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Applications of "<u>Embedded - Microcontrollers</u>"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	40MHz
Connectivity	I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, LVD, POR, PWM, WDT
Number of I/O	34
Program Memory Size	16KB (8K x 16)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	768 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°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/pic18lf442-i-ml

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NOTES:

4.14 RCON Register

The Reset Control (RCON) register contains flag bits that allow differentiation between the sources of a device RESET. These flags include the TO, PD, POR, BOR and RI bits. This register is readable and writable.

- Note 1: If the BOREN configuration bit is set (Brown-out Reset enabled), the BOR bit is '1' on a Power-on Reset. After a Brown-out Reset has occurred, the BOR bit will be cleared, and must be set by firmware to indicate the occurrence of the next Brown-out Reset.
 - 2: It is recommended that the POR bit be set after a Power-on Reset has been detected, so that subsequent Power-on Resets may be detected.

REGISTER 4-3: RCON REGISTER

R/W-0	U-0	U-0	R/W-1	R-1	R-1	R/W-0	R/W-0
IPEN	_	_	RI	TO	PD	POR	BOR
bit 7							bit 0

bit 7 IPEN: Interrupt Priority Enable bit

1 = Enable priority levels on interrupts

0 = Disable priority levels on interrupts (16CXXX Compatibility mode)

bit 6-5 Unimplemented: Read as '0'

bit 4 RI: RESET Instruction Flag bit

1 = The RESET instruction was not executed

0 = The RESET instruction was executed causing a device RESET (must be set in software after a Brown-out Reset occurs)

bit 3 TO: Watchdog Time-out Flag bit

1 = After power-up, CLRWDT instruction, or SLEEP instruction

0 = A WDT time-out occurred

bit 2 PD: Power-down Detection Flag bit

1 = After power-up or by the CLRWDT instruction

0 = By execution of the SLEEP instruction

bit 1 POR: Power-on Reset Status bit

1 = A Power-on Reset has not occurred

0 = A Power-on Reset occurred

(must be set in software after a Power-on Reset occurs)

bit 0 BOR: Brown-out Reset Status bit

1 = A Brown-out Reset has not occurred

0 = A Brown-out Reset occurred

(must be set in software after a Brown-out Reset occurs)

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'
- n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown

10.0 TIMERO MODULE

The Timer0 module has the following features:

- Software selectable as an 8-bit or 16-bit timer/ counter
- · Readable and writable
- Dedicated 8-bit software programmable prescaler
- · Clock source selectable to be external or internal
- Interrupt-on-overflow from FFh to 00h in 8-bit mode and FFFFh to 0000h in 16-bit mode
- Edge select for external clock

Figure 10-1 shows a simplified block diagram of the Timer0 module in 8-bit mode and Figure 10-2 shows a simplified block diagram of the Timer0 module in 16-bit mode.

The TOCON register (Register 10-1) is a readable and writable register that controls all the aspects of Timer0, including the prescale selection.

REGISTER 10-1: TOCON: TIMERO CONTROL REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
TMR00N	T08BIT	T0CS	T0SE	PSA	T0PS2	T0PS1	T0PS0
bit 7							bit 0

bit 7 TMR0ON: Timer0 On/Off Control bit

1 = Enables Timer0

0 = Stops Timer0

bit 6 T08BIT: Timer0 8-bit/16-bit Control bit

1 = Timer0 is configured as an 8-bit timer/counter

0 = Timer0 is configured as a 16-bit timer/counter

bit 5 TOCS: Timer0 Clock Source Select bit

1 = Transition on TOCKI pin

0 = Internal instruction cycle clock (CLKO)

bit 4 T0SE: Timer0 Source Edge Select bit

1 = Increment on high-to-low transition on TOCKI pin

0 = Increment on low-to-high transition on T0CKI pin

bit 3 PSA: Timer0 Prescaler Assignment bit

1 = TImer0 prescaler is NOT assigned. Timer0 clock input bypasses prescaler.

