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Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	16
Program Memory Size	3.5KB (2K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	18-SOIC (0.295", 7.50mm Width)
Supplier Device Package	18-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1826-i-so

PIC16(L)F1826/27

TABLE 1-2: PIC16(L)F1826/27 PINOUT DESCRIPTION (CONTINUED)

Name	Function	Input Type	Output Type	Description
RA6/OSC2/CLKOUT/CLKR/ P1D ⁽¹⁾ /P2B ^(1,2) /SDO1 ⁽¹⁾	RA6	TTL	CMOS	General purpose I/O.
	OSC2	—	XTAL	Crystal/Resonator (LP, XT, HS modes).
	CLKOUT	—	CMOS	Fosc/4 output.
	CLKR	—	CMOS	Clock Reference Output.
	P1D	—	CMOS	PWM output.
	P2B	—	CMOS	PWM output.
RA7/OSC1/CLKIN/P1C ⁽¹⁾ / CCP2 ^(1,2) /P2A ^(1,2)	RA7	TTL	CMOS	General purpose I/O.
	OSC1	XTAL	—	Crystal/Resonator (LP, XT, HS modes).
	CLKIN	CMOS	—	External clock input (EC mode).
	P1C	—	CMOS	PWM output.
	CCP2	ST	CMOS	Capture/Compare/PWM2.
	P2A	—	CMOS	PWM output.
RB0/T1G/CCP1 ⁽¹⁾ /P1A ⁽¹⁾ /INT/ SRI/FLT0	RB0	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	T1G	ST	—	Timer1 Gate input.
	CCP1	ST	CMOS	Capture/Compare/PWM1.
	P1A	—	CMOS	PWM output.
	INT	ST	—	External interrupt.
	SRI	ST	—	SR latch input.
RB1/AN11/CPS11/RX ^(1,3) / DT ^(1,3) /SDA1/SDI1	RB1	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN11	AN	—	A/D Channel 11 input.
	CPS11	AN	—	Capacitive sensing input 11.
	RX	ST	—	USART asynchronous input.
	DT	ST	CMOS	USART synchronous data.
	SDA1	I ² C™	OD	I ² C™ data input/output 1.
RB2/AN10/CPS10/MDMIN/ TX ^(1,3) /CK ^(1,3) /RX ⁽¹⁾ /DT ⁽¹⁾ / SDA2 ⁽²⁾ /SDI2 ⁽²⁾ /SDO1 ^(1,3)	RB2	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN10	AN	—	A/D Channel 10 input.
	CPS10	AN	—	Capacitive sensing input 10.
	MDMIN	—	CMOS	Modulator source input.
	TX	—	CMOS	USART asynchronous transmit.
	CK	ST	CMOS	USART synchronous clock.
	RX	ST	—	USART asynchronous input.
	DT	ST	CMOS	USART synchronous data.
	SDA2	I ² C™	OD	I ² C™ data input/output 2.
SDI2	ST	—	SPI data input 2.	
SDO1	—	CMOS	SPI data output 1.	

Legend: AN = Analog input or output CMOS = CMOS compatible input or output OD = Open Drain
TTL = TTL compatible input ST = Schmitt Trigger input with CMOS levels I²C™ = Schmitt Trigger input with I²C™ levels
HV = High Voltage XTAL = Crystal

- Note 1:** Pin functions can be moved using the APFCON0 or APFCON1 register.
2: Functions are only available on the PIC16(L)F1827.
3: Default function location.

3.0 MEMORY ORGANIZATION

There are three types of memory in PIC16(L)F1826/27: Data Memory, Program Memory and Data EEPROM Memory⁽¹⁾.

- Program Memory
- Data Memory
 - Core Registers
 - Special Function Registers
 - General Purpose RAM
 - Common RAM
 - Device Memory Maps
 - Special Function Registers Summary
- Data EEPROM memory⁽¹⁾

Note 1: The Data EEPROM Memory and the method to access Flash memory through the EECON registers is described in **Section 11.0 “Data EEPROM and Flash Program Memory Control”**.

The following features are associated with access and control of program memory and data memory:

- PCL and PCLATH
- Stack
- Indirect Addressing

3.1 Program Memory Organization

The enhanced mid-range core has a 15-bit program counter capable of addressing a 32K x 14 program memory space. Table 3-1 shows the memory sizes implemented for the PIC16(L)F1826/27 family. Accessing a location above these boundaries will cause a wrap-around within the implemented memory space. The Reset vector is at 0000h and the interrupt vector is at 0004h (see Figures 3-1 and 3-2).

TABLE 3-1: DEVICE SIZES AND ADDRESSES

Device	Program Memory Space (Words)	Last Program Memory Address
PIC16(L)F1826	2,048	07FFh
PIC16(L)F1827	4,096	0FFFh

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8.6.3 PIE2 REGISTER

The PIE2 register contains the interrupt enable bits, as shown in Register 8-3.

Note: Bit PEIE of the INTCON register must be set to enable any peripheral interrupt.

REGISTER 8-3: PIE2: PERIPHERAL INTERRUPT ENABLE REGISTER 2

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	U-0	R/W-0/0
OSFIE	C2IE	C1IE	EEIE	BCL1IE	—	—	CCP2IE ⁽¹⁾
bit 7							bit 0

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'
u = Bit is unchanged x = Bit is unknown -n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set '0' = Bit is cleared

- bit 7 **OSFIE:** Oscillator Fail Interrupt Enable bit
1 = Enables the Oscillator Fail interrupt
0 = Disables the Oscillator Fail interrupt
- bit 6 **C2IE:** Comparator C2 Interrupt Enable bit
1 = Enables the Comparator C2 interrupt
0 = Disables the Comparator C2 interrupt
- bit 5 **C1IE:** Comparator C1 Interrupt Enable bit
1 = Enables the Comparator C1 interrupt
0 = Disables the Comparator C1 interrupt
- bit 4 **EEIE:** EEPROM Write Completion Interrupt Enable bit
1 = Enables the EEPROM Write Completion interrupt
0 = Disables the EEPROM Write Completion interrupt
- bit 3 **BCL1IE:** MSSP1 Bus Collision Interrupt Enable bit
1 = Enables the MSSP1 Bus Collision Interrupt
0 = Disables the MSSP1 Bus Collision Interrupt
- bit 2-1 **Unimplemented:** Read as '0'
- bit 0 **CCP2IE:** CCP2 Interrupt Enable bit
1 = Enables the CCP2 interrupt
0 = Disables the CCP2 interrupt

Note 1: PIC16(L)F1827 only.

12.0 I/O PORTS

Depending on the device selected and peripherals enabled, there are two ports available. In general, when a peripheral is enabled, that pin may not be used as a general purpose I/O pin.

Each port has three registers for its operation. These registers are:

- TRISx registers (data direction register)
- PORTx registers (reads the levels on the pins of the device)
- LATx registers (output latch)

Some ports may have one or more of the following additional registers. These registers are:

- ANSELx (analog select)
- WPUx (weak pull-up)

TABLE 12-1: PORT AVAILABILITY PER DEVICE

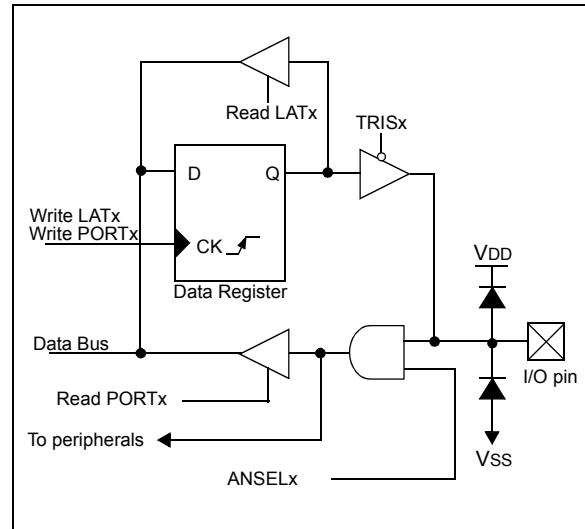
Device	PORTA	PORTB	PORTC
PIC16(L)F1826	•	•	
PIC16(L)F1827	•	•	•

The Data Latch (LATx registers) is useful for read-modify-write operations on the value that the I/O pins are driving.

