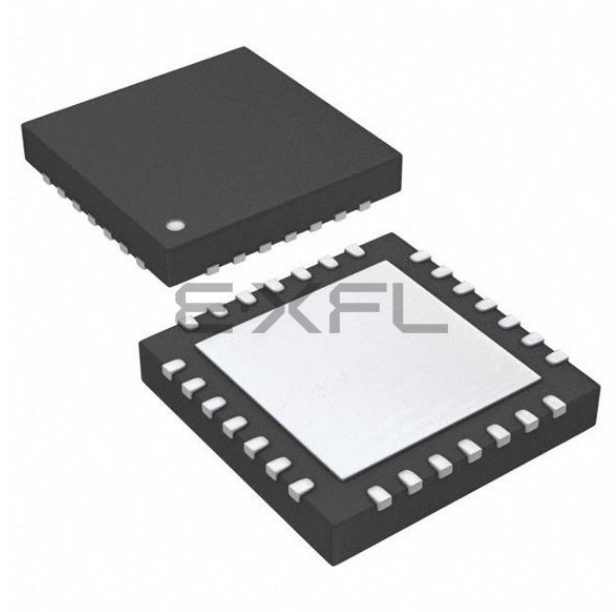

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What is "Embedded - Microcontrollers"?

"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	40MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	21
Program Memory Size	32KB (16K x 16)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 3.6V
Data Converters	A/D 10x10b
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/pic18f25j10t-i-ml

1.0 DEVICE OVERVIEW

This document contains device specific information for the following devices:

- PIC18F24J10
- PIC18F25J10
- PIC18F44J10
- PIC18F45J10
- PIC18LF24J10
- PIC18LF25J10
- PIC18LF44J10
- PIC18LF45J10

This family offers the advantages of all PIC18 microcontrollers – namely, high computational performance at an economical price. The PIC18F45J10 family introduces design enhancements that make these microcontrollers a logical choice for many high-performance, power sensitive applications.

1.1 Core Features

1.1.1 LOW POWER

All of the devices in the PIC18F45J10 family incorporate a range of features that can significantly reduce power consumption during operation. Key items include:

- **Alternate Run Modes:** By clocking the controller from the Timer1 source or the internal oscillator block, power consumption during code execution can be reduced by as much as 90%.
- **Multiple Idle Modes:** The controller can also run with its CPU core disabled but the peripherals still active. In these states, power consumption can be reduced even further, to as little as 4% of normal operation requirements.
- **On-the-Fly Mode Switching:** The power-managed modes are invoked by user code during operation, allowing the user to incorporate power-saving ideas into their application's software design.
- **Low Consumption in Key Modules:** The power requirements for both Timer1 and the Watchdog Timer are minimized. See **Section 24.0 "Electrical Characteristics"** for values.

1.1.2 MULTIPLE OSCILLATOR OPTIONS AND FEATURES

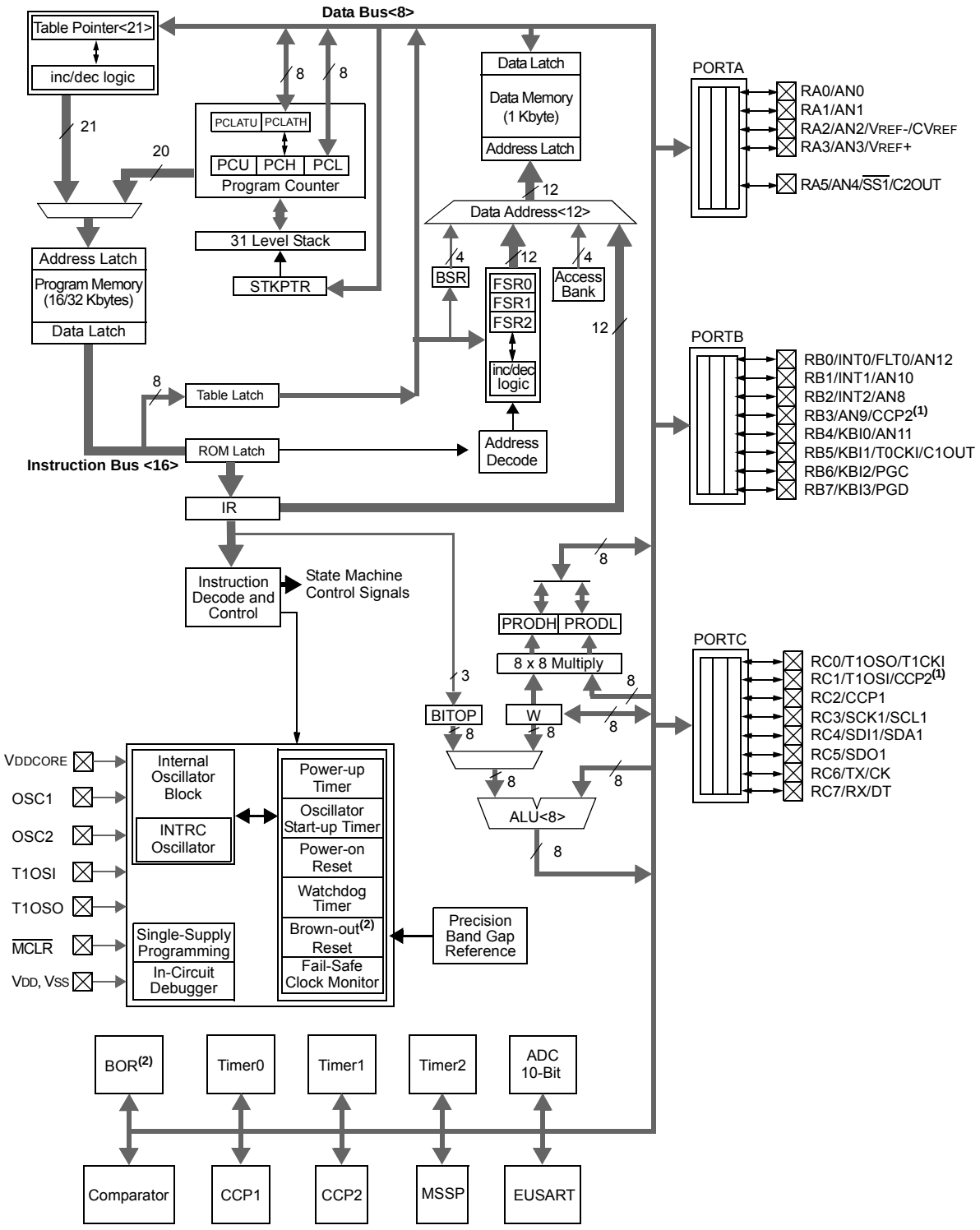
All of the devices in the PIC18F45J10 family offer three different oscillator options. These include:

- Two Crystal modes, using crystals or ceramic resonators
- Two External Clock modes
- INTRC source (approximately 31 kHz)

Besides its availability as a clock source, the internal oscillator block provides a stable reference source that gives the family additional features for robust operation:

- **Fail-Safe Clock Monitor:** This option constantly monitors the main clock source against a reference signal provided by the internal oscillator. If a clock failure occurs, the controller is switched to the internal oscillator block, allowing for continued low-speed operation or a safe application shutdown.
- **Two-Speed Start-up:** This option allows the internal oscillator to serve as the clock source from Power-on Reset, or wake-up from Sleep mode, until the primary clock source is available.

