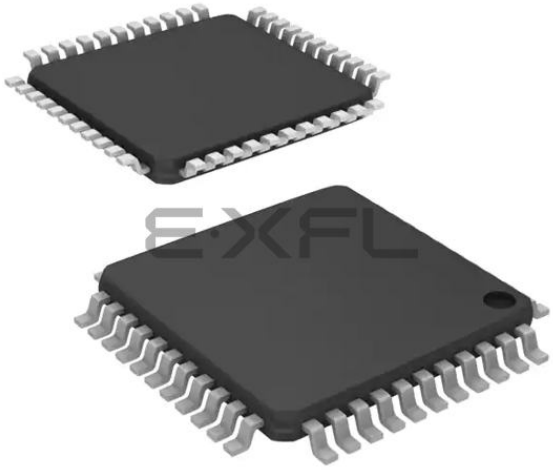

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Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PSMC, PWM, WDT
Number of I/O	35
Program Memory Size	7KB (4K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 14x12b; D/A 1x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-TQFP
Supplier Device Package	44-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lf1784t-i-pt

6.0 OSCILLATOR MODULE (WITH FAIL-SAFE CLOCK MONITOR)

6.1 Overview

The oscillator module has a wide variety of clock sources and selection features that allow it to be used in a wide range of applications while maximizing performance and minimizing power consumption. Figure 6-1 illustrates a block diagram of the oscillator module.

Clock sources can be supplied from external oscillators, quartz crystal resonators, ceramic resonators and Resistor-Capacitor (RC) circuits. In addition, the system clock source can be supplied from one of two internal oscillators and PLL circuits, with a choice of speeds selectable via software. Additional clock features include:

- Selectable system clock source between external or internal sources via software.
- Two-Speed Start-up mode, which minimizes latency between external oscillator start-up and code execution.
- Fail-Safe Clock Monitor (FSCM) designed to detect a failure of the external clock source (LP, XT, HS, EC or RC modes) and switch automatically to the internal oscillator.
- Oscillator Start-up Timer (OST) ensures stability of crystal oscillator sources

The oscillator module can be configured in one of eight clock modes.

1. ECL – External Clock Low-Power mode (0 MHz to 0.5 MHz)
2. ECM – External Clock Medium-Power mode (0.5 MHz to 4 MHz)
3. ECH – External Clock High-Power mode (4 MHz to 32 MHz)
4. LP – 32 kHz Low-Power Crystal mode.
5. XT – Medium Gain Crystal or Ceramic Resonator Oscillator mode (up to 4 MHz)
6. HS – High Gain Crystal or Ceramic Resonator mode (4 MHz to 20 MHz)
7. RC – External Resistor-Capacitor (RC).
8. INTOSC – Internal oscillator (31 kHz to 32 MHz).

Clock Source modes are selected by the FOSC<2:0> bits in the Configuration Words. The FOSC bits determine the type of oscillator that will be used when the device is first powered.

The EC clock mode relies on an external logic level signal as the device clock source. The LP, XT, and HS clock modes require an external crystal or resonator to be connected to the device. Each mode is optimized for a different frequency range. The RC clock mode requires an external resistor and capacitor to set the oscillator frequency.

The INTOSC internal oscillator block produces low, medium, and high-frequency clock sources, designated LFINTOSC, MFINTOSC and HFINTOSC. (see Internal Oscillator Block, Figure 6-1). A wide selection of device clock frequencies may be derived from these three clock sources.

6.2.2.7 Internal Oscillator Clock Switch Timing

When switching between the HFINTOSC, MFINTOSC and the LFINTOSC, the new oscillator may already be shut down to save power (see Figure 6-7). If this is the case, there is a delay after the IRCF<3:0> bits of the OSCCON register are modified before the frequency selection takes place. The OSCSTAT register will reflect the current active status of the HFINTOSC, MFINTOSC and LFINTOSC oscillators. The sequence of a frequency selection is as follows:

1. IRCF<3:0> bits of the OSCCON register are modified.
2. If the new clock is shut down, a clock start-up delay is started.
3. Clock switch circuitry waits for a falling edge of the current clock.
4. The current clock is held low and the clock switch circuitry waits for a rising edge in the new clock.
5. The new clock is now active.
6. The OSCSTAT register is updated as required.
7. Clock switch is complete.

See Figure 6-7 for more details.

If the internal oscillator speed is switched between two clocks of the same source, there is no start-up delay before the new frequency is selected. Clock switching time delays are shown in Table 6-1.

Start-up delay specifications are located in the oscillator tables of **Section 30.0 "Electrical Specifications"**.

REGISTER 6-2: OSCSTAT: OSCILLATOR STATUS REGISTER

R-1/q	R-0/q	R-q/q	R-0/q	R-0/q	R-q/q	R-0/0	R-0/q
T1OSCR	PLLR	OSTS	HFIOFR	HFIOFL	MFIOFR	LFIOFR	HFIOFS
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 = Conditional

bit 7 **T1OSCR:** Timer1 Oscillator Ready bit
If T1OSCEN = 1:
1 = Timer1 oscillator is ready
0 = Timer1 oscillator is not ready
If T1OSCEN = 0:
1 = Timer1 clock source is always ready

bit 6 **PLLR** 4x PLL Ready bit
1 = 4x PLL is ready
0 = 4x PLL is not ready

bit 5 **OSTS:** Oscillator Start-up Timer Status bit
1 = Running from the clock defined by the FOSC<2:0> bits of the Configuration Words
0 = Running from an internal oscillator (FOSC<2:0> = 100)

bit 4 **HFIOFR:** High-Frequency Internal Oscillator Ready bit
1 = HFINTOSC is ready
0 = HFINTOSC is not ready

bit 3 **HFIOFL:** High-Frequency Internal Oscillator Locked bit
1 = HFINTOSC is at least 2% accurate
0 = HFINTOSC is not 2% accurate

bit 2 **MFIOFR:** Medium-Frequency Internal Oscillator Ready bit
1 = MFINTOSC is ready
0 = MFINTOSC is not ready

bit 1 **LFIOFR:** Low-Frequency Internal Oscillator Ready bit
1 = LFINTOSC is ready
0 = LFINTOSC is not ready

bit 0 **HFIOFS:** High-Frequency Internal Oscillator Stable bit
1 = HFINTOSC is at least 0.5% accurate
0 = HFINTOSC is not 0.5% accurate

REGISTER 6-3: OSCTUNE: OSCILLATOR TUNING REGISTER

U-0	U-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
—	—	TUN<5:0>					
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 7-6 **Unimplemented:** Read as '0'

bit 5-0 **TUN<5:0>:** Frequency Tuning bits

100000 = Minimum frequency
•
•
•
111111 =
000000 = Oscillator module is running at the factory-calibrated frequency.
000001 =
•
•
•
011110 =
011111 = Maximum frequency

TABLE 6-2: SUMMARY OF REGISTERS ASSOCIATED WITH CLOCK SOURCES

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
OSCCON	SPLLEN	IRCF<3:0>				—	SCS<1:0>		82
OSCSTAT	T1OSCR	PLLR	OSTS	HFIOFR	HFIOFL	MFIOFR	LFIOFR	HFIOFS	83
OSCTUNE	—	—	TUN<5:0>						84
PIE2	OSFIE	C2IE	C1IE	EEIE	BCL1IE	C4IE	C3IE	CCP2IE	95
PIR2	OSFIF	C2IF	C1IF	EEIF	BCL1IF	C4IF	C3IF	CCP2IF	99
T1CON	TMR1CS<1:0>		T1CKPS<1:0>		T1OSCEN	$\overline{\text{T1SYNC}}$	—	TMR1ON	207

Legend: — = unimplemented location, read as '0'. Shaded cells are not used by clock sources.

