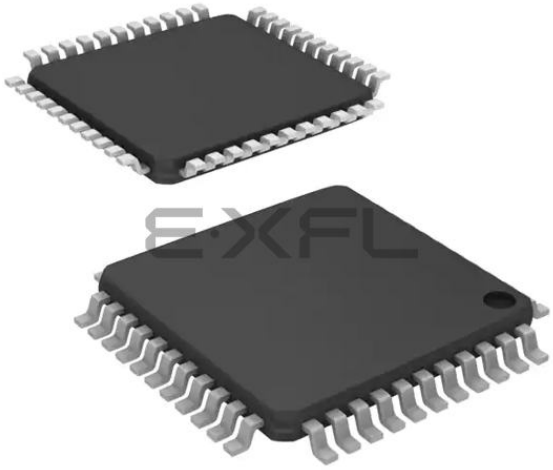

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Applications of "Embedded - Microcontrollers"

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	35
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 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/pic16lf1787t-i-pt

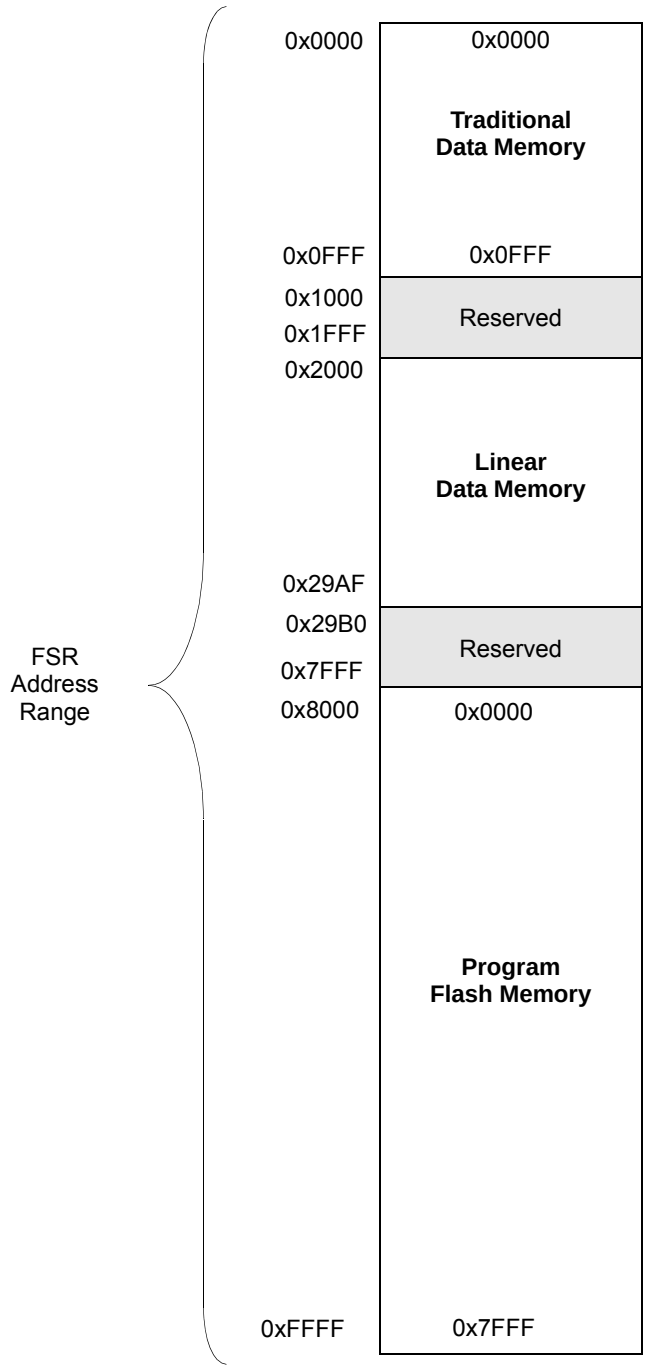
1.0 DEVICE OVERVIEW

The PIC16(L)F1784/6/7 are described within this data sheet. The block diagram of these devices are shown in Figure 1-1. The available peripherals are shown in Table 1-1, and the pin out descriptions are shown in Table 1-2.

TABLE 1-1: DEVICE PERIPHERAL SUMMARY

Peripheral		PIC16(L)F1782	PIC16(L)F1783	PIC16(L)F1784	PIC16(L)F1786	PIC16(L)F1787	PIC16(L)F1788	PIC16(L)F1789
Analog-to-Digital Converter (ADC)		●	●	●	●	●	●	●
Fixed Voltage Reference (FVR)		●	●	●	●	●	●	●
Reference Clock Module		●	●	●	●	●	●	●
Temperature Indicator		●	●	●	●	●	●	●
Capture/Compare/PWM (CCP/ECCP) Modules								
	CCP1	●	●	●	●	●	●	●
	CCP2	●	●	●	●	●	●	●
	CCP3			●	●	●	●	●
Comparators								
	C1	●	●	●	●	●	●	●
	C2	●	●	●	●	●	●	●
	C3	●	●	●	●	●	●	●
	C4			●	●	●	●	●
Digital-to-Analog Converter (DAC)								
	(8-bit DAC) D1	●	●	●	●	●	●	●
	(5-bit DAC) D2							●
	(5-bit DAC) D3							●
	(5-bit DAC) D4							●
Enhanced Universal Synchronous/Asynchronous Receiver/Transmitter (EUSART)								
	EUSART	●	●	●	●	●	●	●
Master Synchronous Serial Ports								
	MSSP	●	●	●	●	●	●	●
Op Amp								
	Op Amp 1	●	●	●	●	●	●	●
	Op Amp 2	●	●	●	●	●	●	●
	Op Amp 3			●		●		●
Programmable Switch Mode Controller (PSMC)								
	PSMC1	●	●	●	●	●	●	●
	PSMC2	●	●	●	●	●	●	●
	PSMC3			●	●	●	●	●
	PSMC4						●	●
Timers								
	Timer0	●	●	●	●	●	●	●
	Timer1	●	●	●	●	●	●	●
	Timer2	●	●	●	●	●	●	●

FIGURE 3-9: INDIRECT ADDRESSING



Note: Not all memory regions are completely implemented. Consult device memory tables for memory limits.

