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Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	40MHz
Connectivity	I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	36
Program Memory Size	64KB (32K x 16)
Program Memory Type	FLASH
EEPROM Size	1K x 8
RAM Size	3.8K x 8
Voltage - Supply (Vcc/Vdd)	4.2V ~ 5.5V
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/pic18f4620-i-p

PIC18F2525/2620/4525/4620

TABLE 1-1: DEVICE FEATURES

Features	PIC18F2525	PIC18F2620	PIC18F4525	PIC18F4620
Operating Frequency	DC – 40 MHz			
Program Memory (Bytes)	49152	65536	49152	65536
Program Memory (Instructions)	24576	32768	24576	32768
Data Memory (Bytes)	3968	3968	3968	3968
Data EEPROM Memory (Bytes)	1024	1024	1024	1024
Interrupt Sources	19	19	20	20
I/O Ports	Ports A, B, C, (E)	Ports A, B, C, (E)	Ports A, B, C, D, E	Ports A, B, C, D, E
Timers	4	4	4	4
Capture/Compare/PWM Modules	2	2	1	1
Enhanced Capture/Compare/ PWM Modules	0	0	1	1
Serial Communications	MSSP, Enhanced USART	MSSP, Enhanced USART	MSSP, Enhanced USART	MSSP, Enhanced USART
Parallel Communications (PSP)	No	No	Yes	Yes
10-Bit Analog-to-Digital Module	10 Input Channels	10 Input Channels	13 Input Channels	13 Input Channels
Resets (and Delays)	POR, BOR, RESET Instruction, Stack Full, Stack Underflow (PWRT, OST), MCLR (optional), WDT			
Programmable Low-Voltage Detect	Yes	Yes	Yes	Yes
Programmable Brown-out Reset	Yes	Yes	Yes	Yes
Instruction Set	75 Instructions; 83 with Extended Instruction Set Enabled			
Packages	28-Pin SPDIP 28-Pin SOIC	28-Pin SPDIP 28-Pin SOIC	40-Pin PDIP 44-Pin QFN 44-Pin TQFP	40-Pin PDIP 44-Pin QFN 44-Pin TQFP

PIC18F2525/2620/4525/4620

2.6 Internal Oscillator Block

The PIC18F2525/2620/4525/4620 devices include an internal oscillator block which generates two different clock signals; either can be used as the microcontroller's clock source. This may eliminate the need for external oscillator circuits on the OSC1 and/or OSC2 pins.

The main output (INTOSC) is an 8 MHz clock source, which can be used to directly drive the device clock. It also drives a postscaler, which can provide a range of clock frequencies from 31 kHz to 4 MHz. The INTOSC output is enabled when a clock frequency from 125 kHz to 8 MHz is selected.

The other clock source is the Internal RC oscillator (INTRC), which provides a nominal 31 kHz output. INTRC is enabled if it is selected as the device clock source; it is also enabled automatically when any of the following are enabled:

- Power-up Timer
- Fail-Safe Clock Monitor
- Watchdog Timer
- Two-Speed Start-up

These features are discussed in greater detail in **Section 23.0 “Special Features of the CPU”**.

The clock source frequency (INTOSC direct, INTRC direct or INTOSC postscaler) is selected by configuring the IRCF bits of the OSCCON register (page 30).

2.6.1 INTIO MODES

Using the internal oscillator as the clock source eliminates the need for up to two external oscillator pins, which can then be used for digital I/O. Two distinct configurations are available:

- In INTIO1 mode, the OSC2 pin outputs Fosc/4, while OSC1 functions as RA7 for digital input and output.
- In INTIO2 mode, OSC1 functions as RA7 and OSC2 functions as RA6, both for digital input and output.

2.6.2 INTOSC OUTPUT FREQUENCY

The internal oscillator block is calibrated at the factory to produce an INTOSC output frequency of 8.0 MHz.

The INTRC oscillator operates independently of the INTOSC source. Any changes in INTOSC across voltage and temperature are not necessarily reflected by changes in INTRC and vice versa.

2.6.3 OSCTUNE REGISTER

The internal oscillator's output has been calibrated at the factory but can be adjusted in the user's application. This is done by writing to the OSCTUNE register (Register 2-1). The tuning sensitivity is constant throughout the tuning range.

When the OSCTUNE register is modified, the INTOSC frequency will begin shifting to the new frequency. The INTRC clock will reach the new frequency within 8 clock cycles (approximately $8 * 32 \mu\text{s} = 256 \mu\text{s}$). The INTOSC clock will stabilize within 1 ms. Code execution continues during this shift. There is no indication that the shift has occurred.

The OSCTUNE register also implements the INTSRC and PLEN bits, which control certain features of the internal oscillator block. The INTSRC bit allows users to select which internal oscillator provides the clock source when the 31 kHz frequency option is selected. This is covered in greater detail in **Section 2.7.1 “Oscillator Control Register”**.

The PLEN bit controls the operation of the frequency multiplier, PLL, in internal oscillator modes.

2.6.4 PLL IN INTOSC MODES

The 4x frequency multiplier can be used with the internal oscillator block to produce faster device clock speeds than are normally possible with an internal oscillator. When enabled, the PLL produces a clock speed of up to 32 MHz.

Unlike HSPLL mode, the PLL is controlled through software. The control bit, PLEN (OSCTUNE<6>), is used to enable or disable its operation.

The PLL is available when the device is configured to use the internal oscillator block as its primary clock source (FOSC3:FOSC0 = 1001 or 1000). Additionally, the PLL will only function when the selected output frequency is either 4 MHz or 8 MHz (OSCCON<6:4> = 111 or 110). If both of these conditions are not met, the PLL is disabled.

The PLEN control bit is only functional in those internal oscillator modes where the PLL is available. In all other modes, it is forced to '0' and is effectively unavailable.

2.6.5 INTOSC FREQUENCY DRIFT

The factory calibrates the internal oscillator block output (INTOSC) for 8 MHz. However, this frequency may drift as VDD or temperature changes, which can affect the controller operation in a variety of ways. It is possible to adjust the INTOSC frequency by modifying the value in the OSCTUNE register. This has no effect on the INTRC clock source frequency.

Tuning the INTOSC source requires knowing when to make the adjustment, in which direction it should be made, and in some cases, how large a change is needed. Three compensation techniques are discussed in **Section 2.6.5.1 “Compensating with the EUSART”**, **Section 2.6.5.2 “Compensating with the Timers”** and **Section 2.6.5.3 “Compensating with the CCP Module in Capture Mode”**, but other techniques may be used.

PIC18F2525/2620/4525/4620

TABLE 4-4: INITIALIZATION CONDITIONS FOR ALL REGISTERS (CONTINUED)

Register	Applicable Devices				Power-on Reset, Brown-out Reset	MCLR Resets, WDT Reset, RESET Instruction, Stack Resets	Wake-up via WDT or Interrupt
ADRESH	2525	2620	4525	4620	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADRESL	2525	2620	4525	4620	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADCON0	2525	2620	4525	4620	--00 0000	--00 0000	--uu uuuu
ADCON1	2525	2620	4525	4620	--00 0qqq	--00 0qqq	--uu uuuu
ADCON2	2525	2620	4525	4620	0-00 0000	0-00 0000	u-uu uuuu
CCPR1H	2525	2620	4525	4620	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCPR1L	2525	2620	4525	4620	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCP1CON	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
	2525	2620	4525	4620	--00 0000	--00 0000	--uu uuuu
CCPR2H	2525	2620	4525	4620	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCPR2L	2525	2620	4525	4620	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCP2CON	2525	2620	4525	4620	--00 0000	--00 0000	--uu uuuu
BAUDCON	2525	2620	4525	4620	0100 0-00	0100 0-00	uuuu u-uu
PWM1CON	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
ECCP1AS	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
	2525	2620	4525	4620	0000 00--	0000 00--	uuuu uu--
CVRCON	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
CMCON	2525	2620	4525	4620	0000 0111	0000 0111	uuuu uuuu
TMR3H	2525	2620	4525	4620	xxxx xxxx	uuuu uuuu	uuuu uuuu
TMR3L	2525	2620	4525	4620	xxxx xxxx	uuuu uuuu	uuuu uuuu
T3CON	2525	2620	4525	4620	0000 0000	uuuu uuuu	uuuu uuuu
SPBRGH	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
SPBRG	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
RCREG	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
TXREG	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
TXSTA	2525	2620	4525	4620	0000 0010	0000 0010	uuuu uuuu
RCSTA	2525	2620	4525	4620	0000 000x	0000 000x	uuuu uuuu
EEADRH	2585	2680	4585	4680	---- --00	---- --00	---- --uu
EEADR	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
EEDATA	2525	2620	4525	4620	0000 0000	0000 0000	uuuu uuuu
EECON2	2525	2620	4525	4620	0000 0000	0000 0000	0000 0000
EECON1	2525	2620	4525	4620	xx-0 x000	uu-0 u000	uu-0 u000

