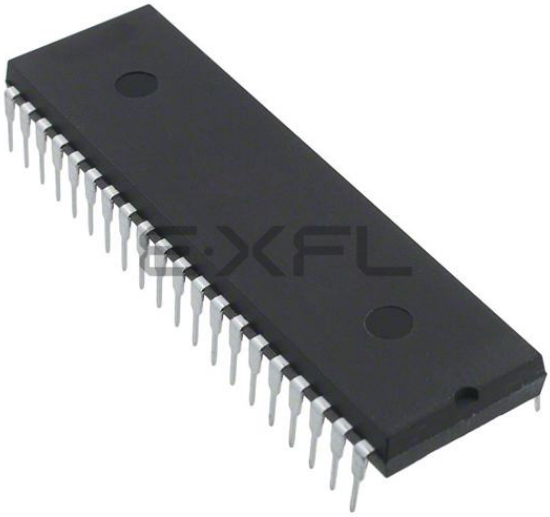

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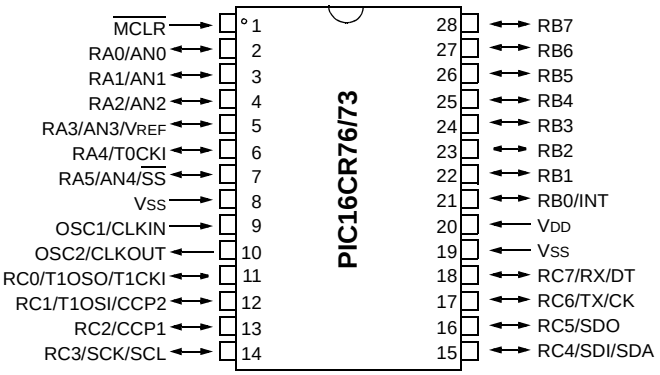
Applications of "Embedded - Microcontrollers"

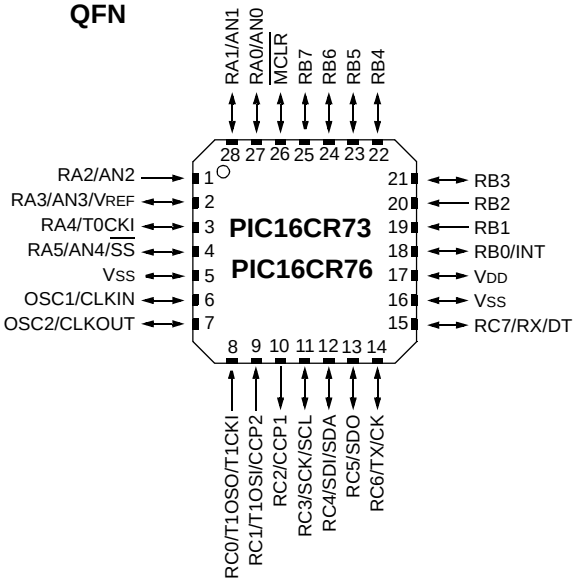
Details	
Product Status	Obsolete
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	33
Program Memory Size	14KB (8K x 14)
Program Memory Type	ROM
EEPROM Size	-
RAM Size	368 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 8x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Through Hole
Package / Case	40-DIP (0.600", 15.24mm)
Supplier Device Package	40-PDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16cr77-i-p

Pin Diagrams

PDIP, SOIC, SSOP



QFN



PDIP

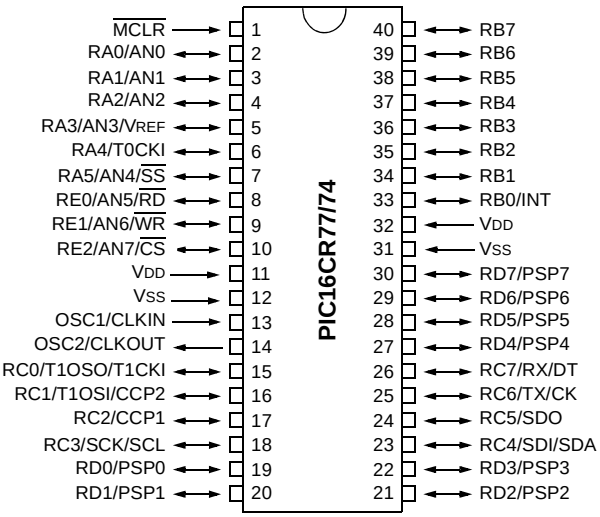
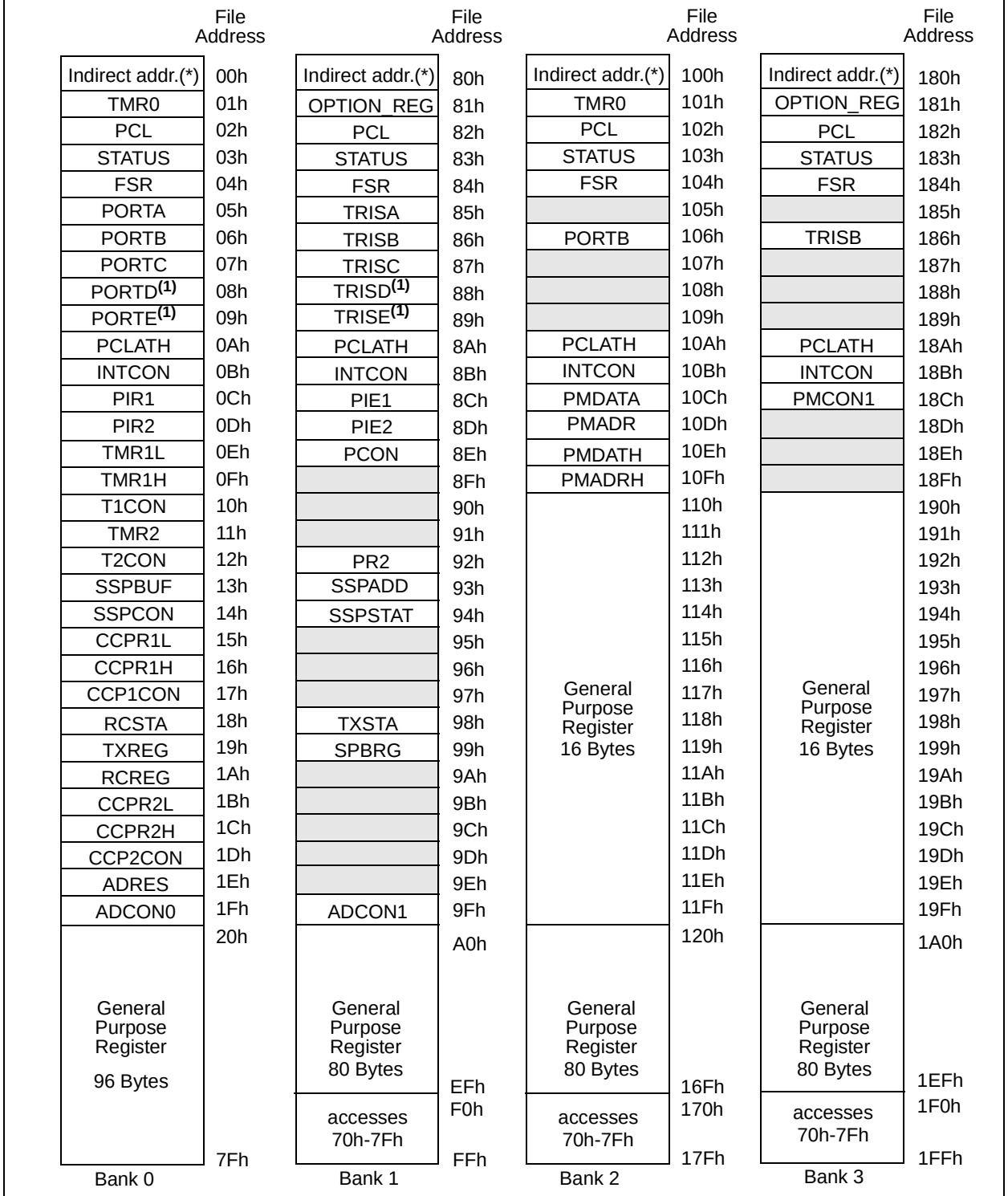


FIGURE 2-2: PIC16CR77/76 REGISTER FILE MAP



Unimplemented data memory locations, read as '0'.

