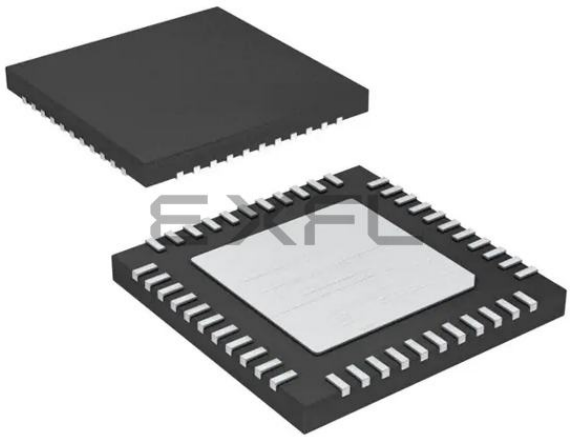

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Details	
Product Status	Active
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Core Size	8-Bit
Speed	48MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	35
Program Memory Size	64KB (32K x 16)
Program Memory Type	FLASH
EEPROM Size	1K x 8
RAM Size	3.8K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 30x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	44-VQFN Exposed Pad
Supplier Device Package	44-QFN (8x8)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18f46k22-e-ml

FIGURE 5: 44-PIN TQFP DIAGRAM

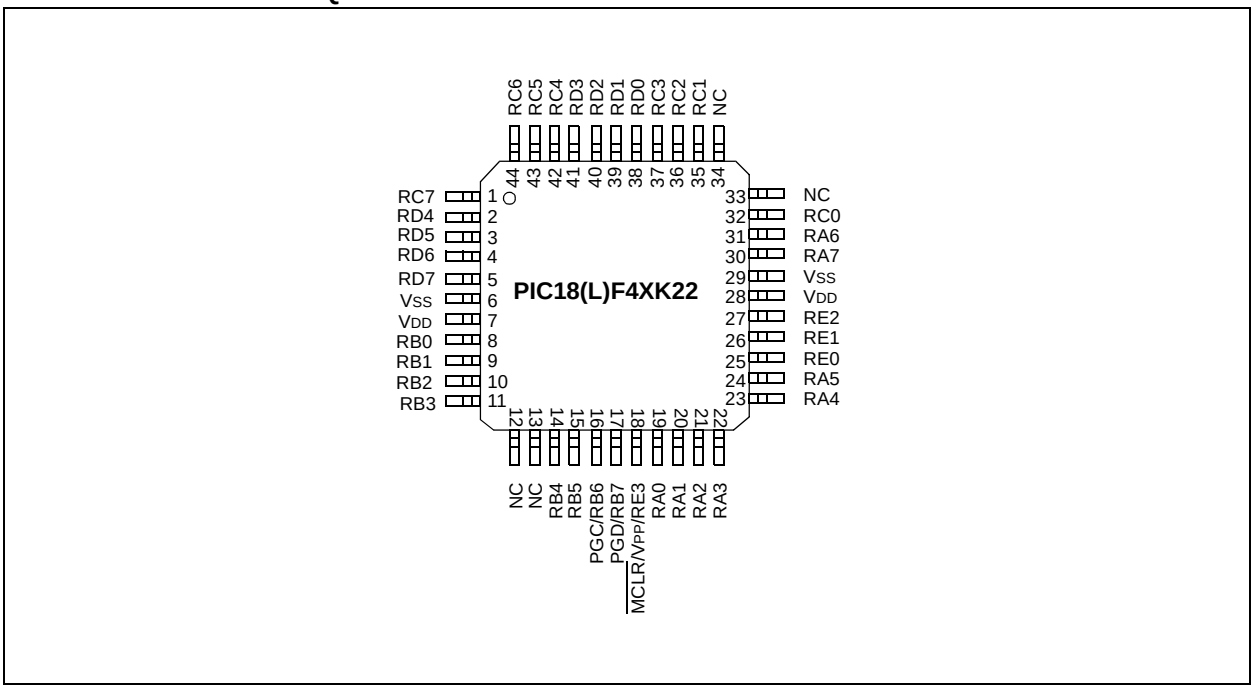
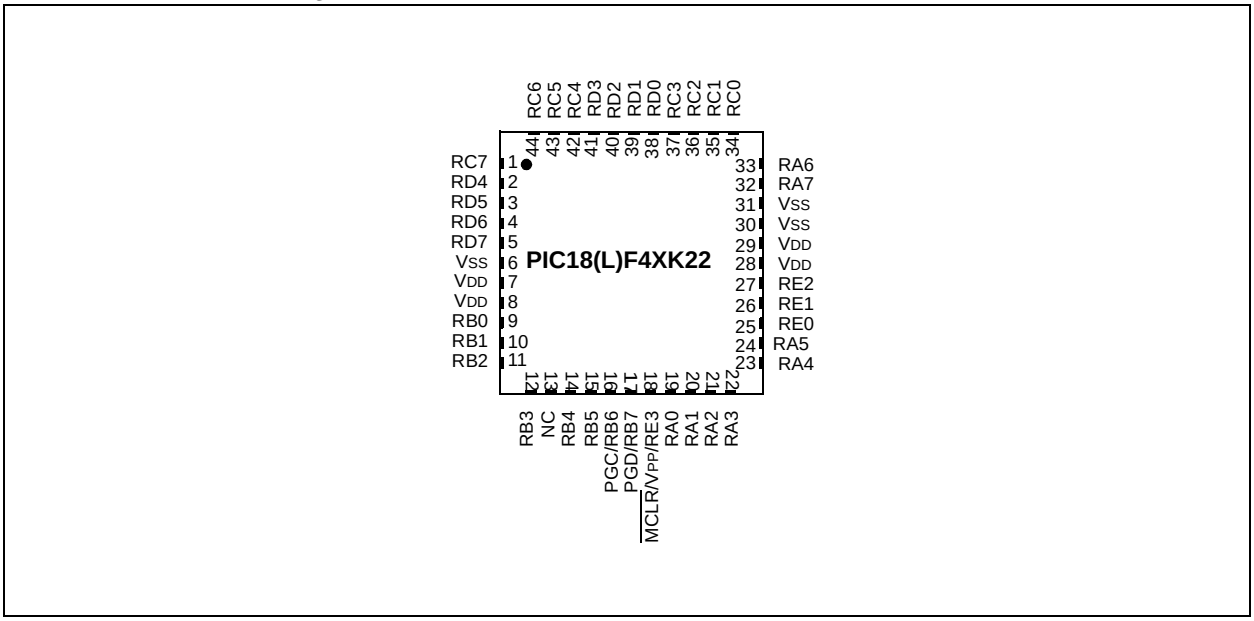


FIGURE 6: 44-PIN QFN DIAGRAM



6.3 Register Definitions: Memory Control

REGISTER 6-1: EECON1: DATA EEPROM CONTROL 1 REGISTER

R/W-x	R/W-x	U-0	R/W-0	R/W-x	R/W-0	R/S-0	R/S-0
EEPGD	CFGS	—	FREE	WRERR	WREN	WR	RD
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit		
S = Bit can be set by software, but not cleared		U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **EEPGD:** Flash Program or Data EEPROM Memory Select bit
- 1 = Access Flash program memory
- 0 = Access data EEPROM memory

bit 6 **CFGS:** Flash Program/Data EEPROM or Configuration Select bit
- 1 = Access Configuration registers
- 0 = Access Flash program or data EEPROM memory

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

bit 4 **FREE:** Flash Row (Block) Erase Enable bit
- 1 = Erase the program memory block addressed by TBLPTR on the next WR command (cleared by completion of erase operation)
- 0 = Perform write-only

bit 3 **WRERR:** Flash Program/Data EEPROM Error Flag bit(1)
- 1 = A write operation is prematurely terminated (any Reset during self-timed programming in normal operation, or an improper write attempt)
- 0 = The write operation completed

bit 2 **WREN:** Flash Program/Data EEPROM Write Enable bit
- 1 = Allows write cycles to Flash program/data EEPROM
- 0 = Inhibits write cycles to Flash program/data EEPROM

bit 1 **WR:** Write Control bit
- 1 = Initiates a data EEPROM erase/write cycle or a program memory erase cycle or write cycle. (The operation is self-timed and the bit is cleared by hardware once write is complete. The WR bit can only be set (not cleared) by software.)
- 0 = Write cycle to the EEPROM is complete

bit 0 **RD:** Read Control bit
- 1 = Initiates an EEPROM read (Read takes one cycle. RD is cleared by hardware. The RD bit can only be set (not cleared) by software. RD bit cannot be set when EEPGD = 1 or CFGS = 1.)
- 0 = Does not initiate an EEPROM read

Note 1: When a WRERR occurs, the EEPGD and CFGS bits are not cleared. This allows tracing of the error condition.

