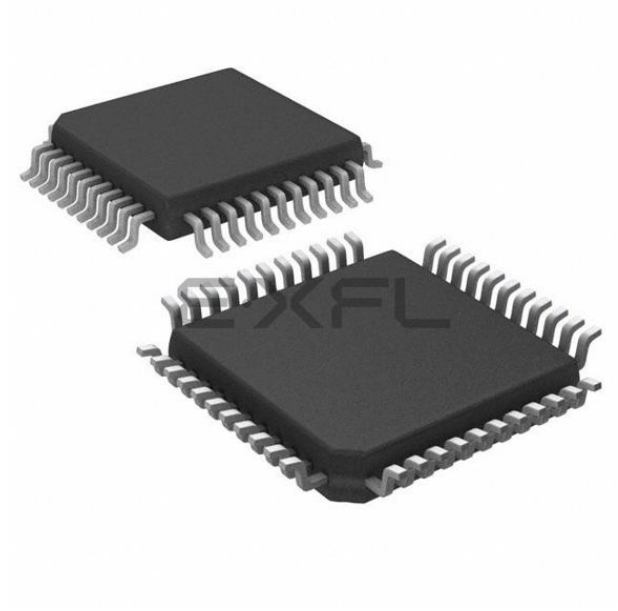

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Applications of "Embedded - Microcontrollers"

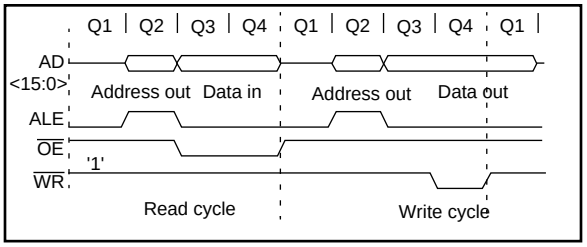
Details	
Product Status	Obsolete
Core Processor	PIC
Core Size	8-Bit
Speed	16MHz
Connectivity	UART/USART
Peripherals	POR, PWM, WDT
Number of I/O	33
Program Memory Size	4KB (2K x 16)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	232 x 8
Voltage - Supply (Vcc/Vdd)	4.5V ~ 6V
Data Converters	-
Oscillator Type	External
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Surface Mount
Package / Case	44-QFP
Supplier Device Package	44-MQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic17c42at-16-pq

NOTES:

6.1.2 EXTERNAL MEMORY INTERFACE

When either microprocessor or extended microcontroller mode is selected, PORTC, PORTD and PORTE are configured as the system bus. PORTC and PORTD are the multiplexed address/data bus and PORTE is for the control signals. External components are needed to demultiplex the address and data. This can be done as shown in Figure 6-4. The waveforms of address and data are shown in Figure 6-3. For complete timings, please refer to the electrical specification section.

FIGURE 6-3: EXTERNAL PROGRAM MEMORY ACCESS WAVEFORMS



The system bus requires that there is no bus conflict (minimal leakage), so the output value (address) will be capacitively held at the desired value.

As the speed of the processor increases, external EPROM memory with faster access time must be used. Table 6-2 lists external memory speed requirements for a given PIC17C4X device frequency.

In extended microcontroller mode, when the device is executing out of internal memory, the control signals will continue to be active. That is, they indicate the action that is occurring in the internal memory. The external memory access is ignored.

This following selection is for use with Microchip EPROMs. For interfacing to other manufacturers memory, please refer to the electrical specifications of the desired PIC17C4X device, as well as the desired memory device to ensure compatibility.

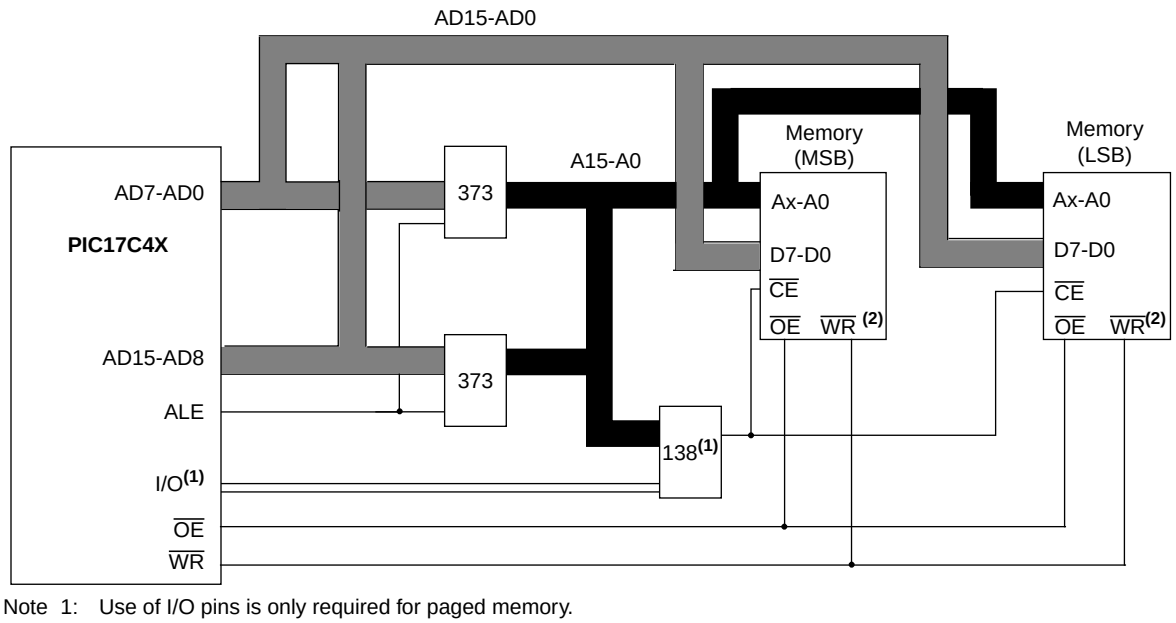
TABLE 6-2: EPROM MEMORY ACCESS TIME ORDERING SUFFIX

PIC17C4X Oscillator Frequency	Instruction Cycle Time (TCY)	EPROM Suffix	
		PIC17C42	PIC17C43 PIC17C44
8 MHz	500 ns	-25	-25
16 MHz	250 ns	-12	-15
20 MHz	200 ns	-90	-10
25 MHz	160 ns	N.A.	-70
33 MHz	121 ns	N.A.	(1)

Note 1: The access times for this requires the use of fast SRAMS.

Note: The external memory interface is not supported for the LC devices.

FIGURE 6-4: TYPICAL EXTERNAL PROGRAM MEMORY CONNECTION DIAGRAM



Note 1: Use of I/O pins is only required for paged memory.
2: This signal is unused for ROM and EPROM devices.

6.2.2.1 ALU STATUS REGISTER (ALUSTA)

The ALUSTA register contains the status bits of the Arithmetic and Logic Unit and the mode control bits for the indirect addressing register.

As with all the other registers, the ALUSTA register can be the destination for any instruction. If the ALUSTA register is the destination for an instruction that affects the Z, DC or C bits, then the write to these three bits is disabled. These bits are set or cleared according to the device logic. Therefore, the result of an instruction with the ALUSTA register as destination may be different than intended.

For example, `CLRF ALUSTA` will clear the upper four bits and set the Z bit. This leaves the ALUSTA register as `0000u1uu` (where u = unchanged).

It is recommended, therefore, that only `BCF`, `BSF`, `SWAPF` and `MOVWF` instructions be used to alter the ALUSTA register because these instructions do not affect any status bit. To see how other instructions affect the status bits, see the "Instruction Set Summary."