REGISTER 4-1: CONFIG1: CONFIGURATION WORD 1 (CONTINUED)

bit 2-0 **FOSC<2:0>:** Oscillator Selection bits

111 = ECH: External Clock, High-Power mode (4-20 MHz): device clock supplied to CLKIN pin
110 = ECM: External Clock, Medium-Power mode (0.5-4 MHz): device clock supplied to CLKIN pin
101 = ECL: External Clock, Low-Power mode (0-0.5 MHz): device clock supplied to CLKIN pin
100 = INTOSC oscillator: I/O function on CLKIN pin
011 = EXTRC oscillator: External RC circuit connected to CLKIN pin
010 = HS oscillator: High-speed crystal/resonator connected between OSC1 and OSC2 pins
001 = XT oscillator: Crystal/resonator connected between OSC1 and OSC2 pins
000 = LP oscillator: Low-power crystal connected between OSC1 and OSC2 pins

Note 1: The entire data EEPROM will be erased when the code protection is turned off during an erase.Once the Data Code Protection bit is enabled, ($\overline{CPD}$ = 0), the Bulk Erase Program Memory Command (through ICSP) can disable the Data Code Protection ($\overline{CPD}$ =1). When a Bulk Erase Program Memory Command is executed, the entire Program Flash Memory, Data EEPROM and configuration memory will be erased.

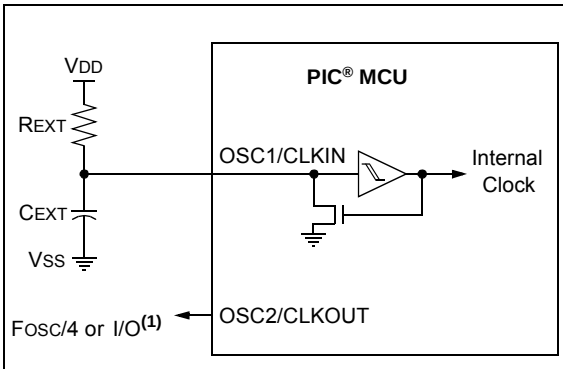
6.2.1.6 External RC Mode

The external Resistor-Capacitor (RC) modes support the use of an external RC circuit. This allows the designer maximum flexibility in frequency choice while keeping costs to a minimum when clock accuracy is not required.

The RC circuit connects to OSC1. OSC2/CLKOUT is available for general purpose I/O or CLKOUT. The function of the OSC2/CLKOUT pin is determined by the $\overline{\text{CLKOUTEN}}$ bit in Configuration Words.

Figure 6-6 shows the external RC mode connections.

FIGURE 6-6: EXTERNAL RC MODES



Recommended values: 10 kΩ ≤ REXT ≤ 100 kΩ, <3V
3 kΩ ≤ REXT ≤ 100 kΩ, 3-5V
CEXT > 20 pF, 2-5V

Note 1: Output depends upon $\overline{\text{CLKOUTEN}}$ bit of the Configuration Words.

The RC oscillator frequency is a function of the supply voltage, the resistor (REXT) and capacitor (CEXT) values and the operating temperature. Other factors affecting the oscillator frequency are:

- threshold voltage variation
- component tolerances
- packaging variations in capacitance

The user also needs to take into account variation due to tolerance of external RC components used.

6.2.2 INTERNAL CLOCK SOURCES

The device may be configured to use the internal oscillator block as the system clock by performing one of the following actions:

- Program the FOSC<2:0> bits in Configuration Words to select the INTOSC clock source, which will be used as the default system clock upon a device Reset.
- Write the SCS<1:0> bits in the OSCCON register to switch the system clock source to the internal oscillator during run-time. See **Section 6.3 "Clock Switching"**for more information.

In **INTOSC** mode, OSC1/CLKIN is available for general purpose I/O. OSC2/CLKOUT is available for general purpose I/O or CLKOUT.

The function of the OSC2/CLKOUT pin is determined by the $\overline{\text{CLKOUTEN}}$ bit in Configuration Words.

The internal oscillator block has two independent oscillators and a dedicated Phase-Lock Loop, HFPLL that can produce one of three internal system clock sources.

1. The **HFINTOSC** (High-Frequency Internal Oscillator) is factory calibrated and operates at 16 MHz. The HFINTOSC source is generated from the 500 kHz MFINTOSC source and the dedicated Phase-Lock Loop, HFPLL. The frequency of the HFINTOSC can be user-adjusted via software using the OSCTUNE register (Register 6-3).
2. The **MFINTOSC** (Medium-Frequency Internal Oscillator) is factory calibrated and operates at 500 kHz. The frequency of the MFINTOSC can be user-adjusted via software using the OSCTUNE register (Register 6-3).
3. The **LFINTOSC** (Low-Frequency Internal Oscillator) is uncalibrated and operates at 31 kHz.

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"**.