* Not a physical register.

Note 1: These registers are not implemented on 28-pin devices.

2.2.2.1 STATUS Register

The STATUS register contains the arithmetic status of the ALU, the Reset status and the bank select bits for data memory.

The STATUS register can be the destination for any instruction, as with any other register. If the STATUS register is the destination for an instruction that affects the Z, DC or C bits, then the write to these three bits is disabled. These bits are set or cleared according to the device logic. Furthermore, the $\overline{TO}$ and $\overline{PD}$ bits are not writable, therefore, the result of an instruction with the STATUS register as destination may be different than intended.

For example, `CLRF STATUS` will clear the upper three bits and set the Z bit. This leaves the STATUS register as `'000u u1uu'` (where `u` = unchanged).

It is recommended, therefore, that only `BCF`, `BSF`, `SWAPF` and `MOVWF` instructions are used to alter the STATUS register, because these instructions do not affect the Z, C or DC bits from the STATUS register. For other instructions not affecting any Status bits, see the "Instruction Set Summary."

Note 1:	The C and DC bits operate as a $\overline{borrow}$ and digit $\overline{borrow}$ bit, respectively, in subtraction. See the `SUBLW` and `SUBWF` instructions for examples.

REGISTER 2-1: STATUS: (ADDRESS 03h, 83h, 103h, 183h)

R/W-0	R/W-0	R/W-0	R-1	R-1	R/W-x	R/W-x	R/W-x
IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **IRP:** Register Bank Select bit (used for indirect addressing)
`1` = Bank 2, 3 (100h-1FFh)
`0` = Bank 0, 1 (00h-FFh)

bit 6-5 **RP1:RP0**: Register Bank Select bits (used for direct addressing)
`11` = Bank 3 (180h-1FFh)
`10` = Bank 2 (100h-17Fh)
`01` = Bank 1 (80h-FFh)
`00` = Bank 0 (00h-7Fh)
Each bank is 128 bytes

bit 4 **$\overline{TO}$**: Time-out bit
`1` = After power-up, `CLRWDT` instruction or `SLEEP` instruction
`0` = A WDT time-out occurred

bit 3 **$\overline{PD}$**: Power-down bit
`1` = After power-up or by the `CLRWDT` instruction
`0` = By execution of the `SLEEP` instruction

bit 2 **z**: Zero bit
`1` = The result of an arithmetic or logic operation is zero
`0` = The result of an arithmetic or logic operation is not zero

bit 1 **DC**: Digit carry/$\overline{borrow}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)
`1` = A carry-out from the 4th low order bit of the result occurred
`0` = No carry-out from the 4th low order bit of the result

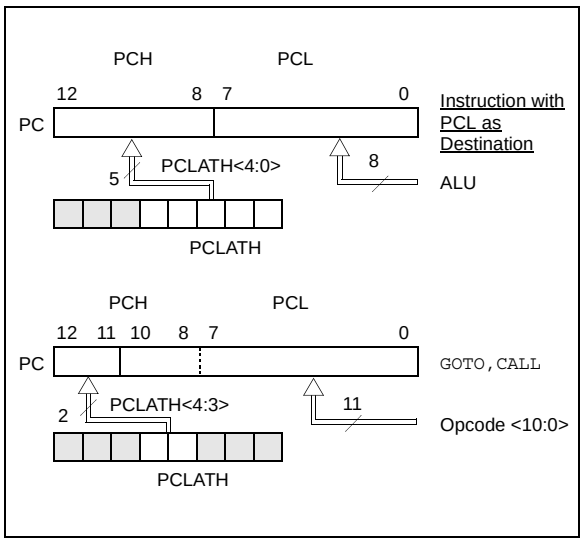
bit 0 **C:** Carry/$\overline{borrow}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)
`1` = A carry-out from the Most Significant bit of the result occurred
`0` = No carry-out from the Most Significant bit of the result occurred

Note: For $\overline{borrow}$, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (`RRF`, `RLF`) instructions, this bit is loaded with either the high or low order bit of the source register.

2.3 PCL and PCLATH

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 2-1 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 2-4: LOADING OF PC IN DIFFERENT SITUATIONS



2.3.1 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).

2.3.2 STACK

The PIC16CR7X 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.
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.

2.4 Program Memory Paging

PIC16CR7X 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 popped off 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:	The contents of the PCLATH are unchanged after a RETURN or RETFIE instruction is executed. The user must setup the PCLATH for any subsequent CALLS or GOTOS.

Example 2-1 shows the calling of a subroutine in page 1 of the program memory. This example assumes that PCLATH is saved and restored by the Interrupt Service Routine (if interrupts are used).

EXAMPLE 2-1: CALL OF A SUBROUTINE IN PAGE 1 FROM PAGE 0

```
        ORG   0x500
        BCF   PCLATH,4
        BSF   PCLATH,3 ;Select page 1
                       ;(800h-FFFh)
         CALL SUB1_P1  ;Call subroutine in
        :              ;page 1 (800h-FFFh)
        :
        ORG   0x900    ;page 1 (800h-FFFh)
SUB1_P1
        :              ;called subroutine
        :              ;page 1 (800h-FFFh)
        :
RETURN                 ;return to Call
                       ;subroutine in page 0
                       ;(000h-7FFh)
```

4.0 I/O PORTS

Some pins for these I/O ports are multiplexed with an alternate function for the peripheral features on the device. In general, when a peripheral is enabled, that pin may not be used as a general purpose I/O pin.

Additional information on I/O ports may be found in the "*PIC® Mid-Range MCU Family Reference Manual*" (DS33023).

4.1 PORTA and the TRISA Register

PORTA is a 6-bit wide, bidirectional port. The corresponding data direction register is TRISA. Setting a TRISA bit (= 1) will make the corresponding PORTA pin an input (i.e., put the corresponding output driver in a High-Impendance mode). Clearing a TRISA bit (= 0) will make the corresponding PORTA pin an output (i.e., put the contents of the output latch on the selected pin).

Reading the PORTA register reads the status of the pins, whereas writing to it will write to the PORT latch. All write operations are read-modify-write operations. Therefore, a write to a port implies that the port pins are read, the value is modified and then written to the PORT data latch.

Pin RA4 is multiplexed with the Timer0 module clock input to become the RA4/T0CKI pin. The RA4/T0CKI pin is a Schmitt Trigger input and an open drain output. All other PORTA pins have TTL input levels and full CMOS output drivers.

Other PORTA pins are multiplexed with analog inputs and analog VREF input. The operation of each pin is selected by clearing/setting the control bits in the ADCON1 register (A/D Control Register1).

