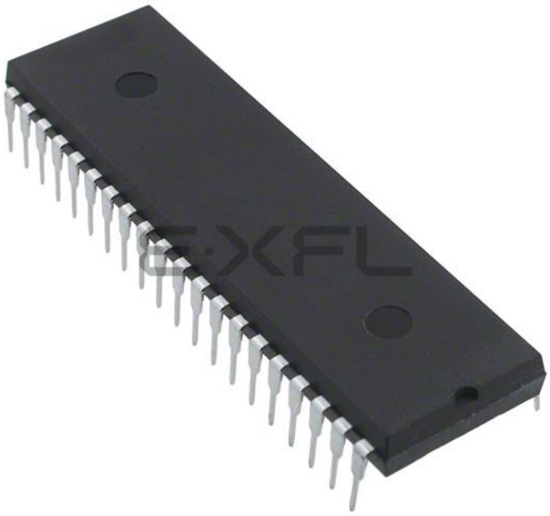

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Applications of "Embedded - Microcontrollers"

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	32
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 13x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Through Hole
Package / Case	40-DIP (0.600", 15.24mm)
Supplier Device Package	40-PDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18f45j10-i-p

PIC18F45J10 FAMILY

28/40/44-Pin High-Performance, RISC Microcontrollers

Special Microcontroller Features:

- Operating Voltage Range: 2.0V to 3.6V
- 5.5V Tolerant Input (digital pins only)
- On-Chip 2.5V Regulator
- 4x Phase Lock Loop (PLL) available for Crystal and Internal Oscillators
- Self-Programmable under Software Control
- Low-Power, High-Speed CMOS Flash Technology
- C Compiler Optimized Architecture:
  - Optional extended instruction set designed to optimize re-entrant code
- Priority Levels for Interrupts
- 8 x 8 Single-Cycle Hardware Multiplier
- Extended Watchdog Timer (WDT):
  - Programmable period from 4 ms to 131s
- Single-Supply In-Circuit Serial Programming™ (ICSP™) via Two Pins
- In-Circuit Debug (ICD) with Three Breakpoints via Two Pins
- Power-Managed modes with Clock Switching:
  - Run: CPU on, peripherals on
  - Idle: CPU off, peripherals on
  - Sleep: CPU off, peripherals off

Flexible Oscillator Structure:

- Two Crystal modes, up to 40 MHz
- Two External Clock modes, up to 40 MHz
- Internal 31 kHz Oscillator
- Secondary Oscillator using Timer1 @ 32 kHz
- Two-Speed Oscillator Start-up
- Fail-Safe Clock Monitor:
  - Allows for safe shutdown if peripheral clock stops

Peripheral Highlights:

- High-Current Sink/Source 25 mA/25 mA (PORTB and PORTC)
- Three Programmable External Interrupts
- Four Input Change Interrupts
- One Capture/Compare/PWM (CCP) module
- One Enhanced Capture/Compare/PWM (ECCP) module:
  - One, two or four PWM outputs
  - Selectable polarity
  - Programmable dead time
  - Auto-shutdown and auto-restart
- Two Master Synchronous Serial Port (MSSP) modules supporting 3-Wire SPI (all 4 modes) and I^2C™ Master and Slave modes
- One Enhanced Addressable USART module:
  - Supports RS-485, RS-232 and LIN/J2602
  - Auto-wake-up on Start bit
  - Auto-Baud Detect (ABD)
- 10-Bit, up to 13-Channel Analog-to-Digital Converter module (A/D):
  - Auto-acquisition capability
  - Conversion available during Sleep
  - Self-calibration feature
- Dual Analog Comparators with Input Multiplexing

Device	Program Memory		SRAM Data Memory (bytes)	I/O	10-Bit A/D (ch)	CCP/ ECCP (PWM)	MSSP			EUSART	Comparators	Timers 8/16-Bit
	Flash (bytes)	# Single-Word Instructions						SPI	Master I^2C™			
PIC18F24J10	16K	8192	1024	21	10	2/0	1	Y	Y	1	2	1/2
PIC18F25J10	32K	16384	1024	21	10	2/0	1	Y	Y	1	2	1/2
PIC18F44J10	16K	8192	1024	32	13	1/1	2	Y	Y	1	2	1/2
PIC18F45J10	32K	16384	1024	32	13	1/1	2	Y	Y	1	2	1/2