A write operation to the LATx register has the same effect as a write to the corresponding PORTx register. A read of the LATx register reads of the values held in the I/O PORT latches, while a read of the PORTx register reads the actual I/O pin value.

Ports with analog functions also have an ANSELx register which can disable the digital input and save power. A simplified model of a generic I/O port, without the interfaces to other peripherals, is shown in Figure 12-1.

FIGURE 12-1: GENERIC I/O PORT OPERATION



EXAMPLE 12-1: INITIALIZING PORTA

```

; This code example illustrates
; initializing the PORTA register. The
; other ports are initialized in the same
; manner.

BANKSEL PORTA      ;
CLRF   PORTA       ;Init PORTA
BANKSEL LATA       ;Data Latch
CLRF   LATA        ;
BANKSEL ANSELA    ;
CLRF   ANSELA     ;digital I/O
BANKSEL TRISA     ;
MOVLW  B'00111000' ;Set RA<5:3> as inputs
MOVWF  TRISA      ;and set RA<2:0> as
                    ;outputs
    
```

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REGISTER 12-11: WPUB: WEAK PULL-UP PORTB REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
WPUB7	WPUB6	WPUB5	WPUB4	WPUB3	WPUB2	WPUB1	WPUB0
bit 7							bit 0

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'
u = Bit is unchanged x = Bit is unknown -n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set '0' = Bit is cleared

bit 7-0 **WPUB<7:0>**: Weak Pull-up Register bits

1 = Pull-up enabled

0 = Pull-up disabled

Note 1: Global $\overline{\text{WPUEN}}$ bit of the OPTION register must be cleared for individual pull-ups to be enabled.

2: The weak pull-up device is automatically disabled if the pin is in configured as an output.

REGISTER 12-12: ANSELB: PORTB ANALOG SELECT REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	U-0
ANSB7	ANSB6	ANSB5	ANSB4	ANSB3	ANSB2	ANSB1	—
bit 7							bit 0

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'
u = Bit is unchanged x = Bit is unknown -n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set '0' = Bit is cleared

bit 7-1 **ANSB<7:1>**: Analog Select between Analog or Digital Function on Pins RB<7:1>, respectively

0 = Digital I/O. Pin is assigned to port or digital special function.

1 = Analog input. Pin is assigned as analog input⁽¹⁾. Digital input buffer disabled.

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

Note 1: When setting a pin to an analog input, the corresponding TRIS bit must be set to Input mode in order to allow external control of the voltage on the pin.

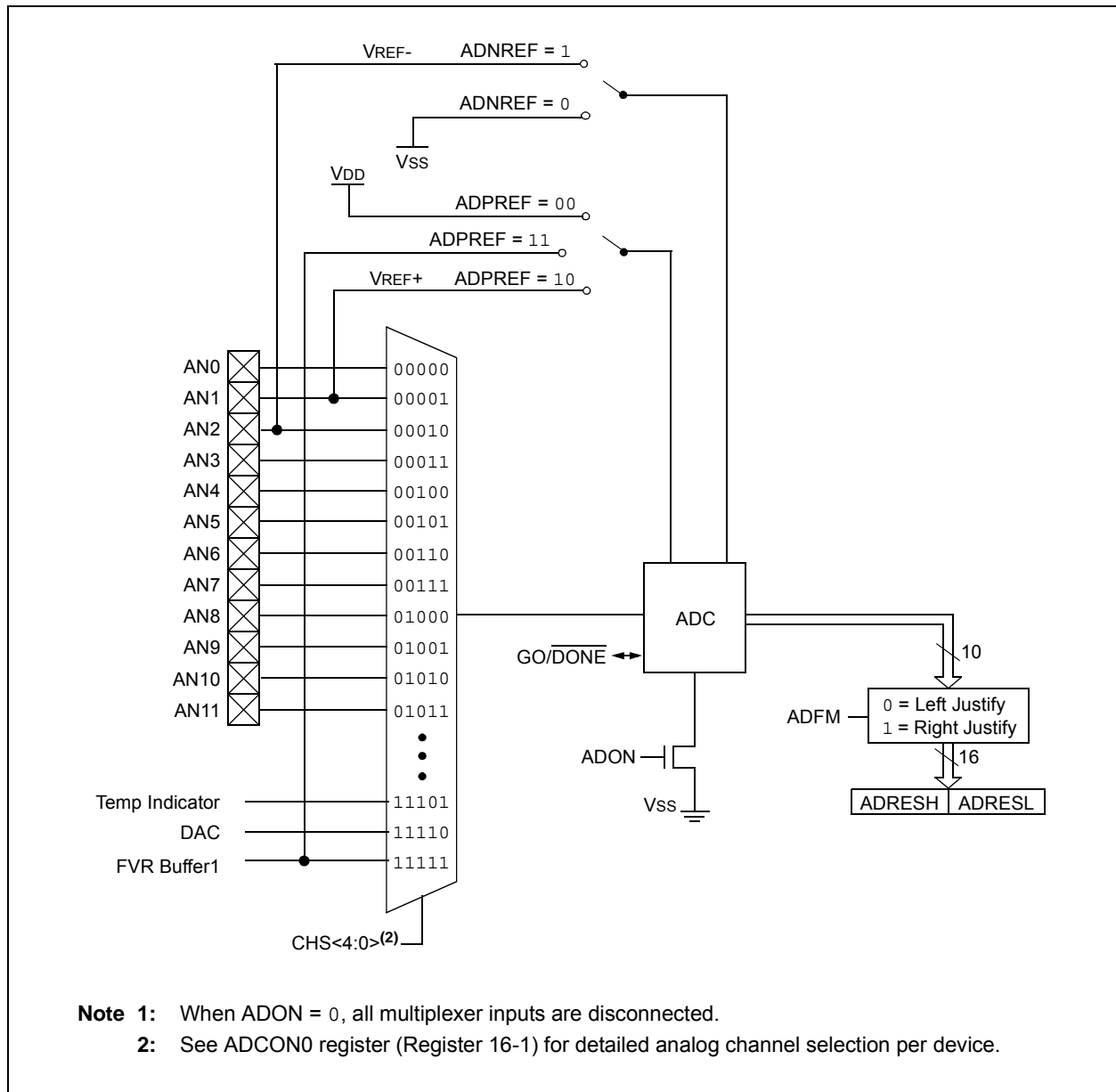
16.0 ANALOG-TO-DIGITAL CONVERTER (ADC) MODULE

The Analog-to-Digital Converter (ADC) allows conversion of an analog input signal to a 10-bit binary representation of that signal. This device uses analog inputs, which are multiplexed into a single sample and hold circuit. The output of the sample and hold is connected to the input of the converter. The converter generates a 10-bit binary result via successive approximation and stores the conversion result into the ADC result registers (ADRESH:ADRESL register pair). Figure 16-1 shows the block diagram of the ADC.

The ADC voltage reference is software selectable to be either internally generated or externally supplied.

The ADC can generate an interrupt upon completion of a conversion. This interrupt can be used to wake-up the device from Sleep.

