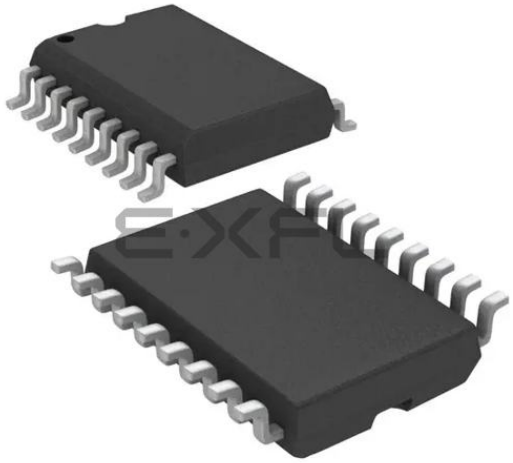

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Core Size	8-Bit
Speed	32MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	16
Program Memory Size	7KB (4K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	384 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°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/pic16f1827-e-so

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1.0 DEVICE OVERVIEW

The PIC16(L)F1826/27 are described within this data sheet. They are available in 18/20/28-pin packages. Figure 1-1 shows a block diagram of the PIC16(L)F1826/27 devices. Table 1-2 shows the pinout descriptions.

Reference Table 1-1 for peripherals available per device.

TABLE 1-1: DEVICE PERIPHERAL SUMMARY

Peripheral		PIC16F/LF1826	PIC16(L)F1827
ADC		●	●
Capacitive Sensing Module		●	●
Digital-to-Analog Converter (DAC)		●	●
Digital Signal Modulator (DSM)		●	●
EUSART		●	●
Fixed Voltage Reference (FVR)		●	●
Reference Clock Module		●	●
SR Latch		●	●
Capture/Compare/PWM Modules			
	ECCP1	●	●
	ECCP2		●
	CCP3		●
	CCP4		●
Comparators			
	C1	●	●
	C2	●	●
Master Synchronous Serial Ports			
	MSSP1	●	●
	MSSP2		●
Timers			
	Timer0	●	●
	Timer1	●	●
	Timer2	●	●
	Timer4		●
	Timer6		●

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

Name	Function	Input Type	Output Type	Description
RB3/AN9/CPS9/MDOUT/ CCP1(1,3)/P1A(1,3)	RB3	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN9	AN	—	A/D Channel 9 input.
	CPS9	AN	—	Capacitive sensing input 9.
	MDOUT	—	CMOS	Modulator output.
	CCP1	ST	CMOS	Capture/Compare/PWM1.
	P1A	—	CMOS	PWM output.
RB4/AN8/CPS8/SCL1/SCK1/ MDCIN2	RB4	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN8	AN	—	A/D Channel 8 input.
	CPS8	AN	—	Capacitive sensing input 8.
	SCL1	I^2C™	OD	I^2C™ clock 1.
	SCK1	ST	CMOS	SPI clock 1.
	MDCIN2	ST	—	Modulator Carrier Input 2.
RB5/AN7/CPS7/P1B/TX(1)/CK(1)/ SCL2(2)/SCK2(2)/$\overline{SS1}$(1,3)	RB5	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN7	AN	—	A/D Channel 7 input.
	CPS7	AN	—	Capacitive sensing input 7.
	P1B	—	CMOS	PWM output.
	TX	—	CMOS	USART asynchronous transmit.
	CK	ST	CMOS	USART synchronous clock.
	SCL2	I^2C™	OD	I^2C™ clock 2.
	SCK2	ST	CMOS	SPI clock 2.
	$\overline{SS1}$	ST	—	Slave Select input 1.
RB6/AN5/CPS5/T1CKI/T1OSI/ P1C(1,3)/CCP2(1,2,3)/P2A(1,2,3)/ ICSPCLK	RB6	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN5	AN	—	A/D Channel 5 input.
	CPS5	AN	—	Capacitive sensing input 5.
	T1CKI	ST	—	Timer1 clock input.
	T1OSO	XTAL	XTAL	Timer1 oscillator connection.
	P1C	—	CMOS	PWM output.
	CCP2	ST	CMOS	Capture/Compare/PWM2.
	P2A	—	CMOS	PWM output.
	ICSPCLK	ST	—	Serial Programming Clock.
RB7/AN6/CPS6/T1OSO/ P1D(1,3)/P2B(1,2,3)/MDCIN1/ ICSPDAT	RB7	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull-up.
	AN6	AN	—	A/D Channel 6 input.
	CPS6	AN	—	Capacitive sensing input 6.
	T1OSO	XTAL	XTAL	Timer1 oscillator connection.
	P1D	—	CMOS	PWM output.
	P2B	—	CMOS	PWM output.
	MDCIN1	ST	—	Modulator Carrier Input 1.
	ICSPDAT	ST	CMOS	ICSP™ Data I/O.

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; I^2C™ = Schmitt Trigger input with I^2C 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.

3.1.1.2 Indirect Read with FSR

The program memory can be accessed as data by setting bit 7 of the FSRxH register and reading the matching INDFx register. The MOVIW instruction will place the lower 8 bits of the addressed word in the W register. Writes to the program memory cannot be performed via the INDF registers. Instructions that access the program memory via the FSR require one extra instruction cycle to complete. Example 3-2 demonstrates accessing the program memory via an FSR.

The HIGH directive will set bit<7> if a label points to a location in program memory.

EXAMPLE 3-2: ACCESSING PROGRAM MEMORY VIA FSR

```
constants
    RETLW DATA0        ;Index0 data
    RETLW DATA1        ;Index1 data
    RETLW DATA2
    RETLW DATA3
my_function
    ;… LOTS OF CODE…
    MOVLW  LOW constants
    MOVWF  FSR1L
    MOVLW  HIGH constants
    MOVWF  FSR1H
    MOVIW 0[FSR1]
;THE PROGRAM MEMORY IS IN W
```

3.2 Data Memory Organization

The data memory is partitioned in 32 memory banks with 128 bytes in a bank. Each bank consists of (Figure 3-3):

- 12 core registers
- 20 Special Function Registers (SFR)
- Up to 80 bytes of General Purpose RAM (GPR)
- 16 bytes of common RAM

The active bank is selected by writing the bank number into the Bank Select Register (BSR). Unimplemented memory will read as '0'. All data memory can be accessed either directly (via instructions that use the file registers) or indirectly via the two File Select Registers (FSR). See **Section 3.5 "Indirect Addressing"** for more information.