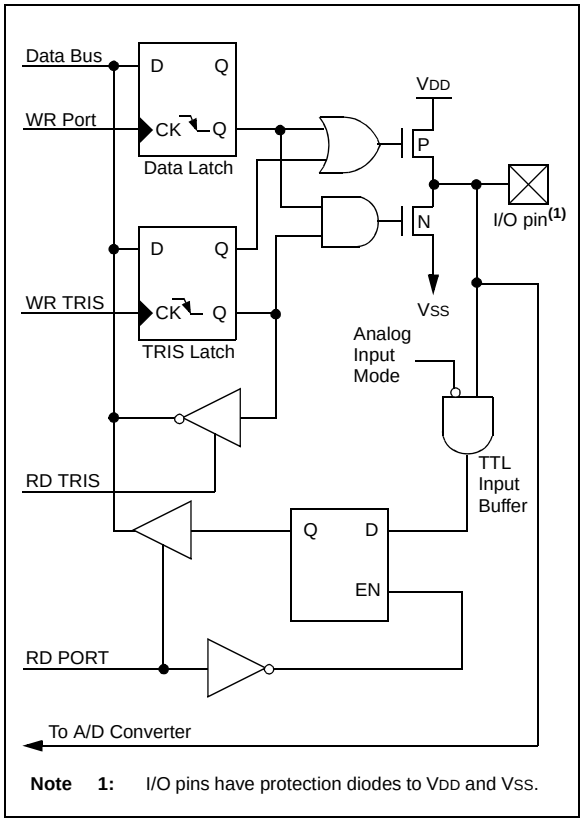
Note:	On a Power-on Reset, these pins are configured as analog inputs and read as '0'.

The TRISA register controls the direction of the RA pins, even when they are being used as analog inputs. The user must ensure the bits in the TRISA register are maintained set, when using them as analog inputs.

EXAMPLE 4-1: INITIALIZING PORTA

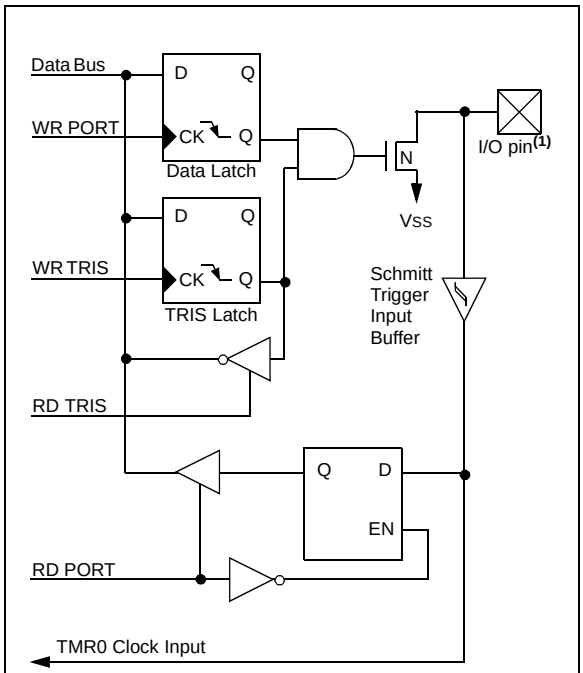
```
BCF     STATUS, RP0   ;
BCF     STATUS, RP1   ; Bank0
CLRF    PORTA         ; Initialize PORTA by
                      ; clearing output
                      ; data latches
BSF     STATUS, RP0   ; Select Bank 1
MOVLW   0x06          ; Configure all pins
MOVWF   ADCON1        ; as digital inputs
MOVLW   0xCF          ; Value used to
                      ; initialize data
                      ; direction
MOVWF   TRISA         ; Set RA<3:0> as inputs
                      ; RA<5:4> as outputs
                      ; TRISA<7:6>are always
                      ; read as '0'.
```

FIGURE 4-1: BLOCK DIAGRAM OF RA3:RA0 AND RA5 PINS



Note 1: I/O pins have protection diodes to VDD and VSS.

FIGURE 4-2: BLOCK DIAGRAM OF RA4/T0CKI PIN



Note 1: I/O pin has protection diodes to VSS only.

4.5 PORTE and TRISE Register

This section is not applicable to the PIC16CR73 or PIC16CR76.

PORTE has three pins, RE0/$\overline{RD}$/AN5, RE1/$\overline{WR}$/AN6 and RE2/$\overline{CS}$/AN7, which are individually configureable 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). Ensure ADCON1 is configured for digital I/O. In this mode, the input buffers are TTL.

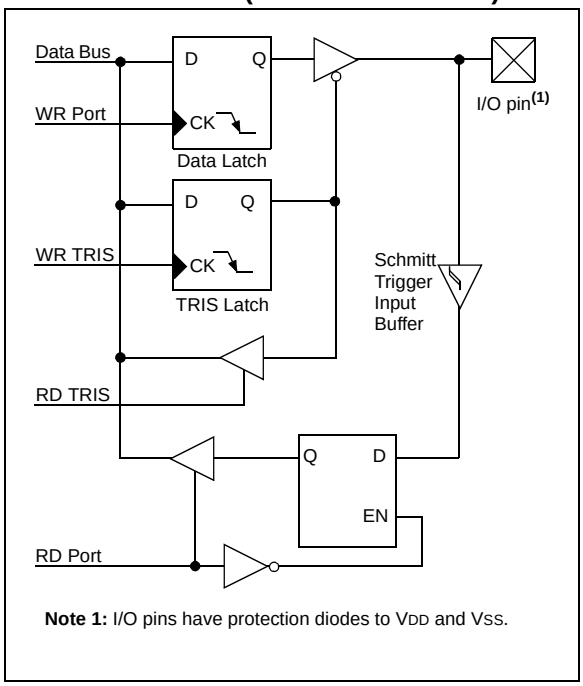
Register 4-1 shows the TRISE register, which also controls the Parallel Slave Port operation.

PORTE pins are multiplexed with analog inputs. When selected as an analog input, these pins will read as '0's.

TRISE controls the direction of the RE pins, even when they are being used as analog inputs. The user must make sure to keep the pins configured as inputs when using them as analog inputs.

Note:	On a Power-on Reset, these pins are configured as analog inputs and read as '0'.

FIGURE 4-7: PORTE BLOCK DIAGRAM (IN I/O PORT MODE)



Note 1: I/O pins have protection diodes to V_{DD} and V_{SS}.

NOTES:

6.1 Timer1 Operation in Timer Mode

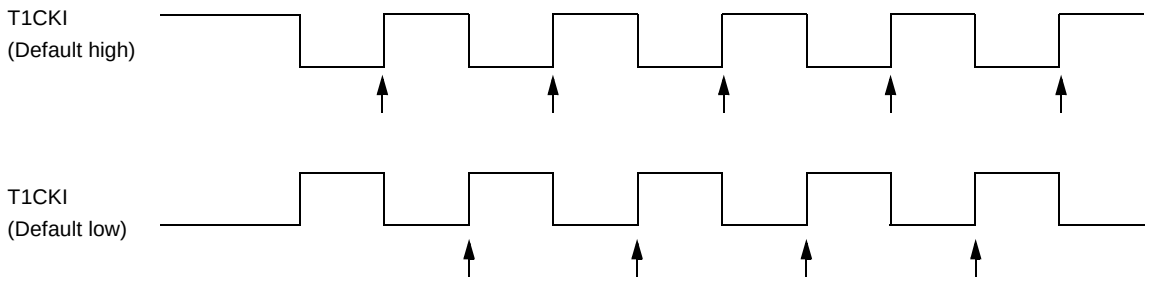
Timer mode is selected by clearing the TMR1CS (T1CON<1>) bit. In this mode, the input clock to the timer is FOSC/4. The synchronize control bit $\overline{\text{T1SYNC}}$ (T1CON<2>) has no effect, since the internal clock is always in sync.

6.2 Timer1 Counter Operation

Timer1 may operate in Asynchronous or Synchronous mode, depending on the setting of the TMR1CS bit.

When Timer1 is being incremented via an external source, increments occur on a rising edge. After Timer1 is enabled in Counter mode, the module must first have a falling edge before the counter begins to increment.

FIGURE 6-1: TIMER1 INCREMENTING EDGE



Note: Arrows indicate counter increments.