FIGURE 16-1: ADC BLOCK DIAGRAM



- Note 1:** When ADON = 0, all multiplexer inputs are disconnected.
- 2:** See ADCON0 register (Register 16-1) for detailed analog channel selection per device.

TABLE 16-1: ADC CLOCK PERIOD (TAD) Vs. DEVICE OPERATING FREQUENCIES

ADC Clock Period (TAD)		Device Frequency (Fosc)					
ADC Clock Source	ADCS<2:0>	32 MHz	20 MHz	16 MHz	8 MHz	4 MHz	1 MHz
Fosc/2	000	62.5ns ⁽²⁾	100 ns ⁽²⁾	125 ns ⁽²⁾	250 ns ⁽²⁾	500 ns ⁽²⁾	2.0 μs
Fosc/4	100	125 ns ⁽²⁾	200 ns ⁽²⁾	250 ns ⁽²⁾	500 ns ⁽²⁾	1.0 μs	4.0 μs
Fosc/8	001	0.5 μs ⁽²⁾	400 ns ⁽²⁾	0.5 μs ⁽²⁾	1.0 μs	2.0 μs	8.0 μs ⁽³⁾
Fosc/16	101	800 ns	800 ns	1.0 μs	2.0 μs	4.0 μs	16.0 μs ⁽³⁾
Fosc/32	010	1.0 μs	1.6 μs	2.0 μs	4.0 μs	8.0 μs ⁽³⁾	32.0 μs ⁽³⁾
Fosc/64	110	2.0 μs	3.2 μs	4.0 μs	8.0 μs ⁽³⁾	16.0 μs ⁽³⁾	64.0 μs ⁽³⁾
FRC	x11	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)

Legend: Shaded cells are outside of recommended range.

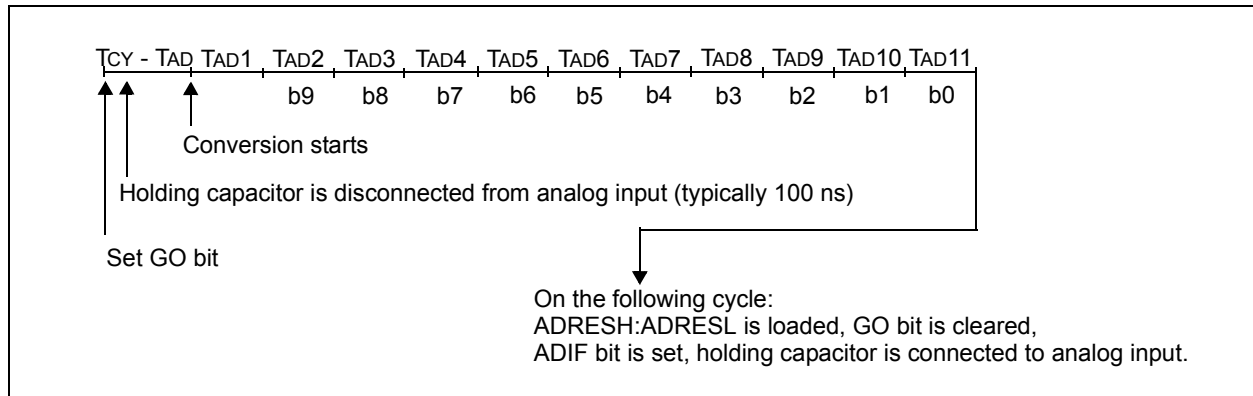
Note 1: The FRC source has a typical TAD time of 1.6 μs for VDD.

2: These values violate the minimum required TAD time.

3: For faster conversion times, the selection of another clock source is recommended.

4: The ADC clock period (TAD) and total ADC conversion time can be minimized when the ADC clock is derived from the system clock FOSC. However, the FRC clock source must be used when conversions are to be performed with the device in Sleep mode.

FIGURE 16-2: ANALOG-TO-DIGITAL CONVERSION TAD CYCLES



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24.4.5 PROGRAMMABLE DEAD-BAND DELAY MODE

In Half-Bridge applications where all power switches are modulated at the PWM frequency, the power switches normally require more time to turn off than to turn on. If both the upper and lower power switches are switched at the same time (one turned on, and the other turned off), both switches may be on for a short period of time until one switch completely turns off. During this brief interval, a very high current (*shoot-through current*) will flow through both power switches, shorting the bridge supply. To avoid this potentially destructive shoot-through current from flowing during switching, turning on either of the power switches is normally delayed to allow the other switch to completely turn off.

In Half-Bridge mode, a digitally programmable dead-band delay is available to avoid shoot-through current from destroying the bridge power switches. The delay occurs at the signal transition from the non-active state to the active state. See Figure 24-16 for illustration. The lower seven bits of the associated PWMxCON register (Register 24-4) sets the delay period in terms of microcontroller instruction cycles (T_{CY} or $4 T_{OSC}$).

FIGURE 24-16: EXAMPLE OF HALF-BRIDGE PWM OUTPUT

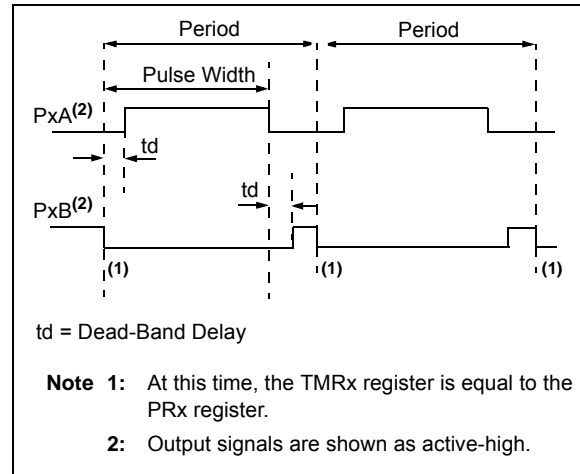
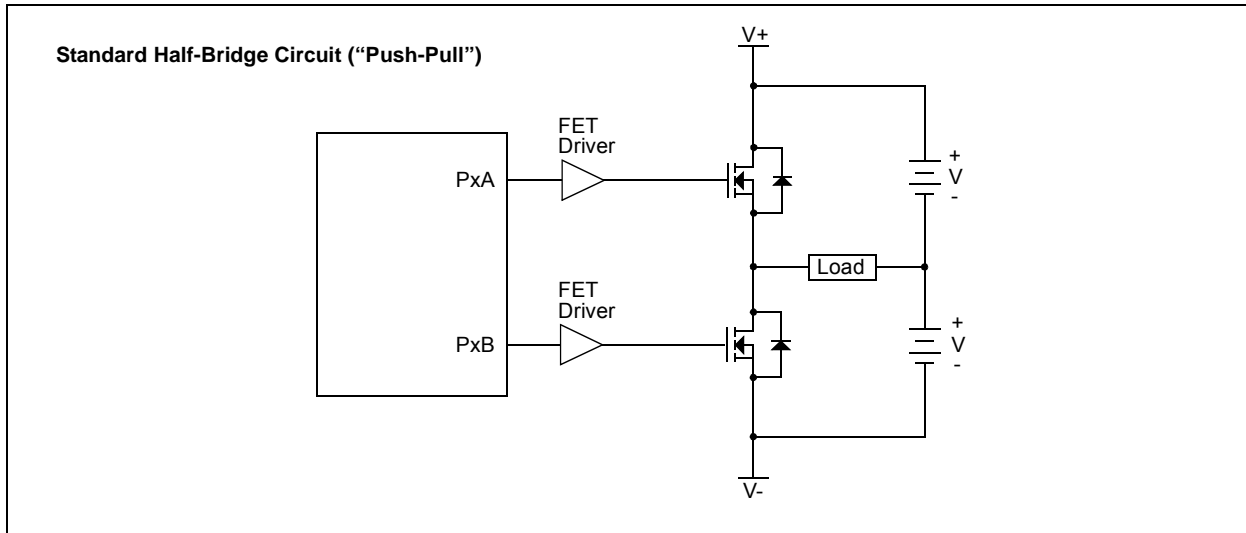


FIGURE 24-17: EXAMPLE OF HALF-BRIDGE APPLICATIONS



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24.4.6.1 Steering Synchronization

The STRxSYNC bit of the PSTRxCON register gives the user two selections of when the steering event will happen. When the STRxSYNC bit is '0', the steering event will happen at the end of the instruction that writes to the PSTRxCON register. In this case, the output signal at the P<x>D:A pins may be an incomplete PWM waveform. This operation is useful when the user firmware needs to immediately remove a PWM signal from the pin.

