h
12h			92h
13h			93h
14h			94h
15h			95h
16h			96h
17h			97h
18h			98h
19h			99h
1Ah			9Ah
1Bh			9Bh
1Ch			9Ch
1Dh			9Dh
1Eh			9Eh
1Fh	CMCON	VRCON	9Fh
20h	General Purpose Register	General Purpose Register	A0h
			BFh
			C0h
		Mapped in Page 0	EFh
			F0h
			FFh
7Fh			
	Bank 0	Bank 1	

 Unimplemented data memory locations, read as '0'.
 Note 1: Not a physical register.
 Note 2: Not implemented on the PIC16C641.

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EXAMPLE 5-2: INITIALIZING PORTB

```
CLRF    PORTB        ; Initialize PORTB by
                    ; clearing output
                    ; data latches
BSF     STATUS, RP0   ; Select Bank 1
MOVLW   0xCF          ; Value used to
                    ; initialize data
                    ; direction
MOVWF   TRISB         ; Set RB<3:0> as inputs
                    ; RB<5:4> as outputs
                    ; RB<7:6> as inputs
```

TABLE 5-3: PORTB FUNCTIONS

Name	Bit #	Buffer Type	Function
RB0/INT	bit0	TTL/ST ⁽¹⁾	Input/output or external interrupt input. Internal software programmable weak pull-up.
RB1	bit1	TTL	Input/output pin. Internal software programmable weak pull-up.
RB2	bit2	TTL	Input/output pin. Internal software programmable weak pull-up.
RB3	bit3	TTL	Input/output pin. Internal software programmable weak pull-up.
RB4	bit4	TTL	Input/output pin (with interrupt on change). Internal software programmable weak pull-up.
RB5	bit5	TTL	Input/output pin (with interrupt on change). Internal software programmable weak pull-up.
RB6	bit6	TTL/ST ⁽²⁾	Input/output pin (with interrupt on change). Internal software programmable weak pull-up. Serial programming clock pin.
RB7	bit7	TTL/ST ⁽²⁾	Input/output pin (with interrupt on change). Internal software programmable weak pull-up. Serial programming data pin.

Legend: ST = Schmitt Trigger input, TTL = TTL input

Note 1: This buffer is a Schmitt Trigger input when configured as the external interrupt.

2: This buffer is a Schmitt Trigger input when used in serial programming mode.

TABLE 5-4: SUMMARY OF REGISTERS ASSOCIATED WITH PORTB

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
06h	PORTB	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	xxxx xxxx	uuuu uuuu
86h	TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	1111 1111	1111 1111
81h	OPTION	RBP _U	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111

Legend: x = unknown, u = unchanged, shaded cells are not used by PORTB.

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5.5 PORTE and TRISE Register (PIC16C661 and PIC16C662 only)

PORTE has three pins RE0/ \overline{RD} , RE1/ \overline{WR} , and RE2/ \overline{CS} , which are individually configurable as inputs or outputs. These pins have Schmitt Trigger input buffers.

I/O PORTE becomes control inputs for the microprocessor port when bit PSPMODE (TRISE<4>) is set. In this mode, the user must make sure that the TRISE<2:0> bits are set (pins are configured as digital inputs). In this mode the input buffers are TTL.

Figure 5-9 shows the TRISE register, which also controls the parallel slave port operation.

FIGURE 5-9: TRISE REGISTER (ADDRESS 89h)

R-0	R-0	R/W-0	R/W-0	U-0	R/W-1	R/W-1	R/W-1
IBF	OBF	IBOV	PSPMODE	—	TRISE2	TRISE1	TRISE0
bit7							bit0

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

bit 7: **IBF**: Input Buffer Full Status bit
1 = A word has been received and waiting to be read by the CPU
0 = No word has been received

bit 6: **OBF**: Output Buffer Full Status bit
1 = The output buffer still holds a previously written word
0 = The output buffer has been read

bit 5: **IBOV**: Input Buffer Overflow Detect bit (in microprocessor mode)
1 = A write occurred when a previously input word has not been read (must be cleared in software)
0 = No overflow occurred

bit 4: **PSPMODE**: Parallel Slave Port Mode Select bit
1 = Parallel slave port mode
0 = General purpose I/O mode

bit 3: **Unimplemented**: Read as '0'

bit 2: **TRISE2**: Direction control bit for pin RE2/ \overline{CS}
1 = Input
0 = Output

bit 1: **TRISE1**: Direction control bit for pin RE1/ \overline{WR}
1 = Input
0 = Output

bit 0: **TRISE0**: Direction control bit for pin RE0/ \overline{RD}
1 = Input
0 = Output