TABLE 6-3: SUMMARY OF CONFIGURATION WORD WITH CLOCK SOURCES

Name	Bits	Bit -/7	Bit -/6	Bit 13/5	Bit 12/4	Bit 11/3	Bit 10/2	Bit 9/1	Bit 8/0	Register on Page
CONFIG1	13:8	—	—	FCMEN	IESO	$\overline{\text{CLKOUTEN}}$	BOREN<1:0>		$\overline{\text{CPD}}$	54
	7:0	$\overline{\text{CP}}$	MCLRE	$\overline{\text{PWRTE}}$	WDTE<1:0>		FOSC<2:0>			

Legend: — = unimplemented location, read as '0'. Shaded cells are not used by clock sources.
Note 1: PIC16F1784/6/7 only.

11.6 Register Definitions: Watchdog Control

REGISTER 11-1: WDTCON: WATCHDOG TIMER CONTROL REGISTER

U-0	U-0	R/W-0/0	R/W-1/1	R/W-0/0	R/W-1/1	R/W-1/1	R/W-0/0
—	—	WDTPS<4:0>					SWDTEN
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	-m/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 5-1 **WDTPS<4:0>:** Watchdog Timer Period Select bits(1)

Bit Value = Prescale Rate

11111 = Reserved. Results in minimum interval (1:32)

•

•

•

10011 = Reserved. Results in minimum interval (1:32)

10010 = 1:8388608 (2^{23}) (Interval 256s nominal)
10001 = 1:4194304 (2^{22}) (Interval 128s nominal)
10000 = 1:2097152 (2^{21}) (Interval 64s nominal)
01111 = 1:1048576 (2^{20}) (Interval 32s nominal)
01110 = 1:524288 (2^{19}) (Interval 16s nominal)
01101 = 1:262144 (2^{18}) (Interval 8s nominal)
01100 = 1:131072 (2^{17}) (Interval 4s nominal)
01011 = 1:65536 (Interval 2s nominal) (Reset value)
01010 = 1:32768 (Interval 1s nominal)
01001 = 1:16384 (Interval 512 ms nominal)
01000 = 1:8192 (Interval 256 ms nominal)
00111 = 1:4096 (Interval 128 ms nominal)
00110 = 1:2048 (Interval 64 ms nominal)
00101 = 1:1024 (Interval 32 ms nominal)
00100 = 1:512 (Interval 16 ms nominal)
00011 = 1:256 (Interval 8 ms nominal)
00010 = 1:128 (Interval 4 ms nominal)
00001 = 1:64 (Interval 2 ms nominal)
00000 = 1:32 (Interval 1 ms nominal)

bit 0 **SWDTEN:** Software Enable/Disable for Watchdog Timer bit

If WDTE<1:0> = 1x:
This bit is ignored.
If WDTE<1:0> = 01:
1 = WDT is turned on
0 = WDT is turned off
If WDTE<1:0> = 00:
This bit is ignored.

Note 1: Times are approximate. WDT time is based on 31 kHz LFINTOSC.

TABLE 13-3: SUMMARY OF REGISTERS ASSOCIATED WITH PORTA

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ANSELA	ANSA7	—	ANSA5	ANSA4	ANSA3	ANSA2	ANSA1	ANSA0	132
INLVLA	INLVLA7	INLVLA6	INLVLA5	INLVLA4	INLVLA3	INLVLA2	INLVLA1	INLVLA0	133
LATA	LATA7	LATA6	LATA5	LATA4	LATA3	LATA2	LATA1	LATA0	131
ODCONA	ODA7	ODA6	ODA5	ODA4	ODA3	ODA2	ODA1	ODA0	133
OPTION_REG	$\overline{\text{WPUEN}}$	INTEDG	TMR0CS	TMR0SE	PSA	PS<2:0>			198
PORTA	RA7	RA6	RA5	RA4	RA3	RA2	RA1	RA0	131
SLRCONA	SLRA7	SLRA6	SLRA5	SLRA4	SLRA3	SLRA2	SLRA1	SLRA0	133
TRISA	TRISA7	TRISA6	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	131
WPUA	WPUA7	WPUA6	WPUA5	WPUA4	WPUA3	WPUA2	WPUA1	WPUA0	132

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

TABLE 13-4: SUMMARY OF CONFIGURATION WORD WITH PORTA

Name	Bits	Bit -/7	Bit -/6	Bit 13/5	Bit 12/4	Bit 11/3	Bit 10/2	Bit 9/1	Bit 8/0	Register on Page
CONFIG1	13:8	—	—	FCMEN	IESO	$\overline{\text{CLKOUTEN}}$	BOREN<1:0>		$\overline{\text{CPD}}$	54
	7:0	$\overline{\text{CP}}$	MCLRE	$\overline{\text{PWRTE}}$	WDTE<1:0>		FOSC<2:0>			

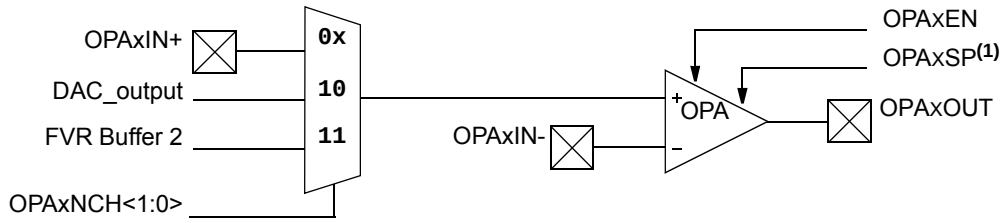
Legend: — = unimplemented location, read as '0'. Shaded cells are not used by PORTA.

18.0 OPERATIONAL AMPLIFIER (OPA) MODULES

The Operational Amplifier (OPA) is a standard three-terminal device requiring external feedback to operate. The OPA module has the following features:

- External connections to I/O ports
- Low leakage inputs
- Factory Calibrated Input Offset Voltage

FIGURE 18-1: OPAx MODULE BLOCK DIAGRAM



Note 1: The OPAxSP bit must be set to '1'. Low-Power mode is not supported.