Note 1: The C and DC bits operate as a $\overline{\text{borrow}}$ out bit in subtraction. See the `SUBLW` and `SUBWF` instructions for examples.

Note 2: The overflow bit will be set if the 2's complement result exceeds +127 or is less than -128.

Arithmetic and Logic Unit (ALU) is capable of carrying out arithmetic or logical operations on two operands or a single operand. All single operand instructions operate either on the WREG register or a file register. For two operand instructions, one of the operands is the WREG register and the other one is either a file register or an 8-bit immediate constant.

FIGURE 6-7: ALUSTA REGISTER (ADDRESS: 04h, UNBANKED)

R/W - 1	R/W - 1	R/W - 1	R/W - 1	R/W - x	R/W - x	R/W - x	R/W - x
FS3	FS2	FS1	FS0	OV	Z	DC	C
bit7							bit0

R = Readable bit
W = Writable bit
-n = Value at POR reset
(x = unknown)

bit 7-6: **FS3:FS2**: FSR1 Mode Select bits
00 = Post auto-decrement FSR1 value
01 = Post auto-increment FSR1 value
1x = FSR1 value does not change

bit 5-4: **FS1:FS0**: FSR0 Mode Select bits
00 = Post auto-decrement FSR0 value
01 = Post auto-increment FSR0 value
1x = FSR0 value does not change

bit 3: **OV**: Overflow bit
This bit is used for signed arithmetic (2's complement). It indicates an overflow of the 7-bit magnitude, which causes the sign bit (bit7) to change state.
1 = Overflow occurred for signed arithmetic, (in this arithmetic operation)
0 = No overflow occurred

bit 2: **Z**: Zero bit
1 = The result of an arithmetic or logic operation is zero
0 = The results of an arithmetic or logic operation is not zero

bit 1: **DC**: Digit carry/$\overline{\text{borrow}}$ bit
For `ADDWF` and `ADDLW` instructions.
1 = A carry-out from the 4th low order bit of the result occurred
0 = No carry-out from the 4th low order bit of the result
Note: For borrow the polarity is reversed.

bit 0: **C**: carry/$\overline{\text{borrow}}$ bit
For `ADDWF` and `ADDLW` instructions.
1 = A carry-out from the most significant bit of the result occurred
Note that a subtraction is executed by adding the two's complement of the second operand. For rotate (`RRCF`, `RLCF`) instructions, this bit is loaded with either the high or low order bit of the source register.
0 = No carry-out from the most significant bit of the result
Note: For borrow the polarity is reversed.

7.3 Table Reads

The table read allows the program memory to be read. This allows constant data to be stored in the program memory space, and retrieved into data memory when needed. Example 7-2 reads the 16-bit value at program memory address TBLPTR. After the dummy byte has been read from the TABLATH, the TABLATH is loaded with the 16-bit data from program memory address TBLPTR + 1. The first read loads the data into the latch, and can be considered a dummy read (unknown data loaded into 'f'). INDF0 should be configured for either auto-increment or auto-decrement.

EXAMPLE 7-2: TABLE READ

```
MOVLW   HIGH (TBL_ADDR) ; Load the Table
MOVWF   TBLPTRH         ;   address
MOVLW   LOW (TBL_ADDR)  ;
MOVWF   TBLPTRL         ;
TABLRD  0,0,DUMMY       ; Dummy read,
                        ;  Updates TABLATCH
TLRD    1, INDF0        ; Read HI byte
                        ;   of TABLATCH
TABLRD  0,1,INDF0       ; Read LO byte
                        ;   of TABLATCH and
                        ;   Update TABLATCH
```

FIGURE 7-7: TABLRD TIMING

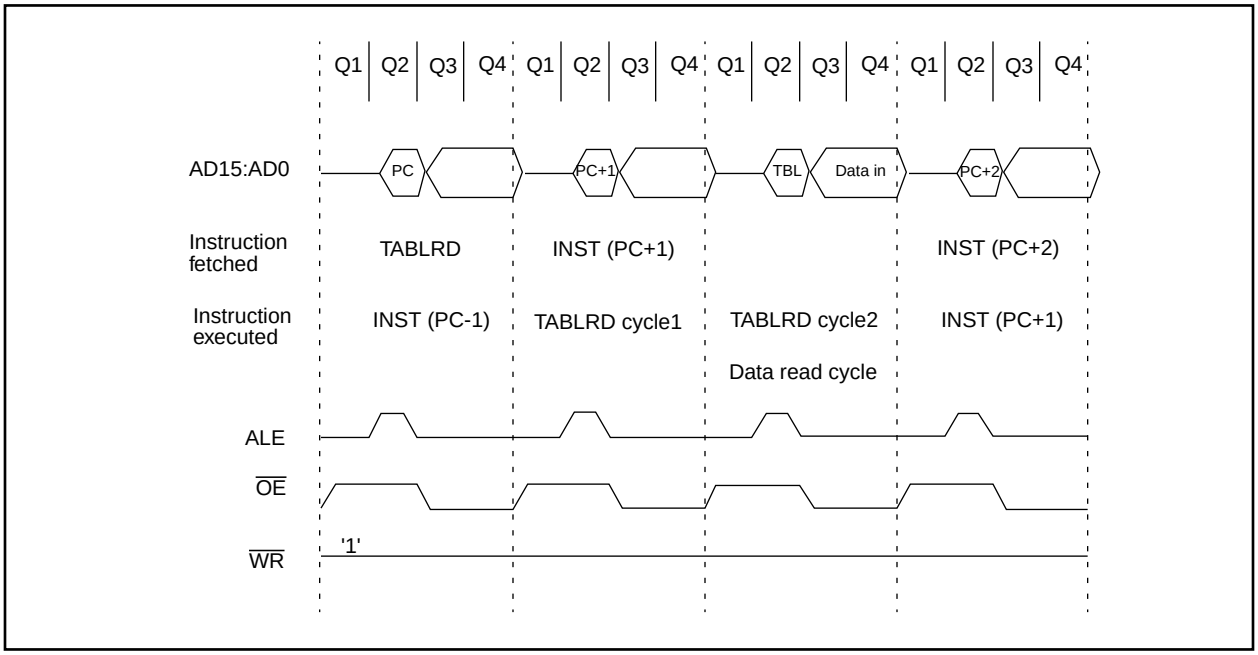
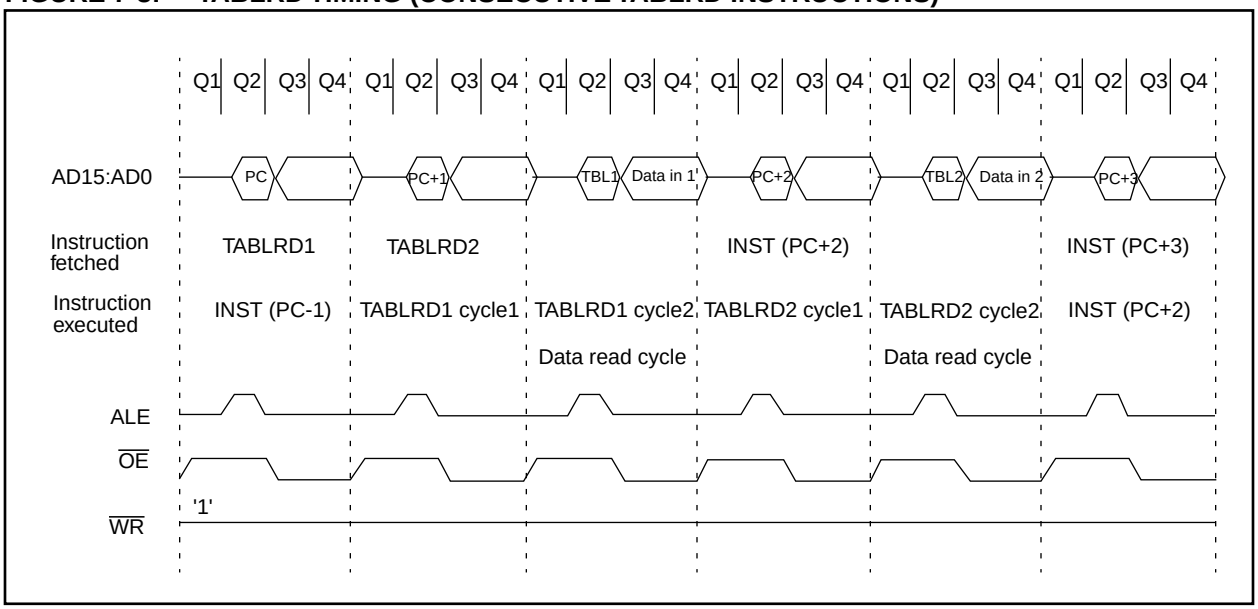


