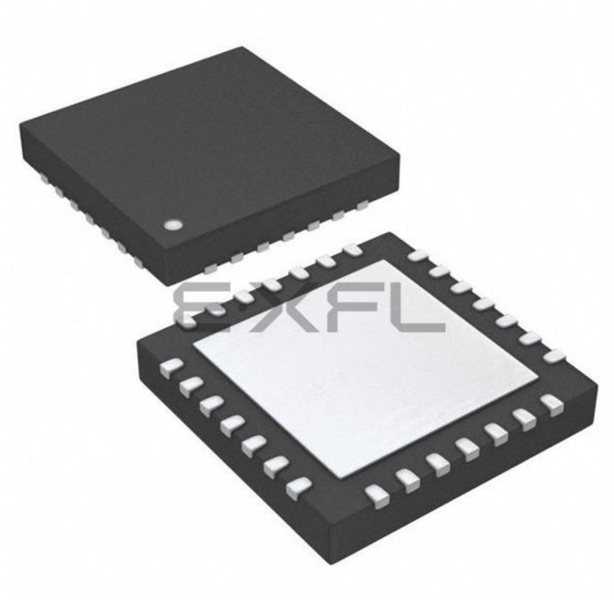


What is "Embedded - Microcontrollers"?

"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	I²C, 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)	1.8V ~ 3.6V
Data Converters	A/D 11x12b; D/A 1x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	28-VQFN Exposed Pad
Supplier Device Package	28-QFN (6x6)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lf1786-e-ml

TABLE 1-2: PIC16(L)F1784/6/7 PINOUT DESCRIPTION

Name	Function	Input Type	Output Type	Description
RA0/AN0/C1IN0-/C2IN0-/C3IN0-/C4IN0-	RA0	TTL/ST	CMOS	General purpose I/O.
	AN0	AN	—	ADC Channel 0 input.
	C1IN0-	AN	—	Comparator C1 negative input.
	C2IN0-	AN	—	Comparator C2 negative input.
	C3IN0-	AN	—	Comparator C3 negative input.
	C4IN0-	AN	—	Comparator C4 negative input.
RA1/AN1/C1IN1-/C2IN1-/C3IN1-/C4IN1-/OPA1OUT	RA1	TTL/ST	CMOS	General purpose I/O.
	AN1	AN	—	ADC Channel 1 input.
	C1IN1-	AN	—	Comparator C1 negative input.
	C2IN1-	AN	—	Comparator C2 negative input.
	C3IN1-	AN	—	Comparator C3 negative input.
	C4IN1-	AN	—	Comparator C4 negative input.
	OPA1OUT	—	AN	Operational Amplifier 1 output.
RA2/AN2/C1IN0+/C2IN0+/C3IN0+/C4IN0+/DAC1OUT1/VREF-/DAC1VREF-/OPA1IN-	RA2	TTL/ST	CMOS	General purpose I/O.
	AN2	AN	—	ADC Channel 2 input.
	C1IN0+	AN	—	Comparator C1 positive input.
	C2IN0+	AN	—	Comparator C2 positive input.
	C3IN0+	AN	—	Comparator C3 positive input.
	C4IN0+	AN	—	Comparator C4 positive input.
	DAC1OUT1	—	AN	Digital-to-Analog Converter output.
	VREF-	AN	—	ADC Negative Voltage Reference input.
	DAC1VREF-	AN	—	Digital-to-Analog Converter negative reference.
RA3/AN3/VREF+/C1IN1+/DAC1VREF+	RA3	TTL/ST	CMOS	General purpose I/O.
	AN3	AN	—	ADC Channel 3 input.
	VREF+	AN	—	ADC Voltage Reference input.
	C1IN1+	AN	—	Comparator C1 positive input.
	DAC1VREF+	AN	—	Digital-to-Analog Converter positive reference.
RA4/C1OUT/OPA1IN+/T0CKI	RA4	TTL/ST	CMOS	General purpose I/O.
	C1OUT	—	CMOS	Comparator C1 output.
	OPA1IN+	AN	—	Operational Amplifier 1 non-inverting input.
	T0CKI	ST	—	Timer0 clock input.
RA5/AN4/C2OUT(1)/OPA1IN-/$\overline{SS}$	RA5	TTL/ST	CMOS	General purpose I/O.
	AN4	AN	—	ADC Channel 4 input.
	C2OUT	—	CMOS	Comparator C2 output.
	OPA1IN-	AN	—	Operational Amplifier 1 inverting input.
	$\overline{SS}$	ST	—	Slave Select input.

Legend: AN = Analog input or output; CMOS = CMOS compatible input or output; OD = Open Drain; TTL = TTL compatible input; ST = Schmitt Trigger input with CMOS levels; I^2C™ = Schmitt Trigger input with I^2C levels; HV = High Voltage; XTAL = Crystal

Note 1: Pin functions can be assigned to one of two locations via software. See ***Register 13-1***.
2: All pins have interrupt-on-change functionality.
3: PIC16(L)F1784/7 only.
4: PIC16(L)F1786 only.

3.3.5 CORE FUNCTION REGISTERS SUMMARY

The Core Function registers listed in Table 3-11 can be addressed from any Bank.

TABLE 3-11: CORE FUNCTION REGISTERS SUMMARY

Addr	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
Bank 0-31											
x00h or x80h	INDF0	Addressing this location uses contents of FSR0H/FSR0L to address data memory (not a physical register)								xxxx xxxx	uuuu uuuu
x01h or x81h	INDF1	Addressing this location uses contents of FSR1H/FSR1L to address data memory (not a physical register)								xxxx xxxx	uuuu uuuu
x02h or x82h	PCL	Program Counter (PC) Least Significant Byte								0000 0000	0000 0000
x03h or x83h	STATUS	—	—	—	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC	C	---1 1000	---q quuu
x04h or x84h	FSR0L	Indirect Data Memory Address 0 Low Pointer								0000 0000	uuuu uuuu
x05h or x85h	FSR0H	Indirect Data Memory Address 0 High Pointer								0000 0000	0000 0000
x06h or x86h	FSR1L	Indirect Data Memory Address 1 Low Pointer								0000 0000	uuuu uuuu
x07h or x87h	FSR1H	Indirect Data Memory Address 1 High Pointer								0000 0000	0000 0000
x08h or x88h	BSR	—	—	—	BSR4	BSR3	BSR2	BSR1	BSR0	---0 0000	---0 0000
x09h or x89h	WREG	Working Register								0000 0000	uuuu uuuu
x0Ah or x8Ah	PCLATH	—	Write Buffer for the upper 7 bits of the Program Counter							-000 0000	-000 0000
x0Bh or x8Bh	INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	0000 0000	0000 0000

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as ‘0’, r = reserved.
Shaded locations are unimplemented, read as ‘0’.