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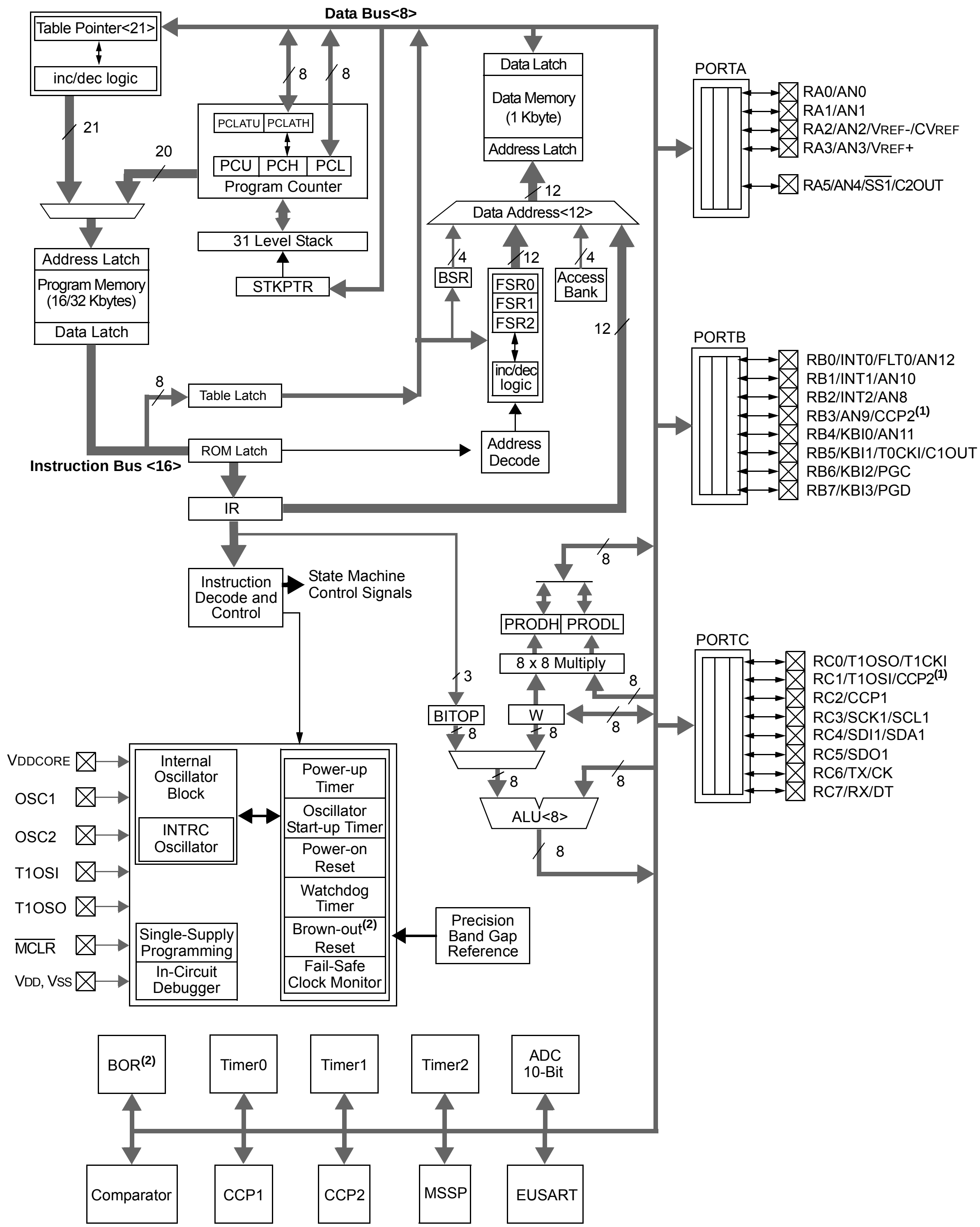
FIGURE 1-1: PIC18F24J10/25J10 (28-PIN) BLOCK DIAGRAM



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.

TABLE 1-3: PIC18F44J10/45J10 PINOUT I/O DESCRIPTIONS

Pin Name	Pin Number			Pin Type	Buffer Type	Description
	PDIP	QFN	TQFP			
$\overline{\text{MCLR}}$ $\overline{\text{MCLR}}$	1	18	18	 I	 ST	Master Clear (input) or programming voltage (input). Master Clear (Reset) input. This pin is an active-low Reset to the device.
OSC1/CLKI OSC1 CLKI	13	32	30	 I I	 — CMOS	Oscillator crystal or external clock input. Oscillator crystal input or external clock source input. External clock source input. Always associated with pin function OSC1. See related OSC2/CLKO pins.
OSC2/CLKO OSC2 CLKO	14	33	31	 O O	 — —	Oscillator crystal or clock output. Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode. In RC mode, OSC2 pin outputs CLKO which has 1/4 the frequency of OSC1 and denotes the instruction cycle rate.

Legend: TTL = TTL compatible input; CMOS = CMOS compatible input or output
ST = Schmitt Trigger input with CMOS levels; I = Input
O = Output; P = Power

Note 1: Default assignment for CCP2 when Configuration bit, CCP2MX, is set.
2: Alternate assignment for CCP2 when Configuration bit, CCP2MX, is cleared.

REGISTER 5-1: RCON: RESET CONTROL REGISTER

R/W-0	U-0	R/W-1	R/W-1	R-1	R-1	R/W-0	R/W-0
IPEN	—	$\overline{\text{CM}}$	$\overline{\text{RI}}$	$\overline{\text{TO}}$	$\overline{\text{PD}}$	$\overline{\text{POR}}$	$\overline{\text{BOR}}$(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 **IPEN:** Interrupt Priority Enable bit
`1` = Enable priority levels on interrupts
`0` = Disable priority levels on interrupts (PIC16CXXX Compatibility mode)

bit 6 **Unimplemented:** Read as ‘`0`’

bit 5 **$\overline{\text{CM}}$:** Configuration Mismatch Flag bit
`1` = A Configuration Mismatch Reset has not occurred
`0` = A Configuration Mismatch Reset has occurred (must be set in software after a Configuration Mismatch Reset occurs)

bit 4 **$\overline{\text{RI}}$:** `RESET` Instruction Flag bit
`1` = The `RESET` instruction was not executed (set by firmware only)
`0` = The `RESET` instruction was executed causing a device Reset (must be set in software after a Brown-out Reset occurs)

bit 3 **$\overline{\text{TO}}$:** Watchdog Time-out Flag bit
`1` = Set by power-up, `CLRWDT` instruction or `SLEEP` instruction
`0` = A WDT time-out occurred

bit 2 **$\overline{\text{PD}}$:** Power-Down Detection Flag bit
`1` = Set by power-up or by the `CLRWDT` instruction
`0` = Set by execution of the `SLEEP` instruction

bit 1 **$\overline{\text{POR}}$:** Power-on Reset Status bit
`1` = A Power-on Reset has not occurred (set by firmware only)
`0` = A Power-on Reset occurred (must be set in software after a Power-on Reset occurs)

bit 0 **$\overline{\text{BOR}}$:** Brown-out Reset Status bit(1)
`1` = A Brown-out Reset has not occurred (set by firmware only)
`0` = A Brown-out Reset occurred (must be set in software after a Brown-out Reset occurs)

Note 1: BOR is not available on PIC18LF2XJ10/4XJ10 devices.

> **Note 1:** It is recommended that the $\overline{\text{POR}}$ bit be set after a Power-on Reset has been detected, so that subsequent Power-on Resets may be detected.
>
> **2:** If the on-chip voltage regulator is disabled, $\overline{\text{BOR}}$ remains ‘`0`’ at all times. See **Section 5.4.1 “Detecting BOR”** for more information.
>
> **3:** Brown-out Reset is said to have occurred when $\overline{\text{BOR}}$ is ‘`0`’ and $\overline{\text{POR}}$ is ‘`1`’ (assuming that $\overline{\text{POR}}$ was set to ‘`1`’ by software immediately after a Power-on Reset).