FIGURE 7-8: TABLRD TIMING (CONSECUTIVE TABLRD INSTRUCTIONS)



Example 9-1 shows the instruction sequence to initialize PORTB. The Bank Select Register (BSR) must be selected to Bank 0 for the port to be initialized.

EXAMPLE 9-1: INITIALIZING PORTB

```
MOVLB 0         ; Select Bank 0
CLRF  PORTB     ; Initialize PORTB by clearing
                ;  output data latches
MOVLW 0xCF      ; Value used to initialize
                ;  data direction
MOVWF DDRB      ;  Set RB<3:0> as inputs
                ;   RB<5:4> as outputs
                ;   RB<7:6> as inputs
```

TABLE 9-3: PORTB FUNCTIONS

Name	Bit	Buffer Type	Function
RB0/CAP1	bit0	ST	Input/Output or the RB0/CAP1 input pin. Software programmable weak pull-up and interrupt on change features.
RB1/CAP2	bit1	ST	Input/Output or the RB1/CAP2 input pin. Software programmable weak pull-up and interrupt on change features.
RB2/PWM1	bit2	ST	Input/Output or the RB2/PWM1 output pin. Software programmable weak pull-up and interrupt on change features.
RB3/PWM2	bit3	ST	Input/Output or the RB3/PWM2 output pin. Software programmable weak pull-up and interrupt on change features.
RB4/TCLK12	bit4	ST	Input/Output or the external clock input to Timer1 and Timer2. Software programmable weak pull-up and interrupt on change features.
RB5/TCLK3	bit5	ST	Input/Output or the external clock input to Timer3. Software programmable weak pull-up and interrupt on change features.
RB6	bit6	ST	Input/Output pin. Software programmable weak pull-up and interrupt on change features.
RB7	bit7	ST	Input/Output pin. Software programmable weak pull-up and interrupt on change features.

Legend: ST = Schmitt Trigger input.

TABLE 9-4: REGISTERS/BITS ASSOCIATED WITH PORTB

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power-on Reset	Value on all other resets (Note1)
12h, Bank 0	PORTB	PORTB data latch								xxxx xxxx	uuuu uuuu
11h, Bank 0	DDRB	Data direction register for PORTB								1111 1111	1111 1111
10h, Bank 0	PORTA	$\overline{RBPU}$	—	RA5	RA4	RA3	RA2	RA1/T0CKI	RA0/INT	0-xx xxxx	0-uu uuuu
06h, Unbanked	CPUSTA	—	—	STKAV	GLINTD	$\overline{TO}$	$\overline{PD}$	—	—	--11 11--	--11 qq--
07h, Unbanked	INTSTA	PEIF	T0CKIF	T0IF	INTF	PEIE	T0CKIE	T0IE	INTE	0000 0000	0000 0000
16h, Bank 1	PIR	RBIF	TMR3IF	TMR2IF	TMR1IF	CA2IF	CA1IF	TXIF	RCIF	0000 0010	0000 0010
17h, Bank 1	PIE	RBIE	TMR3IE	TMR2IE	TMR1IE	CA2IE	CA1IE	TXIE	RCIE	0000 0000	0000 0000
16h, Bank 3	TCON1	CA2ED1	CA2ED0	CA1ED1	CA1ED0	T16	TMR3CS	TMR2CS	TMR1CS	0000 0000	0000 0000
17h, Bank 3	TCON2	CA2OVF	CA1OVF	PWM2ON	PWM1ON	CA1/$\overline{PR3}$	TMR3ON	TMR2ON	TMR1ON	0000 0000	0000 0000

Legend: x = unknown, u = unchanged, - = unimplemented read as '0', q = Value depends on condition.
Shaded cells are not used by PORTB.

Note 1: Other (non power-up) resets include: external reset through $\overline{MCLR}$ and the Watchdog Timer Reset.

9.5 I/O Programming Considerations

9.5.1 BI-DIRECTIONAL I/O PORTS

Any instruction which writes, operates internally as a read followed by a write operation. For example, the BCF and BSF instructions read the register into the CPU, execute the bit operation, and write the result back to the register. Caution must be used when these instructions are applied to a port with both inputs and outputs defined. For example, a BSF operation on bit5 of PORTB will cause all eight bits of PORTB to be read into the CPU. Then the BSF operation takes place on bit5 and PORTB is written to the output latches. If another bit of PORTB is used as a bi-directional I/O pin (e.g. bit0) and it is defined as an input at this time, the input signal present on the pin itself would be read into the CPU and re-written to the data latch of this particular pin, overwriting the previous content. As long as the pin stays in the input mode, no problem occurs. However, if bit0 is switched into output mode later on, the content of the data latch may now be unknown.

Reading a port reads the values of the port pins. Writing to the port register writes the value to the port latch. When using read-modify-write instructions (BCF, BSF, BTG, etc.) on a port, the value of the port pins is read, the desired operation is performed with this value, and the value is then written to the port latch.

Example 9-5 shows the effect of two sequential read-modify-write instructions on an I/O port.