Legend: u = unchanged, x = unknown, - = unimplemented bit, read as '0', q = value depends on condition. Shaded cells indicate conditions do not apply for the designated device.

- Note 1:** One or more bits in the INTCONx or PIRx registers will be affected (to cause wake-up).
- 2:** When the wake-up is due to an interrupt and the GIEL or GIEH bit is set, the PC is loaded with the interrupt vector (0008h or 0018h).
- 3:** When the wake-up is due to an interrupt and the GIEL or GIEH bit is set, the TOSU, TOSH and TOSL are updated with the current value of the PC. The STKPTR is modified to point to the next location in the hardware stack.
- 4:** See Table 4-3 for Reset value for specific condition.
- 5:** Bits 6 and 7 of PORTA, LATA and TRISA are enabled, depending on the oscillator mode selected. When not enabled as PORTA pins, they are disabled and read '0'.

5.4 Data Addressing Modes

Note: The execution of some instructions in the core PIC18 instruction set are changed when the PIC18 extended instruction set is enabled. See **Section 5.5 “Data Memory and the Extended Instruction Set”** for more information.

The data memory space can be addressed in several ways. For most instructions, the addressing mode is fixed. Other instructions may use up to three modes, depending on which operands are used and whether or not the extended instruction set is enabled.

The addressing modes are:

- Inherent
- Literal
- Direct
- Indirect

An additional addressing mode, Indexed Literal Offset, is available when the extended instruction set is enabled (XINST Configuration bit = 1). Its operation is discussed in greater detail in **Section 5.5.1 “Indexed Addressing with Literal Offset”**.

5.4.1 INHERENT AND LITERAL ADDRESSING

Many PIC18 control instructions do not need any argument at all; they either perform an operation that globally affects the device or they operate implicitly on one register. This addressing mode is known as Inherent Addressing. Examples include `SLEEP`, `RESET` and `DAW`.

Other instructions work in a similar way but require an additional explicit argument in the opcode. This is known as Literal Addressing mode because they require some literal value as an argument. Examples include `ADDLW` and `MOVLW`, which respectively, add or move a literal value to the W register. Other examples include `CALL` and `GOTO`, which include a 20-bit program memory address.

5.4.2 DIRECT ADDRESSING

Direct Addressing specifies all or part of the source and/or destination address of the operation within the opcode itself. The options are specified by the arguments accompanying the instruction.

In the core PIC18 instruction set, bit-oriented and byte-oriented instructions use some version of Direct Addressing by default. All of these instructions include some 8-bit literal address as their Least Significant Byte. This address specifies either a register address in one of the banks of data RAM (**Section 5.3.3 “General Purpose Register File”**) or a location in the Access Bank (**Section 5.3.2 “Access Bank”**) as the data source for the instruction.

The Access RAM bit, ‘a’, determines how the address is interpreted. When ‘a’ is ‘1’, the contents of the BSR (**Section 5.3.1 “Bank Select Register (BSR)”**) are used with the address to determine the complete 12-bit address of the register. When ‘a’ is ‘0’, the address is interpreted as being a register in the Access Bank. Addressing that uses the Access RAM is sometimes also known as Direct Forced Addressing mode.

A few instructions, such as `MOVFF`, include the entire 12-bit address (either source or destination) in their opcodes. In these cases, the BSR is ignored entirely.

The destination of the operation’s results is determined by the destination bit, ‘d’. When ‘d’ is ‘1’, the results are stored back in the source register, overwriting its original contents. When ‘d’ is ‘0’, the results are stored in the W register. Instructions without the ‘d’ argument have a destination that is implicit in the instruction; their destination is either the target register being operated on or the W register.

5.4.3 INDIRECT ADDRESSING

Indirect Addressing allows the user to access a location in data memory without giving a fixed address in the instruction. This is done by using File Select Registers (FSRs) as pointers to the locations to be read or written to. Since the FSRs are themselves located in RAM as Special Function Registers, they can also be directly manipulated under program control. This makes FSRs very useful in implementing data structures, such as tables and arrays in data memory.

The registers for Indirect Addressing are also implemented with Indirect File Operands (INDFs) that permit automatic manipulation of the pointer value with auto-incrementing, auto-decrementing or offsetting with another value. This allows for efficient code, using loops, such as the example of clearing an entire RAM bank in Example 5-5.

EXAMPLE 5-5: HOW TO CLEAR RAM (BANK 1) USING INDIRECT ADDRESSING

```

NEXT      LFSR   FSR0, 100h ;
          CLRF   POSTINC0  ; Clear INDF
          ; register then
          ; inc pointer
          BTFSS  FSR0H, 1  ; All done with
          ; Bank1?
          BRA    NEXT      ; NO, clear next
CONTINUE  ; YES, continue
    
```

6.0 DATA EEPROM MEMORY

The data EEPROM is a nonvolatile memory array, separate from the data RAM and program memory, that is used for long-term storage of program data. It is not directly mapped in either the register file or program memory space but is indirectly addressed through the Special Function Registers (SFRs). The EEPROM is readable and writable during normal operation over the entire VDD range.

Five SFRs are used to read and write to the data EEPROM as well as the program memory. They are:

- EECON1
- EECON2
- EEDATA
- EEADR
- EEADRH

The data EEPROM allows byte read and write. When interfacing to the data memory block, EEDATA holds the 8-bit data for read/write and the EEADRH:EEADR register pair holds the address of the EEPROM location being accessed.

The EEPROM data memory is rated for high erase/write cycle endurance. A byte write automatically erases the location and writes the new data (erase-before-write). The write time is controlled by an on-chip timer; it will vary with voltage and temperature as well as from chip to chip. Please refer to parameter D122 (Table 26-1 in **Section 26.0 “Electrical Characteristics”**) for exact limits.

6.1 EEADR and EEADRH Registers

The EEADRH:EEADR register pair is used to address the data EEPROM for read and write operations. EEADRH holds the two MSbits of the address; the upper 6 bits are ignored. The 10-bit range of the pair can address a memory range of 1024 bytes (00h to 3FFh).

6.2 EECON1 and EECON2 Registers

Access to the data EEPROM is controlled by two registers: EECON1 and EECON2. These are the same registers which control access to the program memory and are used in a similar manner for the data EEPROM.

The EECON1 register (Register 6-1) is the control register for data and program memory access. Control bit EEPGD determines if the access will be to program or data EEPROM memory. When clear, operations will access the data EEPROM memory. When set, program memory is accessed.

Control bit, CFGS, determines if the access will be to the Configuration registers or to program memory/data EEPROM memory. When set, subsequent operations access Configuration registers. When CFGS is clear, the EEPGD bit selects either Flash program or data EEPROM memory.