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 $\overline{\text{T1SYNC}}$ 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

22.11 Register Definitions: Timer1 Control

T

REGISTER 22-1: T1CON: TIMER1 CONTROL REGISTER

R/W-0/u	R/W-0/u	R/W-0/u	R/W-0/u	R/W-0/u	R/W-0/u	U-0	R/W-0/u
TMR1CS<1:0>		T1CKPS<1:0>		T1OSCEN	$\overline{\text{T1SYNC}}$	—	TMR1ON
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 **TMR1CS<1:0>:** Timer1 Clock Source Select bits

11 = Reserved, do not use.
10 = Timer1 clock source is pin or oscillator:
If T1OSCEN = 0:
External clock from T1CKI pin (on the rising edge)
If T1OSCEN = 1:
Crystal oscillator on T1OSI/T1OSO pins
01 = Timer1 clock source is system clock (FOSC)
00 = Timer1 clock source is instruction clock (FOSC/4)

bit 5-4 **T1CKPS<1:0>:** Timer1 Input Clock Prescale Select bits

11 = 1:8 Prescale value
10 = 1:4 Prescale value
01 = 1:2 Prescale value
00 = 1:1 Prescale value

bit 3 **T1OSCEN:** LP Oscillator Enable Control bit

1 = Dedicated Timer1 oscillator circuit enabled
0 = Dedicated Timer1 oscillator circuit disabled

bit 2 **$\overline{\text{T1SYNC}}$:** Timer1 Synchronization Control bit

1 = Do not synchronize asynchronous clock input
0 = Synchronize asynchronous clock input with system clock (FOSC)

bit 1 **Unimplemented:** Read as '0'

bit 0 **TMR1ON:** Timer1 On bit

1 = Enables Timer1
0 = Stops Timer1 and clears Timer1 gate flip-flop

24.3.6 PUSH-PULL PWM WITH FOUR FULL-BRIDGE AND COMPLEMENTARY OUTPUTS

The push-pull PWM is used to drive transistor bridge circuits as well as synchronous switches on the secondary side of the bridge. It uses six outputs and generates PWM signals with dead band that alternate between the six outputs in even and odd cycles.

24.3.6.1 Mode Features and Controls

- Dead-band control is available
- No steering control available
- Primary PWM is output on the following four pins:
  - PSMCxA
  - PSMCxB
  - PSMCxC
  - PSMCxD
- Complementary PWM is output on the following two pins:
  - PSMCxE
  - PSMCxF

Note: PSMCxA and PSMCxC are identical waveforms, and PSMCxB and PSMCxD are identical waveforms.

24.3.6.2 Waveform Generation

Push-pull waveforms generate alternating outputs on two sets of pin. Therefore, there are two sets of rising edge events and two sets of falling edge events

Odd numbered period rising edge event:

- PSMCxE is set inactive
- Dead-band rising is activated (if enabled)
- PSMCxA and PSMCxC are set active

Odd numbered period falling edge event:

- PSMCxA and PSMCxC are set inactive
- Dead-band falling is activated (if enabled)
- PSMCxE is set active

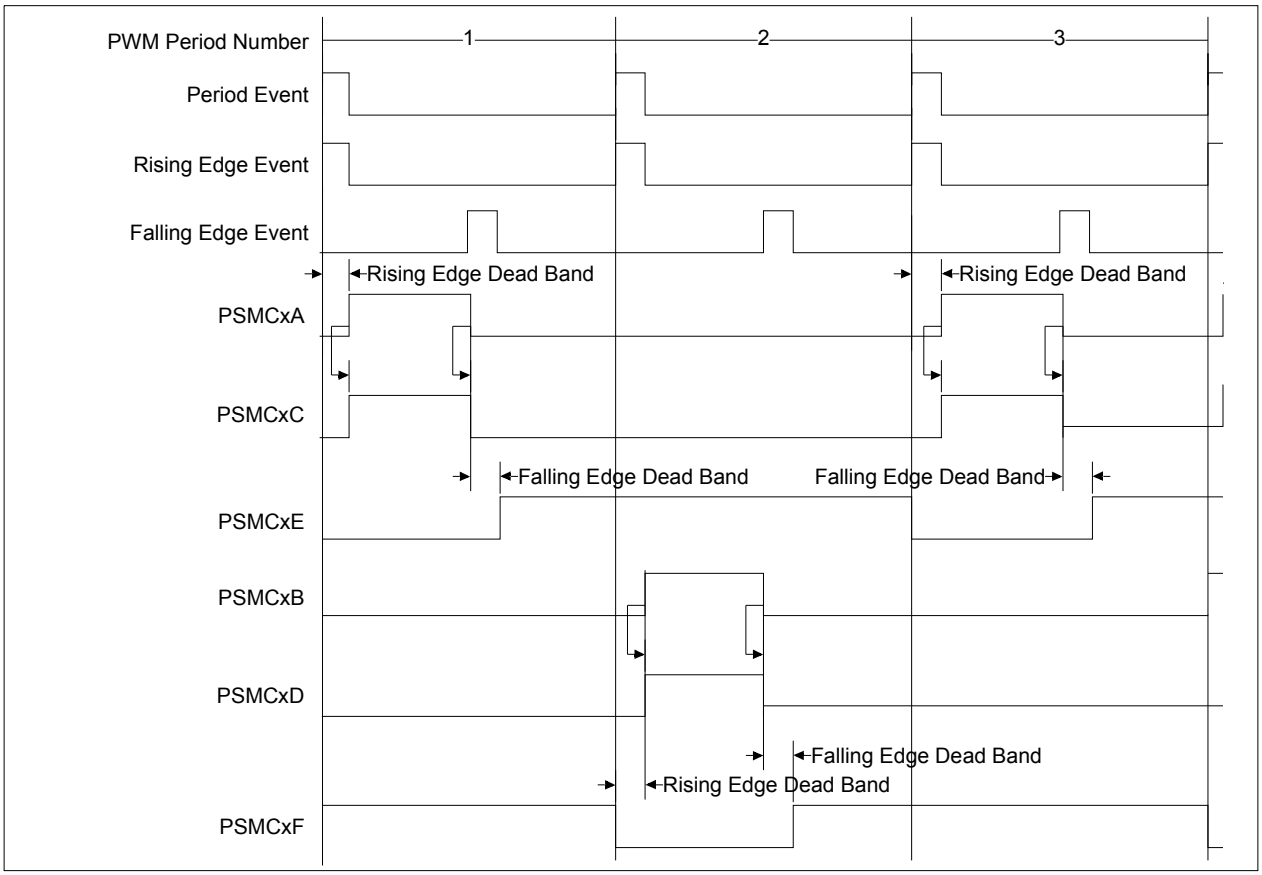
Even numbered period rising edge event:

- PSMCxF is set inactive
- Dead-band rising is activated (if enabled)
- PSMCxB and PSMCxD are set active

Even numbered period falling edge event:

- PSMCxB and PSMCxOUT3 are set inactive
- Dead-band falling is activated (if enabled)
- PSMCxF is set active

FIGURE 24-9: PUSH-PULL 4 FULL-BRIDGE AND COMPLEMENTARY PWM



24.8 PSMC Synchronization

It is possible to synchronize the periods of two or more PSMC modules together, provided that all modules are on the same device.