EXAMPLE 6-3: WRITING TO FLASH PROGRAM MEMORY

```
                    MOVLW     D'64'                 ; number of bytes in erase block
                    MOVWF     COUNTER
                    MOVLW     BUFFER_ADDR_HIGH      ; point to buffer
                    MOVWF     FSR0H
                    MOVLW     BUFFER_ADDR_LOW
                    MOVWF     FSR0L
                    MOVLW     CODE_ADDR_UPPER       ; Load TBLPTR with the base
                    MOVWF     TBLPTRU               ; address of the memory block
                    MOVLW     CODE_ADDR_HIGH
                    MOVWF     TBLPTRH
                    MOVLW     CODE_ADDR_LOW
                    MOVWF     TBLPTRL
READ_BLOCK
                    TBLRD*+                         ; read into TABLAT, and inc
                    MOVF      TABLAT, W             ; get data
                    MOVWF     POSTINC0              ; store data
                    DECFSZ    COUNTER               ; done?
                    BRA       READ_BLOCK            ; repeat
MODIFY_WORD
                    MOVLW     BUFFER_ADDR_HIGH      ; point to buffer
                    MOVWF     FSR0H
                    MOVLW     BUFFER_ADDR_LOW
                    MOVWF     FSR0L
                    MOVLW     NEW_DATA_LOW          ; update buffer word
                    MOVWF     POSTINC0
                    MOVLW     NEW_DATA_HIGH
                    MOVWF     INDF0
ERASE_BLOCK
                    MOVLW     CODE_ADDR_UPPER       ; load TBLPTR with the base
                    MOVWF     TBLPTRU               ; address of the memory block
                    MOVLW     CODE_ADDR_HIGH
                    MOVWF     TBLPTRH
                    MOVLW     CODE_ADDR_LOW
                    MOVWF     TBLPTRL
                    BSF       EECON1, EEPGD         ; point to Flash program memory
                    BCF       EECON1, CFGS          ; access Flash program memory
                    BSF       EECON1, WREN          ; enable write to memory
                    BSF       EECON1, FREE          ; enable Erase operation
                    BCF       INTCON, GIE           ; disable interrupts
                    MOVLW     55h
Required            MOVWF     EECON2                ; write 55h
Sequence            MOVLW     0AAh
                    MOVWF     EECON2                ; write 0AAh
                    BSF       EECON1, WR            ; start erase (CPU stall)
                    BSF       INTCON, GIE           ; re-enable interrupts
                    TBLRD*-                         ; dummy read decrement
                    MOVLW     BUFFER_ADDR_HIGH      ; point to buffer
                    MOVWF     FSR0H
                    MOVLW     BUFFER_ADDR_LOW
                    MOVWF     FSR0L
WRITE_BUFFER_BACK
                    MOVLW     BlockSize             ; number of bytes in holding register
                    MOVWF     COUNTER
                    MOVLW     D'64'/BlockSize       ; number of write blocks in 64 bytes
                    MOVWF     COUNTER2
WRITE_BYTE_TO_HREGS
                    MOVF      POSTINC0, W           ; get low byte of buffer data
                    MOVWF     TABLAT                ; present data to table latch
                    TBLWT+*                         ; write data, perform a short write
                                                    ; to internal TBLWT holding register.
```

7.0 DATA EEPROM MEMORY

The data EEPROM is a nonvolatile memory array, separate from the data RAM and program memory, which is used for long-term storage of program data. It is not directly mapped in either the register file or program memory space but is indirectly addressed through the Special Function Registers (SFRs). The EEPROM is readable and writable during normal operation over the entire VDD range.

Four SFRs are used to read and write to the data EEPROM as well as the program memory. They are:

- EECON1
- EECON2
- EEDATA
- EEADR
- EEADRH

The data EEPROM allows byte read and write. When interfacing to the data memory block, EEDATA holds the 8-bit data for read/write and the EEADR:EEADRH register pair hold the address of the EEPROM location being accessed.

The EEPROM data memory is rated for high erase/write cycle endurance. A byte write automatically erases the location and writes the new data (erase-before-write). The write time is controlled by an on-chip timer; it will vary with voltage and temperature as well as from chip-to-chip. Please refer to the Data EEPROM Memory parameters in **Section 27.0 "Electrical Specifications"** for limits.

7.1 EEADR and EEADRH Registers

The EEADR register is used to address the data EEPROM for read and write operations. The 8-bit range of the register can address a memory range of 256 bytes (00h to FFh). The EEADRH register expands the range to 1024 bytes by adding an additional two address bits.

7.2 EECON1 and EECON2 Registers

Access to the data EEPROM is controlled by two registers: EECON1 and EECON2. These are the same registers which control access to the program memory and are used in a similar manner for the data EEPROM.

The EECON1 register (Register 7-1) is the control register for data and program memory access. Control bit EEPGD determines if the access will be to program or data EEPROM memory. When the EEPGD bit is clear, operations will access the data EEPROM memory. When the EEPGD bit is set, program memory is accessed.

Control bit, CFGS, determines if the access will be to the Configuration registers or to program memory/data EEPROM memory. When the CFGS bit is set, subsequent operations access Configuration registers. When the CFGS bit is clear, the EEPGD bit selects either program Flash or data EEPROM memory.

The WREN bit, when set, will allow a write operation. On power-up, the WREN bit is clear.

The WRERR bit is set by hardware when the WR bit is set and cleared when the internal programming timer expires and the write operation is complete.

Note:	During normal operation, the WRERR may read as '1'. This can indicate that a write operation was prematurely terminated by a Reset, or a write operation was attempted improperly.

The WR control bit initiates write operations. The bit can be set but not cleared by software. It is cleared only by hardware at the completion of the write operation.

Note:	The EEIF interrupt flag bit of the PIR2 register is set when the write is complete. It must be cleared by software.

Control bits, RD and WR, start read and erase/write operations, respectively. These bits are set by firmware and cleared by hardware at the completion of the operation.

The RD bit cannot be set when accessing program memory (EEPGD = 1). Program memory is read using table read instructions. See **Section 6.1 "Table Reads and Table Writes"** regarding table reads.

The EECON2 register is not a physical register. It is used exclusively in the memory write and erase sequences. Reading EECON2 will read all '0's.

10.5 PORTD Registers

Note: PORTD is only available on 40-pin and 44-pin devices.

PORTD is an 8-bit wide, bidirectional port. The corresponding data direction register is TRISD. Setting a TRISD bit (= 1) will make the corresponding PORTD pin an input (i.e., disable the output driver). Clearing a TRISD bit (= 0) will make the corresponding PORTD pin an output (i.e., enable the output driver and put the contents of the output latch on the selected pin).

The Data Latch register (LATD) is also memory mapped. Read-modify-write operations on the LATD register read and write the latched output value for PORTD.

All pins on PORTD are implemented with Schmitt Trigger input buffers. Each pin is individually configurable as an input or output.

All of the PORTD pins are multiplexed with analog and digital peripheral modules. See Table 10-11.

Note: On a Power-on Reset, these pins are configured as analog inputs.

EXAMPLE 10-4: INITIALIZING PORTD

```
MOVLB   0xF     ; Set BSR for banked SFRs
CLRF    PORTD   ; Initialize PORTD by
                ; clearing output
                ; data latches
CLRF    LATD    ; Alternate method
                ; to clear output
                ; data latches
MOVLW   0CFh    ; Value used to
                ; initialize data
                ; direction
MOVWF   TRISD   ; Set RD<3:0> as inputs
                ; RD<5:4> as outputs
                ; RD<7:6> as inputs
MOVLW   30h     ; Value used to
                ; enable digital inputs
MOVWF   ANSELD  ; RD<3:0> dig input enable
                ; RC<7:6> dig input enable
```

10.5.1 PORTD OUTPUT PRIORITY

Each PORTD pin is multiplexed with other functions. The pins, their combined functions and their output priorities are briefly described here. For additional information, refer to the appropriate section in this data sheet.

When multiple outputs are enabled, the actual pin control goes to the peripheral with the higher priority. Table 10-4 lists the PORTD pin functions from the highest to the lowest priority.

Analog input functions, such as ADC, comparator and SR latch inputs, are not shown in the priority lists.

These inputs are active when the I/O pin is set for Analog mode using the ANSELx registers. Digital output functions may control the pin when it is in Analog mode with the priority shown below.