EXAMPLE 9-5: READ MODIFY WRITE INSTRUCTIONS ON AN I/O PORT

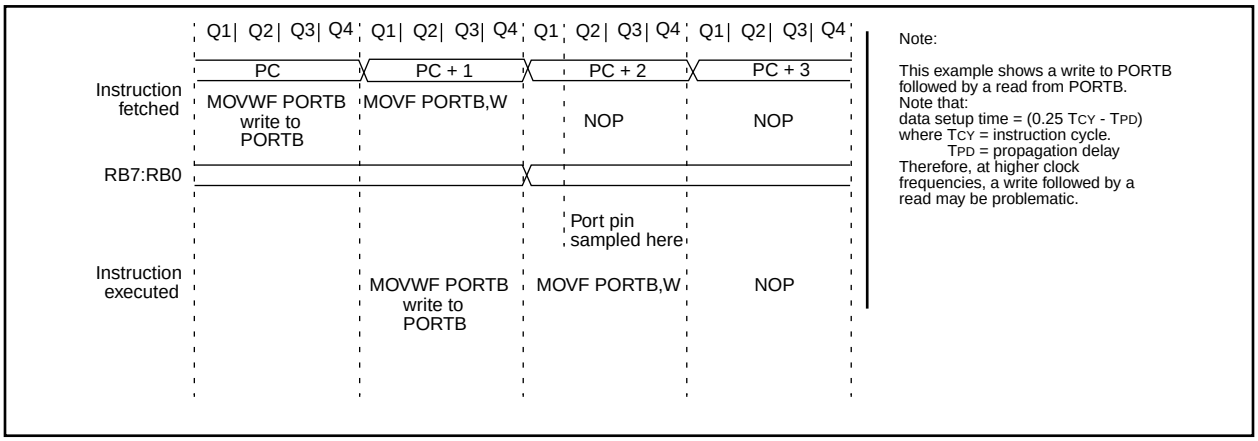
```
; Initial PORT settings: PORTB<7:4> Inputs
;                        PORTB<3:0> Outputs
; PORTB<7:6> have pull-ups and are
; not connected to other circuitry
;
;                       PORT latch  PORT pins
;                       ----------  ---------
;
   BCF   PORTB, 7       01pp pppp   11pp pppp
   BCF   PORTB, 6       10pp pppp   11pp pppp
;
   BCF   DDRB, 7        10pp pppp   11pp pppp
   BCF   DDRB, 6        10pp pppp   10pp pppp
;
; Note that the user may have expected the
; pin values to be 00pp pppp. The 2nd BCF
; caused RB7 to be latched as the pin value
; (High).
```

Note:	A pin actively outputting a Low or High should not be driven from external devices in order to change the level on this pin (i.e. “wired-or”, “wired-and”). The resulting high output currents may damage the device.

9.5.2 SUCCESSIVE OPERATIONS ON I/O PORTS

The actual write to an I/O port happens at the end of an instruction cycle, whereas for reading, the data must be valid at the beginning of the instruction cycle (Figure 9-9). Therefore, care must be exercised if a write followed by a read operation is carried out on the same I/O port. The sequence of instructions should be such to allow the pin voltage to stabilize (load dependent) before executing the instruction that reads the values on that I/O port. Otherwise, the previous state of that pin may be read into the CPU rather than the “new” state. When in doubt, it is better to separate these instructions with a NOP or another instruction not accessing this I/O port.

FIGURE 9-9: SUCCESSIVE I/O OPERATION



10.0 OVERVIEW OF TIMER RESOURCES

The PIC17C4X has four timer modules. Each module can generate an interrupt to indicate that an event has occurred. These timers are called:

- Timer0 - 16-bit timer with programmable 8-bit prescaler
- Timer1 - 8-bit timer
- Timer2 - 8-bit timer
- Timer3 - 16-bit timer

For enhanced time-base functionality, two input Captures and two Pulse Width Modulation (PWM) outputs are possible. The PWMs use the TMR1 and TMR2 resources and the input Captures use the TMR3 resource.

10.1 Timer0 Overview

The Timer0 module is a simple 16-bit overflow counter. The clock source can be either the internal system clock (Fosc/4) or an external clock.

The Timer0 module also has a programmable prescaler option. The PS3:PS0 bits (T0STA<4:1>) determine the prescaler value. TMR0 can increment at the following rates: 1:1, 1:2, 1:4, 1:8, 1:16, 1:32, 1:64, 1:128, 1:256.

When TImer0's clock source is an external clock, the Timer0 module can be selected to increment on either the rising or falling edge.

Synchronization of the external clock occurs after the prescaler. When the prescaler is used, the external clock frequency may be higher then the device's frequency. The maximum frequency is 50 MHz, given the high and low time requirements of the clock.

10.2 Timer1 Overview

The TImer0 module is an 8-bit timer/counter with an 8-bit period register (PR1). When the TMR1 value rolls over from the period match value to 0h, the TMR1IF flag is set, and an interrupt will be generated when enabled. In counter mode, the clock comes from the RB4/TCLK12 pin, which can also be selected to be the clock for the Timer2 module.

TMR1 can be concatenated to TMR2 to form a 16-bit timer. The TMR1 register is the LSB and TMR2 is the MSB. When in the 16-bit timer mode, there is a corresponding 16-bit period register (PR2:PR1). When the TMR2:TMR1 value rolls over from the period match value to 0h, the TMR1IF flag is set, and an interrupt will be generated when enabled.

10.3 Timer2 Overview

The TMR2 module is an 8-bit timer/counter with an 8-bit period register (PR2). When the TMR2 value rolls over from the period match value to 0h, the TMR2IF flag is set, and an interrupt will be generated when enabled. In counter mode, the clock comes from the RB4/TCLK12 pin, which can also be selected to be the clock for the TMR1 module.

TMR1 can be concatenated to TMR2 to form a 16-bit timer. The TMR2 register is the MSB and TMR1 is the LSB. When in the 16-bit timer mode, there is a corresponding 16-bit period register (PR2:PR1). When the TMR2:TMR1 value rolls over from the period match value to 0h, the TMR1IF flag is set, and an interrupt will be generated when enabled.

10.4 Timer3 Overview

The TImer3 module is a 16-bit timer/counter with a 16-bit period register. When the TMR3H:TMR3L value rolls over to 0h, the TMR3IF bit is set and an interrupt will be generated when enabled. In counter mode, the clock comes from the RB5/TCLK3 pin.

When operating in the dual capture mode, the period registers become the second 16-bit capture register.

10.5 Role of the Timer/Counters

The timer modules are general purpose, but have dedicated resources associated with them. TImer1 and Timer2 are the time-bases for the two Pulse Width Modulation (PWM) outputs, while Timer3 is the time-base for the two input captures.

11.0 TIMER0

The Timer0 module consists of a 16-bit timer/counter, TMR0. The high byte is TMR0H and the low byte is TMR0L. A software programmable 8-bit prescaler makes an effective 24-bit overflow timer. The clock source is also software programmable as either the internal instruction clock or the RA1/T0CKI pin. The control bits for this module are in register T0STA (Figure 11-1).

FIGURE 11-1: T0STA REGISTER (ADDRESS: 05h, UNBANKED)

R/W - 0	R/W - 0	R/W - 0	R/W - 0	R/W - 0	R/W - 0	R/W - 0	U - 0
INTEDG	T0SE	T0CS	PS3	PS2	PS1	PS0	—
bit7							bit0

R = Readable bit
W = Writable bit
U = Unimplemented, Read as '0'
-n = Value at POR reset

bit 7: **INTEDG**: RA0/INT Pin Interrupt Edge Select bit
This bit selects the edge upon which the interrupt is detected
1 = Rising edge of RA0/INT pin generates interrupt
0 = Falling edge of RA0/INT pin generates interrupt

bit 6: **T0SE**: Timer0 Clock Input Edge Select bit
This bit selects the edge upon which TMR0 will increment
When T0CS = 0
1 = Rising edge of RA1/T0CKI pin increments TMR0 and/or generates a T0CKIF interrupt
0 = Falling edge of RA1/T0CKI pin increments TMR0 and/or generates a T0CKIF interrupt
When T0CS = 1
Don't care

bit 5: **T0CS**: Timer0 Clock Source Select bit
This bit selects the clock source for TMR0.
1 = Internal instruction clock cycle (T_{CY})
0 = T0CKI pin

bit 4-1: **PS3:PS0**: Timer0 Prescale Selection bits
These bits select the prescale value for TMR0.