FIGURE 1-1: PIC18F24J10/25J10 (28-PIN) BLOCK DIAGRAM



Note 1: CCP2 is multiplexed with RC1 when Configuration bit, CCP2MX, is set, or RB3 when CCP2MX is not set.

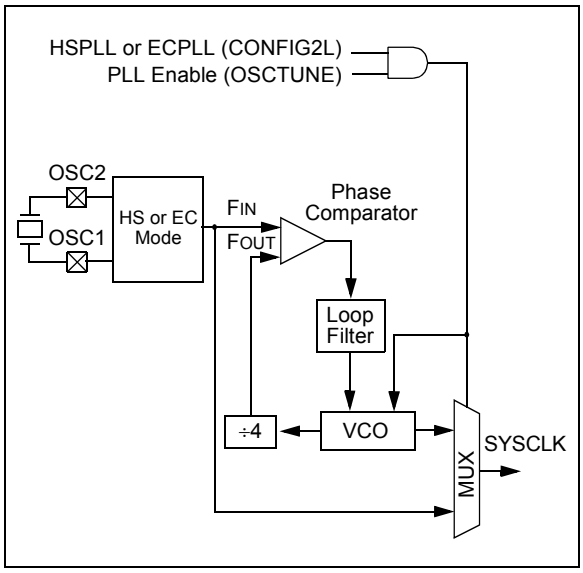
2: Brown-out Reset is not available in PIC18LF2XJ10/4XJ10 devices.

3.4 PLL Frequency Multiplier

A Phase Locked Loop (PLL) circuit is provided as an option for users who want to use a lower frequency oscillator circuit, or to clock the device up to its highest rated frequency from a crystal oscillator. This may be useful for customers who are concerned with EMI due to high-frequency crystals, or users who require higher clock speeds from an internal oscillator. For these reasons, the HSPLL and ECPLL modes are available.

The HSPLL and ECPLL modes provide the ability to selectively run the device at 4 times the external oscillating source to produce frequencies up to 40 MHz. The PLL is enabled by setting the PLLEN bit in the OSCTUNE register (Register 3-1).

FIGURE 3-4: PLL BLOCK DIAGRAM



REGISTER 3-1: OSCTUNE: PLL CONTROL REGISTER

U-0	R/W-0	U-0	U-0	U-0	U-0	U-0	U-0
—	PLLEN(1)	—	—	—	—	—	—
bit 7							bit 0

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

bit 7 **Unimplemented:** Read as '0'

bit 6 **PLLEN:** Frequency Multiplier PLL Enable bit(1)
1 = PLL enabled
0 = PLL disabled

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

Note 1: Available only for ECPLL and HSPLL oscillator configurations; otherwise, this bit is unavailable and reads as '0'.

TABLE 6-3: REGISTER FILE SUMMARY (PIC18F24J10/25J10/44J10/45J10)

File Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Details on page:
TOSU	—	—	—	Top-of-Stack Upper Byte (TOS<20:16>)					---0 0000	47, 53
TOSH	Top-of-Stack High Byte (TOS<15:8>)								0000 0000	47, 53
TOSL	Top-of-Stack Low Byte (TOS<7:0>)								0000 0000	47, 53
STKPTR	STKFUL	STKUNF	—	Return Stack Pointer					00-0 0000	47, 54
PCLATU	—	—	—	Holding Register for PC<20:16>					---0 0000	47, 53
PCLATH	Holding Register for PC<15:8>								0000 0000	47, 53
PCL	PC Low Byte (PC<7:0>)								0000 0000	47, 53
TBLPTRU	—	—	bit 21	Program Memory Table Pointer Upper Byte (TBLPTR<20:16>)					--00 0000	47, 74
TBLPTRH	Program Memory Table Pointer High Byte (TBLPTR<15:8>)								0000 0000	47, 74
TBLPTRL	Program Memory Table Pointer Low Byte (TBLPTR<7:0>)								0000 0000	47, 74
TABLAT	Program Memory Table Latch								0000 0000	47, 74
PRODH	Product Register High Byte								xxxx xxxx	47, 81
PRODL	Product Register Low Byte								xxxx xxxx	47, 81
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RBIE	TMR0IF	INT0IF	RBIF	0000 000x	47, 85
INTCON2	$\overline{\text{RBPU}}$	INTEDG0	INTEDG1	INTEDG2	—	TMR0IP	—	RBIP	1111 -1-1	47, 86
INTCON3	INT2IP	INT1IP	—	INT2IE	INT1IE	—	INT2IF	INT1IF	11-0 0-00	47, 87
INDF0	Uses contents of FSR0 to address data memory – value of FSR0 not changed (not a physical register)								N/A	47, 67
POSTINC0	Uses contents of FSR0 to address data memory – value of FSR0 post-incremented (not a physical register)								N/A	47, 67
POSTDEC0	Uses contents of FSR0 to address data memory – value of FSR0 post-decremented (not a physical register)								N/A	47, 67
PREINC0	Uses contents of FSR0 to address data memory – value of FSR0 pre-incremented (not a physical register)								N/A	47, 67
PLUSW0	Uses contents of FSR0 to address data memory – value of FSR0 pre-incremented (not a physical register) – value of FSR0 offset by W								N/A	47, 67
FSR0H	—	—	—	—	Indirect Data Memory Address Pointer 0 High Byte				---- xxxx	47, 67
FSR0L	Indirect Data Memory Address Pointer 0 Low Byte								xxxx xxxx	47, 67
WREG	Working Register								xxxx xxxx	47
INDF1	Uses contents of FSR1 to address data memory – value of FSR1 not changed (not a physical register)								N/A	47, 67
POSTINC1	Uses contents of FSR1 to address data memory – value of FSR1 post-incremented (not a physical register)								N/A	47, 67
POSTDEC1	Uses contents of FSR1 to address data memory – value of FSR1 post-decremented (not a physical register)								N/A	47, 67
PREINC1	Uses contents of FSR1 to address data memory – value of FSR1 pre-incremented (not a physical register)								N/A	47, 67
PLUSW1	Uses contents of FSR1 to address data memory – value of FSR1 pre-incremented (not a physical register) – value of FSR1 offset by W								N/A	47, 67
FSR1H	—	—	—	—	Indirect Data Memory Address Pointer 1 High Byte				---- xxxx	47, 67
FSR1L	Indirect Data Memory Address Pointer 1 Low Byte								xxxx xxxx	47, 67
BSR	—	—	—	—	Bank Select Register				---- 0000	47, 58
INDF2	Uses contents of FSR2 to address data memory – value of FSR2 not changed (not a physical register)								N/A	48, 67
POSTINC2	Uses contents of FSR2 to address data memory – value of FSR2 post-incremented (not a physical register)								N/A	48, 67
POSTDEC2	Uses contents of FSR2 to address data memory – value of FSR2 post-decremented (not a physical register)								N/A	48, 67
PREINC2	Uses contents of FSR2 to address data memory – value of FSR2 pre-incremented (not a physical register)								N/A	48, 67
PLUSW2	Uses contents of FSR2 to address data memory – value of FSR2 pre-incremented (not a physical register) – value of FSR2 offset by W								N/A	48, 67
FSR2H	—	—	—	—	Indirect Data Memory Address Pointer 2 High Byte				---- xxxx	48, 67
FSR2L	Indirect Data Memory Address Pointer 2 Low Byte								xxxx xxxx	48, 67
STATUS	—	—	—	N	OV	Z	DC	C	---x xxxx	48, 65

