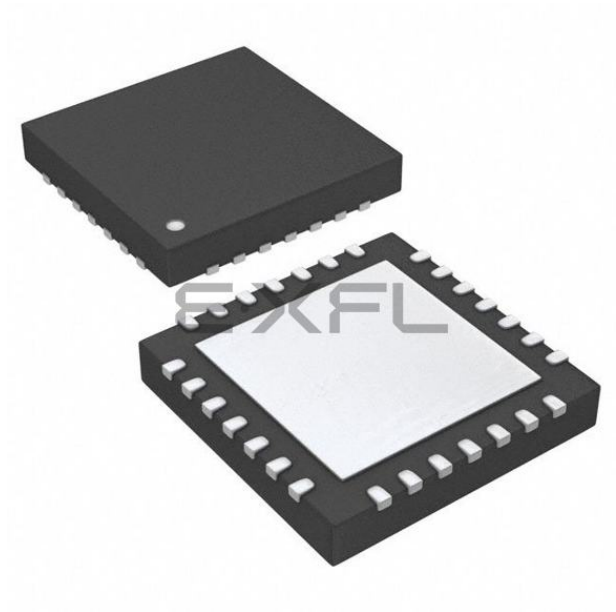

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Applications of "Embedded - Microcontrollers"

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 ~ 85°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/pic16lf1786t-i-ml

FIGURE 3-6: ACCESSING THE STACK EXAMPLE 2

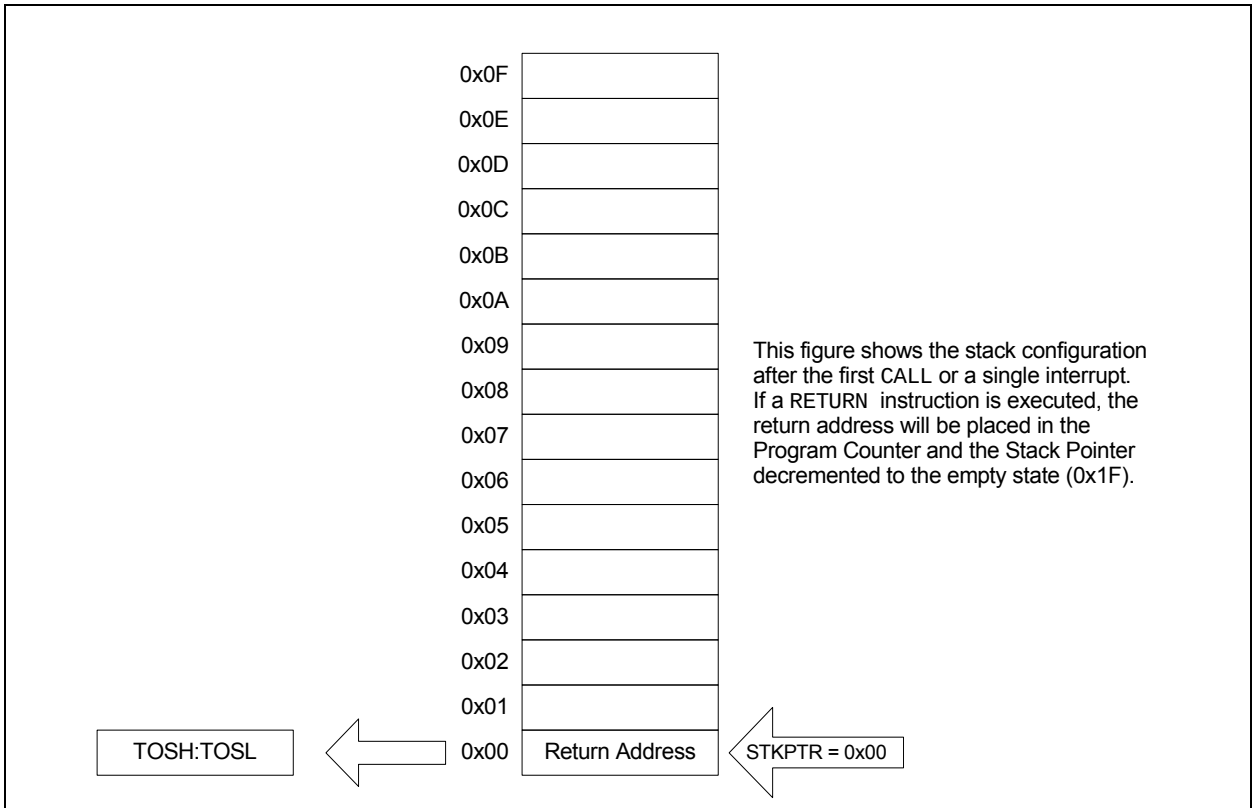


FIGURE 3-7: ACCESSING THE STACK EXAMPLE 3

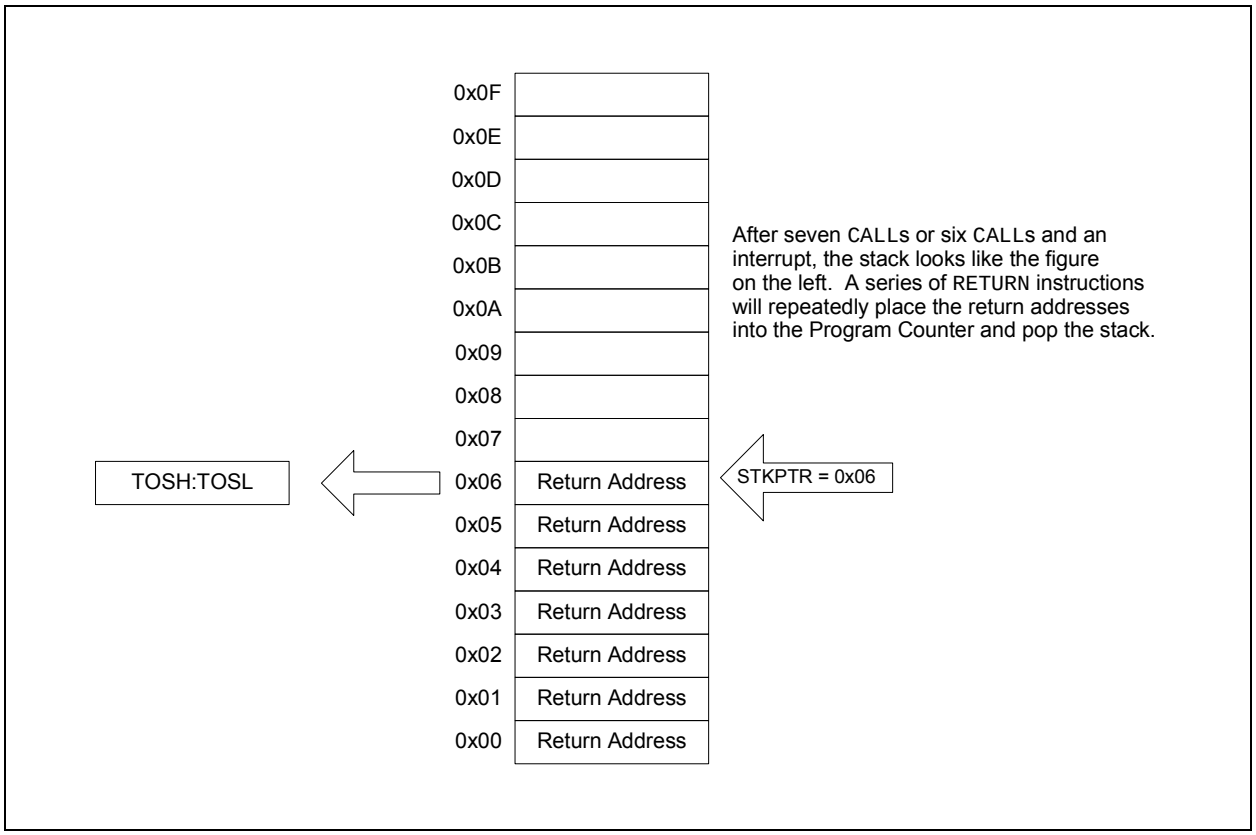
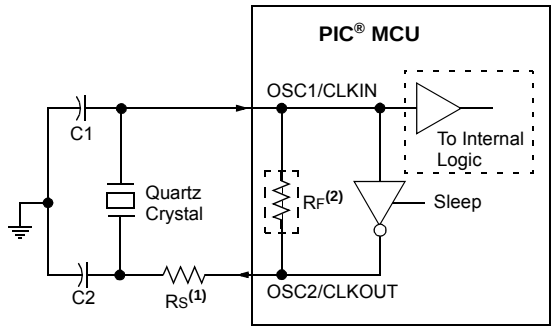