The WREN bit, when set, will allow a write operation. On power-up, the WREN bit is clear. The WRERR bit is set in hardware when the WREN bit is set and cleared when the internal programming timer expires and the write operation is complete.

Note: During normal operation, the WRERR is read as '1'. This can indicate that a write operation was prematurely terminated by a Reset, or a write operation was attempted improperly.

The WR control bit initiates write operations. The bit cannot be cleared, only set, in software; it is cleared in hardware at the completion of the write operation.

Note: The EEIF interrupt flag bit (PIR2<4>) is set when the write is complete. It must be cleared in software.

Control bits, RD and WR, start read and erase/write operations, respectively. These bits are set by firmware and cleared by hardware at the completion of the operation.

The RD bit cannot be set when accessing program memory (EEPGD = 1). Program memory is read using table read instructions. See **Section 7.1 “Table Reads and Table Writes”** regarding table reads.

The EECON2 register is not a physical register. It is used exclusively in the memory write and erase sequences. Reading EECON2 will read all '0's.

7.5 Writing to Flash Program Memory

The minimum programming block is 32 words or 64 bytes. Word or byte programming is not supported.

Table writes are used internally to load the holding registers needed to program the Flash memory. There are 64 holding registers used by the table writes for programming.

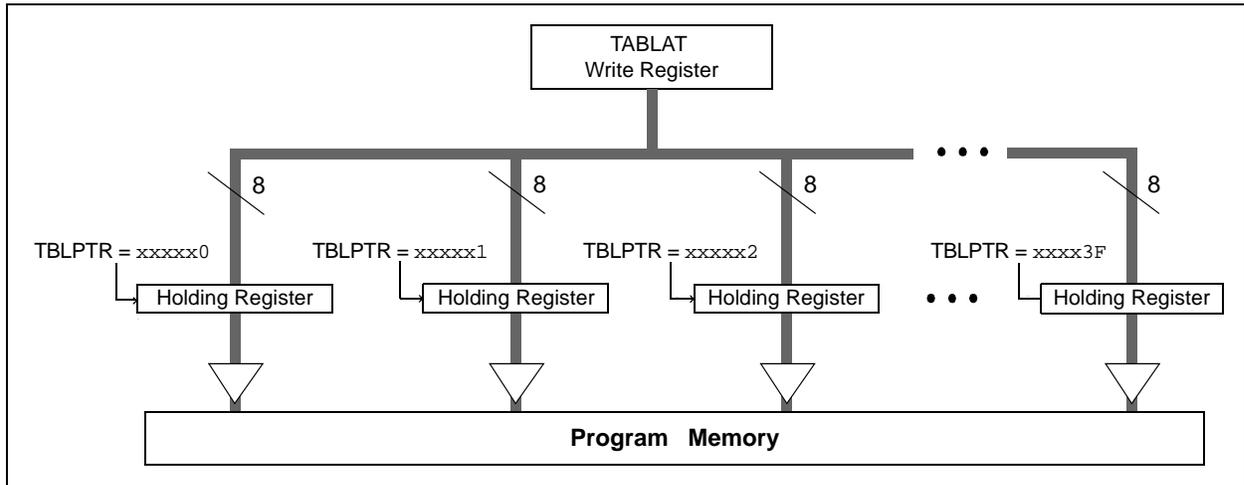
Since the Table Latch (TABLAT) is only a single byte, the TBLWT instruction may need to be executed 64 times for each programming operation. All of the table write operations will essentially be short writes because only the holding registers are written. At the end of updating the 64 holding registers, the EECON1 register must be written to in order to start the programming operation with a long write.

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

The EEPROM on-chip timer controls the write time. The write/erase voltages are generated by an on-chip charge pump, rated to operate over the voltage range of the device.

Note: The default value of the holding registers on device Resets and after write operations is FFh. A write of FFh to a holding register does not modify that byte. This means that individual bytes of program memory may be modified, provided that the change does not attempt to change any bit from a '0' to a '1'. When modifying individual bytes, it is not necessary to load all 64 holding registers before executing a write operation.

FIGURE 7-5: TABLE WRITES TO FLASH PROGRAM MEMORY



7.5.1 FLASH PROGRAM MEMORY WRITE SEQUENCE

The sequence of events for programming an internal program memory location should be:

1. Read 64 bytes into RAM.
2. Update data values in RAM as necessary.
3. Load Table Pointer register with address being erased.
4. Execute the row erase procedure.
5. Load Table Pointer register with address of first byte being written.
6. Write the 64 bytes into the holding registers with auto-increment.
7. Set the EECON1 register for the write operation:
 - set EEPGD bit to point to program memory;
 - clear the CFGS bit to access program memory;
 - set WREN to enable byte writes.

8. Disable interrupts.
9. Write 55h to EECON2.
10. Write 0AAh to EECON2.
11. Set the WR bit. This will begin the write cycle.
12. The CPU will stall for duration of the write (about 2 ms using internal timer).
13. Re-enable interrupts.
14. Verify the memory (table read).

This procedure will require about 6 ms to update one row of 64 bytes of memory. An example of the required code is given in Example 7-3.

Note: Before setting the WR bit, the Table Pointer address needs to be within the intended address range of the 64 bytes in the holding register.

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EXAMPLE 7-3: WRITING TO FLASH PROGRAM MEMORY

```

        MOVLW    D'64                ; number of bytes in erase block
        MOVWF    COUNTER
        MOVLW    BUFFER_ADDR_HIGH   ; point to buffer
        MOVWF    FSR0H
        MOVLW    BUFFER_ADDR_LOW
        MOVWF    FSR0L
        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

READ_BLOCK

        TBLRD*+                      ; read into TABLAT, and inc
        MOVF     TABLAT, W           ; get data
        MOVWF    POSTINC0           ; store data
        DECFSZ   COUNTER            ; done?
        BRA      READ_BLOCK        ; repeat

MODIFY_WORD

        MOVLW    DATA_ADDR_HIGH    ; point to buffer
        MOVWF    FSR0H
        MOVLW    DATA_ADDR_LOW
        MOVWF    FSR0L
        MOVLW    NEW_DATA_LOW       ; update buffer word
        MOVWF    POSTINC0
        MOVLW    NEW_DATA_HIGH
        MOVWF    INDF0

ERASE_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
        BSF     EECON1, EEPGD       ; point to Flash program memory
        BCF     EECON1, CFGS       ; access Flash program memory
        BSF     EECON1, WREN       ; enable write to memory
        BSF     EECON1, FREE       ; enable Row Erase operation
        BCF     INTCON, GIE        ; disable interrupts

Required
Sequence
        MOVLW    55h
        MOVWF    EECON2            ; write 55h
        MOVLW    0AAh
        MOVWF    EECON2            ; write 0AAh
        BSF     EECON1, WR         ; start erase (CPU stall)
        BSF     INTCON, GIE        ; re-enable interrupts
        TBLRD*-                    ; dummy read decrement
        MOVLW    BUFFER_ADDR_HIGH  ; point to buffer
        MOVWF    FSR0H
        MOVLW    BUFFER_ADDR_LOW
        MOVWF    FSR0L

WRITE_BUFFER_BACK

        MOVLW    D'64                ; number of bytes in holding register
        MOVWF    COUNTER

WRITE_BYTE_TO_HREGS

        MOVFF    POSTINC0, WREG    ; get low byte of buffer data
        MOVWF    TABLAT            ; present data to table latch
        TBLWT*+                    ; write data, perform a short write
        ; to internal TBLWT holding register.
        ; loop until buffers are full
        DECFSZ   COUNTER
        BRA      WRITE_WORD_TO_HREGS
    
```

11.3 Prescaler

An 8-bit counter is available as a prescaler for the Timer0 module. The prescaler is not directly readable or writable; its value is set by the PSA and T0PS2:T0PS0 bits (T0CON<3:0>) which determine the prescaler assignment and prescale ratio.