9.3 Register Definitions: Voltage Regulator Control

REGISTER 9-1: VREGCON: VOLTAGE REGULATOR CONTROL REGISTER(1)

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0/0	R/W-1/1
—	—	—	—	—	—	VREGPM	Reserved
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 7-2 **Unimplemented:** Read as '0'

bit 1 **VREGPM:** Voltage Regulator Power Mode Selection bit
- 1 = Low-Power Sleep mode enabled in Sleep(2)
  Draws lowest current in Sleep, slower wake-up
- 0 = Normal-Power mode enabled in Sleep(2)
  Draws higher current in Sleep, faster wake-up

bit 0 **Reserved:** Read as '1'. Maintain this bit set.

Note 1: "F" devices only.
2: See **Section 30.0 "Electrical Specifications"**.

TABLE 9-1: SUMMARY OF REGISTERS ASSOCIATED WITH POWER-DOWN MODE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	RAIF	93
IOCBF	IOCBF7	IOCBF6	IOCBF5	IOCBF4	IOCBF3	IOCBF2	IOCBF1	IOCBF0	159
IOCBN	IOCBN7	IOCBN6	IOCBN5	IOCBN4	IOCBN3	IOCBN2	IOCBN1	IOCBN0	158
IOCBP	IOCBP7	IOCBP6	IOCBP5	IOCBP4	IOCBP3	IOCBP2	IOCBP1	IOCBP0	158
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	94
PIE2	OSFIE	C2IE	C1IE	EEIE	BCL1IE	C4IE	C3IE	CCP2IE	95
PIE3	—	—	—	CCP3IE	—	—	—	—	96
PIE4	—	PSMC3TIE	PSMC2TIE	PSMC1TIE	—	PSMC3SIE	PSMC2SIE	PSMC1SIE	97
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	94
PIR2	OSFIF	C2IF	C1IF	EEIF	BCL1IF	C4IF	C3IF	CCP2IF	99
PIR3	—	—	—	CCP3IF	—	—	—	—	100
PIR4	—	PSMC3TIF	PSMC2TIF	PSMC1TIF	—	PSMC3SIF	PSMC2SIF	PSMC1SIF	101
STATUS	—	—	—	$\overline{TO}$	$\overline{PD}$	Z	DC	C	27
VREGCON	—	—	—	—	—	—	VREGPM	Reserved	106
WDTCON	—	—	WDTPS<4:0>					SWDTEN	110

Legend: — = unimplemented location, read as '0'. Shaded cells are not used in Power-Down mode.

REGISTER 13-6: ANSELA: PORTA ANALOG SELECT REGISTER

R/W-1/1	U-0	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
ANSA7	—	ANSA5	ANSA4	ANSA3	ANSA2	ANSA1	ANSA0
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 5 **ANSA7**: Analog Select between Analog or Digital Function on pins RA7, respectively
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer disabled.

bit 6 **Unimplemented:** Read as ‘0’

bit 5-0 **ANSA<5:0>**: Analog Select between Analog or Digital Function on pins RA<5:0>, respectively
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer disabled.

Note 1: When setting a pin to an analog input, the corresponding TRIS bit must be set to Input mode in order to allow external control of the voltage on the pin.

REGISTER 13-7: WPUA: WEAK PULL-UP PORTA 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
WPUA7	WPUA6	WPUA5	WPUA4	WPUA3	WPUA2	WPUA1	WPUA0
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 **WPUA<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 17-3: ADCON2: ADC CONTROL REGISTER 2

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
TRIGSEL<3:0>				CHSN<3:0>			
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 7-4 **TRIGSEL<3:0>:** ADC Auto-conversion Trigger Source Selection bits

1111 = Reserved. Auto-conversion Trigger disabled.
1110 = Reserved. Auto-conversion Trigger disabled.
1101 = Reserved. Auto-conversion Trigger disabled.
1100 = PSMC3 Falling Match Event(1)
1011 = PSMC3 Rising Edge Event(1)
1010 = PSMC3 Period Edge Event(1)
1001 = PSMC2 Falling Edge Event
1000 = PSMC2 Rising Edge Event
0111 = PSMC2 Period Match Event
0110 = PSMC1 Falling Edge Event
0101 = PSMC1 Rising Edge Event
0100 = PSMC1 Period Match Event
0011 = Reserved. Auto-conversion Trigger disabled.
0010 = CCP2, Auto-conversion Trigger
0001 = CCP1, Auto-conversion Trigger
0000 = Disabled

bit 3-0 **CHSN<3:0>:** Negative Differential Input Channel Select bits

When ADON = 0, all multiplexer inputs are disconnected.

1111 = ADC Negative reference - selected by ADNREF
1110 = AN21(1)
1101 = AN13
1100 = AN12
1011 = AN11
1010 = AN10
1001 = AN9
1000 = AN8
0111 = AN7(1)
0110 = AN6(1)
0101 = AN5(1)
0100 = AN4
0011 = AN3
0010 = AN2
0001 = AN1
0000 = AN0

Note 1: PIC16(L)F1784/7 only. For PIC16(L)F1786, "Reserved. No channel connected."