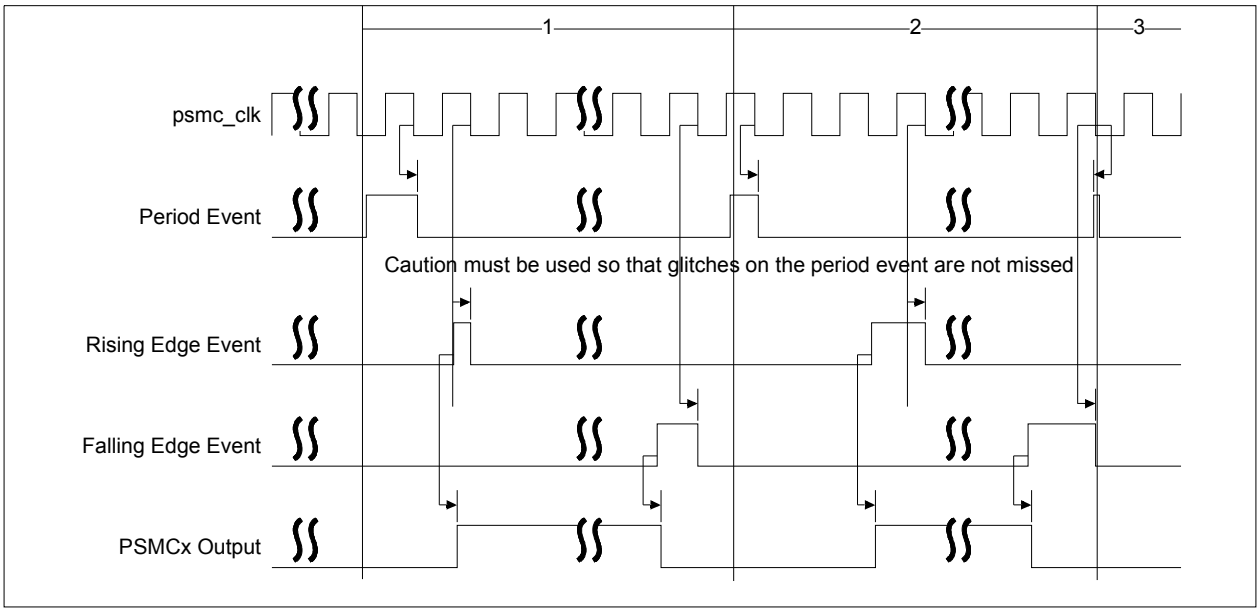
Synchronization is achieved by sending a sync signal from the master PSMC module to the desired slave modules. This sync signal generates a period event in each slave module, thereby aligning all slaves with the master. This is useful when an application requires different PWM signal generation from each module but the waveforms must be consistent within a PWM period.

24.8.1 SYNCHRONIZATION SOURCES

The synchronization source can be any PSMC module on the same device. For example, in a device with two PSMC modules, the possible sources for each device is as shown below:

- Sources for PSMC1
  - PSMC2
- Sources for PSMC2
  - PSMC1

FIGURE 24-21: PSMC SYNCHRONIZATION - SYNC OUTPUT TO PIN



24.8.1.1 PSMC Internal Connections

The sync signal from the master PSMC module is essentially that modules period event trigger. The slave PSMC modules reset their PSMCxTMR with the sync signal instead of their own period event.

Enabling a module as a slave recipient is done with the PxSYNC bits of the PSMC Synchronization Control (PSMCxSYNC) registers; registers 24-3 and 24-4.

24.8.1.2 Phase Offset Synchronization

The synchronization output signal from the PSMC module is selectable. The sync_out source may be either:

- Period Event
- Rising Event

Source selection is made with the PxPOFST bit of the PSMCxSYNC registers, registers 24-3, 24-4 and 24-6.

When the PxPOFST bit is set, the sync_out signal comes from the rising event and the period event replaces the rising event as the start of the active drive period. When PxPOFST is set, duty cycles of up to 100% are achievable in both the slave and master.

When PXPOFST is clear, the sync_out signal comes from the period event. When PxPOFST is clear, rising events that start after the period event remove the equivalent start delay percentage from the maximum 100% duty cycle.

24.8.1.3 Synchronization Skid

When the sync_out source is the Period Event, the slave synchronous rising and falling events will lag by one psmc_clk period. When the sync_out source is the Rising Event, the synchronous events will lag by two clock periods. To compensate for this, the values in PHH:PHL and DCH:DCL registers can be reduced by the number of lag cycles.

REGISTER 24-18: PSMCxTMRL: PSMC TIME BASE COUNTER LOW 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
PSMCxTMRL<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 **PSMCxTMRL<7:0>:** 16-bit PSMCx Time Base Counter Least Significant bits
= PSMCxTMR<7:0>

REGISTER 24-19: PSMCxTMRH: PSMC TIME BASE COUNTER HIGH 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-1/1
PSMCxTMRH<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 **PSMCxTMRH<7:0>:** 16-bit PSMCx Time Base Counter Most Significant bits
= PSMCxTMR<15:8>

FIGURE 26-14: I²C SLAVE, 7-BIT ADDRESS, RECEPTION (SEN = 0, AHEN = 0, DHEN = 0)