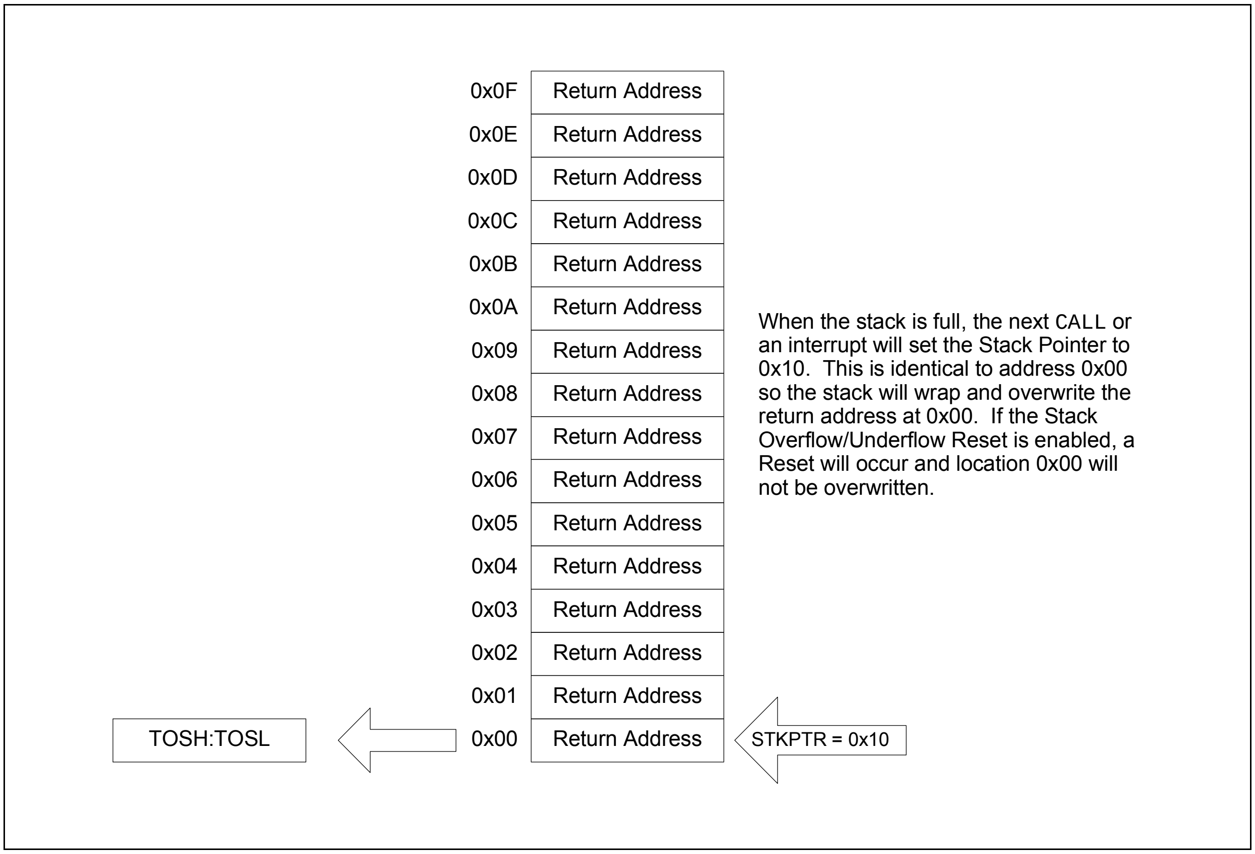
TABLE 3-12: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Addr	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
Bank 4											
20Ch	WPUA	WPUA7	WPUA6	WPUA5	WPUA4	WPUA3	WPUA2	WPUA1	WPUA0	1111 1111	1111 1111
20Dh	WPUB	WPUB7	WPUB6	WPUB5	WPUB4	WPUB3	WPUB2	WPUB1	WPUB0	1111 1111	1111 1111
20Eh	WPUC	WPUC7	WPUC6	WPUC5	WPUC4	WPUC3	WPUC2	WPUC1	WPUC0	1111 1111	1111 1111
20Fh	WPUD(3)	WPUD7	WPUD6	WPUD5	WPUD4	WPUD3	WPUD2	WPUD1	WPUD0	1111 1111	1111 1111
210h	WPUE	—	—	—	—	WPUE3	WPUE2(3)	WPUE1(3)	WPUE0(3)	---- 1111	---- 1111
211h	SSP1BUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	uuuu uuuu
212h	SSP1ADD	ADD<7:0>								0000 0000	0000 0000
213h	SSP1MSK	MSK<7:0>								1111 1111	1111 1111
214h	SSP1STAT	SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	0000 0000
215h	SSP1CON1	WCOL	SSPOV	SSPEN	CKP	SSPM<3:0>				0000 0000	0000 0000
216h	SSP1CON2	GCEN	ACKSTAT	ACKDT	ACKEN	RCEN	PEN	RSEN	SEN	0000 0000	0000 0000
217h	SSP1CON3	ACKTIM	PCIE	SCIE	BOEN	SDAHT	SBCDE	AHEN	DHEN	0000 0000	0000 0000
218h — 21Fh	—	Unimplemented								—	—
Bank 5											
28Ch	ODCONA	Open Drain Control for PORTA								0000 0000	0000 0000
28Dh	ODCONB	Open Drain Control for PORTB								0000 0000	0000 0000
28Eh	ODCONC	Open Drain Control for PORTC								0000 0000	0000 0000
28Fh	ODCOND(3)	Open Drain Control for PORTD								0000 0000	0000 0000
290h	ODCONE(3)	—	—	—	—	—	ODE2	ODE1	ODE0	---- -000	---- -uuu
291h	CCPR1L	Capture/Compare/PWM Register 1 (LSB)								xxxx xxxx	uuuu uuuu
292h	CCPR1H	Capture/Compare/PWM Register 1 (MSB)								xxxx xxxx	uuuu uuuu
293h	CCP1CON	—	—	DC1B<1:0>		CCP1M<3:0>				--00 0000	--00 0000
294h — 297h	—	Unimplemented								—	—
298h	CCPR2L	Capture/Compare/PWM Register 2 (LSB)								xxxx xxxx	uuuu uuuu
299h	CCPR2H	Capture/Compare/PWM Register 2 (MSB)								xxxx xxxx	uuuu uuuu
29Ah	CCP2CON	—	—	DC2B<1:0>		CCP2M<3:0>				--00 0000	--00 0000
29Bh — 29Fh	—	Unimplemented								—	—
Bank 6											
30Ch	SLRCONA	Slew Rate Control for PORTA								0000 0000	0000 0000
30Dh	SLRCONB	Slew Rate Control for PORTB								0000 0000	0000 0000
30Eh	SLRCONC	Slew Rate Control for PORTC								0000 0000	0000 0000
30Fh	SLRCOND(3)	Slew Rate Control for PORTD								0000 0000	0000 0000
310h	SLRCONE(3)	—	—	—	—	—	SLRE2	SLRE1	SLRE0	---- -111	---- -111
311h	CCPR3L	Capture/Compare/PWM Register 3 (LSB)								xxxx xxxx	uuuu uuuu
312h	CCPR3H	Capture/Compare/PWM Register 3 (MSB)								xxxx xxxx	uuuu uuuu
313h	CCP3CON	—	—	DC3B<1:0>		CCP3M<3:0>				--00 0000	--00 0000
314h — 31Fh	—	Unimplemented								—	—