When the STRxSYNC bit is '1', the effective steering update will happen at the beginning of the next PWM period. In this case, steering on/off the PWM output will always produce a complete PWM waveform.

Figures 24-19 and 24-20 illustrate the timing diagrams of the PWM steering depending on the STRxSYNC setting.

24.4.7 START-UP CONSIDERATIONS

When any PWM mode is used, the application hardware must use the proper external pull-up and/or pull-down resistors on the PWM output pins.

The CCPxM<1:0> bits of the CCPxCON register allow the user to choose whether the PWM output signals are active-high or active-low for each pair of PWM output pins (PxA/PxC and PxB/PxD). The PWM output polarities must be selected before the PWM pin output drivers are enabled. Changing the polarity

configuration while the PWM pin output drivers are enable is not recommended since it may result in damage to the application circuits.

The PxA, PxB, PxC and PxD output latches may not be in the proper states when the PWM module is initialized. Enabling the PWM pin output drivers at the same time as the Enhanced PWM modes may cause damage to the application circuit. The Enhanced PWM modes must be enabled in the proper Output mode and complete a full PWM cycle before enabling the PWM pin output drivers. The completion of a full PWM cycle is indicated by the TMRxIF bit of the PIRx register being set as the second PWM period begins.

Note: When the microcontroller is released from Reset, all of the I/O pins are in the high-impedance state. The external circuits must keep the power switch devices in the Off state until the microcontroller drives the I/O pins with the proper signal levels or activates the PWM output(s).

24.4.8 ALTERNATE PIN LOCATIONS

This module incorporates I/O pins that can be moved to other locations with the use of the alternate pin function registers, APFCON0 and APFCON1. To determine which pins can be moved and what their default locations are upon a reset, see **Section 12.1 "Alternate Pin Function"** for more information.

FIGURE 24-19: EXAMPLE OF STEERING EVENT AT END OF INSTRUCTION (STRxSYNC = 0)

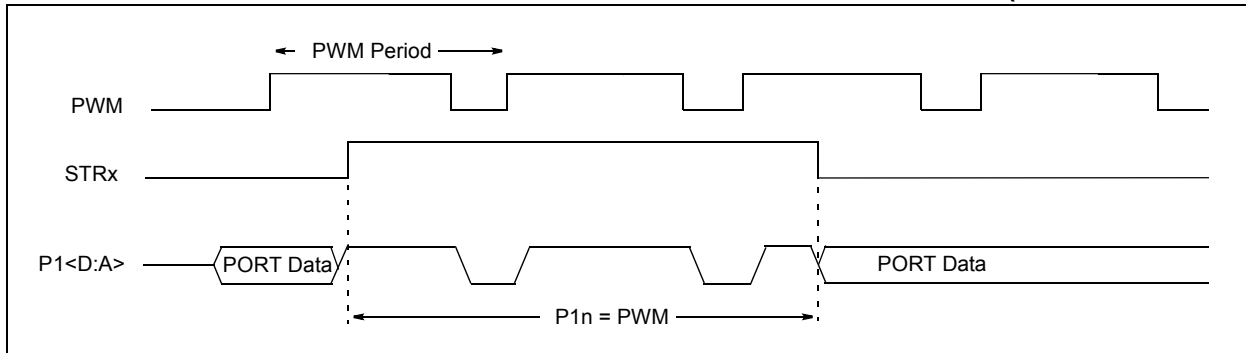
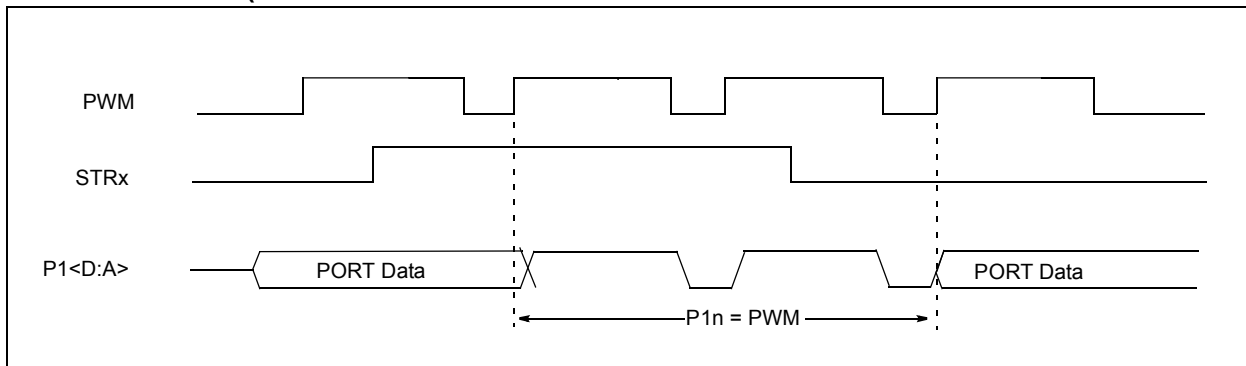


FIGURE 24-20: EXAMPLE OF STEERING EVENT AT BEGINNING OF INSTRUCTION (STRxSYNC = 1)



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The I²C interface supports the following modes and features:

- Master mode
- Slave mode
- Byte NACKing (Slave mode)
- Limited Multi-master support
- 7-bit and 10-bit addressing
- Start and Stop interrupts
- Interrupt masking
- Clock stretching
- Bus collision detection
- General call address matching
- Address masking
- Address Hold and Data Hold modes
- Selectable SDAx hold times