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FIGURE 5-10: PORTE BLOCK DIAGRAM (IN I/O PORT MODE)

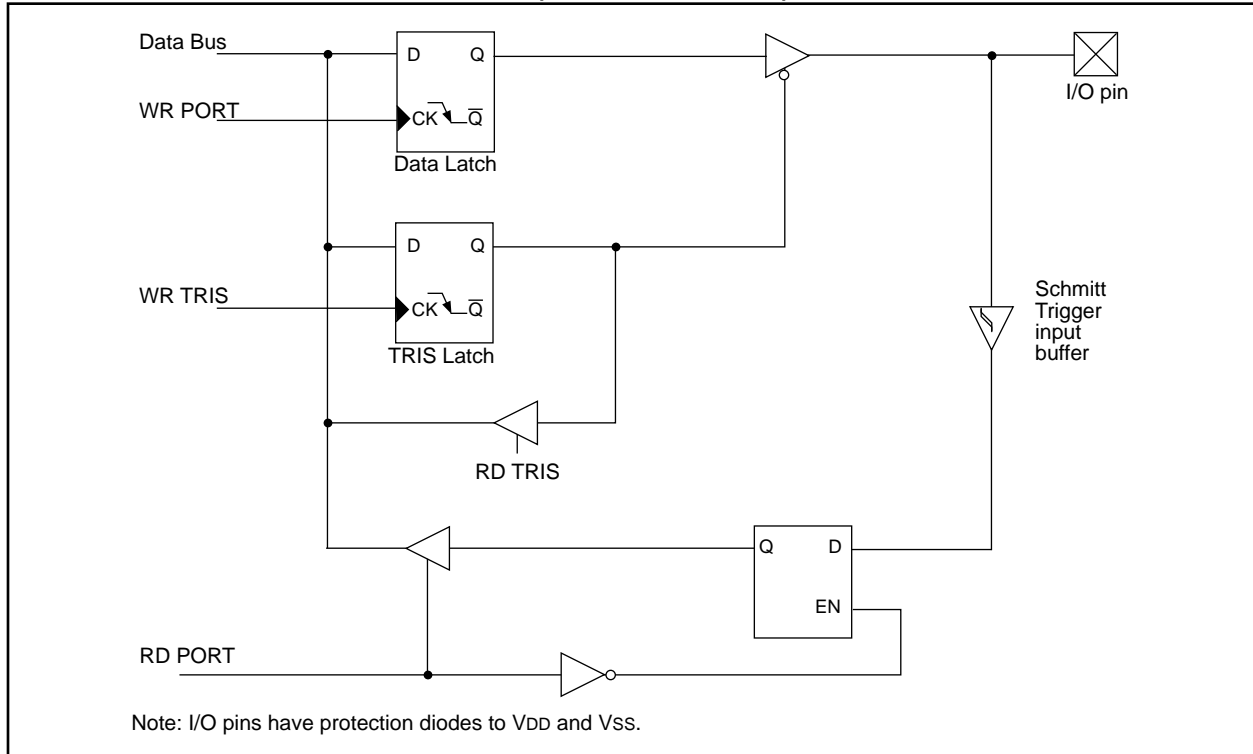


TABLE 5-9: PORTE FUNCTIONS

Name	Bit#	Buffer Type	Function
RE0/ \overline{RD}	bit0	ST/TTL ⁽¹⁾	Input/output port pin or read control input in parallel slave port mode: \overline{RD} 1 = Not a read operation 0 = Read operation. Reads PORTD register (if chip selected)
RE1/ \overline{WR}	bit1	ST/TTL ⁽¹⁾	Input/output port pin or write control input in parallel slave port mode: \overline{WR} 1 = Not a write operation 0 = Write operation. Writes PORTD register (if chip selected)
RE2/ \overline{CS}	bit2	ST/TTL ⁽¹⁾	Input/output port pin or chip select control input in parallel slave port mode: \overline{CS} 1 = Device is not selected 0 = Device is selected

Legend: ST = Schmitt Trigger input, TTL = TTL input

Note 1: Input buffers are Schmitt Triggers when in I/O mode and TTL buffers when in Parallel Slave Port Mode.