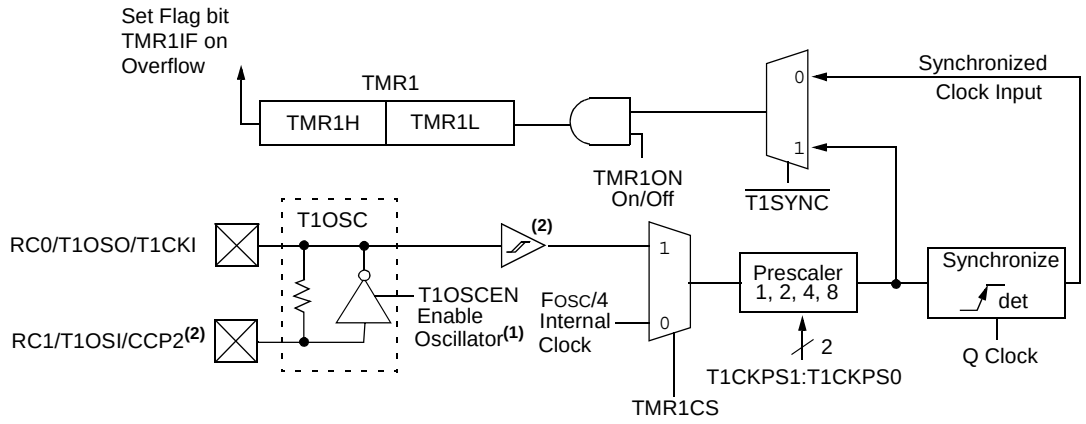
6.3 Timer1 Operation in Synchronized Counter Mode

Counter mode is selected by setting bit TMR1CS. In this mode, the timer increments on every rising edge of clock input on pin RC1/T1OSI/CCP2, when bit T1OSCEN is set, or on pin RC0/T1OSO/T1CKI, when bit T1OSCEN is cleared.

If $\overline{\text{T1SYNC}}$ is cleared, then the external clock input is synchronized with internal phase clocks. The synchronization is done after the prescaler stage. The prescaler stage is an asynchronous ripple counter.

In this configuration, during Sleep mode, Timer1 will not increment even if the external clock is present, since the synchronization circuit is shut-off. The prescaler, however, will continue to increment.

FIGURE 6-2: TIMER1 BLOCK DIAGRAM



Note 1: When the T1OSCEN bit is cleared, the inverter is turned off. This eliminates power drain.

2: For the PIC16CR73/76, the Schmitt Trigger is not implemented in External Clock mode.

REGISTER 10-2: RCSTA: RECEIVE STATUS AND CONTROL (ADDRESS 18h)

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R-0	R-0	R-x
SPEN	RX9	SREN	CREN	—	FERR	OERR	RX9D
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **SPEN:** Serial Port Enable bit
1 = Serial port enabled (configures RC7/RX/DT and RC6/TX/CK pins as serial port pins)
0 = Serial port disabled

bit 6 **RX9**: 9-bit Receive Enable bit
1 = Selects 9-bit reception
0 = Selects 8-bit reception

bit 5 **SREN**: Single Receive Enable bit
Asynchronous mode:
Don't care
Synchronous mode – Master:
1 = Enables single receive
0 = Disables single receive
This bit is cleared after reception is complete.
Synchronous mode – Slave:
Don't care

bit 4 **CREN**: Continuous Receive Enable bit
Asynchronous mode:
1 = Enables continuous receive
0 = Disables continuous receive
Synchronous mode:
1 = Enables continuous receive until enable bit CREN is cleared (CREN overrides SREN)
0 = Disables continuous receive

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

bit 2 **FERR**: Framing Error bit
1 = Framing error (can be updated by reading RCREG register and receive next valid byte)
0 = No framing error

bit 1 **OERR**: Overrun Error bit
1 = Overrun error (can be cleared by clearing bit CREN)
0 = No overrun error

bit 0 **RX9D:** 9th bit of Received Data
Can be parity bit (parity to be calculated by firmware)

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

The 8-bit Analog-to-Digital (A/D) converter module has five inputs for the PIC16CR73/76 and eight for the PIC16CR74/77.

The A/D allows conversion of an analog input signal to a corresponding 8-bit digital number. 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 (V_{DD}), or the voltage level on the RA3/AN3/V_{REF} pin.

The A/D converter has a unique feature of being able to operate while the device is in Sleep mode. To operate in Sleep, the A/D conversion clock must be derived from the A/D's internal RC oscillator.

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 Register 11-1, controls the operation of the A/D module. The ADCON1 register, shown in Register 11-2, configures the functions of the port pins. The port pins can be configured as analog inputs (RA3 can also be a voltage reference), or as digital I/O.

Additional information on using the A/D module can be found in the "*PIC® Mid-Range MCU Family Reference Manual*" (DS33023) and in Application Note AN546, "*Using The Analog-to-Digital Converter*" (DS00546).

REGISTER 11-1: ADCON0: (ADDRESS 1Fh)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0
ADCS1	ADCS0	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	—	ADON
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7-6 **ADCS1:ADCS0:** A/D Conversion Clock Select bits
00 = F_{OSC}/2
01 = F_{OSC}/8
10 = F_{OSC}/32
11 = F_{RC} (clock derived from the internal A/D module RC oscillator)

bit 5-3 **CHS2:CHS0**: Analog Channel Select bits
000 = Channel 0 (RA0/AN0)
001 = Channel 1 (RA1/AN1)
010 = Channel 2 (RA2/AN2)
011 = Channel 3 (RA3/AN3)
100 = Channel 4 (RA5/AN4)
101 = Channel 5 (RE0/AN5)**(1)**
110 = Channel 6 (RE1/AN6)**(1)**
111 = Channel 7 (RE2/AN7)**(1)**

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 **Unimplemented**: Read as '0'

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

Note: A/D channels 5, 6 and 7 are implemented on the PIC16CR74/77 only.

11.2 Selecting the A/D Conversion Clock

The A/D conversion time per bit is defined as TAD. The A/D conversion requires 9.0 TAD per 8-bit conversion. The source of the A/D conversion clock is software selectable. The four possible options for TAD are:

- 2 TOSC (FOSC/2)
- 8 TOSC (FOSC/8)
- 32 TOSC (FOSC/32)
- Internal RC oscillator (2-6 µs)

For correct A/D conversions, the A/D conversion clock (TAD) must be selected to ensure a minimum TAD time as small as possible, but no less than 1.6 µs.

11.3 Configuring Analog Port Pins

The ADCON1, TRISA and TRISE registers control the operation of the A/D port pins. The port pins that are desired as analog inputs must have their corresponding TRIS bits set (input). If the TRIS bit is cleared (output), the digital output level (VOH or VOL) will be converted.

The A/D operation is independent of the state of the CHS2:CHS0 bits and the TRIS bits.

Note 1:	When reading the PORT register, all pins configured as analog input channels will read as cleared (a low level). Pins configured as digital inputs will convert an analog input. Analog levels on a digitally configured input will not affect the conversion accuracy.
2:	Analog levels on any pin that is defined as a digital input, but not as an analog input, may cause the digital input buffer to consume current that is out of the device's specification.

11.4 A/D Conversions

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

Setting the GO/$\overline{\text{DONE}}$ bit begins an A/D conversion. When the conversion completes, the 8-bit result is placed in the ADRES register, the GO/$\overline{\text{DONE}}$ bit is cleared, and the ADIF flag (PIR<6>) is set.

If both the A/D interrupt bit ADIE (PIE1<6>) and the peripheral interrupt enable bit PEIE (INTCON<6>) are set, the device will wake from Sleep whenever ADIF is set by hardware. In addition, an interrupt will also occur if the Global Interrupt bit GIE (INTCON<7>) is set.