0 = Timer0 prescaler is assigned. Timer0 clock input comes from prescaler output.

bit 2-0 T0PS2:T0PS0: Timer0 Prescaler Select bits

111 = 1:256 prescale value

110 = 1:128 prescale value

101 = 1:64 prescale value

100 = 1:32 prescale value

011 = 1:16 prescale value

010 = 1:8 prescale value

001 = 1:4 prescale value

000 = 1:2 prescale value

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'

- n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown

14.0 CAPTURE/COMPARE/PWM (CCP) MODULES

Each CCP (Capture/Compare/PWM) module contains a 16-bit register which can operate as a 16-bit Capture register, as a 16-bit Compare register or as a PWM Master/Slave Duty Cycle register. Table 14-1 shows the timer resources of the CCP Module modes.

The operation of CCP1 is identical to that of CCP2, with the exception of the special event trigger. Therefore, operation of a CCP module in the following sections is described with respect to CCP1.

Table 14-2 shows the interaction of the CCP modules.

REGISTER 14-1: CCP1CON REGISTER/CCP2CON REGISTER

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
_	_	DCxB1	DCxB0	CCPxM3	CCPxM2	CCPxM1	CCPxM0
bit 7							bit 0

bit 7-6 Unimplemented: Read as '0'

bit 5-4 DCxB1:DCxB0: PWM Duty Cycle bit1 and bit0

Capture mode:

Unused

Compare mode:

Unused

PWM mode:

These bits are the two LSbs (bit1 and bit0) of the 10-bit PWM duty cycle. The upper eight bits (DCx9:DCx2) of the duty cycle are found in CCPRxL.

bit 3-0 CCPxM3:CCPxM0: CCPx Mode Select bits

0000 = Capture/Compare/PWM disabled (resets CCPx module)

0001 = Reserved

0010 = Compare mode, toggle output on match (CCPxIF bit is set)

0011 = Reserved

0100 = Capture mode, every falling edge

0101 = Capture mode, every rising edge

0110 = Capture mode, every 4th rising edge

0111 = Capture mode, every 16th rising edge

1000 = Compare mode,

Initialize CCP pin Low, on compare match force CCP pin High (CCPIF bit is set)

1001 = Compare mode,

Initialize CCP pin High, on compare match force CCP pin Low (CCPIF bit is set)

1010 = Compare mode,

Generate software interrupt on compare match (CCPIF bit is set, CCP pin is unaffected)

1011 = Compare mode,

Trigger special event (CCPIF bit is set)

11xx = PWM mode

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read as '0'

- n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown

14.4 Compare Mode

In Compare mode, the 16-bit CCPR1 (CCPR2) register value is constantly compared against either the TMR1 register pair value, or the TMR3 register pair value. When a match occurs, the RC2/CCP1 (RC1/CCP2) pin is:

- · driven High
- · driven Low
- · toggle output (High to Low or Low to High)
- · remains unchanged

The action on the pin is based on the value of control bits CCP1M3:CCP1M0 (CCP2M3:CCP2M0). At the same time, interrupt flag bit CCP1IF (CCP2IF) is set.

14.4.1 CCP PIN CONFIGURATION

The user must configure the CCPx pin as an output by clearing the appropriate TRISC bit.

Note:

Clearing the CCP1CON register will force the RC2/CCP1 compare output latch to the default low level. This is not the PORTC I/O data latch.

14.4.2 TIMER1/TIMER3 MODE SELECTION

Timer1 and/or Timer3 must be running in Timer mode or Synchronized Counter mode if the CCP module is using the compare feature. In Asynchronous Counter mode, the compare operation may not work.

14.4.3 SOFTWARE INTERRUPT MODE

When generate software interrupt is chosen, the CCP1 pin is not affected. Only a CCP interrupt is generated (if enabled).

14.4.4 SPECIAL EVENT TRIGGER

In this mode, an internal hardware trigger is generated, which may be used to initiate an action.

