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Applications of "<u>Embedded - Microcontrollers</u>"

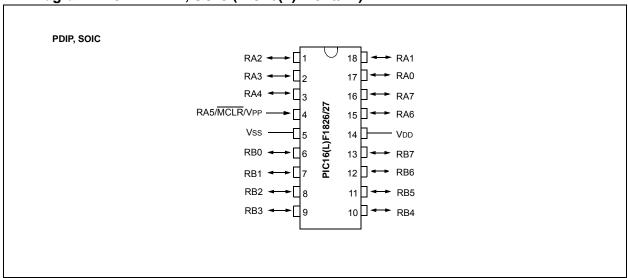
Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	16
Program Memory Size	7KB (4K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	384 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-VQFN Exposed Pad
Supplier Device Package	28-QFN (6x6)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1827-i-ml

PIC16(L)F1826/27 Family Types

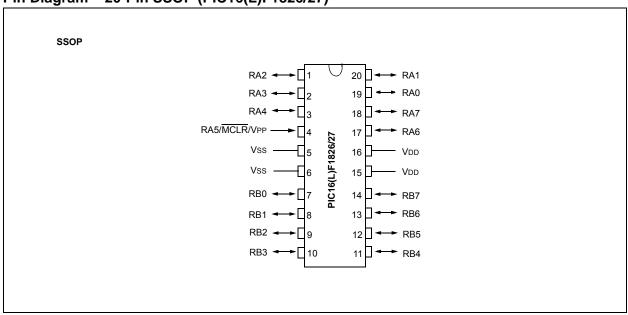
	Program Memory	-	ata nory		(ch)	(ch)	rs	-bit)			idge)	idge)		
Device	Words	SRAM (bytes)	Data EEPROM (bytes)	1/O's ⁽¹⁾	10-bit ADC (CapSense (Comparato	Timers (8/16-l	EUSART	dss W	ECCP (Full-Bridge)	ECCP (Half-Bridge)	doo	SR Latch
PIC16LF1826	2K	256	256	16	12	12	2	2/1	1	1	1	_	_	Yes
PIC16F1826	2K	256	256	16	12	12	2	2/1	1	1	1	_	_	Yes
PIC16LF1827	4K	384	256	16	12	12	2	4/1	1	2	1	1	2	Yes
PIC16F1827	4K	384	256	16	12	12	2	4/1	1	2	1	1	2	Yes

Note 1: One pin is input only.

Pin Diagram - 18-Pin PDIP, SOIC (PIC16(L)F1826/27)



Pin Diagram - 20-Pin SSOP (PIC16(L)F1826/27)



3.2.6 CORE FUNCTION REGISTERS SUMMARY

The Core Function registers listed in Table 3-5 can be addressed from any Bank.

TABLE 3-5: CORE FUNCTION REGISTERS SUMMARY

Addr	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
Bank	0-31										
x00h or x80h	INDF0		this location ical register)		nts of FSR0H	/FSR0L to ad	ddress data r	nemory		xxxx xxxx	uuuu uuuu
x01h or x81h	INDF1		this location ical register)		nts of FSR1H	/FSR1L to ad	ddress data r	nemory		xxxx xxxx	uuuu uuuu
x02h or x82h	PCL	Program Co	ounter (PC)	Least Signifi	cant Byte					0000 0000	0000 0000
x03h or x83h	STATUS	_	_	_	TO	PD	Z	DC	С	1 1000	q quuu
x04h or x84h	FSR0L	Indirect Dat	ndirect Data Memory Address 0 Low Pointer							0000 0000	uuuu uuuu
x05h or x85h	FSR0H	Indirect Dat	Indirect Data Memory Address 0 High Pointer						0000 0000	0000 0000	
x06h or x86h	FSR1L	Indirect Dat	ta Memory A	ddress 1 Lo	w Pointer					0000 0000	uuuu uuuu
x07h or x87h	FSR1H	Indirect Dat	ta Memory A	ddress 1 Hiç	gh Pointer					0000 0000	0000 0000
x08h or x88h	BSR	_	_	_	BSR4	BSR3	BSR2	BSR1	BSR0	0 0000	0 0000
x09h or x89h	WREG	Working Re	Working Register							0000 0000	uuuu uuuu
x0Ahor x8Ah	PCLATH	_	— Write Buffer for the upper 7 bits of the Program Counter −000 0000 −000						-000 0000		
x0Bhor x8Bh	INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	0000 0000	0000 0000