TABLE 10-15: REGISTERS ASSOCIATED WITH PORTE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
ANSELE(1)	—	—	—	—	—	ANSE2	ANSE1	ANSE0	151
INTCON2	$\overline{\text{RBPU}}$	INTEDG0	INTEDG1	INTEDG2	—	TMR0IP	—	RBIP	110
LATE(1)	—	—	—	—	—	LATE2	LATE1	LATE0	152
PORTE	—	—	—	—	RE3	RE2(1)	RE1(1)	RE0(1)	149
SLRCON	—	—	—	SLRE(1)	SLRD(1)	SLRC	SLRB	SLRA	153
TRISE	WPUE3	—	—	—	—	TRISE2(1)	TRISE1(1)	TRISE0(1)	151

Legend: — = unimplemented locations, read as '0'. Shaded bits are not used for PORTE.

Note 1: Available on PIC18(L)F4XK22 devices.

TABLE 10-16: CONFIGURATION REGISTERS ASSOCIATED WITH PORTE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
CONFIG3H	MCLRE	—	P2BMX	T3CMX	HFOFST	CCP3MX	PBADEN	CCP2MX	348
CONFIG4L	$\overline{\text{DEBUG}}$	XINST	—	—	—	LVP(1)	—	STRVEN	349

Legend: — = unimplemented locations, read as '0'. Shaded bits are not used for Interrupts.

Note 1: Can only be changed when in high voltage programming mode.

14.1 Capture Mode

The Capture mode function described in this section is identical for all CCP and ECCP modules available on this device family.

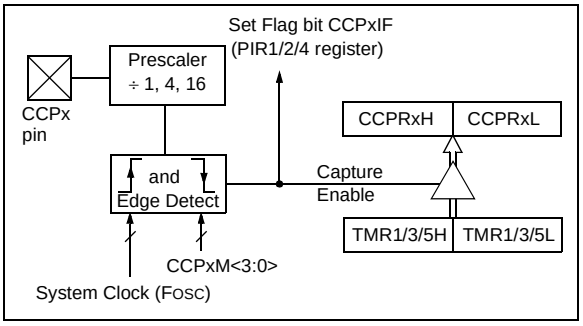
Capture mode makes use of the 16-bit Timer resources, Timer1, Timer3 and Timer5. The timer resources for each CCP capture function are independent and are selected using the CCPTMRS0 and CCPTMRS1 registers. When an event occurs on the CCPx pin, the 16-bit CCPRxH:CCPRxL register pair captures and stores the 16-bit value of the TMRxH:TMRxL register pair, respectively. An event is defined as one of the following and is configured by the CCPxM<3:0> bits of the CCPxCON register:

- Every falling edge
- Every rising edge
- Every 4th rising edge
- Every 16th rising edge

When a capture is made, the corresponding Interrupt Request Flag bit CCPxIF of the PIR1, PIR2 or PIR4 register is set. The interrupt flag must be cleared in software. If another capture occurs before the value in the CCPRxH:CCPRxL register pair is read, the old captured value is overwritten by the new captured value.

Figure 14-1 shows a simplified diagram of the Capture operation.

FIGURE 14-1: CAPTURE MODE OPERATION BLOCK DIAGRAM



14.1.1 CCP PIN CONFIGURATION

In Capture mode, the CCPx pin should be configured as an input by setting the associated TRIS control bit.

Some CCPx outputs are multiplexed on a couple of pins. Table 14-2 shows the CCP output pin multiplexing. Selection of the output pin is determined by the CCPxMX bits in Configuration register 3H (CONFIG3H). Refer to Register 24-4 for more details.

Note:	If the CCPx pin is configured as an output, a write to the port can cause a capture condition.

TABLE 14-2: CCP PIN MULTIPLEXING

CCP OUTPUT	CONFIG 3H Control Bit	Bit Value	PIC18(L)F2XK22 I/O pin	PIC18(L)F4XK22 I/O pin
CCP2	CCP2MX	0	RB3	RB3
		1(*)	RC1	RC1
CCP3	CCP3MX	0(*)	RC6	RE0
		1	RB5	RB5

Legend: * = Default

14.1.2 TIMER1 MODE RESOURCE

The 16-bit Timer resource must be running in Timer mode or Synchronized Counter mode for the CCP module to use the capture feature. In Asynchronous Counter mode, the capture operation may not work.

See **Section 12.0 "Timer1/3/5 Module with Gate Control"** for more information on configuring the 16-bit Timers.

14.1.3 SOFTWARE INTERRUPT MODE

When the Capture mode is changed, a false capture interrupt may be generated. The user should keep the CCPxIE interrupt enable bit of the PIE1, PIE2 or PIE4 register clear to avoid false interrupts. Additionally, the user should clear the CCPxIF interrupt flag bit of the PIR1, PIR2 or PIR4 register following any change in Operating mode.

Note:	Clocking the 16-bit Timer resource from the system clock (FOSC) should not be used in Capture mode. In order for Capture mode to recognize the trigger event on the CCPx pin, the Timer resource must be clocked from the instruction clock (FOSC/4) or from an external clock source.

14.4.6 PWM STEERING MODE

In Single Output mode, PWM steering allows any of the PWM pins to be the modulated signal. Additionally, the same PWM signal can be simultaneously available on multiple pins.

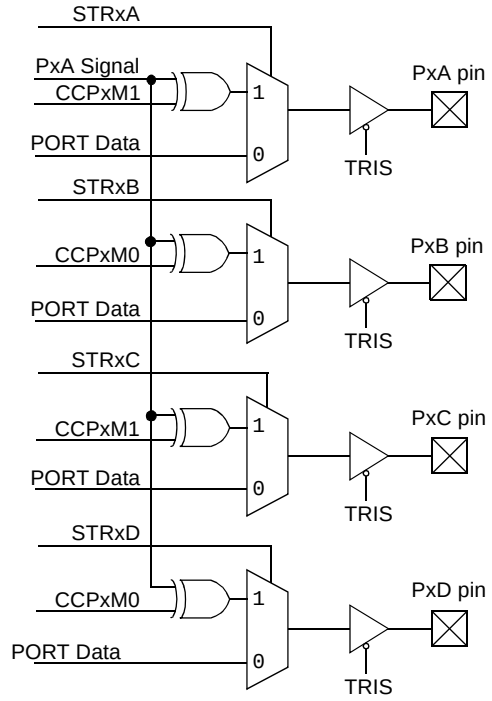
Once the Single Output mode is selected (CCPxM<3:2> = 11 and PxM<1:0> = 00 of the CCPxCON register), the user firmware can bring out the same PWM signal to one, two, three or four output pins by setting the appropriate Steering Enable bits (STRxA, STRxB, STRxC and/or STRxD) of the PSTRxCON register, as shown in Table 14-13.

Note:	The associated TRIS bits must be set to output ('0') to enable the pin output driver in order to see the PWM signal on the pin.

While the PWM Steering mode is active, CCPxM<1:0> bits of the CCPxCON register select the PWM output polarity for the PxD, PxC, PxB and PxA pins.

The PWM auto-shutdown operation also applies to PWM Steering mode as described in **Section 14.4.3 "Enhanced PWM Auto-shutdown Mode"**. An auto-shutdown event will only affect pins that have PWM outputs enabled.

FIGURE 14-18: SIMPLIFIED STEERING BLOCK DIAGRAM



Note 1: Port outputs are configured as shown when the CCPxCON register bits PxM<1:0> = 00 and CCPxM<3:2> = 11.

2: Single PWM output requires setting at least one of the STRx bits.

14.4.6.1 Steering Synchronization

The STRxSYNC bit of the PSTRxCON register gives the user two selections of when the steering event will happen. When the STRxSYNC bit is '0', the steering event will happen at the end of the instruction that writes to the PSTRxCON register. In this case, the output signal at the PxA, PxB, PxC and PxD pins may be an incomplete PWM waveform. This operation is useful when the user firmware needs to immediately remove a PWM signal from the pin.

When the STRxSYNC bit is '1', the effective steering update will happen at the beginning of the next PWM period. In this case, steering on/off the PWM output will always produce a complete PWM waveform.

Figures 14-19 and 14-20 illustrate the timing diagrams of the PWM steering depending on the STRxSYNC setting.

15.2 SPI Mode Overview

The Serial Peripheral Interface (SPI) bus is a synchronous serial data communication bus that operates in Full-Duplex mode. Devices communicate in a master/slave environment where the master device initiates the communication. A slave device is controlled through a chip select known as Slave Select.

The SPI bus specifies four signal connections:

- Serial Clock (SCKx)
- Serial Data Out (SDOx)
- Serial Data In (SDIx)
- Slave Select ($\overline{SS}$x)

Figure 15-1 shows the block diagram of the MSSPx module when operating in SPI Mode.

The SPI bus operates with a single master device and one or more slave devices. When multiple slave devices are used, an independent Slave Select connection is required from the master device to each slave device.