19.6 Register Definitions: DAC Control

REGISTER 19-1: DAC1CON0: VOLTAGE REFERENCE CONTROL REGISTER 0

R/W-0/0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	R/W-0/0
DAC1EN	—	DAC1OE1	DAC1OE2	DAC1PSS<1:0>		—	DAC1NSS
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 **DAC1EN:** DAC1 Enable bit
1 = DAC1 is enabled
0 = DAC1 is disabled

bit 6 **Unimplemented:** Read as ‘0’

bit 5 **DAC1OE1:** DAC1 Voltage Output 1 Enable bit
1 = DAC1 voltage level is also an output on the DAC1OUT1 pin
0 = DAC1 voltage level is disconnected from the DAC1OUT1 pin

bit 4 **DAC1OE2:** DAC1 Voltage Output 2 Enable bit
1 = DAC1 voltage level is also an output on the DAC1OUT2 pin
0 = DAC1 voltage level is disconnected from the DAC1OUT2 pin

bit 3-2 **DAC1PSS<1:0>:** DAC1 Positive Source Select bits
11 = Reserved, do not use
10 = FVR Buffer2 output
01 = V_{REF+} pin
00 = V_{DD}

bit 1 **Unimplemented:** Read as ‘0’

bit 0 **DAC1NSS:** DAC1 Negative Source Select bits
1 = V_{REF-} pin
0 = V_{SS}

REGISTER 19-2: DAC1CON1: VOLTAGE REFERENCE 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
DAC1R<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 **DAC1R<7:0>:** DAC1 Voltage Output Select bits

TABLE 19-1: SUMMARY OF REGISTERS ASSOCIATED WITH THE DAC MODULE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on page
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR<1:0>		ADFVR<1:0>		**162**
DAC1CON0	DAC1EN	—	DAC1OE1	DAC1OE2	DAC1PSS<1:0>		—	DAC1NSS	**186**
DAC1CON1	DAC1R<7:0>								**186**

Legend: — = Unimplemented location, read as ‘0’. Shaded cells are not used with the DAC module.

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

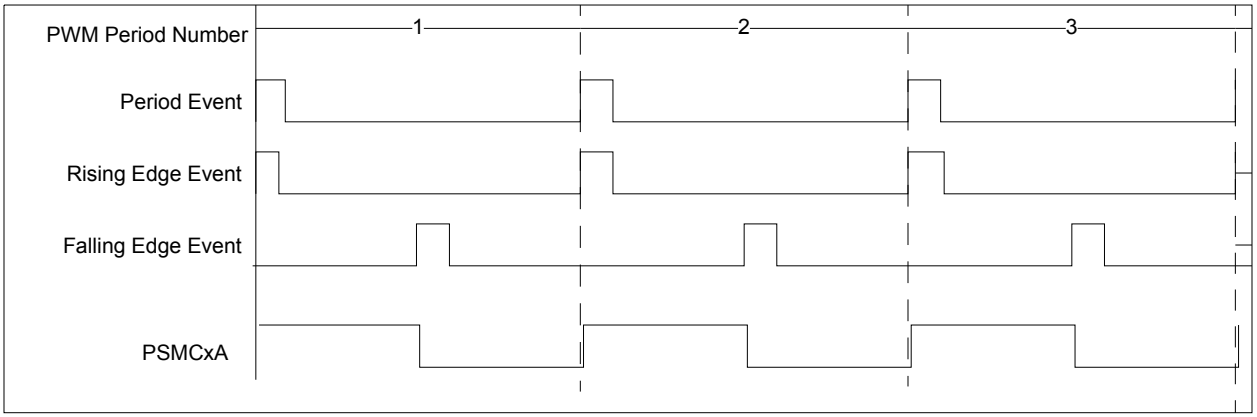
bit 2-0 **CxNCH<2:0>:** Comparator Negative Input Channel Select bits
111 = CxVN connects to AGND
110 = CxVN unconnected, input floating
101 = Reserved, input floating
100 = CxVN connects to CxIN4- pin(2)
011 = CxVN connects to CxIN3- pin
010 = CxVN connects to CxIN2- pin
001 = CxVN connects to CxIN1-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

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

EXAMPLE 24-1: SINGLE-PHASE SETUP

```
; Single-phase PWM PSMC setup
; Fully synchronous operation
; Period = 10 us
; Duty cycle = 50%
    BANKSEL PSMC1CON
    MOVLW   0x02        ; set period
    MOVWF   PSMC1PRH
    MOVLW   0x7F
    MOVWF   PSMC1PRL
    MOVLW   0x01        ; set duty cycle
    MOVWF   PSMC1DCH
    MOVLW   0x3F
    MOVWF   PSMC1DCL
    CLRF    PSMC1PHH    ; no phase offset
    CLRF    PSMC1PHL
    MOVLW   0x01        ; PSMC clock=64 MHz
    MOVWF   PSMC1CLK
; output on A, normal polarity
    BSF     PSMC1STR0,P1STRA
    BCF     PSMC1POL, P1POLA
    BSF     PSMC1OEN, P1OEA
; set time base as source for all events
    BSF     PSMC1PRS, P1PRST
    BSF     PSMC1PHS, P1PHST
    BSF     PSMC1DCS, P1DCST
; enable PSMC in Single-Phase Mode
; this also loads steering and time buffers
    MOVLW   B'11000000'
    MOVWF   PSMC1CON
    BANKSEL TRISC
    BCF     TRISC, 0    ; enable pin driver
```