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

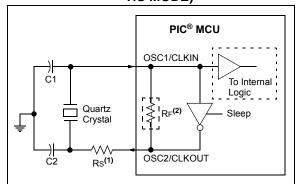
FIGURE 3-6: **ACCESSING THE STACK EXAMPLE 2** 0x0F 0x0E 0x0D 0x0C 0x0B 0x0A This figure shows the stack configuration 0x09 after the first CALL or a single interrupt. If a RETURN instruction is executed, the 0x08 return address will be placed in the Program Counter and the Stack Pointer 0x07 decremented to the empty state (0x1F). 0x06 0x05 0x04 0x03 0x02 0x01 STKPTR = 0x00 Return Address 0x00 TOSH:TOSL

FIGURE 3-7: **ACCESSING THE STACK EXAMPLE 3** 0x0F 0x0E 0x0D 0x0C After seven CALLs, or six CALLs and an interrupt, the stack looks like the figure 0x0B on the left. A series of ${\tt RETURN}$ instructions will repeatedly place the return addresses 0x0A into the Program Counter and pop the stack. 0x09 80x0 0x07 STKPTR = 0x06 TOSH:TOSL 0x06 Return Address 0x05 Return Address 0x04 Return Address 0x03 Return Address 0x02 Return Address 0x01 Return Address Return Address 0x00

REGISTER 4-1: CONFIGURATION WORD 1 (CONTINUED)

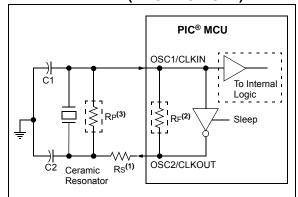
- bit 2-0 FOSC<2:0>: Oscillator Selection bits
 - 111 = ECH: External Clock, High-Power mode (4-20 MHz): device clock supplied to CLKIN pin
 - 110 = ECM: External Clock, Medium-Power mode (0.5-4 MHz): device clock supplied to CLKIN pin
 - 101 = ECL: External Clock, Low-Power mode (0-0.5 MHz): device clock supplied to CLKIN pin
 - 100 = INTOSC oscillator: I/O function on CLKIN pin
 - 011 = EXTRC oscillator: External RC circuit connected to CLKIN pin
 - 010 = HS oscillator: High-speed crystal/resonator connected between OSC1 and OSC2 pins
 - 001 = XT oscillator: Crystal/resonator connected between OSC1 and OSC2 pins
 - 000 = LP oscillator: Low-power crystal connected between OSC1 and OSC2 pins

FIGURE 5-3: QUARTZ CRYSTAL OPERATION (LP, XT OR HS MODE)



- Note 1: A series resistor (Rs) may be required for quartz crystals with low drive level.
 - 2: The value of RF varies with the Oscillator mode selected (typically between 2 M Ω to 10 M Ω).
- Note 1: Quartz crystal characteristics vary according to type, package and manufacturer. The user should consult the manufacturer data sheets for specifications and recommended application.
 - **2:** Always verify oscillator performance over the VDD and temperature range that is expected for the application.
 - **3:** For oscillator design assistance, reference the following Microchip Applications Notes:
 - AN826, "Crystal Oscillator Basics and Crystal Selection for rfPIC[®] and PIC[®] Devices" (DS00826)
 - AN849, "Basic PIC® Oscillator Design" (DS00849)
 - AN943, "Practical PIC® Oscillator Analysis and Design" (DS00943)
 - AN949, "Making Your Oscillator Work" (DS00949)

FIGURE 5-4: CERAMIC RESONATOR OPERATION (XT OR HS MODE)



- **Note 1:** A series resistor (Rs) may be required for ceramic resonators with low drive level.
 - 2: The value of RF varies with the Oscillator mode selected (typically between 2 M Ω to 10 M Ω).
 - **3:** An additional parallel feedback resistor (RP) may be required for proper ceramic resonator operation.