Clearing the GO/$\overline{\text{DONE}}$ bit during a conversion will abort the current conversion. The ADRES register will NOT be changed and the ADIF flag will not be set.

After the GO/$\overline{\text{DONE}}$ bit is cleared at either the end of a conversion, or by firmware, another conversion can be initiated by setting the GO/$\overline{\text{DONE}}$ bit. Users must still take into account the appropriate acquisition time for the application.

11.5 A/D Operation During Sleep

The A/D module can operate during Sleep mode. This requires that the A/D clock source be set to RC (ADCS1:ADCS0 = `11`). When the RC clock source is selected, the A/D module waits one instruction cycle before starting the conversion. This allows the `SLEEP` instruction to be executed, which eliminates all digital switching noise from the conversion. When the conversion is completed, the GO/$\overline{\text{DONE}}$ bit will be cleared, and the result loaded into the ADRES register. If the A/D interrupt is enabled, the device will wake-up from Sleep. If the A/D interrupt is not enabled, the A/D module will then be turned off, although the ADON bit will remain set.

When the A/D clock source is another clock option (not RC), a `SLEEP` instruction will cause the present conversion to be aborted and the A/D module to be turned off, though the ADON bit will remain set.

Turning off the A/D places the A/D module in its lowest current consumption state.

Note:	For the A/D module to operate in Sleep, the A/D clock source must be set to RC (ADCS1:ADCS0 = `11`). To perform an A/D conversion in Sleep, ensure the `SLEEP` instruction immediately follows the instruction that sets the GO/$\overline{\text{DONE}}$ bit.

11.6 Effects of a Reset

A device Reset forces all registers to their Reset state. The A/D module is disabled and any conversion in progress is aborted. All A/D input pins are configured as analog inputs.

The ADRES register will contain unknown data after a Power-on Reset.

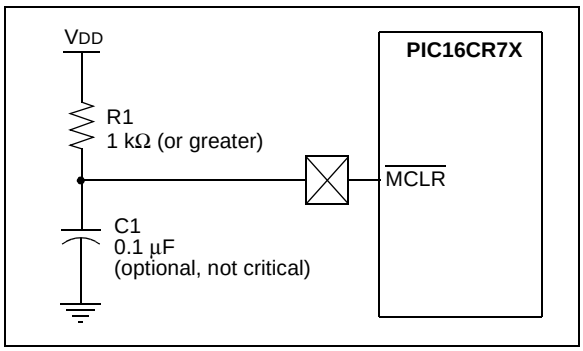
12.4 MCLR

PIC16CR7X devices have a noise filter in the MCLR Reset path. The filter will detect and ignore small pulses.

It should be noted that a WDT Reset does not drive MCLR pin low.

The behavior of the ESD protection on the MCLR pin has been altered from previous devices of this family. Voltages applied to the pin that exceed its specification can result in both MCLR Resets and excessive current beyond the device specification during the ESD event. For this reason, Microchip recommends that the MCLR pin no longer be tied directly to VDD. The use of an RC network, as shown in Figure 12-5, is suggested.

FIGURE 12-5: RECOMMENDED MCLR CIRCUIT



12.5 Power-on Reset (POR)

A Power-on Reset pulse is generated on-chip when VDD rise is detected (in the range of 1.2V-1.7V). To take advantage of the POR, tie the MCLR pin to VDD as described in **Section 12.4 "MCLR"**. A maximum rise time for VDD is specified. See the Electrical Specifications for details.

When the device starts normal operation (exits the Reset condition), device operating parameters (voltage, frequency, temperature,...) must be met to ensure operation. If these conditions are not met, the device must be held in Reset until the operating conditions are met. For additional information, refer to Application Note AN607, "*Power-up Trouble Shooting*" (DS00607).

12.6 Power-up Timer (PWRT)

The Power-up Timer provides a fixed 72 ms nominal time-out on power-up only from the POR. The Power-up Timer operates on an internal RC oscillator. The chip is kept in Reset as long as the PWRT is active. The PWRT's time delay allows VDD to rise to an acceptable level. A Configuration bit is provided to enable/disable the PWRT.

The power-up time delay will vary from chip-to-chip, due to VDD, temperature and process variation. See DC parameters for details (TPWRT, parameter #33).

12.7 Oscillator Start-up Timer (OST)

The Oscillator Start-up Timer (OST) provides 1024 oscillator cycles (from OSC1 input) delay after the PWRT delay is over (if enabled). This helps to ensure that the crystal oscillator or resonator has started and stabilized.

The OST time-out is invoked only for XT, LP and HS modes and only on Power-on Reset, or wake-up from Sleep.

12.8 Brown-out Reset (BOR)

The Configuration bit, BODEN, can enable or disable the Brown-out Reset circuit. If VDD falls below VBOR (parameter D005, about 4V) for longer than TBOR (parameter #35, about 100 µS), the brown-out situation will reset the device. If VDD falls below VBOR for less than TBOR, a Reset may not occur.

Once the brown-out occurs, the device will remain in Brown-out Reset until VDD rises above VBOR. The Power-up Timer then keeps the device in Reset for TPWRT (parameter #33, about 72 mS). If VDD should fall below VBOR during TPWRT, the Brown-out Reset process will restart when VDD rises above VBOR, with the Power-up Timer Reset. The Power-up Timer is always enabled when the Brown-out Reset circuit is enabled, regardless of the state of the PWRT Configuration bit.

12.9 Time-out Sequence

On power-up, the time-out sequence is as follows: the PWRT delay starts (if enabled) when a POR Reset occurs. Then, OST starts counting 1024 oscillator cycles when PWRT ends (LP, XT, HS). When the OST ends, the device comes out of Reset.

If MCLR is kept low long enough, all delays will expire. Bringing MCLR high will begin execution immediately. This is useful for testing purposes or to synchronize more than one PIC16CR7X device operating in parallel.

Table 12-5 shows the Reset conditions for the STATUS, PCON and PC registers, while Table 12-6 shows the Reset conditions for all the registers.

TABLE 12-6: INITIALIZATION CONDITIONS FOR ALL REGISTERS

Register	Devices				Power-on Reset, Brown-out Reset	$\overline{\text{MCLR}}$ Reset, WDT Reset	Wake-up via WDT or Interrupt
W	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
INDF	73	74	76	77	N/A	N/A	N/A
TMR0	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	73	74	76	77	0000h	0000h	PC + 1(2)
STATUS	73	74	76	77	0001 1xxx	000q quuu(3)	uuuq quuu(3)
FSR	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	73	74	76	77	--0x 0000	--0u 0000	--uu uuuu
PORTB	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTC	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTD	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTE	73	74	76	77	---- -xxx	---- -uuu	---- -uuu
PCLATH	73	74	76	77	---0 0000	---0 0000	---u uuuu
INTCON	73	74	76	77	0000 000x	0000 000u	uuuu uuuu(1)
PIR1	73	74	76	77	r000 0000	r000 0000	ruuu uuuu(1)
	73	74	76	77	0000 0000	0000 0000	uuuu uuuu(1)
PIR2	73	74	76	77	---- ---0	---- ---0	---- ---u(1)
TMR1L	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
TMR1H	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
T1CON	73	74	76	77	--00 0000	--uu uuuu	--uu uuuu
TMR2	73	74	76	77	0000 0000	0000 0000	uuuu uuuu
T2CON	73	74	76	77	-000 0000	-000 0000	-uuu uuuu
SSPBUF	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
SSPCON	73	74	76	77	0000 0000	0000 0000	uuuu uuuu
CCPR1L	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCPR1H	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCP1CON	73	74	76	77	--00 0000	--00 0000	--uu uuuu
RCSTA	73	74	76	77	0000 -00x	0000 -00x	uuuu -uuu
TXREG	73	74	76	77	0000 0000	0000 0000	uuuu uuuu
RCREG	73	74	76	77	0000 0000	0000 0000	uuuu uuuu
CCPR2L	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCPR2H	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCP2CON	73	74	76	77	0000 0000	0000 0000	uuuu uuuu
ADRES	73	74	76	77	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADCON0	73	74	76	77	0000 00-0	0000 00-0	uuuu uu-u
OPTION_REG	73	74	76	77	1111 1111	1111 1111	uuuu uuuu
TRISA	73	74	76	77	--11 1111	--11 1111	--uu uuuu
TRISB	73	74	76	77	1111 1111	1111 1111	uuuu uuuu
TRISC	73	74	76	77	1111 1111	1111 1111	uuuu uuuu
TRISD	73	74	76	77	1111 1111	1111 1111	uuuu uuuu
TRISE	73	74	76	77	0000 -111	0000 -111	uuuu -uuu

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

Note 1: One or more bits in INTCON, PIR1 and/or PIR2 will be affected (to cause wake-up).