6.1.3 PROGRAM COUNTER

The Program Counter (PC) specifies the address of the instruction to fetch for execution. The PC is 21 bits wide and is contained in three separate 8-bit registers. The low byte, known as the PCL register, is both readable and writable. The high byte, or PCH register, contains the PC<15:8> bits; it is not directly readable or writable. Updates to the PCH register are performed through the PCLATH register. The upper byte is called PCU. This register contains the PC<20:16> bits; it is also not directly readable or writable. Updates to the PCU register are performed through the PCLATU register.

The contents of PCLATH and PCLATU are transferred to the program counter by any operation that writes PCL. Similarly, the upper two bytes of the program counter are transferred to PCLATH and PCLATU by an operation that reads PCL. This is useful for computed offsets to the PC (see **Section 6.1.6.1 "Computed GOTO"**).

The PC addresses bytes in the program memory. To prevent the PC from becoming misaligned with word instructions, the Least Significant bit of PCL is fixed to a value of '0'. The PC increments by 2 to address sequential instructions in the program memory.

The CALL, RCALL, GOTO and program branch instructions write to the program counter directly. For these instructions, the contents of PCLATH and PCLATU are not transferred to the program counter.

6.1.4 RETURN ADDRESS STACK

The return address stack allows any combination of up to 31 program calls and interrupts to occur. The PC is pushed onto the stack when a CALL or RCALL instruction is executed or an interrupt is Acknowledged. The PC value is pulled off the stack on a RETURN, RETLW or RETFIE instruction. PCLATU and PCLATH are not affected by any of the RETURN or CALL instructions.

The stack operates as a 31-word by 21-bit RAM and a 5-bit Stack Pointer, STKPTR. The stack space is not part of either program or data space. The Stack Pointer is readable and writable and the address on the top of the stack is readable and writable through the top-of-stack Special Function Registers. Data can also be pushed to, or popped from the stack, using these registers.

A CALL type instruction causes a push onto the stack; the Stack Pointer is first incremented and the location pointed to by the Stack Pointer is written with the contents of the PC (already pointing to the instruction following the CALL). A RETURN type instruction causes a pop from the stack; the contents of the location pointed to by the STKPTR are transferred to the PC and then the Stack Pointer is decremented.

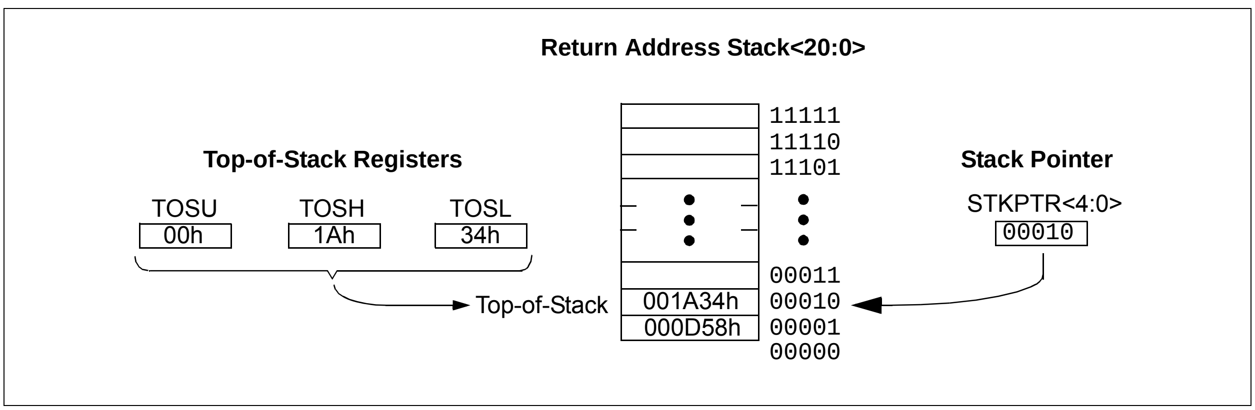
The Stack Pointer is initialized to '00000' after all Resets. There is no RAM associated with the location corresponding to a Stack Pointer value of '00000'; this is only a Reset value. Status bits indicate if the stack is full or has overflowed or has underflowed.

6.1.4.1 Top-of-Stack Access

Only the top of the return address stack (TOS) is readable and writable. A set of three registers, TOSU:TOSH:TOSL, hold the contents of the stack location pointed to by the STKPTR register (Figure 6-3). This allows users to implement a software stack if necessary. After a CALL, RCALL or interrupt, the software can read the pushed value by reading the TOSU:TOSH:TOSL registers. These values can be placed on a user-defined software stack. At return time, the software can return these values to TOSU:TOSH:TOSL and do a return.

The user must disable the global interrupt enable bits while accessing the stack to prevent inadvertent stack corruption.

FIGURE 6-3: RETURN ADDRESS STACK AND ASSOCIATED REGISTERS



7.4 Erasing Flash Program Memory

The minimum erase block is 1024 bytes. Only through the use of an external programmer, or through ICSP control, can larger blocks of program memory be Bulk Erased. Word Erase in the Flash array is not supported.

When initiating an erase sequence from the microcontroller itself, a block of 1024 bytes of program memory is erased. The Most Significant 7 bits of the TBLPTR<21:10> point to the block being erased. TBLPTR<9:0> are ignored.

The EECON1 register commands the erase operation. The WREN bit must be set to enable write operations. The FREE bit is set to select an erase operation.

For protection, the write initiate sequence for EECON2 must be used.

A long write is necessary for erasing the internal Flash. Instruction execution is halted while in a long write cycle. The long write will be terminated by the internal programming timer.

7.4.1 FLASH PROGRAM MEMORY ERASE SEQUENCE

The sequence of events for erasing a block of internal program memory location is:

1. Load Table Pointer register with address of the block being erased.
2. Set the WREN and FREE bits (EECON1<2,4>) to enable the erase operation.
3. Disable interrupts.
4. Write 55h to EECON2.
5. Write 0AAh to EECON2.
6. Set the WR bit. This will begin the erase cycle.
7. The CPU will stall for duration of the erase for TIE (see parameter D133B).
8. Re-enable interrupts.