FIGURE 6-3: QUARTZ CRYSTAL OPERATION (LP, XT OR HS MODE)



Note 1: A series resistor (RS) may be required for quartz crystals with low drive level.

2: The value of RF varies with the Oscillator mode selected (typically between 2 MΩ to 10 MΩ).

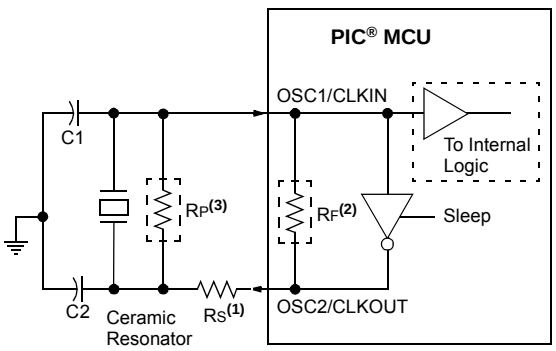
Note 1: Quartz crystal characteristics vary according to type, package and manufacturer. The user should consult the manufacturer data sheets for specifications and recommended application.

2: Always verify oscillator performance over the VDD and temperature range that is expected for the application.

3: For oscillator design assistance, reference the following Microchip Applications Notes:

- AN826, "*Crystal Oscillator Basics and Crystal Selection for rfPIC® and PIC® Devices*" (DS00826)
- AN849, "*Basic PIC® Oscillator Design*" (DS00849)
- AN943, "*Practical PIC® Oscillator Analysis and Design*" (DS00943)
- AN949, "*Making Your Oscillator Work*" (DS00949)

FIGURE 6-4: CERAMIC RESONATOR OPERATION (XT OR HS MODE)



Note 1: A series resistor (RS) may be required for ceramic resonators with low drive level.

2: The value of RF varies with the Oscillator mode selected (typically between 2 MΩ to 10 MΩ).

3: An additional parallel feedback resistor (RP) may be required for proper ceramic resonator operation.

6.2.1.3 Oscillator Start-up Timer (OST)

If the oscillator module is configured for LP, XT or HS modes, the Oscillator Start-up Timer (OST) counts 1024 oscillations from OSC1. This occurs following a Power-on Reset (POR) and when the Power-up Timer (PWRT) has expired (if configured), or a wake-up from Sleep. During this time, the program counter does not increment and program execution is suspended unless either FSCM or Two-Speed Start-Up are enabled. In this case, code will continue to execute at the selected INTOSC frequency while the OST is counting. The OST ensures that the oscillator circuit, using a quartz crystal resonator or ceramic resonator, has started and is providing a stable system clock to the oscillator module.

In order to minimize latency between external oscillator start-up and code execution, the Two-Speed Clock Start-up mode can be selected (see **Section 6.4 "Two-Speed Clock Start-up Mode"**).

REGISTER 13-22: WPUC: WEAK PULL-UP PORTC REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
WPUC7	WPUC6	WPUC5	WPUC4	WPUC3	WPUC2	WPUC1	WPUC0
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 **WPUC<7:0>**: Weak Pull-up Register bits
1 = Pull-up enabled
0 = Pull-up disabled

Note 1: Global $\overline{\text{WPUEN}}$ bit of the OPTION_REG register must be cleared for individual pull-ups to be enabled.
2: The weak pull-up device is automatically disabled if the pin is in configured as an output.

REGISTER 13-23: ODCONC: PORTC OPEN DRAIN CONTROL 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
ODC7	ODC6	ODC5	ODC4	ODC3	ODC2	ODC1	ODC0
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 **ODC<7:0>:** PORTC Open Drain Enable bits
For RC<7:0> pins, respectively
1 = Port pin operates as open-drain drive (sink current only)
0 = Port pin operates as standard push-pull drive (source and sink current)

REGISTER 13-24: SLRCONC: PORTC SLEW RATE CONTROL REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
SLRC7	SLRC6	SLRC5	SLRC4	SLRC3	SLRC2	SLRC1	SLRC0
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 **SLRC<7:0>:** PORTC Slew Rate Enable bits
For RC<7:0> pins, respectively
1 = Port pin slew rate is limited
0 = Port pin slews at maximum rate

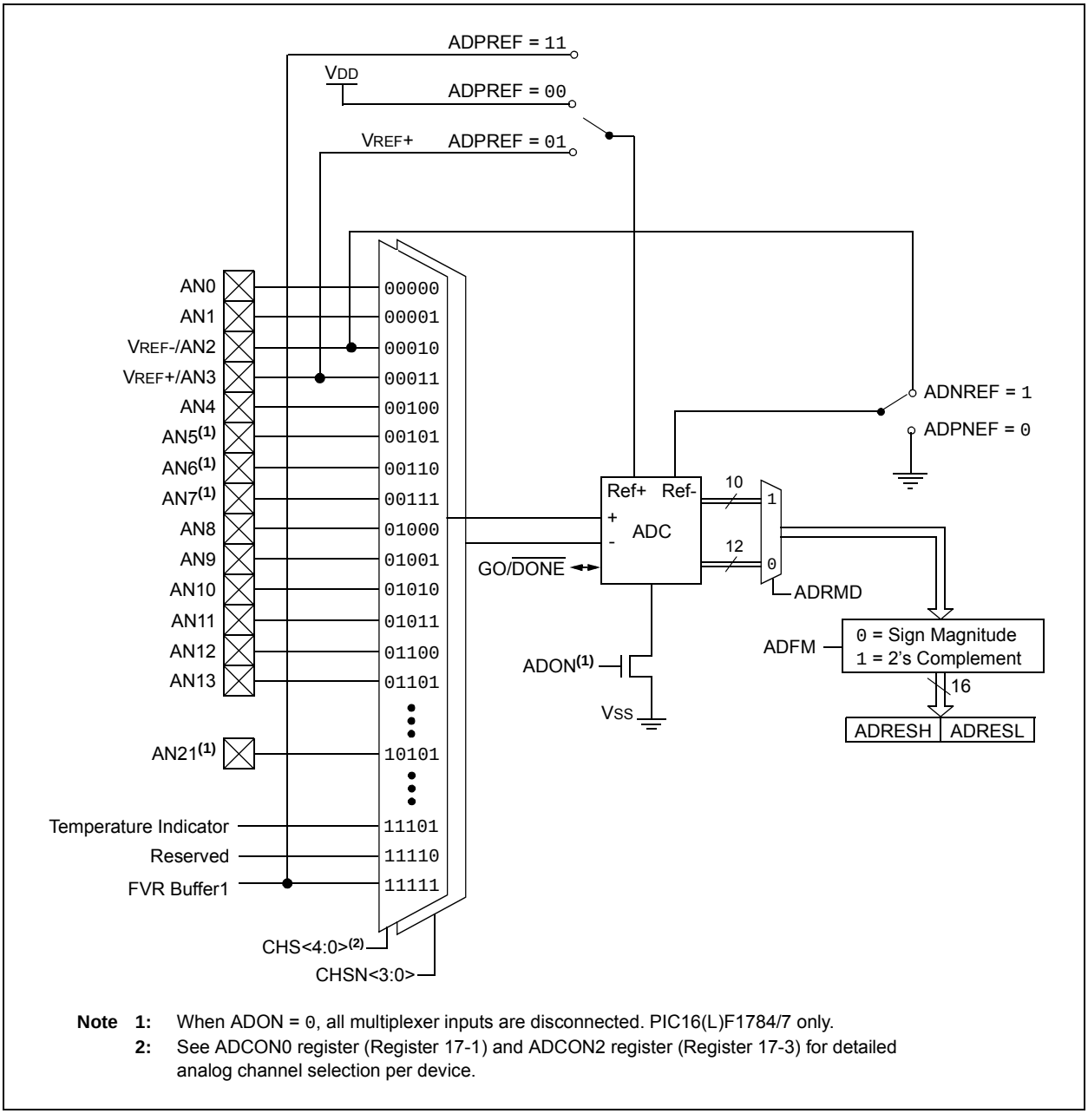
17.0 ANALOG-TO-DIGITAL CONVERTER (ADC) MODULE