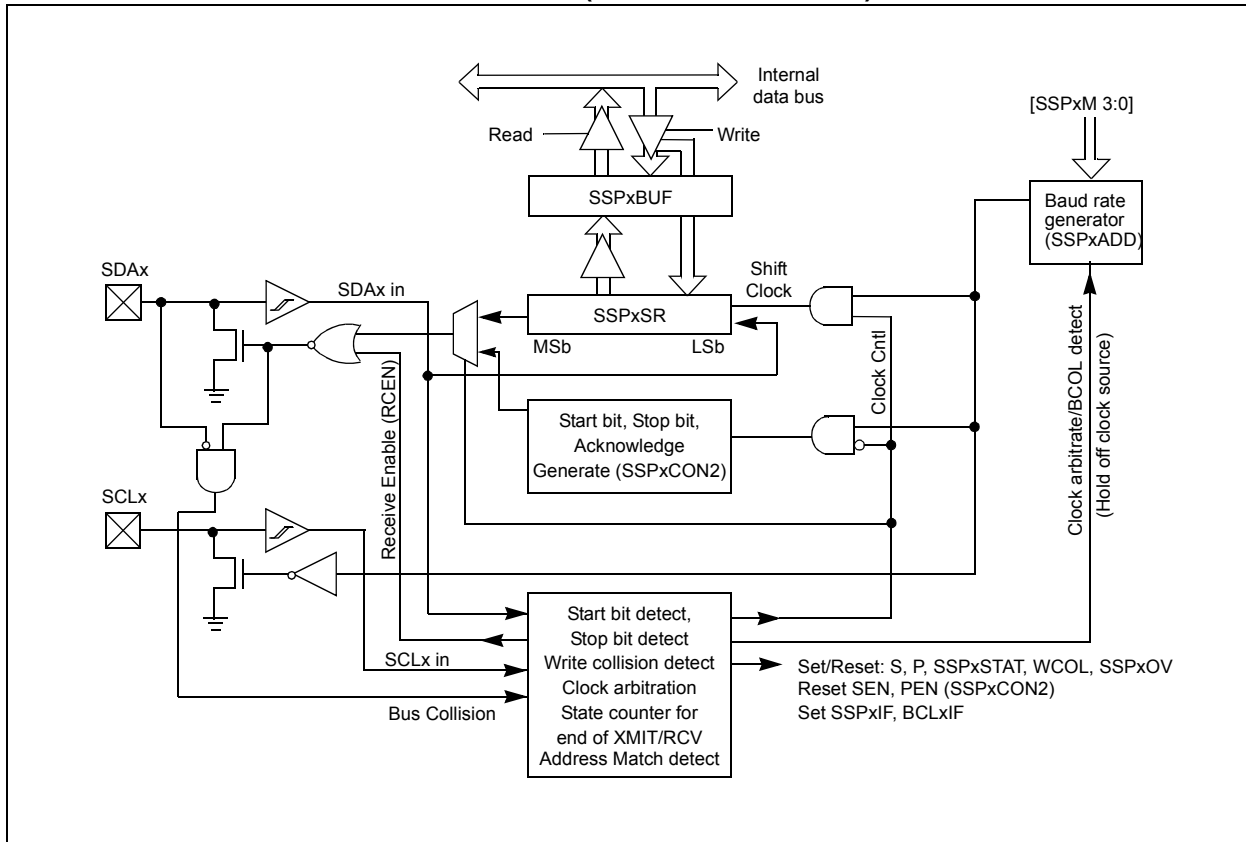
Figure 25-2 is a block diagram of the I²C interface module in Master mode. Figure 25-3 is a diagram of the I²C interface module in Slave mode.

The PIC16F1827 has two MSSP modules, MSSP1 and MSSP2, each module operating independently from the other.

Note 1: In devices with more than one MSSP module, it is very important to pay close attention to SSPxCONx register names. SSP1CON1 and SSP1CON2 registers control different operational aspects of the same module, while SSP1CON1 and SSP2CON1 control the same features for two different modules.

2: Throughout this section, generic references to an MSSP module in any of its operating modes may be interpreted as being equally applicable to MSSP1 or MSSP2. Register names, module I/O signals, and bit names may use the generic designator 'x' to indicate the use of a numeral to distinguish a particular module when required.

FIGURE 25-2: MSSPX BLOCK DIAGRAM (I²C™ MASTER MODE)



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25.6.7 I²C MASTER MODE RECEPTION

Master mode reception is enabled by programming the Receive Enable bit, RCEN bit of the SSPxCON2 register.

Note: The MSSPx module must be in an Idle state before the RCEN bit is set or the RCEN bit will be disregarded.

The Baud Rate Generator begins counting and on each rollover, the state of the SCLx pin changes (high-to-low/low-to-high) and data is shifted into the SSPxSR. After the falling edge of the eighth clock, the receive enable flag is automatically cleared, the contents of the SSPxSR are loaded into the SSPxBUF, the BF flag bit is set, the SSPxIF flag bit is set and the Baud Rate Generator is suspended from counting, holding SCLx low. The MSSPx is now in Idle state awaiting the next command. When the buffer is read by the CPU, the BF flag bit is automatically cleared. The user can then send an Acknowledge bit at the end of reception by setting the Acknowledge Sequence Enable, ACKEN bit of the SSPxCON2 register.

25.6.7.1 BF Status Flag

In receive operation, the BF bit is set when an address or data byte is loaded into SSPxBUF from SSPxSR. It is cleared when the SSPxBUF register is read.

25.6.7.2 SSPxOV Status Flag

In receive operation, the SSPxOV bit is set when 8 bits are received into the SSPxSR and the BF flag bit is already set from a previous reception.

25.6.7.3 WCOL Status Flag

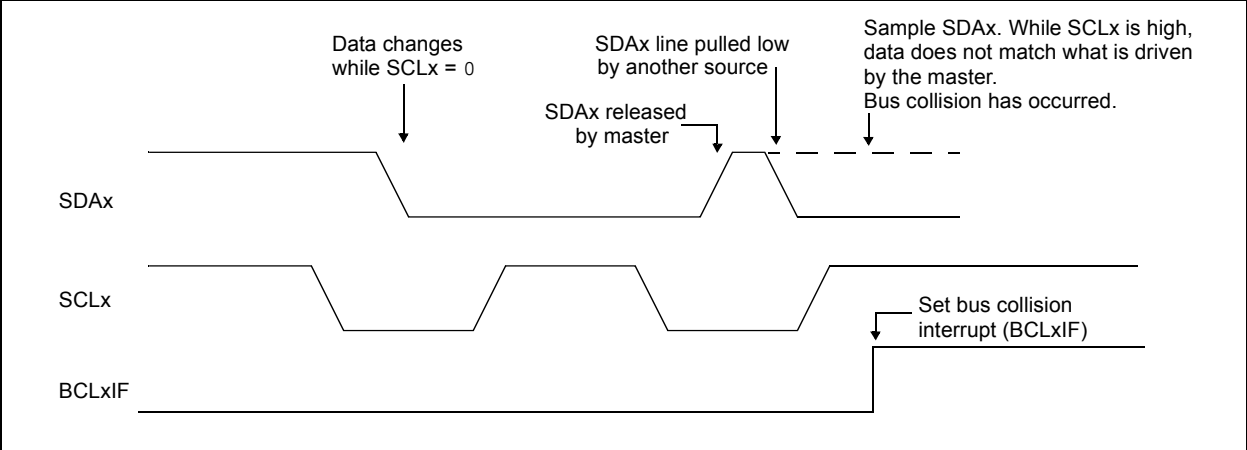
If the user writes the SSPxBUF when a receive is already in progress (i.e., SSPxSR is still shifting in a data byte), the WCOL bit is set and the contents of the buffer are unchanged (the write does not occur).

25.6.7.4 Typical Receive Sequence:

1. The user generates a Start condition by setting the SEN bit of the SSPxCON2 register.
2. SSPxIF is set by hardware on completion of the Start.
3. SSPxIF is cleared by software.
4. User writes SSPxBUF with the slave address to transmit and the R/W bit set.
5. Address is shifted out the SDAx pin until all 8 bits are transmitted. Transmission begins as soon as SSPxBUF is written to.
6. The MSSPx module shifts in the $\overline{\text{ACK}}$ bit from the slave device and writes its value into the ACKSTAT bit of the SSPxCON2 register.
7. The MSSPx module generates an interrupt at the end of the ninth clock cycle by setting the SSPxIF bit.
8. User sets the RCEN bit of the SSPxCON2 register and the Master clocks in a byte from the slave.
9. After the 8th falling edge of SCLx, SSPxIF and BF are set.
10. Master clears SSPxIF and reads the received byte from SSPxUF, clears BF.
11. Master sets $\overline{\text{ACK}}$ value sent to slave in ACKDT bit of the SSPxCON2 register and initiates the $\overline{\text{ACK}}$ by setting the ACKEN bit.
12. Masters $\overline{\text{ACK}}$ is clocked out to the Slave and SSPxIF is set.
13. User clears SSPxIF.
14. Steps 8-13 are repeated for each received byte from the slave.
15. Master sends a not $\overline{\text{ACK}}$ or Stop to end communication.