Clearing the PSA bit assigns the prescaler to the Timer0 module. When it is assigned, prescale values from 1:2 through 1:256 in power-of-2 increments are selectable.

When assigned to the Timer0 module, all instructions writing to the TMR0 register (e.g., `CLRF TMR0`, `MOVWF TMR0`, `BSF TMR0`, etc.) clear the prescaler count.

Note: Writing to TMR0 when the prescaler is assigned to Timer0 will clear the prescaler count but will not change the prescaler assignment.

11.3.1 SWITCHING PRESCALER ASSIGNMENT

The prescaler assignment is fully under software control and can be changed “on-the-fly” during program execution.

11.4 Timer0 Interrupt

The TMR0 interrupt is generated when the TMR0 register overflows from FFh to 00h in 8-bit mode, or from FFFFh to 0000h in 16-bit mode. This overflow sets the TMR0IF flag bit. The interrupt can be masked by clearing the TMR0IE bit (INTCON<5>). Before re-enabling the interrupt, the TMR0IF bit must be cleared in software by the Interrupt Service Routine.

Since Timer0 is shut down in Sleep mode, the TMR0 interrupt cannot awaken the processor from Sleep.

TABLE 11-1: REGISTERS ASSOCIATED WITH TIMER0

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
TMR0L	Timer0 Register Low Byte								50
TMR0H	Timer0 Register High Byte								50
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RBIE	TMR0IF	INT0IF	RBIF	49
T0CON	TMR0ON	T08BIT	T0CS	T0SE	PSA	T0PS2	T0PS1	T0PS0	50
TRISA	RA7 ⁽¹⁾	RA6 ⁽¹⁾	RA5	RA4	RA3	RA2	RA1	RA0	52

Legend: Shaded cells are not used by Timer0.

Note 1: PORTA<7:6> and their direction bits are individually configured as port pins based on various primary oscillator modes. When disabled, these bits read as ‘0’.

17.0 MASTER SYNCHRONOUS SERIAL PORT (MSSP) MODULE

17.1 Master SSP (MSSP) Module Overview

The Master Synchronous Serial Port (MSSP) module is a serial interface, useful for communicating with other peripheral or microcontroller devices. These peripheral devices may be serial EEPROMs, shift registers, display drivers, A/D converters, etc. The MSSP module can operate in one of two modes:

- Serial Peripheral Interface (SPI)
- Inter-Integrated Circuit (I²C)
 - Full Master mode
 - Slave mode (with general address call)

The I²C interface supports the following modes in hardware:

- Master mode
- Multi-Master mode
- Slave mode

17.2 Control Registers

The MSSP module has three associated registers. These include a status register (SSPSTAT) and two control registers (SSPCON1 and SSPCON2). The use of these registers and their individual Configuration bits differ significantly depending on whether the MSSP module is operated in SPI or I²C mode.

Additional details are provided under the individual sections.

17.3 SPI Mode

The SPI mode allows 8 bits of data to be synchronously transmitted and received simultaneously. All four SPI modes are supported. To accomplish communication, typically three pins are used:

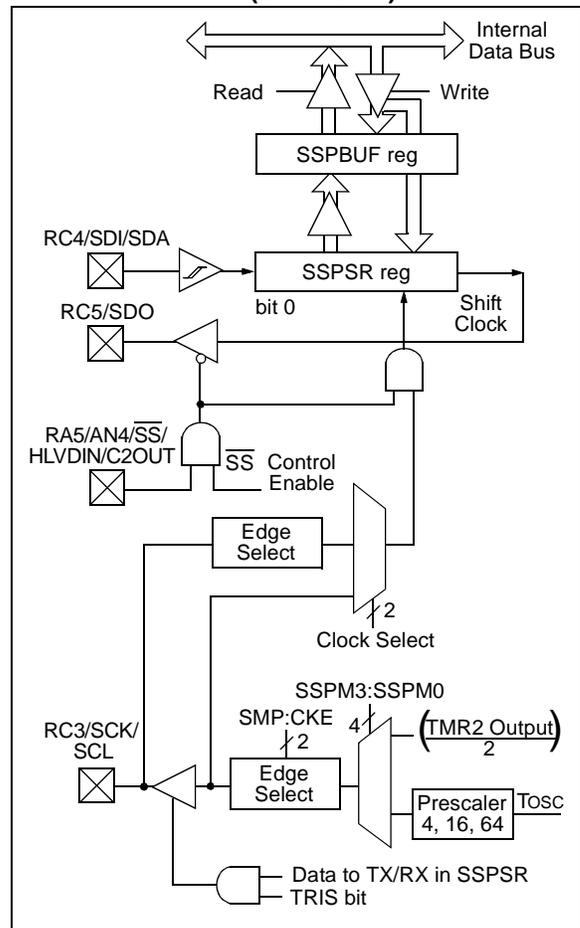
- Serial Data Out (SDO) – RC5/SDO
- Serial Data In (SDI) – RC4/SDI/SDA
- Serial Clock (SCK) – RC3/SCK/SCL

Additionally, a fourth pin may be used when in a Slave mode of operation:

- Slave Select (\overline{SS}) – RA5/AN4/ \overline{SS} /HLVDIN/C2OUT

Figure 17-1 shows the block diagram of the MSSP module when operating in SPI mode.

FIGURE 17-1: MSSP BLOCK DIAGRAM (SPI MODE)



17.3.6 SLAVE MODE

In Slave mode, the data is transmitted and received as the external clock pulses appear on SCK. When the last bit is latched, the SSPIF interrupt flag bit is set.

Before enabling the module in SPI Slave mode, the clock line must match the proper Idle state. The clock line can be observed by reading the SCK pin. The Idle state is determined by the CKP bit (SSPCON1<4>).

While in Slave mode, the external clock is supplied by the external clock source on the SCK pin. This external clock must meet the minimum high and low times as specified in the electrical specifications.

While in Sleep mode, the slave can transmit/receive data. When a byte is received, the device will wake-up from Sleep.

17.3.7 SLAVE SELECT SYNCHRONIZATION

The \overline{SS} pin allows a Synchronous Slave mode. The SPI operation must be in Slave mode with the \overline{SS} pin control enabled (SSPCON1<3:0> = 04h). When the \overline{SS} pin is low, transmission and reception are enabled and the