PS3:PS0	Prescale Value
0000	1:1
0001	1:2
0010	1:4
0011	1:8
0100	1:16
0101	1:32
0110	1:64
0111	1:128
1xxx	1:256

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

12.1.3 USING PULSE WIDTH MODULATION (PWM) OUTPUTS WITH TMR1 AND TMR2

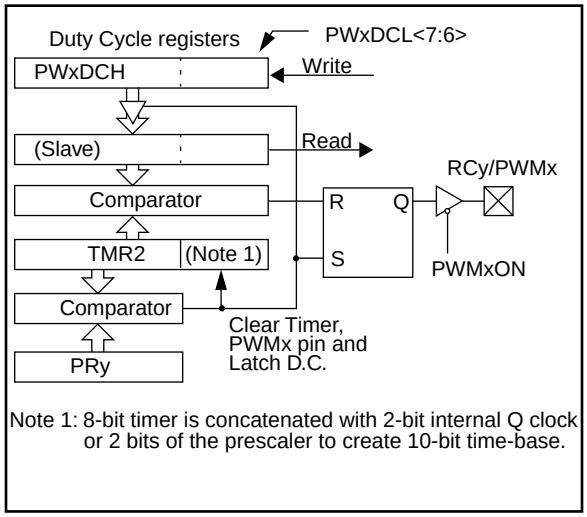
Two high speed pulse width modulation (PWM) outputs are provided. The PWM1 output uses Timer1 as its time-base, while PWM2 may be software configured to use either Timer1 or Timer2 as the time-base. The PWM outputs are on the RB2/PWM1 and RB3/PWM2 pins.

Each PWM output has a maximum resolution of 10-bits. At 10-bit resolution, the PWM output frequency is 24.4 kHz (@ 25 MHz clock) and at 8-bit resolution the PWM output frequency is 97.7 kHz. The duty cycle of the output can vary from 0% to 100%.

Figure 12-5 shows a simplified block diagram of the PWM module. The duty cycle register is double buffered for glitch free operation. Figure 12-6 shows how a glitch could occur if the duty cycle registers were not double buffered.

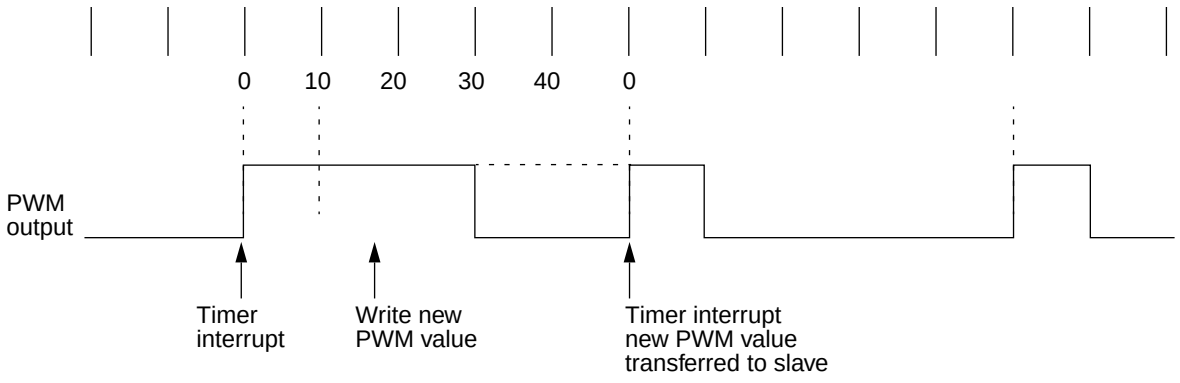
The user needs to set the PWM1ON bit (TCON2<4>) to enable the PWM1 output. When the PWM1ON bit is set, the RB2/PWM1 pin is configured as PWM1 output and forced as an output irrespective of the data direction bit (DDRB<2>). When the PWM1ON bit is clear, the pin behaves as a port pin and its direction is controlled by its data direction bit (DDRB<2>). Similarly, the PWM2ON (TCON2<5>) bit controls the configuration of the RB3/PWM2 pin.

FIGURE 12-5: SIMPLIFIED PWM BLOCK DIAGRAM



Note 1: 8-bit timer is concatenated with 2-bit internal Q clock or 2 bits of the prescaler to create 10-bit time-base.

FIGURE 12-6: PWM OUTPUT



Note The dotted line shows PWM output if duty cycle registers were not double buffered. If the new duty cycle is written after the timer has passed that value, then the PWM does not reset at all during the current cycle causing a “glitch”.

In this example, PWM period = 50. Old duty cycle is 30. New duty cycle value is 10.

12.2.3 EXTERNAL CLOCK INPUT FOR TIMER3

When TMR3CS is set, the 16-bit TMR3 increments on the falling edge of clock input TCLK3. The input on the RB5/TCLK3 pin is sampled and synchronized by the internal phase clocks twice every instruction cycle. This causes a delay from the time a falling edge appears on TCLK3 to the time TMR3 is actually incremented. For the external clock input timing requirements, see the Electrical Specification section. Figure 12-9 shows the timing diagram when operating from an external clock.

12.2.4 READING/WRITING TIMER3

Since Timer3 is a 16-bit timer and only 8-bits at a time can be read or written, care should be taken when reading or writing while the timer is running. The best method to read or write the timer is to stop the timer, perform any read or write operation, and then restart Timer3 (using the TMR3ON bit). However, if it is necessary to keep Timer3 free-running, care must be taken. For writing to the 16-bit TMR3, Example 12-2 may be used. For reading the 16-bit TMR3, Example 12-3 may be used. Interrupts must be disabled during this routine.

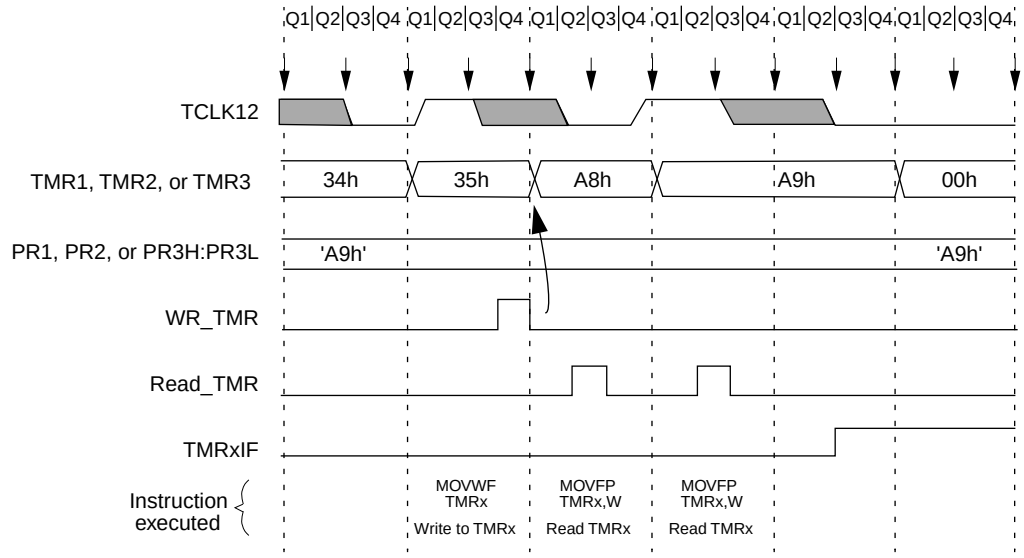
EXAMPLE 12-2: WRITING TO TMR3

```
BSF   CPUSTA, GLINTD ;Disable interrupt
MOVFP RAM_L,  TMR3L  ;
MOVFP RAM_H,  TMR3H  ;
BCF   CPUSTA, GLINTD ;Done,enable interrupt
```

EXAMPLE 12-3: READING FROM TMR3

```
MOVPF   TMR3L, TMPLO    ;read low tmr0
MOVPF   TMR3H, TMPHI    ;read high tmr0
MOVFP   TMPLO, WREG     ;tmplo -> wreg
CPFSLT  TMR3L, WREG     ;tmr0l < wreg?
RETURN                  ;no then return
MOVPF   TMR3L, TMPLO    ;read low tmr0
MOVPF   TMR3H, TMPHI    ;read high tmr0
RETURN                  ;return
```

FIGURE 12-9: TMR1, TMR2, AND TMR3 OPERATION IN EXTERNAL CLOCK MODE



Note 1: TCLK12 is sampled in Q2 and Q4.
2: ↓ indicates a sampling point.
3: The latency from TCLK12 ↓ to timer increment is between 2Tosc and 6Tosc.