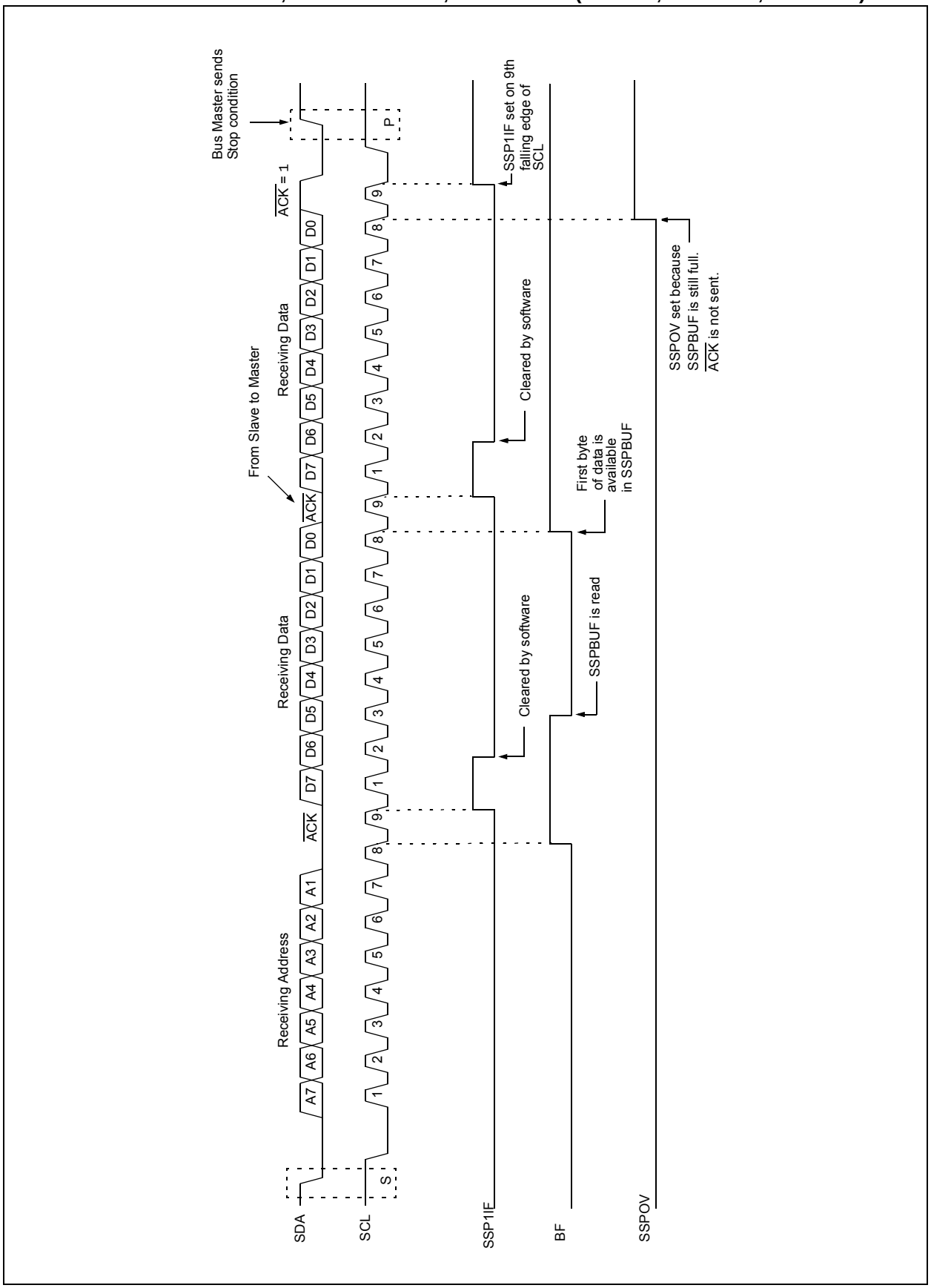


FIGURE 26-21: I²C SLAVE, 10-BIT ADDRESS, RECEPTION (SEN = 0, AHEN = 1, DHEN = 0)

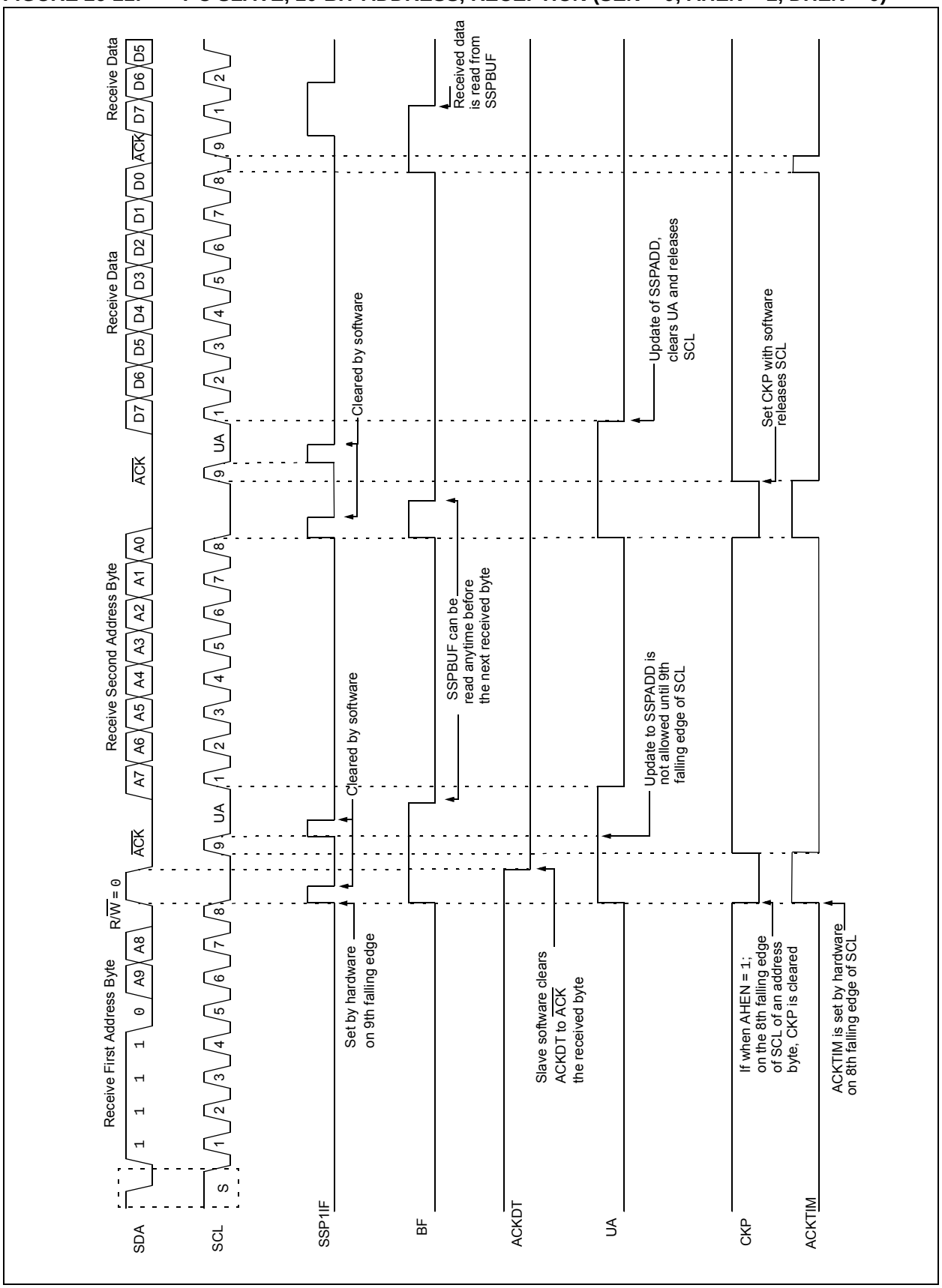
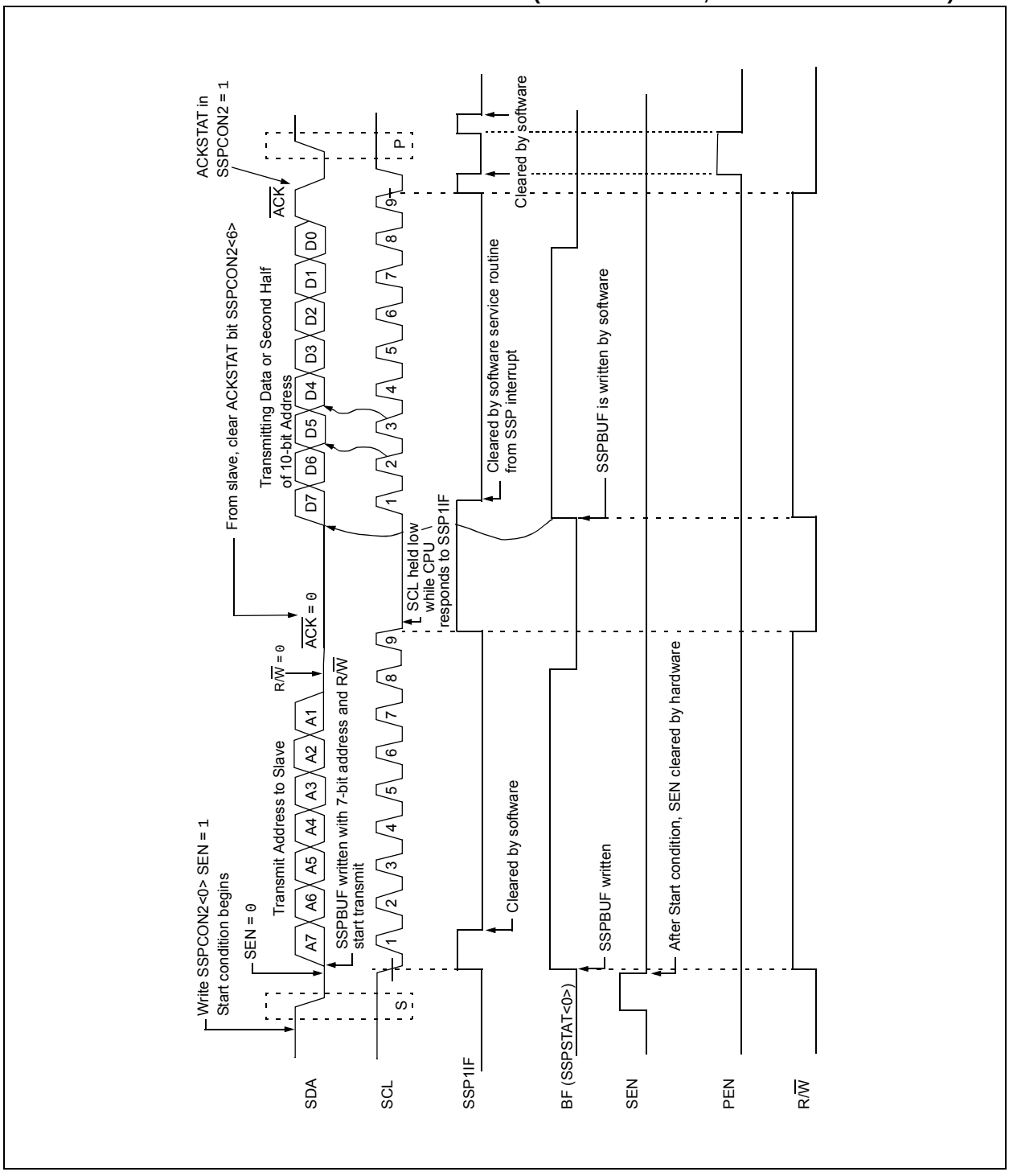