TABLE 5-10: SUMMARY OF REGISTERS ASSOCIATED WITH PORTE

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
09h	PORTE	—	—	—	—	—	RE2	RE1	RE0	---- -xxx	---- -uuu
89h	TRISE	IBF	OBF	IBOV	PSPMODE	—	TRISE2	TRISE1	TRISE0	0000 -111	0000 -111

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

6.2 Using Timer0 with External Clock

When an external clock input is used for Timer0, it must meet certain requirements. The requirements ensure the external clock can be synchronized with the internal phase clock (Tosc). Also, there is a delay in the actual incrementing of Timer0 after synchronization.

6.2.1 EXTERNAL CLOCK SYNCHRONIZATION

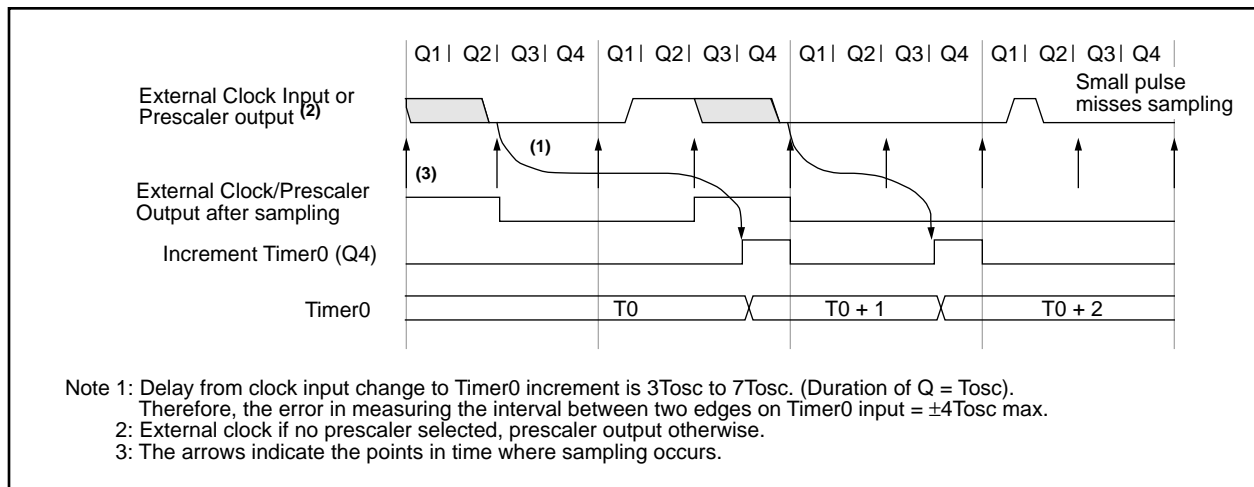
When no prescaler is used, the external clock input is the same as the prescaler output. The synchronization of T0CKI with the internal phase clocks is accomplished by sampling the prescaler output on the Q2 and Q4 cycles of the internal phase clocks (Figure 6-5). Therefore, it is necessary for T0CKI to be high for at least $2T_{osc}$ (and a small RC delay of 20 ns) and low for at least $2T_{osc}$ (and a small RC delay of 20 ns). Refer to the electrical specification of the desired device.

When a prescaler is used, the external clock input is divided by the asynchronous ripple-counter type prescaler so that the prescaler output is symmetrical. For the external clock to meet the sampling requirement, the ripple-counter must be taken into account. Therefore, it is necessary for T0CKI to have a period of at least $4T_{osc}$ (and a small RC delay of 40 ns) divided by the prescaler value. The only requirement on T0CKI high and low time is that they do not violate the minimum pulse width requirement of 10 ns. Refer to parameters 40, 41, and 42 in the electrical specification of the desired device.

6.2.2 TIMER0 INCREMENT DELAY

Since the prescaler output is synchronized with the internal clocks, there is a small delay from the time the external clock edge occurs to the time the Timer0 module is actually incremented. Figure 6-5 shows the delay from the external clock edge to the timer incrementing.

FIGURE 6-5: TIMER0 TIMING WITH EXTERNAL CLOCK



7.0 COMPARATOR MODULE

The comparator module contains two analog comparators. The inputs to the comparators are multiplexed with pins RA0 through RA4. The on-chip Voltage Reference (Section 8.0) can also be an input to the comparators.

The CMCON register, shown in Figure 7-1, controls the comparator input and output multiplexers. A block diagram of the comparator is shown in Figure 7-2.