The Analog-to-Digital Converter (ADC) allows conversion of a single-ended and differential analog input signals to a 12-bit binary representation of that signal. This device uses analog inputs, which are multiplexed into a single sample and hold circuit. The output of the sample and hold is connected to the input of the converter. The converter generates a 12-bit binary result via successive approximation and stores the conversion result into the ADC result registers (ADRESH:ADRESL register pair). Figure 17-1 shows the block diagram of the ADC.

The ADC voltage reference is software selectable to be either internally generated or externally supplied.

The ADC can generate an interrupt upon completion of a conversion. This interrupt can be used to wake-up the device from Sleep.

FIGURE 17-1: ADC BLOCK DIAGRAM



Note 1: When ADON = 0, all multiplexer inputs are disconnected. PIC16(L)F1784/7 only.

2: See ADCON0 register (Register 17-1) and ADCON2 register (Register 17-3) for detailed analog channel selection per device.

TABLE 17-2: ADC OUTPUT RESULTS FORMAT

Absolute ADC Value (decimal)	Sign and Magnitude Result ADFM = 0, ADRMD = 0		2's Compliment Result ADFM = 1, ADRMD = 0	
	ADRESH (ADRES<15:8>)	ADRESL (ADRES<7:0>)	ADRESH (ADRES<15:8>)	ADRESL (ADRES<7:0>)
+ 4095	1111 1111	1111 0000	0000 1111	1111 1111
+ 2355	1001 0011	0011 0000	0000 1001	0011 0011
+ 0001	0000 0000	0001 0000	0000 0000	0000 0001
0000	0000 0000	0000 0000	0000 0000	0000 0000
- 0001	0000 0000	0001 0001	1111 1111	1111 1111
- 4095	1111 1111	1111 0001	1111 0000	0000 0001
- 4096	0000 0000	0000 0001	1111 0000	0000 0000

Note 1: For the RSD ADC, the raw 13-bits from the ADC is presented in 2's compliment format, so no data translation is required for 2's compliment results.

2: For the SAR ADC, the raw 13-bits from the ADC is presented in sign and magnitude format, so no data translation is required for sign and magnitude results

19.4 Operation During Sleep

When the device wakes up from Sleep through an interrupt or a Watchdog Timer time-out, the contents of the DAC1CON0 register are not affected. To minimize current consumption in Sleep mode, the voltage reference should be disabled.

19.5 Effects of a Reset

A device Reset affects the following:

- DAC is disabled.
- DAC output voltage is removed from the DAC1OUT pin.
- The DAC1R<7:0> range select bits are cleared.

REGISTER 20-2: CMxCON1: COMPARATOR Cx CONTROL REGISTER 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	R/W-0/0
CxINTP	CxINTN	CxPCH<2:0>			CxNCH<2:0>		
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 **CxINTP:** Comparator Interrupt on Positive Going Edge Enable bits
1 = The CxIF interrupt flag will be set upon a positive going edge of the CxOUT bit
0 = No interrupt flag will be set on a positive going edge of the CxOUT bit

bit 6 **CxINTN:** Comparator Interrupt on Negative Going Edge Enable bits
1 = The CxIF interrupt flag will be set upon a negative going edge of the CxOUT bit
0 = No interrupt flag will be set on a negative going edge of the CxOUT bit

bit 5-3 **CxPCH<2:0>:** Comparator Positive Input Channel Select bits
111 = CxVP connects to AGND
110 = CxVP connects to FVR Buffer 2
101 = CxVP connects to DAC1_output
100 = CxVP unconnected, input floating
011 = CxVP unconnected, input floating
010 = CxVP unconnected, input floating
001 = CxVP connects to CxIN1+ pin
000 = CxVP connects to CxIN0+ pin

bit 2-0 **CxNCH<2:0>:** Comparator Negative Input Channel Select bits
111 = CxVN connects to AGND
110 = CxVN unconnected, input floating
101 = Reserved, input floating
100 = CxVN connects to CxIN4- pin(2)
011 = CxVN connects to CxIN3- pin
010 = CxVN connects to CxIN2- pin
001 = CxVN connects to CxIN1- pin
000 = CxVN connects to CxIN0- pin

Note 1: PIC16(L)F1784/7 only.
2: "Reserved, input floating" for PIC16(L)F1786 only.

REGISTER 24-10: PSMCxREBS: PSMC RISING EDGE BLANKED SOURCE REGISTER

R/W-0/0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0
PxREBSIN	—	—	PxREBSC4	PxREBSC3	PxREBSC2	PxREBSC1	—
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 **PxREBSIN:** PSMCx Rising Edge Event Blanked from PSMCxIN pin
1 = PSMCxIN pin cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = PSMCxIN pin is not blanked

bit 6-5 **Unimplemented:** Read as '0'

bit 4 **PxREBSC4:** PSMCx Rising Edge Event Blanked from sync_C4OUT
1 = sync_C4OUT cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = sync_C4OUT is not blanked

bit 3 **PxREBSC3:** PSMCx Rising Edge Event Blanked from sync_C3OUT
1 = sync_C3OUT cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = sync_C3OUT is not blanked

bit 2 **PxREBSC2:** PSMCx Rising Edge Event Blanked from sync_C2OUT
1 = sync_C2OUT cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = sync_C2OUT is not blanked

bit 1 **PxREBSC1:** PSMCx Rising Edge Event Blanked from sync_C1OUT
1 = sync_C1OUT cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = sync_C1OUT is not blanked