EXAMPLE 7-2: ERASING A FLASH PROGRAM MEMORY BLOCK

```
                MOVLW   CODE_ADDR_UPPER         ; load TBLPTR with the base
                MOVWF   TBLPTRU                 ; address of the memory block
                MOVLW   CODE_ADDR_HIGH
                MOVWF   TBLPTRH
                MOVLW   CODE_ADDR_LOW
                MOVWF   TBLPTRL
     ERASE_ROW
                BSF     EECON1, WREN            ; enable write to memory
                BSF     EECON1, FREE            ; enable Erase operation
                BCF     INTCON, GIE             ; disable interrupts
  Required      MOVLW   55h
  Sequence      MOVWF   EECON2                  ; write 55h
                MOVLW   0AAh
                MOVWF   EECON2                  ; write 0AAh
                BSF     EECON1, WR              ; start erase (CPU stall)
                BSF     INTCON, GIE             ; re-enable interrupts
```

10.3 PORTB, TRISB and LATB Registers

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

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

EXAMPLE 10-3: INITIALIZING PORTB

```
CLRF   PORTB    ; Initialize PORTB by
                ; clearing output
                ; data latches
CLRF   LATB     ; Alternate method
                ; to clear output
                ; data latches
MOVLW  0Fh      ; Set RB<4:0> as
MOVWF  ADCON1   ; digital I/O pins
MOVLW  0CFh     ; Value used to
                ; initialize data
                ; direction
MOVWF  TRISB    ; Set RB<3:0> as inputs
                ; RB<5:4> as outputs
                ; RB<7:6> as inputs
```

Each of the PORTB pins has a weak internal pull-up. A single control bit can turn on all the pull-ups. This is performed by clearing bit, $\overline{\text{RBPU}}$ (INTCON2<7>). The weak pull-up is automatically turned off when the port pin is configured as an output. The pull-ups are disabled on a Power-on Reset.

Note:	On a Power-on Reset, RB<4:0> are configured as analog inputs by default and read as '0'; RB<7:5> are configured as digital inputs.

Four of the PORTB pins (RB<7:4>) have an interrupt-on-change feature. Only pins configured as inputs can cause this interrupt to occur (i.e., any RB<7:4> pin configured as an output is excluded from the interrupt-on-change comparison). The input pins (of RB<7:4>) are compared with the old value latched on the last read of PORTB. The "mismatch" outputs of RB<7:4> are ORed together to generate the RB Port Change Interrupt with Flag bit, RBIF (INTCON<0>).

This interrupt can wake the device from Sleep mode or any of the Idle modes. The user, in the Interrupt Service Routine, can clear the interrupt in the following manner:

a) Any read or write of PORTB (except with the `MOVFF (ANY), PORTB` instruction).
b) Clear flag bit, RBIF.

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

The interrupt-on-change feature is recommended for wake-up on key depression operation and operations where PORTB is only used for the interrupt-on-change feature. Polling of PORTB is not recommended while using the interrupt-on-change feature.

RB3 can be configured by the Configuration bit, CCP2MX, as the alternate peripheral pin for the CCP2 module (CCP2MX = 0).

The RB5 pin is multiplexed with the Timer0 module clock input and one of the comparator outputs to become the RB5/KBI1/T0CKI/C1OUT pin.

11.0 TIMER0 MODULE

The Timer0 module incorporates the following features:

- Software selectable operation as a timer or counter in both 8-bit or 16-bit modes
- Readable and writable registers
- Dedicated 8-bit, software programmable prescaler
- Selectable clock source (internal or external)
- Edge select for external clock
- Interrupt-on-overflow

The T0CON register (Register 11-1) controls all aspects of the module's operation, including the prescale selection. It is both readable and writable.

A simplified block diagram of the Timer0 module in 8-bit mode is shown in Figure 11-1. Figure 11-2 shows a simplified block diagram of the Timer0 module in 16-bit mode.

REGISTER 11-1: T0CON: TIMER0 CONTROL REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
TMR0ON	T08BIT	T0CS	T0SE	PSA	T0PS2	T0PS1	T0PS0
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 **TMR0ON:** Timer0 On/Off Control bit
1 = Enables Timer0
0 = Stops Timer0

bit 6 **T08BIT**: Timer0 8-Bit/16-Bit Control bit
1 = Timer0 is configured as an 8-bit timer/counter
0 = Timer0 is configured as a 16-bit timer/counter

bit 5 **T0CS**: Timer0 Clock Source Select bit
1 = Transition on T0CKI pin
0 = Internal instruction cycle clock (CLKO)

bit 4 **T0SE**: Timer0 Source Edge Select bit
1 = Increment on high-to-low transition on T0CKI pin
0 = Increment on low-to-high transition on T0CKI pin

bit 3 **PSA**: Timer0 Prescaler Assignment bit
1 = TImer0 prescaler is not assigned. Timer0 clock input bypasses prescaler.
0 = Timer0 prescaler is assigned. Timer0 clock input comes from prescaler output.

bit 2-0 **T0PS<2:0>:** Timer0 Prescaler Select bits
111 = 1:256 Prescale value
110 = 1:128 Prescale value
101 = 1:64 Prescale value
100 = 1:32 Prescale value
011 = 1:16 Prescale value
010 = 1:8 Prescale value
001 = 1:4 Prescale value
000 = 1:2 Prescale value

14.1 CCP Module Configuration

Each Capture/Compare/PWM module is associated with a control register (generically, CCPxCON) and a data register (CCPRx). The data register, in turn, is comprised of two 8-bit registers: CCPRxL (low byte) and CCPRxH (high byte). All registers are both readable and writable.

14.1.1 CCP MODULES AND TIMER RESOURCES

The CCP modules utilize Timers 1 or 2, depending on the mode selected. Timer1 is available to modules in Capture or Compare modes, while Timer2 is available for modules in PWM mode.

TABLE 14-1: ECCP/CCP MODE – TIMER RESOURCE

ECCP/CCP Mode	Timer Resource
Capture Compare PWM	Timer1 Timer1 Timer2

Both modules may be active at any given time and may share the same timer resource if they are configured to operate in the same mode (Capture/Compare or PWM) at the same time. The interactions between the two modules are summarized in Figure 14-1 and Figure 14-2. In Timer1 in Asynchronous Counter mode, the capture operation will not work.