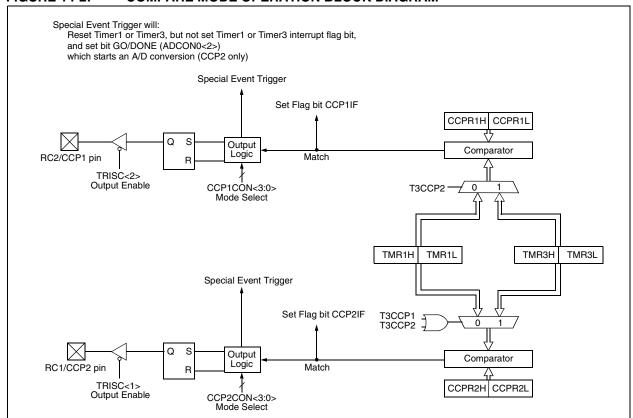
The special event trigger output of CCP1 resets the TMR1 register pair. This allows the CCPR1 register to effectively be a 16-bit programmable period register for Timer1.

The special trigger output of CCPx resets either the TMR1 or TMR3 register pair. Additionally, the CCP2 Special Event Trigger will start an A/D conversion if the A/D module is enabled.

Note: The special event trigger from the CCP2 module will not set the Timer1 or Timer3

interrupt flag bits.

FIGURE 14-2: COMPARE MODE OPERATION BLOCK DIAGRAM



15.3.6 SLAVE MODE

In Slave mode, the data is transmitted and received as the external clock pulses appear on SCK. When the last bit is latched, the SSPIF interrupt flag bit is set.

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. When a byte is received, the device will wake-up from sleep.

15.3.7 SLAVE SELECT SYNCHRONIZATION

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> = 04h). The pin must not be driven low for the \overline{SS} pin to function as an input. The Data Latch must be high. 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

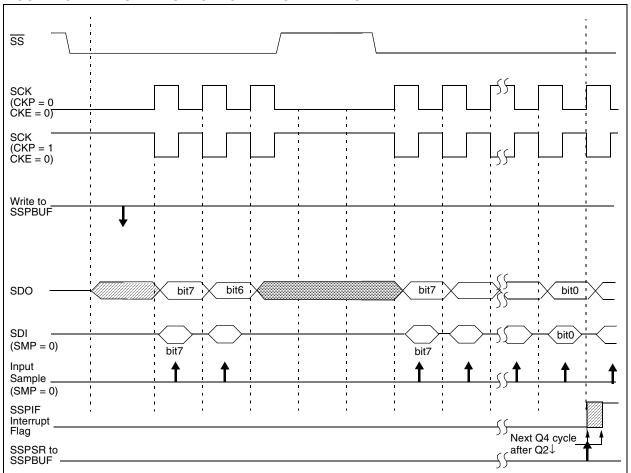
longer driven, even if in the middle of a transmitted byte, and becomes a floating output. External pull-up/pull-down resistors may be desirable, depending on the application.

- Note 1: When the SPI is in Slave mode with \$\overline{SS}\$ pin control enabled (SSPCON<3:0> = 0100), the SPI module will reset if the \$\overline{SS}\$ pin is set to VDD.
 - 2: If the SPI is used in Slave mode with CKE set, then the SS pin control must be enabled.

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.

To emulate two-wire communication, the SDO pin can be connected to the SDI pin. When the SPI needs to operate as a receiver the SDO pin can be configured as an input. This disables transmissions from the SDO. The SDI can always be left as an input (SDI function), since it cannot create a bus conflict.





15.4.5 GENERAL CALL ADDRESS SUPPORT

The addressing procedure for the I^2C bus is such that the first byte after the START condition usually determines which device will be the slave addressed by the master. The exception is the general call address, which can address all devices. When this address is used, all devices should, in theory, respond with an Acknowledge.

The general call address is one of eight addresses reserved for specific purposes by the I^2C protocol. It consists of all 0's with $R/\overline{W} = 0$.

The general call address is recognized when the General Call Enable bit (GCEN) is enabled (SSPCON2<7> set). Following a START bit detect, 8-bits are shifted into the SSPSR and the address is compared against the SSPADD. It is also compared to the general call address and fixed in hardware.

If the general call address matches, the SSPSR is transferred to the SSPBUF, the BF flag bit is set (eighth bit), and on the falling edge of the ninth bit (ACK bit), the SSPIF interrupt flag bit is set.