Data Memory uses a 12-bit address. The upper 7-bit of the address define the Bank address and the lower 5-bits select the registers/RAM in that bank.

3.2.1 CORE REGISTERS

The core registers contain the registers that directly affect the basic operation. The core registers occupy the first 12 addresses of every data memory bank (addresses x00h/x08h through x0Bh/x8Bh). These registers are listed below in Table 3-2. For for detailed information, see Table 3-5.

TABLE 3-2: CORE REGISTERS

Addresses	BANKx
x00h or x80h	INDF0
x01h or x81h	INDF1
x02h or x82h	PCL
x03h or x83h	STATUS
x04h or x84h	FSR0L
x05h or x85h	FSR0H
x06h or x86h	FSR1L
x07h or x87h	FSR1H
x08h or x88h	BSR
x09h or x89h	WREG
x0Ah or x8Ah	PCLATH
x0Bh or x8Bh	INTCON

3.4 Stack

All devices have a 16-level x 15-bit wide hardware stack (refer to Figures 3-5 through 3-8). The stack space is not part of either program or data space. The PC is PUSHed onto the stack when CALL or CALLW instructions are 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 if the STVREN bit is programmed to '0' (Configuration Word 2). This means that after the stack has been PUSHed sixteen times, the seventeenth PUSH overwrites the value that was stored from the first PUSH. The eighteenth PUSH overwrites the second PUSH (and so on). The STKOVF and STKUNF flag bits will be set on an Overflow/Underflow, regardless of whether the Reset is enabled.

Note 1: There are no instructions/mnemonics called PUSH or POP. These are actions that occur from the execution of the CALL, CALLW, RETURN, RETLW and RETFIE instructions or the vectoring to an interrupt address.

3.4.1 ACCESSING THE STACK

The stack is available through the TOSH, TOSL and STKPTR registers. STKPTR is the current value of the Stack Pointer. TOSH:TOSL register pair points to the TOP of the stack. Both registers are read/writable. TOS is split into TOSH and TOSL due to the 15-bit size of the PC. To access the stack, adjust the value of STKPTR, which will position TOSH:TOSL, then read/write to TOSH:TOSL. STKPTR is 5 bits to allow detection of overflow and underflow.

Note: Care should be taken when modifying the STKPTR while interrupts are enabled.

During normal program operation, CALL, CALLW and Interrupts will increment STKPTR while RETLW, RETURN, and RETFIE will decrement STKPTR. At any time STKPTR can be inspected to see how much stack is left. The STKPTR always points at the currently used place on the stack. Therefore, a CALL or CALLW will increment the STKPTR and then write the PC, and a return will unload the PC and then decrement STKPTR.

Reference Figure 3-5 through Figure 3-8 for examples of accessing the stack.