14.1 Configuration Bits

The PIC17CXX has up to seven configuration locations (Table 14-1). These locations can be programmed (read as '0') or left unprogrammed (read as '1') to select various device configurations. Any write to a configuration location, regardless of the data, will program that configuration bit. A TABLWT instruction is required to write to program memory locations. The configuration bits can be read by using the TABLRD instructions. Reading any configuration location between FE00h and FE07h will read the low byte of the configuration word (Figure 14-1) into the TABLATL register. The TABLATH register will be FFh. Reading a configuration location between FE08h and FE0Fh will read the high byte of the configuration word into the TABLATL register. The TABLATH register will be FFh.

Addresses FE00h thorough FE0Fh are only in the program memory space for microcontroller and code protected microcontroller modes. A device programmer will be able to read the configuration word in any processor mode. See programming specifications for more detail.

TABLE 14-1: CONFIGURATION LOCATIONS

Bit	Address
FOSC0	FE00h
FOSC1	FE01h
WDTPS0	FE02h
WDTPS1	FE03h
PM0	FE04h
PM1	FE06h
PM2 (1)	FE0Fh (1)

Note 1: This location does not exist on the PIC17C42.

Note:	When programming the desired configuration locations, they must be programmed in ascending order. Starting with address FE00h.

14.2 Oscillator Configurations

14.2.1 OSCILLATOR TYPES

The PIC17CXX can be operated in four different oscillator modes. The user can program two configuration bits (FOSC1:FOSC0) to select one of these four modes:

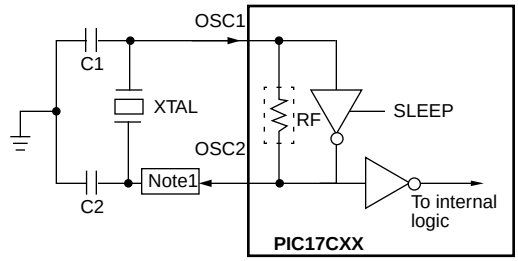
- LF: Low Power Crystal
- XT: Crystal/Resonator
- EC: External Clock Input
- RC: Resistor/Capacitor

14.2.2 CRYSTAL OSCILLATOR / CERAMIC RESONATORS

In XT or LF modes, a crystal or ceramic resonator is connected to the OSC1/CLKIN and OSC2/CLKOUT pins to establish oscillation (Figure 14-2). The PIC17CXX Oscillator design requires the use of a parallel cut crystal. Use of a series cut crystal may give a frequency out of the crystal manufacturers specifications.

For frequencies above 20 MHz, it is common for the crystal to be an overtone mode crystal. Use of overtone mode crystals require a tank circuit to attenuate the gain at the fundamental frequency. Figure 14-3 shows an example of this.

FIGURE 14-2: CRYSTAL OR CERAMIC RESONATOR OPERATION (XT OR LF OSC CONFIGURATION)



See Table 14-2 and Table 14-3 for recommended values of C1 and C2.

Note 1: A series resistor may be required for AT strip cut crystals.

FIGURE 14-8: WATCHDOG TIMER BLOCK DIAGRAM

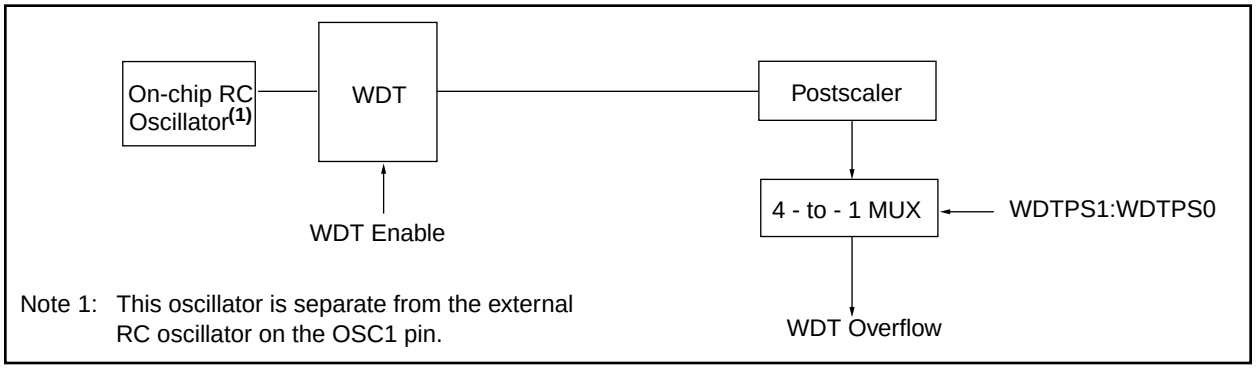


TABLE 14-4: REGISTERS/BITS ASSOCIATED WITH THE WATCHDOG TIMER

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power-on Reset	Value on all other resets (Note1)
—	Config	—	PM1	—	PM0	WDTPS1	WDTPS0	FOSC1	FOSC0	(Note 2)	(Note 2)
06h, Unbanked	CPUSTA	—	—	STKAV	GLINTD	$\overline{TO}$	$\overline{PD}$	—	—	--11 11--	--11 qq--

Legend: - = unimplemented read as '0', q - value depends on condition, shaded cells are not used by the WDT.
Note 1: Other (non power-up) resets include: external reset through $\overline{MCLR}$ and Watchdog Timer Reset.
2: This value will be as the device was programmed, or if unprogrammed, will read as all '1's.

14.4 Power-down Mode (SLEEP)

The Power-down mode is entered by executing a SLEEP instruction. This clears the Watchdog Timer and postscaler (if enabled). The $\overline{PD}$ bit is cleared and the $\overline{TO}$ bit is set (in the CPUSTA register). In SLEEP mode, the oscillator driver is turned off. The I/O ports maintain their status (driving high, low, or hi-impedance).

The $\overline{MCLR}/V_{PP}$ pin must be at a logic high level (V_{IHMC}). A WDT time-out RESET does not drive the $\overline{MCLR}/V_{PP}$ pin low.

14.4.1 WAKE-UP FROM SLEEP

The device can wake up from SLEEP through one of the following events:

- A POR reset
- External reset input on $\overline{MCLR}/V_{PP}$ pin
- WDT Reset (if WDT was enabled)
- Interrupt from RA0/INT pin, RB port change, T0CKI interrupt, or some Peripheral Interrupts

The following peripheral interrupts can wake-up from SLEEP:

- Capture1 interrupt
- Capture2 interrupt
- USART synchronous slave transmit interrupt
- USART synchronous slave receive interrupt

Other peripherals can not generate interrupts since during SLEEP, no on-chip Q clocks are present.