When the interrupt is serviced, the source for the interrupt can be checked by reading the contents of the SSPBUF. The value can be used to determine if the address was device specific or a general call address.

In 10-bit mode, the SSPADD is required to be updated for the second half of the address to match, and the UA bit is set (SSPSTAT<1>). If the general call address is sampled when the GCEN bit is set, while the slave is configured in 10-bit Address mode, then the second half of the address is not necessary, the UA bit will not be set, and the slave will begin receiving data after the Acknowledge (Figure 15-15).

FIGURE 15-15: SLAVE MODE GENERAL CALL ADDRESS SEQUENCE (7 OR 10-BIT ADDRESS MODE)

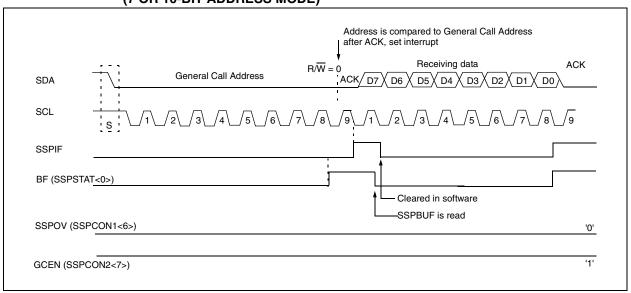


FIGURE 16-2: ASYNCHRONOUS TRANSMISSION

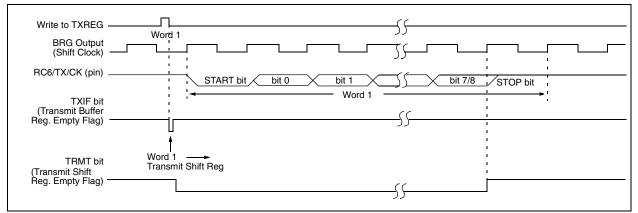


FIGURE 16-3: ASYNCHRONOUS TRANSMISSION (BACK TO BACK)

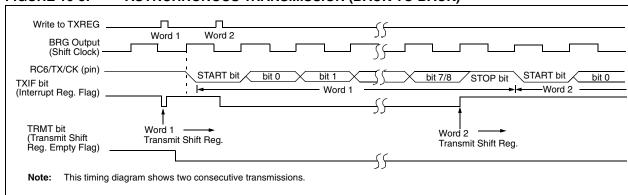


TABLE 16-6: REGISTERS ASSOCIATED WITH ASYNCHRONOUS TRANSMISSION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value POR, E	-	Valu All C RES	ther
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RBIE	TMR0IF	INT0IF	RBIF	0000	000x	0000	000u
PIR1	PSPIF ⁽¹⁾								0000	0000	0000	0000
PIE1	PSPIE ⁽¹⁾	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000	0000	0000	0000
IPR1	PSPIP ⁽¹⁾	ADIP	RCIP	TXIP	SSPIP	CCP1IP	TMR2IP	TMR1IP	0000	0000	0000	0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 -	-00x	0000	-00x
TXREG	USART Tra	ınsmit Regis	ter						0000	0000	0000	0000
TXSTA	CSRC	TX9	TXEN	SYNC		BRGH	TRMT	TX9D	0000 -	-010	0000	-010
SPBRG	Baud Rate	Generator F	Register						0000	0000	0000	0000

Legend: x = unknown, - = unimplemented locations read as '0'.

Shaded cells are not used for Asynchronous Transmission.

Note 1: The PSPIF, PSPIE and PSPIP bits are reserved on the PIC18F2X2 devices; always maintain these bits clear.

17.0 COMPATIBLE 10-BIT ANALOG-TO-DIGITAL CONVERTER (A/D) MODULE

The Analog-to-Digital (A/D) converter module has five inputs for the PIC18F2X2 devices and eight for the PIC18F4X2 devices. This module has the ADCON0 and ADCON1 register definitions that are compatible with the mid-range A/D module.

The A/D allows conversion of an analog input signal to a corresponding 10-bit digital number.