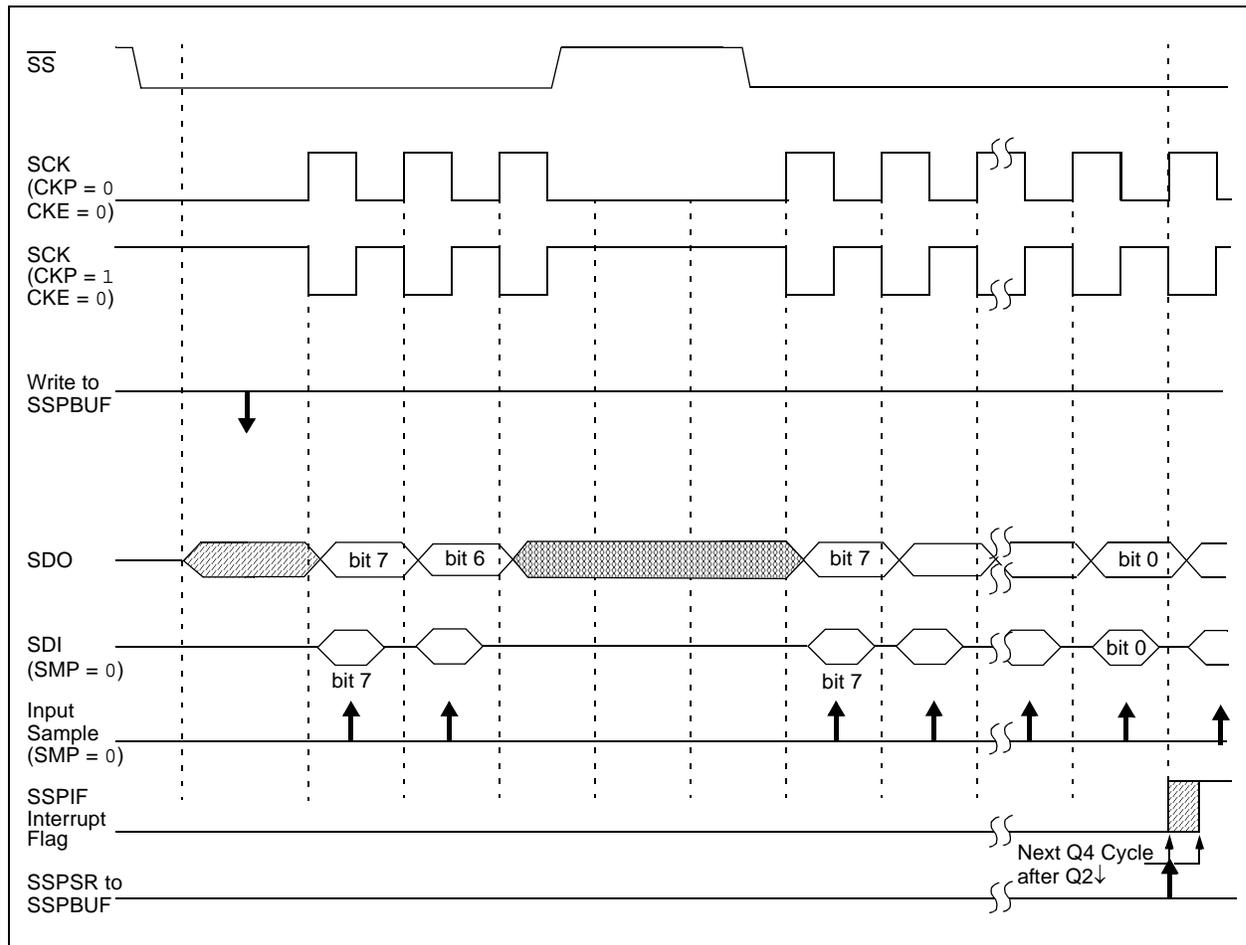
SDO pin is driven. When the \overline{SS} pin goes high, the SDO pin is no longer driven, even if in the middle of a transmitted byte and becomes a floating output. External pull-up/pull-down resistors may be desirable depending on the application.

- Note 1:** When the SPI interface is in Slave mode with \overline{SS} pin control enabled (SSPCON1<3:0> = 0100), the SPI module will reset if the \overline{SS} pin is set to VDD.
- 2:** If the SPI interface is used in Slave mode with CKE set, then the \overline{SS} pin control must be enabled.

When the SPI module resets, the bit counter is forced to '0'. This can be done by either forcing the \overline{SS} pin to a high level or clearing the SSPEN bit.

To emulate two-wire communication, the SDO pin can be connected to the SDI pin. When the SPI needs to operate as a receiver, the SDO pin can be configured as an input. This disables transmissions from the SDO. The SDI can always be left as an input (SDI function) since it cannot create a bus conflict.

FIGURE 17-4: SLAVE SYNCHRONIZATION WAVEFORM



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17.3.8 OPERATION IN POWER-MANAGED MODES

In SPI Master mode, module clocks may be operating at a different speed than when in full-power mode. In the case of Sleep mode, all clocks are halted.

In Idle modes, a clock is provided to the peripherals. That clock should be from the primary clock source, the secondary clock (Timer1 oscillator at 32.768 kHz) or the INTOSC source. See **Section 2.7 “Clock Sources and Oscillator Switching”** for additional information.

In most cases, the speed that the master clocks SPI data is not important; however, this should be evaluated for each system.

If MSSP interrupts are enabled, they can wake the controller from Sleep mode, or one of the Idle modes, when the master completes sending data. If an exit from Sleep or Idle mode is not desired, MSSP interrupts should be disabled.

If the Sleep mode is selected, all module clocks are halted and the transmission/reception will remain in that state until the device wakes. After the device returns to Run mode, the module will resume transmitting and receiving data.

In SPI Slave mode, the SPI Transmit/Receive Shift register operates asynchronously to the device. This allows the device to be placed in any power-managed mode and data to be shifted into the SPI Transmit/Receive Shift register. When all 8 bits have been received, the MSSP interrupt flag bit will be set and if enabled, will wake the device.

17.3.9 EFFECTS OF A RESET

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

17.3.10 BUS MODE COMPATIBILITY

Table 17-1 shows the compatibility between the standard SPI modes and the states of the CKP and CKE control bits.

TABLE 17-1: SPI BUS MODES

Standard SPI Mode Terminology	Control Bits State	
	CKP	CKE
0, 0	0	1
0, 1	0	0
1, 0	1	1
1, 1	1	0

There is also an SMP bit which controls when the data is sampled.

TABLE 17-2: REGISTERS ASSOCIATED WITH SPI OPERATION

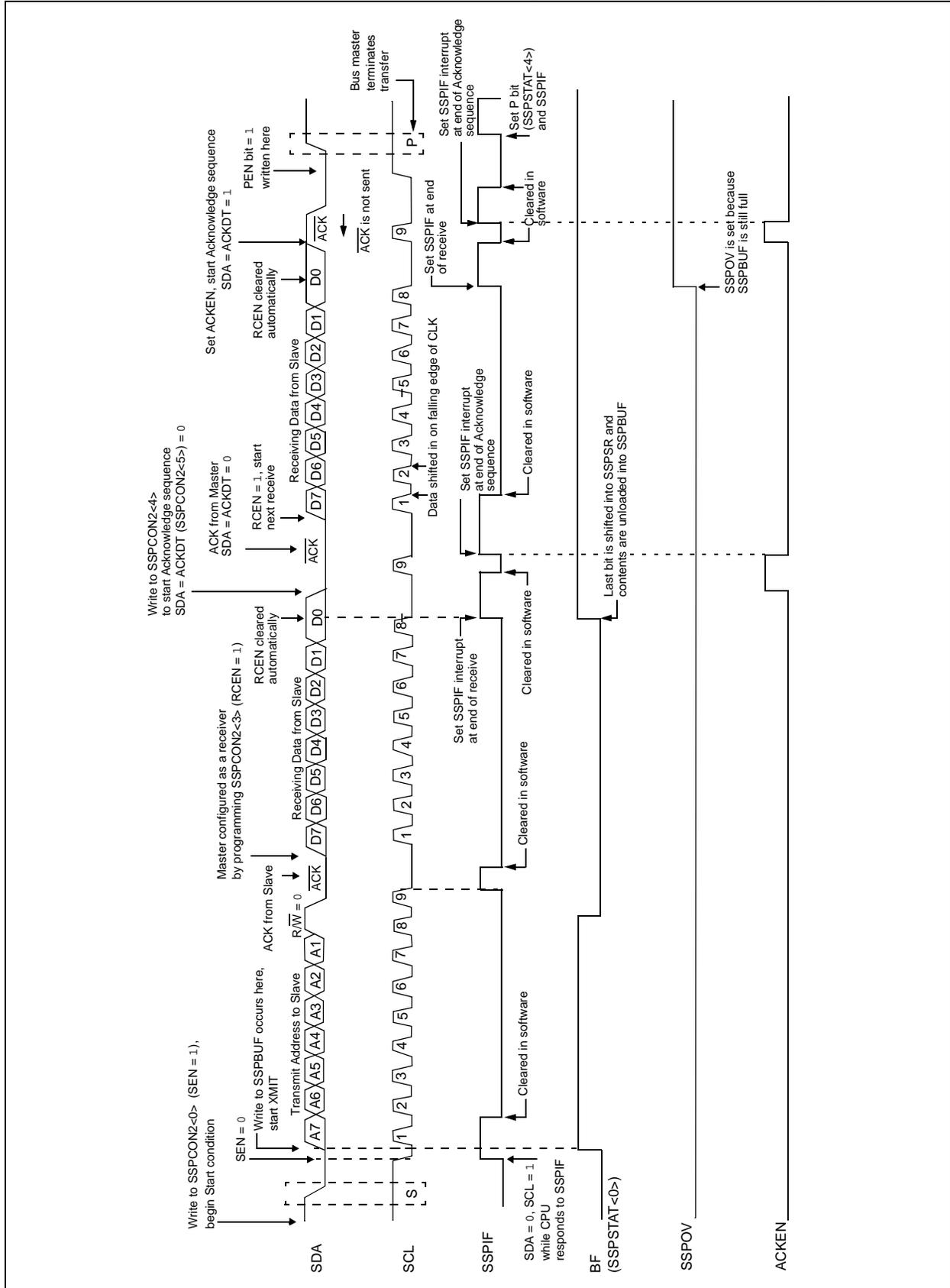
Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RBIE	TMR0IF	INT0IF	RBIF	49
PIR1	PSPIF ⁽¹⁾	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	52
PIE1	PSPIE ⁽¹⁾	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	52
IPR1	PSPIP ⁽¹⁾	ADIP	RCIP	TXIP	SSPIP	CCP1IP	TMR2IP	TMR1IP	52
TRISA	TRISA7 ⁽²⁾	TRISA6 ⁽²⁾	PORTA Data Direction Control Register						52
TRISC	PORTC Data Direction Control Register								52
SSPBUF	MSSP Receive Buffer/Transmit Register								50
SSPCON1	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	50
SSPSTAT	SMP	CKE	D/A	P	S	R/W	UA	BF	50