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

REGISTER 24-11: PSMCxFEBS: PSMC FALLING EDGE BLANKED SOURCE REGISTER

R/W-0/0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0
PxFEBSIN	—	—	PxFEBSC4	PxFEBSC3	PxFEBSC2	PxFEBSC1	—
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 **PxFEBSIN:** PSMCx Falling Edge Event Blanked from PSMCxIN pin
1 = PSMCxIN pin cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = PSMCxIN pin is not blanked

bit 6-5 **Unimplemented:** Read as '0'

bit 4 **PxFEBSC4:** PSMCx Falling Edge Event Blanked from sync_C4OUT
1 = sync_C4OUT cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = sync_C4OUT is not blanked

bit 3 **PxFEBSC3:** PSMCx Falling Edge Event Blanked from sync_C3OUT
1 = sync_C3OUT cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = sync_C3OUT is not blanked

bit 2 **PxFEBSC2:** PSMCx Falling Edge Event Blanked from sync_C2OUT
1 = sync_C2OUT cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = sync_C2OUT is not blanked

bit 1 **PxFEBSC1:** PSMCx Falling Edge Event Blanked from sync_C1OUT
1 = sync_C1OUT cannot cause a rising or falling event for the duration indicated by the PSMCxBLNK register
0 = sync_C1OUT is not blanked

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

REGISTER 24-13: PSMCxDCS: PSMC DUTY CYCLE SOURCE REGISTER(1)

R/W-0/0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
PxDCSIN	—	—	PxDCSC4	PxDCSC3	PxDCSC2	PxDCSC1	PxDCST
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 **PxDCSIN:** PSMCx Falling Edge Event occurs on PSMCxIN pin
1 = Falling edge event will occur when PSMCxIN pin goes true
0 = PSMCxIN pin will not cause falling edge event

bit 6-5 **Unimplemented:** Read as '0'

bit 4 **PxDCSC4:** PSMCx Falling Edge Event occurs on sync_C4OUT output
1 = Falling edge event will occur when sync_C4OUT output goes true
0 = sync_C4OUT will not cause falling edge event

bit 3 **PxDCSC3:** PSMCx Falling Edge Event occurs on sync_C3OUT output
1 = Falling edge event will occur when sync_C3OUT output goes true
0 = sync_C3OUT will not cause falling edge event

bit 2 **PxDCSC2:** PSMCx Falling Edge Event occurs on sync_C2OUT output
1 = Falling edge event will occur when sync_C2OUT output goes true
0 = sync_C2OUT will not cause falling edge event

bit 1 **PxDCSC1:** PSMCx Falling Edge Event occurs on sync_C1OUT output
1 = Falling edge event will occur when sync_C1OUT output goes true
0 = sync_C1OUT will not cause falling edge event

bit 0 **PxDCST:** PSMCx Falling Edge Event occurs on Time Base match
1 = Falling edge event will occur when PSMCxTMR = PSMCxDC
0 = Time base will not cause falling edge event

Note 1: Sources are not mutually exclusive: more than one source can cause a falling edge event.

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

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

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

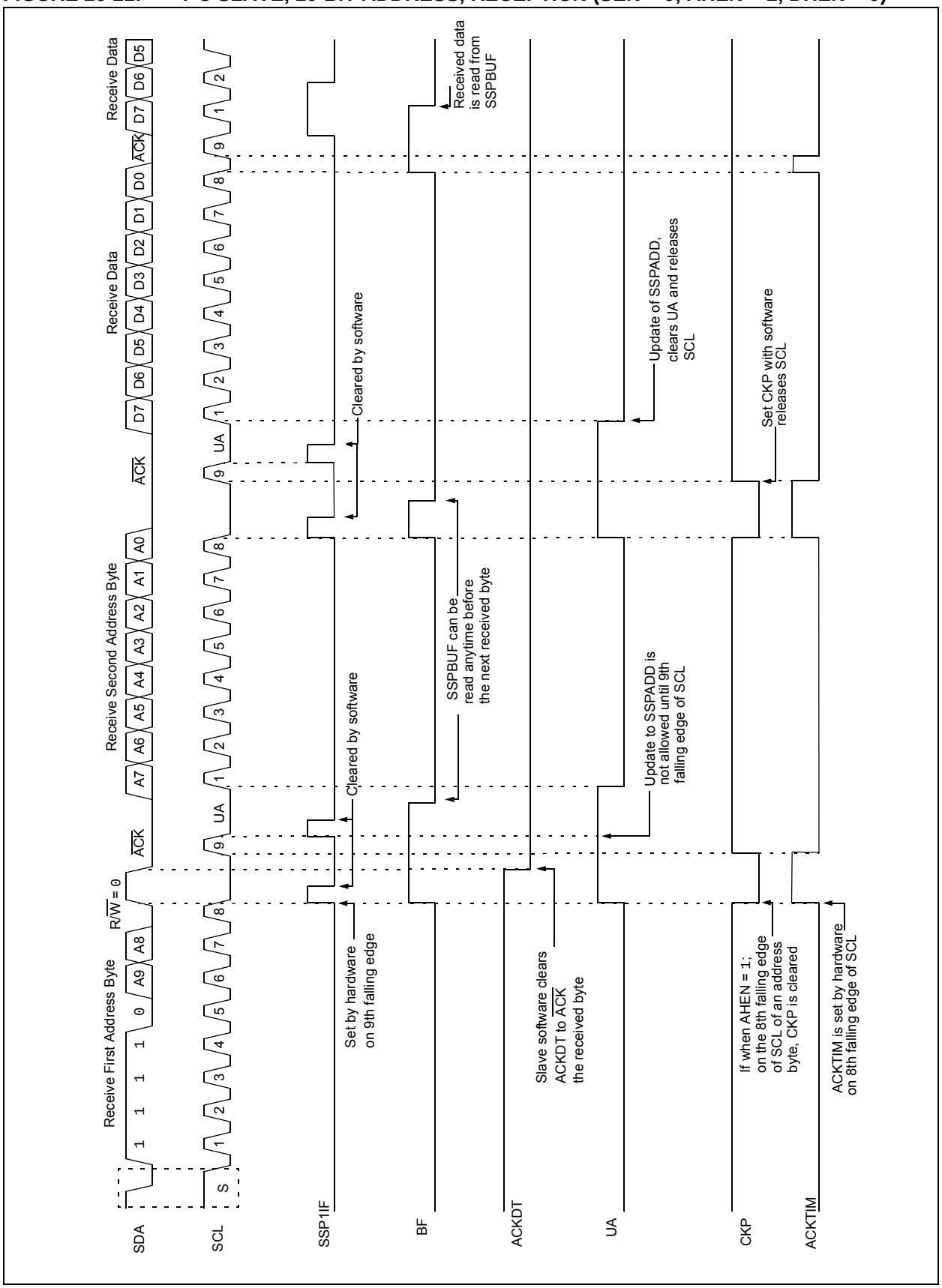
TABLE 25-1: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (FOSC = 20 MHz)

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

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



26.6.6 I²C MASTER MODE TRANSMISSION

Transmission of a data byte, a 7-bit address or the other half of a 10-bit address is accomplished by simply writing a value to the SSPBUF register. This action will set the Buffer Full flag bit, BF and allow the Baud Rate Generator to begin counting and start the next transmission. Each bit of address/data will be shifted out onto the SDA pin after the falling edge of SCL is asserted. SCL is held low for one Baud Rate Generator rollover count (TBRG). Data should be valid before SCL is released high. When the SCL pin is released high, it is held that way for TBRG. The data on the SDA pin must remain stable for that duration and some hold time after the next falling edge of SCL. After the eighth bit is shifted out (the falling edge of the eighth clock), the BF flag is cleared and the master releases SDA. This allows the slave device being addressed to respond with an $\overline{ACK}$ bit during the ninth bit time if an address match occurred, or if data was received properly. The status of $\overline{ACK}$ is written into the ACKSTAT bit on the rising edge of the ninth clock. If the master receives an Acknowledge, the Acknowledge Status bit, ACKSTAT, is cleared. If not, the bit is set. After the ninth clock, the SSP1IF bit is set and the master clock (Baud Rate Generator) is suspended until the next data byte is loaded into the SSPBUF, leaving SCL low and SDA unchanged (Figure 26-27).