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

3: See Table 12-5 for Reset value for specific condition.

12.11 Interrupts

The PIC16CR7X family has up to 12 sources of interrupt. The Interrupt Control register (INTCON) records individual interrupt requests in flag bits. It also has individual and global interrupt enable bits.

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

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

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

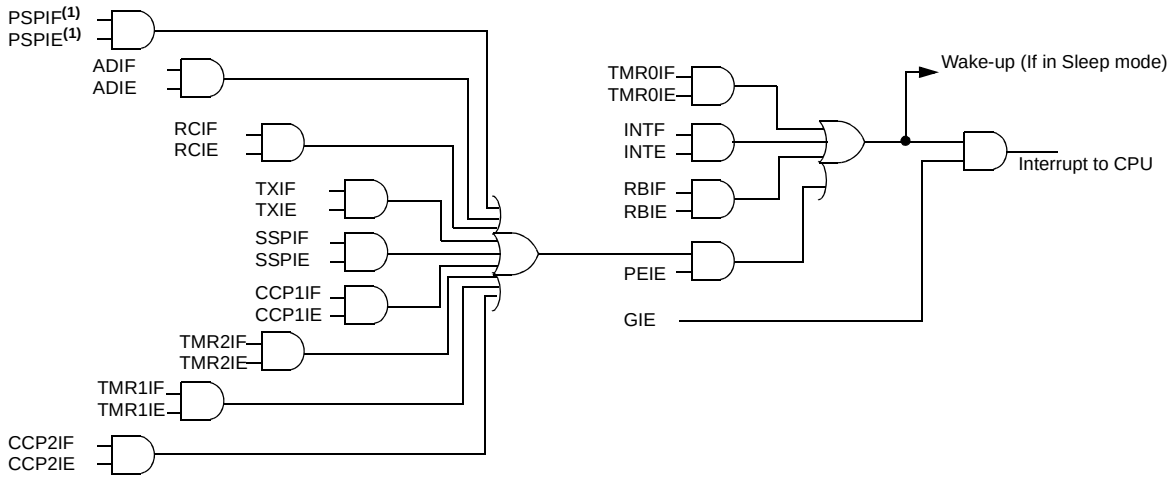
The RB0/INT pin interrupt, the RB port change interrupt and the TMR0 overflow interrupt flags are contained in the INTCON register.

The peripheral interrupt flags are contained in the Special Function Registers, PIR1 and PIR2. The corresponding interrupt enable bits are contained in Special Function Registers, PIE1 and PIE2, and the peripheral interrupt enable bit is contained in Special Function Register, INTCON.

When an interrupt is responded to, the GIE bit is cleared to disable any further interrupt, the return address is pushed onto the stack and the PC is loaded with 0004h. Once in the Interrupt Service Routine, the source(s) of the interrupt can be determined by polling the interrupt flag bits. The interrupt flag bit(s) must be cleared in software before re-enabling interrupts to avoid recursive interrupts.

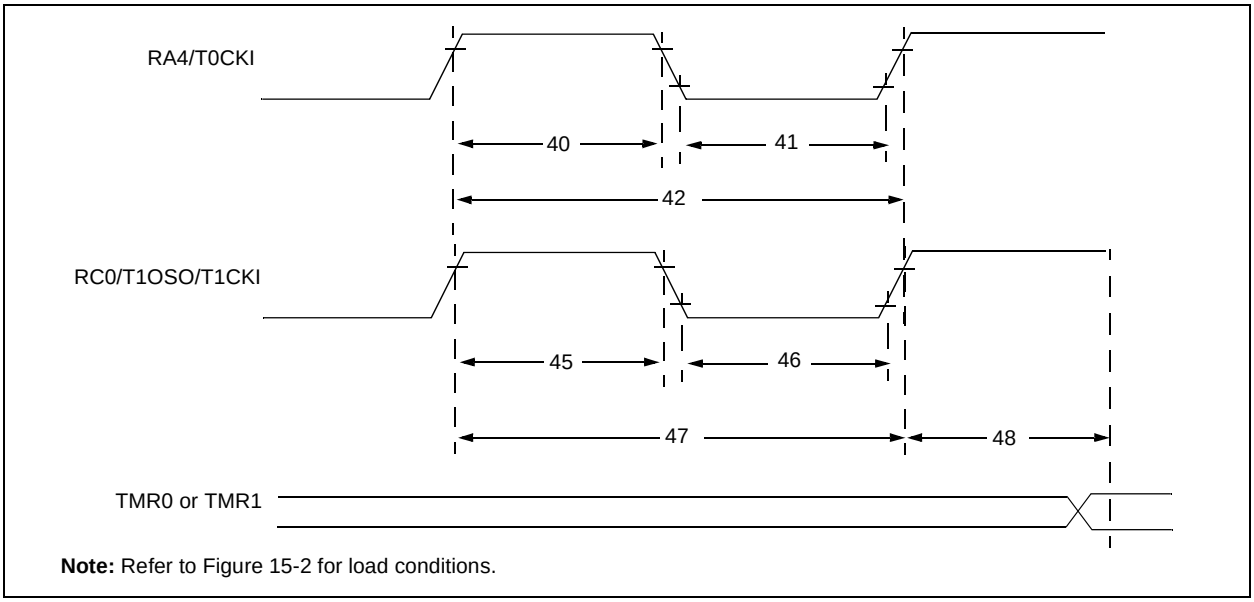
For external interrupt events, such as the INT pin or PORTB change interrupt, the interrupt latency will be three or four instruction cycles. The exact latency depends when the interrupt event occurs, relative to the current Q cycle. The latency is the same for one or two-cycle instructions. Individual interrupt flag bits are set, regardless of the status of their corresponding mask bit, PEIE bit or the GIE bit.

FIGURE 12-10: INTERRUPT LOGIC



Note 1: PSP interrupt is implemented only on **PIC16CR74/77** devices.

FIGURE 15-7: TIMER0 AND TIMER1 EXTERNAL CLOCK TIMINGS



Note: Refer to Figure 15-2 for load conditions.