5.2.1.3 Oscillator Start-up Timer (OST)

If the oscillator module is configured for LP, XT or HS modes, the Oscillator Start-up Timer (OST) counts 1024 oscillations from OSC1. This occurs following a Power-on Reset (POR) and when the Power-up Timer (PWRT) has expired (if configured), or a wake-up from Sleep. During this time, the program counter does not increment and program execution is suspended. The OST ensures that the oscillator circuit, using a quartz crystal resonator or ceramic resonator, has started and is providing a stable system clock to the oscillator module.

In order to minimize latency between external oscillator start-up and code execution, the Two-Speed Clock Start-up mode can be selected (see **Section 5.4** "**Two-Speed Clock Start-up Mode**").

5.2.1.4 4X PLL

The oscillator module contains a 4X PLL that can be used with both external and internal clock sources to provide a system clock source. The input frequency for the 4X PLL must fall within specifications. See the PLL Clock Timing Specifications in Section 30.0 "Electrical Specifications".

The 4X PLL may be enabled for use by one of two methods:

- Program the PLLEN bit in Configuration Word 2 to a '1'.
- 2. Write the SPLLEN bit in the OSCCON register to a '1'. If the PLLEN bit in Configuration Word 2 is programmed to a '1', then the value of SPLLEN is ignored.

5.6 Oscillator Control Registers

REGISTER 5-1: OSCCON: OSCILLATOR CONTROL REGISTER

R/W-0/0	R/W-0/0	R/W-1/1	R/W-1/1	R/W-1/1	U-0	R/W-0/0	R/W-0/0
SPLLEN	IRCF<3:0>				_	SCS-	<1:0>
bit 7							bit 0

Legend:R = Readable bitW = Writable bitU = Unimplemented bit, read as '0'u = Bit is unchangedx = 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 **SPLLEN:** Software PLL Enable bit

If PLLEN in Configuration Word 1 = 1:

SPLLEN bit is ignored. 4x PLL is always enabled (subject to oscillator requirements)

If PLLEN in Configuration Word 1 = 0:

1 = 4x PLL is enabled 0 = 4x PLL is disabled

bit 6-3 IRCF<3:0>: Internal Oscillator Frequency Select bits

000x =31 kHz LF 0010 =31.25 kHz MF 0011 =31.25 kHz HF⁽¹⁾ 0100 =62.5 kHz MF 0101 =125 kHz MF 0110 =250 kHz MF

0111 =500 kHz MF (default upon Reset)

1000 =125 kHz HF⁽¹⁾ 1001 =250 kHz HF⁽¹⁾ 1010 =500 kHz HF⁽¹⁾ 1011 =1 MHz HF 1100 =2 MHz HF 1101 =4 MHz HF

1110 =8 MHz or 32 MHz HF(see Section 5.2.2.1 "HFINTOSC")

1111 =16 MHz HF

bit 2 **Unimplemented:** Read as '0'

bit 1-0 SCS<1:0>: System Clock Select bits

1x = Internal oscillator block

01 = Timer1 oscillator

00 = Clock determined by FOSC<2:0> in Configuration Word 1.

Note 1: Duplicate frequency derived from HFINTOSC.

17.0 DIGITAL-TO-ANALOG CONVERTER (DAC) MODULE

The Digital-to-Analog Converter supplies a variable voltage reference, ratiometric with the input source, with 32 selectable output levels.

The input of the DAC can be connected to:

- · External VREF pins
- · VDD supply voltage
- FVR (Fixed Voltage Reference)

The output of the DAC can be configured to supply a reference voltage to the following:

- · Comparator positive input
- · ADC input channel
- DACOUT pin
- · Capacitive Sensing module (CSM)

The Digital-to-Analog Converter (DAC) can be enabled by setting the DACEN bit of the DACCON0 register.