After the write to the SSPBUF, each bit of the address will be shifted out on the falling edge of SCL until all seven address bits and the R/$\overline{W}$ bit are completed. On the falling edge of the eighth clock, the master will release the SDA pin, allowing the slave to respond with an Acknowledge. On the falling edge of the ninth clock, the master will sample the SDA pin to see if the address was recognized by a slave. The status of the $\overline{ACK}$ bit is loaded into the ACKSTAT Status bit of the SSPCON2 register. Following the falling edge of the ninth clock transmission of the address, the SSP1IF is set, the BF flag is cleared and the Baud Rate Generator is turned off until another write to the SSPBUF takes place, holding SCL low and allowing SDA to float.

26.6.6.1 BF Status Flag

In Transmit mode, the BF bit of the SSPSTAT register is set when the CPU writes to SSPBUF and is cleared when all 8 bits are shifted out.

26.6.6.2 WCOL Status Flag

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

WCOL must be cleared by software before the next transmission.

26.6.6.3 ACKSTAT Status Flag

In Transmit mode, the ACKSTAT bit of the SSPCON2 register is cleared when the slave has sent an Acknowledge ($\overline{ACK}$ = 0) and is set when the slave does not Acknowledge ($\overline{ACK}$ = 1). A slave sends an Acknowledge when it has recognized its address (including a general call), or when the slave has properly received its data.

26.6.6.4 Typical transmit 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. The MSSP module will wait the required start time before any other operation takes place.
5. The user loads the SSPBUF with the slave address to transmit.
6. Address is shifted out the SDA pin until all 8 bits are transmitted. Transmission begins as soon as SSPBUF is written to.
7. The MSSP module shifts in the $\overline{ACK}$ bit from the slave device and writes its value into the ACKSTAT bit of the SSPCON2 register.
8. The MSSP module generates an interrupt at the end of the ninth clock cycle by setting the SSP1IF bit.
9. The user loads the SSPBUF with eight bits of data.
10. Data is shifted out the SDA pin until all 8 bits are transmitted.
11. The MSSP module shifts in the $\overline{ACK}$ bit from the slave device and writes its value into the ACKSTAT bit of the SSPCON2 register.
12. Steps 8-11 are repeated for all transmitted data bytes.
13. The user generates a Stop or Restart condition by setting the PEN or RSEN bits of the SSPCON2 register. Interrupt is generated once the Stop/Restart condition is complete.

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

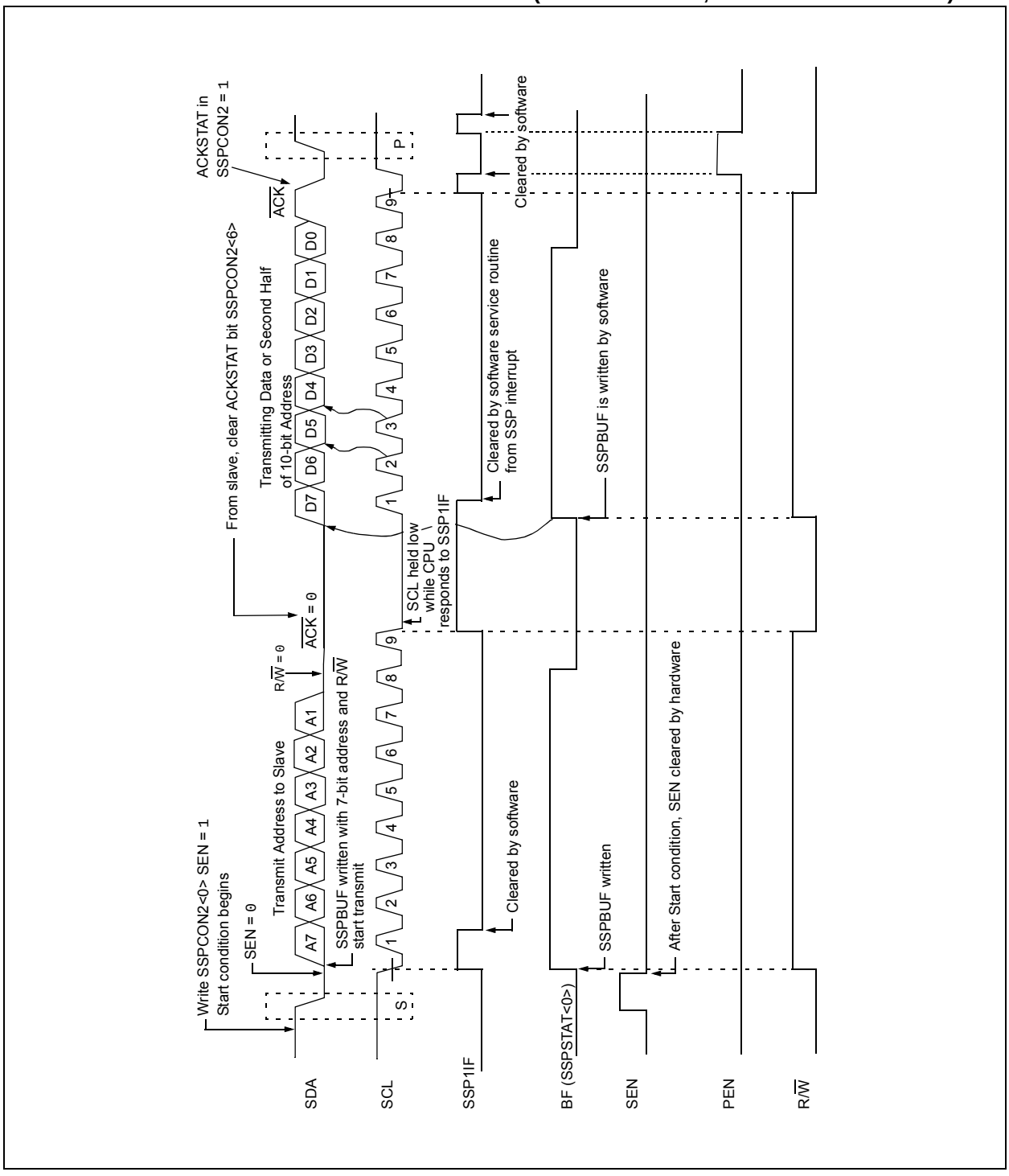
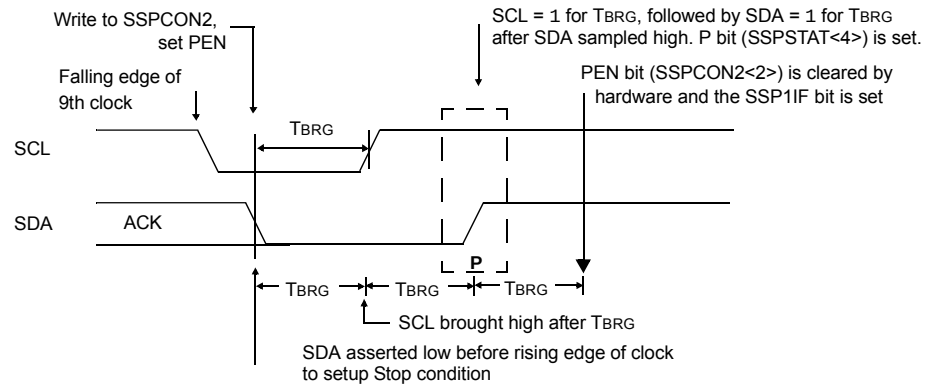


FIGURE 26-31: STOP CONDITION RECEIVE OR TRANSMIT MODE



Note: TBRG = one Baud Rate Generator period.