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

Note 1: These bits are unimplemented on 28-pin devices and read as '0'.

2: PORTA<7:6> and their direction bits are individually configured as port pins based on various primary oscillator modes. When disabled, these bits read as '0'.

FIGURE 17-22: I²C™ MASTER MODE WAVEFORM (RECEPTION, 7-BIT ADDRESS)



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EXAMPLE 18-1: CALCULATING BAUD RATE ERROR

For a device with FOSC of 16 MHz, desired baud rate of 9600, Asynchronous mode, 8-bit BRG:

Desired Baud Rate = $F_{OSC}/(64 ([SPBRGH:SPBRG] + 1))$

Solving for SPBRGH:SPBRG:

$$X = ((F_{OSC}/\text{Desired Baud Rate})/64) - 1$$

$$= ((16000000/9600)/64) - 1$$

$$= [25.042] = 25$$

Calculated Baud Rate = $16000000/(64 (25 + 1))$

$$= 9615$$

Error = $(\text{Calculated Baud Rate} - \text{Desired Baud Rate})/\text{Desired Baud Rate}$

$$= (9615 - 9600)/9600 = 0.16\%$$

TABLE 18-2: REGISTERS ASSOCIATED WITH BAUD RATE GENERATOR

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	51
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	51
BAUDCON	ABDOVF	RCIDL	RXDTP	TXCKP	BRG16	—	WUE	ABDEN	51
SPBRGH	EUSART Baud Rate Generator Register High Byte								51
SPBRG	EUSART Baud Rate Generator Register Low Byte								51

Legend: — = unimplemented, read as '0'. Shaded cells are not used by the BRG.

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REGISTER 23-14: WDTCON: WATCHDOG TIMER CONTROL REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	U-0	R/W-0
—	—	—	—	—	—	—	SWDTEN ⁽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 7-1 **Unimplemented:** Read as '0'

bit 0 **SWDTEN:** Software Controlled Watchdog Timer Enable bit⁽¹⁾

1 = Watchdog Timer is on

0 = Watchdog Timer is off

Note 1: This bit has no effect if the Configuration bit, WDTEN, is enabled.

TABLE 23-2: SUMMARY OF WATCHDOG TIMER REGISTERS

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
RCON	IPEN	SBOREN ⁽¹⁾	—	\overline{RI}	\overline{TO}	\overline{PD}	\overline{POR}	BOR	50
WDTCON	—	—	—	—	—	—	—	SWDTEN	50

Legend: — = unimplemented, read as '0'. Shaded cells are not used by the Watchdog Timer.

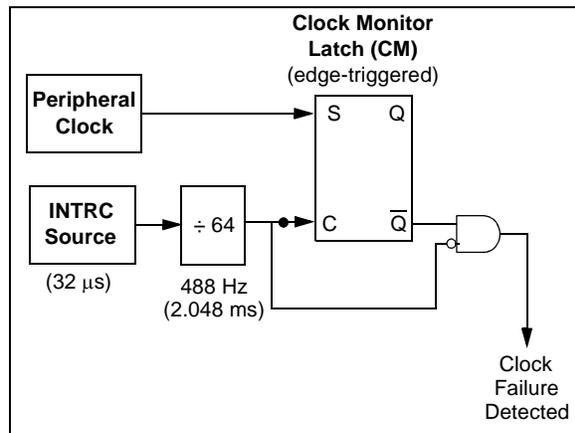
Note 1: The SBOREN bit is only available when the BOREN1:BOREN0 Configuration bits = 01; otherwise, it is disabled and reads as '0'. See **Section 4.4 “Brown-out Reset (BOR)”**.

23.4 Fail-Safe Clock Monitor

The Fail-Safe Clock Monitor (FSCM) allows the microcontroller to continue operation in the event of an external oscillator failure by automatically switching the device clock to the internal oscillator block. The FSCM function is enabled by setting the FCMEN Configuration bit.

When FSCM is enabled, the INTRC oscillator runs at all times to monitor clocks to peripherals and provide a backup clock in the event of a clock failure. Clock monitoring (shown in Figure 23-3) is accomplished by creating a sample clock signal, which is the INTRC output divided by 64. This allows ample time between FSCM sample clocks for a peripheral clock edge to occur. The peripheral device clock and the sample clock are presented as inputs to the Clock Monitor latch (CM). The CM is set on the falling edge of the device clock source, but cleared on the rising edge of the sample clock.

FIGURE 23-3: FSCM BLOCK DIAGRAM



Clock failure is tested for on the falling edge of the sample clock. If a sample clock falling edge occurs while CM is still set, a clock failure has been detected (Figure 23-4). This causes the following:

- the FSCM generates an oscillator fail interrupt by setting bit, OSCFIF (PIR2<7>);
- the device clock source is switched to the internal oscillator block (OSCCON is not updated to show the current clock source – this is the fail-safe condition); and
- the WDT is reset.

During switchover, the postscaler frequency from the internal oscillator block may not be sufficiently stable for timing sensitive applications. In these cases, it may be desirable to select another clock configuration and enter an alternate power-managed mode. This can be done to attempt a partial recovery or execute a controlled shutdown. See **Section 3.1.4 “Multiple Sleep Commands”** and **Section 23.3.1 “Special Considerations for Using Two-Speed Start-up”** for more details.

To use a higher clock speed on wake-up, the INTOSC or postscaler clock sources can be selected to provide a higher clock speed by setting bits, IRCF2:IRCF0, immediately after Reset. For wake-ups from Sleep, the INTOSC or postscaler clock sources can be selected by setting the IRCF2:IRCF0 bits prior to entering Sleep mode.

The FSCM will detect failures of the primary or secondary clock sources only. If the internal oscillator block fails, no failure would be detected, nor would any action be possible.

23.4.1 FSCM AND THE WATCHDOG TIMER

Both the FSCM and the WDT are clocked by the INTRC oscillator. Since the WDT operates with a separate divider and counter, disabling the WDT has no effect on the operation of the INTRC oscillator when the FSCM is enabled.