The A/D module has four registers. These registers are:

- A/D Result High Register (ADRESH)
- A/D Result Low Register (ADRESL)
- A/D Control Register 0 (ADCON0)
- A/D Control Register 1 (ADCON1)

The ADCON0 register, shown in Register 17-1, controls the operation of the A/D module. The ADCON1 register, shown in Register 17-2, configures the functions of the port pins.

REGISTER 17-1: ADCONO REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0
ADCS1	ADCS0	CHS2	CHS1	CHS0	GO/DONE	_	ADON
bit 7							bit 0

bit 7-6 ADCS1:ADCS0: A/D Conversion Clock Select bits (ADCON0 bits in **bold**)

ADCON1 <adcs2></adcs2>	ADCON0 <adcs1:adcs0></adcs1:adcs0>	Clock Conversion
0	00	Fosc/2
0	01	Fosc/8
0	10	Fosc/32
0	11	FRC (clock derived from the internal A/D RC oscillator)
1	0.0	Fosc/4
1	01	Fosc/16
1	10	Fosc/64
1	11	FRC (clock derived from the internal A/D RC oscillator)

bit 5-3 CHS2:CHS0: Analog Channel Select bits

000 = channel 0, (AN0)

001 = channel 1, (AN1)

010 = channel 2, (AN2)

011 = channel 3, (AN3)

100 = channel 4, (AN4)

101 = channel 5, (AN5)

110 = channel 6, (AN6)

111 = channel 7, (AN7)

Note: The PIC18F2X2 devices do not implement the full 8 A/D channels; the unimplemented selections are reserved. Do not select any unimplemented channel.

bit 2 GO/DONE: A/D Conversion Status bit

When ADON = 1:

- 1 = A/D conversion in progress (setting this bit starts the A/D conversion which is automatically cleared by hardware when the A/D conversion is complete)
- 0 = A/D conversion not in progress

bit 1 Unimplemented: Read as '0'

bit 0 **ADON:** A/D On bit

- 1 = A/D converter module is powered up
- 0 = A/D converter module is shut-off and consumes no operating current

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented	bit, read as '0'
- n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

17.2 Selecting the A/D Conversion Clock

The A/D conversion time per bit is defined as TAD. The A/D conversion requires 12 TAD per 10-bit conversion. The source of the A/D conversion clock is software selectable. The seven possible options for TAD are:

- 2 Tosc
- 4 Tosc
- 8 Tosc
- 16 Tosc
- 32 Tosc
- 64 Tosc
- Internal A/D module RC oscillator (2-6 μs)

For correct A/D conversions, the A/D conversion clock (TAD) must be selected to ensure a minimum TAD time of 1.6 μ s.

Table 17-1 shows the resultant TAD times derived from the device operating frequencies and the A/D clock source selected.

17.3 Configuring Analog Port Pins

The ADCON1, TRISA and TRISE registers control the operation of the A/D port pins. The port pins that are desired as analog inputs, must have their corresponding TRIS bits set (input). If the TRIS bit is cleared (output), the digital output level (VOH or VOL) will be converted.

The A/D operation is independent of the state of the CHS2:CHS0 bits and the TRIS bits.

- Note 1: When reading the port register, all pins configured as analog input channels will read as cleared (a low level). Pins configured as digital inputs will convert an analog input. Analog levels on a digitally configured input will not affect the conversion accuracy.
 - 2: Analog levels on any pin that is defined as a digital input (including the AN4:AN0 pins) may cause the input buffer to consume current that is out of the device's specification.

TABLE 17-1: TAD vs. DEVICE OPERATING FREQUENCIES

AD Clock	AD Clock Source (TAD)		ice Frequency
Operation	ADCS2:ADCS0	PIC18FXX2	PIC18LFXX2
2 Tosc	000	1.25 MHz	666 kHz
4 Tosc	100	2.50 MHz	1.33 MHz
8 Tosc	001	5.00 MHz	2.67 MHz
16 Tosc	101	10.00 MHz	5.33 MHz
32 Tosc	010	20.00 MHz	10.67 MHz
64 Tosc	110	40.00 MHz	21.33 MHz
RC	011	_	_