17.1 Output Voltage Selection

The DAC has 32 voltage level ranges. The 32 levels are set with the DACR<4:0> bits of the DACCON1 register.

The DAC output voltage is determined by the equations in Equation 17-1.

EQUATION 17-1: DAC OUTPUT VOLTAGE

IF DACEN = 1

$$VOUT = \left((VSOURCE + - VSOURCE -) \times \frac{DACR[4:0]}{2^5} \right) + VSOURCE - VSOUR$$

IF DACEN = 0 and DACLPS = 1 and DACR[4:0] = 11111

VOUT = VSOURCE +

IF DACEN = 0 and DACLPS = 0 and DACR[4:0] = 00000

VOUT = VSOURCE -

VSOURCE+ = VDD, VREF, or FVR BUFFER 2

VSOURCE-=VSS

17.2 Ratiometric Output Level

The DAC output value is derived using a resistor ladder with each end of the ladder tied to a positive and negative voltage reference input source. If the voltage of either input source fluctuates, a similar fluctuation will result in the DAC output value.

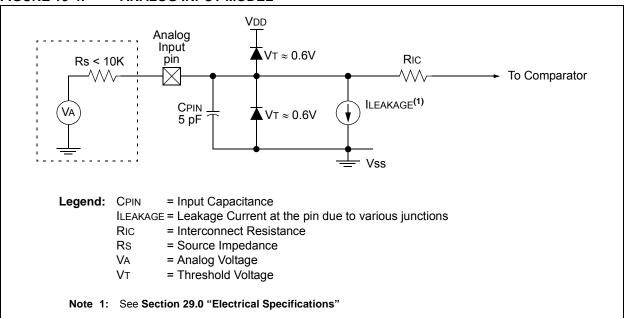
The value of the individual resistors within the ladder can be found in **Section 29.0** "**Electrical Specifications**".

17.3 DAC Voltage Reference Output

The DAC can be output to the DACOUT pin by setting the DACOE bit of the DACCON0 register to '1'. Selecting the DAC reference voltage for output on the DACOUT pin automatically overrides the digital output buffer and digital input threshold detector functions of that pin. Reading the DACOUT pin when it has been configured for DAC reference voltage output will always return a '0'.

Due to the limited current drive capability, a buffer must be used on the DAC voltage reference output for external connections to DACOUT. Figure 17-2 shows an example buffering technique.

FIGURE 19-4: ANALOG INPUT MODEL



21.3 Timer1 Prescaler

Timer1 has four prescaler options allowing 1, 2, 4 or 8 divisions of the clock input. The T1CKPS bits of the T1CON register control the prescale counter. The prescale counter is not directly readable or writable; however, the prescaler counter is cleared upon a write to TMR1H or TMR1I.

21.4 Timer1 Oscillator

A dedicated low-power 32.768 kHz oscillator circuit is built-in between pins T1OSI (input) and T1OSO (amplifier output). This internal circuit is to be used in conjunction with an external 32.768 kHz crystal.

The oscillator circuit is enabled by setting the T10SCEN bit of the T1CON register. The oscillator will continue to run during Sleep.

Note:

The oscillator requires a start-up and stabilization time before use. Thus, T1OSCEN should be set and a suitable delay observed prior to using Timer1. A suitable delay similar to the OST delay can be implemented in software by clearing the TMR1IF bit then presetting the TMR1H:TMR1L register pair to FC00h. The TMR1IF flag will be set when 1024 clock cycles have elapsed, thereby indicating that the oscillator is running and reasonably stable.

21.5 Timer1 Operation in Asynchronous Counter Mode

If control bit T1SYNC of the T1CON register is set, the external clock input is not synchronized. The timer increments asynchronously to the internal phase clocks. If the external clock source is selected then the timer will continue to run during Sleep and can generate an interrupt on overflow, which will wake-up the processor. However, special precautions in software are needed to read/write the timer (see Section 21.5.1 "Reading and Writing Timer1 in Asynchronous Counter Mode").