FIGURE 26-28: I²C MASTER MODE WAVEFORM (TRANSMISSION, 7 OR 10-BIT ADDRESS)



26.6.13.2 Bus Collision During a Repeated Start Condition

During a Repeated Start condition, a bus collision occurs if:

a) A low level is sampled on SDA when SCL goes from low level to high level.
b) SCL goes low before SDA is asserted low, indicating that another master is attempting to transmit a data '1'.

When the user releases SDA and the pin is allowed to float high, the BRG is loaded with SSPADD and counts down to zero. The SCL pin is then deasserted and when sampled high, the SDA pin is sampled.

If SDA is low, a bus collision has occurred (i.e., another master is attempting to transmit a data '0', Figure 26-35). If SDA is sampled high, the BRG is reloaded and begins counting. If SDA goes from high-to-low before the BRG times out, no bus collision occurs because no two masters can assert SDA at exactly the same time.

If SCL goes from high-to-low before the BRG times out and SDA has not already been asserted, a bus collision occurs. In this case, another master is attempting to transmit a data '1' during the Repeated Start condition, see Figure 26-36.

If, at the end of the BRG time-out, both SCL and SDA are still high, the SDA pin is driven low and the BRG is reloaded and begins counting. At the end of the count, regardless of the status of the SCL pin, the SCL pin is driven low and the Repeated Start condition is complete.

FIGURE 26-36: BUS COLLISION DURING A REPEATED START CONDITION (CASE 1)

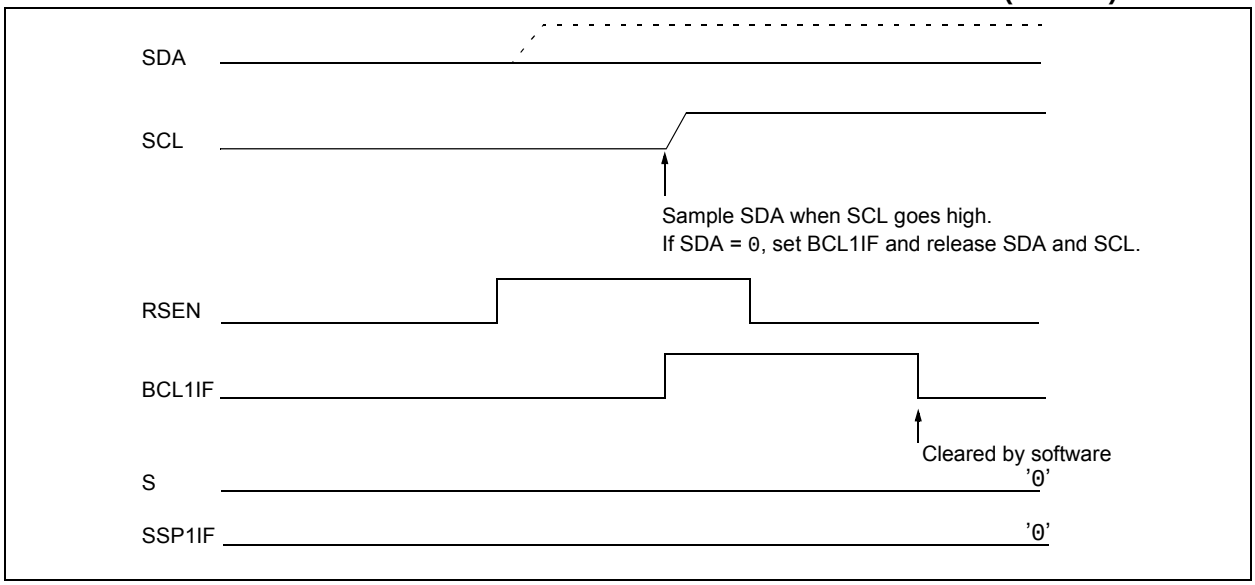
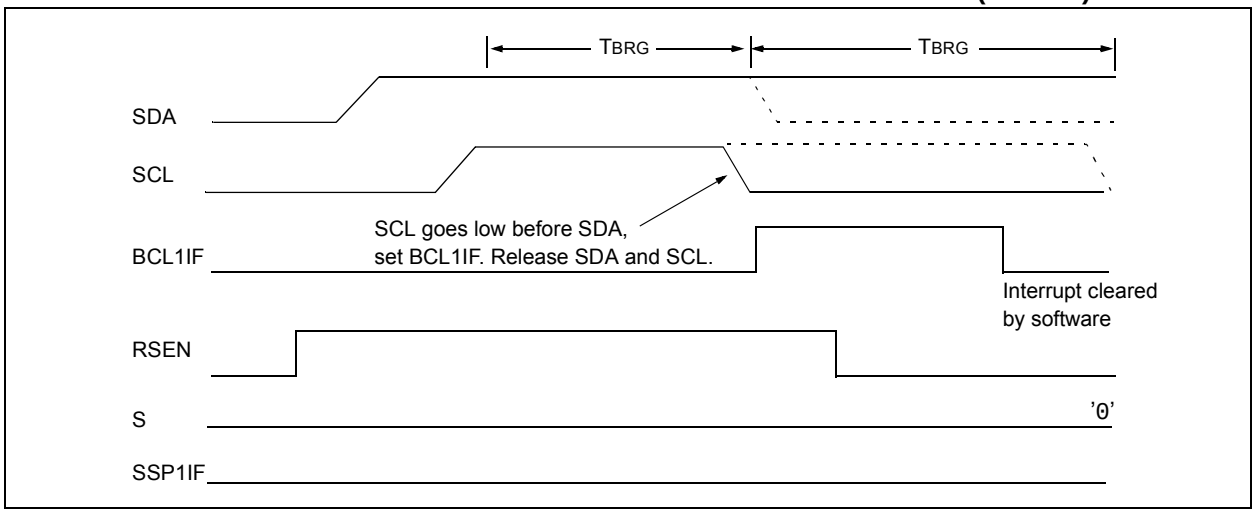


FIGURE 26-37: BUS COLLISION DURING REPEATED START CONDITION (CASE 2)



27.4.4 BREAK CHARACTER SEQUENCE

The EUSART module has the capability of sending the special Break character sequences that are required by the LIN bus standard. A Break character consists of a Start bit, followed by 12 '0' bits and a Stop bit.