Legend: x = unknown, u = unchanged, - = unimplemented, q = value depends on condition

Note 1: See **Section 5.4 "Brown-out Reset (BOR) (PIC18F2XJ10/4XJ10 Devices Only)"**.

2: These registers and/or bits are not implemented on 28-pin devices and are read as '0'. Reset values are shown for 40/44-pin devices; individual unimplemented bits should be interpreted as '-'.

3: Alternate names and definitions for these bits when the MSSP module is operating in I^2C™ Slave mode. See **Section 16.4.3.2 "Address Masking"** for details.

TABLE 10-8: SUMMARY OF REGISTERS ASSOCIATED WITH PORTC

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
PORTC	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0	50
LATC	PORTC Data Latch Register (Read and Write to Data Latch)								50
TRISC	PORTC Data Direction Control Register								50

10.5 PORTD, TRISD and LATD Registers

Note:	PORTD is only available in 40/44-pin devices.

PORTD is an 8-bit wide, bidirectional port. The corresponding Data Direction register is TRISD. Setting a TRISD bit (= 1) will make the corresponding PORTD pin an input (i.e., put the corresponding output driver in a high-impedance mode). Clearing a TRISD bit (= 0) will make the corresponding PORTD pin an output (i.e., put the contents of the output latch on the selected pin).

The Data Latch register (LATD) is also memory mapped. Read-modify-write operations on the LATD register read and write the latched output value for PORTD.

All pins on PORTD are implemented with Schmitt Trigger input buffers. Each pin is individually configurable as an input or output.

Three of the PORTD pins are multiplexed with outputs P1B, P1C and P1D of the Enhanced CCP module. The operation of these additional PWM output pins is covered in greater detail in **Section 15.0 "Enhanced Capture/Compare/PWM (ECCP) Module"**.

Note:	On a Power-on Reset, these pins are configured as digital inputs.

PORTD can also be configured as an 8-bit wide microprocessor port (Parallel Slave Port) by setting control bit, PSPMODE (TRISE<4>). In this mode, the input buffers are TTL. See **Section 10.7 "Parallel Slave Port"** for additional information on the Parallel Slave Port (PSP).

Note:	When the Enhanced PWM mode is used with either dual or quad outputs, the PSP functions of PORTD are automatically disabled.

EXAMPLE 10-5: INITIALIZING PORTD

```
CLRF   PORTD    ; Initialize PORTD by
                ; clearing output
                ; data latches
CLRF   LATD     ; Alternate method
                ; to clear output
                ; data latches
MOVLW  0CFh     ; Value used to
                ; initialize data
                ; direction
MOVWF  TRISD    ; Set RD<3:0> as inputs
                ; RD<5:4> as outputs
                ; RD<7:6> as inputs
```

15.0 ENHANCED CAPTURE/ COMPARE/PWM (ECCP) MODULE

Note:	The ECCP module is implemented only in 40/44-pin devices.

In PIC18F44J10/45J10 devices, ECCP1 is implemented as a standard CCP module with Enhanced PWM capabilities. These include the provisions for 2 or 4 output channels, user-selectable polarity, dead-band control and automatic shutdown and restart. The Enhanced features are discussed in detail in **Section 15.4 "Enhanced PWM Mode"**. Capture, Compare and single output PWM functions of the ECCP module are the same as described for the standard CCP module.

The control register for the Enhanced CCP module is shown in Register 15-1. It differs from the CCP1CON register in PIC18F24J10/25J10 devices in that the two Most Significant bits are implemented to control PWM functionality.

REGISTER 15-1: CCP1CON: ECCP1 CONTROL REGISTER (40/44-PIN DEVICES)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
P1M1	P1M0	DC1B1	DC1B0	CCP1M3	CCP1M2	CCP1M1	CCP1M0
bit 7							bit 0

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

bit 7-6 **P1M<1:0>:** Enhanced PWM Output Configuration bits

If CCP1M<3:2> = 00, 01, 10:

xx = P1A assigned as Capture/Compare input/output; P1B, P1C, P1D assigned as port pins

If CCP1M<3:2> = 11:

00 = Single output: P1A modulated; P1B, P1C, P1D assigned as port pins
01 = Full-bridge output forward: P1D modulated; P1A active; P1B, P1C inactive
10 = Half-bridge output: P1A, P1B modulated with dead-band control; P1C, P1D assigned as port pins
11 = Full-bridge output reverse: P1B modulated; P1C active; P1A, P1D inactive

bit 5-4 **DC1B<1:0>:** PWM Duty Cycle bit 1 and bit 0

Capture mode:
Unused.

Compare mode:
Unused.

PWM mode:
These bits are the two LSbs of the 10-bit PWM duty cycle. The eight MSbs of the duty cycle are found in CCPR1L.

bit 3-0 **CCP1M<3:0>:** CCP1 Module Mode Select bits

0000 = Capture/Compare/PWM off (resets ECCP module)
0001 = Reserved
0010 = Compare mode, toggle output on match
0011 = Capture mode
0100 = Capture mode, every falling edge
0101 = Capture mode, every rising edge
0110 = Capture mode, every 4th rising edge
0111 = Capture mode, every 16th rising edge
1000 = Compare mode, initialize CCP1 pin low, set output on compare match (set CCP1IF)
1001 = Compare mode, initialize CCP1 pin high, clear output on compare match (set CCP1IF)
1010 = Compare mode, generate software interrupt only, CCP1 pin reverts to I/O state
1011 = Compare mode, trigger special event (ECCP resets TMR1, sets CCP1IF bit)
1100 = PWM mode; P1A, P1C active-high; P1B, P1D active-high
1101 = PWM mode; P1A, P1C active-high; P1B, P1D active-low
1110 = PWM mode; P1A, P1C active-low; P1B, P1D active-high
1111 = PWM mode; P1A, P1C active-low; P1B, P1D active-low

16.3.5 MASTER MODE

The master can initiate the data transfer at any time because it controls the SCKx. The master determines when the slave (Processor 2, Figure 16-2) will broadcast data by the software protocol.