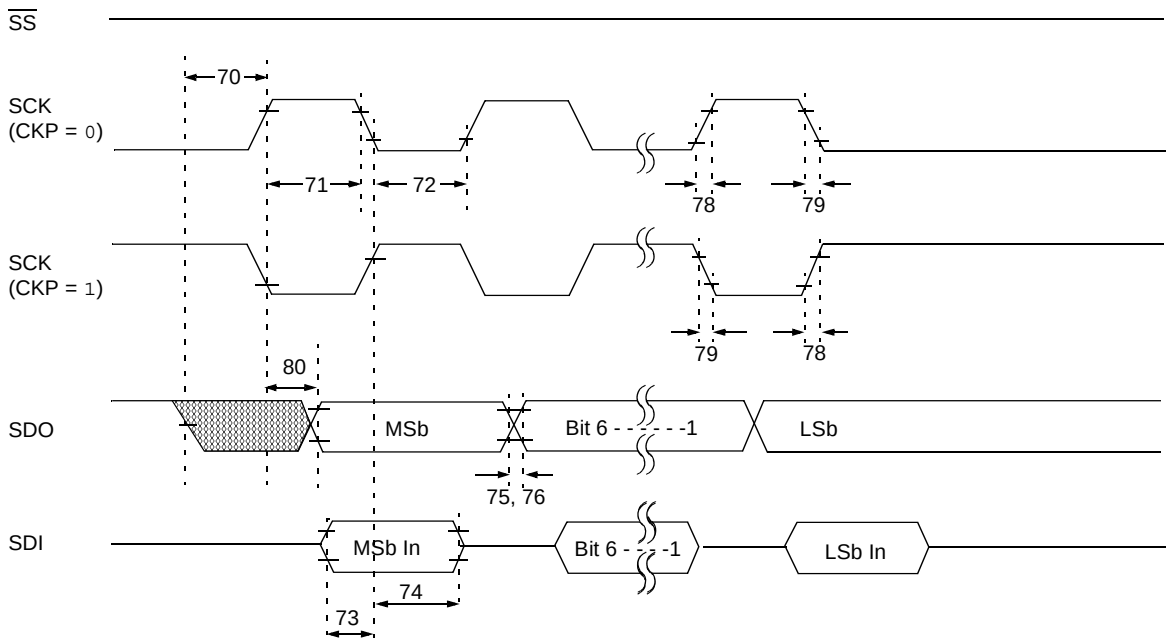
TABLE 15-4: TIMER0 AND TIMER1 EXTERNAL CLOCK REQUIREMENTS

Param No.	Symbol	Characteristic			Min	Typ†	Max	Units	Conditions
40*	Tt0H	T0CKI High Pulse Width		No Prescaler	0.5TCY + 20	—	—	ns	Must also meet parameter 42
				With Prescaler	10	—	—	ns	
41*	Tt0L	T0CKI Low Pulse Width		No Prescaler	0.5TCY + 20	—	—	ns	Must also meet parameter 42
				With Prescaler	10	—	—	ns	
42*	Tt0P	T0CKI Period		No Prescaler	TCY + 40	—	—	ns	
				With Prescaler	Greater of: 20 or TCY + 40 / N	—	—	ns	N = prescale value (2, 4, ..., 256)
45*	Tt1H	T1CKI High Time	Synchronous, Prescaler = 1		0.5TCY + 20	—	—	ns	Must also meet parameter 47
			Synchronous, Prescaler = 2,4,8	Standard(**5V**)	15	—	—	ns	
				Extended(**3V**)	25	—	—	ns	
			Asynchronous	Standard(**5V**)	30	—	—	ns	
				Extended(**3V**)	50	—	—	ns	
46*	Tt1L	T1CKI Low Time	Synchronous, Prescaler = 1		0.5TCY + 20	—	—	ns	Must also meet parameter 47
			Synchronous, Prescaler = 2,4,8	Standard(**5V**)	15	—	—	ns	
				Extended(**3V**)	25	—	—	ns	
			Asynchronous	Standard(**5V**)	30	—	—	ns	
				Extended(**3V**)	50	—	—	ns	
47*	Tt1P	T1CKI Input Period	Synchronous	Standard(**5V**)	Greater of: 30 or TCY + 40 / N	—	—	ns	N = prescale value (1, 2, 4, 8)
				Extended(**3V**)	Greater of: 50 or TCY + 40 / N				N = prescale value (1, 2, 4, 8)
			Asynchronous	Standard(**5V**)	60	—	—	ns	
				Extended(**3V**)	100	—	—	ns	
	Ft1	Timer1 Oscillator Input Frequency Range (oscillator enabled by setting bit T1OSCEN)			DC	—	200	kHz	
48	TCKEZtmr1	Delay from External Clock Edge to Timer Increment			2 TOSC	—	7 TOSC	—	

* These parameters are characterized but not tested.

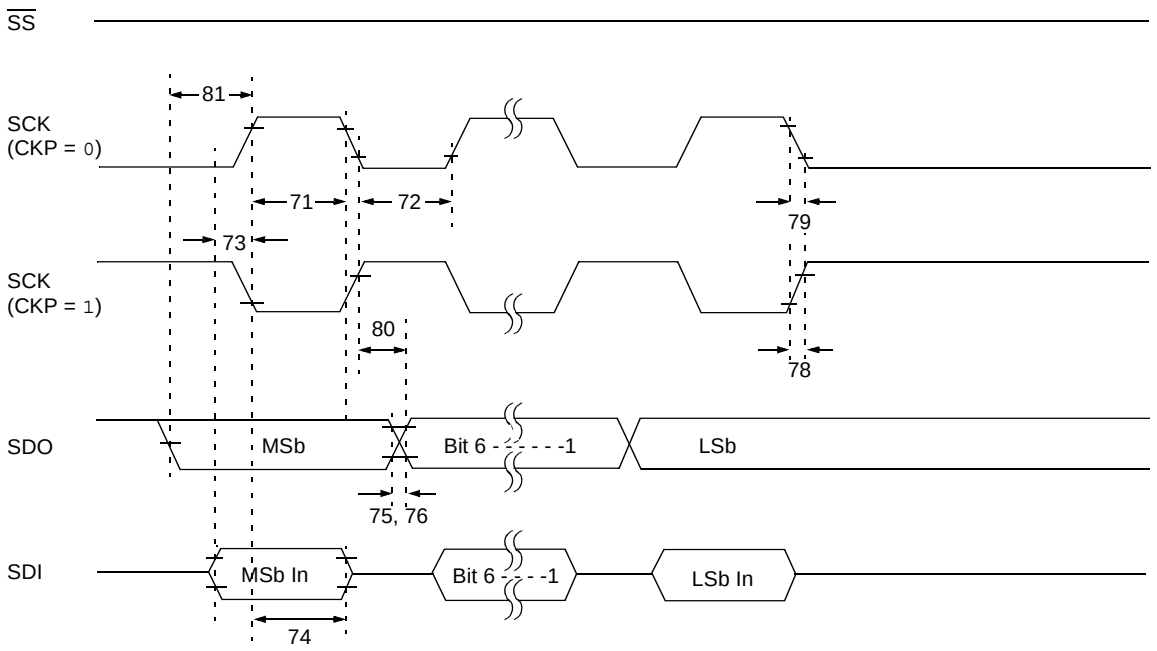
† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

FIGURE 15-10: SPI MASTER MODE TIMING (CKE = 0, SMP = 0)



Note: Refer to Figure 15-2 for load conditions.

FIGURE 15-11: SPI MASTER MODE TIMING (CKE = 1, SMP = 1)



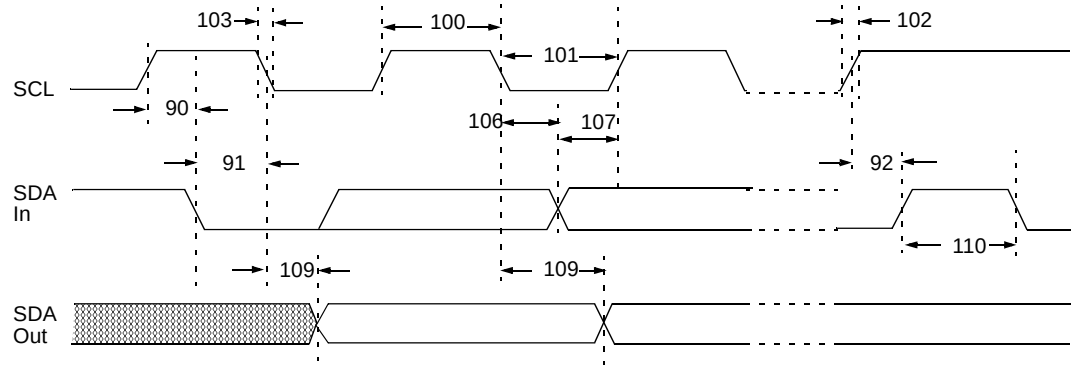
Note: Refer to Figure 15-2 for load conditions.