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as ‘0’, r = reserved. Shaded locations are unimplemented, read as ‘0’.

Note 1: These registers can be addressed from any bank.
2: Unimplemented, read as ‘1’.
3: PIC16(L)F1784/7 only.
4: PIC16F1784/6/7 only.

FIGURE 3-8: ACCESSING THE STACK EXAMPLE 4



3.5.2 OVERFLOW/UNDERFLOW RESET

If the STVREN bit in Configuration Words is programmed to '1', the device will be reset if the stack is PUSHed beyond the sixteenth level or POPed beyond the first level, setting the appropriate bits (STKOVF or STKUNF, respectively) in the PCON register.

3.6 Indirect Addressing

The INDFn registers are not physical registers. Any instruction that accesses an INDFn register actually accesses the register at the address specified by the File Select Registers (FSR). If the FSRn address specifies one of the two INDFn registers, the read will return '0' and the write will not occur (though Status bits may be affected). The FSRn register value is created by the pair FSRnH and FSRnL.

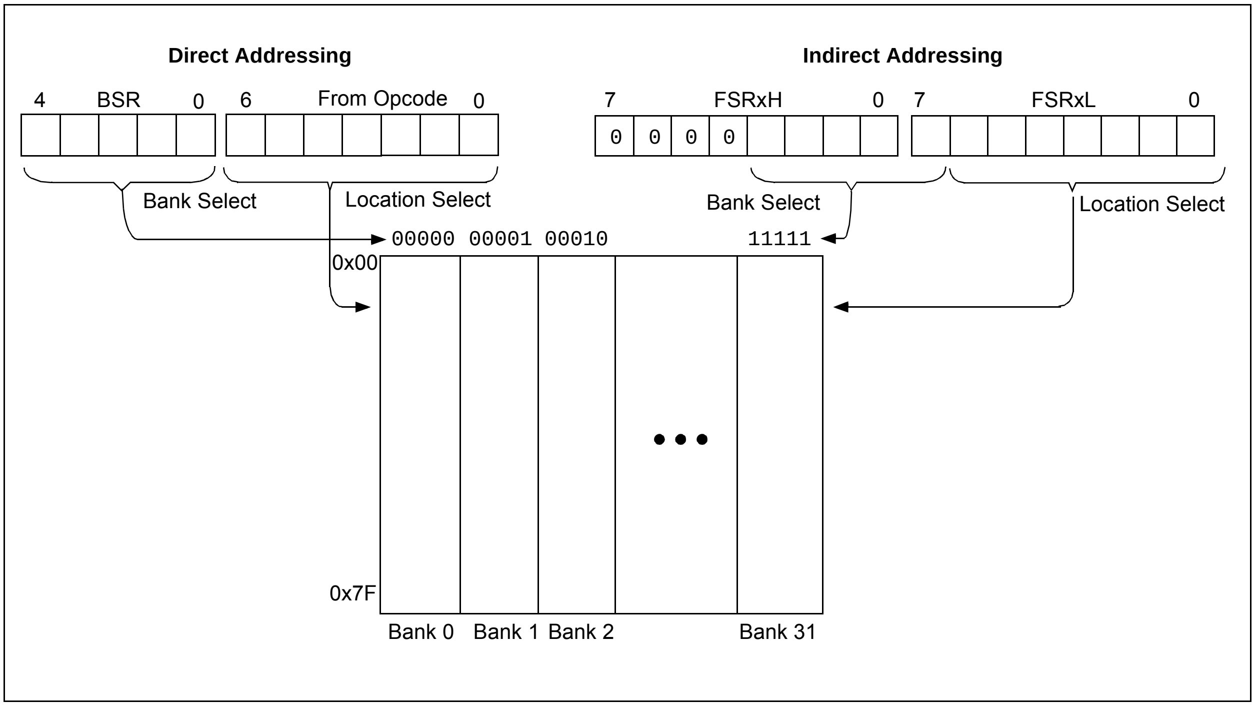
The FSR registers form a 16-bit address that allows an addressing space with 65536 locations. These locations are divided into three memory regions:

- Traditional Data Memory
- Linear Data Memory
- Program Flash Memory

3.6.1 TRADITIONAL DATA MEMORY

The traditional data memory is a region from FSR address 0x000 to FSR address 0xFFF. The addresses correspond to the absolute addresses of all SFR, GPR and common registers.

FIGURE 3-10: TRADITIONAL DATA MEMORY MAP



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.