FIGURE 3-5: ACCESSING THE STACK EXAMPLE 1

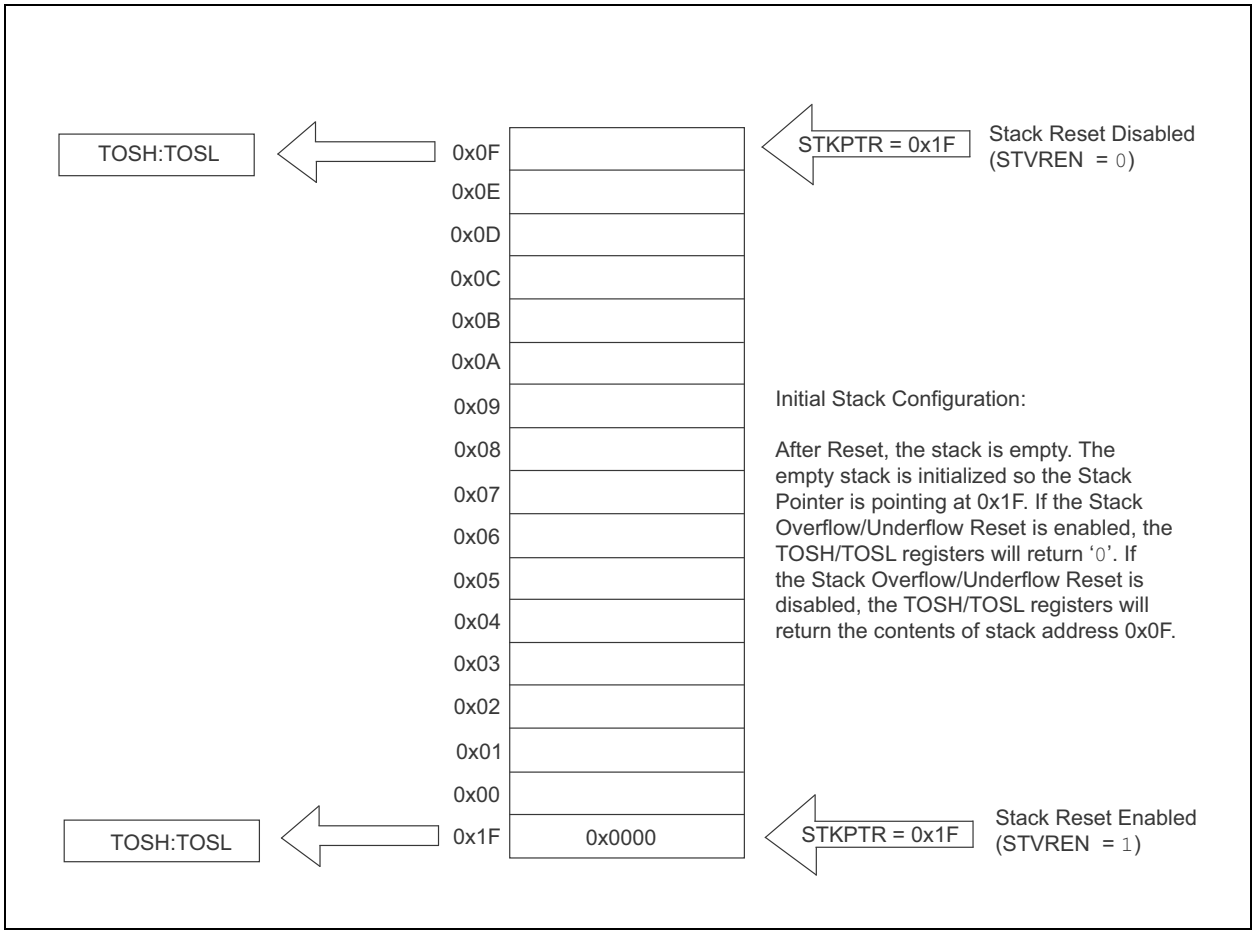


FIGURE 3-6: ACCESSING THE STACK EXAMPLE 2

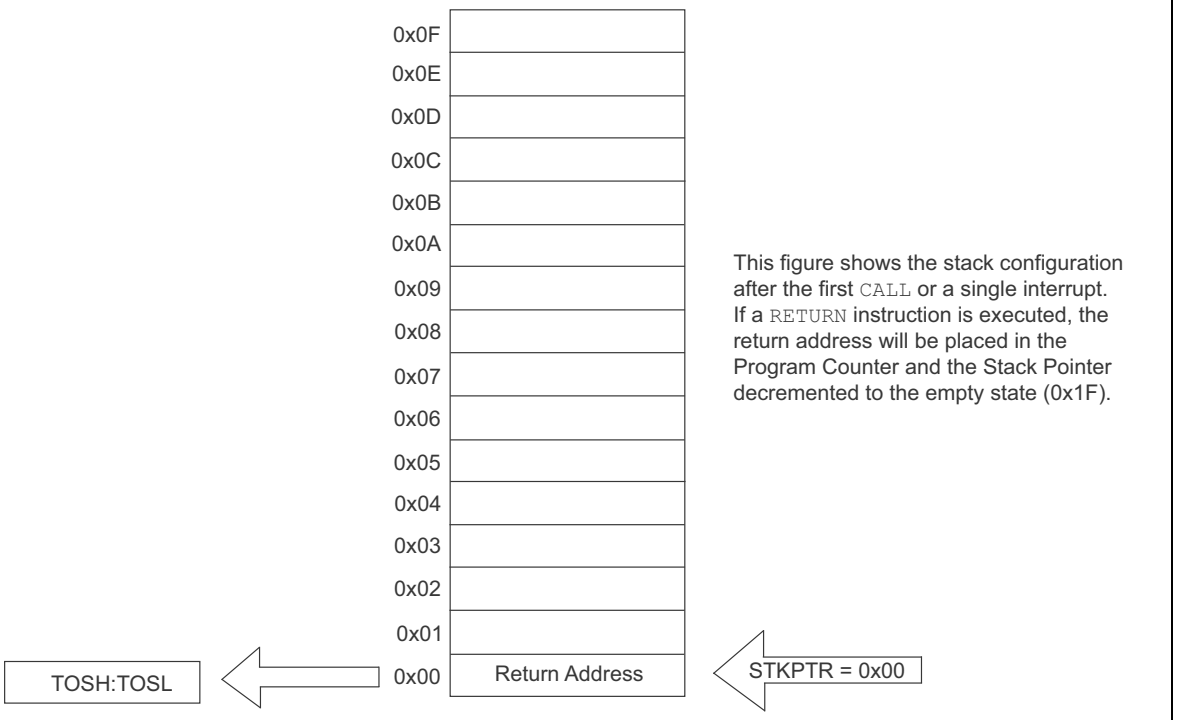


FIGURE 3-7: ACCESSING THE STACK EXAMPLE 3

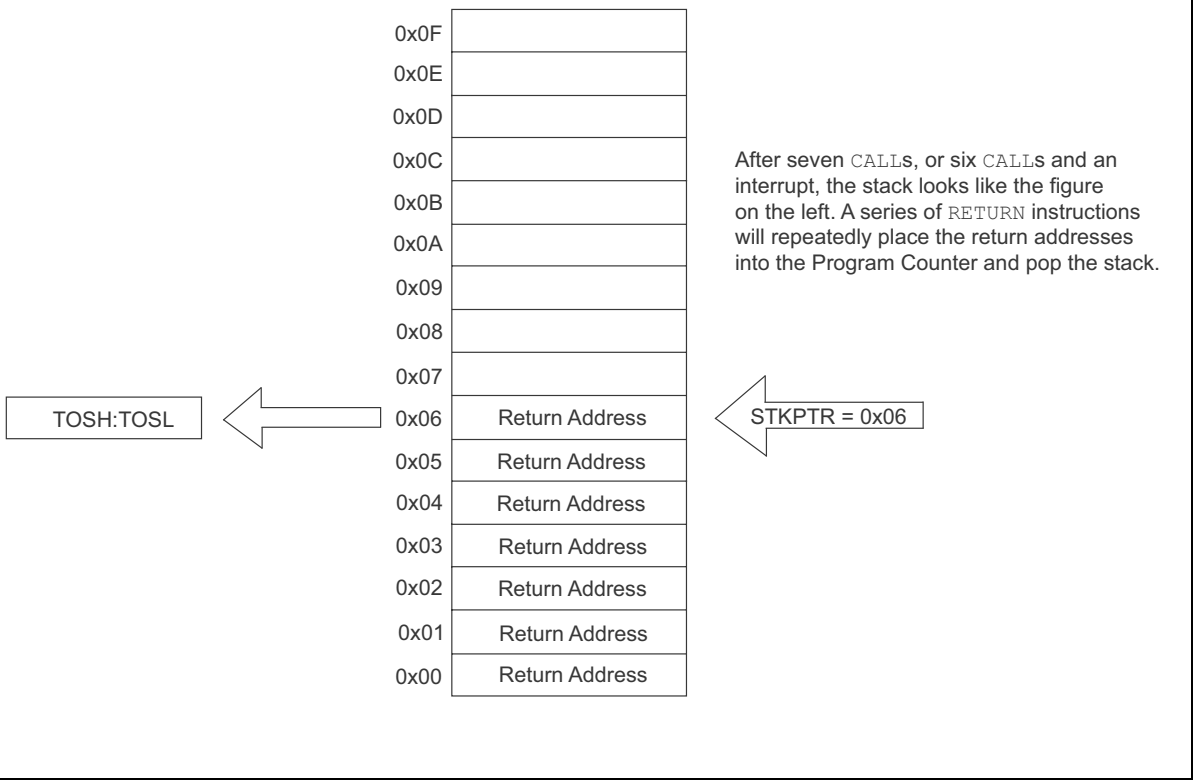
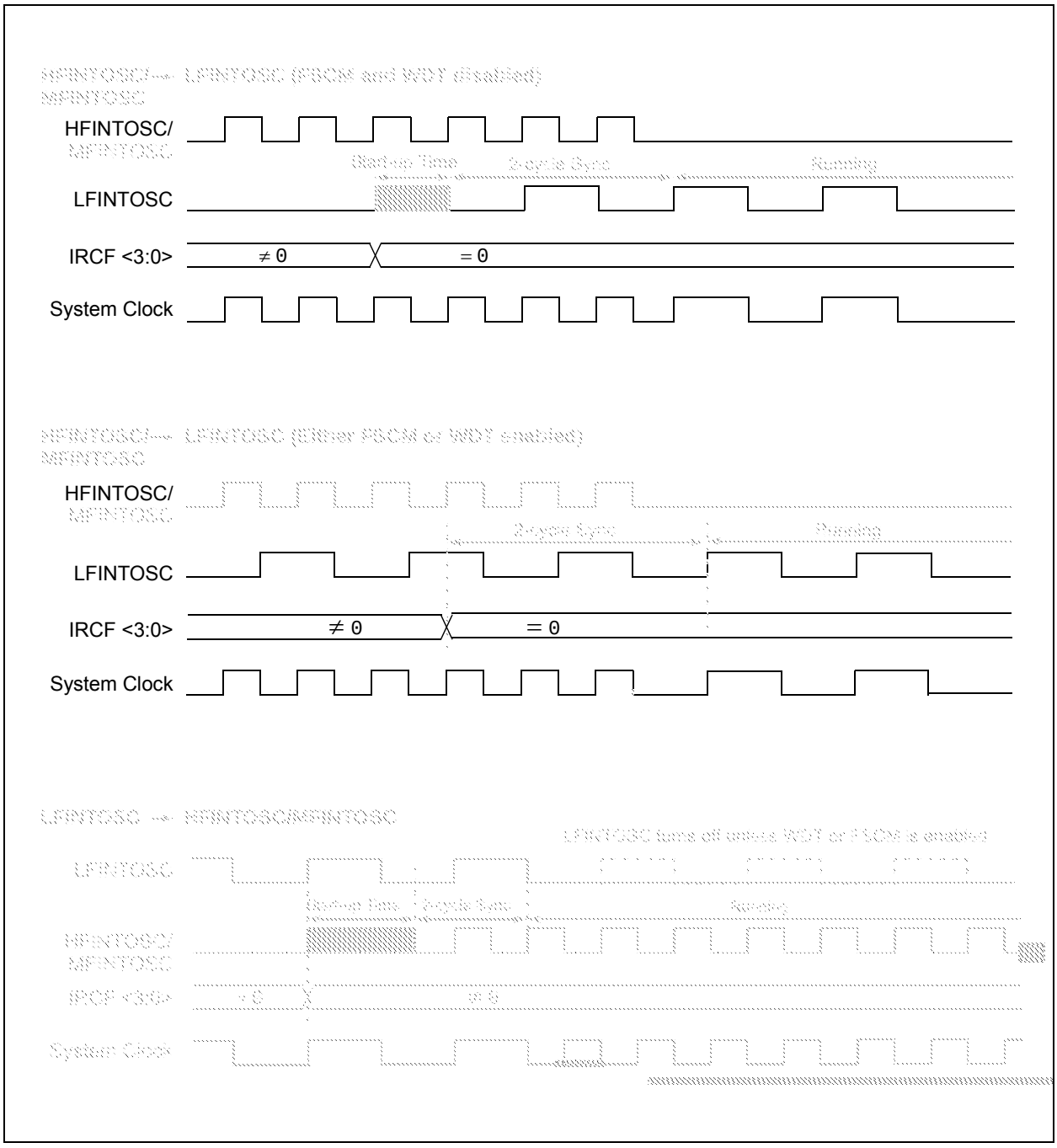


FIGURE 5-7: INTERNAL OSCILLATOR SWITCH TIMING



8.6.2 PIE1 REGISTER

The PIE1 register contains the interrupt enable bits, as shown in Register 8-2.

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

REGISTER 8-2: PIE1: PERIPHERAL INTERRUPT ENABLE REGISTER 1

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE
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 **TMR1GIE:** Timer1 Gate Interrupt Enable bit
1 = Enables the Timer1 Gate Acquisition interrupt
0 = Disables the Timer1 Gate Acquisition interrupt

bit 6 **ADIE:** A/D Converter (ADC) Interrupt Enable bit
1 = Enables the ADC interrupt
0 = Disables the ADC interrupt

bit 5 **RCIE:** USART Receive Interrupt Enable bit
1 = Enables the USART receive interrupt
0 = Disables the USART receive interrupt

bit 4 **TXIE:** USART Transmit Interrupt Enable bit
1 = Enables the USART transmit interrupt
0 = Disables the USART transmit interrupt

bit 3 **SSP1IE:** Synchronous Serial Port 1 (MSSP1) Interrupt Enable bit
1 = Enables the MSSP1 interrupt
0 = Disables the MSSP1 interrupt

bit 2 **CCP1IE:** CCP1 Interrupt Enable bit
1 = Enables the CCP1 interrupt
0 = Disables the CCP1 interrupt

bit 1 **TMR2IE:** TMR2 to PR2 Match Interrupt Enable bit
1 = Enables the Timer2 to PR2 match interrupt
0 = Disables the Timer2 to PR2 match interrupt

bit 0 **TMR1IE:** Timer1 Overflow Interrupt Enable bit
1 = Enables the Timer1 overflow interrupt
0 = Disables the Timer1 overflow interrupt

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.