Note:

When switching from synchronous to asynchronous operation, it is possible to skip an increment. When switching from asynchronous to synchronous operation, it is possible to produce an additional increment.

21.5.1 READING AND WRITING TIMER1 IN ASYNCHRONOUS COUNTER MODE

Reading TMR1H or TMR1L while the timer is running from an external asynchronous clock will ensure a valid read (taken care of in hardware). However, the user should keep in mind that reading the 16-bit timer in two 8-bit values itself, poses certain problems, since the timer may overflow between the reads.

For writes, it is recommended that the user simply stop the timer and write the desired values. A write contention may occur by writing to the timer registers, while the register is incrementing. This may produce an unpredictable value in the TMR1H:TMR1L register pair.

21.6 Timer1 Gate

Timer1 can be configured to count freely or the count can be enabled and disabled using Timer1 gate circuitry. This is also referred to as Timer1 gate enable.

Timer1 gate can also be driven by multiple selectable sources.

21.6.1 TIMER1 GATE ENABLE

The Timer1 Gate Enable mode is enabled by setting the TMR1GE bit of the T1GCON register. The polarity of the Timer1 Gate Enable mode is configured using the T1GPOL bit of the T1GCON register.

When Timer1 Gate Enable mode is enabled, Timer1 will increment on the rising edge of the Timer1 clock source. When Timer1 Gate Enable mode is disabled, no incrementing will occur and Timer1 will hold the current count. See Figure 21-3 for timing details.

TABLE 21-3: TIMER1 GATE ENABLE SELECTIONS

T1CLK	T1GPOL	T1G	Timer1 Operation
↑	0	0	Counts
↑	0	1	Holds Count
↑	1	0	Holds Count
↑	1	1	Counts

23.5 Carrier Source Polarity Select

The signal provided from any selected input source for the carrier high and carrier low signals can be inverted. Inverting the signal for the carrier high source is enabled by setting the MDCHPOL bit of the MDCARH register. Inverting the signal for the carrier low source is enabled by setting the MDCLPOL bit of the MDCARL register.

23.6 Carrier Source Pin Disable

Some peripherals assert control over their corresponding output pin when they are enabled. For example, when the CCP1 module is enabled, the output of CCP1 is connected to the CCP1 pin.

This default connection to a pin can be disabled by setting the MDCHODIS bit in the MDCARH register for the carrier high source and the MDCLODIS bit in the MDCARL register for the carrier low source.

23.7 Programmable Modulator Data

The MDBIT of the MDCON register can be selected as the source for the modulator signal. This gives the user the ability to program the value used for modulation.

23.8 Modulator Source Pin Disable

The modulator source default connection to a pin can be disabled by setting the MDMSODIS bit in the MDSRC register.

23.9 Modulated Output Polarity

The modulated output signal provided on the MDOUT pin can also be inverted. Inverting the modulated output signal is enabled by setting the MDOPOL bit of the MDCON register.

23.10 Slew Rate Control

The slew rate limitation on the output port pin can be disabled. The slew rate limitation can be removed by clearing the MDSLR bit in the MDCON register.

23.11 Operation in Sleep Mode

The DSM module is not affected by Sleep mode. The DSM can still operate during Sleep, if the Carrier and Modulator input sources are also still operable during Sleep.

23.12 Effects of a Reset

Upon any device Reset, the data signal modulator module is disabled. The user's firmware is responsible for initializing the module before enabling the output. The registers are reset to their default values.

24.4.2 FULL-BRIDGE MODE

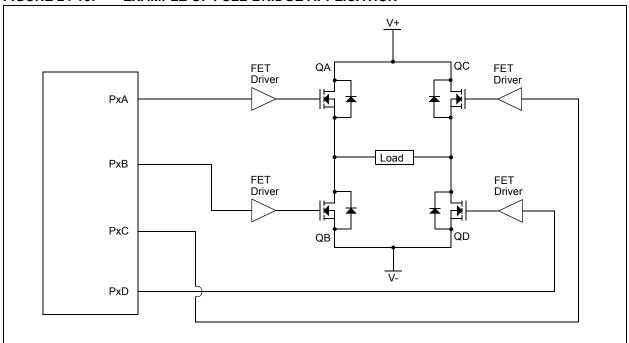
In Full-Bridge mode, all four pins are used as outputs. An example of Full-Bridge application is shown in Figure 24-10.