To send a Break character, set the SENDB and TXEN bits of the TXSTA register. The Break character transmission is then initiated by a write to the TXREG. The value of data written to TXREG will be ignored and all '0's will be transmitted.

The SENDB bit is automatically reset by hardware after the corresponding Stop bit is sent. This allows the user to preload the transmit FIFO with the next transmit byte following the Break character (typically, the Sync character in the LIN specification).

The TRMT bit of the TXSTA register indicates when the transmit operation is active or idle, just as it does during normal transmission. See Figure 27-9 for the timing of the Break character sequence.

27.4.4.1 Break and Sync Transmit Sequence

The following sequence will start a message frame header made up of a Break, followed by an auto-baud Sync byte. This sequence is typical of a LIN bus master.

1. Configure the EUSART for the desired mode.
2. Set the TXEN and SENDB bits to enable the Break sequence.
3. Load the TXREG with a dummy character to initiate transmission (the value is ignored).
4. Write '55h' to TXREG to load the Sync character into the transmit FIFO buffer.
5. After the Break has been sent, the SENDB bit is reset by hardware and the Sync character is then transmitted.

When the TXREG becomes empty, as indicated by the TXIF, the next data byte can be written to TXREG.

27.4.5 RECEIVING A BREAK CHARACTER

The Enhanced EUSART module can receive a Break character in two ways.

The first method to detect a Break character uses the FERR bit of the RCSTA register and the received data as indicated by RCREG. The Baud Rate Generator is assumed to have been initialized to the expected baud rate.

A Break character has been received when;

- RCIF bit is set
- FERR bit is set
- RCREG = 00h

The second method uses the Auto-Wake-up feature described in **Section 27.4.3 "Auto-Wake-up on Break"**. By enabling this feature, the EUSART will sample the next two transitions on RX/DT, cause an RCIF interrupt, and receive the next data byte followed by another interrupt.

Note that following a Break character, the user will typically want to enable the Auto-Baud Detect feature. For both methods, the user can set the ABDEN bit of the BAUDCON register before placing the EUSART in Sleep mode.

FIGURE 27-9: SEND BREAK CHARACTER SEQUENCE

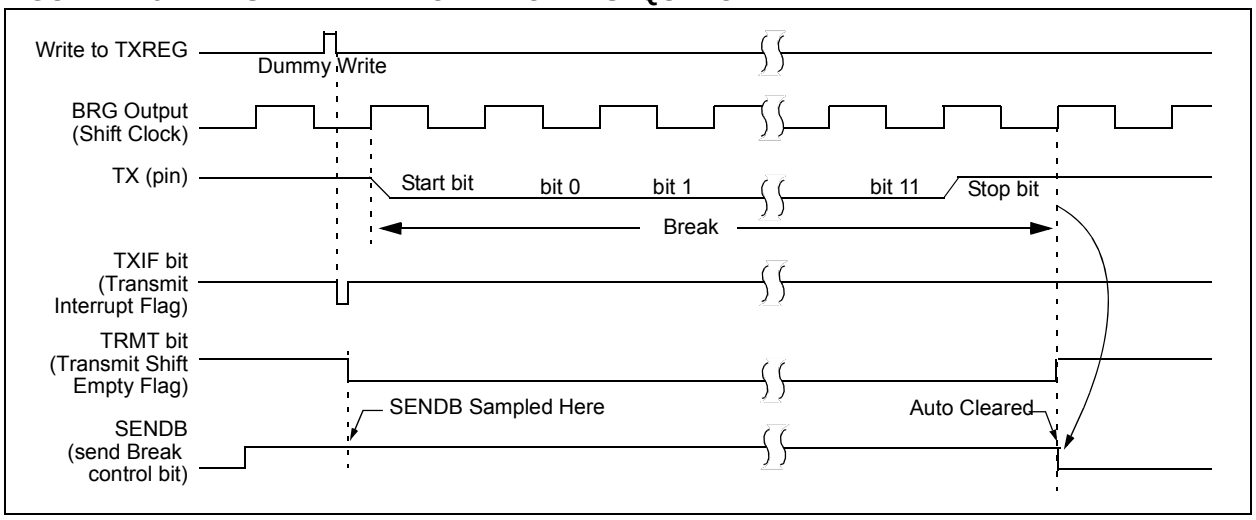


TABLE 29-4: ENHANCED MID-RANGE INSTRUCTION SET (CONTINUED)

Mnemonic, Operands		Description	Cycles	14-Bit Opcode MSb			LSb	Status Affected	Notes
CONTROL OPERATIONS									
BRA	k	Relative Branch	2	11	001k	kkkk	kkkk		
BRW	–	Relative Branch with W	2	00	0000	0000	1011		
CALL	k	Call Subroutine	2	10	0kkk	kkkk	kkkk		
CALLW	–	Call Subroutine with W	2	00	0000	0000	1010		
GOTO	k	Go to address	2	10	1kkk	kkkk	kkkk		
RETFIE	k	Return from interrupt	2	00	0000	0000	1001		
RETLW	k	Return with literal in W	2	11	0100	kkkk	kkkk		
RETURN	–	Return from Subroutine	2	00	0000	0000	1000		
INHERENT OPERATIONS									
CLRWDT	–	Clear Watchdog Timer	1	00	0000	0110	0100	$\overline{TO}$, $\overline{PD}$	
NOP	–	No Operation	1	00	0000	0000	0000		
OPTION	–	Load OPTION_REG register with W	1	00	0000	0110	0010		
RESET	–	Software device Reset	1	00	0000	0000	0001		
SLEEP	–	Go into Standby mode	1	00	0000	0110	0011	$\overline{TO}$, $\overline{PD}$	
TRIS	f	Load TRIS register with W	1	00	0000	0110	0fff		
C-COMPILER OPTIMIZED									
ADDFSR	n, k	Add Literal k to FSRn	1	11	0001	0nkk	kkkk		
MOVIW	n mm	Move Indirect FSRn to W with pre/post inc/dec modifier, mm	1	00	0000	0001	0nmm	Z	2, 3
	k[n]	Move INDFn to W, Indexed Indirect.	1	11	1111	0nkk	kkkk	Z	2
MOVWI	n mm	Move W to Indirect FSRn with pre/post inc/dec modifier, mm	1	00	0000	0001	1nmm		2, 3
	k[n]	Move W to INDFn, Indexed Indirect.	1	11	1111	1nkk	kkkk		2

Note 1: If the Program Counter (PC) is modified, or a conditional test is true, the instruction requires two cycles. The second cycle is executed as a NOP.