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FIGURE 25-32: BUS COLLISION TIMING FOR TRANSMIT AND ACKNOWLEDGE



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25.6.13.3 Bus Collision During a Stop Condition

Bus collision occurs during a Stop condition if:

- a) After the SDAx pin has been deasserted and allowed to float high, SDAx is sampled low after the BRG has timed out.
- b) After the SCLx pin is deasserted, SCLx is sampled low before SDAx goes high.

The Stop condition begins with SDAx asserted low. When SDAx is sampled low, the SCLx pin is allowed to float. When the pin is sampled high (clock arbitration), the Baud Rate Generator is loaded with SSPxADD and counts down to 0. After the BRG times out, SDAx is sampled. If SDAx is sampled low, a bus collision has occurred. This is due to another master attempting to drive a data '0' (Figure 25-37). If the SCLx pin is sampled low before SDAx is allowed to float high, a bus collision occurs. This is another case of another master attempting to drive a data '0' (Figure 25-38).

FIGURE 25-38: BUS COLLISION DURING A STOP CONDITION (CASE 1)

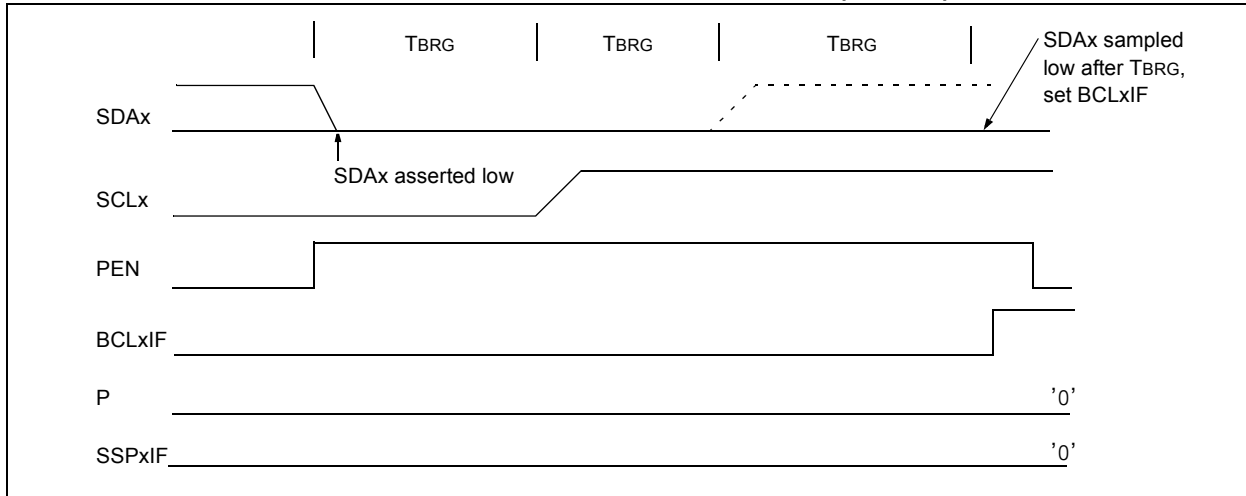
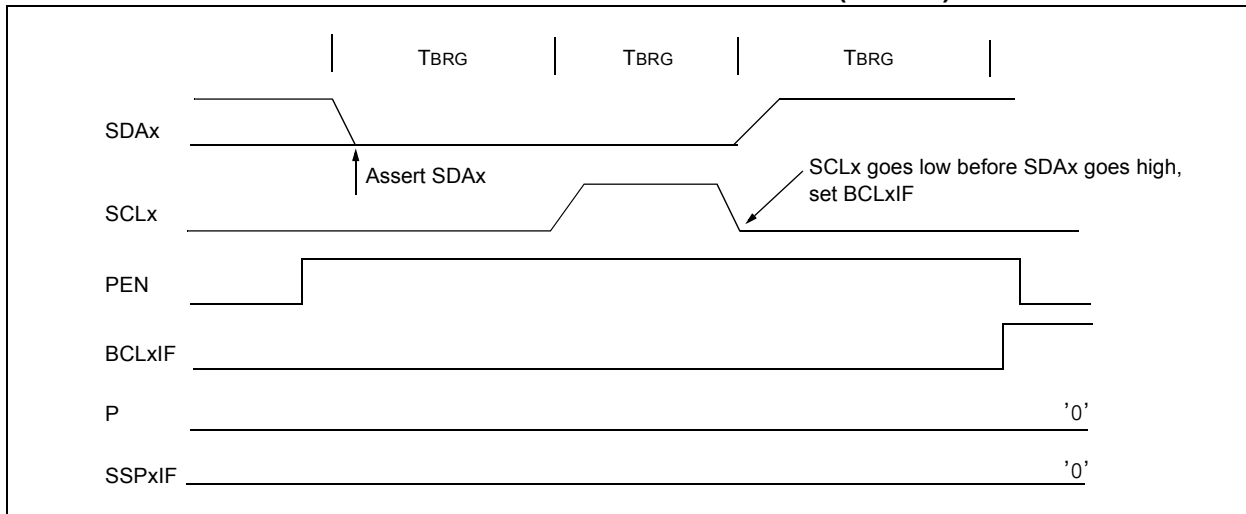


FIGURE 25-39: BUS COLLISION DURING A STOP CONDITION (CASE 2)



PIC16(L)F1826/27

26.4 EUSART Synchronous Mode

Synchronous serial communications are typically used in systems with a single master and one or more slaves. The master device contains the necessary circuitry for baud rate generation and supplies the clock for all devices in the system. Slave devices can take advantage of the master clock by eliminating the internal clock generation circuitry.

There are two signal lines in Synchronous mode: a bidirectional data line and a clock line. Slaves use the external clock supplied by the master to shift the serial data into and out of their respective receive and transmit shift registers. Since the data line is bidirectional, synchronous operation is half-duplex only. Half-duplex refers to the fact that master and slave devices can receive and transmit data but not both simultaneously. The EUSART can operate as either a master or slave device.

Start and Stop bits are not used in synchronous transmissions.

26.4.1 SYNCHRONOUS MASTER MODE

The following bits are used to configure the EUSART for Synchronous Master operation:

- SYNC = 1
- CSRC = 1
- SREN = 0 (for transmit); SREN = 1 (for receive)
- CREN = 0 (for transmit); CREN = 1 (for receive)
- SPEN = 1

Setting the SYNC bit of the TXSTA register configures the device for synchronous operation. Setting the CSRC bit of the TXSTA register configures the device as a master. Clearing the SREN and CREN bits of the RCSTA register ensures that the device is in the Transmit mode, otherwise the device will be configured to receive. Setting the SPEN bit of the RCSTA register enables the EUSART.

26.4.1.1 Master Clock

Synchronous data transfers use a separate clock line, which is synchronous with the data. A device configured as a master transmits the clock on the TX/CK line. The TX/CK pin output driver is automatically enabled when the EUSART is configured for synchronous transmit or receive operation. Serial data bits change on the leading edge to ensure they are valid at the trailing edge of each clock. One clock cycle is generated for each data bit. Only as many clock cycles are generated as there are data bits.

26.4.1.2 Clock Polarity

A clock polarity option is provided for Microwire compatibility. Clock polarity is selected with the SCKP bit of the BAUDCON register. Setting the SCKP bit sets the clock Idle state as high. When the SCKP bit is set, the data changes on the falling edge of each clock.