11.0 DATA EEPROM AND FLASH PROGRAM MEMORY CONTROL

The Data EEPROM and Flash program memory are readable and writable during normal operation (full VDD range). These memories are not directly mapped in the register file space. Instead, they are indirectly addressed through the Special Function Registers (SFRs). There are six SFRs used to access these memories:

- EECON1
- EECON2
- EEDATL
- EEDATH
- EEADRL
- EEADRH

When interfacing the data memory block, EEDATL holds the 8-bit data for read/write, and EEADRL holds the address of the EEDATL location being accessed. These devices have 256 bytes of data EEPROM with an address range from 0h to 0FFh.

When accessing the program memory block, the EEDATH:EEDATL register pair forms a 2-byte word that holds the 14-bit data for read/write, and the EEADRL and EEADRH registers form a 2-byte word that holds the 15-bit address of the program memory location being read.

The EEPROM data memory allows byte read and write. An EEPROM byte write automatically erases the location and writes the new data (erase before write).

The write time is controlled by an on-chip timer. The write/erase voltages are generated by an on-chip charge pump rated to operate over the voltage range of the device for byte or word operations.

Depending on the setting of the Flash Program Memory Self Write Enable bits WRT<1:0> of the Configuration Word 2, the device may or may not be able to write certain blocks of the program memory. However, reads from the program memory are always allowed.

When the device is code-protected, the device programmer can no longer access data or program memory. When code-protected, the CPU may continue to read and write the data EEPROM memory and Flash program memory.

11.1 EEADRL and EEADRH Registers

The EEADRH:EEADRL register pair can address up to a maximum of 256 bytes of data EEPROM or up to a maximum of 32K words of program memory.

When selecting a program address value, the MSB of the address is written to the EEADRH register and the LSB is written to the EEADRL register. When selecting a EEPROM address value, only the LSB of the address is written to the EEADRL register.

11.1.1 EECON1 AND EECON2 REGISTERS

EECON1 is the control register for EE memory accesses.

Control bit EEPGD determines if the access will be a program or data memory access. When clear, any subsequent operations will operate on the EEPROM memory. When set, any subsequent operations will operate on the program memory. On Reset, EEPROM is selected by default.

Control bits RD and WR initiate read and write, respectively. These bits cannot be cleared, only set, in software. They are cleared in hardware at completion of the read or write operation. The inability to clear the WR bit in software prevents the accidental, premature termination of a write operation.

The WREN bit, when set, will allow a write operation to occur. On power-up, the WREN bit is clear. The WRERR bit is set when a write operation is interrupted by a Reset during normal operation. In these situations, following Reset, the user can check the WRERR bit and execute the appropriate error handling routine.

Interrupt flag bit EEIF of the PIR2 register is set when write is complete. It must be cleared in the software.

Reading EECON2 will read all ‘0’s. The EECON2 register is used exclusively in the data EEPROM write sequence. To enable writes, a specific pattern must be written to EECON2.

12.2.3 PORTA FUNCTIONS AND OUTPUT PRIORITIES

Each PORTA pin is multiplexed with other functions. The pins, their combined functions and their output priorities are shown in Table 12-2.

When multiple outputs are enabled, the actual pin control goes to the peripheral with the highest priority.

Analog input functions, such as ADC, comparator and CapSense inputs, are not shown in the priority lists. These inputs are active when the I/O pin is set for Analog mode using the ANSELx registers. Digital output functions may control the pin when it is in Analog mode with the priority shown in Table 12-2.

TABLE 12-2: PORTA OUTPUT PRIORITY

Pin Name	Function Priority(1)
RA0	SDO2 (PIC16(L)F1827 only) RA0
RA1	$\overline{SS2}$ (PIC16(L)F1827 only) RA1
RA2	DACOUT (DAC) RA2
RA3	SRQ (SR latch) CCP3 (PIC16(L)F1827 only) C1OUT (Comparator) RA3
RA4	SRNQ (SR latch) CCP4 (PIC16(L)F1827 only) T0CKI C2OUT (Comparator) RA4
RA5	Input only pin
RA6	OSC2 (enabled by Configuration Word) CLKOUT CLKR SDO1 P1D P2B (PIC16(L)F1827 only) RA6
RA7	OSC1/CLKIN (enabled by Configuration Word) P1C CCP2 (PIC16(L)F1827 only) P2A (PIC16(L)F1827 only) RA7

Note 1: Priority listed from highest to lowest.

Each PORTA pin is multiplexed with other functions. The pins, their combined functions and their output priorities are briefly described here. For additional information, refer to the appropriate section in this data sheet.

When multiple outputs are enabled, the actual pin control goes to the peripheral with the lowest number in the following lists.

REGISTER 12-3: PORTA: PORTA REGISTER

R/W-x/x	R/W-x/x	R-x/x	R/W-x/x	R/W-x/x	R/W-x/x	R/W-x/x	R/W-x/x
RA7	RA6	RA5	RA4	RA3	RA2	RA1	RA0
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 **RA<7:0>**: PORTA I/O Value bits(1)
1 = Port pin is > VIH
0 = Port pin is < VIL

Note 1: Writes to PORTA are actually written to corresponding LATA register. Reads from PORTA register is return of actual I/O pin values.