In the Forward mode, pin CCPx/PxA is driven to its active state, pin PxD is modulated, while PxB and PxC will be driven to their inactive state as shown in Figure 24-11.

In the Reverse mode, PxC is driven to its active state, pin PxB is modulated, while PxA and PxD will be driven to their inactive state as shown Figure 24-11.

PxA, PxB, PxC and PxD outputs are multiplexed with the PORT data latches. The associated TRIS bits must be cleared to configure the PxA, PxB, PxC and PxD pins as outputs.

FIGURE 24-10: EXAMPLE OF FULL-BRIDGE APPLICATION



REGISTER 24-3: CCPxAS: CCPx AUTO-SHUTDOWN CONTROL REGISTER

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
CCPxASE	CCPxAS<2:0>			PSSxA	C<1:0>	PSSxB	D<1:0>
bit 7							bit 0

Legend:R = Readable bitW = Writable bitU = Unimplemented bit, read as '0'u = Bit is unchangedx = 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

CCPxASE: CCPx Auto-Shutdown Event Status bit

1 = A shutdown event has occurred; CCPx outputs are in shutdown state

0 = CCPx outputs are operating

bit 6-4

CCxPAS<2:0>: CCPx Auto-Shutdown Source Select bits

000 = Auto-shutdown is disabled

001 = Comparator C1 output high(1)

010 = Comparator C2 output high(1)

011 = Either Comparator C1 or C2 high(1)

100 = VIL on INT pin 101 = VIL on INT pin or Comparator C1 high⁽¹⁾ 110 = VIL on INT pin or Comparator C2 high⁽¹⁾

111 =VIL on INT pin or Comparator C1 or Comparator C2 high(1)

bit 3-2 **PSSxAC<1:0>:** Pins PxA and PxC Shutdown State Control bits

00 = Drive pins PxA and PxC to '0' 01 = Drive pins PxA and PxC to '1' 1x = Pins PxA and PxC tri-state

bit 1-0 PSSxBD<1:0>: Pins PxB and PxD Shutdown State Control bits

00 = Drive pins PxB and PxD to '0' 01 = Drive pins PxB and PxD to '1' 1x = Pins PxB and PxD tri-state

Note 1: If CxSYNC is enabled, the shutdown will be delayed by Timer1.

25.5.8 GENERAL CALL ADDRESS SUPPORT

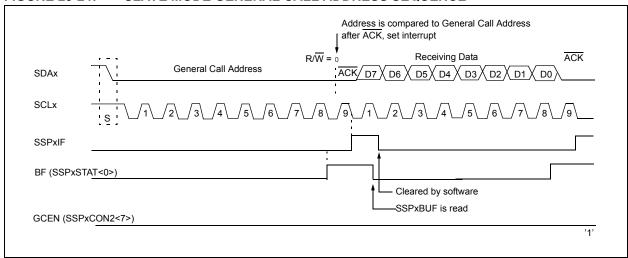
The addressing procedure for the I²C bus is such that the first byte after the Start condition usually determines which device will be the slave addressed by the master device. The exception is the general call address which can address all devices. When this address is used, all devices should, in theory, respond with an acknowledge.

The general call address is a reserved address in the I²C protocol, defined as address 0x00. When the GCEN bit of the SSPxCON2 register is set, the slave module will automatically 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/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.





25.5.9 SSPX MASK REGISTER

An SSPx Mask (SSPxMSK) register (Register 25-5) is available in I²C 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.

REGISTER 25-4: SSPxCON3: SSPx CONTROL REGISTER 3

R-0/0	R/W-0/0						
ACKTIM	PCIE	SCIE	BOEN	SDAHT	SBCDE	AHEN	DHEN
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 ACKTIM: Acknowledge Time Status bit (I²C mode only)⁽³⁾

1 = Indicates the I²C bus is in an Acknowledge sequence, set on 8TH falling edge of SCLx clock

0 = Not an Acknowledge sequence, cleared on 9TH rising edge of SCLx clock

bit 6 **PCIE**: Stop Condition Interrupt Enable bit (I²C mode only)

1 = Enable interrupt on detection of Stop condition

0 = Stop detection interrupts are disabled⁽²⁾

bit 5 SCIE: Start Condition Interrupt Enable bit (I²C mode only)

1 = Enable interrupt on detection of Start or Restart conditions

0 = Start detection interrupts are disabled⁽²⁾

bit 4 **BOEN:** Buffer Overwrite Enable bit

In SPI Slave mode:(1)

1 = SSPxBUF updates every time that a new data byte is shifted in ignoring the BF bit

0 = If new byte is received with BF bit of the SSPxSTAT register already set, SSPxOV bit of the SSPxCON1 register is set, and the buffer is not updated

In I²C Master mode and SPI Master mode:

This bit is ignored.

In I²C Slave mode:

1 = SSPxBUF is updated and ACK is generated for a received address/data byte, ignoring the state of the SSPxOV bit only if the BF bit = 0.

0 = SSPxBUF is only updated when SSPxOV is clear

bit 3 **SDAHT:** SDAx Hold Time Selection bit (I²C mode only)

1 = Minimum of 300 ns hold time on SDAx after the falling edge of SCLx

0 = Minimum of 100 ns hold time on SDAx after the falling edge of SCLx

bit 2 SBCDE: Slave Mode Bus Collision Detect Enable bit (I²C Slave mode only)

If on the rising edge of SCLx, SDAx is sampled low when the module is outputting a high state, the BCLxIF bit of the PIR2 register is set, and bus goes Idle

1 = Enable slave bus collision interrupts

0 = Slave bus collision interrupts are disabled

bit 1 AHEN: Address Hold Enable bit (I²C Slave mode only)

1 = Following the 8th falling edge of SCLx for a matching received address byte; CKP bit of the SSPxCON1 register will be cleared and the SCLx will be held low.

0 = Address holding is disabled

bit 0 **DHEN:** Data Hold Enable bit (I²C Slave mode only)

1 = Following the 8th falling edge of SCLx for a received data byte; slave hardware clears the CKP bit of the SSPxCON1 register and SCLx is held low.

0 = Data holding is disabled

Note 1: For daisy-chained SPI operation; allows the user to ignore all but the last received byte. SSPxOV is still set when a new byte is received and BF = 1, but hardware continues to write the most recent byte to SSPxBUF.

2: This bit has no effect in Slave modes that Start and Stop condition detection is explicitly listed as enabled.

3: The ACKTIM Status bit is only active when the AHEN bit or DHEN bit is set.

TABLE 26-2: SUMMARY OF REGISTERS ASSOCIATED WITH ASYNCHRONOUS RECEPTION

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 ⁽¹⁾	CCP2SEL ⁽¹⁾	P1DSEL	P1CSEL	CCP1SEL	119
APFCON1	_	_		_	_	_	_	TXCKSEL	119
BAUDCON	ABDOVF	RCIDL	ı	SCKP	BRG16	_	WUE	ABDEN	296
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	86
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	87
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	91
RCREG			EU	SART Recei	ve Data Regis	ter			290*
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	295
SPBRGL				BRG	<7:0>				297*
SPBRGH	BRG<15:8>						297*		
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	127
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	294

Legend: — = unimplemented location, read as '0'. Shaded cells are not used for Asynchronous Reception.

Note 1: PIC16(L)F1827 only.

^{*} Page provides register information.