In Master mode, the data is transmitted/received as soon as the SSPxBUF register is written to. If the SPI is only going to receive, the SDOx output could be disabled (programmed as an input). The SSPxSR register will continue to shift in the signal present on the SDIx pin at the programmed clock rate. As each byte is received, it will be loaded into the SSPxBUF register as if a normal received byte (interrupts and status bits appropriately set). This could be useful in receiver applications as a “Line Activity Monitor” mode.

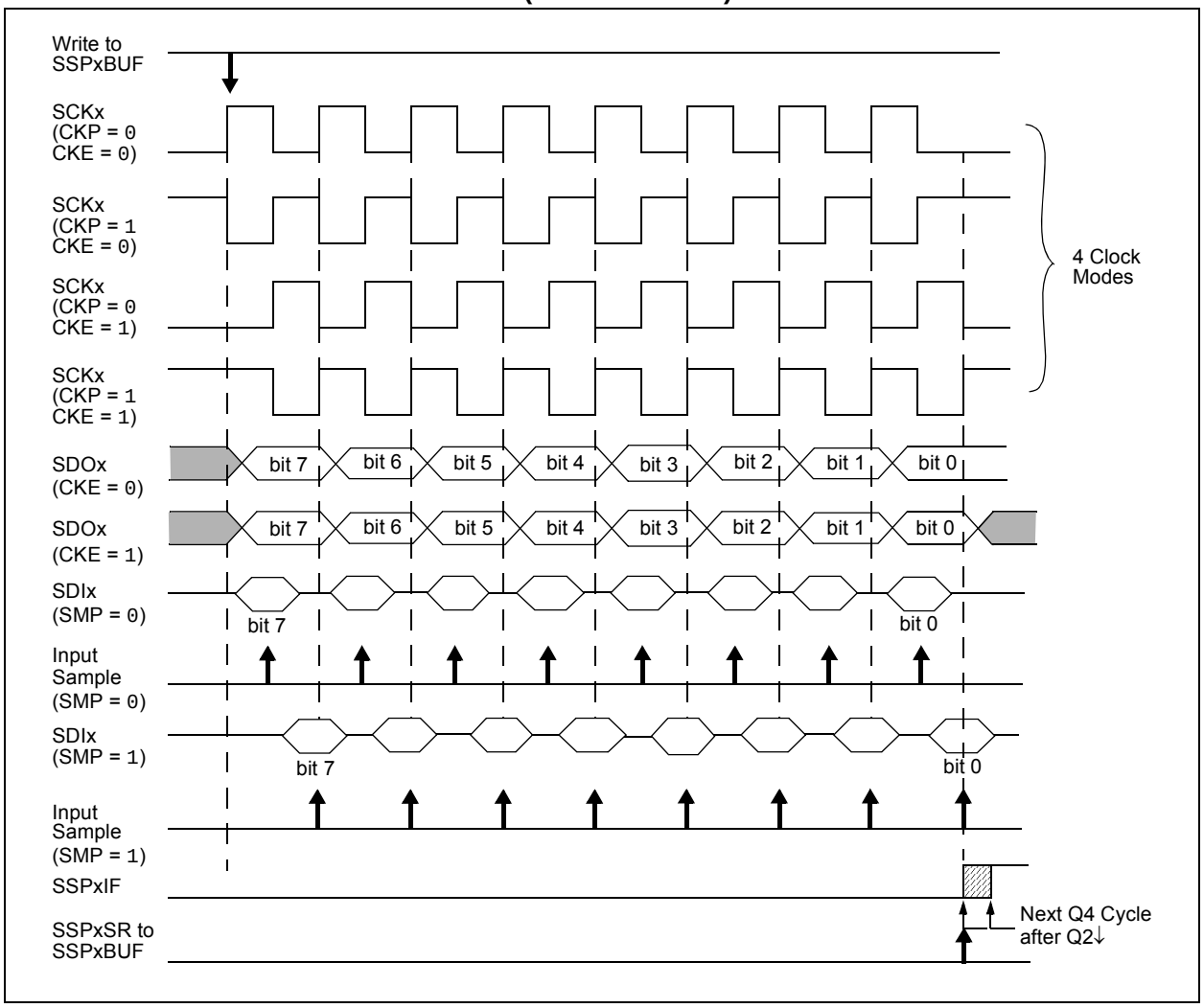
The clock polarity is selected by appropriately programming the CKP bit (SSPxCON1<4>). This then, would give waveforms for SPI communication as shown in Figure 16-3, Figure 16-5 and Figure 16-6, where the MSB is transmitted first. In Master mode, the SPI clock rate (bit rate) is user-programmable to be one of the following:

- FOSC/4 (or TCY)
- FOSC/16 (or 4 • TCY)
- FOSC/64 (or 16 • TCY)
- Timer2 output/2

This allows a maximum data rate (at 40 MHz) of 10.00 Mbps.

Figure 16-3 shows the waveforms for Master mode. When the CKE bit is set, the SDOx data is valid before there is a clock edge on SCKx. The change of the input sample is shown based on the state of the SMP bit. The time when the SSPxBUF is loaded with the received data is shown.

FIGURE 16-3: SPI MODE WAVEFORM (MASTER MODE)



16.4 I²C Mode

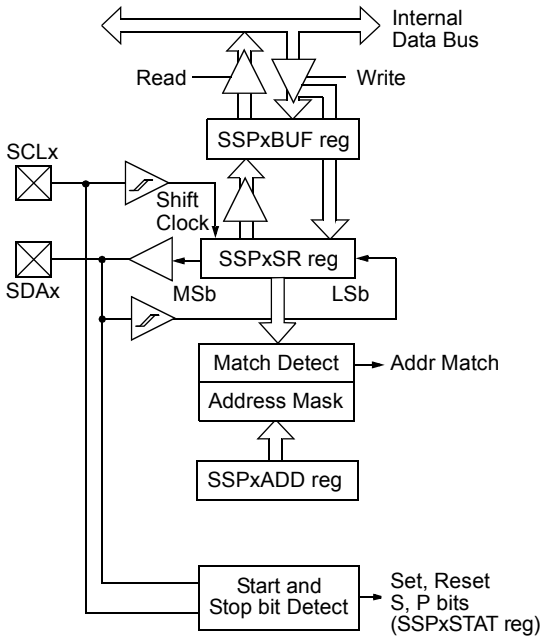
The MSSP module in I²C mode fully implements all master and slave functions (including general call support) and provides interrupts on Start and Stop bits in hardware to determine a free bus (multi-master function). The MSSP module implements the standard mode specifications, as well as 7-bit and 10-bit addressing.

Two pins are used for data transfer:

- Serial clock (SCLx) – RC3/SCK1/SCL1 or RD6/SCK2/SCL2
- Serial data (SDAx) – RC4/SDI1/SDA1 or RD5/SDI2/SDA2

The user must configure these pins as inputs by setting the associated TRIS bits.

FIGURE 16-7: MSSP BLOCK DIAGRAM (I²C™ MODE)



Note: Only port I/O names are used in this diagram for the sake of brevity. Refer to the text for a full list of multiplexed functions.