Figure 15-4 shows a typical connection between a master device and multiple slave devices.

The master selects only one slave at a time. Most slave devices have tri-state outputs so their output signal appears disconnected from the bus when they are not selected.

Transmissions involve two shift registers, eight bits in size, one in the master and one in the slave. With either the master or the slave device, data is always shifted out one bit at a time, with the Most Significant bit (MSb) shifted out first. At the same time, a new Least Significant bit (LSb) is shifted into the same register.

Figure 15-5 shows a typical connection between two processors configured as master and slave devices.

Data is shifted out of both shift registers on the programmed clock edge and latched on the opposite edge of the clock.

The master device transmits information out on its SDOx output pin which is connected to, and received by, the slave's SDIx input pin. The slave device transmits information out on its SDOx output pin, which is connected to, and received by, the master's SDIx input pin.

To begin communication, the master device first sends out the clock signal. Both the master and the slave devices should be configured for the same clock polarity.

The master device starts a transmission by sending out the MSb from its shift register. The slave device reads this bit from that same line and saves it into the LSb position of its shift register.

During each SPI clock cycle, a full-duplex data transmission occurs. This means that at the same time, the slave device is sending out the MSb from its shift register and the master device is reading this bit from that same line and saving it as the LSb of its shift register.

After 8 bits have been shifted out, the master and slave have exchanged register values.

If there is more data to exchange, the shift registers are loaded with new data and the process repeats itself.

Whether the data is meaningful or not (dummy data), depends on the application software. This leads to three scenarios for data transmission:

- Master sends useful data and slave sends dummy data.
- Master sends useful data and slave sends useful data.
- Master sends dummy data and slave sends useful data.

Transmissions may involve any number of clock cycles. When there is no more data to be transmitted, the master stops sending the clock signal and it deselects the slave.

Every slave device connected to the bus that has not been selected through its slave select line must disregard the clock and transmission signals and must not transmit out any data of its own.

16.1.1.5 TSR Status

The TRMT bit of the TXSTAx register indicates the status of the TSR register. This is a read-only bit. The TRMT bit is set when the TSR register is empty and is cleared when a character is transferred to the TSR register from the TXREGx. The TRMT bit remains clear until all bits have been shifted out of the TSR register. No interrupt logic is tied to this bit, so the user needs to poll this bit to determine the TSR status.

Note:	The TSR register is not mapped in data memory, so it is not available to the user.

16.1.1.6 Transmitting 9-Bit Characters

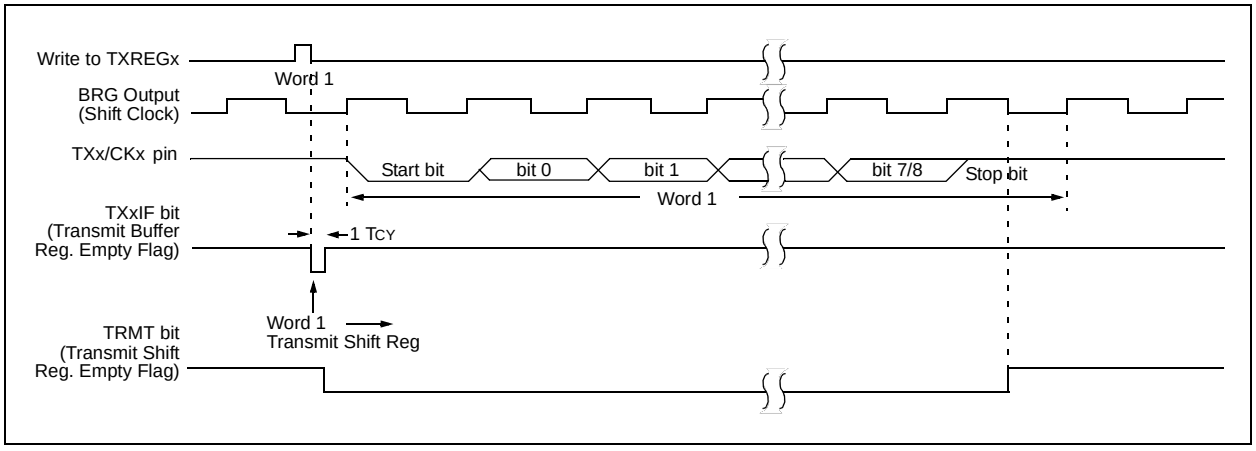
The EUSART supports 9-bit character transmissions. When the TX9 bit of the TXSTAx register is set the EUSART will shift nine bits out for each character transmitted. The TX9D bit of the TXSTAx register is the ninth, and Most Significant, data bit. When transmitting 9-bit data, the TX9D data bit must be written before writing the eight Least Significant bits into the TXREGx. All nine bits of data will be transferred to the TSR shift register immediately after the TXREGx is written.

A special 9-bit Address mode is available for use with multiple receivers. See **Section 16.1.2.8 "Address Detection"** for more information on the Address mode.

16.1.1.7 Asynchronous Transmission Setup:

1. Initialize the SPBRGHx:SPBRGx register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see **Section 16.4 "EUSART Baud Rate Generator (BRG)"**).
2. Set the RXx/DTx and TXx/CKx TRIS controls to '1'.
3. Enable the asynchronous serial port by clearing the SYNC bit and setting the SPEN bit.
4. If 9-bit transmission is desired, set the TX9 control bit. A set ninth data bit will indicate that the eight Least Significant data bits are an address when the receiver is set for address detection.
5. Set the CKTXP control bit if inverted transmit data polarity is desired.
6. Enable the transmission by setting the TXEN control bit. This will cause the TXxIF interrupt bit to be set.
7. If interrupts are desired, set the TXxIE interrupt enable bit. An interrupt will occur immediately provided that the GIE/GIEH and PEIE/GIEL bits of the INTCON register are also set.
8. If 9-bit transmission is selected, the ninth bit should be loaded into the TX9D data bit.
9. Load 8-bit data into the TXREGx register. This will start the transmission.

FIGURE 16-3: ASYNCHRONOUS TRANSMISSION



16.5.1.6 Synchronous Master Reception

Data is received at the RXx/DTx pin. The RXx/DTx pin output driver must be disabled by setting the corresponding TRIS bits when the EUSART is configured for synchronous master receive operation.

In Synchronous mode, reception is enabled by setting either the Single Receive Enable bit (SREN of the RCSTAx register) or the Continuous Receive Enable bit (CREN of the RCSTAx register).

When SREN is set and CREN is clear, only as many clock cycles are generated as there are data bits in a single character. The SREN bit is automatically cleared at the completion of one character. When CREN is set, clocks are continuously generated until CREN is cleared. If CREN is cleared in the middle of a character the CK clock stops immediately and the partial character is discarded. If SREN and CREN are both set, then SREN is cleared at the completion of the first character and CREN takes precedence.

To initiate reception, set either SREN or CREN. Data is sampled at the RXx/DTx pin on the trailing edge of the TXx/CKx clock pin and is shifted into the Receive Shift Register (RSR). When a complete character is received into the RSR, the RCxIF bit is set and the character is automatically transferred to the two character receive FIFO. The Least Significant eight bits of the top character in the receive FIFO are available in RCREGx. The RCxIF bit remains set as long as there are un-read characters in the receive FIFO.

16.5.1.7 Slave Clock

Synchronous data transfers use a separate clock line, which is synchronous with the data. A device configured as a slave receives the clock on the TXx/CKx line. The TXx/CKx pin output driver must be disabled by setting the associated TRIS bit when the device is configured for synchronous slave transmit or receive operation. Serial data bits change on the leading edge to ensure they are valid at the trailing edge of each clock. One data bit is transferred for each clock cycle. Only as many clock cycles should be received as there are data bits.

16.5.1.8 Receive Overrun Error

The receive FIFO buffer can hold two characters. An overrun error will be generated if a third character, in its entirety, is received before RCREGx is read to access the FIFO. When this happens the OERR bit of the RCSTAx register is set. Previous data in the FIFO will not be overwritten. The two characters in the FIFO buffer can be read, however, no additional characters will be received until the error is cleared. The OERR bit can only be cleared by clearing the overrun condition. If the overrun error occurred when the SREN bit is set and CREN is clear then the error is cleared by reading RCREGx.

If the overrun occurred when the CREN bit is set then the error condition is cleared by either clearing the CREN bit of the RCSTAx register or by clearing the SPEN bit which resets the EUSART.