REGISTER 8-9: PIR4: PERIPHERAL INTERRUPT REQUEST REGISTER 4

U-0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	R/W-0/0	R/W-0/0	R/W-0/0
—	PSMC3TIF	PSMC2TIF	PSMC1TIF	—	PSMC3SIF	PSMC2SIF	PSMC1SIF
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 ‘0’

bit 6 **PSMC3TIF:** PSMC3 Time Base Interrupt Flag bit
1 = Interrupt is pending
0 = Interrupt is not pending

bit 5 **PSMC2TIF:** PSMC2 Time Base Interrupt Flag bit
1 = Interrupt is pending
0 = Interrupt is not pending

bit 4 **PSMC1TIF:** PSMC1 Time Base Interrupt Flag bit
1 = Interrupt is pending
0 = Interrupt is not pending

bit 3 **Unimplemented:** Read as ‘0’

bit 2 **PSMC3SIF:** PSMC3 Auto-shutdown Flag bit
1 = Interrupt is pending
0 = Interrupt is not pending

bit 1 **PSMC2SIF:** PSMC2 Auto-shutdown Flag bit
1 = Interrupt is pending
0 = Interrupt is not pending

bit 0 **PSMC1SIF:** PSMC1 Auto-shutdown Flag bit
1 = Interrupt is pending
0 = Interrupt is not pending

Note: Interrupt flag bits are set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the Global Enable bit, GIE, of the INTCON register. User software should ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.

13.5 PORTB Registers

13.5.1 DATA REGISTER

PORTB is an 8-bit wide, bidirectional port. The corresponding data direction register is TRISB (Register 13-12). Setting a TRISB bit (= `1`) will make the corresponding PORTB pin an input (i.e., put the corresponding output driver in a High-Impedance mode). Clearing a TRISB bit (= `0`) will make the corresponding PORTB pin an output (i.e., 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 PORTB register (Register 13-11) 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 (LATB).

13.5.2 DIRECTION CONTROL

The TRISB register (Register 13-12) controls the PORTB pin output drivers, even when they are being used as analog inputs. The user should ensure the bits in the TRISB register are maintained set when using them as analog inputs. I/O pins configured as analog inputs always read ‘`0`’.

13.5.3 OPEN DRAIN CONTROL

The ODCONB register (Register 13-16) controls the open-drain feature of the port. Open drain operation is independently selected for each pin. When an ODCONB bit is set, the corresponding port output becomes an open drain driver capable of sinking current only. When an ODCONB bit is cleared, the corresponding port output pin is the standard push-pull drive capable of sourcing and sinking current.

13.5.4 SLEW RATE CONTROL

The SLRCONB register (Register 13-17) controls the slew rate option for each port pin. Slew rate control is independently selectable for each port pin. When an SLRCONB bit is set, the corresponding port pin drive is slew rate limited. When an SLRCONB bit is cleared, The corresponding port pin drive slews at the maximum rate possible.

13.5.5 INPUT THRESHOLD CONTROL

The INLVLB register (Register 13-18) controls the input voltage threshold for each of the available PORTB 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 PORTB 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.

13.5.6 ANALOG CONTROL

The ANSELB register (Register 13-14) is used to configure the Input mode of an I/O pin to analog. Setting the appropriate ANSELB bit high will cause all digital reads on the pin to be read as ‘`0`’ and allow analog functions on the pin to operate correctly.

The state of the ANSELB bits has no effect on digital output functions. A pin with TRIS clear and ANSELB set will still operate as a digital output, but the Input mode will be analog. This can cause unexpected behavior when executing read-modify-write instructions on the affected port.

Note:	The ANSELB bits default to the Analog mode after Reset. To use any pins as digital general purpose or peripheral inputs, the corresponding ANSEL bits must be initialized to ‘`0`’ by user software.

13.11.7 PORTE FUNCTIONS AND OUTPUT PRIORITIES(1)

Each PORTE pin is multiplexed with other functions. The pins, their combined functions and their output priorities are shown in Table 13-11.

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.

Note 1: Applies to 40/44-pin devices only.

TABLE 13-11: PORTE OUTPUT PRIORITY

Pin Name	Function Priority(1)
RE0	CCP3 RE0
RE1	PSMC3B RE1
RE2	PSMC3A RE2

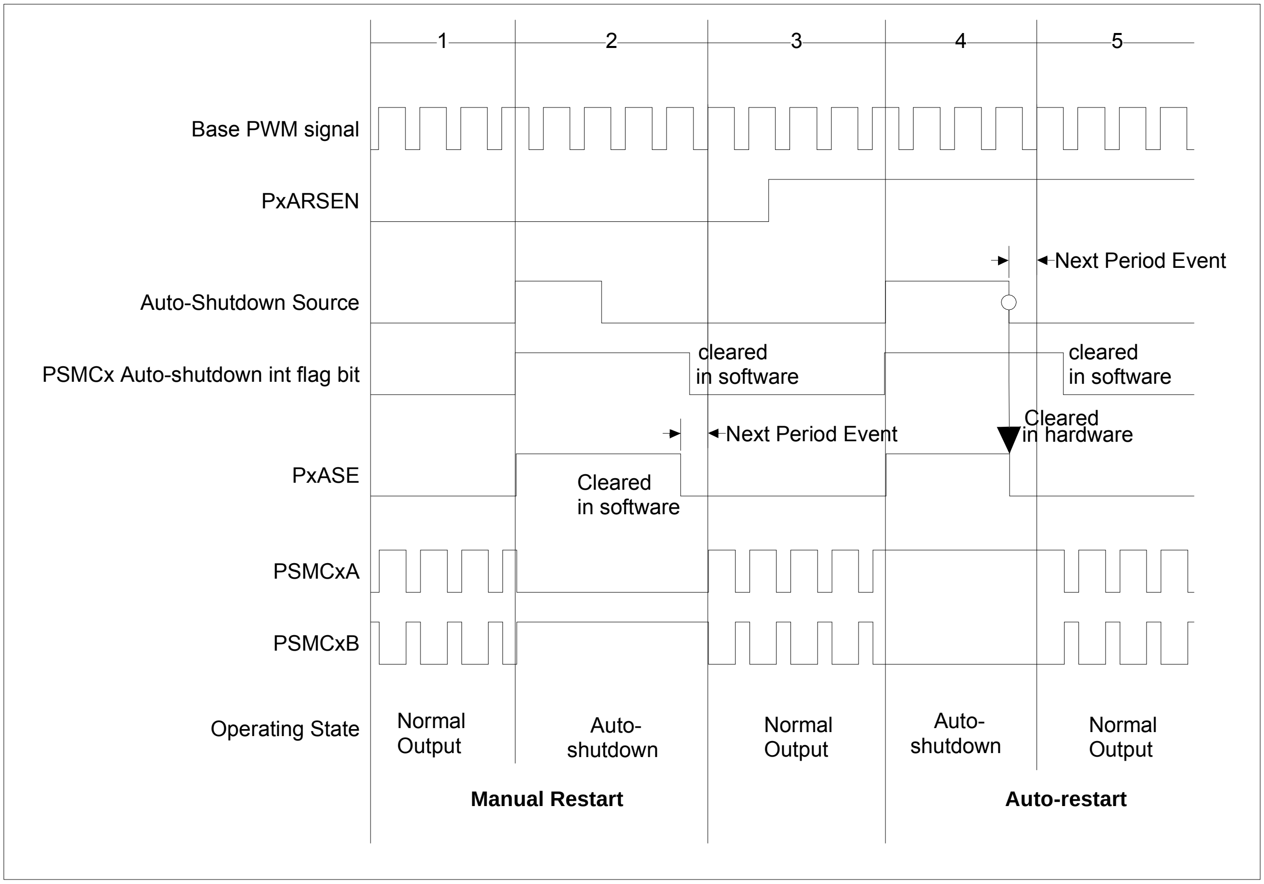
Note 1: Priority listed from highest to lowest.