TABLE 15-8: I²C™ BUS START/STOP BITS REQUIREMENTS

Param No.	Symbol	Characteristic		Min	Typ	Max	Units	Conditions
90*	TSU:STA	Start condition Setup time	100 kHz mode	4700	—	—	ns	Only relevant for Repeated Start condition
			400 kHz mode	600	—	—		
91*	THD:STA	Start condition Hold time	100 kHz mode	4000	—	—	ns	After this period, the first clock pulse is generated
			400 kHz mode	600	—	—		
92*	TSU:STO	Stop condition Setup time	100 kHz mode	4700	—	—	ns	
			400 kHz mode	600	—	—		
93	THD:STO	Stop condition Hold time	100 kHz mode	4000	—	—	ns	
			400 kHz mode	600	—	—		

* These parameters are characterized but not tested.

FIGURE 15-15: I²C™ BUS DATA TIMING



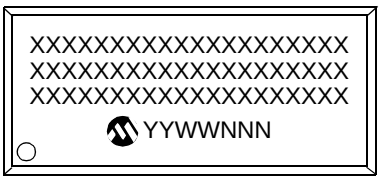
Note: Refer to Figure 15-2 for load conditions.

17.1 Package Marking Information (continued)

28-Lead QFN

Example

28-Lead SOIC (.300”)

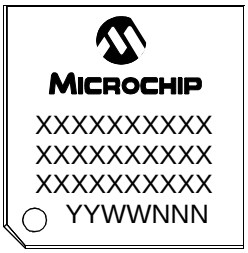


Example

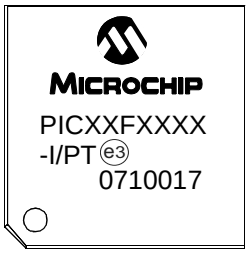
28-Lead SSOP

Example

44-Lead TQFP

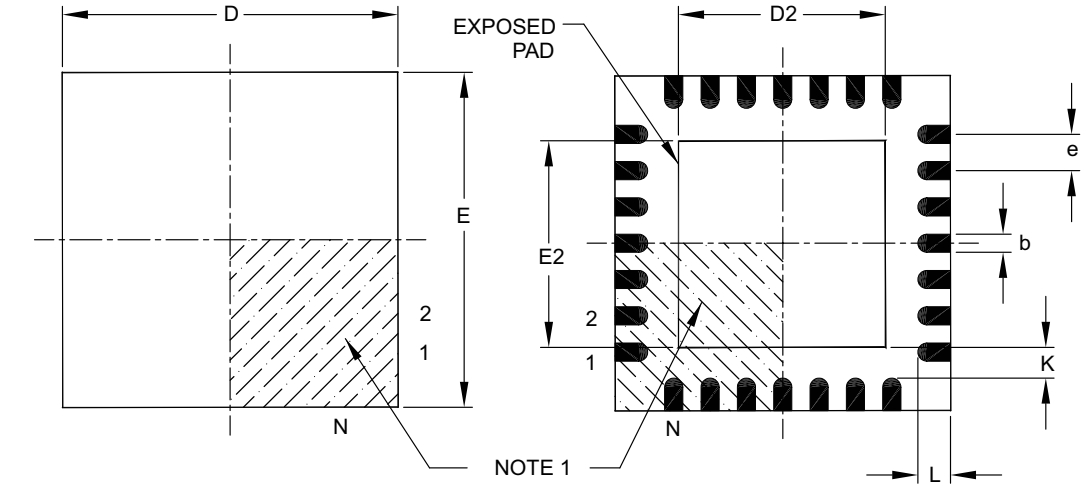


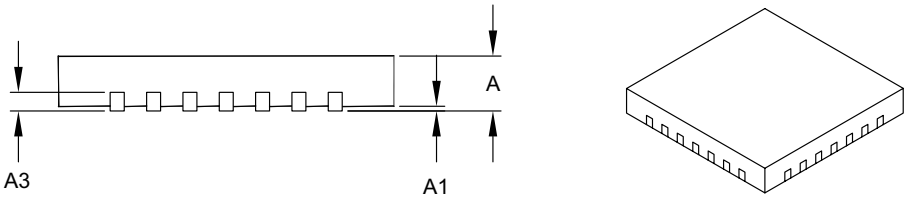
Example



28-Lead Plastic Quad Flat, No Lead Package (ML) – 6x6 mm Body [QFN] with 0.55 mm Contact Length

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





Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		28	
Pitch	e		0.65 BSC	
Overall Height	A	0.80	0.90	1.00
Standoff	A1	0.00	0.02	0.05
Contact Thickness	A3		0.20 REF	
Overall Width	E		6.00 BSC	
Exposed Pad Width	E2	3.65	3.70	4.20
Overall Length	D		6.00 BSC	
Exposed Pad Length	D2	3.65	3.70	4.20
Contact Width	b	0.23	0.30	0.35
Contact Length	L	0.50	0.55	0.70
Contact-to-Exposed Pad	K	0.20	–	–

Notes:

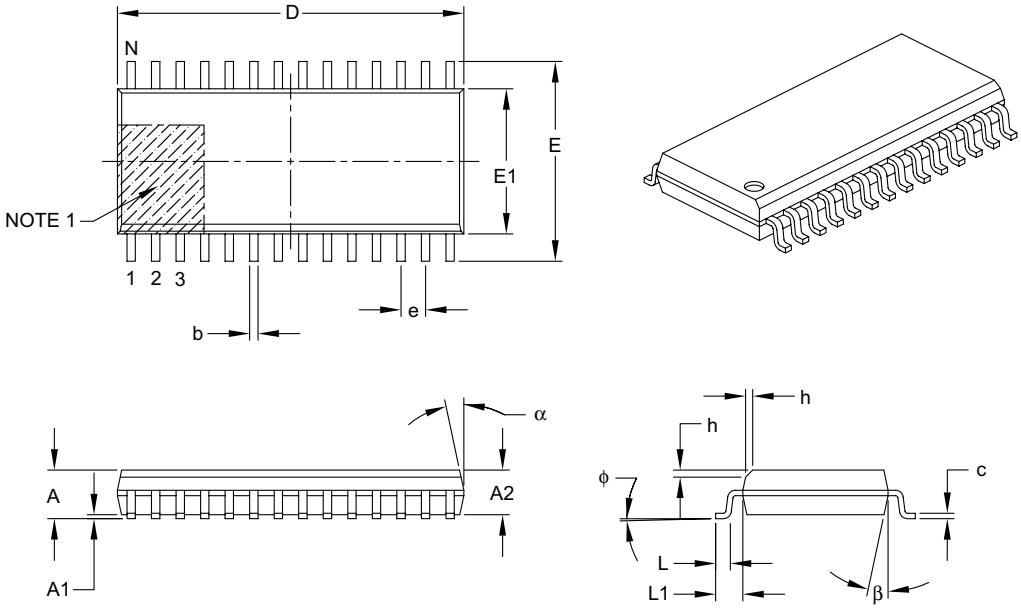
1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Package is saw singulated.
3. Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-105B

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

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



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

Notes:

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

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

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

Microchip Technology Drawing C04-052B