16.5.1.9 Receiving 9-bit Characters

The EUSART supports 9-bit character reception. When the RX9 bit of the RCSTAx register is set the EUSART will shift 9-bits into the RSR for each character received. The RX9D bit of the RCSTAx register is the ninth, and Most Significant, data bit of the top unread character in the receive FIFO. When reading 9-bit data from the receive FIFO buffer, the RX9D data bit must be read before reading the eight Least Significant bits from the RCREGx.

16.5.1.10 Synchronous Master Reception Setup:

1. Initialize the SPBRGHx, SPBRGx register pair for the appropriate baud rate. Set or clear the BRGH and BRG16 bits, as required, to achieve the desired baud rate.
2. Set the RXx/DTx and TXx/CKx TRIS controls to ‘1’.
3. Enable the synchronous master serial port by setting bits SYNC, SPEN and CSRC. Disable RXx/DTx and TXx/CKx output drivers by setting the corresponding TRIS bits.
4. Ensure bits CREN and SREN are clear.
5. If using interrupts, set the GIE/GIEH and PEIE/GIEL bits of the INTCON register and set RCxIE.
6. If 9-bit reception is desired, set bit RX9.
7. Start reception by setting the SREN bit or for continuous reception, set the CREN bit.
8. Interrupt flag bit RCxIF will be set when reception of a character is complete. An interrupt will be generated if the enable bit RCxIE was set.
9. Read the RCSTAx register to get the ninth bit (if enabled) and determine if any error occurred during reception.
10. Read the 8-bit received data by reading the RCREGx register.
11. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCSTAx register or by clearing the SPEN bit which resets the EUSART.

17.2.2 COMPLETION OF A CONVERSION

When the conversion is complete, the ADC module will:

- Clear the GO/$\overline{\text{DONE}}$ bit
- Set the ADIF flag bit
- Update the ADRESH:ADRESL registers with new conversion result

17.2.3 DISCHARGE

The discharge phase is used to initialize the value of the capacitor array. The array is discharged after every sample. This feature helps to optimize the unity-gain amplifier, as the circuit always needs to charge the capacitor array, rather than charge/discharge based on previous measure values.

17.2.4 TERMINATING A CONVERSION

If a conversion must be terminated before completion, the GO/$\overline{\text{DONE}}$ bit can be cleared by software. The ADRESH:ADRESL registers will not be updated with the partially complete Analog-to-Digital conversion sample. Instead, the ADRESH:ADRESL register pair will retain the value of the previous conversion.

Note:	A device Reset forces all registers to their Reset state. Thus, the ADC module is turned off and any pending conversion is terminated.

17.2.5 DELAY BETWEEN CONVERSIONS

After the A/D conversion is completed or aborted, a 2 TAD wait is required before the next acquisition can be started. After this wait, the currently selected channel is reconnected to the charge holding capacitor commencing the next acquisition.

17.2.6 ADC OPERATION IN POWER-MANAGED MODES

The selection of the automatic acquisition time and A/D conversion clock is determined in part by the clock source and frequency while in a power-managed mode.

If the A/D is expected to operate while the device is in a power-managed mode, the ACQT<2:0> and ADCS<2:0> bits in ADCON2 should be updated in accordance with the clock source to be used in that mode. After entering the mode, an A/D acquisition or conversion may be started. Once started, the device should continue to be clocked by the same clock source until the conversion has been completed.

If desired, the device may be placed into the corresponding Idle mode during the conversion. If the device clock frequency is less than 1 MHz, the A/D FRC clock source should be selected.

17.2.7 ADC OPERATION DURING SLEEP

The ADC module can operate during Sleep. This requires the ADC clock source to be set to the FRC option. When the FRC clock source is selected, the ADC waits one additional instruction before starting the conversion. This allows the SLEEP instruction to be executed, which can reduce system noise during the conversion. If the ADC interrupt is enabled, the device will wake-up from Sleep when the conversion completes. If the ADC interrupt is disabled, the ADC module is turned off after the conversion completes, although the ADON bit remains set.

When the ADC clock source is something other than FRC, a SLEEP instruction causes the present conversion to be aborted and the ADC module is turned off, although the ADON bit remains set.

17.2.8 SPECIAL EVENT TRIGGER

Two Special Event Triggers are available to start an A/D conversion: CTMU and CCP5. The Special Event Trigger source is selected using the TRIGSEL bit in ADCON1.

When TRIGSEL = 0, the CCP5 module is selected as the Special Event Trigger source. To enable the Special Event Trigger in the CCP module, set CCP5M<3:0> = 1011, in the CCP5CON register.

When TRIGSEL = 1, the CTMU module is selected. The CTMU module requires that the CTTRIG bit in CTMUCONH is set to enable the Special Event Trigger.

In addition to TRIGSEL bit, the following steps are required to start an A/D conversion:

- The A/D module must be enabled (ADON = 1)
- The appropriate analog input channel selected
- The minimum acquisition period set one of these ways:
  - Timing provided by the user
  - Selection made of an appropriate TACQ time

With these conditions met, the trigger sets the GO/$\overline{\text{DONE}}$ bit and the A/D acquisition starts.

If the A/D module is not enabled (ADON = 0), the module ignores the Special Event Trigger.

17.2.9 PERIPHERAL MODULE DISABLE

When a peripheral module is not used or inactive, the module can be disabled by setting the Module Disable bit in the PMD registers. This will reduce power consumption to an absolute minimum. Setting the PMD bits holds the module in Reset and disconnects the module's clock source. The Module Disable bit for the ADC module is ADCMD in the PMD2 Register. See **Section 3.0 "Power-Managed Modes"** for more information.

EXAMPLE 19-2: CURRENT CALIBRATION ROUTINE

```
#include "p18cxxx.h"

#define COUNT 500                           //@ 8MHz = 125uS.
#define DELAY for(i=0;i<COUNT;i++)
#define RCAL .027                           //R value is 4200000 (4.2M)
                                            //scaled so that result is in
                                            //1/100th of uA
#define ADSCALE 1023                        //for unsigned conversion 10 sig bits
#define ADREF 3.3                           //Vdd connected to A/D Vr+

int main(void)
{
    int i;
    int j = 0;                              //index for loop
    unsigned int Vread = 0;
    double VTot = 0;
    float Vavg=0, Vcal=0, CTMUISrc = 0;     //float values stored for calcs

//assume CTMU and A/D have been set up correctly
//see Example 25-1 for CTMU & A/D setup
setup();

CTMUCONHbits.CTMUEN = 1;                    //Enable the CTMU
CTMUCONLbits.EDG1STAT = 0;                  // Set Edge status bits to zero
CTMUCONLbits.EDG2STAT = 0;
    for(j=0;j<10;j++)
    {
        CTMUCONHbits.IDISSEN = 1;           //drain charge on the circuit
        DELAY;                              //wait 125us
        CTMUCONHbits.IDISSEN = 0;           //end drain of circuit

        CTMUCONLbits.EDG1STAT = 1;          //Begin charging the circuit
                                            //using CTMU current source
        DELAY;                              //wait for 125us
        CTMUCONLbits.EDG1STAT = 0;          //Stop charging circuit

        PIR1bits.ADIF = 0;                  //make sure A/D Int not set
        ADCON0bits.GO=1;                    //and begin A/D conv.
        while(!PIR1bits.ADIF);              //Wait for A/D convert complete

        Vread = ADRES;                      //Get the value from the A/D
        PIR1bits.ADIF = 0;                  //Clear A/D Interrupt Flag
        VTot += Vread;                      //Add the reading to the total
    }

    Vavg = (float)(VTot/10.000);            //Average of 10 readings
    Vcal = (float)(Vavg/ADSCALE*ADREF);
    CTMUISrc = Vcal/RCAL;                   //CTMUISrc is in 1/100ths of uA

}
```

23.3 HLVD Setup

To set up the HLVD module:

1. Select the desired HLVD trip point by writing the value to the HLVDL<3:0> bits.
2. Set the VDIRMAG bit to detect high voltage (VDIRMAG = 1) or low voltage (VDIRMAG = 0).
3. Enable the HLVD module by setting the HLVDEN bit.
4. Clear the HLVD interrupt flag (PIR2<2>), which may have been set from a previous interrupt.
5. If interrupts are desired, enable the HLVD interrupt by setting the HLVDIE and GIE/GIEH bits (PIE2<2> and INTCON<7>, respectively).

   An interrupt will not be generated until the IRVST bit is set.

Note:	Before changing any module settings (VDIRMAG, HLVDL<3:0>), first disable the module (HLVDEN = 0), make the changes and re-enable the module. This prevents the generation of false HLVD events.

23.4 Current Consumption

When the module is enabled, the HLVD comparator and voltage divider are enabled and consume static current. The total current consumption, when enabled, is specified in **Section 27.0 "Electrical Specifications"**. Depending on the application, the HLVD module does not need to operate constantly. To reduce current requirements, the HLVD circuitry may only need to be enabled for short periods where the voltage is checked. After such a check, the module could be disabled.