CPFSGT	Compare	f with W, sk	(ip if f > W	CPFSI	LT	Compare	f with W, sk	ip if f < W
Syntax:	[label] (CPFSGT f[,a]	Syntax	(:	[label] (CPFSLT f[,	a]
Operands:	$0 \le f \le 255$ $a \in [0,1]$	5		Opera	nds:	$0 \le f \le 258$ $a \in [0,1]$	5	
Operation:	(f) – (W), skip if (f) > (unsigned	· (W) comparison)	Operat	tion:	(f) – (W), skip if (f) < (unsigned	(W) comparison))
Status Affected:	None			Status	Affected:	None		
Encoding:	0110	010a ff:	ff ffff	Encodi	ing:	0110	000a ffi	ff ffff
Description:	memory lo of the W b unsigned If the conter fetched in: a NOP is e this a two- 0, the Acc selected, o If 'a' = 1, t	nts of WREG struction is di executed instruc- cycle instruc- ess Bank wil	greater than, then the iscarded and ead, making etion. If 'a' is il be e BSR value.	Descrip		memory lo of W by po subtraction If the conter instruction is execute two-cycle Access Ba is 1, the B (default).	s the contents ocation 'f' to the reforming and monerate of 'f' are noted of the contents of W, there is discarded dinstead, monerate of the contents of the c	he contents unsigned less than the fetched and a NOP aking this a f 'a' is 0, the elected. If 'a'
	(default).	is per the be	or i value	Words		1		
Words:	1			Cycles	s:	1(2) Note: 3 (cycles if skip	and follows
Cycles:	1(2)						a 2-word ins	
- ,	. ,	cycles if skip	and followed	Q Cvc	cle Activity:	-		
	by	a 2-word ins	struction.	۵,0,1	Q1	Q2	Q3	Q4
Q Cycle Activity:					Decode	Read	Process	No
Q1	Q2	Q3	Q4			register 'f'	Data	operation
Decode	Read	Process Data	No operation	If skip	:			
If okin:	register 'f'	Dala	operation	_	Q1	Q2	Q3	Q4
If skip: Q1	Q2	Q3	Q4		No	No	No	No
No	No	No No	No No		operation	operation	operation	operation
operation	operation	operation	operation	іт ѕкір		-	d instruction:	
If skip and follow	ed by 2-wor	d instruction:	<u> </u>		Q1	Q2	Q3	Q4
Q1	Q2	Q3	Q4		No operation	No operation	No operation	No operation
No	No	No	No		No	No	No	No
operation	operation	operation	operation	(operation	operation	operation	operation
No operation	No operation	No operation	No operation	Examp	ole:	HERE	CPFSLT REG,	1
Example:	HERE NGREATER GREATER	CPFSGT RE	EG, 0	·	efore Instru PC	NLESS LESS uction	: : : !dress (HERE	
Before Instru		droce (HEDE	١	Δf	W ter Instruc	= ? tion		

After Instruction

If REG

< W; PC = Address (LESS)

If REG \geq W;

PC = Address (NLESS)

PC If REG PC

PC W

After Instruction If REG

= Address (HERE)
= ?

W;

= Address (GREATER)
≤ W;

Address (NGREATER)

LFSR Load FSR

Syntax: [label] LFSR f,k

Operands: $0 \le f \le 2$

 $0 \le k \le 4095$

 $Operation: \qquad \quad k \to FSRf$

Status Affected: None

Encoding: 1110 1110 00ff $k_{11}kkk$ 1111 0000 $k_{7}kkk$ kkkk

Description: The 12-bit literal 'k' is loaded into

the file select register pointed to

by 'f'.

Words: 2 Cycles: 2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k' MSB	Process Data	Write literal 'k' MSB to FSRfH
Decode	Read literal 'k' LSB	Process Data	Write literal 'k' to FSRfL

Example: LFSR 2, 0x3AB

After Instruction

FSR2H = 0x03FSR2L = 0xAB

MOVF	Move f

Syntax: [label] MOVF f [,d [,a]

Operands: $0 \le f \le 255$

 $d \in [0,1]$ $a \in [0,1]$

Operation: $f \rightarrow dest$

Status Affected: N, Z

Encoding: 0101 00da ffff ffff

Description: The contents of register 'f' are

moved to a destination dependent upon the status of 'd'. If 'd' is 0, the result is placed in W. If 'd' is 1, the result is placed back in register 'f' (default). Location 'f' can be anywhere in the 256 byte bank. If 'a' is 0, the Access Bank will be

selected, overriding the BSR value.