FIGURE 24-4: SINGLE PWM WAVEFORM – PSMCXSTR0 = 01H



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

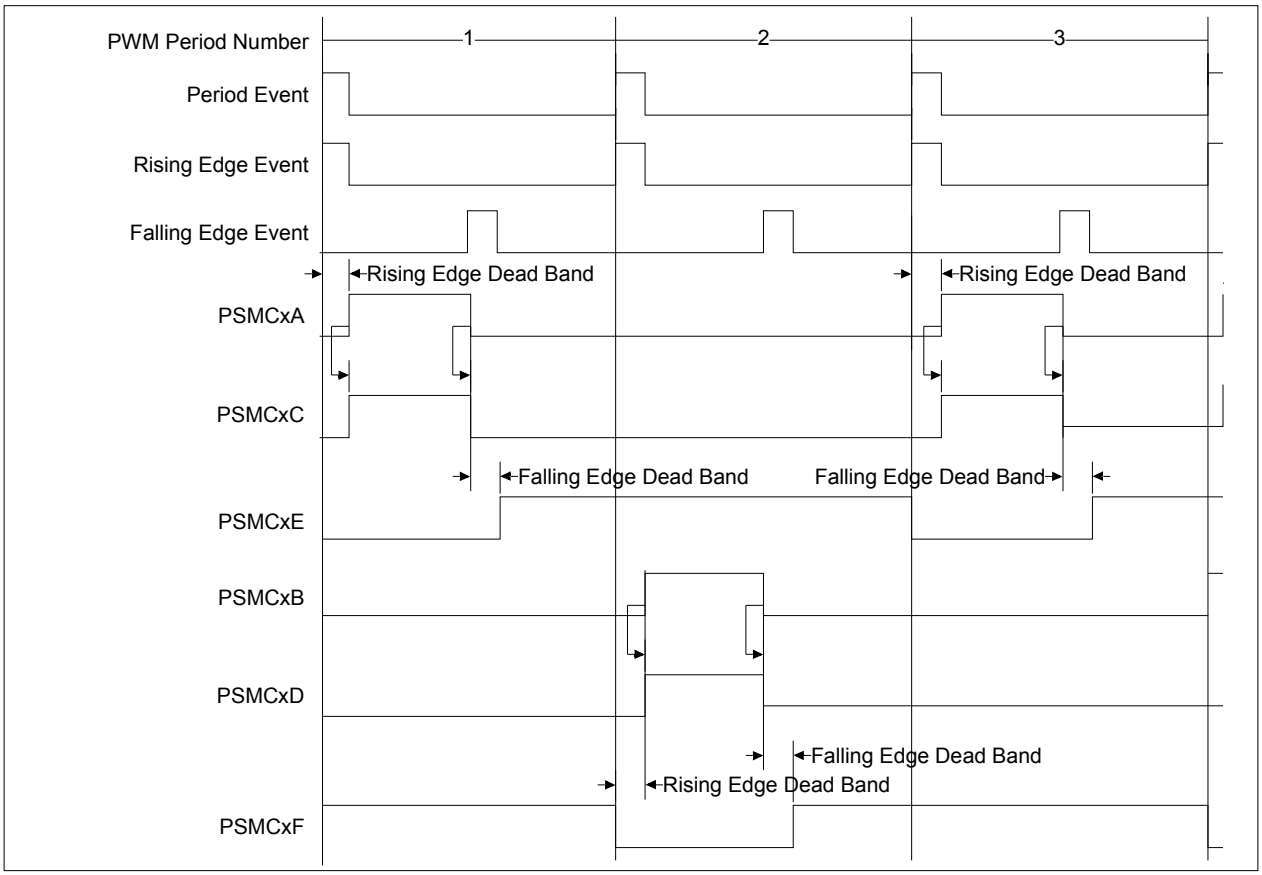
Even numbered period rising edge event:

- 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



24.4 Dead-Band Control

The dead-band control provides non-overlapping PWM signals to prevent shoot-through current in series connected power switches. Dead-band control is available only in modes with complementary drive and when changing direction in the ECCP compatible Full-Bridge modes.

The module contains independent 8-bit dead-band counters for rising edge and falling edge dead-band control.

24.4.1 DEAD-BAND TYPES

There are two separate dead-band generators available, one for rising edge events and the other for falling edge events.

24.4.1.1 Rising Edge Dead Band

Rising edge dead-band control is used to delay the turn-on of the primary switch driver from when the complementary switch driver is turned off.

Rising edge dead band is initiated with the rising edge event.

Rising edge dead-band time is adjusted with the PSMC Rising Edge Dead-Band Time (PSMCxDBR) register (Register 24-26).

If the PSMCxDBR register value is changed when the PSMC is enabled, the new value does not take effect until the first period event after the PSMCxLD bit is set.

24.4.1.2 Falling Edge Dead Band

Falling edge dead-band control is used to delay the turn-on of the complementary switch driver from when the primary switch driver is turned off.

Falling edge dead band is initiated with the falling edge event.

Falling edge dead-band time is adjusted with the PSMC Falling Edge Dead-Band Time (PSMCxDBF) register (Register 24-27).

If the PSMCxDBF register value is changed when the PSMC is enabled, the new value does not take effect until the first period event after the PSMCxLD bit is set.

24.4.2 DEAD-BAND ENABLE

When a mode is selected that may use dead-band control, dead-band timing is enabled by setting one of the enable bits in the PSMC Control (PSMCxCON) register (Register 24-1).

Rising edge dead band is enabled with the PxDBRE bit.

Rising edge dead band is enabled with the PxDBFE bit.

Enable changes take effect immediately.

24.4.3 DEAD-BAND CLOCK SOURCE

The dead-band counters are incremented on every rising edge of the psmc_clk signal.

24.4.4 DEAD-BAND UNCERTAINTY

When the rising and falling edge events that trigger the dead-band counters come from asynchronous inputs, there will be uncertainty in the actual dead-band time of each cycle. The maximum uncertainty is equal to one psmc_clk period. The one clock of uncertainty may still be introduced, even when the dead-band count time is cleared to zero.