REGISTER 12-4: TRISA: PORTA TRI-STATE REGISTER

R/W-1/1	R/W-1/1	R-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
TRISA7	TRISA6	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0
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 7-6 **TRISA<7:6>:** PORTA Tri-State Control bit
1 = PORTA pin configured as an input (tri-stated)
0 = PORTA pin configured as an output

bit 5 **TRISA5:** RA5 Port Tri-State Control bit
This bit is always '1' as RA5 is an input only

bit 4-0 **TRISA<4:0>:** PORTA Tri-State Control bit
1 = PORTA pin configured as an input (tri-stated)
0 = PORTA pin configured as an output

REGISTER 12-5: LATA: PORTA DATA LATCH REGISTER

R/W-x/u	R/W-x/u	U-0	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
LATA7	LATA6	—	LATA4	LATA3	LATA2	LATA1	LATA0
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 7-6 **LATA<7:6>**: RA<7:6> Output Latch Value bits(1)

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

bit 4-0 **LATA<4:0>**: RA<4:0> Output Latch Value bits(1)

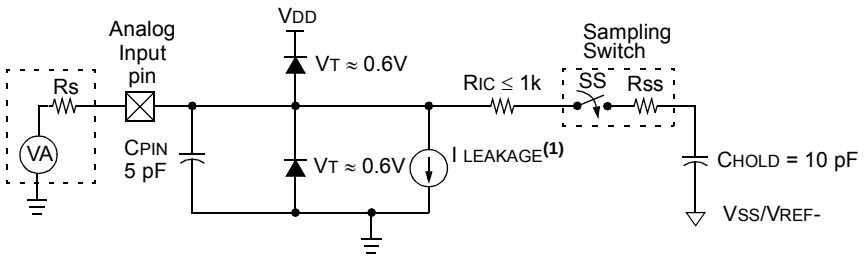
Note 1: Writes to PORTA are actually written to corresponding LATA register. Reads from PORTA register is return of actual I/O pin values.

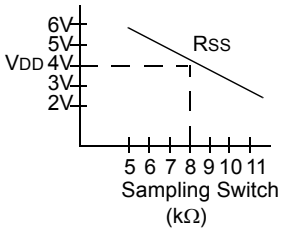
TABLE 12-6: SUMMARY OF REGISTERS ASSOCIATED WITH PORTB

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ANSELB	ANSB7	ANSB6	ANSB5	ANSB4	ANSB3	ANSB2	ANSB1	—	128
LATB	LATB7	LATB6	LATB5	LATB4	LATB3	LATB2	LATB1	LATB0	127
OPTION_REG	$\overline{\text{WPUEN}}$	INTEDG	TMR0CS	TMR0SE	PSA	PS2	PS1	PS0	176
PORTB	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	127
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	127
WPUB	WPUB7	WPUB6	WPUB5	WPUB4	WPUB3	WPUB2	WPUB1	WPUB0	128

Legend: — = unimplemented locations read as '0'. Shaded cells are not used by PORTB.

FIGURE 16-4: ANALOG INPUT MODEL



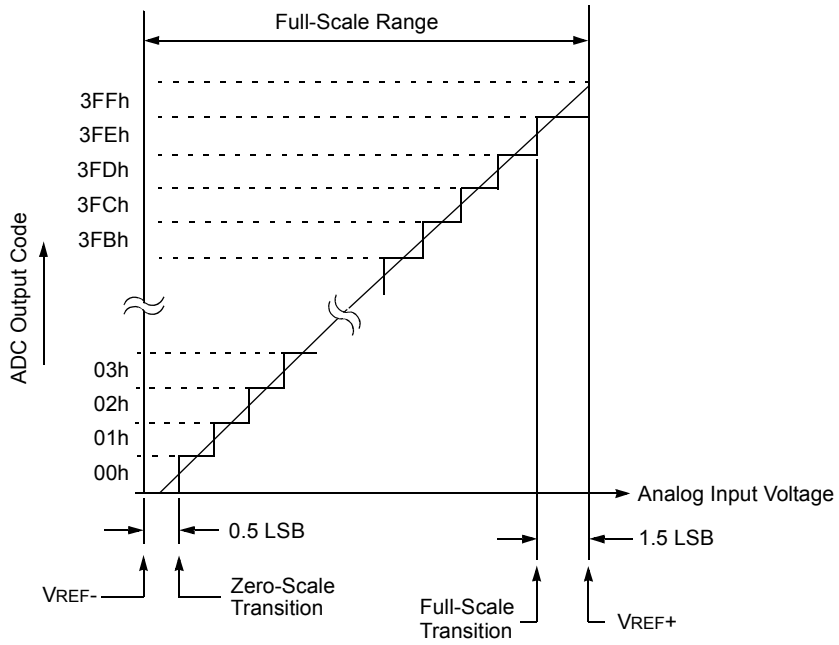


Legend:

CHOLD	=	Sample/Hold Capacitance
CPIN	=	Input Capacitance
I LEAKAGE	=	Leakage current at the pin due to various junctions
RIC	=	Interconnect Resistance
RSS	=	Resistance of Sampling Switch
SS	=	Sampling Switch
VT	=	Threshold Voltage

Note 1: Refer to **Section 30.0 "Electrical Specifications"**.

FIGURE 16-5: ADC TRANSFER FUNCTION



19.0 COMPARATOR MODULE

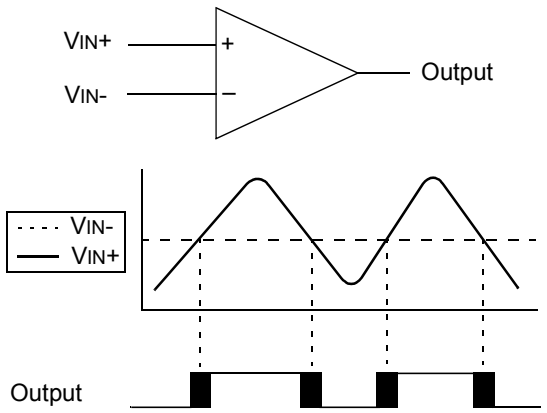
Comparators are used to interface analog circuits to a digital circuit by comparing two analog voltages and providing a digital indication of their relative magnitudes. Comparators are very useful mixed signal building blocks because they provide analog functionality independent of program execution. The analog comparator module includes the following features:

- Independent comparator control
- Programmable input selection
- Comparator output is available internally/externally
- Programmable output polarity
- Interrupt-on-change
- Wake-up from Sleep
- Programmable Speed/Power optimization
- PWM shutdown
- Programmable and fixed voltage reference

19.1 Comparator Overview

A single comparator is shown in Figure 19-1 along with the relationship between the analog input levels and the digital output. When the analog voltage at VIN+ is less than the analog voltage at VIN-, the output of the comparator is a digital low level. When the analog voltage at VIN+ is greater than the analog voltage at VIN-, the output of the comparator is a digital high level.