TABLE 17-3: SUMMARY OF REGISTERS ASSOCIATED WITH ADC

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ADCON0	ADRMD	CHS<4:0>					GO/$\overline{\text{DONE}}$	ADON	172
ADCON1	ADFM	ADCS<2:0>			—	ADNREF	ADPREF<1:0>		173
ADCON2	TRIGSEL<3:0>				CHSN<3:0>				174
ADRESH	A/D Result Register High								175, 176
ADRESL	A/D Result Register Low								175, 176
ANSELA	ANSA7	—	ANSA5	ANSA4	ANSA3	ANSA2	ANSA1	ANSA0	132
ANSELB	—	ANSB6	ANSB5	ANSB4	ANSB3	ANSB2	ANSB1	ANSB0	138
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
TRISA	TRISA7	TRISA6	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	131
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	137
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR<1:0>		ADFVR<1:0>		162

Legend: x = unknown, u = unchanged, – = unimplemented read as ‘0’, q = value depends on condition. Shaded cells are not used for the ADC module.

FIGURE 24-20: AUTO-SHUTDOWN AND RESTART WAVEFORM



The 8-bit timer TMR2 register is concatenated with either the 2-bit internal system clock (FOSC), or 2 bits of the prescaler, to create the 10-bit time base. The system clock is used if the Timer2 prescaler is set to 1:1.

When the 10-bit time base matches the CCPRxH and 2-bit latch, then the CCPx pin is cleared (see Figure 25-4).

25.3.6 PWM RESOLUTION

The resolution determines the number of available duty cycles for a given period. For example, a 10-bit resolution will result in 1024 discrete duty cycles, whereas an 8-bit resolution will result in 256 discrete duty cycles.

The maximum PWM resolution is 10 bits when PR2 is 255. The resolution is a function of the PR2 register value as shown by Equation 25-4.

EQUATION 25-4: PWM RESOLUTION

$$Resolution = \frac{\log[4(PR2 + 1)]}{\log(2)} \text{ bits}$$

> **Note:** If the pulse width value is greater than the period the assigned PWM pin(s) will remain unchanged.

TABLE 25-1: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (FOSC = 20 MHz)

PWM Frequency	1.22 kHz	4.88 kHz	19.53 kHz	78.12 kHz	156.3 kHz	208.3 kHz
Timer Prescale	16	4	1	1	1	1
PR2 Value	0xFF	0xFF	0xFF	0x3F	0x1F	0x17
Maximum Resolution (bits)	10	10	10	8	7	6.6

TABLE 25-2: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (FOSC = 8 MHz)

PWM Frequency	1.22 kHz	4.90 kHz	19.61 kHz	76.92 kHz	153.85 kHz	200.0 kHz
Timer Prescale	16	4	1	1	1	1
PR2 Value	0x65	0x65	0x65	0x19	0x0C	0x09
Maximum Resolution (bits)	8	8	8	6	5	5

26.2.4 SPI SLAVE MODE

In Slave mode, the data is transmitted and received as external clock pulses appear on SCK. When the last bit is latched, the SSP1IF 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 of the SSPCON1 register.

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. The shift register is clocked from the SCK pin input and when a byte is received, the device will generate an interrupt. If enabled, the device will wake-up from Sleep.

26.2.4.1 Daisy-Chain Configuration

The SPI bus can sometimes be connected in a daisy-chain configuration. The first slave output is connected to the second slave input, the second slave output is connected to the third slave input, and so on. The final slave output is connected to the master input. Each slave sends out, during a second group of clock pulses, an exact copy of what was received during the first group of clock pulses. The whole chain acts as one large communication shift register. The daisy-chain feature only requires a single Slave Select line from the master device.

Figure 26-7 shows the block diagram of a typical daisy-chain connection when operating in SPI mode.

In a daisy-chain configuration, only the most recent byte on the bus is required by the slave. Setting the BOEN bit of the SSPCON3 register will enable writes to the SSPBUF register, even if the previous byte has not been read. This allows the software to ignore data that may not apply to it.

26.2.5 SLAVE SELECT SYNCHRONIZATION

The Slave Select can also be used to synchronize communication. The Slave Select line is held high until the master device is ready to communicate. When the Slave Select line is pulled low, the slave knows that a new transmission is starting.

If the slave fails to receive the communication properly, it will be reset at the end of the transmission, when the Slave Select line returns to a high state. The slave is then ready to receive a new transmission when the Slave Select line is pulled low again. If the Slave Select line is not used, there is a risk that the slave will eventually become out of sync with the master. If the slave misses a bit, it will always be one bit off in future transmissions. Use of the Slave Select line allows the slave and master to align themselves at the beginning of each transmission.

The $\overline{SS}$ pin allows a Synchronous Slave mode. The SPI must be in Slave mode with $\overline{SS}$ pin control enabled (SSPCON1<3:0> = `0100`).