24.4.5 DEAD-BAND OVERLAP

There are two cases of dead-band overlap and each is treated differently due to system requirements.

24.4.5.1 Rising to Falling Overlap

In this case, the falling edge event occurs while the rising edge dead-band counter is still counting. The following sequence occurs:

1. Dead-band rising count is terminated.
2. Dead-band falling count is initiated.
3. Primary output is suppressed.

24.4.5.2 Falling to Rising Overlap

In this case, the rising edge event occurs while the falling edge dead-band counter is still counting. The following sequence occurs:

1. Dead-band falling count is terminated.
2. Dead-band rising count is initiated.
3. Complementary output is suppressed.

24.4.5.3 Rising Edge-to-Rising Edge or Falling Edge-to-Falling Edge

In cases where one of the two dead-band counters is set for a short period, or disabled all together, it is possible to get rising-to-rising or falling-to-falling overlap. When this is the case, the following sequence occurs:

1. Dead-band count is terminated.
2. Dead-band count is restarted.
3. Output waveform control freezes in the present state.
4. Restarted dead-band count completes.
5. Output control resumes normally.

REGISTER 24-33: PSMCxINT: PSMC TIME BASE INTERRUPT 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
PxTOVIE	PxTPHIE	PxTDCIE	PxTPRIE	PxTOVIF	PxTPHIF	PxTDCIF	PxTPRIF
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 **PxTOVIE**: PSMC Time Base Counter Overflow Interrupt Enable bit
1 = Time base counter overflow interrupts are enabled
0 = Time base counter overflow interrupts are disabled

bit 6 **PxTPHIE**: PSMC Time Base Phase Interrupt Enable bit
1 = Time base phase match interrupts are enabled
0 = Time base phase match interrupts are disabled

bit 5 **PxTDCIE**: PSMC Time Base Duty Cycle Interrupt Enable bit
1 = Time base duty cycle match interrupts are enabled
0 = Time base duty cycle match interrupts are disabled

bit 4 **PxTPRIE**: PSMC Time Base Period Interrupt Enable bit
1 = Time base period match interrupts are enabled
0 = Time base period match Interrupts are disabled

bit 3 **PxTOVIF**: PSMC Time Base Counter Overflow Interrupt Flag bit
1 = The 16-bit PSMCxTMR has overflowed from FFFFh to 0000h
0 = The 16-bit PSMCxTMR counter has not overflowed

bit 2 **PxTPHIF**: PSMC Time Base Phase Interrupt Flag bit
1 = The 16-bit PSMCxTMR counter has matched PSMCxPH<15:0>
0 = The 16-bit PSMCxTMR counter has not matched PSMCxPH<15:0>

bit 1 **PxTDCIF**: PSMC Time Base Duty Cycle Interrupt Flag bit
1 = The 16-bit PSMCxTMR counter has matched PSMCxDC<15:0>
0 = The 16-bit PSMCxTMR counter has not matched PSMCxDC<15:0>

bit 0 **PxTPRIF**: PSMC Time Base Period Interrupt Flag bit
1 = The 16-bit PSMCxTMR counter has matched PSMCxPR<15:0>
0 = The 16-bit PSMCxTMR counter has not matched PSMCxPR<15:0>

25.2.6 ALTERNATE PIN LOCATIONS

This module incorporates I/O pins that can be moved to other locations with the use of the alternate pin function register APFCON. To determine which pins can be moved and what their default locations are upon a Reset, see **Section 13.1 "Alternate Pin Function"**for more information.

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 VDD.

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.

FIGURE 26-17: I²C SLAVE, 7-BIT ADDRESS, RECEPTION (SEN = 1, AHEN = 1, DHEN = 1)