16.4.1 REGISTERS

The MSSP module has six registers for I²C operation. These are:

- MSSP Control Register 1 (SSPxCON1)
- MSSP Control Register 2 (SSPxCON2)
- MSSP Status Register (SSPxSTAT)
- Serial Receive/Transmit Buffer Register (SSPxBUF)
- MSSP Shift Register (SSPxSR) – Not directly accessible
- MSSP Address Register (SSPxADD)

SSPxCON1, SSPxCON2 and SSPxSTAT are the control and status registers in I²C mode operation. The SSPxCON1 and SSPxCON2 registers are readable and writable. The lower 6 bits of the SSPxSTAT are read-only. The upper two bits of the SSPxSTAT are read/write.

Many of the bits in SSPxCON2 assume different functions, depending on whether the module is operating in Master or Slave mode; bits<5:2> also assume different names in Slave mode. The different aspects of SSPxCON2 are shown in Register 16-5 (for Master mode) and Register 16-6 (Slave mode).

SSPxSR is the shift register used for shifting data in or out. SSPxBUF is the buffer register to which data bytes are written to or read from.

SSPxADD register holds the slave device address when the MSSP is configured in I²C Slave mode. When the MSSP is configured in Master mode, the lower seven bits of SSPxADD act as the Baud Rate Generator reload value.

In receive operations, SSPxSR and SSPxBUF together create a double-buffered receiver. When SSPxSR receives a complete byte, it is transferred to SSPxBUF and the SSPxIF interrupt is set.

During transmission, the SSPxBUF is not double-buffered. A write to SSPxBUF will write to both SSPxBUF and SSPxSR.

Note:	Disabling the MSSP module by clearing the SSPEN (SSPxCON1<5>) bit may not reset the module. It is recommended to clear the SSPxSTAT, SSPxCON1 and SSPxCON2 registers and select the mode prior to setting the SSPEN bit to enable the MSSP module.

FIGURE 16-11: I²C™ SLAVE MODE TIMING (TRANSMISSION, 10-BIT ADDRESSING)

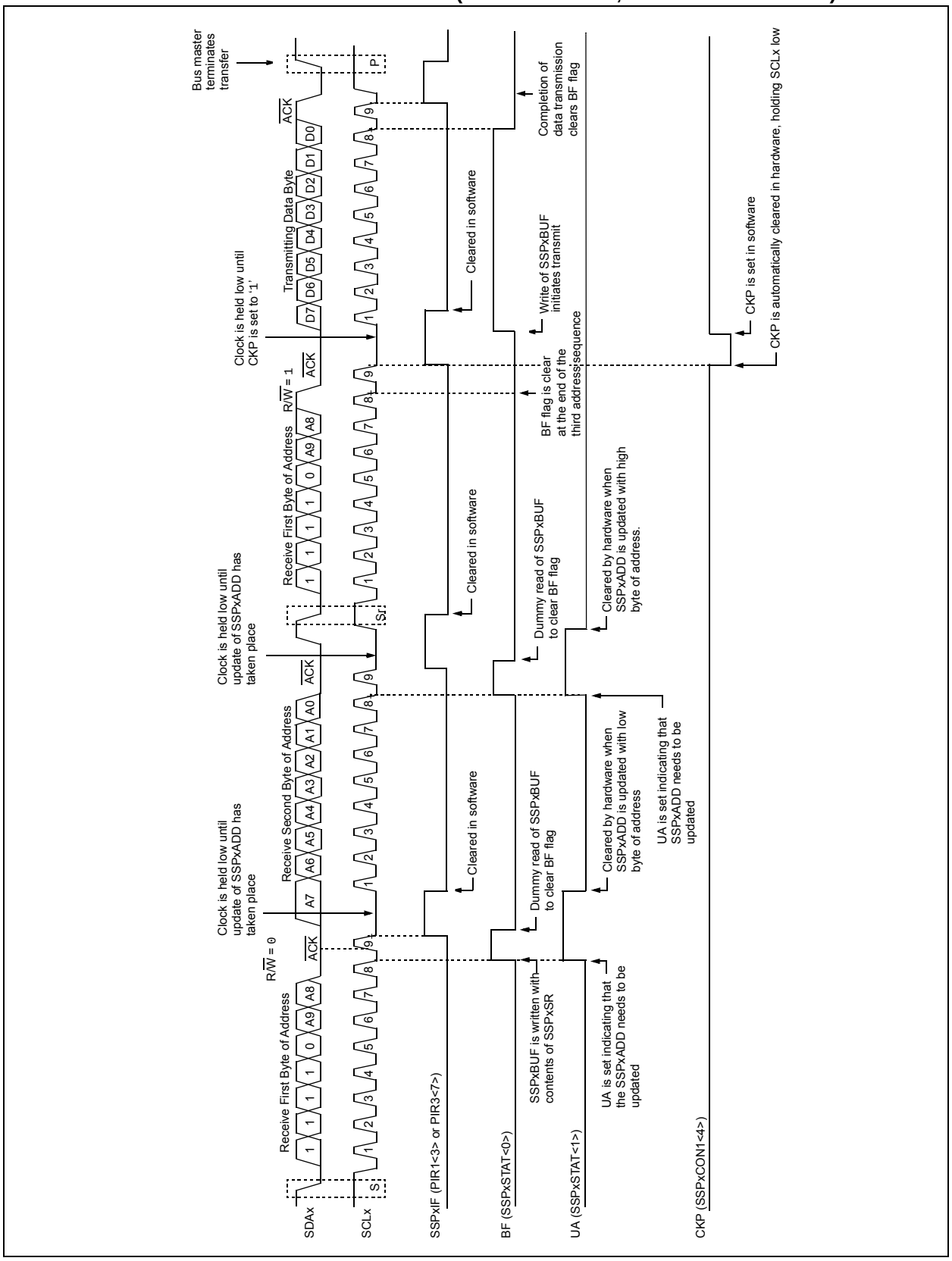


FIGURE 16-22: I²C™ MASTER MODE WAVEFORM (RECEPTION, 7-BIT ADDRESSING)

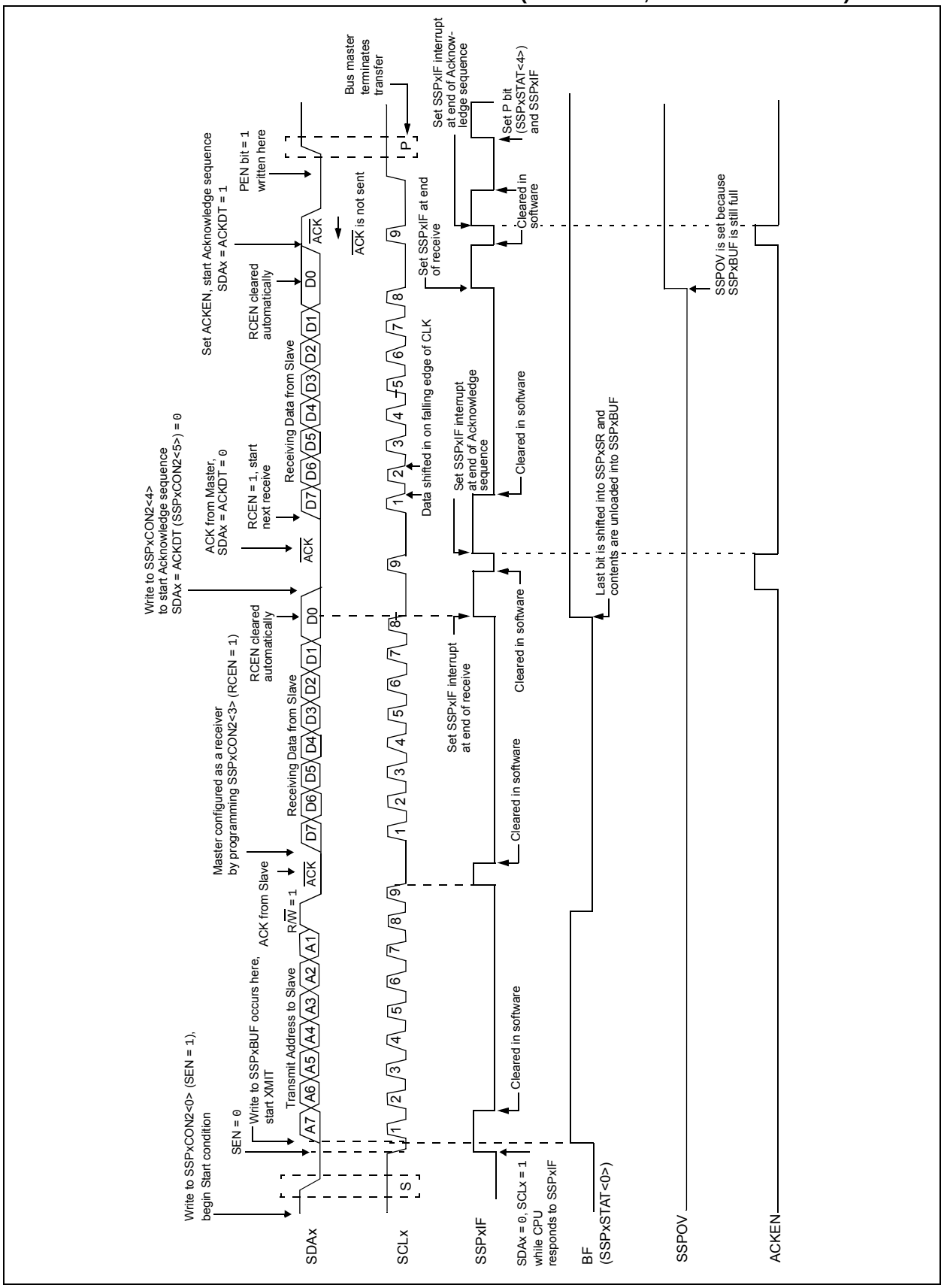
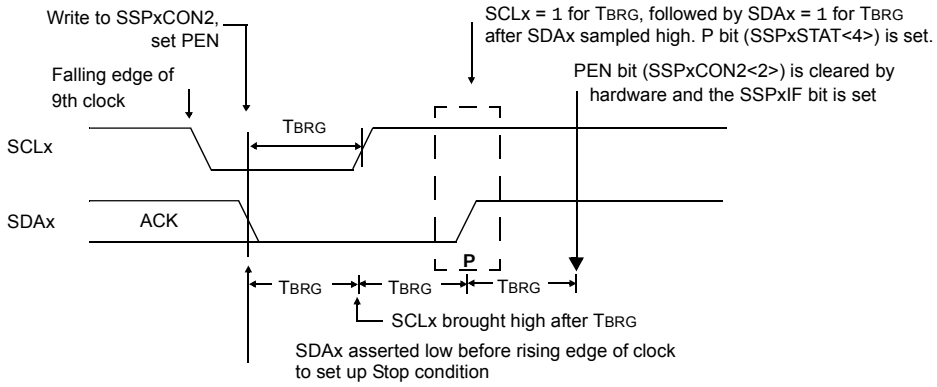


FIGURE 16-24: STOP CONDITION RECEIVE OR TRANSMIT MODE



Note: TBRG = one Baud Rate Generator period.

16.4.14 SLEEP OPERATION

While in Sleep mode, the I^{2}C module can receive addresses or data and when an address match or complete byte transfer occurs, wake the processor from Sleep (if the MSSP interrupt is enabled).

16.4.15 EFFECTS OF A RESET

A Reset disables the MSSP module and terminates the current transfer.

16.4.16 MULTI-MASTER MODE

In Multi-Master mode, the interrupt generation on the detection of the Start and Stop conditions allows the determination of when the bus is free. The Stop (P) and Start (S) bits are cleared from a Reset or when the MSSP module is disabled. Control of the I^{2}C bus may be taken when the P bit (SSPxSTAT<4>) is set, or the bus is Idle, with both the S and P bits clear. When the bus is busy, enabling the MSSP interrupt will generate the interrupt when the Stop condition occurs.

In multi-master operation, the SDAx line must be monitored for arbitration to see if the signal level is the expected output level. This check is performed in hardware with the result placed in the BCLxIF bit.

The states where arbitration can be lost are:

- Address Transfer
- Data Transfer
- A Start Condition
- A Repeated Start Condition
- An Acknowledge Condition

16.4.17 MULTI-MASTER COMMUNICATION, BUS COLLISION AND BUS ARBITRATION

Multi-Master mode support is achieved by bus arbitration. When the master outputs address/data bits onto the SDAx pin, arbitration takes place when the master outputs a '1' on SDAx, by letting SDAx float high, and another master asserts a '0'. When the SCLx pin floats high, data should be stable. If the expected data on SDAx is a '1' and the data sampled on the SDAx pin = 0, then a bus collision has taken place. The master will set the Bus Collision Interrupt Flag, BCLxIF and reset the I^{2}C port to its Idle state (Figure 16-25).

If a transmit was in progress when the bus collision occurred, the transmission is halted, the BF flag is cleared, the SDAx and SCLx lines are deasserted and the SSPxBUF can be written to. When the user services the bus collision Interrupt Service Routine, and if the I^{2}C bus is free, the user can resume communication by asserting a Start condition.

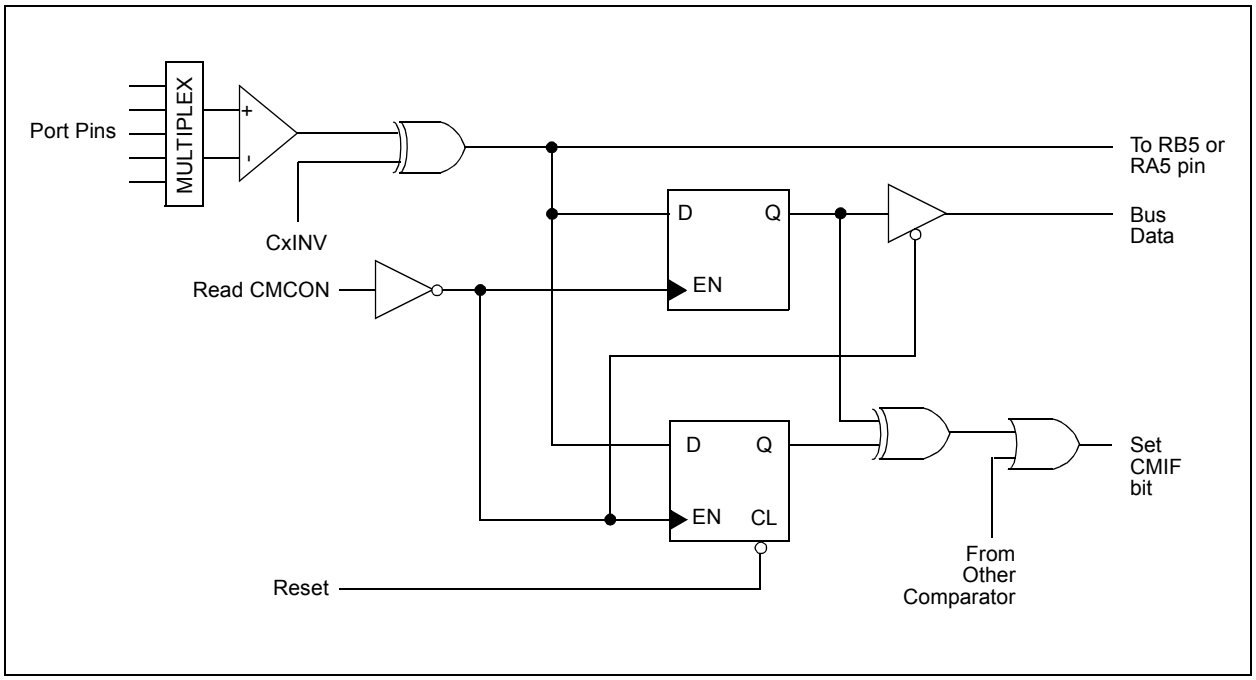
If a Start, Repeated Start, Stop or Acknowledge condition was in progress when the bus collision occurred, the condition is aborted, the SDAx and SCLx lines are deasserted and the respective control bits in the SSPxCON2 register are cleared. When the user services the bus collision Interrupt Service Routine, and if the I^{2}C bus is free, the user can resume communication by asserting a Start condition.

The master will continue to monitor the SDAx and SCLx pins. If a Stop condition occurs, the SSPxIF bit will be set.

A write to the SSPxBUF will start the transmission of data at the first data bit regardless of where the transmitter left off when the bus collision occurred.

In Multi-Master mode, the interrupt generation on the detection of Start and Stop conditions allows the determination of when the bus is free. Control of the I^{2}C bus can be taken when the P bit is set in the SSPxSTAT register, or the bus is Idle and the S and P bits are cleared.

FIGURE 19-3: COMPARATOR OUTPUT BLOCK DIAGRAM



19.6 Comparator Interrupts

The comparator interrupt flag is set whenever there is a change in the output value of either comparator. Software will need to maintain information about the status of the output bits, as read from CMCON<7:6>, to determine the actual change that occurred. The CMIF bit (PIR2<6>) is the Comparator Interrupt Flag. The CMIF bit must be reset by clearing it. Since it is also possible to write a '1' to this register, a simulated interrupt may be initiated.

Both the CMIE bit (PIE2<6>) and the PEIE bit (INTCON<6>) must be set to enable the interrupt. In addition, the GIE bit (INTCON<7>) must also be set. If any of these bits are clear, the interrupt is not enabled, though the CMIF bit will still be set if an interrupt condition occurs.

Note:	If a change in the CMCON register (C1OUT or C2OUT) should occur when a read operation is being executed (start of the Q2 cycle), then the CMIF (PIR2 register) interrupt flag may not get set.

The user, in the Interrupt Service Routine, can clear the interrupt in the following manner:

a) Any read or write of CMCON will end the mismatch condition.

b) Clear flag bit CMIF.

A mismatch condition will continue to set flag bit, CMIF. Reading CMCON will end the mismatch condition and allow flag bit, CMIF, to be cleared.

19.7 Comparator Operation During Sleep

When a comparator is active and the device is placed in Sleep mode, the comparator remains active and the interrupt is functional, if enabled. This interrupt will wake-up the device from Sleep mode, when enabled. Each operational comparator will consume additional current, as shown in the comparator specifications. To minimize power consumption while in Sleep mode, turn off the comparators (CM<2:0> = 111) before entering Sleep. If the device wakes up from Sleep, the contents of the CMCON register are not affected.

19.8 Effects of a Reset

A device Reset forces the CMCON register to its Reset state, causing the comparator modules to be turned off (CM<2:0> = 111). However, the input pins (RA0 through RA3) are configured as analog inputs by default on device Reset. The I/O configuration for these pins is determined by the setting of the PCFG<3:0> bits (ADCON1<3:0>). Therefore, device current is minimized when analog inputs are present at Reset time.

NOTES:

CLRF **Clear f**

Syntax: CLRF f {,a}

Operands: $0 \le f \le 255$
$a \in [0,1]$

Operation: 000h → f,
1 → Z

Status Affected: Z

Encoding:

0110	101a	ffff	ffff

Description: Clears the contents of the specified register.
If 'a' is '0', the Access Bank is selected.
If 'a' is '1', the BSR is used to select the GPR bank (default).
If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever $f \le 95$ (5Fh). See **Section 22.2.3 "Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode"** for details.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write register 'f'

Example: CLRF FLAG_REG, 1

Before Instruction
FLAG_REG = 5Ah
After Instruction
FLAG_REG = 00h

CLRWDT **Clear Watchdog Timer**

Syntax: CLRWDT

Operands: None

Operation: 000h → WDT,
000h → WDT postscaler,
1 → $\overline{TO}$,
1 → $\overline{PD}$

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

Encoding:

0000	0000	0000	0100

Description: CLRWDT instruction resets the Watchdog Timer. It also resets the postscaler of the WDT. Status bits, $\overline{TO}$ and $\overline{PD}$, are set.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	Process Data	No operation

Example: CLRWDT

Before Instruction
WDT Counter = ?
After Instruction
WDT Counter = 00h
WDT Postscaler = 0
$\overline{TO}$ = 1
$\overline{PD}$ = 1

LFSR **Load FSR**

Syntax: LFSR f, k

Operands: $0 \le f \le 2$
$0 \le k \le 4095$

Operation: $k \rightarrow FSRf$

Status Affected: None

Encoding:

1110 1111	1110 0000	00ff $k_7$kkk	k_{11}kkk kkkk

Description: The 12-bit literal 'k' is loaded into the File Select Register pointed to by 'f'.