14.1.2 CCP2 PIN ASSIGNMENT

The pin assignment for CCP2 (Capture input, Compare and PWM output) can change, based on device configuration. The CCP2MX Configuration bit determines which pin CCP2 is multiplexed to. By default, it is assigned to RC1 (CCP2MX = 1). If the Configuration bit is cleared, CCP2 is multiplexed with RB3.

Changing the pin assignment of CCP2 does not automatically change any requirements for configuring the port pin. Users must always verify that the appropriate TRIS register is configured correctly for CCP2 operation regardless of where it is located.

TABLE 14-2: INTERACTIONS BETWEEN ECCP1/CCP1 AND CCP2 FOR TIMER RESOURCES

CCP1 Mode	CCP2 Mode	Interaction
Capture	Capture	Each module uses TMR1 as the time base.
Capture	Compare	CCP2 can be configured for the Special Event Trigger to reset TMR1. Automatic A/D conversions on the trigger event can also be done. Operation of ECCP1/CCP1 will be affected.
Compare	Capture	ECCP1/CCP1 can be configured for the Special Event Trigger to reset TMR1. Operation of CCP2 will be affected.
Compare	Compare	Either module can be configured for the Special Event Trigger to reset TMR1. Automatic A/D conversions on the CCP2 trigger event can be done.
Capture	PWM(1)	None
Compare	PWM(1)	None
PWM(1)	Capture	None
PWM(1)	Compare	None
PWM(1)	PWM	Both PWMs will have the same frequency and update rate (TMR2 interrupt).

Note 1: Includes standard and Enhanced PWM operation.

15.4.6 PROGRAMMABLE DEAD-BAND DELAY

Note:	Programmable dead-band delay is not implemented in 28-pin devices with standard CCP modules.

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

In the Half-Bridge Output mode, a digitally programmable dead-band delay is available to avoid shoot-through current from destroying the bridge power switches. The delay occurs at the signal transition from the nonactive state to the active state. See Figure 15-4 for an illustration. Bits PDC<6:0> of the ECCP1DEL register (Register 15-2) set the delay period in terms of microcontroller instruction cycles (TCY or 4 TOSC). These bits are not available in 28-pin devices as the standard CCP module does not support half-bridge operation.

15.4.7 ENHANCED PWM AUTO-SHUTDOWN

When the ECCP1 is programmed for any of the Enhanced PWM modes, the active output pins may be configured for auto-shutdown. Auto-shutdown immediately places the Enhanced PWM output pins into a defined shutdown state when a shutdown event occurs.

A shutdown event can be caused by either of the comparator modules, a low level on the Fault input pin (FLT0) or any combination of these three sources. The comparators may be used to monitor a voltage input proportional to a current being monitored in the bridge circuit. If the voltage exceeds a threshold, the comparator switches state and triggers a shutdown. Alternatively, a low digital signal on FLT0 can also trigger a shutdown. The auto-shutdown feature can be disabled by not selecting any auto-shutdown sources. The auto-shutdown sources to be used are selected using the ECCPAS<2:0> bits (bits<6:4> of the ECCP1AS register).

When a shutdown occurs, the output pins are asynchronously placed in their shutdown states, specified by the PSSAC<1:0> and PSSBD<1:0> bits (ECCPAS<3:0>). Each pin pair (P1A/P1C and P1B/P1D) may be set to drive high, drive low or be tri-stated (not driving). The ECCPASE bit (ECCP1AS<7>) is also set to hold the Enhanced PWM outputs in their shutdown states.

The ECCPASE bit is set by hardware when a shutdown event occurs. If automatic restarts are not enabled, the ECCPASE bit is cleared by firmware when the cause of the shutdown clears. If automatic restarts are enabled, the ECCPASE bit is automatically cleared when the cause of the auto-shutdown has cleared.

If the ECCPASE bit is set when a PWM period begins, the PWM outputs remain in their shutdown state for that entire PWM period. When the ECCPASE bit is cleared, the PWM outputs will return to normal operation at the beginning of the next PWM period.

Note:	Writing to the ECCPASE bit is disabled while a shutdown condition is active.

REGISTER 15-2: ECCP1DEL: PWM DEAD-BAND DELAY REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PRSEN	PDC6(1)	PDC5(1)	PDC4(1)	PDC3(1)	PDC2(1)	PDC1(1)	PDC0(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 **PRSEN:** PWM Restart Enable bit
1 = Upon auto-shutdown, the ECCPASE bit clears automatically once the shutdown event goes away; the PWM restarts automatically
0 = Upon auto-shutdown, ECCPASE must be cleared in software to restart the PWM

bit 6-0 **PDC<6:0>:** PWM Delay Count bits(1)
Delay time, in number of FOSC/4 (4 * TOSC) cycles, between the scheduled and actual time for a PWM signal to transition to active.

Note 1: Reserved on 28-pin devices; maintain these bits clear.

TABLE 16-2: REGISTERS ASSOCIATED WITH SPI OPERATION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RBIE	TMR0IF	INT0IF	RBIF	47
PIR1	PSPIF[(1)]	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	49
PIE1	PSPIE[(1)]	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	49
IPR1	PSPIP[(1)]	ADIP	RCIP	TXIP	SSP1IP	CCP1IP	TMR2IP	TMR1IP	49
PIR3	SSP2IF	BCL2IF	—	—	—	—	—	—	49
PIE3	SSP2IE	BCL2IE	—	—	—	—	—	—	49
IPR3	SSP2IP	BCL2IP	—	—	—	—	—	—	49
TRISA	—	—	TRISA5	—	TRISA3	TRISA2	TRISA1	TRISA0	50
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	50
TRISD[(1)]	TRISD7	TRISD6	TRISD5	TRISD4	TRISD3	TRISD2	TRISD1	TRISD0	50
SSP1BUF	MSSP1 Receive Buffer/Transmit Register								48
SSP1CON1	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	48
SSP1STAT	SMP	CKE	D/$\overline{\text{A}}$	P	S	R/$\overline{\text{W}}$	UA	BF	48
SSP2BUF	MSSP2 Receive Buffer/Transmit Register								50
SSP2CON1	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	50
SSP2STAT	SMP	CKE	D/$\overline{\text{A}}$	P	S	R/$\overline{\text{W}}$	UA	BF	50

Legend: Shaded cells are not used by the MSSP module in SPI mode.