FIGURE 19-1: SINGLE COMPARATOR



Note: The black areas of the output of the comparator represents the uncertainty due to input offsets and response time.

24.1.5 CAPTURE DURING SLEEP

Capture mode depends upon the Timer1 module for proper operation. There are two options for driving the Timer1 module in Capture mode. It can be driven by the instruction clock (FOSC/4), or by an external clock source.

When Timer1 is clocked by FOSC/4, Timer1 will not increment during Sleep. When the device wakes from Sleep, Timer1 will continue from its previous state.

Capture mode will operate during Sleep when Timer1 is clocked by an external clock source.

24.1.6 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.

TABLE 24-2: SUMMARY OF REGISTERS ASSOCIATED WITH CAPTURE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
APFCON0	RXDTSEL	SDO1SEL	SS1SEL	P2BSEL(2)	CCP2SEL(2)	P1DSEL	P1CSEL	CCP1SEL	119
CCPxCON	PxM1(1)	PxM0(1)	DCxB1	DCxB0	CCPxM3	CCPxM2	CCPxM1	CCPxM0	226
CCPRxL	Capture/Compare/PWM Register x Low Byte (LSB)								204*
CCPRxH	Capture/Compare/PWM Register x High Byte (MSB)								204*
CM1CON0	C1ON	C1OUT	C1OE	C1POL	—	C1SP	C1HYS	C1SYNC	170
CM1CON1	C1INTP	C1INTN	C1PCH1	C1PCH0	—	—	C1NCH1	C1NCH0	171
CM2CON0	C2ON	C2OUT	C2OE	C2POL	—	C2SP	C2HYS	C2SYNC	170
CM2CON1	C2INTP	C2INTN	C2PCH1	C2PCH0	—	—	C2NCH1	C2NCH0	171
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	86
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	87
PIE2	OSFIE	C2IE	C1IE	EEIE	BCL1IE	—	—	CCP2IE(2)	88
PIE3(2)	—	—	CCP4IE	CCP3IE	TMR6IE	—	TMR4IE	—	89
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	91
PIR2	OSFIF	C2IF	C1IF	EEIF	BCL1IF	—	—	CCP2IF(2)	92
PIR3(2)	—	—	CCP4IF	CCP3IF	TMR6IF	—	TMR4IF	—	93
T1CON	TMR1CS1	TMR1CS0	T1CKPS1	T1CKPS0	T1OSCEN	$\overline{\text{T1SYNC}}$	—	TMR1ON	185
T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/DONE	T1GVAL	T1GSS1	T1GSS0	186
TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								177*
TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								177*
TRISA	TRISA7	TRISA6	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	122
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	127

Legend: — = Unimplemented locations, read as '0'. Shaded cells are not used by Capture mode.

* Page provides register information.

Note 1: Applies to ECCP modules only.

2: PIC16(L)F1827 only.

24.3.6 PWM RESOLUTION

The resolution determines the number of available duty cycles for a given period. For example, a 10-bit resolution will result in 1024 discrete duty cycles, whereas an 8-bit resolution will result in 256 discrete duty cycles.

The maximum PWM resolution is 10 bits when PRx is 255. The resolution is a function of the PRx register value as shown by Equation 24-4.

EQUATION 24-4: PWM RESOLUTION

$$Resolution = \frac{log[4(PRx + 1)]}{log(2)} \ bits$$

Note: If the pulse width value is greater than the period the assigned PWM pin(s) will remain unchanged.

TABLE 24-5: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (FOSC = 32 MHz)

PWM Frequency	1.95 kHz	7.81 kHz	31.25 kHz	125 kHz	250 kHz	333.3 kHz
Timer Prescale (1, 4, 16)	16	4	1	1	1	1
PRx Value	0xFF	0xFF	0xFF	0x3F	0x1F	0x17
Maximum Resolution (bits)	10	10	10	8	7	6.6

TABLE 24-6: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (FOSC = 20 MHz)

PWM Frequency	1.22 kHz	4.88 kHz	19.53 kHz	78.12 kHz	156.3 kHz	208.3 kHz
Timer Prescale (1, 4, 16)	16	4	1	1	1	1
PRx Value	0xFF	0xFF	0xFF	0x3F	0x1F	0x17
Maximum Resolution (bits)	10	10	10	8	7	6.6

TABLE 24-7: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (FOSC = 8 MHz)

PWM Frequency	1.22 kHz	4.90 kHz	19.61 kHz	76.92 kHz	153.85 kHz	200.0 kHz
Timer Prescale (1, 4, 16)	16	4	1	1	1	1
PRx Value	0x65	0x65	0x65	0x19	0x0C	0x09
Maximum Resolution (bits)	8	8	8	6	5	5

25.4.9 ACKNOWLEDGE SEQUENCE

The 9th SCLx pulse for any transferred byte in I^2C is dedicated as an Acknowledge. It allows receiving devices to respond back to the transmitter by pulling the SDAx line low. The transmitter must release control of the line during this time to shift in the response. The Acknowledge ($\overline{ACK}$) is an active-low signal, pulling the SDAx line low indicated to the transmitter that the device has received the transmitted data and is ready to receive more.

The result of an $\overline{ACK}$ is placed in the ACKSTAT bit of the SSPxCON2 register.

Slave software, when the AHEN and DHEN bits are set, allow the user to set the $\overline{ACK}$ value sent back to the transmitter. The ACKDT bit of the SSPxCON2 register is set/cleared to determine the response.

Slave hardware will generate an $\overline{ACK}$ response if the AHEN and DHEN bits of the SSPxCON3 register are clear.

There are certain conditions where an $\overline{ACK}$ will not be sent by the slave. If the BF bit of the SSPxSTAT register or the SSPxOV bit of the SSPxCON1 register are set when a byte is received.

When the module is addressed, after the 8th falling edge of SCLx on the bus, the ACKTIM bit of the SSPxCON3 register is set. The ACKTIM bit indicates the acknowledge time of the active bus. The ACKTIM Status bit is only active when the AHEN bit or DHEN bit is enabled.