Clearing the SCKP bit sets the Idle state as low. When the SCKP bit is cleared, the data changes on the rising edge of each clock.

26.4.1.3 Synchronous Master Transmission

Data is transferred out of the device on the RX/DT pin. The RX/DT and TX/CK pin output drivers are automatically enabled when the EUSART is configured for synchronous master transmit operation.

A transmission is initiated by writing a character to the TXREG register. If the TSR still contains all or part of a previous character the new character data is held in the TXREG until the last bit of the previous character has been transmitted. If this is the first character, or the previous character has been completely flushed from the TSR, the data in the TXREG is immediately transferred to the TSR. The transmission of the character commences immediately following the transfer of the data to the TSR from the TXREG.

Each data bit changes on the leading edge of the master clock and remains valid until the subsequent leading clock edge.

Note: The TSR register is not mapped in data memory, so it is not available to the user.

26.4.1.4 Synchronous Master Transmission Set-up:

1. Initialize the SPBRGH, SPBRGL register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see **Section 26.3 “EUSART Baud Rate Generator (BRG)”**).
2. Enable the synchronous master serial port by setting bits SYNC, SPEN and CSRC.
3. Disable Receive mode by clearing bits SREN and CREN.
4. Enable Transmit mode by setting the TXEN bit.
5. If 9-bit transmission is desired, set the TX9 bit.
6. If interrupts are desired, set the TXIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
7. If 9-bit transmission is selected, the ninth bit should be loaded in the TX9D bit.
8. Start transmission by loading data to the TXREG register.

FIGURE 26-10: SYNCHRONOUS TRANSMISSION

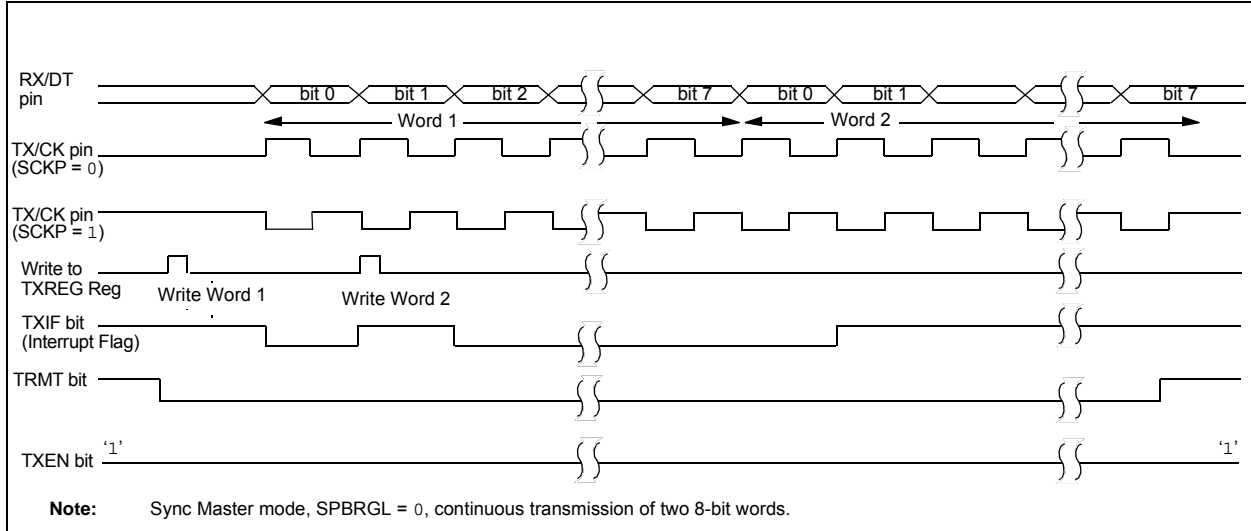
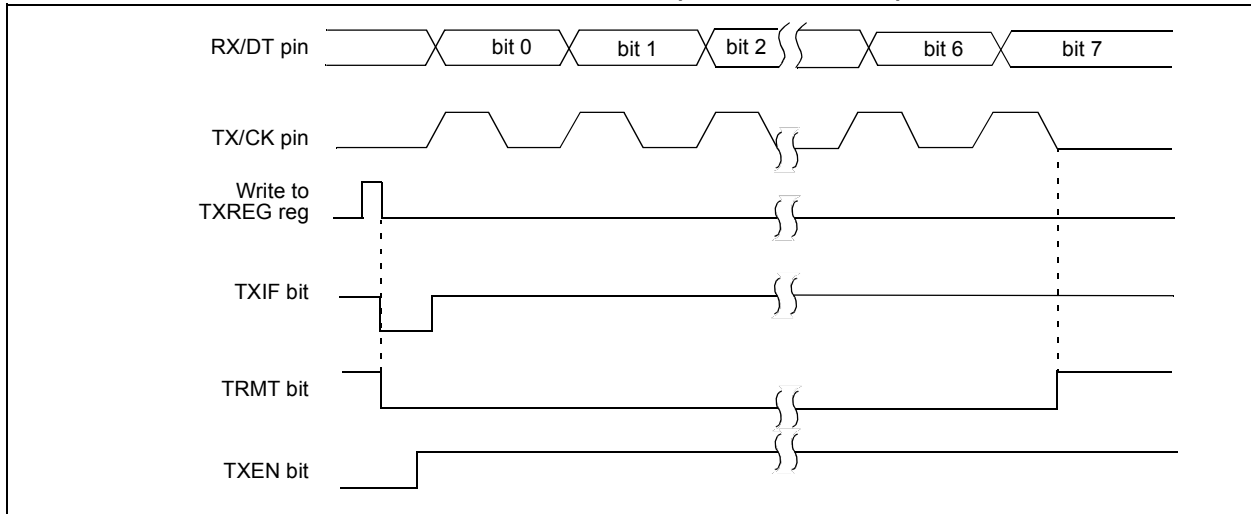


FIGURE 26-11: SYNCHRONOUS TRANSMISSION (THROUGH TXEN)



26.5 EUSART Operation During Sleep

The EUSART will remain active during Sleep only in the Synchronous Slave mode. All other modes require the system clock and therefore cannot generate the necessary signals to run the Transmit or Receive Shift registers during Sleep.

Synchronous Slave mode uses an externally generated clock to run the Transmit and Receive Shift registers.

26.5.1 SYNCHRONOUS RECEIVE DURING SLEEP

To receive during Sleep, all the following conditions must be met before entering Sleep mode:

- RCSTA and TXSTA Control registers must be configured for Synchronous Slave Reception (see **Section 26.4.2.4 “Synchronous Slave Reception Set-up:”**).
- If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
- The RCIF interrupt flag must be cleared by reading RCREG to unload any pending characters in the receive buffer.

Upon entering Sleep mode, the device will be ready to accept data and clocks on the RX/DT and TX/CK pins, respectively. When the data word has been completely clocked in by the external device, the RCIF interrupt flag bit of the PIR1 register will be set. Thereby, waking the processor from Sleep.

Upon waking from Sleep, the instruction following the SLEEP instruction will be executed. If the GIE global interrupt enable bit of the INTCON register is also set, then the Interrupt Service Routine at address 004h will be called.

26.5.2 SYNCHRONOUS TRANSMIT DURING SLEEP

To transmit during Sleep, all the following conditions must be met before entering Sleep mode:

- RCSTA and TXSTA Control registers must be configured for Synchronous Slave Transmission (see **Section 26.4.2.2 “Synchronous Slave Transmission Set-up:”**).
- The TXIF interrupt flag must be cleared by writing the output data to the TXREG, thereby filling the TSR and transmit buffer.
- If interrupts are desired, set the TXIE bit of the PIE1 register and the PEIE bit of the INTCON register.
- Interrupt enable bits TXIE of the PIE1 register and PEIE of the INTCON register must set.