Note 1: These registers and/or bits are not implemented on 28-pin devices and should be read as ‘0’.

16.4.9 I²C MASTER MODE REPEATED START CONDITION TIMING

A Repeated Start condition occurs when the RSEN bit (SSPxCON2<1>) is programmed high and the I²C logic module is in the Idle state. When the RSEN bit is set, the SCLx pin is asserted low. When the SCLx pin is sampled low, the Baud Rate Generator is loaded with the contents of SSPxADD<6:0> and begins counting. The SDAx pin is released (brought high) for one Baud Rate Generator count (TBRG). When the Baud Rate Generator times out, if SDAx is sampled high, the SCLx pin will be deasserted (brought high). When SCLx is sampled high, the Baud Rate Generator is reloaded with the contents of SSPxADD<6:0> and begins counting. SDAx and SCLx must be sampled high for one TBRG. This action is then followed by assertion of the SDAx pin (SDAx = 0) for one TBRG while SCLx is high. Following this, the RSEN bit (SSPxCON2<1>) will be automatically cleared and the Baud Rate Generator will not be reloaded, leaving the SDAx pin held low. As soon as a Start condition is detected on the SDAx and SCLx pins, the S bit (SSPxSTAT<3>) will be set. The SSPxIF bit will not be set until the Baud Rate Generator has timed out.

Note 1: If RSEN is programmed while any other event is in progress, it will not take effect.

2: A bus collision during the Repeated Start condition occurs if:
- SDAx is sampled low when SCLx goes from low-to-high.
- SCLx goes low before SDAx is asserted low. This may indicate that another master is attempting to transmit a data '1'.

Immediately following the SSPxIF bit getting set, the user may write the SSPxBUF with the 7-bit address in 7-bit mode or the default first address in 10-bit mode. After the first eight bits are transmitted and an ACK is received, the user may then transmit an additional eight bits of address (10-bit mode) or eight bits of data (7-bit mode).

16.4.9.1 WCOL Status Flag

If the user writes the SSPxBUF when a Repeated Start sequence is in progress, the WCOL is set and the contents of the buffer are unchanged (the write doesn't occur).

Note: Because queueing of events is not allowed, writing of the lower 5 bits of SSPxCON2 is disabled until the Repeated Start condition is complete.