23.5 HLVD Start-up Time

The internal reference voltage of the HLVD module, specified in **Section 27.0 "Electrical Specifications"**, may be used by other internal circuitry, such as the programmable Brown-out Reset. If the HLVD or other circuits using the voltage reference are disabled to lower the device's current consumption, the reference voltage circuit will require time to become stable before a low or high-voltage condition can be reliably detected. This start-up time, TIRVST, is an interval that is independent of device clock speed.

The HLVD interrupt flag is not enabled until TIRVST has expired and a stable reference voltage is reached. For this reason, brief excursions beyond the set point may not be detected during this interval (see Figure 23-2 or Figure 23-3).

BTG **Bit Toggle f**

Syntax: BTG f, b {,a}

Operands: $0 \le f \le 255$
$0 \le b < 7$
$a \in [0,1]$

Operation: $(\overline{f<b>}) \rightarrow f<b>$

Status Affected: None

Encoding:

0111	bbba	ffff	ffff

Description: Bit ‘b’ in data memory location ‘f’ is inverted.
If ‘a’ is ‘0’, the Access Bank is selected.
If ‘a’ is ‘1’, the BSR is used to select the GPR bank.
If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See **Section 25.2.3 “Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode”** for details.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write register ‘f’

Example: `BTG PORTC, 4, 0`

Before Instruction:
PORTC = 0111 0101 [75h]
After Instruction:
PORTC = 0110 0101 [65h]

BOV **Branch if Overflow**

Syntax: BOV n

Operands: $-128 \le n \le 127$

Operation: if OVERFLOW bit is ‘1’
$(PC) + 2 + 2n \rightarrow PC$

Status Affected: None

Encoding:

1110	0100	nnnn	nnnn

Description: If the OVERFLOW bit is ‘1’, then the program will branch.
The 2’s complement number ‘2n’ is added to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 2 + 2n. This instruction is then a 2-cycle instruction.

Words: 1

Cycles: 1(2)

Q Cycle Activity:
If Jump:

Q1	Q2	Q3	Q4
Decode	Read literal ‘n’	Process Data	Write to PC
No operation	No operation	No operation	No operation

If No Jump:

Q1	Q2	Q3	Q4
Decode	Read literal ‘n’	Process Data	No operation

Example:
```
HERE    BOV  Jump
```
Before Instruction
PC = address (HERE)
After Instruction
If OVERFLOW = 1;
PC = address (Jump)
If OVERFLOW = 0;
PC = address (HERE + 2)

27.11.2 TIMING CONDITIONS

The temperature and voltages specified in Table 27-6 apply to all timing specifications unless otherwise noted. Figure 27-6 specifies the load conditions for the timing specifications.

TABLE 27-6: TEMPERATURE AND VOLTAGE SPECIFICATIONS – AC

AC CHARACTERISTICS	**Standard Operating Conditions (unless otherwise stated)** Operating temperature -40°C ≤ TA ≤ +125°C Operating voltage VDD range as described in **Section 27.1 "DC Characteristics: Supply Voltage, PIC18(L)F2X/4XK22"** and **Section 27.9 "Memory Programming Requirements"**.

FIGURE 27-6: LOAD CONDITIONS FOR DEVICE TIMING SPECIFICATIONS

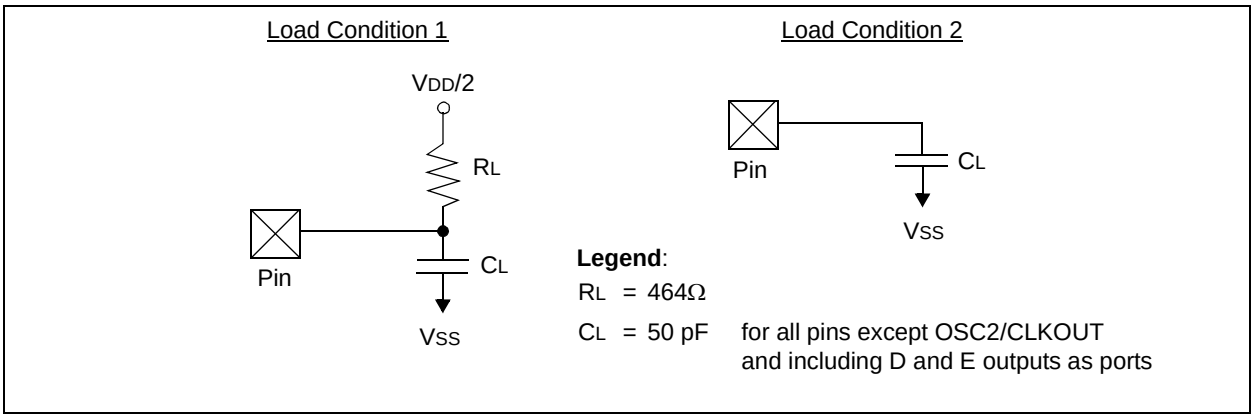


FIGURE 28-5: PIC18LF2X/4XK22 DELTA IPD BROWN-OUT RESET (BOR)

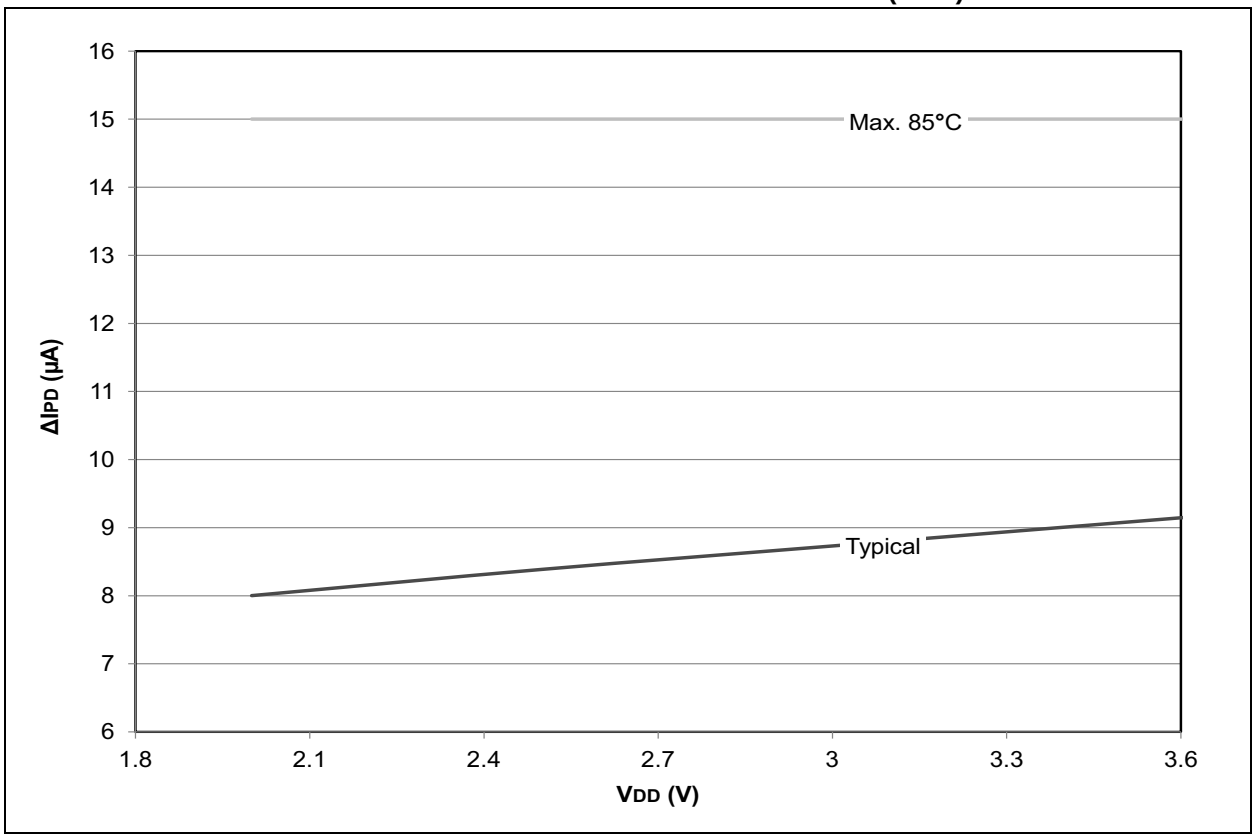


FIGURE 28-6: PIC18F2X/4XK22 DELTA IPD BROWN-OUT RESET (BOR)