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 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 V_{DD}.
>
> **2:** When the SPI is used in Slave mode with CKE set; the user must enable $\overline{SS}$ pin control.
>
> **3:** While operated in SPI Slave mode the SMP bit of the SSPSTAT register must remain clear.

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.

26.6.7 I^2C MASTER MODE RECEPTION

Master mode reception is enabled by programming the Receive Enable bit, RCEN bit of the SSPCON2 register.

Note:	The MSSP module must be in an Idle state before the RCEN bit is set or the RCEN bit will be disregarded.

The Baud Rate Generator begins counting and on each rollover, the state of the SCL pin changes (high-to-low/low-to-high) and data is shifted into the SSPSR. After the falling edge of the eighth clock, the receive enable flag is automatically cleared, the contents of the SSPSR are loaded into the SSPBUF, the BF flag bit is set, the SSP1IF flag bit is set and the Baud Rate Generator is suspended from counting, holding SCL low. The MSSP is now in Idle state awaiting the next command. When the buffer is read by the CPU, the BF flag bit is automatically cleared. The user can then send an Acknowledge bit at the end of reception by setting the Acknowledge Sequence Enable, ACKEN bit of the SSPCON2 register.

26.6.7.1 BF Status Flag

In receive operation, the BF bit is set when an address or data byte is loaded into SSPBUF from SSPSR. It is cleared when the SSPBUF register is read.

26.6.7.2 SSPOV Status Flag

In receive operation, the SSPOV bit is set when 8 bits are received into the SSPSR and the BF flag bit is already set from a previous reception.

26.6.7.3 WCOL Status Flag

If the user writes the SSPBUF when a receive is already in progress (i.e., SSPSR is still shifting in a data byte), the WCOL bit is set and the contents of the buffer are unchanged (the write does not occur).

26.6.7.4 Typical Receive Sequence:

1. The user generates a Start condition by setting the SEN bit of the SSPCON2 register.
2. SSP1IF is set by hardware on completion of the Start.
3. SSP1IF is cleared by software.
4. User writes SSPBUF with the slave address to transmit and the R/$\overline{\text{W}}$ bit set.
5. Address is shifted out the SDA pin until all 8 bits are transmitted. Transmission begins as soon as SSPBUF is written to.
6. The MSSP module shifts in the $\overline{\text{ACK}}$ bit from the slave device and writes its value into the ACKSTAT bit of the SSPCON2 register.
7. The MSSP module generates an interrupt at the end of the ninth clock cycle by setting the SSP1IF bit.
8. User sets the RCEN bit of the SSPCON2 register and the master clocks in a byte from the slave.
9. After the 8th falling edge of SCL, SSP1IF and BF are set.
10. User clears the SSP1IF bit and reads the received byte from SSPUF, which clears the BF flag.
11. The user either clears the SSPCON2 register's ACKDT bit to receive another byte or sets the ADKDT bit to suppress further data and then initiates the acknowledge sequence by setting the ACKEN bit.
12. Master's ACK or $\overline{\text{ACK}}$ is clocked out to the slave and SSP1IF is set.
13. User clears SSP1IF.
14. Steps 8-13 are repeated for each received byte from the slave.
15. If the ACKST bit was set in step 11 then the user can send a STOP to release the bus.

TABLE 27-5: BAUD RATES FOR ASYNCHRONOUS MODES

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 0											
	FOSC = 32.000 MHz			FOSC = 20.000 MHz			FOSC = 18.432 MHz			FOSC = 11.0592 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	—	—	—
1200	—	—	—	1221	1.73	255	1200	0.00	239	1200	0.00	143
2400	2404	0.16	207	2404	0.16	129	2400	0.00	119	2400	0.00	71
9600	9615	0.16	51	9470	-1.36	32	9600	0.00	29	9600	0.00	17
10417	10417	0.00	47	10417	0.00	29	10286	-1.26	27	10165	-2.42	16
19.2k	19.23k	0.16	25	19.53k	1.73	15	19.20k	0.00	14	19.20k	0.00	8
57.6k	55.55k	-3.55	3	—	—	—	57.60k	0.00	7	57.60k	0.00	2
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 0											
	FOSC = 8.000 MHz			FOSC = 4.000 MHz			FOSC = 3.6864 MHz			FOSC = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	300	0.16	207	300	0.00	191	300	0.16	51
1200	1202	0.16	103	1202	0.16	51	1200	0.00	47	1202	0.16	12
2400	2404	0.16	51	2404	0.16	25	2400	0.00	23	—	—	—
9600	9615	0.16	12	—	—	—	9600	0.00	5	—	—	—
10417	10417	0.00	11	10417	0.00	5	—	—	—	—	—	—
19.2k	—	—	—	—	—	—	19.20k	0.00	2	—	—	—
57.6k	—	—	—	—	—	—	57.60k	0.00	0	—	—	—
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 0											
	FOSC = 32.000 MHz			FOSC = 20.000 MHz			FOSC = 18.432 MHz			FOSC = 11.0592 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	—	—	—
1200	—	—	—	—	—	—	—	—	—	—	—	—
2400	—	—	—	—	—	—	—	—	—	—	—	—
9600	9615	0.16	207	9615	0.16	129	9600	0.00	119	9600	0.00	71
10417	10417	0.00	191	10417	0.00	119	10378	-0.37	110	10473	0.53	65
19.2k	19.23k	0.16	103	19.23k	0.16	64	19.20k	0.00	59	19.20k	0.00	35
57.6k	57.14k	-0.79	34	56.82k	-1.36	21	57.60k	0.00	19	57.60k	0.00	11
115.2k	117.64k	2.12	16	113.64k	-1.36	10	115.2k	0.00	9	115.2k	0.00	5