FIGURE 16-20: REPEATED START CONDITION WAVEFORM

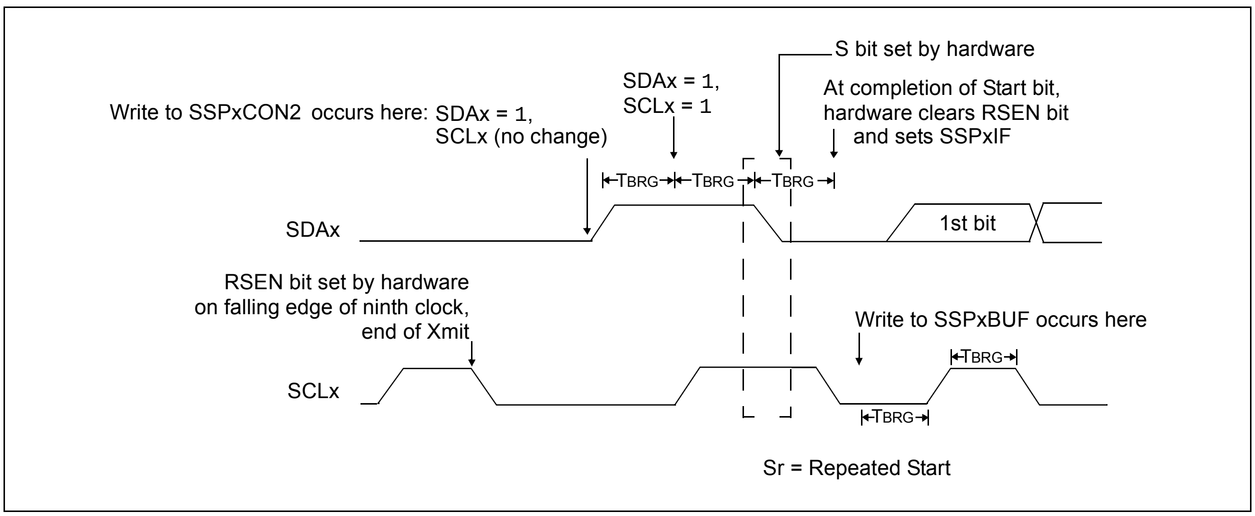


FIGURE 17-4: ASYNCHRONOUS TRANSMISSION

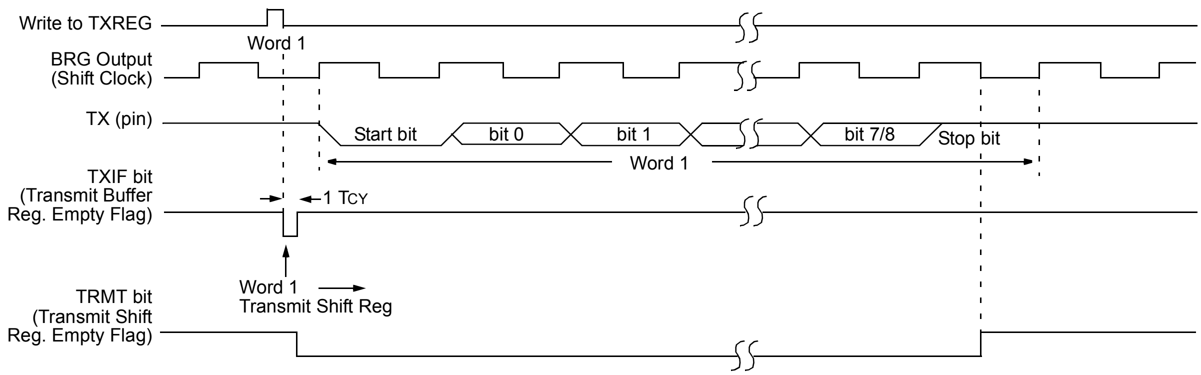
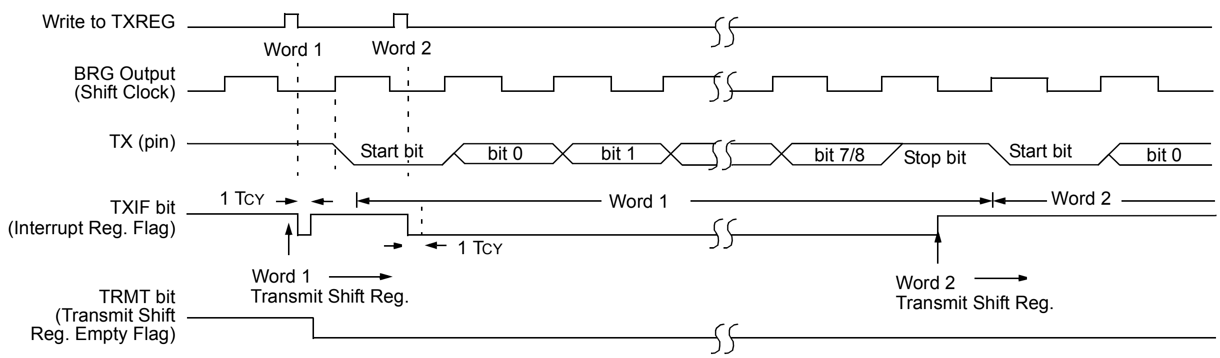


FIGURE 17-5: ASYNCHRONOUS TRANSMISSION (BACK TO BACK)



Note: This timing diagram shows two consecutive transmissions.

TABLE 17-5: REGISTERS ASSOCIATED WITH ASYNCHRONOUS TRANSMISSION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RBIE	TMR0IF	INT0IF	RBIF	47
PIR1	PSPIF(1)	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	49
PIE1	PSPIE(1)	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	49
IPR1	PSPIP(1)	ADIP	RCIP	TXIP	SSP1IP	CCP1IP	TMR2IP	TMR1IP	49
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	49
TXREG	EUSART Transmit Register								49
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	49
BAUDCON	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	49
SPBRGH	EUSART Baud Rate Generator Register High Byte								49
SPBRG	EUSART Baud Rate Generator Register Low Byte								49

Legend: — = unimplemented locations read as '0'. Shaded cells are not used for asynchronous transmission.

Note 1: These bits are not implemented on 28-pin devices and should be read as '0'.

17.2.2 EUSART ASYNCHRONOUS RECEIVER

The receiver block diagram is shown in Figure 17-6. The data is received on the RX pin and drives the data recovery block. The data recovery block is actually a high-speed shifter operating at x16 times the baud rate, whereas the main receive serial shifter operates at the bit rate or at FOSC. This mode would typically be used in RS-232 systems.

To set up an Asynchronous Reception:

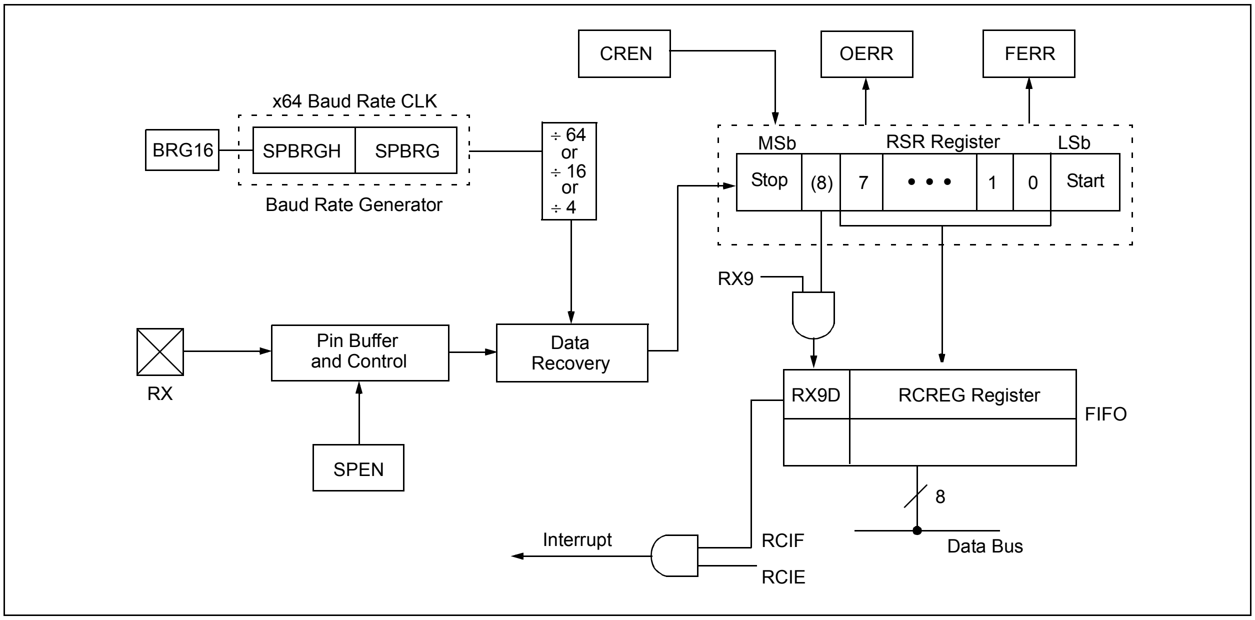
1. Initialize the SPBRGH:SPBRG registers for the appropriate baud rate. Set or clear the BRGH and BRG16 bits, as required, to achieve the desired baud rate.
2. Enable the asynchronous serial port by clearing bit, SYNC, and setting bit, SPEN.
3. If interrupts are desired, set enable bit, RCIE.
4. If 9-bit reception is desired, set bit, RX9.
5. Enable the reception by setting bit, CREN.
6. Flag bit, RCIF, will be set when reception is complete and an interrupt will be generated if enable bit, RCIE, was set.
7. Read the RCSTA register to get the 9th bit (if enabled) and determine if any error occurred during reception.
8. Read the 8-bit received data by reading the RCREG register.
9. If any error occurred, clear the error by clearing enable bit, CREN.
10. If using interrupts, ensure that the GIE and PEIE bits in the INTCON register (INTCON<7:6>) are set.