Words: 2

Cycles: 2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k' MSB	Process Data	Write literal 'k' MSB to FSRfH
Decode	Read literal 'k' LSB	Process Data	Write literal 'k' to FSRfL

Example: LFSR 2, 3ABh

After Instruction
FSR2H = 03h
FSR2L = ABh

MOVF **Move f**

Syntax: MOVF f {,d {,a}}

Operands: $0 \le f \le 255$
$d \in [0,1]$
$a \in [0,1]$

Operation: $f \rightarrow dest$

Status Affected: N, Z

Encoding:

0101	00da	ffff	ffff

Description: The contents of register 'f' are moved to a destination dependent upon the status of 'd'. If 'd' is '0', the result is placed in W. If 'd' is '1', the result is placed back in register 'f' (default). Location 'f' can be anywhere in the 256-byte bank.
If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank (default).
If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever $f \le 95$ (5Fh). See **Section 22.2.3 "Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode"** for details.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	Write W

Example: MOVF REG, 0, 0

Before Instruction
REG = 22h
W = FFh
After Instruction
REG = 22h
W = 22h

MOVFF **Move f to f**

Syntax: MOVFF f_s,f_d

Operands: $0 \le f_s \le 4095$
$0 \le f_d \le 4095$

Operation: $(f_s) \rightarrow f_d$

Status Affected: None

Encoding:

1st word (source)	1100	ffff	ffff	$ffff_s$
2nd word (destin.)	1111	ffff	ffff	$ffff_d$

Description: The contents of source register 'f_s' are moved to destination register 'f_d'. Location of source 'f_s' can be anywhere in the 4096-byte data space (000h to FFFh) and location of destination 'f_d' can also be anywhere from 000h to FFFh.
Either source or destination can be W (a useful special situation).
MOVFF is particularly useful for transferring a data memory location to a peripheral register (such as the transmit buffer or an I/O port).
The MOVFF instruction cannot use the PCL, TOSU, TOSH or TOSL as the destination register.

Words: 2

Cycles: 2 (3)

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f' (src)	Process Data	No operation
Decode	No operation No dummy read	No operation	Write register 'f' (dest)

Example: MOVFF REG1, REG2

Before Instruction
REG1 = 33h
REG2 = 11h
After Instruction
REG1 = 33h
REG2 = 33h

MOVLB **Move Literal to Low Nibble in BSR**

Syntax: MOVLW k

Operands: $0 \le k \le 255$

Operation: $k \rightarrow BSR$

Status Affected: None

Encoding:

0000	0001	kkkk	kkkk

Description: The eight-bit literal 'k' is loaded into the Bank Select Register (BSR). The value of BSR<7:4> always remains '0', regardless of the value of k_7:k_4.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	Write literal 'k' to BSR

Example: MOVLB 5

Before Instruction
BSR Register = 02h
After Instruction
BSR Register = 05h

TABLE 24-1: MEMORY PROGRAMMING REQUIREMENTS

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial				
Param No.	**Sym**	**Characteristic**	**Min**	**Typ†**	**Max**	**Units**	**Conditions**
		Program Flash Memory					
D130	EP	Cell Endurance	100	1K	—	E/W	-40°C to +85°C
D131	VPR	VDD for Read	VMIN	—	3.6	V	VMIN = Minimum operating voltage
D132B	VPEW	Voltage for Self-Timed Erase or Write:					
		VDD	2.7	—	3.6	V	PIC18FXXJ10
		VDDCORE	2.25	—	2.7	V	PIC18LFXXJ10
D133A	TIW	Self-Timed Write Cycle Time	—	2.8	—	ms	
D133B	TIE	Self-Timed Page Erased Cycle Time	—	33.0	—	ms	
D134	TRETD	Characteristic Retention	20	—	—	Year	Provided no other specifications are violated
D135	IDDP	Supply Current during Programming	—	10	—	mA	

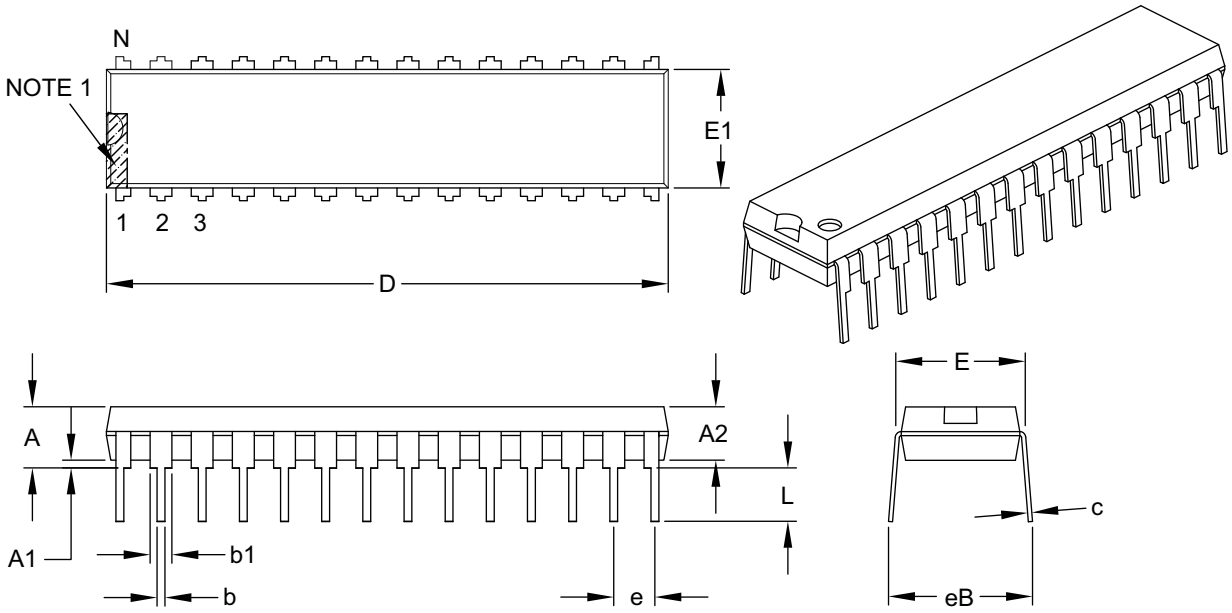
† Data in “Typ” column is at 3.3V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

25.2 Package Details

The following sections give the technical details of the packages.

28-Lead Skinny Plastic Dual In-Line (SP) – 300 mil Body [SPDIP]

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



Units		INCHES		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		28	
Pitch	e		.100 BSC	
Top to Seating Plane	A	–	–	.200
Molded Package Thickness	A2	.120	.135	.150
Base to Seating Plane	A1	.015	–	–
Shoulder to Shoulder Width	E	.290	.310	.335
Molded Package Width	E1	.240	.285	.295
Overall Length	D	1.345	1.365	1.400
Tip to Seating Plane	L	.110	.130	.150
Lead Thickness	c	.008	.010	.015
Upper Lead Width	b1	.040	.050	.070
Lower Lead Width	b	.014	.018	.022
Overall Row Spacing §	eB	–	–	.430

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. § Significant Characteristic.
3. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" per side.
4. Dimensioning and tolerancing per ASME Y14.5M.

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

Microchip Technology Drawing C04-070B

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