Any reset event will cause a device reset. Any interrupt event is considered a continuation of program execution. The $\overline{TO}$ and $\overline{PD}$ bits in the CPUSTA register can be used to determine the cause of device reset. The $\overline{PD}$ bit, which is set on power-up, is cleared when SLEEP is invoked. The $\overline{TO}$ bit is cleared if WDT time-out occurred (and caused wake-up).

When the SLEEP instruction is being executed, the next instruction (PC + 1) is pre-fetched. For the device to wake-up through an interrupt event, the corresponding interrupt enable bit must be set (enabled). Wake-up is regardless of the state of the GLINTD bit. If the GLINTD bit is set (disabled), the device continues execution at the instruction after the SLEEP instruction. If the GLINTD bit is clear (enabled), the device executes the instruction after the SLEEP instruction and then branches to the interrupt vector address. In cases where the execution of the instruction following SLEEP is not desirable, the user should have a NOP after the SLEEP instruction.

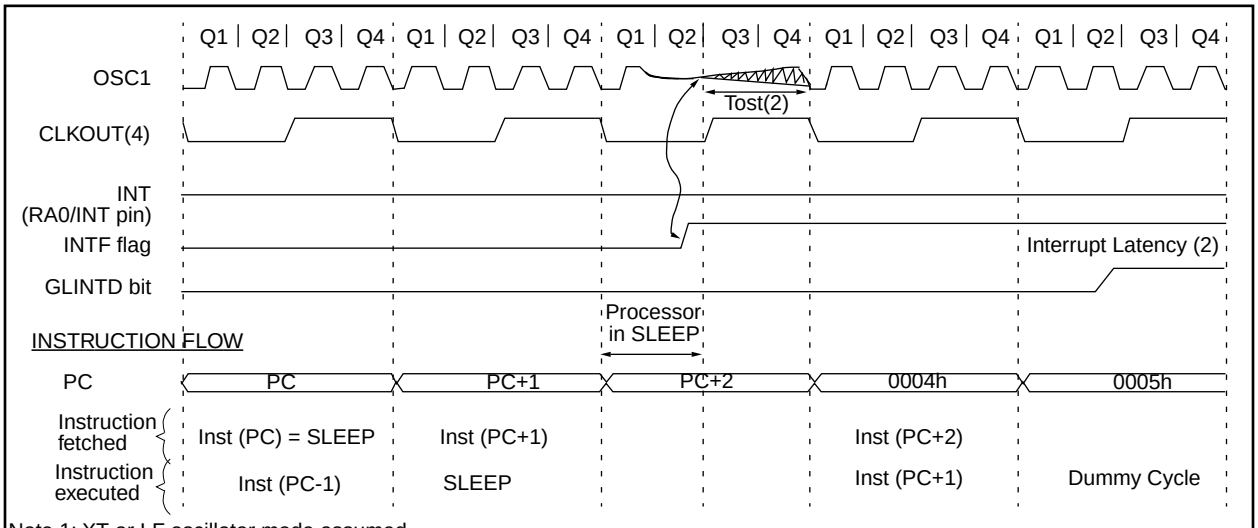
Note:	If the global interrupts are disabled (GLINTD is set), but any interrupt source has both its interrupt enable bit and the corresponding interrupt flag bits set, the device will immediately wake-up from sleep. The $\overline{TO}$ bit is set, and the $\overline{PD}$ bit is cleared.

The WDT is cleared when the device wake from SLEEP, regardless of the source of wake-up.

14.4.1.1 WAKE-UP DELAY

When the oscillator type is configured in XT or LF mode, the Oscillator Start-up Timer (OST) is activated on wake-up. The OST will keep the device in reset for $1024T_{OSC}$. This needs to be taken into account when considering the interrupt response time when coming out of SLEEP.

FIGURE 14-9: WAKE-UP FROM SLEEP THROUGH INTERRUPT



Note 1: XT or LF oscillator mode assumed.
2: Tost = 1024Tosc (drawing not to scale). This delay will not be there for RC osc mode.
3: When GLINTD = 0 processor jumps to interrupt routine after wake-up. If GLINTD = 1, execution will continue in line.
4: CLKOUT is not available in these osc modes, but shown here for timing reference.

NEGW **Negate W**

Syntax: [*label*] NEGW f,s

Operands: $0 \le F \le 255$
$s \in [0,1]$

Operation: $\overline{WREG} + 1 \rightarrow (f)$;
$\overline{WREG} + 1 \rightarrow s$

Status Affected: OV, C, DC, Z

Encoding:

0010	110s	ffff	ffff

Description: WREG is negated using two's complement. If 's' is 0 the result is placed in WREG and data memory location 'f'. If 's' is 1 the result is placed only in data memory location 'f'.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Execute	Write register 'f' and other specified register

Example: `NEGW REG,0`

Before Instruction
WREG = 0011 1010 [0x3A],
REG = 1010 1011 [0xAB]

After Instruction
WREG = 1100 0111 [0xC6]
REG = 1100 0111 [0xC6]

NOP **No Operation**

Syntax: [*label*] NOP

Operands: None

Operation: No operation

Status Affected: None

Encoding:

0000	0000	0000	0000

Description: No operation.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	NOP	Execute	NOP

Example:

None.

Applicable Devices	42	R42	42A	43	R43	44

FIGURE 17-7: CAPTURE TIMINGS

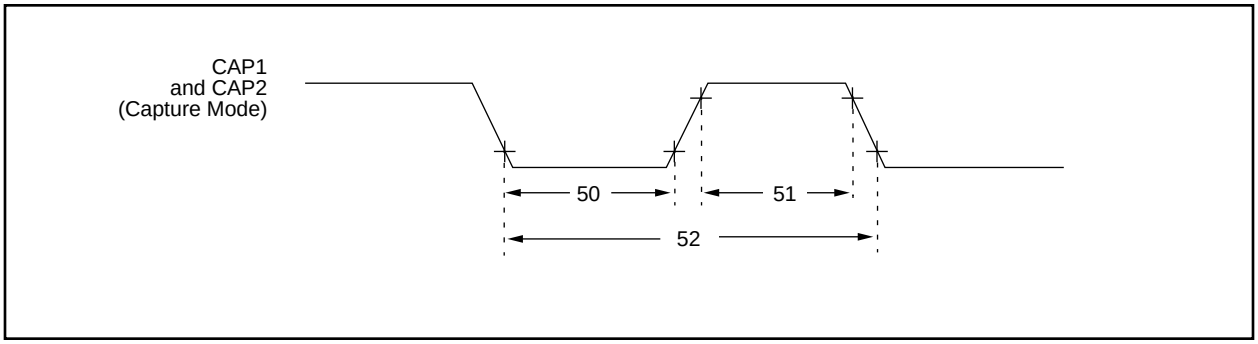


TABLE 17-7: CAPTURE REQUIREMENTS

Parameter No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
50	TccL	Capture1 and Capture2 input low time	10 *	—	—	ns	
51	TccH	Capture1 and Capture2 input high time	10 *	—	—	ns	
52	TccP	Capture1 and Capture2 input period	$\frac{2\ T_{CY}}{N}$ §	—	—	ns	N = prescale value (4 or 16)

* These parameters are characterized but not tested.

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

§ This specification ensured by design.