FIGURE 29-1: GENERAL FORMAT FOR INSTRUCTIONS

Byte-oriented file register operations

13 8	7	6 0
OPCODE	d	f (FILE #)

d = 0 for destination W
d = 1 for destination f
f = 7-bit file register address

Bit-oriented file register operations

13 10	9 7	6 0
OPCODE	b (BIT #)	f (FILE #)

b = 3-bit bit address
f = 7-bit file register address

Literal and control operations

General

13 8	7 0
OPCODE	k (literal)

k = 8-bit immediate value

`CALL` and `GOTO` instructions only

13 11	10 0
OPCODE	k (literal)

k = 11-bit immediate value

MOVLP instruction only

13 7	6 0
OPCODE	k (literal)

k = 7-bit immediate value

MOVLB instruction only

13 5	4 0
OPCODE	k (literal)

k = 5-bit immediate value

BRA instruction only

13 9	8 0
OPCODE	k (literal)

k = 9-bit immediate value

FSR Offset instructions

13 7	6	5 0
OPCODE	n	k (literal)

n = appropriate FSR
k = 6-bit immediate value

FSR Increment instructions

13 3	2	1 0
OPCODE	n	m (mode)

n = appropriate FSR
m = 2-bit mode value

OPCODE only

13 0
OPCODE

TABLE 30-2: SUPPLY VOLTAGE (I_{DD})[1,2]

PIC16LF1784/6/7		Standard Operating Conditions (unless otherwise stated)					
PIC16F1784/6/7							
Param No.	**Device Characteristics**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**	
						VDD	**Note**
D009	LDO Regulator	—	75	—	µA	—	High Power mode, normal operation
		—	15	—	µA	—	Sleep VREGCON<1> = 0
		—	0.3	—	µA	—	Sleep VREGCON<1> = 1
D010		—	8	20	µA	1.8	FOSC = 32 kHz LP Oscillator mode **(Note 4)**, -40°C ≤ TA ≤ +85°C
		—	12	24	µA	3.0	
D010		—	18	63	µA	2.3	FOSC = 32 kHz LP Oscillator mode **(Note 4, 5)**, -40°C ≤ TA ≤ +85°C
		—	20	74	µA	3.0	
		—	22	79	µA	5.0	
D012		—	160	650	µA	1.8	FOSC = 4 MHz XT Oscillator mode
		—	320	1000	µA	3.0	
D012		—	260	700	µA	2.3	FOSC = 4 MHz XT Oscillator mode **(Note 5)**
		—	330	1100	µA	3.0	
		—	380	1300	µA	5.0	

Note 1: The test conditions for all IDD measurements in active operation mode are: OSC1 = external square wave, from rail-to-rail; all I/O pins tri-stated, pulled to VDD; $\overline{\text{MCLR}}$ = VDD; WDT disabled.

2: The supply current is mainly a function of the operating voltage and frequency. Other factors, such as I/O pin loading and switching rate, oscillator type, internal code execution pattern and temperature, also have an impact on the current consumption.

3: For RC oscillator configurations, current through REXT is not included. The current through the resistor can be extended by the formula IR = VDD/2REXT (mA) with REXT in kΩ.

4: FVR and BOR are disabled.

5: 0.1 µF capacitor on VCAP.

6: 8 MHz crystal oscillator with 4x PLL enabled.

FIGURE 30-10: TIMER0 AND TIMER1 EXTERNAL CLOCK TIMINGS

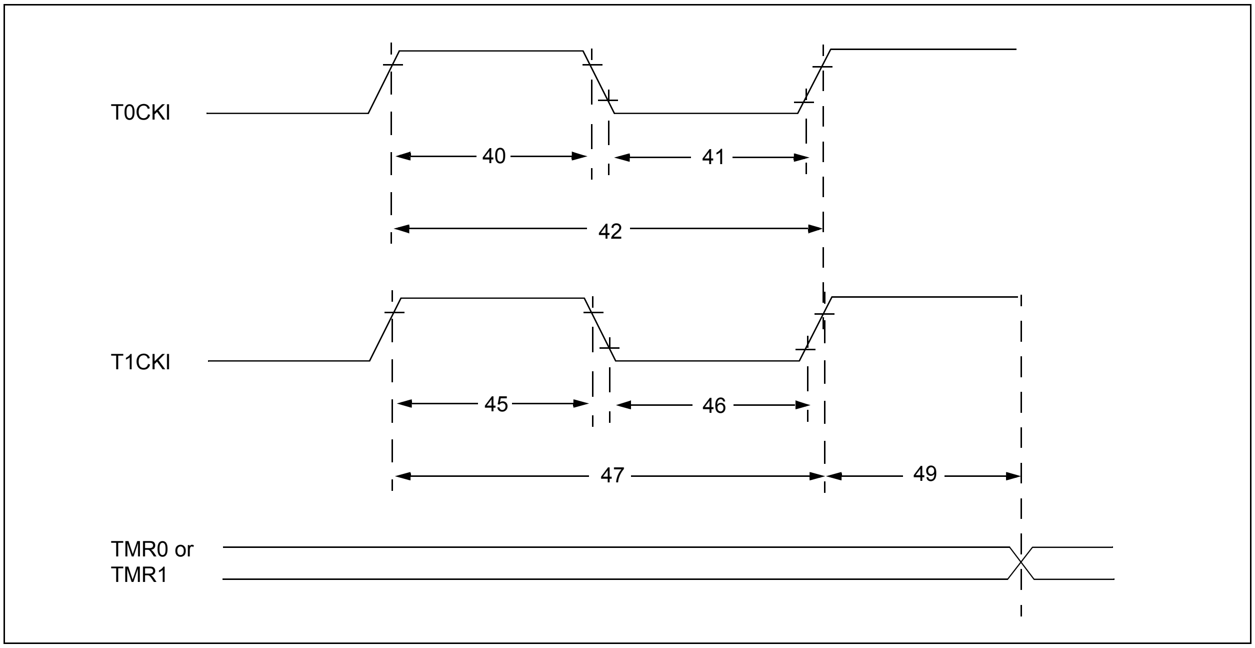


TABLE 30-11: TIMER0 AND TIMER1 EXTERNAL CLOCK REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)								
Param No.	Sym.	Characteristic		Min.	Typ†	Max.	Units	Conditions
40*	TT0H	T0CKI High Pulse Width	No Prescaler	0.5 TCY + 20	—	—	ns	
			With Prescaler	10	—	—	ns	
41*	TT0L	T0CKI Low Pulse Width	No Prescaler	0.5 TCY + 20	—	—	ns	
			With Prescaler	10	—	—	ns	
42*	TT0P	T0CKI Period		Greater of: 20 or $\frac{T_{CY} + 40}{N}$	—	—	ns	N = prescale value (2, 4, ..., 256)
45*	TT1H	T1CKI High Time	Synchronous, No Prescaler	0.5 TCY + 20	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
46*	TT1L	T1CKI Low Time	Synchronous, No Prescaler	0.5 TCY + 20	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
47*	TT1P	T1CKI Input Period	Synchronous	Greater of: 30 or $\frac{T_{CY} + 40}{N}$	—	—	ns	N = prescale value (1, 2, 4, 8)
			Asynchronous	60	—	—	ns	
48	FT1	Timer1 Oscillator Input Frequency Range (oscillator enabled by setting bit T1OSCEN)		32.4	32.768	33.1	kHz	
49*	TCKEZTMR1	Delay from External Clock Edge to Timer Increment		2 TOSC	—	7 TOSC	—	Timers in Sync mode

* These parameters are characterized but not tested.