17.2.3 SETTING UP 9-BIT MODE WITH ADDRESS DETECT

This mode would typically be used in RS-485 systems. To set up an Asynchronous Reception with Address Detect Enable:

1. Initialize the SPBRGH:SPBRG registers for the appropriate baud rate. Set or clear the BRGH and BRG16 bits, as required, to achieve the desired baud rate.
2. Enable the asynchronous serial port by clearing the SYNC bit and setting the SPEN bit.
3. If interrupts are required, set the RCEN bit and select the desired priority level with the RCIP bit.
4. Set the RX9 bit to enable 9-bit reception.
5. Set the ADDEN bit to enable address detect.
6. Enable reception by setting the CREN bit.
7. The RCIF bit will be set when reception is complete. The interrupt will be Acknowledged if the RCIE and GIE bits are set.
8. Read the RCSTA register to determine if any error occurred during reception, as well as read bit 9 of data (if applicable).
9. Read RCREG to determine if the device is being addressed.
10. If any error occurred, clear the CREN bit.
11. If the device has been addressed, clear the ADDEN bit to allow all received data into the receive buffer and interrupt the CPU.

FIGURE 17-6: EUSART RECEIVE BLOCK DIAGRAM



23.0 DEVELOPMENT SUPPORT

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

- Integrated Development Environment
  - MPLAB® IDE Software
- Assemblers/Compilers/Linkers
  - MPASM™ Assembler
  - MPLAB C18 and MPLAB C30 C Compilers
  - MPLINK™ Object Linker/ MPLIB™ Object Librarian
  - MPLAB ASM30 Assembler/Linker/Library
- Simulators
  - MPLAB SIM Software Simulator
- Emulators
  - MPLAB ICE 2000 In-Circuit Emulator
  - MPLAB REAL ICE™ In-Circuit Emulator
- In-Circuit Debugger
  - MPLAB ICD 2
- Device Programmers
  - PICSTART® Plus Development Programmer
  - MPLAB PM3 Device Programmer
  - PICkit™ 2 Development Programmer
- Low-Cost Demonstration and Development Boards and Evaluation Kits

23.1 MPLAB Integrated Development Environment Software

The MPLAB IDE software brings an ease of software development previously unseen in the 8/16-bit micro-controller 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)
  - 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
- Visual device initializer for easy register initialization
- 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 HI-TECH Software C Compilers and IAR C Compilers

The MPLAB IDE allows you to:

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

24.3 DC Characteristics: PIC18F45J10 Family (Industrial)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial			
Param No.	**Symbol**	**Characteristic**	**Min**	**Max**	**Units**	**Conditions**
	VIL	**Input Low Voltage**				
		All I/O Ports:				
D030		with TTL Buffer	VSS	0.15 VDD	V	VDD < 3.3V
D030A			—	0.8	V	3.3V ≤ VDD ≤ 3.6V
D031		with Schmitt Trigger Buffer	VSS	0.2 VDD	V	
D032		$\overline{\text{MCLR}}$	VSS	0.2 VDD	V	
D033		OSC1	VSS	0.3 VDD	V	HS, HSPLL modes
D033A		OSC1	VSS	0.2 VDD	V	EC, ECPLL modes(1)
D034		T1CKI	VSS	0.3	V	
	VIH	**Input High Voltage**				
		I/O Ports with non 5.5V Tolerance:(4)				
D040		with TTL Buffer	0.25 VDD + 0.8V	VDD	V	VDD < 3.3V
D040A			2.0	VDD	V	3.3V ≤ VDD ≤ 3.6V
D041		with Schmitt Trigger Buffer	0.8 VDD	VDD	V	
		I/O Ports with 5.5V Tolerance:(4)				
Dxxx		with TTL Buffer	0.25 VDD + 0.8V	5.5	V	VDD < 3.3V
DxxxA			2.0	5.5	V	3.3V ≤ VDD ≤ 3.6V
Dxxx		with Schmitt Trigger Buffer	0.8 VDD	5.5	V	
D042		$\overline{\text{MCLR}}$	0.8 VDD	VDD	V	
D043		OSC1	0.7 VDD	VDD	V	HS, HSPLL modes
D043A		OSC1	0.8 VDD	VDD	V	EC, ECPLL modes
D044		T1CKI	1.6	VDD	V	
	IIL	**Input Leakage Current(2,3)**				
D060		I/O Ports with non 5.5V Tolerance(4)	—	±0.2	μA	VSS ≤ VPIN ≤ VDD, Pin at high-impedance
D060A		I/O Ports with 5.5V Tolerance(4)	—	±0.2	μA	VSS ≤ VPIN ≤ 5.5V, Pin at high-impedance
D061		$\overline{\text{MCLR}}$	—	±0.2	μA	Vss ≤ VPIN ≤ VDD
D063		OSC1	—	±0.2	μA	Vss ≤ VPIN ≤ VDD
	IPU	**Weak Pull-up Current**				
D070	IPURB	PORTB Weak Pull-up Current	30	240	μA	VDD = 3.3V, VPIN = VSS

Note 1: In RC oscillator configuration, the OSC1/CLKI pin is a Schmitt Trigger input. It is not recommended that the PIC® device be driven with an external clock while in RC mode.

2: The leakage current on the $\overline{\text{MCLR}}$ pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.

3: Negative current is defined as current sourced by the pin.

4: Refer to Table 10-2 for the pins that have corresponding tolerance limits.

APPENDIX A: REVISION HISTORY

Revision A (March 2005)

Original data sheet for PIC18F45J10 family devices.

Revision B (November 2006)

Packaging diagrams have been updated.

Revision C (January 2007)

Packaging diagrams have been updated.

Revision D (November 2008)

Electrical characteristics and packaging diagrams have been updated. Minor edits to text throughout document.

Revision E (May 2009)

Pin diagrams have been edited to indicate 5.5V tolerant input pins. Packaging diagrams have been updated. **Section 2.0 "Guidelines for Getting Started with PIC18FJ Microcontrollers"** has been added. Minor text edits throughout the document.

Q

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NOTES: