



Welcome to [E-XFL.COM](https://www.e-xfl.com)

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	32MHz
Connectivity	I ² C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PSMC, PWM, WDT
Number of I/O	24
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 11x12b; D/A 1x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SOIC (0.295", 7.50mm Width)
Supplier Device Package	28-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1786t-i-so

PIC16(L)F1784/6/7

3.3.1 SPECIAL FUNCTION REGISTER

The Special Function Registers (SFR) are registers used by the application to control the desired operation of peripheral functions in the device. The SFR occupies the 20 bytes after the core registers of every data memory bank (addresses x0Ch/x8Ch through x1Fh/x9Fh). The registers associated with the operation of each peripheral are described in the corresponding peripheral chapters of this data sheet.

3.3.2 GENERAL PURPOSE RAM

There are up to 80 bytes of General Purpose Registers (GPR) in each data memory bank. The GPR occupies the space immediately after the SFR of selected data memory banks. The number of banks selected depends on the total amount of GPR space available in the device.

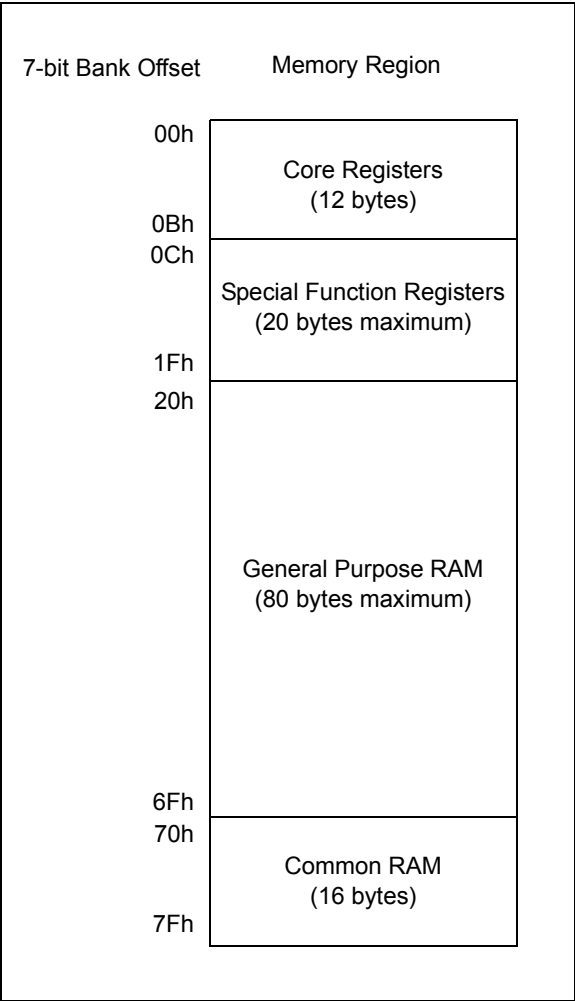
3.3.2.1 Linear Access to GPR

The general purpose RAM can be accessed in a non-banked method via the FSRs. This can simplify access to large memory structures. See **Section 3.6.2 “Linear Data Memory”** for more information.

3.3.3 COMMON RAM

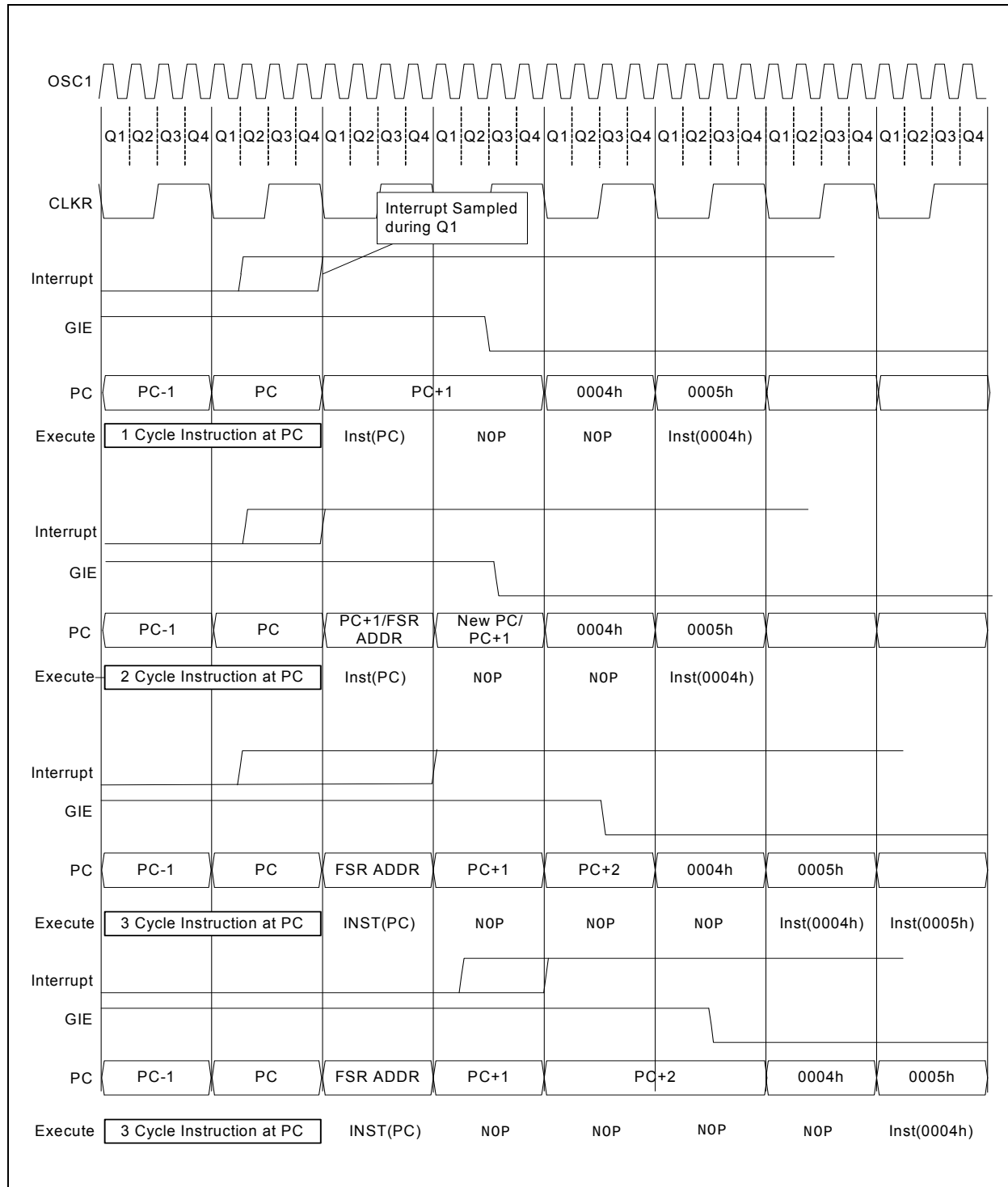
There are 16 bytes of common RAM accessible from all banks.

FIGURE 3-3: BANKED MEMORY PARTITIONING



PIC16(L)F1784/6/7

FIGURE 8-2: INTERRUPT LATENCY



PIC16(L)F1784/6/7

12.7 Register Definitions: EEPROM and Flash Control

REGISTER 12-1: EEDATL: EEPROM DATA LOW BYTE REGISTER

R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
EEDAT<7:0>							
bit 7							bit 0

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'
 u = Bit is unchanged x = Bit is unknown -n/n = Value at POR and BOR/Value at all other Resets
 '1' = Bit is set '0' = Bit is cleared

bit 7-0 **EEDAT<7:0>**: Read/write value for EEPROM data byte or Least Significant bits of program memory

REGISTER 12-2: EEDATH: EEPROM DATA HIGH BYTE REGISTER

U-0	U-0	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
—	—	EEDAT<13:8>					
bit 7							bit 0

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'
 u = Bit is unchanged x = Bit is unknown -n/n = Value at POR and BOR/Value at all other Resets
 '1' = Bit is set '0' = Bit is cleared

bit 7-6 **Unimplemented**: Read as '0'

bit 5-0 **EEDAT<13:8>**: Read/write value for Most Significant bits of program memory

REGISTER 12-3: EEADRL: EEPROM ADDRESS REGISTER

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
EEADR<7:0>							
bit 7							bit 0

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'
 u = Bit is unchanged x = Bit is unknown -n/n = Value at POR and BOR/Value at all other Resets
 '1' = Bit is set '0' = Bit is cleared

bit 7-0 **EEADR<7:0>**: Specifies the Least Significant bits for program memory address or EEPROM address

REGISTER 12-4: EEADRH: EEPROM ADDRESS HIGH BYTE REGISTER

U-1	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—(1)	EEADR<14:8>						
bit 7							bit 0

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'
 u = Bit is unchanged x = Bit is unknown -n/n = Value at POR and BOR/Value at all other Resets
 '1' = Bit is set '0' = Bit is cleared

bit 7 **Unimplemented**: Read as '1'

bit 6-0 **EEADR<14:8>**: Specifies the Most Significant bits for program memory address or EEPROM address

Note 1: Unimplemented, read as '1'.

13.1 Alternate Pin Function

The Alternate Pin Function Control (APFCON1 and APFCON2) registers are used to steer specific peripheral input and output functions between different pins. The APFCON1 and APFCON2 registers are shown in Register 13-1 and Register 13-2. For this device family, the following functions can be moved between different pins.

- C2OUT output
- CCP1 output
- SDO output
- SCL/SCK output
- SDA/SDI output
- TX/RX output
- CCP2 output
- CCP3 output

These bits have no effect on the values of any TRIS register. PORT and TRIS overrides will be routed to the correct pin. The unselected pin will be unaffected.

13.7 PORTC Registers

13.7.1 DATA REGISTER

PORTC is an 8-bit wide bidirectional port. The corresponding data direction register is TRISC (Register 13-20). Setting a TRISC bit (= 1) will make the corresponding PORTC pin an input (i.e., put the corresponding output driver in a High-Impedance mode). Clearing a TRISC bit (= 0) will make the corresponding PORTC pin an output (i.e., enable the output driver and put the contents of the output latch on the selected pin). Example 13-1 shows how to initialize an I/O port.

Reading the PORTC register (Register 13-19) reads the status of the pins, whereas writing to it will write to the PORT latch. All write operations are read-modify-write operations. Therefore, a write to a port implies that the port pins are read, this value is modified and then written to the PORT data latch (LATC).

13.7.2 DIRECTION CONTROL

The TRISC register (Register 13-20) controls the PORTC pin output drivers, even when they are being used as analog inputs. The user should ensure the bits in the TRISC register are maintained set when using them as analog inputs. I/O pins configured as analog inputs always read '0'.

13.7.3 OPEN DRAIN CONTROL

The ODCONC register (Register 13-23) controls the open-drain feature of the port. Open drain operation is independently selected for each pin. When an ODCONC bit is set, the corresponding port output becomes an open drain driver capable of sinking current only. When an ODCONC bit is cleared, the corresponding port output pin is the standard push-pull drive capable of sourcing and sinking current.

13.7.4 SLEW RATE CONTROL

The SLRCONC register (Register 13-24) controls the slew rate option for each port pin. Slew rate control is independently selectable for each port pin. When an SLRCONC bit is set, the corresponding port pin drive is slew rate limited. When an SLRCONC bit is cleared, The corresponding port pin drive slews at the maximum rate possible.

13.7.5 INPUT THRESHOLD CONTROL

The INLVLC register (Register 13-25) controls the input voltage threshold for each of the available PORTC input pins. A selection between the Schmitt Trigger CMOS or the TTL Compatible thresholds is available. The input threshold is important in determining the value of a read of the PORTC register and also the

level at which an interrupt-on-change occurs, if that feature is enabled. See **Section TABLE 30-1: "Supply Voltage"** for more information on threshold levels.

Note: Changing the input threshold selection should be performed while all peripheral modules are disabled. Changing the threshold level during the time a module is active may inadvertently generate a transition associated with an input pin, regardless of the actual voltage level on that pin.

13.7.6 PORTC FUNCTIONS AND OUTPUT PRIORITIES

Each PORTC pin is multiplexed with other functions. The pins, their combined functions and their output priorities are shown in Table 13-7.

When multiple outputs are enabled, the actual pin control goes to the peripheral with the highest priority. Analog input and some digital input functions are not included in the list below. These input functions can remain active when the pin is configured as an output. Certain digital input functions override other port functions and are included in the priority list.

TABLE 13-7: PORTC OUTPUT PRIORITY

Pin Name	Function Priority ⁽¹⁾
RC0	T1OSO PSMC1A RC0
RC1	PSMC1B CCP2 RC1
RC2	PSMC1C CCP1 RC2
RC3	PSMC1D SCL SCK RC3
RC4	PSMC1E SDA RC4
RC5	PSMC1F SDO RC5
RC6	PSMC2A TX/CK CCP3 RC6
RC7	PSMC2B DT RC7

Note 1: Priority listed from highest to lowest.

TABLE 13-10: SUMMARY OF REGISTERS ASSOCIATED WITH PORTD

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ANSELD	—	—	—	—	—	ANSD2	ANSD1	ANSD0	147
INLVLD	INLVLD7	INLVLD6	INLVLD5	INLVLD4	INLVLD3	INLVLD2	INLVLD1	INLVLD0	148
LATD	LATD7	LATD6	LATD5	LATD4	LATD3	LATD2	LATD1	LATD0	146
ODCOND	ODD7	ODD6	ODD5	ODD4	ODD3	ODD2	ODD1	ODD0	148
PORTD	RD7	RD6	RD5	RD4	RD3	RD2	RD1	RD0	146
SLRCOND	SLRD7	SLRD6	SLRD5	SLRD4	SLRD3	SLRD2	SLRD1	SLRD0	148
TRISD	TRISD7	TRISD6	TRISD5	TRISD4	TRISD3	TRISD2	TRISD1	TRISD0	146
WPUD	WPUD7	WPUD6	WPUD5	WPUD4	WPUD3	WPUD2	WPUD1	WPUD0	147

Legend: x = unknown, u = unchanged, - = unimplemented locations read as '0'. Shaded cells are not used by PORTD.

15.0 FIXED VOLTAGE REFERENCE (FVR)

The Fixed Voltage Reference, or FVR, is a stable voltage reference, independent of V_{DD} , with 1.024V, 2.048V or 4.096V selectable output levels. The output of the FVR can be configured to supply a reference voltage to the following:

- ADC input channel
- ADC positive reference
- Comparator positive input
- Digital-to-Analog Converter (DAC)

The FVR can be enabled by setting the FVREN bit of the FVRCON register.

15.1 Independent Gain Amplifiers

The output of the FVR supplied to the ADC, Comparators, and DAC is routed through two independent programmable gain amplifiers. Each amplifier can be programmed for a gain of 1x, 2x or 4x, to produce the three possible voltage levels.

The ADFVR<1:0> bits of the FVRCON register are used to enable and configure the gain amplifier settings for the reference supplied to the ADC module. Reference **Section 17.0 “Analog-to-Digital Converter (ADC) Module”** for additional information.

The CDAFVR<1:0> bits of the FVRCON register are used to enable and configure the gain amplifier settings for the reference supplied to the DAC and comparator module. Reference **Section 19.0 “Digital-to-Analog Converter (DAC) Module”** and **Section 20.0 “Comparator Module”** for additional information.

15.2 FVR Stabilization Period

When the Fixed Voltage Reference module is enabled, it requires time for the reference and amplifier circuits to stabilize. Once the circuits stabilize and are ready for use, the FVRRDY bit of the FVRCON register will be set. See **Section 30.0 “Electrical Specifications”** for the minimum delay requirement.

15.3 FVR Buffer Stabilization Period

When either FVR Buffer1 or FVR Buffer 2 is enabled, the buffer amplifier circuits require 30 μ s to stabilize. This stabilization time is required even when the FVR is already operating and stable.

PIC16(L)F1784/6/7

15.4 Register Definitions: FVR Control

REGISTER 15-1: FVRCON: FIXED VOLTAGE REFERENCE CONTROL REGISTER

R/W-0/0	R-q/q	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
FVREN	FVRRDY ⁽¹⁾	TSEN	TSRNG	CDAFVR<1:0>	ADFVR<1:0>		
bit 7						bit 0	

Legend:

R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	q = Value depends on condition

bit 7	FVREN: Fixed Voltage Reference Enable bit 1 = Fixed Voltage Reference is enabled 0 = Fixed Voltage Reference is disabled
bit 6	FVRRDY: Fixed Voltage Reference Ready Flag bit ⁽¹⁾ 1 = Fixed Voltage Reference output is ready for use 0 = Fixed Voltage Reference output is not ready or not enabled
bit 5	TSEN: Temperature Indicator Enable bit ⁽³⁾ 1 = Temperature Indicator is enabled 0 = Temperature Indicator is disabled
bit 4	TSRNG: Temperature Indicator Range Selection bit ⁽³⁾ 1 = $V_{OUT} = V_{DD} - 4V_T$ (High Range) 0 = $V_{OUT} = V_{DD} - 2V_T$ (Low Range)
bit 3-2	CDAFVR<1:0>: Comparator and DAC Fixed Voltage Reference Selection bit 11 = Comparator and DAC Fixed Voltage Reference Peripheral output is 4x (4.096V) ⁽²⁾ 10 = Comparator and DAC Fixed Voltage Reference Peripheral output is 2x (2.048V) ⁽²⁾ 01 = Comparator and DAC Fixed Voltage Reference Peripheral output is 1x (1.024V) 00 = Comparator and DAC Fixed Voltage Reference Peripheral output is off.
bit 1-0	ADFVR<1:0>: ADC Fixed Voltage Reference Selection bit 11 = ADC Fixed Voltage Reference Peripheral output is 4x (4.096V) ⁽²⁾ 10 = ADC Fixed Voltage Reference Peripheral output is 2x (2.048V) ⁽²⁾ 01 = ADC Fixed Voltage Reference Peripheral output is 1x (1.024V) 00 = ADC Fixed Voltage Reference Peripheral output is off.

- Note 1:** FVRRDY is always '1' on "F" devices only.
Note 2: Fixed Voltage Reference output cannot exceed V_{DD} .
Note 3: See Section 16.0 "Temperature Indicator Module" for additional information.

TABLE 15-2: SUMMARY OF REGISTERS ASSOCIATED WITH FIXED VOLTAGE REFERENCE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on page
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR<1:0>		ADFVR<1:0>		162

Legend: Shaded cells are not used with the Fixed Voltage Reference.

TABLE 17-1: ADC CLOCK PERIOD (T_{AD}) Vs. DEVICE OPERATING FREQUENCIES

ADC Clock Period (T _{AD})		Device Frequency (F _{osc})					
ADC Clock Source	ADCS<2:0>	32 MHz	20 MHz	16 MHz	8 MHz	4 MHz	1 MHz
Fosc/2	000	62.5ns ⁽²⁾	100 ns ⁽²⁾	125 ns ⁽²⁾	250 ns ⁽²⁾	500 ns ⁽²⁾	2.0 μs
Fosc/4	100	125 ns ⁽²⁾	200 ns ⁽²⁾	250 ns ⁽²⁾	500 ns ⁽²⁾	1.0 μs	4.0 μs
Fosc/8	001	0.5 μs ⁽²⁾	400 ns ⁽²⁾	0.5 μs ⁽²⁾	1.0 μs	2.0 μs	8.0 μs ⁽³⁾
Fosc/16	101	800 ns	800 ns	1.0 μs	2.0 μs	4.0 μs	16.0 μs ⁽³⁾
Fosc/32	010	1.0 μs	1.6 μs	2.0 μs	4.0 μs	8.0 μs ⁽³⁾	32.0 μs ⁽³⁾
Fosc/64	110	2.0 μs	3.2 μs	4.0 μs	8.0 μs ⁽³⁾	16.0 μs ⁽³⁾	64.0 μs ⁽³⁾
FRC	x11	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)	1.0-6.0 μs ^(1,4)

Legend: Shaded cells are outside of recommended range.

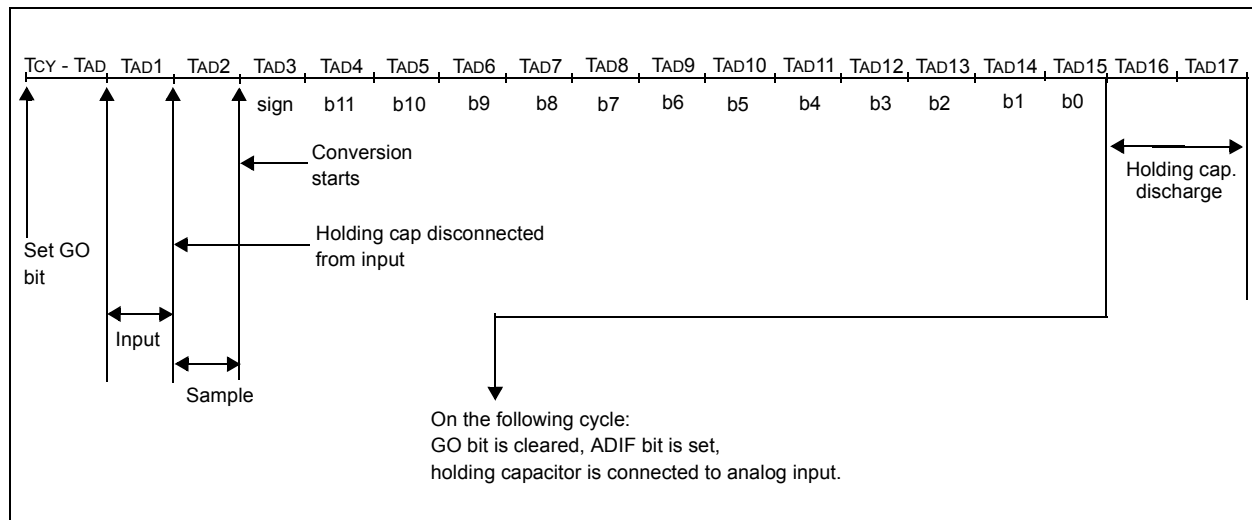
Note 1: The FRC source has a typical T_{AD} time of 1.6 μs for V_{DD}.

2: These values violate the minimum required T_{AD} time.

3: For faster conversion times, the selection of another clock source is recommended.

4: The ADC clock period (T_{AD}) and total ADC conversion time can be minimized when the ADC clock is derived from the system clock Fosc. However, the FRC oscillator source must be used when conversions are to be performed with the device in Sleep mode.

FIGURE 17-2: ANALOG-TO-DIGITAL CONVERSION T_{AD} CYCLES



22.3 Timer1 Prescaler

Timer1 has four prescaler options allowing 1, 2, 4 or 8 divisions of the clock input. The T1CKPS bits of the T1CON register control the prescale counter. The prescale counter is not directly readable or writable; however, the prescaler counter is cleared upon a write to TMR1H or TMR1L.

22.4 Timer1 Oscillator

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

The oscillator circuit is enabled by setting the T1OSCEN bit of the T1CON register. The oscillator will continue to run during Sleep.

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

22.5 Timer1 Operation in Asynchronous Counter Mode

If the control bit T1SYNC of the T1CON register is set, the external clock input is not synchronized. The timer increments asynchronously to the internal phase clocks. If the external clock source is selected then the timer will continue to run during Sleep and can generate an interrupt on overflow, which will wake-up the processor. However, special precautions in software are needed to read/write the timer (see **Section 22.5.1 “Reading and Writing Timer1 in Asynchronous Counter Mode”**).

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

22.5.1 READING AND WRITING TIMER1 IN ASYNCHRONOUS COUNTER MODE

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

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

22.6 Timer1 Gate

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

Timer1 gate can also be driven by multiple selectable sources.

22.6.1 TIMER1 GATE ENABLE

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

When Timer1 Gate Enable mode is enabled, Timer1 will increment on the rising edge of the Timer1 clock source. When Timer1 Gate Enable mode is disabled, no incrementing will occur and Timer1 will hold the current count. See Figure 22-3 for timing details.

TABLE 22-3: TIMER1 GATE ENABLE SELECTIONS

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

24.2.7 ASYNCHRONOUS INPUTS

The PSMC module supports asynchronous inputs alone or in combination with the synchronous inputs. asynchronous inputs include:

- Analog
 - sync_C1OUT
 - sync_C2OUT
 - sync_C3OUT
 - sync_C4OUT
- Digital
 - PSMCxIN pin

24.2.7.1 Comparator Inputs

The outputs of any combination of the synchronized comparators may be used to trigger any of the three events as well as auto-shutdown.

The event triggers on the rising edge of the comparator output. Except for auto-shutdown, the event input is not level sensitive.

24.2.7.2 PSMCxIN Pin Input

The PSMCxIN pin may be used to trigger PSMC events. Data is passed through straight to the PSMC module without any synchronization to a system clock. This is so that input blanking may be applied to any external circuit using the module.

The event triggers on the rising edge of the PSMCxIN signal.

24.2.7.3 Asynchronous Polarity

Polarity control is available for the period and duty-cycle asynchronous event inputs. Polarity control is necessary when the same signal is used as the source for both events. Inverting the polarity of one event relative to the other enables starting the period on one edge of the signal and terminating the duty-cycle on the opposite edge. Polarity is controlled with the PxPRPOL and PxDCPOL bits of the PSMCxSYNC register. Inverting the asynchronous input with these controls inverts all enabled asynchronous inputs for the corresponding event.

24.2.8 INPUT BLANKING

Input blanking is a function whereby the inputs from any selected asynchronous input may be driven inactive for a short period of time. This is to prevent electrical transients from the turn-on/off of power components from generating a false event.

Blanking is initiated by either or both:

- Rising event
- Falling event

Blanked inputs are suppressed from causing all asynchronous events, including:

- Rising
- Falling
- Period
- Shutdown

Rising edge and falling edge blanking are controlled independently. The following features are available for blanking:

- Blanking enable
- Blanking time counters
- Blanking mode

The following Blanking modes are available:

- Blanking disabled
- Immediate blanking

The Falling Edge Blanking mode is set with the PxFEbM<1:0> bits of the PSMCx Blanking Control (PSMCxBLNK) register (Register 24-9).

The Rising Edge Blanking mode is set with the PxREbM<1:0> bits of the PSMCx Blanking Control (PSMCxBLNK) register (Register 24-9).

24.2.8.1 Blanking Disabled

With blanking disabled, the asynchronous inputs are passed to the PSMC module without any intervention.

24.2.8.2 Immediate Blanking

With Immediate blanking, a counter is used to determine the blanking period. The desired blanking time is measured in psmc_clk periods. A rising edge event will start incrementing the rising edge blanking counter. A falling edge event will start incrementing the falling edge blanking counter.

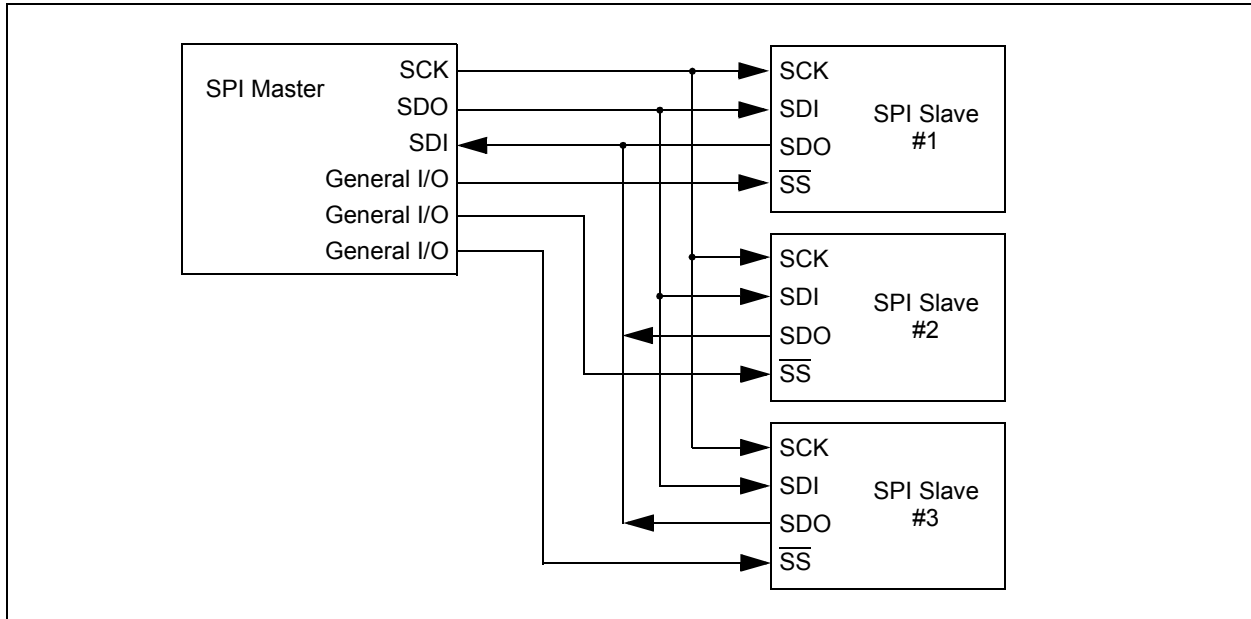
The rising edge blanking time is set with the PSMC Rising Edge Blanking Time (PSMCxBLKR) register (Register 24-29). The inputs to be blanked are selected with the PSMC Rising Edge Blanked Source (PSMCxREBS) register (Register 24-10). During rising edge blanking, the selected blanked sources are suppressed for falling edge as well as rising edge, auto-shutdown and period events.

The falling edge blanking time is set with the PSMC Falling Edge Blanking Time (PSMCxBLKF) register (Register 24-30). The inputs to be blanked are selected with the PSMC Falling Edge Blanked Source (PSMCxFEBS) register (Register 24-11). During falling edge blanking, the selected blanked sources are suppressed for rising edge, as well as falling edge, auto-shutdown, and period events.

The blanking counters are incremented on the rising edge of psmc_clk. Blanked sources are suppressed until the counter value equals the blanking time register causing the blanking to terminate.

As the rising and falling edge events are from asynchronous inputs, there may be some uncertainty in the actual blanking time implemented in each cycle. The maximum uncertainty is equal to one psmc_clk period.

FIGURE 26-4: SPI MASTER AND MULTIPLE SLAVE CONNECTION



26.2.1 SPI MODE REGISTERS

The MSSP module has five registers for SPI mode operation. These are:

- MSSP STATUS register (SSPSTAT)
- MSSP Control register 1 (SSPCON1)
- MSSP Control register 3 (SSPCON3)
- MSSP Data Buffer register (SSPBUF)
- MSSP Address register (SSPADD)
- MSSP Shift register (SSPSR)
(Not directly accessible)

SSPCON1 and SSPSTAT are the control and STATUS registers in SPI mode operation. The SSPCON1 register is readable and writable. The lower 6 bits of the SSPSTAT are read-only. The upper 2 bits of the SSPSTAT are read/write.

In one SPI master mode, SSPADD can be loaded with a value used in the Baud Rate Generator. More information on the Baud Rate Generator is available in **Section 26.7 “Baud Rate Generator”**.

SSPSR is the shift register used for shifting data in and out. SSPBUF provides indirect access to the SSPSR register. SSPBUF is the buffer register to which data bytes are written, and from which data bytes are read.

In receive operations, SSPSR and SSPBUF together create a buffered receiver. When SSPSR receives a complete byte, it is transferred to SSPBUF and the SSP1IF interrupt is set.

During transmission, the SSPBUF is not buffered. A write to SSPBUF will write to both SSPBUF and SSPSR.

26.6 I²C Master Mode

Master mode is enabled by setting and clearing the appropriate SSPM bits in the SSPCON1 register and by setting the SSPEN bit. In Master mode, the SDA and SCK pins must be configured as inputs. The MSSP peripheral hardware will override the output driver TRIS controls when necessary to drive the pins low.

Master mode of operation is supported by interrupt generation on the detection of the Start and Stop conditions. The Stop (P) and Start (S) bits are cleared from a Reset or when the MSSP module is disabled. Control of the I²C bus may be taken when the P bit is set, or the bus is Idle.

In Firmware Controlled Master mode, user code conducts all I²C bus operations based on Start and Stop bit condition detection. Start and Stop condition detection is the only active circuitry in this mode. All other communication is done by the user software directly manipulating the SDA and SCL lines.

The following events will cause the SSP Interrupt Flag bit, SSP1IF, to be set (SSP interrupt, if enabled):

- Start condition detected
- Stop condition detected
- Data transfer byte transmitted/received
- Acknowledge transmitted/received
- Repeated Start generated

Note 1: The MSSP module, when configured in I²C Master mode, does not allow queueing of events. For instance, the user is not allowed to initiate a Start condition and immediately write the SSPBUF register to initiate transmission before the Start condition is complete. In this case, the SSPBUF will not be written to and the WCOL bit will be set, indicating that a write to the SSPBUF did not occur

2: When in Master mode, Start/Stop detection is masked and an interrupt is generated when the SEN/PEN bit is cleared and the generation is complete.

26.6.1 I²C MASTER MODE OPERATION

The master device generates all of the serial clock pulses and the Start and Stop conditions. A transfer is ended with a Stop condition or with a Repeated Start condition. Since the Repeated Start condition is also the beginning of the next serial transfer, the I²C bus will not be released.

In Master Transmitter mode, serial data is output through SDA, while SCL outputs the serial clock. The first byte transmitted contains the slave address of the receiving device (7 bits) and the Read/Write (R/W) bit. In this case, the R/W bit will be logic '0'. Serial data is transmitted 8 bits at a time. After each byte is transmitted, an Acknowledge bit is received. Start and Stop conditions are output to indicate the beginning and the end of a serial transfer.

In Master Receive mode, the first byte transmitted contains the slave address of the transmitting device (7 bits) and the R/W bit. In this case, the R/W bit will be logic '1'. Thus, the first byte transmitted is a 7-bit slave address followed by a '1' to indicate the receive bit. Serial data is received via SDA, while SCL outputs the serial clock. Serial data is received 8 bits at a time. After each byte is received, an Acknowledge bit is transmitted. Start and Stop conditions indicate the beginning and end of transmission.

A Baud Rate Generator is used to set the clock frequency output on SCL. See **Section 26.7 “Baud Rate Generator”** for more detail.

27.1 EUSART Asynchronous Mode

The EUSART transmits and receives data using the standard non-return-to-zero (NRZ) format. NRZ is implemented with two levels: a V_{OH} mark state which represents a '1' data bit, and a V_{OL} space state which represents a '0' data bit. NRZ refers to the fact that consecutively transmitted data bits of the same value stay at the output level of that bit without returning to a neutral level between each bit transmission. An NRZ transmission port idles in the Mark state. Each character transmission consists of one Start bit followed by eight or nine data bits and is always terminated by one or more Stop bits. The Start bit is always a space and the Stop bits are always marks. The most common data format is 8 bits. Each transmitted bit persists for a period of 1/(Baud Rate). An on-chip dedicated 8-bit/16-bit Baud Rate Generator is used to derive standard baud rate frequencies from the system oscillator. See Table 27-5 for examples of baud rate configurations.

The EUSART transmits and receives the LSb first. The EUSART's transmitter and receiver are functionally independent, but share the same data format and baud rate. Parity is not supported by the hardware, but can be implemented in software and stored as the ninth data bit.

27.1.1 EUSART ASYNCHRONOUS TRANSMITTER

The EUSART transmitter block diagram is shown in Figure 27-1. The heart of the transmitter is the serial Transmit Shift Register (TSR), which is not directly accessible by software. The TSR obtains its data from the transmit buffer, which is the TXREG register.

27.1.1.1 Enabling the Transmitter

The EUSART transmitter is enabled for asynchronous operations by configuring the following three control bits:

- TXEN = 1
- SYNC = 0
- SPEN = 1

All other EUSART control bits are assumed to be in their default state.

Setting the TXEN bit of the TXSTA register enables the transmitter circuitry of the EUSART. Clearing the SYNC bit of the TXSTA register configures the EUSART for asynchronous operation. Setting the SPEN bit of the RCSTA register enables the EUSART and automatically configures the TX/CK I/O pin as an output. If the TX/CK pin is shared with an analog peripheral, the analog I/O function must be disabled by clearing the corresponding ANSEL bit.

Note: The TXIF Transmitter Interrupt flag is set when the TXEN enable bit is set.

27.1.1.2 Transmitting Data

A transmission is initiated by writing a character to the TXREG register. If this is the first character, or the previous character has been completely flushed from the TSR, the data in the TXREG is immediately transferred to the TSR register. If the TSR still contains all or part of a previous character, the new character data is held in the TXREG until the Stop bit of the previous character has been transmitted. The pending character in the TXREG is then transferred to the TSR in one T_{cy} immediately following the Stop bit transmission. The transmission of the Start bit, data bits and Stop bit sequence commences immediately following the transfer of the data to the TSR from the TXREG.

27.1.1.3 Transmit Data Polarity

The polarity of the transmit data can be controlled with the SCKP bit of the BAUDxCON register. The default state of this bit is '0' which selects high true transmit idle and data bits. Setting the SCKP bit to '1' will invert the transmit data resulting in low true idle and data bits. The SCKP bit controls transmit data polarity in Asynchronous mode only. In Synchronous mode, the SCKP bit has a different function. See **Section 27.5.1.2 "Clock Polarity"**.

27.1.1.4 Transmit Interrupt Flag

The TXIF interrupt flag bit of the PIR1 register is set whenever the EUSART transmitter is enabled and no character is being held for transmission in the TXREG. In other words, the TXIF bit is only clear when the TSR is busy with a character and a new character has been queued for transmission in the TXREG. The TXIF flag bit is not cleared immediately upon writing TXREG. TXIF becomes valid in the second instruction cycle following the write execution. Polling TXIF immediately following the TXREG write will return invalid results. The TXIF bit is read-only, it cannot be set or cleared by software.

The TXIF interrupt can be enabled by setting the TXIE interrupt enable bit of the PIE1 register. However, the TXIF flag bit will be set whenever the TXREG is empty, regardless of the state of TXIE enable bit.

To use interrupts when transmitting data, set the TXIE bit only when there is more data to send. Clear the TXIE interrupt enable bit upon writing the last character of the transmission to the TXREG.

27.2 Clock Accuracy with Asynchronous Operation

The factory calibrates the internal oscillator block output (INTOSC). However, the INTOSC frequency may drift as VDD or temperature changes, and this directly affects the asynchronous baud rate. Two methods may be used to adjust the baud rate clock, but both require a reference clock source of some kind.

The first (preferred) method uses the OSCTUNE register to adjust the INTOSC output. Adjusting the value in the OSCTUNE register allows for fine resolution changes to the system clock source. See **Section 6.2.2 “Internal Clock Sources”** for more information.

The other method adjusts the value in the Baud Rate Generator. This can be done automatically with the Auto-Baud Detect feature (see **Section 27.4.1 “Auto-Baud Detect”**). There may not be fine enough resolution when adjusting the Baud Rate Generator to compensate for a gradual change in the peripheral clock frequency.

PIC16(L)F1784/6/7

FIGURE 27-12: SYNCHRONOUS RECEPTION (MASTER MODE, SREN)

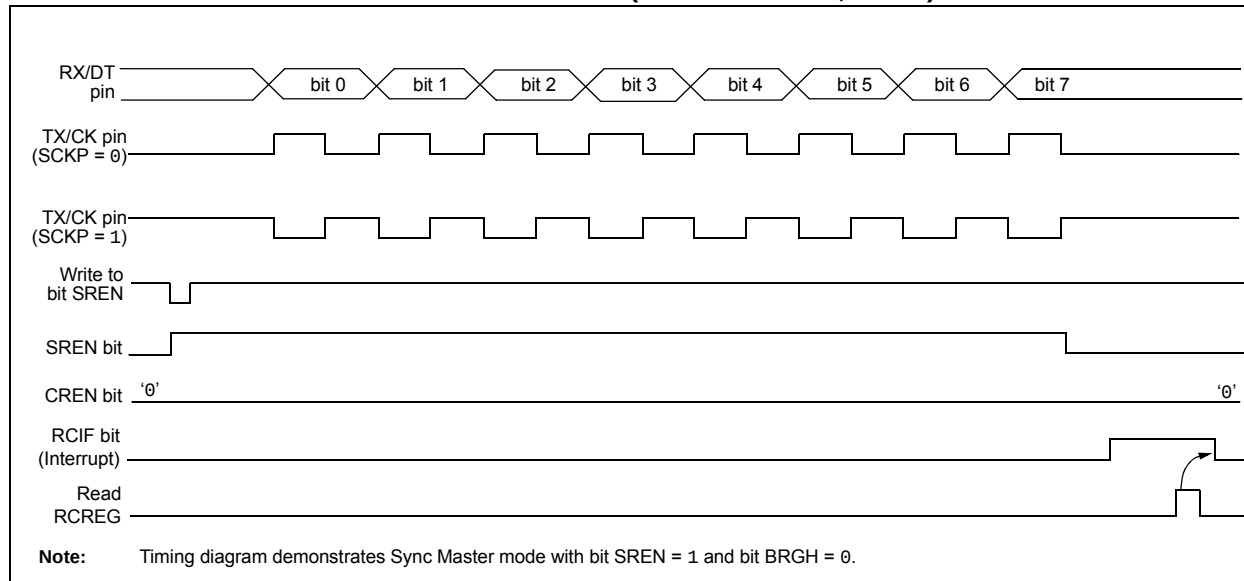


TABLE 27-8: SUMMARY OF REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER RECEPTION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
APFCON1	C2OUTSEL	CC1PSEL	SDOSEL	SCKSEL	SDISEL	TXSEL	RXSEL	CCP2SEL	127
BAUDCON	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	347
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	93
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	94
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	98
RCREG	EUSART Receive Data Register								340*
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	346
SPBRGL	BRG<7:0>								348
SPBRGH	BRG<15:8>								348
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	142
TXSTA	CSRC	TX9	TXEN	SYNC	SENDER	BRGH	TRMT	TX9D	345

Legend: — = unimplemented location, read as '0'. Shaded cells are not used for synchronous master reception.

* Page provides register information.

PIC16(L)F1784/6/7

27.5.2.3 EUSART Synchronous Slave Reception

The operation of the Synchronous Master and Slave modes is identical (**Section 27.5.1.5 “Synchronous Master Reception”**), with the following exceptions:

- Sleep
- CREN bit is always set, therefore the receiver is never idle
- SREN bit, which is a “don’t care” in Slave mode

A character may be received while in Sleep mode by setting the CREN bit prior to entering Sleep. Once the word is received, the RSR register will transfer the data to the RCREG register. If the RCIE enable bit is set, the interrupt generated will wake the device from Sleep and execute the next instruction. If the GIE bit is also set, the program will branch to the interrupt vector.

27.5.2.4 Synchronous Slave Reception Set-up:

1. Set the SYNC and SPEN bits and clear the CSRC bit.
2. Clear the ANSEL bit for both the CK and DT pins (if applicable).
3. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. If 9-bit reception is desired, set the RX9 bit.
5. Set the CREN bit to enable reception.
6. The RCIF bit will be set when reception is complete. An interrupt will be generated if the RCIE bit was set.
7. If 9-bit mode is enabled, retrieve the Most Significant bit from the RX9D bit of the RCSTA register.
8. Retrieve the eight Least Significant bits from the receive FIFO by reading the RCREG register.
9. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCSTA register or by clearing the SPEN bit which resets the EUSART.

TABLE 27-10: SUMMARY OF REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE RECEPTION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
APFCON1	C2OUTSEL	CC1PSEL	SDOSEL	SCKSEL	SDISEL	TXSEL	RXSEL	CCP2SEL	127
BAUDCON	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	347
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	93
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	94
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	98
RCREG	EUSART Receive Data Register								340*
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	346
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	142
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	345

Legend: — = unimplemented location, read as ‘0’. Shaded cells are not used for synchronous slave reception.

* Page provides register information.

FIGURE 28-2: PICKIT™ PROGRAMMER STYLE CONNECTOR INTERFACE

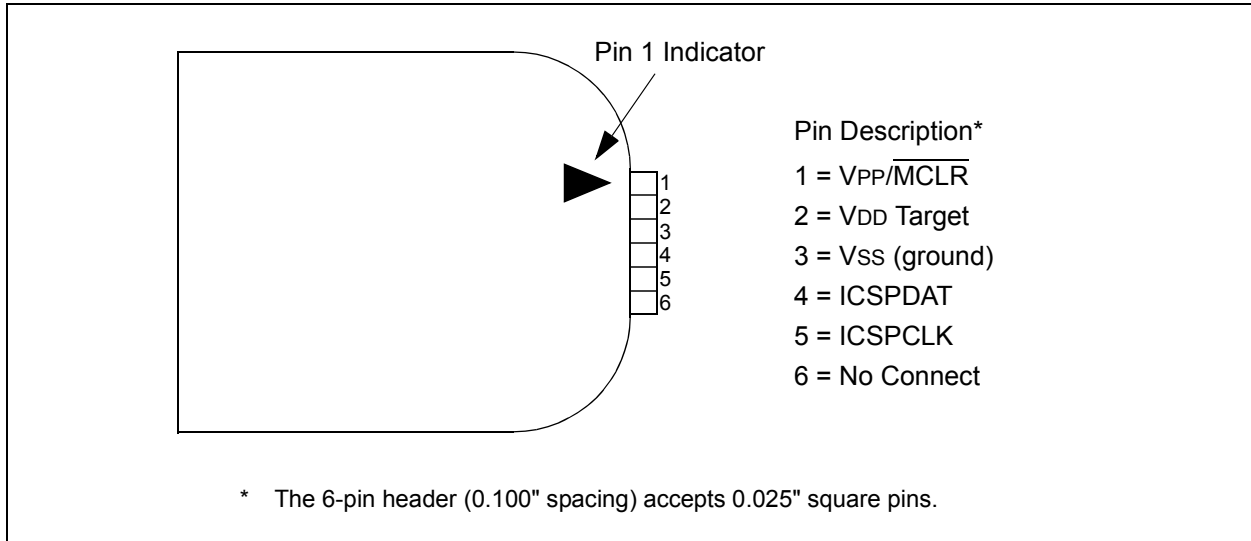
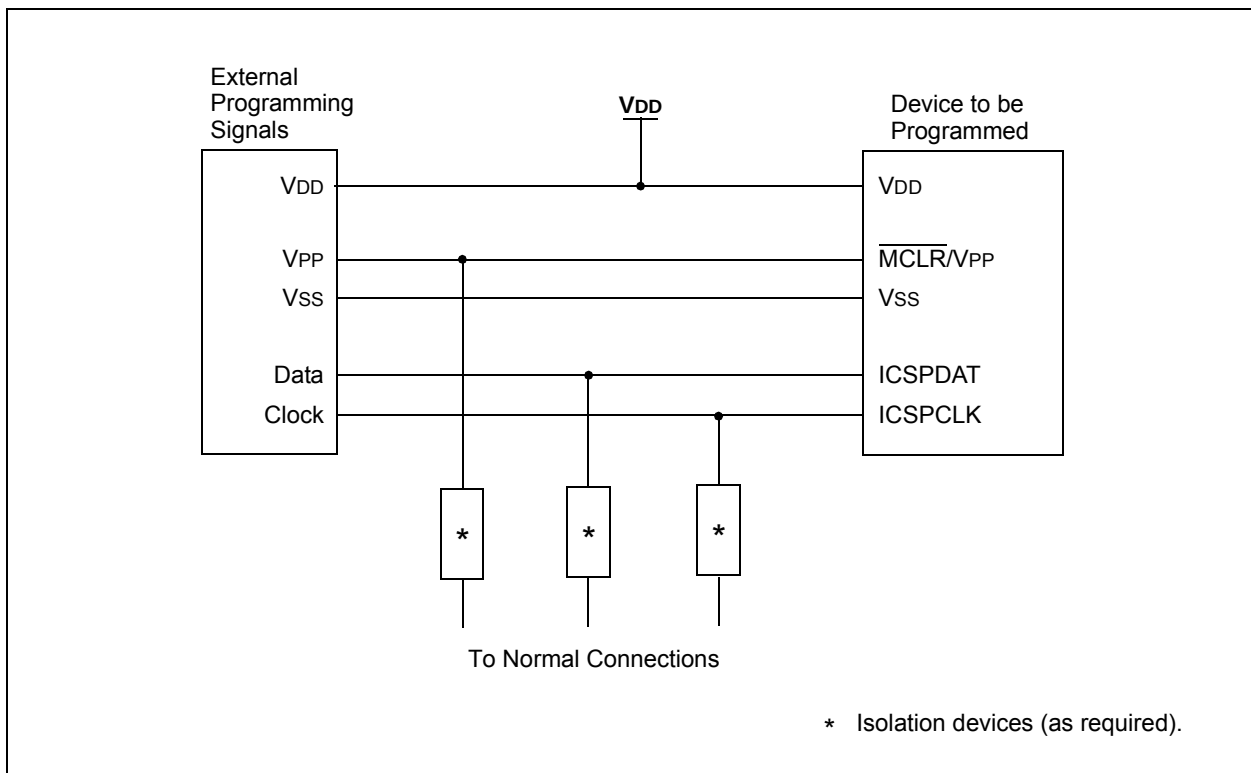


FIGURE 28-3: TYPICAL CONNECTION FOR ICSP™ PROGRAMMING



PIC16(L)F1784/6/7

30.4 Thermal Considerations

Standard Operating Conditions (unless otherwise stated)					
Param No.	Sym.	Characteristic	Typ.	Units	Conditions
TH01	θ_{JA}	Thermal Resistance Junction to Ambient	60	°C/W	28-pin SPDIP package
			80	°C/W	28-pin SOIC package
			90	°C/W	28-pin SSOP package
			27.5	°C/W	28-pin QFN 6x6mm package
			47.2	°C/W	40-pin DIP package
			41	°C/W	40-pin UQFN 5x5
			46	°C/W	44-pin TQFP package
			24.4	°C/W	44-pin QFN 8x8mm package
TH02	θ_{JC}	Thermal Resistance Junction to Case	31.4	°C/W	28-pin SPDIP package
			24	°C/W	28-pin SOIC package
			24	°C/W	28-pin SSOP package
			24	°C/W	28-pin QFN 6x6mm package
			24.7	°C/W	40-pin DIP package
			5.5	°C/W	40-pin UQFN 5x5
			14.5	°C/W	44-pin TQFP package
			20	°C/W	44-pin QFN 8x8mm package
TH03	T_{JMAX}	Maximum Junction Temperature	150	°C	
TH04	PD	Power Dissipation	—	W	$PD = P_{INTERNAL} + P_{I/O}$
TH05	$P_{INTERNAL}$	Internal Power Dissipation	—	W	$P_{INTERNAL} = I_{DD} \times V_{DD}^{(1)}$
TH06	$P_{I/O}$	I/O Power Dissipation	—	W	$P_{I/O} = \sum (I_{OL} \times V_{OL}) + \sum (I_{OH} \times (V_{DD} - V_{OH}))$
TH07	P_{DER}	Derated Power	—	W	$P_{DER} = P_{D_{MAX}} (T_J - T_A) / \theta_{JA}^{(2)}$

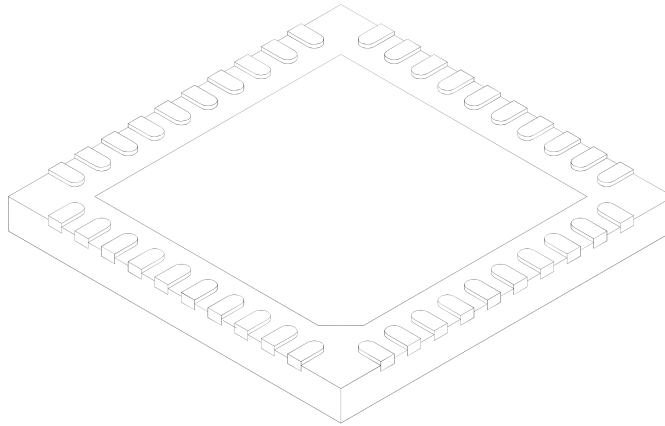
Note 1: I_{DD} is current to run the chip alone without driving any load on the output pins.

2: T_A = Ambient Temperature

3: T_J = Junction Temperature

40-Lead Ultra Thin Plastic Quad Flat, No Lead Package (MV) – 5x5x0.5 mm Body [UQFN]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N	40		
Pitch	e	0.40 BSC		
Overall Height	A	0.45	0.50	0.55
Standoff	A1	0.00	0.02	0.05
Contact Thickness	A3	0.127 REF		
Overall Width	E	5.00 BSC		
Exposed Pad Width	E2	3.60	3.70	3.80
Overall Length	D	5.00 BSC		
Exposed Pad Length	D2	3.60	3.70	3.80
Contact Width	b	0.15	0.20	0.25
Contact Length	L	0.30	0.40	0.50
Contact-to-Exposed Pad	K	0.20	-	-

Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- Package is saw singulated.
- Dimensioning and tolerancing per ASME Y14.5M.
 - BSC: Basic Dimension. Theoretically exact value shown without tolerances.
 - REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-156A Sheet 2 of 2