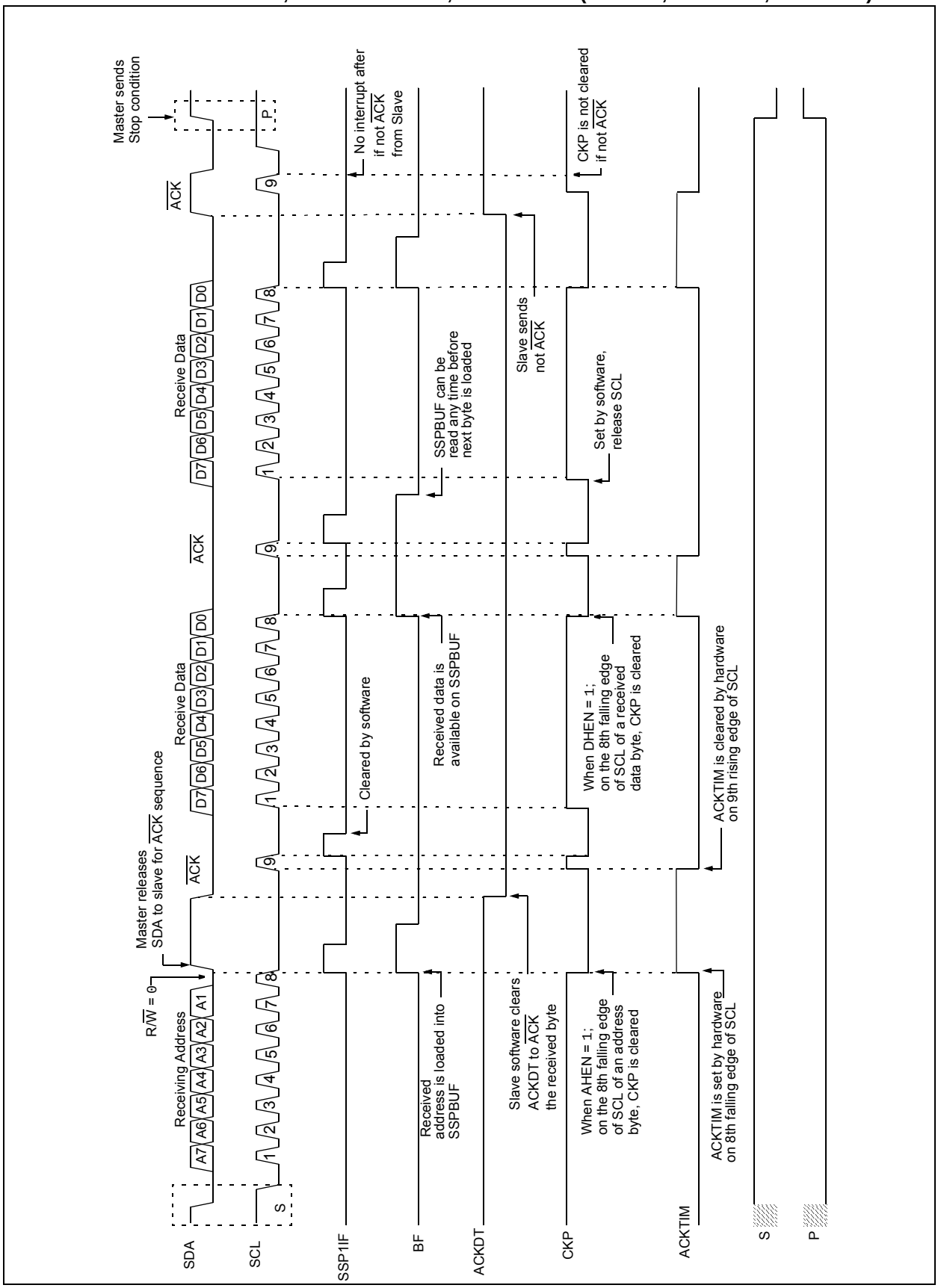
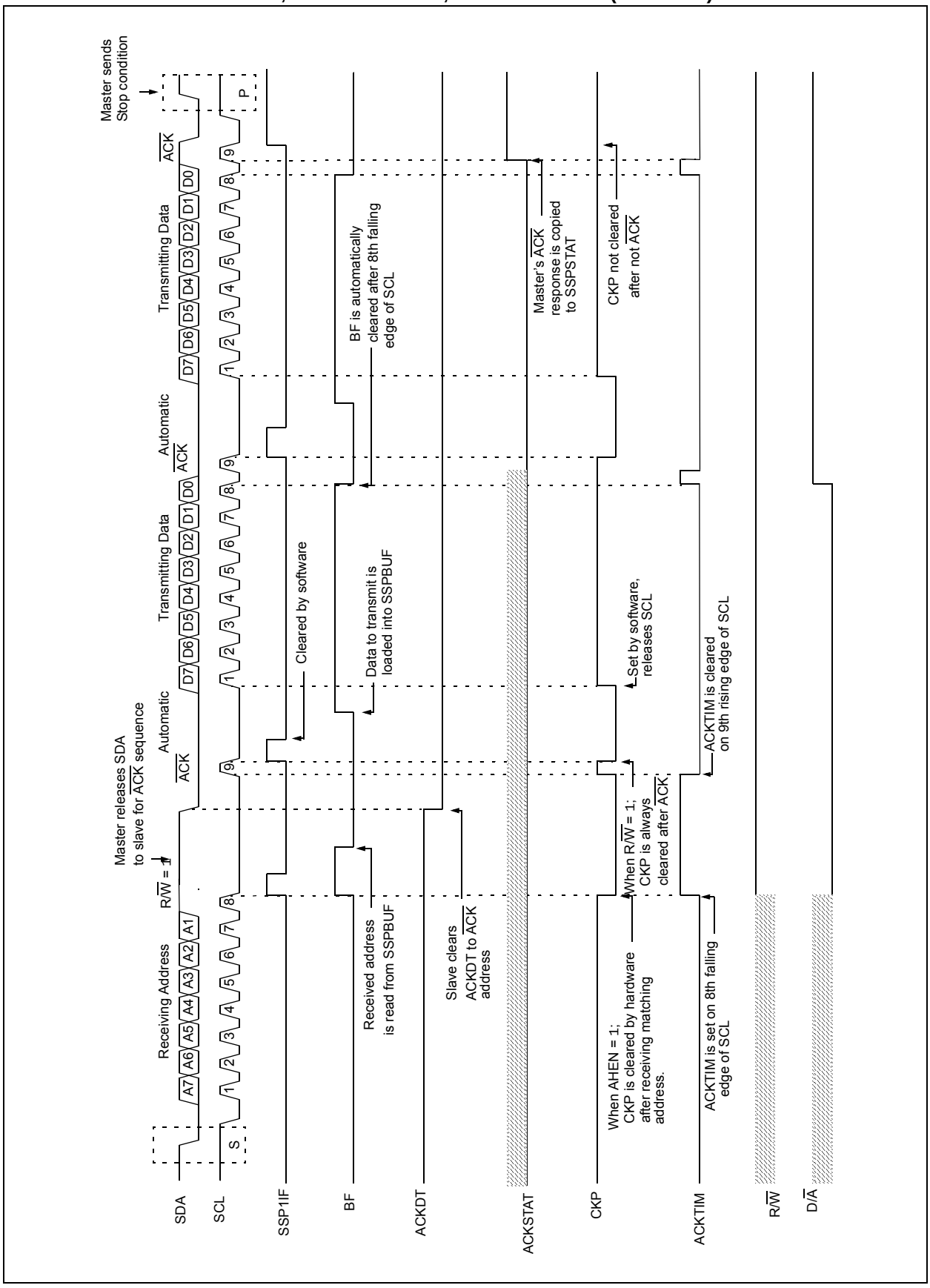


FIGURE 26-19: I²C SLAVE, 7-BIT ADDRESS, TRANSMISSION (AHEN = 1)



26.5.6 CLOCK STRETCHING

Clock stretching occurs when a device on the bus holds the SCL line low effectively pausing communication. The slave may stretch the clock to allow more time to handle data or prepare a response for the master device. A master device is not concerned with stretching as anytime it is active on the bus and not transferring data it is stretching. Any stretching done by a slave is invisible to the master software and handled by the hardware that generates SCL.