If 'a' = 1, then the bank will be

selected as per the BSR value

(default).

Words: 1 Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read	Process	Write W
	register 'f'	Data	

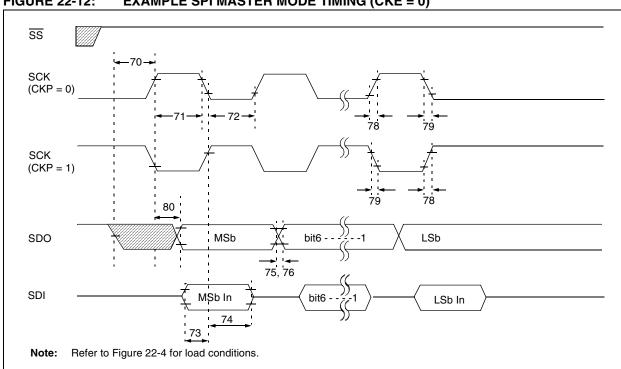
Example: MOVF REG, 0, 0

Before Instruction

REG = 0x22W = 0xFF

After Instruction

REG = 0x22W = 0x22



EXAMPLE SPI MASTER MODE TIMING (CKE = 0) FIGURE 22-12:

TABLE 22-11: EXAMPLE SPI MODE REQUIREMENTS (MASTER MODE, CKE = 0)

Param. No.	Symbol	Characteristic		Min	Max	Units	Conditions
70	TssL2scH, TssL2scL	SS↓ to SCK↓ or SCK↑ input		Tcy	_	ns	
71	TscH	SCK input high time	Continuous	1.25 Tcy + 30	_	ns	
71A		(Slave mode)	Single Byte	40	_	ns	(Note 1)
72	TscL	SCK input low time	Continuous	1.25 Tcy + 30	_	ns	
72A		(Slave mode)	Single Byte	40	_	ns	(Note 1)
73	TdiV2scH, TdiV2scL	Setup time of SDI data input to SCK edge		100	_	ns	
73A	Тв2в	Last clock edge of Byte1 to the 1st clock edge of Byte2		1.5 Tcy + 40	_	ns	(Note 2)
74	TscH2diL, TscL2diL	Hold time of SDI data input to SCK edge		100	_	ns	
75	TdoR	SDO data output rise time	PIC18FXXX	_	25	ns	
			PIC18 LF XXX	_	60	ns	VDD = 2V
76	TdoF	SDO data output fall time	PIC18FXXX	_	25	ns	
			PIC18 LF XXX	_	60	ns	VDD = 2V
78	TscR	SCK output rise time	PIC18FXXX	_	25	ns	
		(Master mode)	PIC18 LF XXX	_	60	ns	VDD = 2V
79	TscF	SCK output fall time (Master mode)	PIC18FXXX	_	25	ns	
			PIC18 LF XXX	_	60	ns	VDD = 2V
80	TscH2doV,	SDO data output valid after SCK	PIC18FXXX	_	50	ns	
	TscL2doV	edge	PIC18 LF XXX	_	150	ns	VDD = 2V

Note 1: Requires the use of Parameter # 73A.

2: Only if Parameter # 71A and # 72A are used.

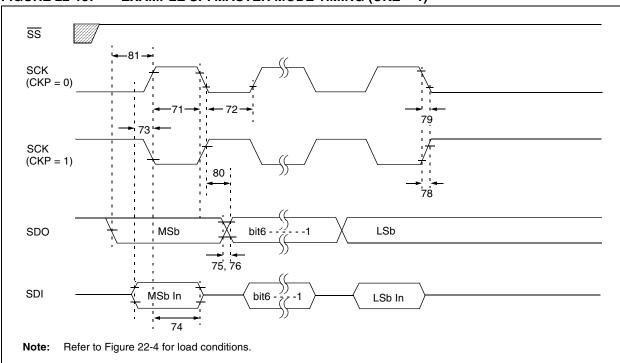


FIGURE 22-13: EXAMPLE SPI MASTER MODE TIMING (CKE = 1)