As already noted, the clock source is switched to the INTOSC clock when a clock failure is detected. Depending on the frequency selected by the IRCF2:IRCF0 bits, this may mean a substantial change in the speed of code execution. If the WDT is enabled with a small prescale value, a decrease in clock speed allows a WDT time-out to occur and a subsequent device Reset. For this reason, fail-safe clock events also reset the WDT and postscaler, allowing it to start timing from when execution speed was changed and decreasing the likelihood of an erroneous time-out.

23.4.2 EXITING FAIL-SAFE OPERATION

The fail-safe condition is terminated by either a device Reset or by entering a power-managed mode. On Reset, the controller starts the primary clock source specified in Configuration Register 1H (with any required start-up delays that are required for the oscillator mode, such as OST or PLL timer). The INTOSC multiplexer provides the device clock until the primary clock source becomes ready (similar to a Two-Speed Start-up). The clock source is then switched to the primary clock (indicated by the OSTS bit in the OSCCON register becoming set). The Fail-Safe Clock Monitor then resumes monitoring the peripheral clock.

The primary clock source may never become ready during start-up. In this case, operation is clocked by the INTOSC multiplexer. The OSCCON register will remain in its Reset state until a power-managed mode is entered.

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IORLW Inclusive OR Literal with W

Syntax: IORLW k

Operands: $0 \leq k \leq 255$

Operation: (W) .OR. k \rightarrow W

Status Affected: N, Z

Encoding:

0000	1001	kkkk	kkkk
------	------	------	------

Description: The contents of W are ORed with the eight-bit literal 'k'. The result is placed in W.

Words: 1

Cycles: 1

Q Cycle Activity:

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

Example: IORLW 35h

Before Instruction

W = 9Ah

After Instruction

W = BFh

IORWF Inclusive OR W with f

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

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

Operation: (W) .OR. (f) \rightarrow dest

Status Affected: N, Z

Encoding:

0001	00da	ffff	ffff
------	------	------	------

Description: Inclusive OR W with register 'f'. If 'd' is '0', the result is placed in W. If 'd' is '1', the result is placed back in register 'f' (default).
 If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank.
 If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever $f \leq 95$ (5Fh). See **Section 24.2.3 "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 to destination

Example: IORWF RESULT, 0, 1

Before Instruction

RESULT = 13h

W = 91h

After Instruction

RESULT = 13h

W = 93h

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26.3 DC Characteristics: PIC18F2525/2620/4525/4620 (Industrial) PIC18LF2525/2620/4525/4620 (Industrial)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for industrial			
Param No.	Symbol	Characteristic	Min	Max	Units	Conditions
D030 D030A D031 D031A D031B D032 D033 D033A D033B D034	V _{IL}	Input Low Voltage I/O Ports: with TTL Buffer with Schmitt Trigger Buffer RC3 and RC4 $\overline{\text{MCLR}}$ OSC1 OSC1 OSC1 T13CKI	V _{SS} — V _{SS} V _{SS} V _{SS} V _{SS} V _{SS} V _{SS} V _{SS} V _{SS}	0.15 V _{DD} 0.8 0.2 V _{DD} 0.3 V _{DD} 0.8 0.2 V _{DD} 0.3 V _{DD} 0.2 V _{DD} 0.3 0.3	V V V V V V V V V V	V _{DD} < 4.5V 4.5V ≤ V _{DD} ≤ 5.5V I ² C™ enabled SMBus enabled HS, HSPLL modes RC, EC modes ⁽¹⁾ XT, LP modes
D040 D040A D041 D041A D041B D042 D043 D043A D043B D043C D044	V _{IH}	Input High Voltage I/O Ports: with TTL Buffer with Schmitt Trigger Buffer RC3 and RC4 $\overline{\text{MCLR}}$ OSC1 OSC1 OSC1 T13CKI	0.25 V _{DD} + 0.8V 2.0 0.8 V _{DD} 0.7 V _{DD} 2.1 0.8 V _{DD} 0.7 V _{DD} 0.8 V _{DD} 0.9 V _{DD} 1.6 1.6	V _{DD} V _{DD}	V V V V V V V V V V V	V _{DD} < 4.5V 4.5V ≤ V _{DD} ≤ 5.5V I ² C enabled SMBus enabled HS, HSPLL modes EC mode RC mode ⁽¹⁾ XT, LP modes
D060 D061 D063	I _{IL}	Input Leakage Current^(2,3) I/O Ports $\overline{\text{MCLR}}$ OSC1	— — —	±200 ±50 ±1 ±1	nA nA μA μA	V _{DD} < 5.5V V _{SS} ≤ V _{PIN} ≤ V _{DD} , Pin at high-impedance V _{DD} < 3V V _{SS} ≤ V _{PIN} ≤ V _{DD} , Pin at high-impedance V _{SS} ≤ V _{PIN} ≤ V _{DD} V _{SS} ≤ V _{PIN} ≤ V _{DD}
D070	I _{PU} I _{PURB}	Weak Pull-up Current PORTB Weak Pull-up Current	50	400	μA	V _{DD} = 5V, V _{PIN} = V _{SS}

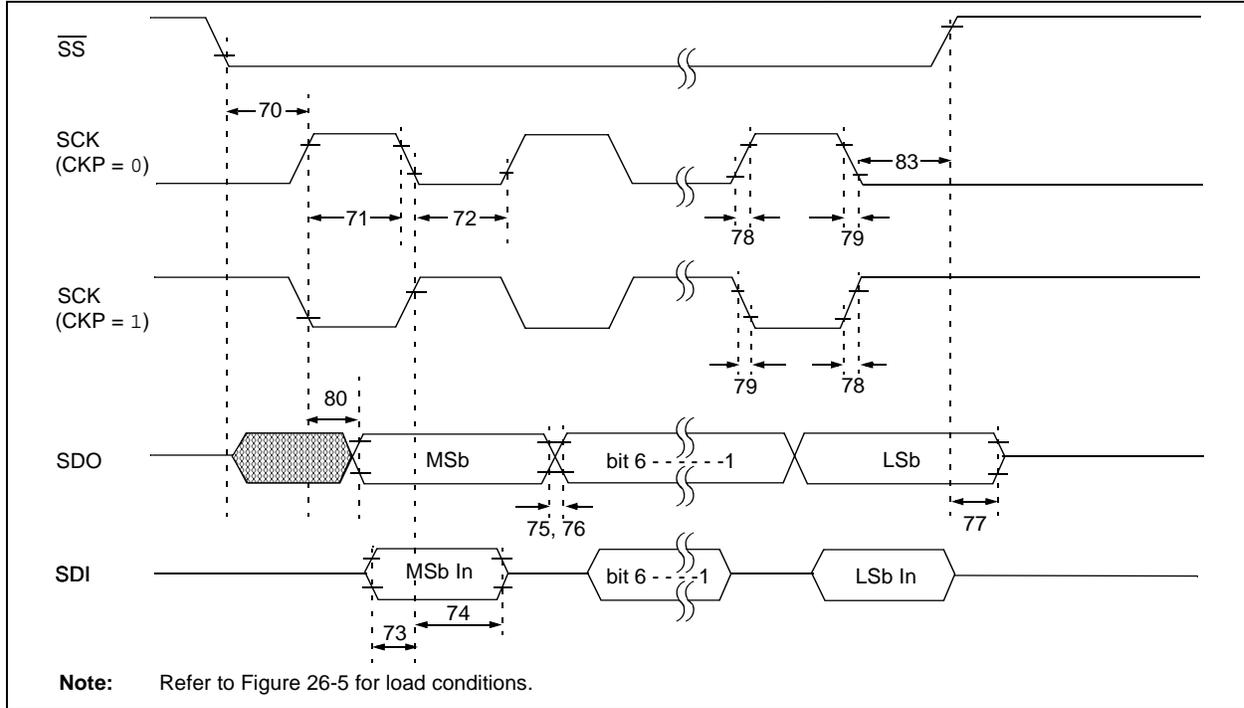
Note 1: In RC oscillator configuration, the OSC1/CLKI pin is a Schmitt Trigger input. It is not recommended that the PIC® device be driven with an external clock while in RC mode.