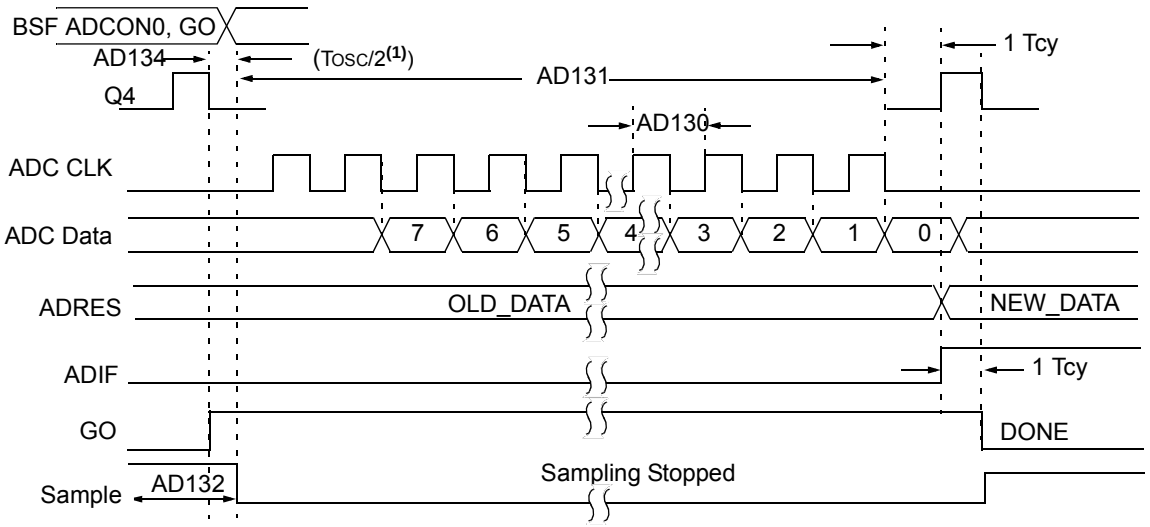
2: If this instruction addresses an INDF register and the MSb of the corresponding FSR is set, this instruction will require one additional instruction cycle.

3: See Table in the MOVIW and MOVWI instruction descriptions.

29.2 Instruction Descriptions

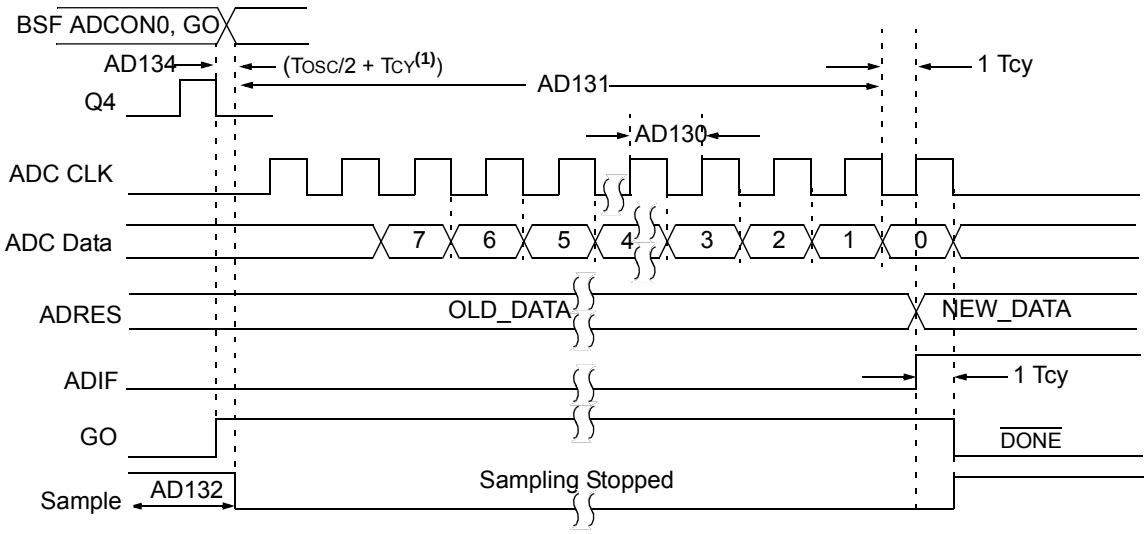
ADDFSR	Add Literal to FSRn
Syntax:	[*label*] ADDFSR FSRn, k
Operands:	-32 ≤ k ≤ 31 n Î [0, 1]
Operation:	FSR(n) + k → FSR(n)
Status Affected:	None
Description:	The signed 6-bit literal ‘k’ is added to the contents of the FSRnH:FSRnL register pair. FSRn is limited to the range 0000h - FFFFh. Moving beyond these bounds will cause the FSR to wrap-around.

FIGURE 30-12: ADC CONVERSION TIMING (NORMAL MODE)



Note 1: If the ADC clock source is selected as RC, a time of TCY is added before the ADC clock starts. This allows the SLEEP instruction to be executed.

FIGURE 30-13: ADC CONVERSION TIMING (SLEEP MODE)



Note 1: If the ADC clock source is selected as RC, a time of TCY is added before the ADC clock starts. This allows the SLEEP instruction to be executed.

32.0 DEVELOPMENT SUPPORT

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

- Integrated Development Environment
  - MPLAB® X IDE Software
- Compilers/Assemblers/Linkers
  - MPLAB XC Compiler
  - MPASM™ Assembler
  - MPLINK™ Object Linker/ MPLIB™ Object Librarian
  - MPLAB Assembler/Linker/Librarian for Various Device Families
- Simulators
  - MPLAB X SIM Software Simulator
- Emulators
  - MPLAB REAL ICE™ In-Circuit Emulator
- In-Circuit Debuggers/Programmers
  - MPLAB ICD 3
  - PICkit™ 3
- Device Programmers
  - MPLAB PM3 Device Programmer
- Low-Cost Demonstration/Development Boards, Evaluation Kits and Starter Kits
- Third-party development tools

32.1 MPLAB X Integrated Development Environment Software

The MPLAB X IDE is a single, unified graphical user interface for Microchip and third-party software, and hardware development tool that runs on Windows®, Linux and Mac OS® X. Based on the NetBeans IDE, MPLAB X IDE is an entirely new IDE with a host of free software components and plug-ins for high-performance application development and debugging. Moving between tools and upgrading from software simulators to hardware debugging and programming tools is simple with the seamless user interface.

With complete project management, visual call graphs, a configurable watch window and a feature-rich editor that includes code completion and context menus, MPLAB X IDE is flexible and friendly enough for new users. With the ability to support multiple tools on multiple projects with simultaneous debugging, MPLAB X IDE is also suitable for the needs of experienced users.

Feature-Rich Editor:

- Color syntax highlighting
- Smart code completion makes suggestions and provides hints as you type
- Automatic code formatting based on user-defined rules
- Live parsing

User-Friendly, Customizable Interface:

- Fully customizable interface: toolbars, toolbar buttons, windows, window placement, etc.
- Call graph window

Project-Based Workspaces:

- Multiple projects
- Multiple tools
- Multiple configurations
- Simultaneous debugging sessions

File History and Bug Tracking:

- Local file history feature
- Built-in support for Bugzilla issue tracker