TABLE 22-12: EXAMPLE SPI MODE REQUIREMENTS (MASTER MODE, CKE = 1)

Param. No.	Symbol	Characteristic		Min	Max	Units	Conditions
71	TscH	SCK input high time	Continuous	1.25 Tcy + 30	_	ns	
71A		(Slave mode)	Single Byte	40	_	ns	(Note 1)
72	TscL	SCK input low time	Continuous	1.25 Tcy + 30	_	ns	
72A		(Slave mode)	Single Byte	40	_	ns	(Note 1)
73	TdiV2scH, TdiV2scL	Setup time of SDI data input to SCK edge		100	_	ns	
73A	Тв2в	Last clock edge of Byte1 to the 1st clock edge of Byte2		1.5 Tcy + 40	_	ns	(Note 2)
74	TscH2diL, TscL2diL	Hold time of SDI data input to SCK edge		100	_	ns	
75	TdoR	SDO data output rise time	PIC18FXXX	_	25	ns	
			PIC18 LF XXX	_	60	ns	VDD = 2V
76	TdoF	SDO data output fall time	PIC18FXXX	_	25	ns	
			PIC18 LF XXX	_	60	ns	VDD = 2V
78	TscR	SCK output rise time (Master mode)	PIC18FXXX	_	25	ns	
			PIC18 LF XXX	_	60	ns	VDD = 2V
79	TscF	SCK output fall time (Master mode)	PIC18FXXX	_	25	ns	
			PIC18 LF XXX	_	60	ns	VDD = 2V
80	TscH2doV,	SDO data output valid after SCK	PIC18FXXX	_	50	ns	
	TscL2doV	edge	PIC18 LF XXX	_	150	ns	VDD = 2V
81	TdoV2scH, TdoV2scL	SDO data output setup to SCK edge	•	Tcy	_	ns	

Note 1: Requires the use of Parameter # 73A.

2: Only if Parameter # 71A and # 72A are used.

FIGURE 22-16: I²C BUS START/STOP BITS TIMING

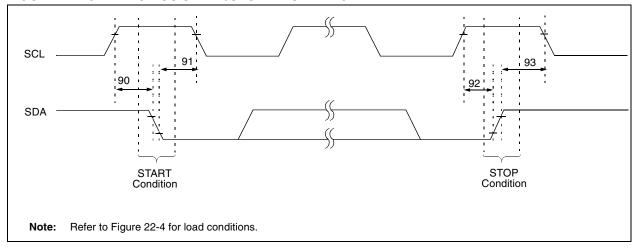
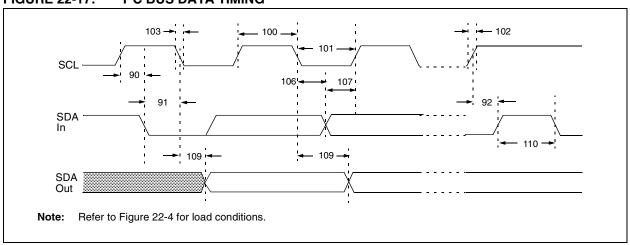


TABLE 22-15: I²C BUS START/STOP BITS REQUIREMENTS (SLAVE MODE)

Param. No.	Symbol	Characte	eristic	Min	Max	Units	Conditions
90	Tsu:sta	START condition	100 kHz mode	4700	_	ns	Only relevant for Repeated
		Setup time	400 kHz mode	600	_		START condition
91	THD:STA	START condition	100 kHz mode	4000	_	ns	After this period, the first
		Hold time	400 kHz mode	600	_		clock pulse is generated
92	Tsu:sto	STOP condition	100 kHz mode	4700	_	ns	
		Setup time	400 kHz mode	600	_		
93	THD:STO	STOP condition	100 kHz mode	4000	_	ns	
		Hold time	400 kHz mode	600	_		

FIGURE 22-17: I²C BUS DATA TIMING



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