26.6.10 SLEEP OPERATION

While in Sleep mode, the I^2C slave module can receive addresses or data and when an address match or complete byte transfer occurs, wake the processor from Sleep (if the MSSP interrupt is enabled).

26.6.11 EFFECTS OF A RESET

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

26.6.12 MULTI-MASTER MODE

In Multi-Master mode, the interrupt generation on the detection of the Start and Stop conditions allows the determination of when the bus is free. The Stop (P) and Start (S) bits are cleared from a Reset or when the MSSP module is disabled. Control of the I^2C bus may be taken when the P bit of the SSPSTAT register is set, or the bus is Idle, with both the S and P bits clear. When the bus is busy, enabling the SSP interrupt will generate the interrupt when the Stop condition occurs.

In multi-master operation, the SDA line must be monitored for arbitration to see if the signal level is the expected output level. This check is performed by hardware with the result placed in the BCL1IF bit.

The states where arbitration can be lost are:

- Address Transfer
- Data Transfer
- A Start Condition
- A Repeated Start Condition
- An Acknowledge Condition

26.6.13 MULTI -MASTER COMMUNICATION, BUS COLLISION AND BUS ARBITRATION

Multi-Master mode support is achieved by bus arbitration. When the master outputs address/data bits onto the SDA pin, arbitration takes place when the master outputs a '1' on SDA, by letting SDA float high and another master asserts a '0'. When the SCL pin floats high, data should be stable. If the expected data on SDA is a '1' and the data sampled on the SDA pin is '0', then a bus collision has taken place. The master will set the Bus Collision Interrupt Flag, BCL1IF and reset the I^2C port to its Idle state (Figure 26-31).

If a transmit was in progress when the bus collision occurred, the transmission is halted, the BF flag is cleared, the SDA and SCL lines are deasserted and the SSPBUF can be written to. When the user services the bus collision Interrupt Service Routine and if the I^2C bus is free, the user can resume communication by asserting a Start condition.

If a Start, Repeated Start, Stop or Acknowledge condition was in progress when the bus collision occurred, the condition is aborted, the SDA and SCL lines are deasserted and the respective control bits in the SSPCON2 register are cleared. When the user services the bus collision Interrupt Service Routine and if the I^2C bus is free, the user can resume communication by asserting a Start condition.

The master will continue to monitor the SDA and SCL pins. If a Stop condition occurs, the SSP1IF bit will be set.

A write to the SSPBUF will start the transmission of data at the first data bit, regardless of where the transmitter left off when the bus collision occurred.

In Multi-Master mode, the interrupt generation on the detection of Start and Stop conditions allows the determination of when the bus is free. Control of the I^2C bus can be taken when the P bit is set in the SSPSTAT register, or the bus is Idle and the S and P bits are cleared.

FIGURE 26-32: BUS COLLISION TIMING FOR TRANSMIT AND ACKNOWLEDGE

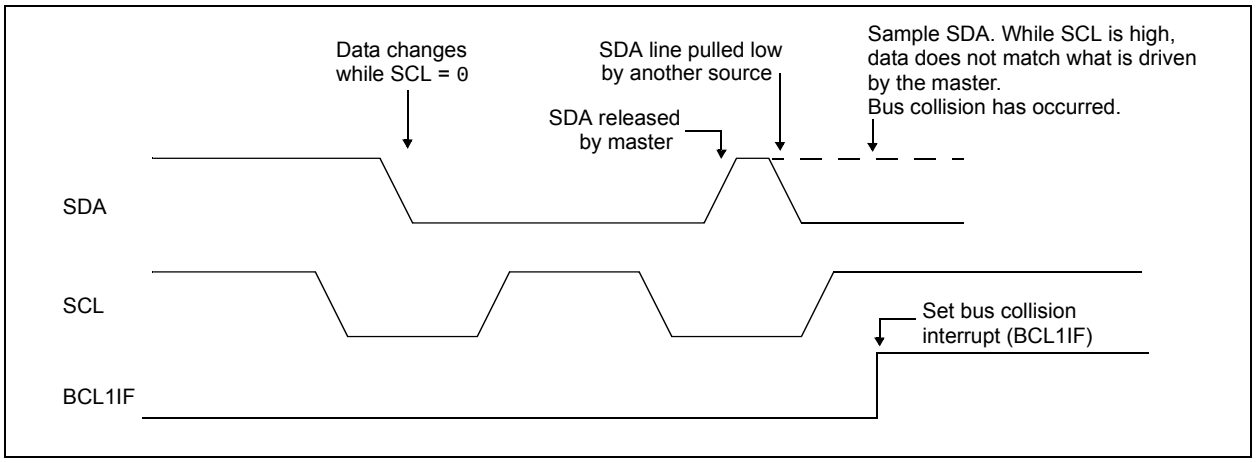


TABLE 30-2: SUPPLY VOLTAGE (I_{DD})(1,2)

PIC16LF1784/6/7			Standard Operating Conditions (unless otherwise stated)				
PIC16F1784/6/7							
Param No.	Device Characteristics	Min.	Typ†	Max.	Units	Conditions	
						V_{DD}	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	F_{OSC} = 32 kHz LP Oscillator mode **(Note 4)**, -40°C ≤ T_A ≤ +85°C
		—	12	24	µA	3.0	
D010		—	18	63	µA	2.3	F_{OSC} = 32 kHz LP Oscillator mode **(Note 4, 5)**, -40°C ≤ T_A ≤ +85°C
		—	20	74	µA	3.0	
		—	22	79	µA	5.0	
D012		—	160	650	µA	1.8	F_{OSC} = 4 MHz XT Oscillator mode
		—	320	1000	µA	3.0	
D012		—	260	700	µA	2.3	F_{OSC} = 4 MHz XT Oscillator mode **(Note 5)**
		—	330	1100	µA	3.0	
		—	380	1300	µA	5.0	

Note 1: The test conditions for all I_{DD} measurements in active operation mode are: OSC1 = external square wave, from rail-to-rail; all I/O pins tri-stated, pulled to V_{DD}; $\overline{MCLR}$ = V_{DD}; 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 R_{EXT} is not included. The current through the resistor can be extended by the formula $I_R = V_{DD}/2R_{EXT}$ (mA) with R_{EXT} in kΩ.

4: FVR and BOR are disabled.

5: 0.1 µF capacitor on V_{CAP}.