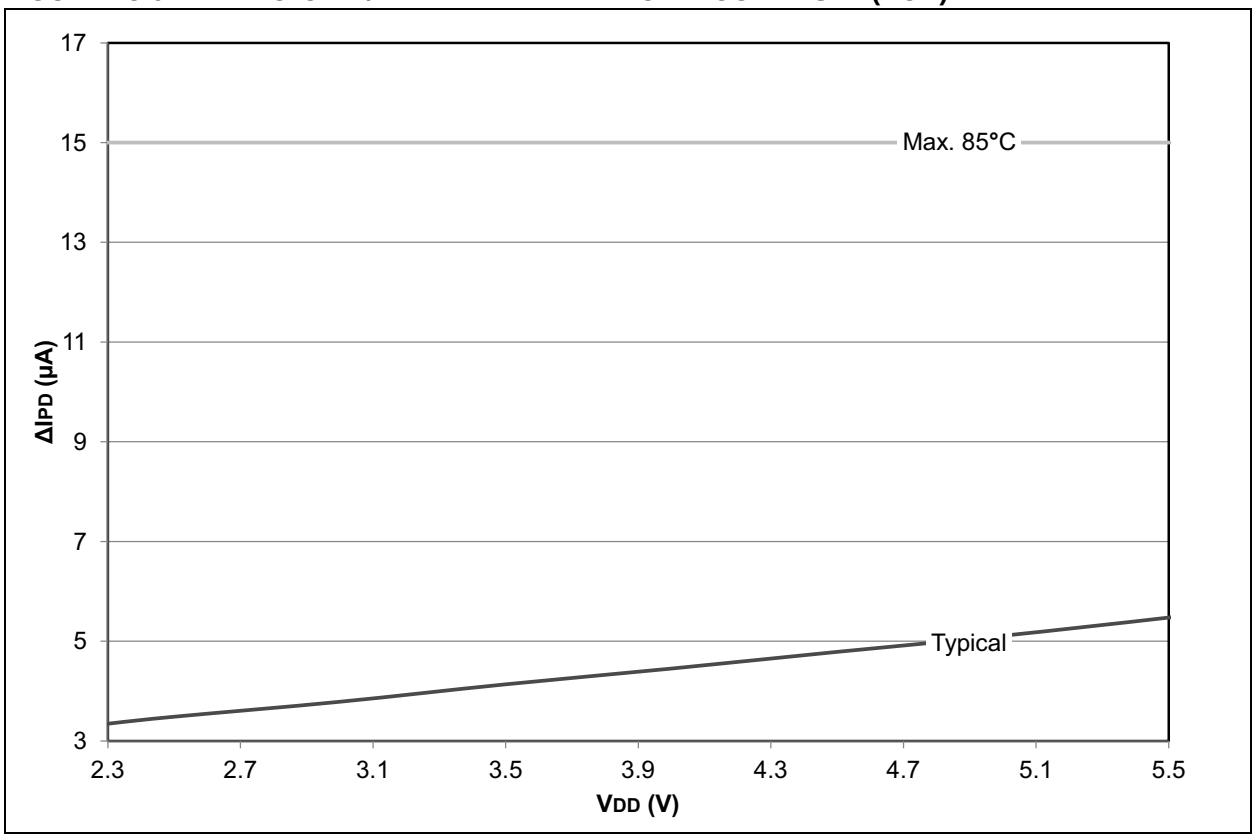


FIGURE 28-13: PIC18LF2X/4XK22 DELTA IPD COMPARATOR HIGH-POWER MODE

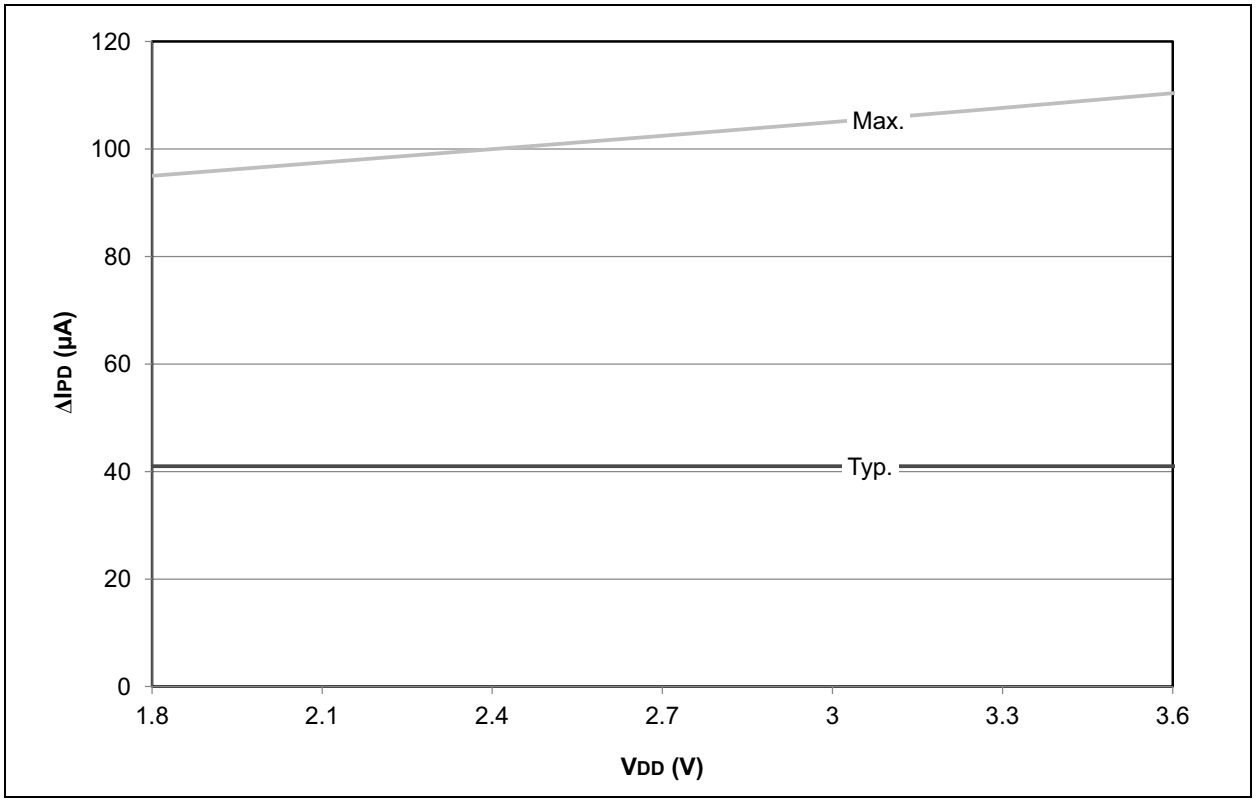


FIGURE 28-14: PIC18F2X/4XK22 DELTA IPD COMPARATOR HIGH-POWER MODE

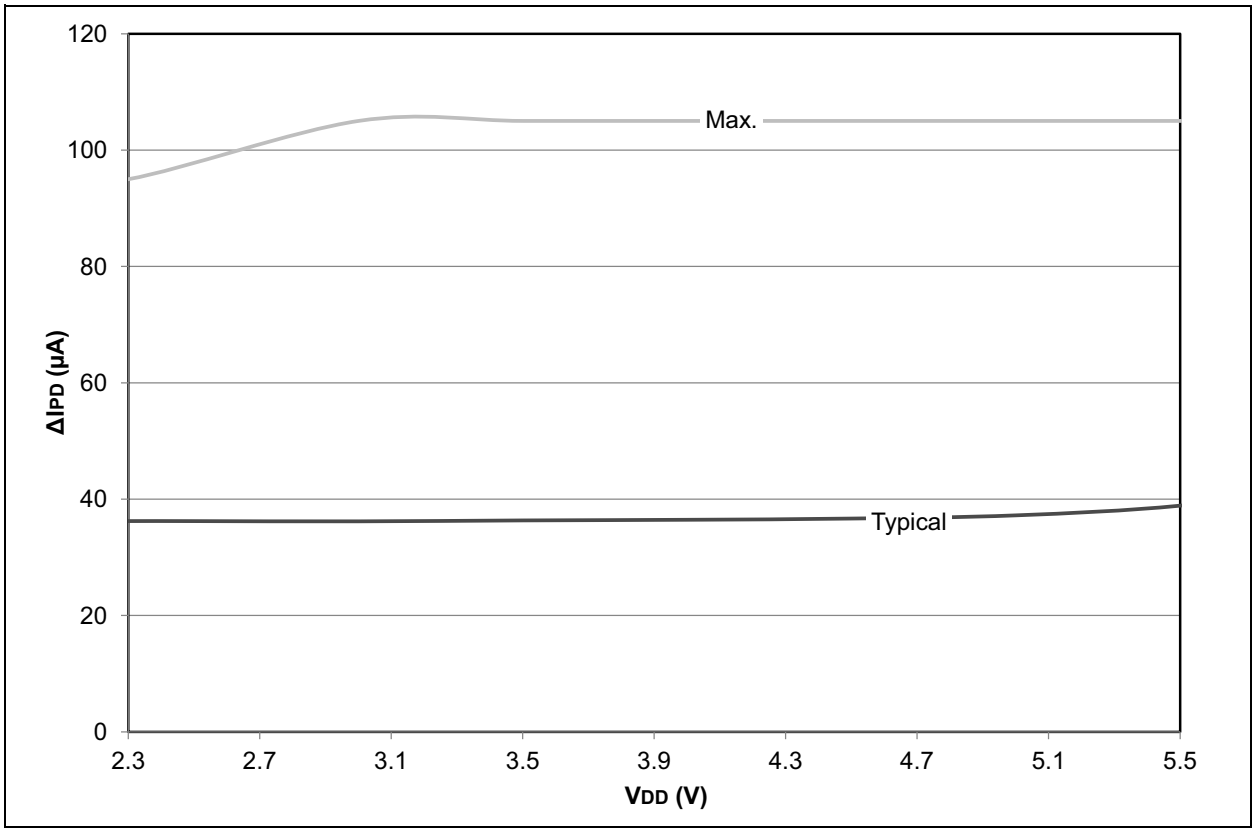