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note: Unless otherwise noted, V_{IN} = 5V, F_{OSC} = 300 kHz, C_{IN} = 0.1 µF, T_A = 25°C.

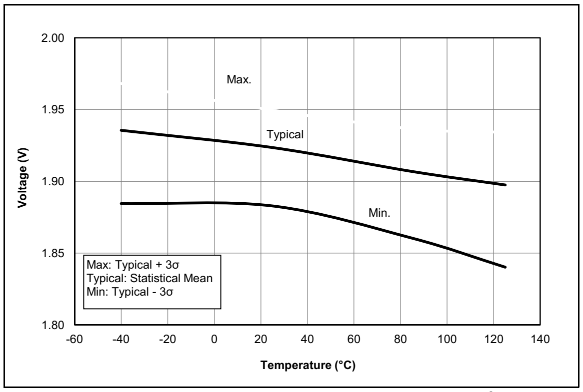


FIGURE 31-61: *Brown-Out Reset Voltage, Low Trip Point (BORV = 1), PIC16LF1784/6/7 Only.*

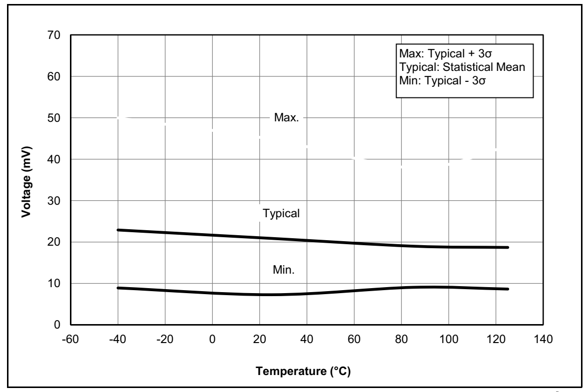


FIGURE 31-62: *Brown-Out Reset Hysteresis, Low Trip Point (BORV = 1), PIC16LF1784/6/7 Only.*

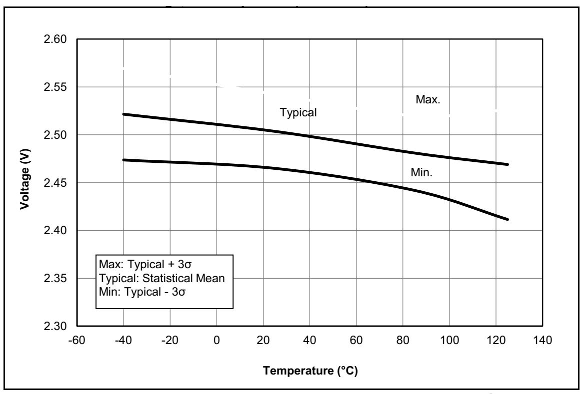


FIGURE 31-63: *Brown-Out Reset Voltage, Low Trip Point (BORV = 1), PIC16F1784/6/7 Only.*

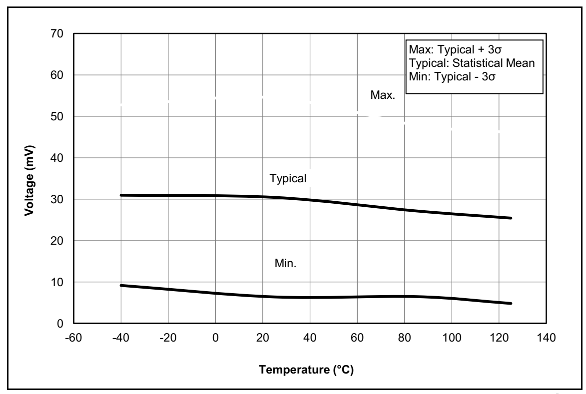


FIGURE 31-64: *Brown-Out Reset Hysteresis, Low Trip Point (BORV = 1), PIC16F1784/6/7 Only.*

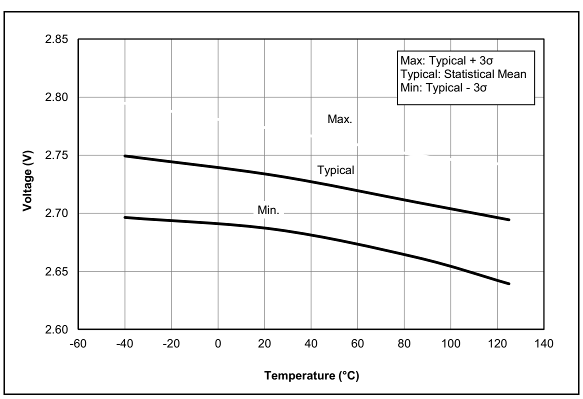


FIGURE 31-65: *Brown-Out Reset Voltage, High Trip Point (BORV = 0).*

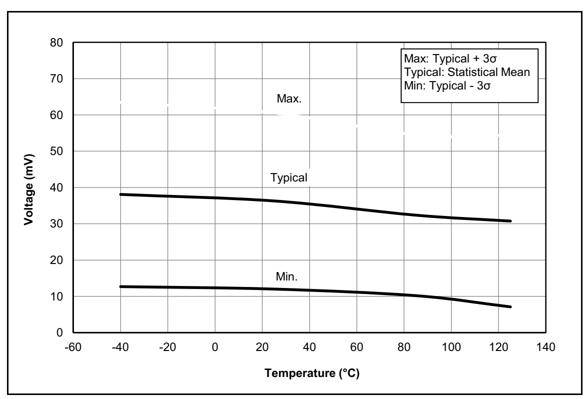


FIGURE 31-66: *Brown-Out Reset Hysteresis, High Trip Point (BORV = 0).*