Upon entering Sleep mode, the device will be ready to accept clocks on TX/CK pin and transmit data on the RX/DT pin. When the data word in the TSR has been completely clocked out by the external device, the pending byte in the TXREG will transfer to the TSR and the TXIF flag will be set. Thereby, waking the processor from Sleep. At this point, the TXREG is available to accept another character for transmission, which will clear the TXIF flag.

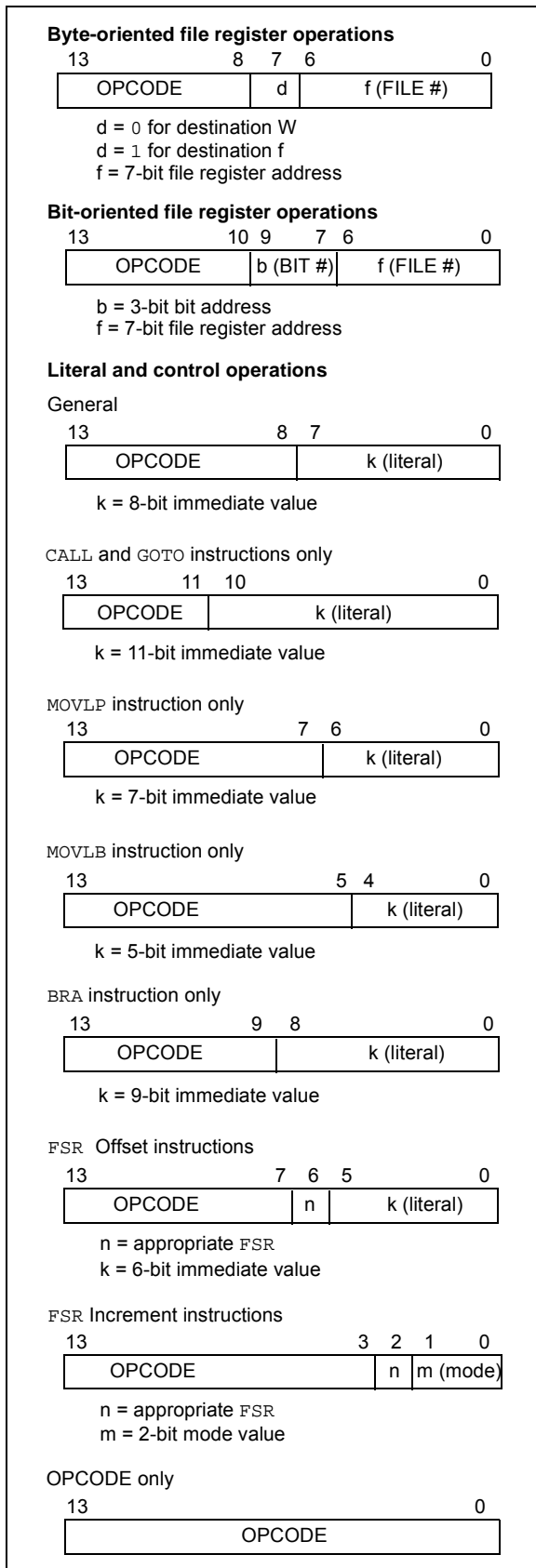
Upon waking from Sleep, the instruction following the SLEEP instruction will be executed. If the Global Interrupt Enable (GIE) bit is also set then the Interrupt Service Routine at address 0004h will be called.

26.5.3 ALTERNATE PIN LOCATIONS

This module incorporates I/O pins that can be moved to other locations with the use of the alternate pin function registers, APFCON0 and APFCON1. To determine which pins can be moved and what their default locations are upon a reset, see **Section 12.1 “Alternate Pin Function”** for more information.

PIC16(L)F1826/27

FIGURE 29-1: GENERAL FORMAT FOR INSTRUCTIONS



RRF Rotate Right f through Carry

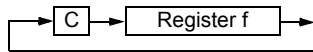
Syntax: [*label*] RRF f,d

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: See description below

Status Affected: C

Description: The contents of register 'f' are rotated one bit to the right through the Carry flag. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.



SLEEP Enter Sleep mode

Syntax: [*label*] SLEEP

Operands: None

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

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

Description: The power-down Status bit, \overline{PD} is cleared. Time-out Status bit, \overline{TO} is set. Watchdog Timer and its prescaler are cleared.
 The processor is put into Sleep mode with the oscillator stopped.

SUBLW Subtract W from literal

Syntax: [*label*] SUBLW k

Operands: $0 \leq k \leq 255$

Operation: $k - (W) \rightarrow (W)$

Status Affected: C, DC, Z

Description: The W register is subtracted (2's complement method) from the eight-bit literal 'k'. The result is placed in the W register.

C = 0	$W > k$
C = 1	$W \leq k$
DC = 0	$W<3:0> > k<3:0>$
DC = 1	$W<3:0> \leq k<3:0>$

SUBWF Subtract W from f

Syntax: [*label*] SUBWF f,d

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) - (W) \rightarrow (\text{destination})$

Status Affected: C, DC, Z

Description: Subtract (2's complement method) W register from register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

C = 0	$W > f$
C = 1	$W \leq f$
DC = 0	$W<3:0> > f<3:0>$
DC = 1	$W<3:0> \leq f<3:0>$

SUBWFB Subtract W from f with Borrow

Syntax: SUBWFB f {,d}

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) - (W) - (\overline{B}) \rightarrow \text{dest}$

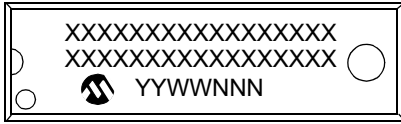
Status Affected: C, DC, Z

Description: Subtract W and the BORROW flag (CARRY) from register 'f' (2's complement method). If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in register 'f'.

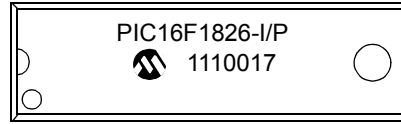
33.0 PACKAGING INFORMATION

33.1 Package Marking Information

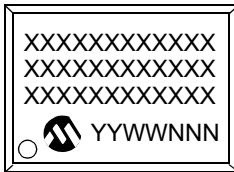
18-Lead PDIP



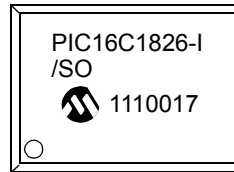
Example



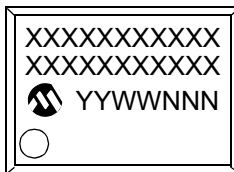
18-Lead SOIC (.300")



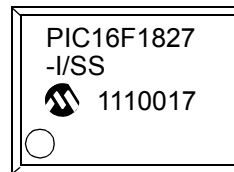
Example



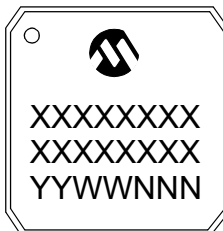
20-Lead SSOP



Example



28-Lead QFN/UQFN



Example



Legend:	XX...X	Customer-specific information
	Y	Year code (last digit of calendar year)
	YY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week '01')
	NNN	Alphanumeric traceability code
	(e3)	Pb-free JEDEC designator for Matte Tin (Sn)
	*	This package is Pb-free. The Pb-free JEDEC designator (e3) can be found on the outer packaging for this package.

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 PICmicro[®] device marking consists of Microchip part number, year code, week code and traceability code. For PICmicro device 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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