The CKP bit of the SSPCON1 register is used to control stretching in software. Any time the CKP bit is cleared, the module will wait for the SCL line to go low and then hold it. Setting CKP will release SCL and allow more communication.

26.5.6.1 Normal Clock Stretching

Following an $\overline{ACK}$ if the R/$\overline{W}$ bit of SSPSTAT is set, a read request, the slave hardware will clear CKP. This allows the slave time to update SSPBUF with data to transfer to the master. If the SEN bit of SSPCON2 is set, the slave hardware will always stretch the clock after the $\overline{ACK}$ sequence. Once the slave is ready; CKP is set by software and communication resumes.

Note 1: The BF bit has no effect on if the clock will be stretched or not. This is different than previous versions of the module that would not stretch the clock, clear CKP, if SSPBUF was read before the 9th falling edge of SCL.

2: Previous versions of the module did not stretch the clock for a transmission if SSPBUF was loaded before the 9th falling edge of SCL. It is now always cleared for read requests.

26.5.6.2 10-bit Addressing Mode

In 10-bit Addressing mode, when the UA bit is set the clock is always stretched. This is the only time the SCL is stretched without CKP being cleared. SCL is released immediately after a write to SSPADD.

Note: Previous versions of the module did not stretch the clock if the second address byte did not match.

26.5.6.3 Byte NACKing

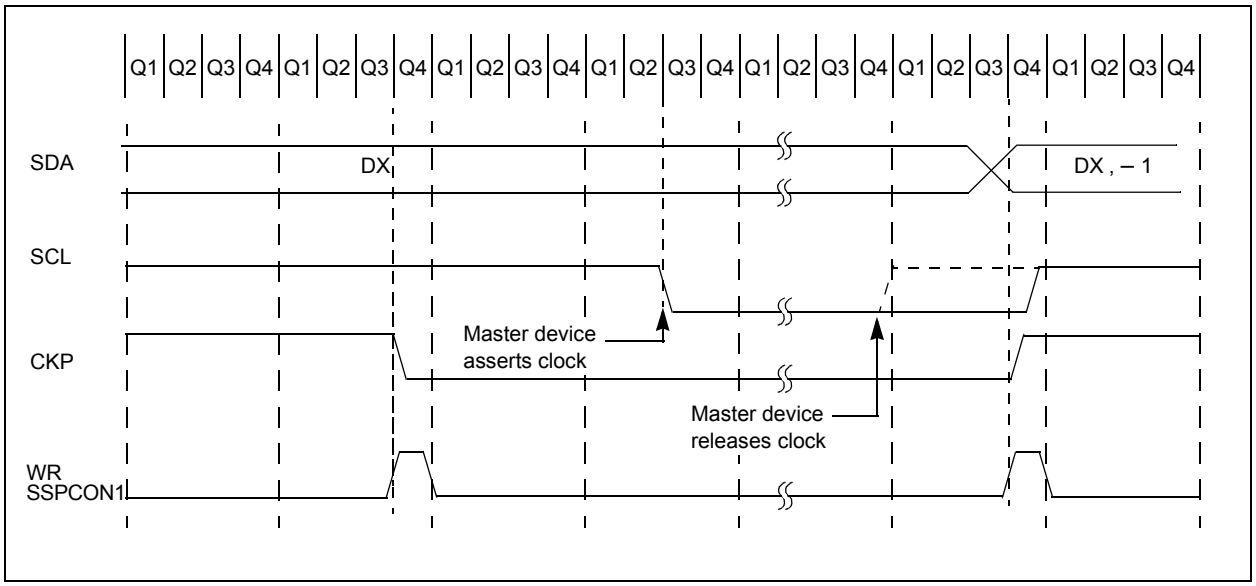
When AHEN bit of SSPCON3 is set; CKP is cleared by hardware after the 8th falling edge of SCL for a received matching address byte. When DHEN bit of SSPCON3 is set; CKP is cleared after the 8th falling edge of SCL for received data.

Stretching after the 8th falling edge of SCL allows the slave to look at the received address or data and decide if it wants to ACK the received data.

26.5.7 CLOCK SYNCHRONIZATION AND THE CKP BIT

Any time the CKP bit is cleared, the module will wait for the SCL line to go low and then hold it. However, clearing the CKP bit will not assert the SCL output low until the SCL output is already sampled low. Therefore, the CKP bit will not assert the SCL line until an external I^2C master device has already asserted the SCL line. The SCL output will remain low until the CKP bit is set and all other devices on the I^2C bus have released SCL. This ensures that a write to the CKP bit will not violate the minimum high time requirement for SCL (see Figure 26-22).

FIGURE 26-23: CLOCK SYNCHRONIZATION TIMING



27.2 Clock Accuracy with Asynchronous Operation

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

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

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