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.

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FIGURE 26-15: EXAMPLE SPI SLAVE MODE TIMING (CKE = 0)



PIC18F2525/2620/4525/4620

FIGURE 26-23: A/D CONVERSION TIMING

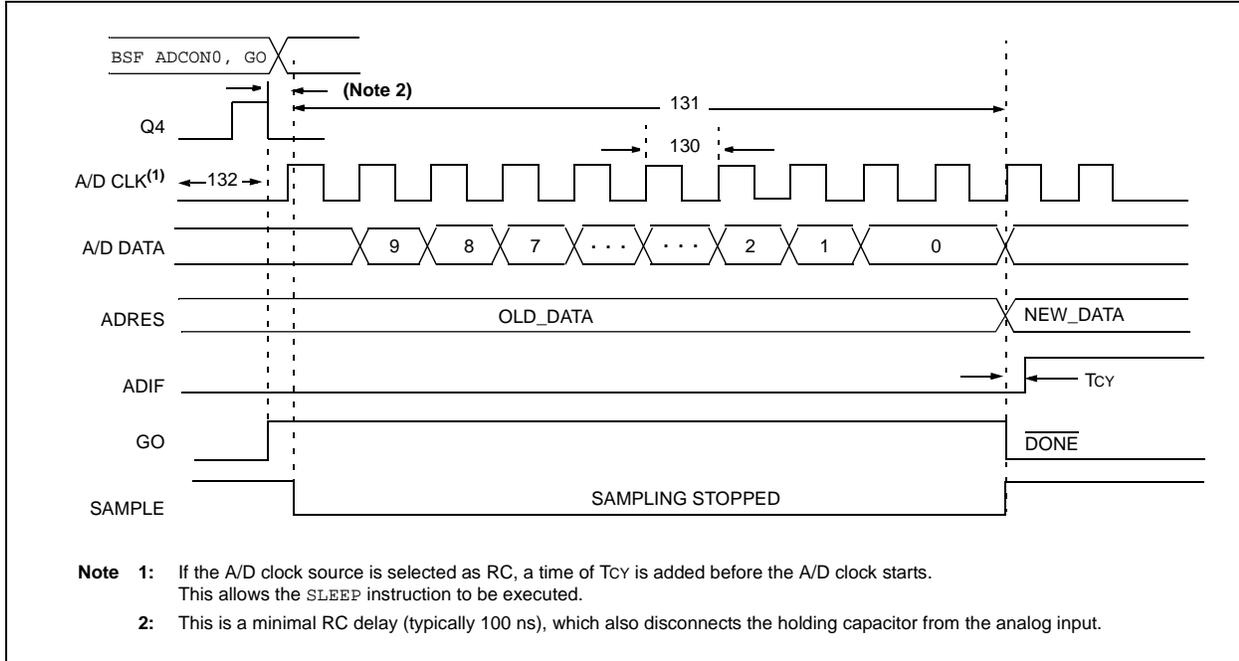


TABLE 26-25: A/D CONVERSION REQUIREMENTS

Param No.	Symbol	Characteristic	Min	Max	Units	Conditions	
130	TAD	A/D Clock Period	PIC18FXXXX	0.7	25.0 ⁽¹⁾	μ S	TOSC based, VREF \geq 3.0V
			PIC18LFXXXX	1.4	25.0 ⁽¹⁾	μ S	VDD = 2.0V; TOSC based, VREF full range
			PIC18FXXXX	—	1	μ S	A/D RC mode
			PIC18LFXXXX	—	3	μ S	VDD = 2.0V; A/D RC mode
131	T _{CV}	Conversion Time (not including acquisition time) (Note 2)	11	12	TAD		
132	T _{ACQ}	Acquisition Time (Note 3)	1.4	—	μ S	-40°C to +85°C	
135	T _{SWC}	Switching Time from Convert → Sample	—	(Note 4)			
TBD	T _{DIS}	Discharge Time	0.2	—	μ S		

- Note 1:** The time of the A/D clock period is dependent on the device frequency and the TAD clock divider.
- Note 2:** ADRES register may be read on the following T_{CY} cycle.
- Note 3:** The time for the holding capacitor to acquire the “New” input voltage when the voltage changes full scale after the conversion (VDD to VSS or VSS to VDD). The source impedance (R_S) on the input channels is 50 Ω .
- Note 4:** On the following cycle of the device clock.

PIC18F2525/2620/4525/4620

FIGURE 27-13: TYPICAL AND MAXIMUM I_{DD} ACROSS V_{DD} (RC_RUN MODE, 31 kHz)

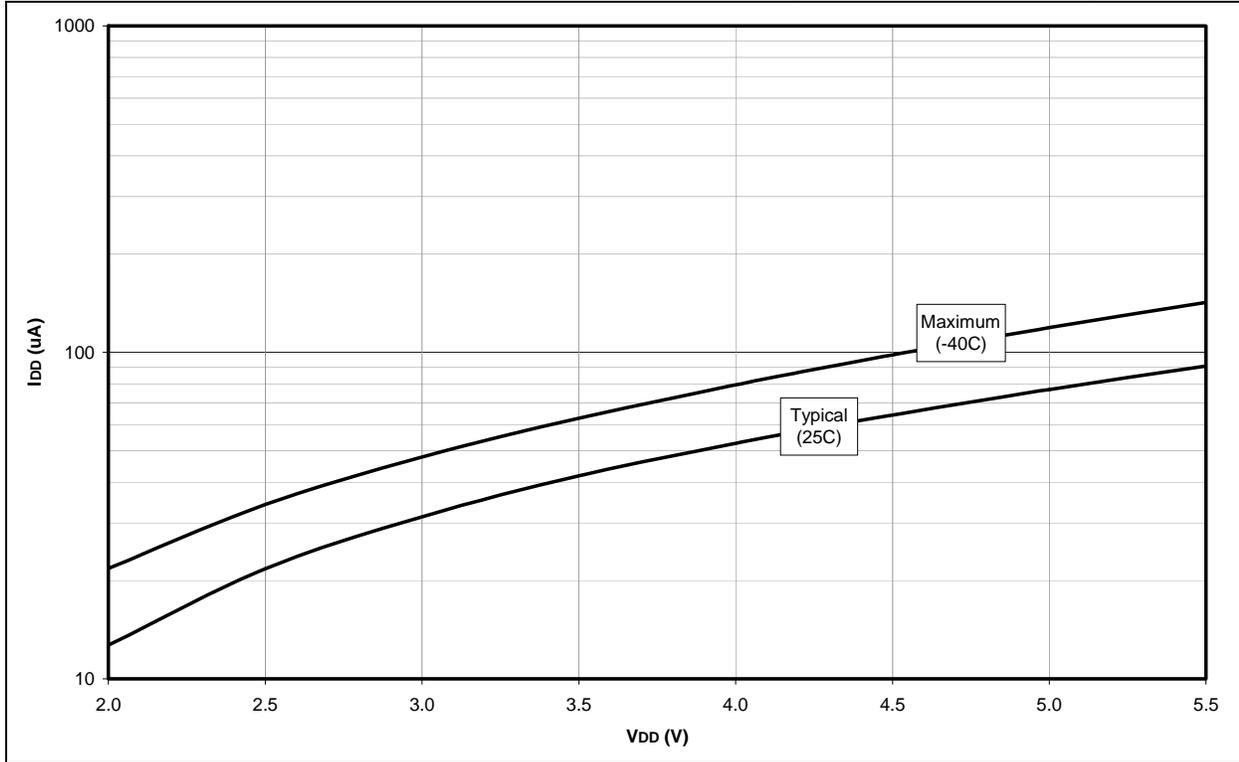


FIGURE 27-14: TYPICAL I_{DD} ACROSS V_{DD} (RC_IDLE MODE, 25°C)