FIGURE 7-1: CMCON REGISTER (ADDRESS 1Fh)

R-0	R-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
C2OUT	C1OUT	—	—	CIS	CM2	CM1	CM0
bit7							bit0

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

bit 7: **C2OUT**: Comparator 2 output
1 = C2 $V_{IN+} > C2 V_{IN-}$
0 = C2 $V_{IN+} < C2 V_{IN-}$

bit 6: **C1OUT**: Comparator 1 output
1 = C1 $V_{IN+} > C1 V_{IN-}$
0 = C1 $V_{IN+} < C1 V_{IN-}$

bit 5-4: **Unimplemented**: Read as '0'

bit 3: **CIS**: Comparator Input Switch

When CM2:CM0 = 001:
Then:
1 = C1 V_{IN-} connects to RA3
0 = C1 V_{IN-} connects to RA0

When CM2:CM0 = 010:
Then:
1 = C1 V_{IN-} connects to RA3
C2 V_{IN-} connects to RA2
0 = C1 V_{IN-} connects to RA0
C2 V_{IN-} connects to RA1

bit 2-0: **CM2:CM0**: Comparator mode
Figure 7-2 shows the comparator modes and CM2:CM0 bit settings.

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The code example in Example 7-1 depicts the steps required to configure the comparator module. RA3 and RA4 are configured as digital outputs. RA0 and RA1 are configured as the V⁻ inputs and RA2 as the V⁺ input to both comparators.

EXAMPLE 7-1: INITIALIZING THE COMPARATOR MODULE

```
FLAG_REG EQU 0x20
CLRF FLAG_REG ;Init Flag Register
CLRF PORTA ;Init PORTA
ANDLW 0xC0 ;Mask Comp bits
IORWF FLAG_REG,F ;Bits to Flag_Reg
MOVLW 0x03 ;Init Comp Mode
MOVWF CMCON ;CM2:CM0 = 011
BSF STATUS,RP0 ;Select Bank 1
MOVLW 0x07 ;Init Data direction
MOVWF TRISA ;RA<2:0> to inputs
;RA<4:3> to outputs
;TRISA<7:5> read '0'

BCF STATUS,RP0 ;Select Bank 0
CALL DELAY_10µs ;10 µs delay
MOVF CMCON,F ;Read CMCON to end
;change condition

BCF PIR1,CMIF ;Clear Pending Ints
BSF STATUS,RP0 ;Select Bank 1
BSF PIE1,CMIE ;Enable Comp Ints
BCF STATUS,RP0 ;Select Bank 0
BSF INTCON,PEIE ;Enable Periph Ints
BSF INTCON,GIE ;Global Int enable
```

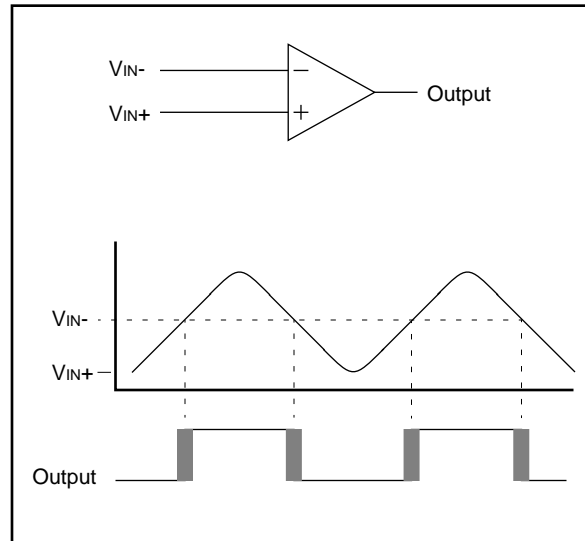
7.2 Comparator Operation

A single comparator is shown in Figure 7-3 along with the relationship between the analog input levels and the digital output. When the analog input at V_{IN+} is less than the analog input V_{IN-}, the output of the comparator is a digital low level. When the analog input at V_{IN+} is greater than the analog input V_{IN-}, the output of the comparator is a digital high level. The shaded areas of the output of the comparator in Figure 7-3 represents the uncertainty due to input offsets and response time.

7.3 Comparator Reference

An external or internal reference signal may be used depending on the comparator operating mode. The analog signal that is present at V_{IN-} is compared to the signal at V_{IN+}, and the digital output of the comparator is adjusted accordingly (Figure 7-3).

FIGURE 7-3: SINGLE COMPARATOR



7.3.1 EXTERNAL REFERENCE SIGNAL

When external voltage references are used, the comparator module can be configured to have the comparators operate from the same or different reference sources. However, threshold detector applications may require the same reference. The reference signal must be between V_{SS} and V_{DD}, and can be applied to either pin of the comparator(s).

7.3.2 INTERNAL REFERENCE SIGNAL

The comparator module also allows the selection of an internally generated voltage reference for the comparators. Section 8.0, contains a detailed description of the Voltage Reference Module that provides this signal. The internal reference signal is used when the comparators are in mode CM2:CM0 = 010 (Figure 7-2). In this mode, the internal voltage reference is applied to the V_{IN+} pin of both comparators.

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9.3 Reset

The PIC16CXXX differentiates between various kinds of reset:

- Power-on reset (POR)
- $\overline{\text{MCLR}}$ reset during normal operation
- $\overline{\text{MCLR}}$ reset during SLEEP
- WDT reset (normal operation)
- Brown-out Reset (BOR)
- Parity Error Reset (PER)

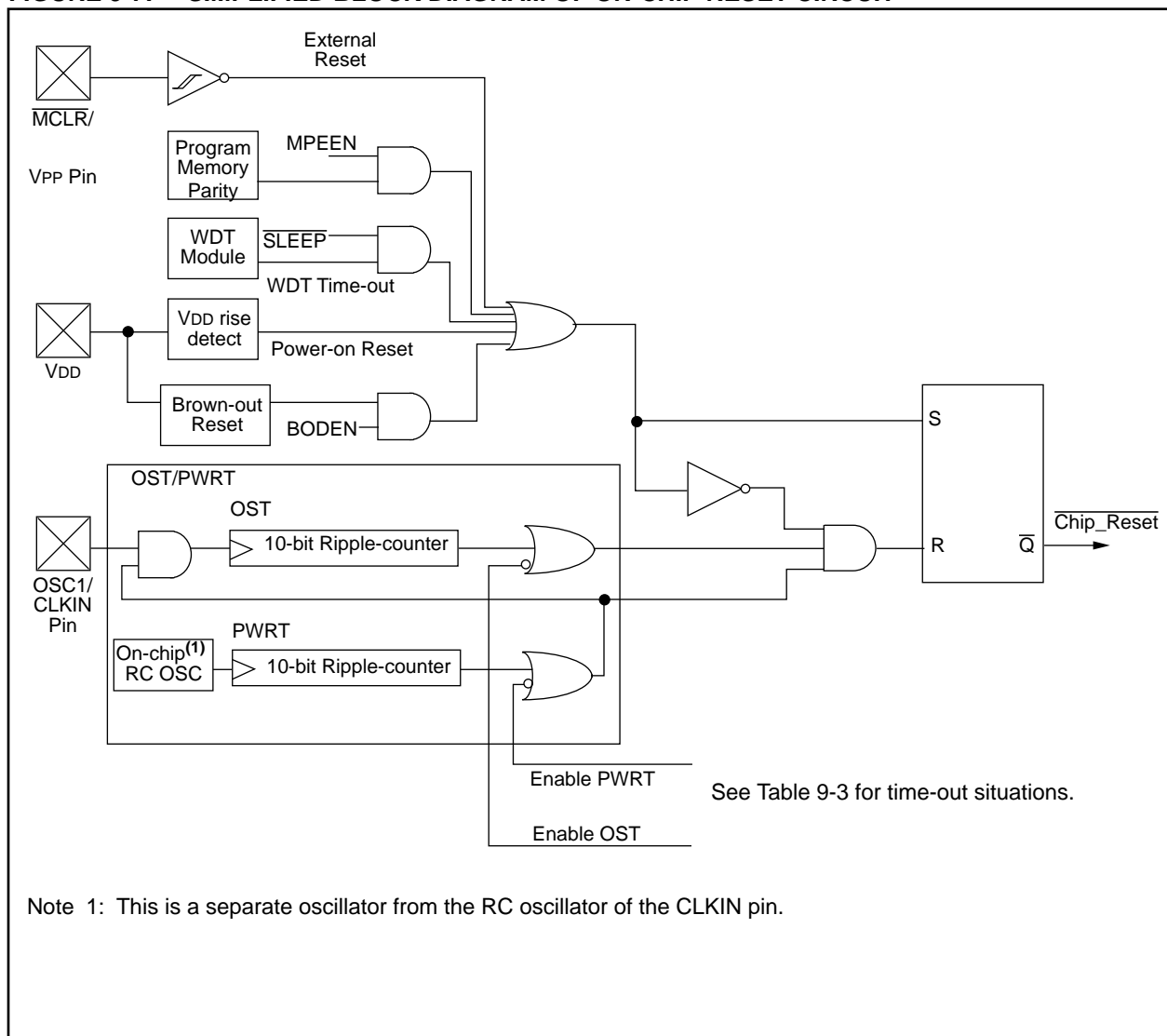
Some registers are not affected in any reset condition; their status is unknown on POR and unchanged in any other reset. Most other registers are reset to a "reset

state" on Power-on reset, $\overline{\text{MCLR}}$, WDT reset, Brown-out Reset, Parity Error Reset, and on $\overline{\text{MCLR}}$ reset during SLEEP. They are not affected by a WDT wake-up, since this is viewed as the resumption of normal operation. $\overline{\text{TO}}$ and $\overline{\text{PD}}$ bits are set or cleared differently in different reset situations as indicated in Table 9-4. These bits are used in software to determine the nature of the reset. See Table 9-6 for a full description of reset states of all registers.

A simplified block diagram of the on-chip reset circuit is shown in Figure 9-7.

The $\overline{\text{MCLR}}$ reset path has a noise filter to detect and ignore small pulses. See Table 12-6 for pulse width specification.

FIGURE 9-7: SIMPLIFIED BLOCK DIAGRAM OF ON-CHIP RESET CIRCUIT



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9.5.1 RB0/INT INTERRUPT

The external interrupt on the RB0/INT pin is edge triggered: either rising if bit INTEDG (OPTION<6>) is set, or falling, if bit INTEDG is clear. When a valid edge appears on the RB0/INT pin, flag bit INTF (INTCON<1>) is set. This interrupt can be enabled/disabled by setting/clearing enable bit INTE (INTCON<4>). The INTF bit must be cleared in software in the interrupt service routine before re-enabling this interrupt. The RB0/INT interrupt can wake-up the processor from SLEEP, if bit INTE was set prior to going into SLEEP. The status of the GIE bit decides whether or not the processor branches to the interrupt vector following wake-up. See Section 9.8 for details on SLEEP and Figure 9-19 for timing of wake-up from SLEEP through RB0/INT interrupt.

9.5.2 TMR0 INTERRUPT

An overflow (FFh → 00h) in the TMR0 register will set the T0IF (INTCON<2>) bit. The interrupt can be enabled/disabled by setting/clearing T0IE (INTCON<5>) bit. For operation of the Timer0 module, see Section 6.0.

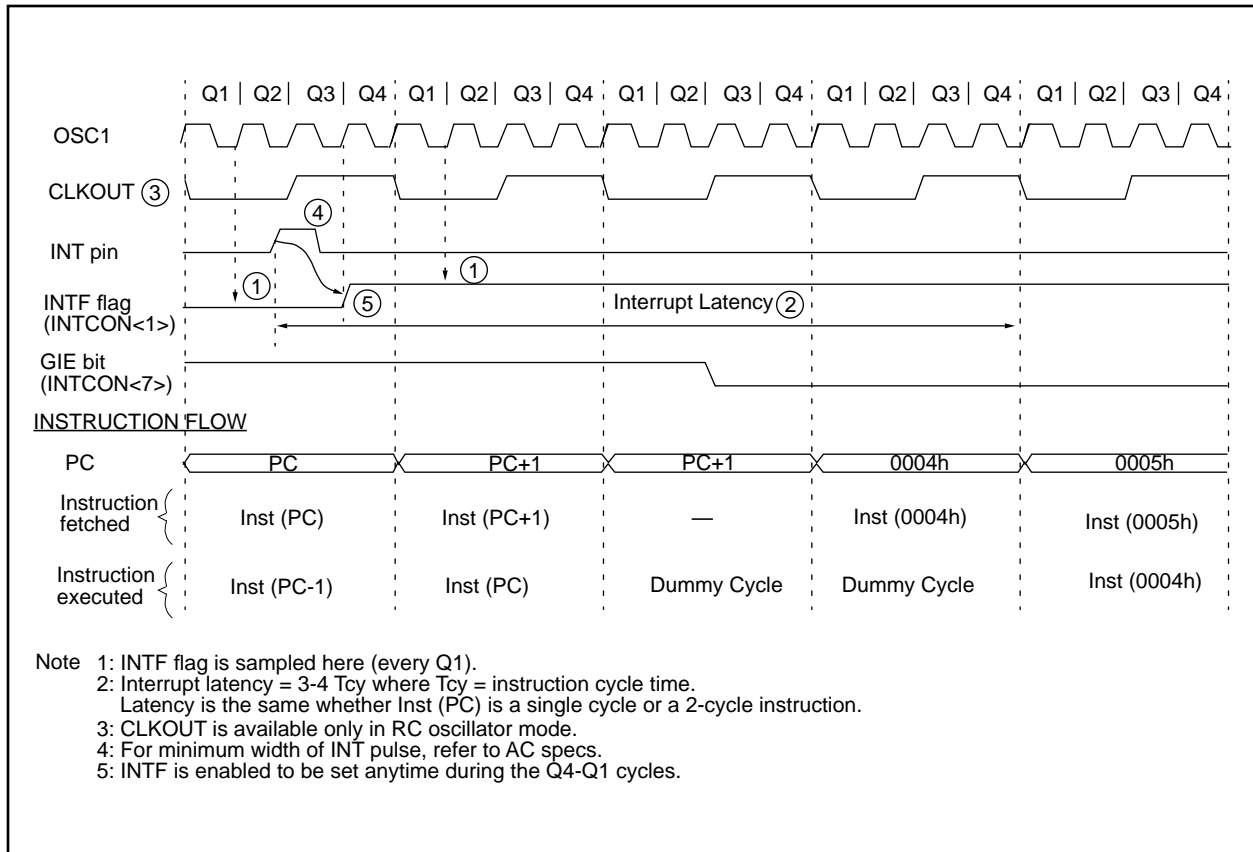
9.5.3 PORTB INTERRUPT

An input change on any bit of PORTB<7:4> sets flag bit RBIF (INTCON<0>). The interrupt can be enabled/disabled by setting/clearing enable bit RBIE (INTCON<4>). For operation of PORTB (Section 5.2).

9.5.4 COMPARATOR INTERRUPT

See Section 7.6 for complete description of the comparator interrupt.

FIGURE 9-16: RB0/INT PIN INTERRUPT TIMING



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MPASM allows full symbolic debugging from the Microchip Universal Emulator System (PICMASTER).

MPASM has the following features to assist in developing software for specific use applications.

- Provides translation of Assembler source code to object code for all Microchip microcontrollers.
- Macro assembly capability.
- Produces all the files (Object, Listing, Symbol, and special) required for symbolic debug with Microchip's emulator systems.
- Supports Hex (default), Decimal and Octal source and listing formats.

MPASM provides a rich directive language to support programming of the PIC16/17. Directives are helpful in making the development of your assemble source code shorter and more maintainable.

11.11 Software Simulator (MPLAB-SIM)

The MPLAB-SIM Software Simulator allows code development in a PC host environment. It allows the user to simulate the PIC16/17 series microcontrollers on an instruction level. On any given instruction, the user may examine or modify any of the data areas or provide external stimulus to any of the pins. The input/output radix can be set by the user and the execution can be performed in; single step, execute until break, or in a trace mode.

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

11.12 C Compiler (MPLAB-C)

The MPLAB-C Code Development System is a complete 'C' compiler and integrated development environment for Microchip's PIC16/17 family of microcontrollers. The compiler provides powerful integration capabilities and ease of use not found with other compilers.

For easier source level debugging, the compiler provides symbol information that is compatible with the MPLAB IDE memory display (PICMASTER emulator software versions 1.13 and later).

11.13 Fuzzy Logic Development System (fuzzyTECH-MP)

fuzzyTECH-MP fuzzy logic development tool is available in two versions - a low cost introductory version, MP Explorer, for designers to gain a comprehensive working knowledge of fuzzy logic system design; and a full-featured version, *fuzzyTECH-MP*, edition for implementing more complex systems.

Both versions include Microchip's *fuzzyLAB™* demonstration board for hands-on experience with fuzzy logic systems implementation.

11.14 MP-DriveWay™ – Application Code Generator

MP-DriveWay is an easy-to-use Windows-based Application Code Generator. With MP-DriveWay you can visually configure all the peripherals in a PIC16/17 device and, with a click of the mouse, generate all the initialization and many functional code modules in C language. The output is fully compatible with Microchip's MPLAB-C C compiler. The code produced is highly modular and allows easy integration of your own code. MP-DriveWay is intelligent enough to maintain your code through subsequent code generation.

11.15 SEEVAL® Evaluation and Programming System

The SEEVAL SEEPROM Designer's Kit supports all Microchip 2-wire and 3-wire Serial EEPROMs. The kit includes everything necessary to read, write, erase or program special features of any Microchip SEEPROM product including Smart Serials™ and secure serials. The Total Endurance™ Disk is included to aid in trade-off analysis and reliability calculations. The total kit can significantly reduce time-to-market and result in an optimized system.

11.16 TrueGauge® Intelligent Battery Management

The TrueGauge development tool supports system development with the MTA11200B TrueGauge Intelligent Battery Management IC. System design verification can be accomplished before hardware prototypes are built. User interface is graphically-oriented and measured data can be saved in a file for exporting to Microsoft Excel.

11.17 KEELOQ® Evaluation and Programming Tools

KEELOQ evaluation and programming tools support Microchips HCS Secure Data Products. The HCS evaluation kit includes an LCD display to show changing codes, a decoder to decode transmissions, and a programming interface to program test transmitters.

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Standard Operating Conditions (unless otherwise stated)							
Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for industrial, $0^{\circ}\text{C} \leq T_A \leq +70^{\circ}\text{C}$ commercial, and $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ automotive							
Operating voltage V_{DD} range as described in DC spec Section 12.1 and 12.2							
Param No.	Sym	Characteristic	Min	Typ †	Max	Unit	Conditions
D090	V_{OH}	Output High Voltage ⁽³⁾ I/O ports (Except RA4)	$V_{DD}-0.7$	-	-	V	$I_{OH} = -3.0\text{ mA}$, $V_{DD} = 4.5\text{V}$, -40° to $+85^{\circ}\text{C}$
			$V_{DD}-0.7$	-	-	V	$I_{OH} = -2.5\text{ mA}$, $V_{DD} = 4.5\text{V}$, $+125^{\circ}\text{C}$
D092		OSC2/CLKOUT	$V_{DD}-0.7$	-	-	V	$I_{OH} = -1.3\text{ mA}$, $V_{DD} = 4.5\text{V}$, -40° to $+85^{\circ}\text{C}$
		(RC only)	$V_{DD}-0.7$	-	-	V	$I_{OH} = -1.0\text{ mA}$, $V_{DD} = 4.5\text{V}$, $+125^{\circ}\text{C}$
Capacitive Loading Specs on Output Pins							
D100	C_{osc2}	OSC2 pin	-	-	15	pF	In XT, HS and LP modes when external clock used to drive OSC1.
D101	C_{IO}	All I/O pins/OSC2 (in RC mode)	-	-	50	pF	

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: In RC oscillator configuration, the OSC1 pin is a Schmitt Trigger input. It is not recommended that the PIC16C64X & PIC16C66X be driven with external clock in RC mode.

2: The leakage current on the MCLR pin is strongly dependent on applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.

3: Negative current is defined as coming out of the pin.

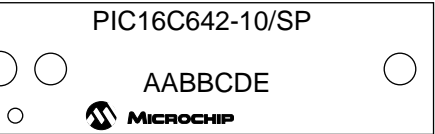
PIC16C64X & PIC16C66X

14.1 Package Marking Information

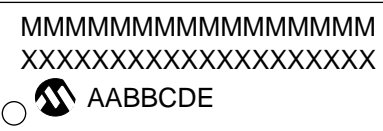
28-Lead PDIP (Skinny DIP)



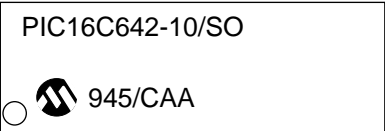
Example



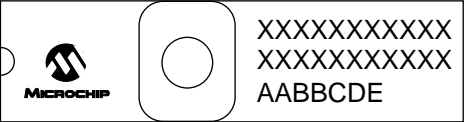
28-Lead SOIC



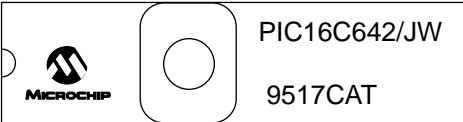
Example



28-Lead Side Brazed Skinny Windowed



Example



Legend: MM...M Microchip part number information
XX...X Customer specific information*
AA Year code (last 2 digits of calendar year)
BB Week code (week of January 1 is week '01')
C Facility code of the plant at which wafer is manufactured
C = Chandler, Arizona, U.S.A.
D Mask revision number
E Assembly code of the plant or country of origin in which part was assembled

Note: In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line thus limiting the number of available characters for customer specific information.

*Standard OTP marking consists of Microchip part number, year code, week code, facility code, mask rev#, and assembly code. For OTP marking beyond this, certain price adders apply. Please check with your Microchip Sales Office. For QTP devices, any special marking adders are included in QTP price.

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4. Type +, depress the <Enter> key and "Host Name:" will appear.
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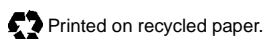
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