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

TABLE 30-8: PLL CLOCK TIMING SPECIFICATIONS

Standard Operating Conditions (unless otherwise stated)							
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
F10	FOSC	Oscillator Frequency Range	4	—	8	MHz	
F11	FSYS	On-Chip VCO System Frequency	16	—	32	MHz	
F12	TRC	PLL Start-up Time (Lock Time)	—	—	2	ms	
F13*	ΔCLK	CLKOUT Stability (Jitter)	-0.25%	—	+0.25%	%	

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

FIGURE 30-7: CLKOUT AND I/O TIMING

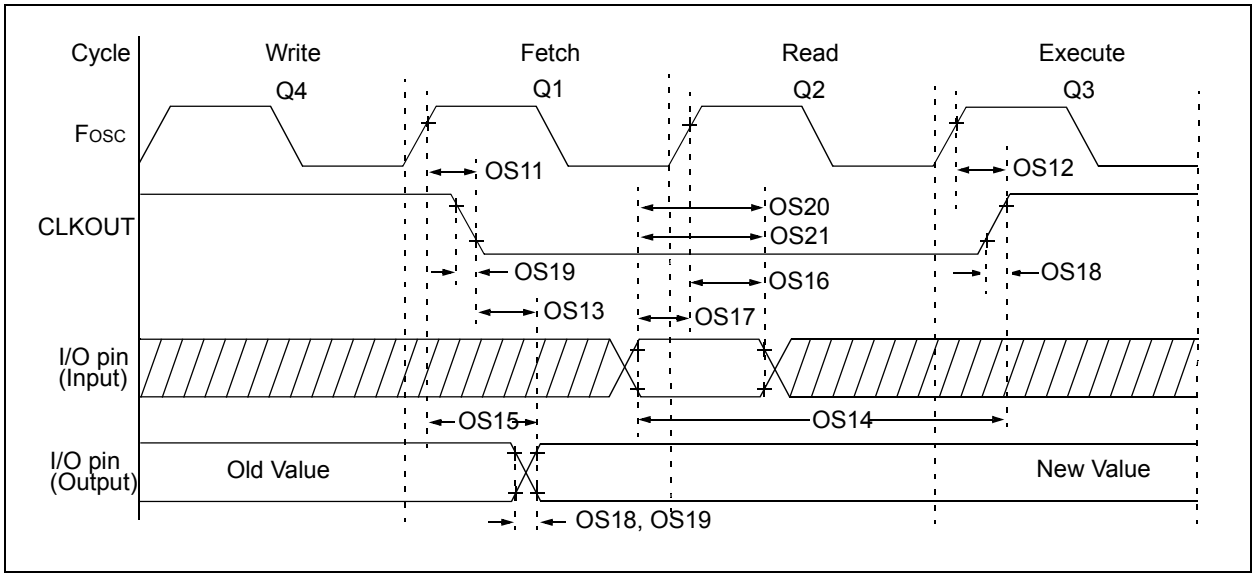
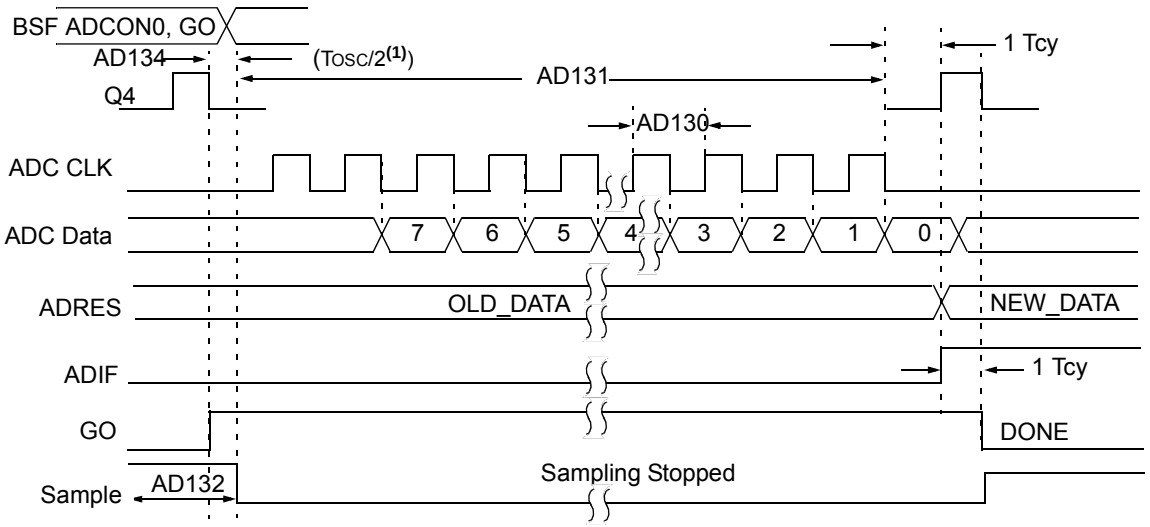
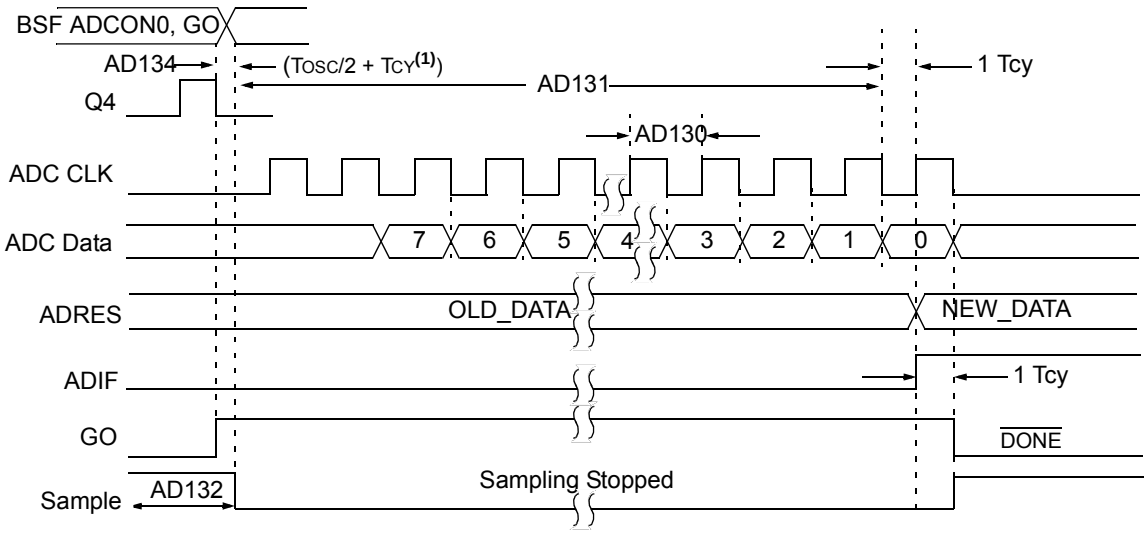


FIGURE 30-12: ADC CONVERSION TIMING (NORMAL MODE)



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)



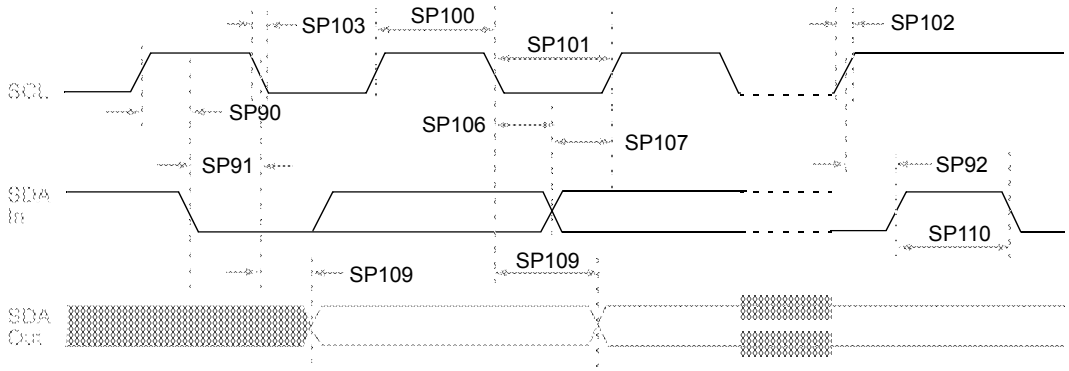
Note 1: If the ADC clock source is selected as RC, a time of TCY is added before the ADC clock starts. This allows the SLEEP instruction to be executed.