FIGURE 28-24: PIC18LF2X/4XK22 IDD: RC_RUN MF-INTOSC 500 kHz

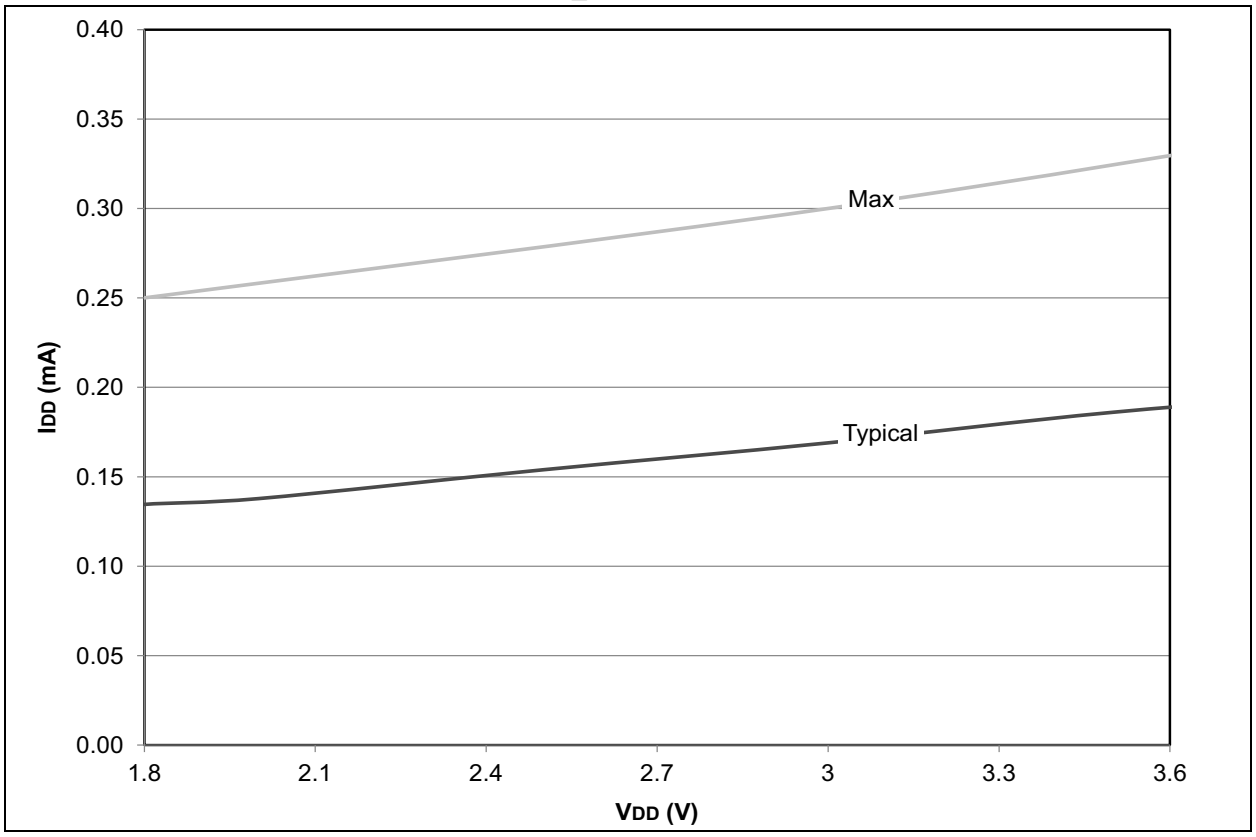


FIGURE 28-25: PIC18F2X/4XK22 IDD: RC_RUN MF-INTOSC 500 kHz

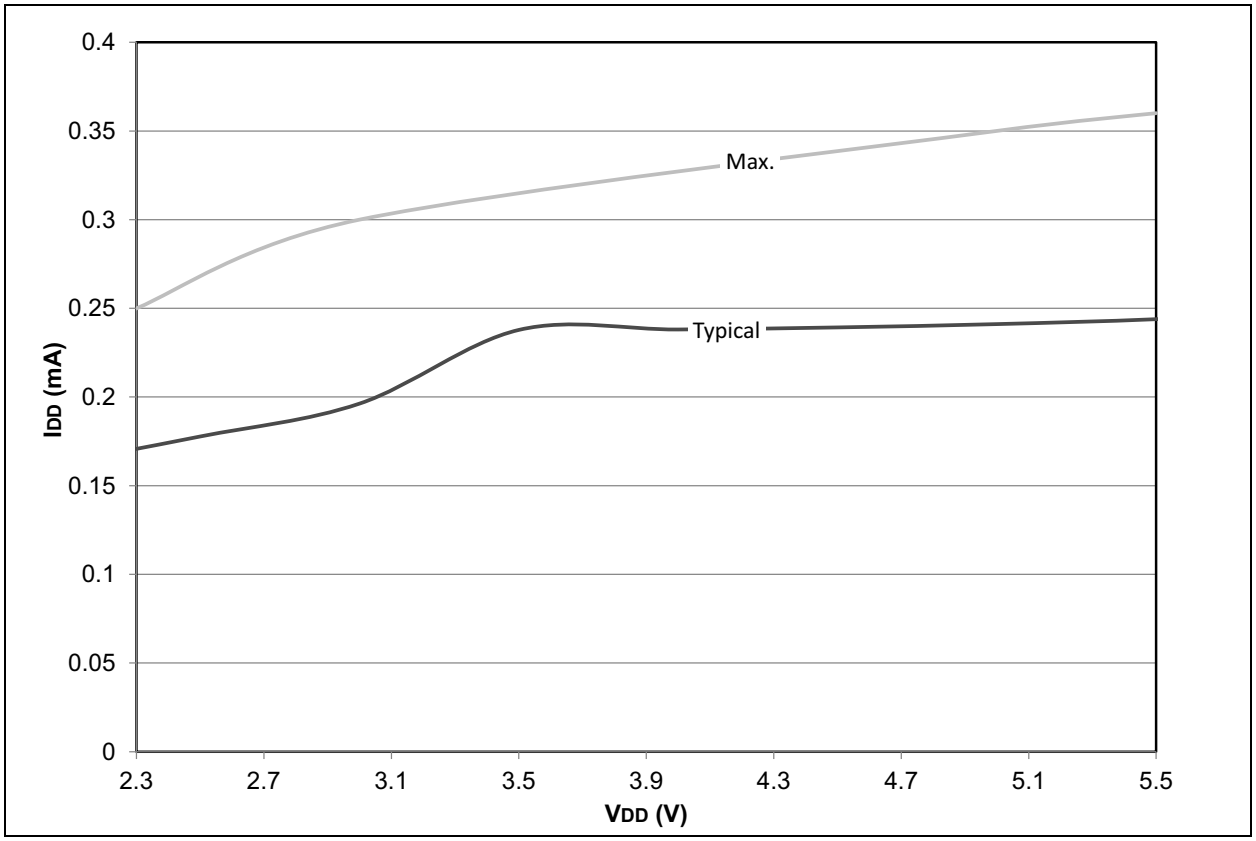


FIGURE 28-84: PIC18(L)F2X/4XK22 PIN INPUT LEAKAGE