25.5 I^2C SLAVE MODE OPERATION

The MSSPx Slave mode operates in one of four modes selected in the SSPxM bits of SSPxCON1 register. The modes can be divided into 7-bit and 10-bit Addressing mode. 10-bit Addressing modes operate the same as 7-bit with some additional overhead for handling the larger addresses.

Modes with Start and Stop bit interrupts operated the same as the other modes with SSPxIF additionally getting set upon detection of a Start, Restart, or Stop condition.

25.5.1 SLAVE MODE ADDRESSES

The SSPxADD register (Register 25-6) contains the Slave mode address. The first byte received after a Start or Restart condition is compared against the value stored in this register. If the byte matches, the value is loaded into the SSPxBUF register and an interrupt is generated. If the value does not match, the module goes Idle and no indication is given to the software that anything happened.

The SSPx Mask register (Register 25-5) affects the address matching process. See **Section 25.5.9 "SSPx Mask Register"** for more information.

25.5.1.1 I^2C Slave 7-bit Addressing Mode

In 7-bit Addressing mode, the LSb of the received data byte is ignored when determining if there is an address match.

25.5.1.2 I^2C Slave 10-bit Addressing Mode

In 10-bit Addressing mode, the first received byte is compared to the binary value of '1 1 1 1 0 A9 A8 0'. A9 and A8 are the two MSb of the 10-bit address and stored in bits 2 and 1 of the SSPxADD register.

After the acknowledge of the high byte the UA bit is set and SCLx is held low until the user updates SSPxADD with the low address. The low address byte is clocked in and all 8 bits are compared to the low address value in SSPxADD. Even if there is not an address match; SSPxIF and UA are set, and SCLx is held low until SSPxADD is updated to receive a high byte again. When SSPxADD is updated the UA bit is cleared. This ensures the module is ready to receive the high address byte on the next communication.

A high and low address match as a write request is required at the start of all 10-bit addressing communication. A transmission can be initiated by issuing a Restart once the slave is addressed, and clocking in the high address with the R/$\overline{W}$ bit set. The slave hardware will then acknowledge the read request and prepare to clock out data. This is only valid for a slave after it has received a complete high and low address byte match.

25.5.8 GENERAL CALL ADDRESS SUPPORT

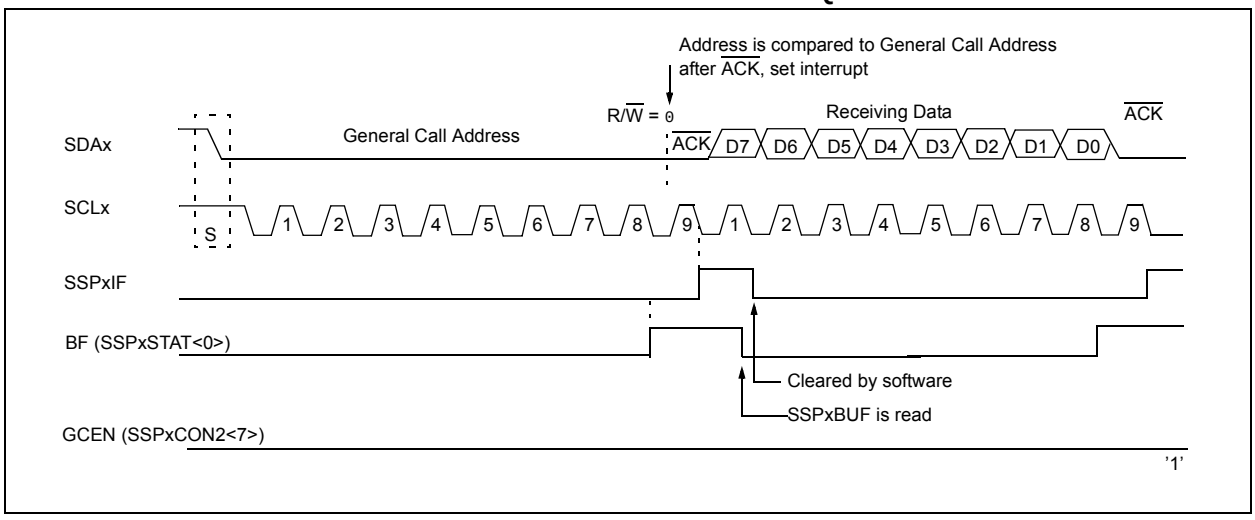
The addressing procedure for the I^2C bus is such that the first byte after the Start condition usually determines which device will be the slave addressed by the master device. The exception is the general call address which can address all devices. When this address is used, all devices should, in theory, respond with an acknowledge.

The general call address is a reserved address in the I^2C protocol, defined as address 0x00. When the GCEN bit of the SSPxCON2 register is set, the slave module will automatically $\overline{ACK}$ the reception of this address regardless of the value stored in SSPxADD. After the slave clocks in an address of all zeros with the R/$\overline{W}$ bit clear, an interrupt is generated and slave software can read SSPxBUF and respond. Figure 25-23 shows a general call reception sequence.

In 10-bit Address mode, the UA bit will not be set on the reception of the general call address. The slave will prepare to receive the second byte as data, just as it would in 7-bit mode.

If the AHEN bit of the SSPxCON3 register is set, just as with any other address reception, the slave hardware will stretch the clock after the 8th falling edge of SCLx. The slave must then set its ACKDT value and release the clock with communication progressing as it would normally.

FIGURE 25-24: SLAVE MODE GENERAL CALL ADDRESS SEQUENCE



25.5.9 SSPX MASK REGISTER

An SSPx Mask (SSPxMSK) register (Register 25-5) is available in I^2C Slave mode as a mask for the value held in the SSPxSR register during an address comparison operation. A zero ('0') bit in the SSPxMSK register has the effect of making the corresponding bit of the received address a "don't care".

This register is reset to all '1's upon any Reset condition and, therefore, has no effect on standard SSPx operation until written with a mask value.

The SSPx Mask register is active during:

- 7-bit Address mode: address compare of A<7:1>.
- 10-bit Address mode: address compare of A<7:0> only. The SSPx mask has no effect during the reception of the first (high) byte of the address.

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