MOVWI	Move W to INDFn
Syntax:	[label] MOVWI ++FSRn [label] MOVWIFSRn [label] MOVWI FSRn++ [label] MOVWI FSRn [label] MOVWI k[FSRn]
Operands:	$n \in [0,1]$ $mm \in [00,01, 10, 11]$ $-32 \le k \le 31$
Operation:	W → INDFn Effective address is determined by • FSR + 1 (preincrement) • FSR - 1 (predecrement) • FSR + k (relative offset) After the Move, the FSR value will be either: • FSR + 1 (all increments) • FSR - 1 (all decrements) Unchanged
Status Affected:	None

Mode	Syntax	mm
Preincrement	++FSRn	00
Predecrement	FSRn	01
Postincrement	FSRn++	10
Postdecrement	FSRn	11

Description:

This instruction is used to move data between W and one of the indirect registers (INDFn). Before/after this move, the pointer (FSRn) is updated by pre/post incrementing/decrementing it.

Note: The INDFn registers are not physical registers. Any instruction that accesses an INDFn register actually accesses the register at the address specified by the FSRn.

FSRn is limited to the range 0000h - FFFFh. Incrementing/decrementing it beyond these bounds will cause it to wrap around.

The increment/decrement operation on FSRn WILL NOT affect any Status bits.

NOP	No Operation
Syntax:	[label] NOP
Operands:	None
Operation:	No operation
Status Affected:	None
Description:	No operation.
Words:	1
Cycles:	1
Example:	NOP
OPTION	Load OPTION_REG Register with W
Syntax:	[lahel] OPTION

OPTION	Load OPTION_REG Register with W
Syntax:	[label] OPTION
Operands:	None
Operation:	$(W) \rightarrow OPTION_REG$
Status Affected:	None
Description:	Move data from W register to OPTION_REG register.
Words:	1
Cycles:	1
Example:	OPTION
	Before Instruction OPTION_REG = 0xFF W = 0x4F After Instruction OPTION_REG = 0x4F W = 0x4F

RESET	Software Reset
Syntax:	[label] RESET
Operands:	None
Operation:	Execute a device Reset. Resets the nRI flag of the PCON register.
Status Affected:	None
Description:	This instruction provides a way to execute a hardware Reset by software.

32.0 DEVELOPMENT SUPPORT

The PIC® microcontrollers and dsPIC® digital signal controllers are supported with a full range of software and hardware development tools:

- · Integrated Development Environment
 - MPLAB® IDE Software
- · Compilers/Assemblers/Linkers
 - MPLAB C Compiler for Various Device Families
 - HI-TECH C for Various Device Families
 - MPASM™ Assembler
 - MPLINKTM Object Linker/ MPLIBTM Object Librarian
 - MPLAB Assembler/Linker/Librarian for Various Device Families
- Simulators
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 - MPLAB REAL ICE™ In-Circuit Emulator
- · In-Circuit Debuggers
 - MPLAB ICD 3
 - PICkit™ 3 Debug Express
- · Device Programmers
 - PICkit™ 2 Programmer
 - MPLAB PM3 Device Programmer
- Low-Cost Demonstration/Development Boards, Evaluation Kits, and Starter Kits

32.1 MPLAB Integrated Development Environment Software

The MPLAB IDE software brings an ease of software development previously unseen in the 8/16/32-bit microcontroller market. The MPLAB IDE is a Windows® operating system-based application that contains:

- · A single graphical interface to all debugging tools
 - Simulator
 - Programmer (sold separately)
 - In-Circuit Emulator (sold separately)
 - In-Circuit Debugger (sold separately)
- · A full-featured editor with color-coded context
- · A multiple project manager
- Customizable data windows with direct edit of contents
- · High-level source code debugging
- · Mouse over variable inspection
- Drag and drop variables from source to watch windows
- · Extensive on-line help
- Integration of select third party tools, such as IAR C Compilers

The MPLAB IDE allows you to:

- Edit your source files (either C or assembly)
- One-touch compile or assemble, and download to emulator and simulator tools (automatically updates all project information)
- · Debug using:
 - Source files (C or assembly)
 - Mixed C and assembly
 - Machine code

MPLAB IDE supports multiple debugging tools in a single development paradigm, from the cost-effective simulators, through low-cost in-circuit debuggers, to full-featured emulators. This eliminates the learning curve when upgrading to tools with increased flexibility and power.

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