TABLE 30-21: I²C™ BUS START/STOP BITS REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)								
Param No.	**Symbol**	**Characteristic**		**Min.**	**Typ**	**Max.**	**Units**	**Conditions**
SP90*	TSU:STA	Start condition Setup time	100 kHz mode	4700	—	—	ns	Only relevant for Repeated Start condition
			400 kHz mode	600	—	—		
SP91*	THD:STA	Start condition Hold time	100 kHz mode	4000	—	—	ns	After this period, the first clock pulse is generated
			400 kHz mode	600	—	—		
SP92*	TSU:STO	Stop condition Setup time	100 kHz mode	4700	—	—	ns	
			400 kHz mode	600	—	—		
SP93	THD:STO	Stop condition Hold time	100 kHz mode	4000	—	—	ns	
			400 kHz mode	600	—	—		

* These parameters are characterized but not tested.

FIGURE 30-21: I²C™ BUS DATA TIMING



Note: Refer to Figure 30-4 for load conditions.

Note: Unless otherwise noted, VIN = 5V, FOSC = 300 kHz, CIN = 0.1 µF, TA = 25°C.

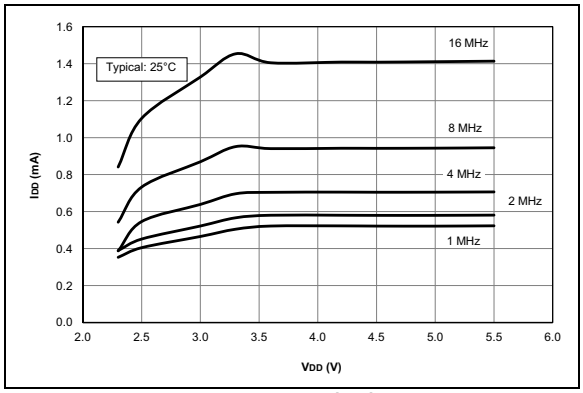


FIGURE 31-25: *IDD Typical, HFINTOSC Mode, PIC16F1784/6/7 Only.*

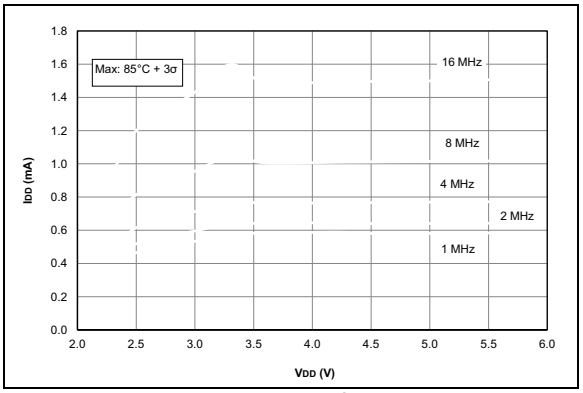


FIGURE 31-26: *IDD Maximum, HFINTOSC Mode, PIC16F1784/6/7 Only.*

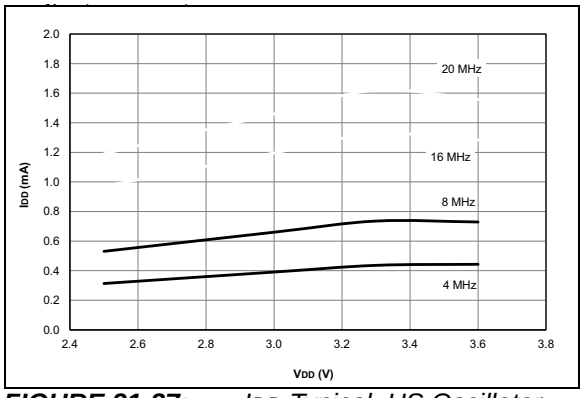


FIGURE 31-27: *IDD Typical, HS Oscillator, 25°C, PIC16LF1784/6/7 Only.*

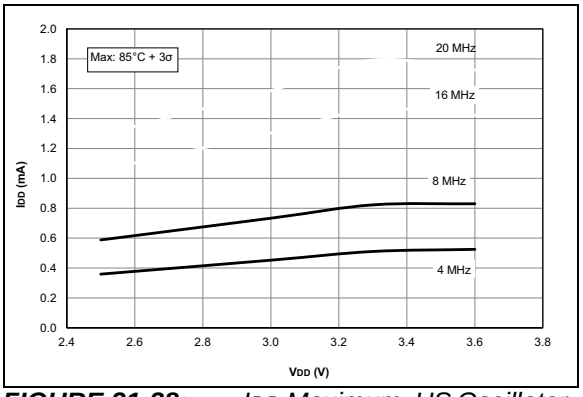


FIGURE 31-28: *IDD Maximum, HS Oscillator, PIC16LF1784/6/7 Only.*

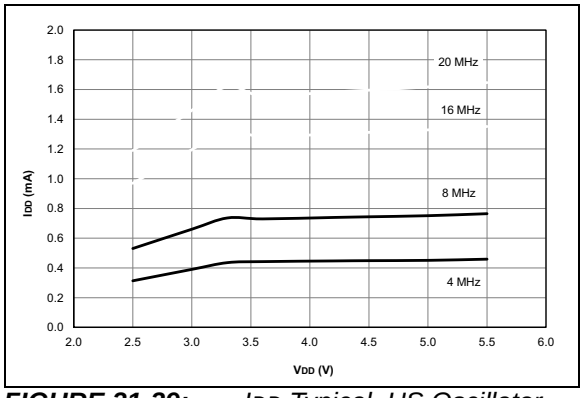


FIGURE 31-29: *IDD Typical, HS Oscillator, 25°C, PIC16F1784/6/7 Only.*

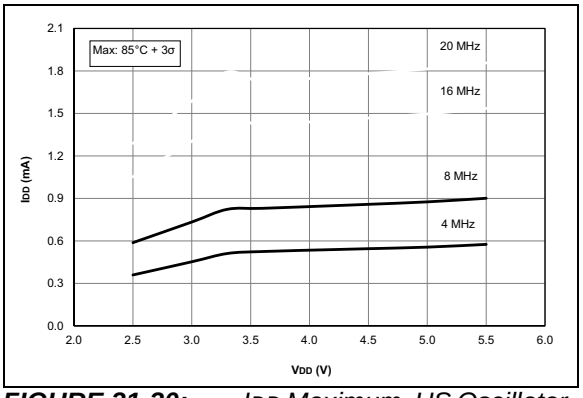


FIGURE 31-30: *IDD Maximum, HS Oscillator, PIC16F1784/6/7 Only.*