FIGURE 17-8: PWM TIMINGS

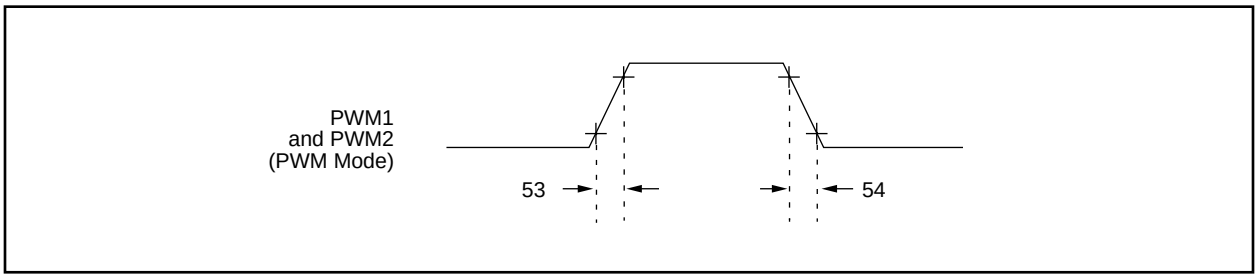


TABLE 17-8: PWM REQUIREMENTS

Parameter No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
53	TccR	PWM1 and PWM2 output rise time	—	10 *	35 *§	ns	
54	TccF	PWM1 and PWM2 output fall time	—	10 *	35 *§	ns	

* These parameters are characterized but not tested.

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

§ This specification ensured by design.

Applicable Devices	42	R42	42A	43	R43	44

FIGURE 20-5: TRANSCONDUCTANCE (gm) OF LF OSCILLATOR vs. VDD

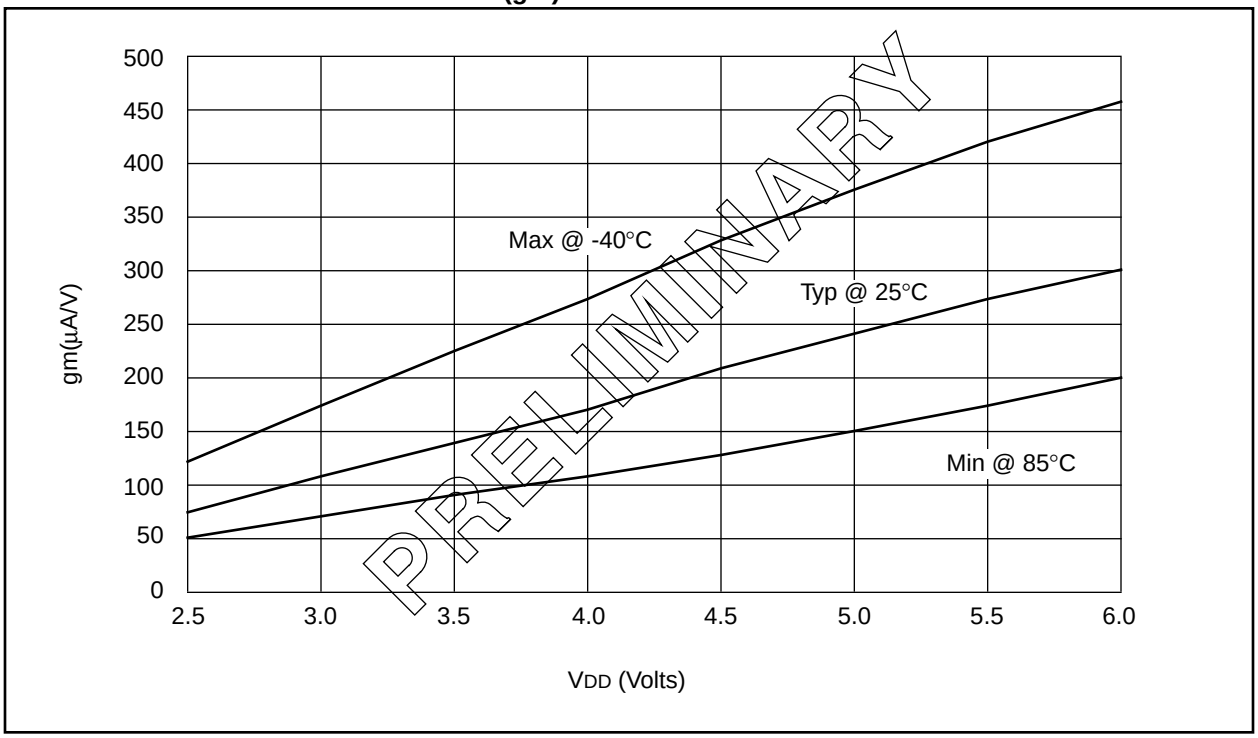
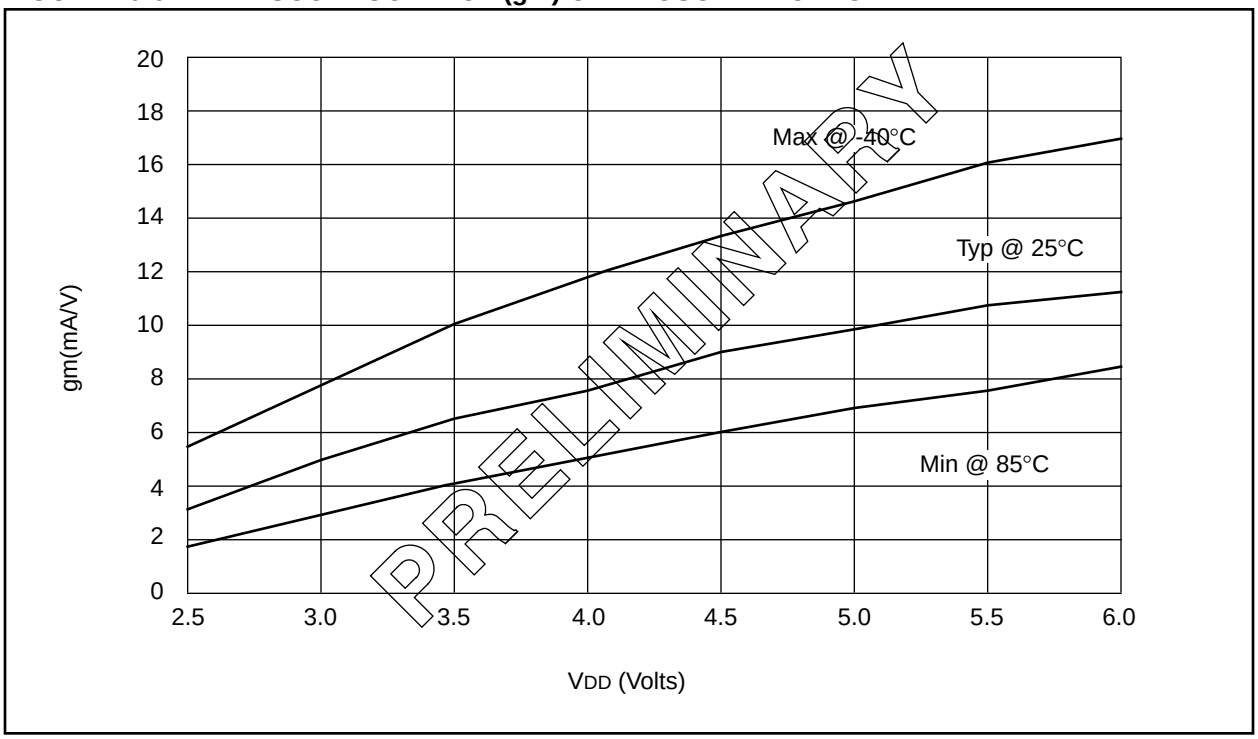


FIGURE 20-6: TRANSCONDUCTANCE (gm) OF XT OSCILLATOR vs. VDD



Applicable Devices	42	R42	42A	43	R43	44

FIGURE 20-19: V_{TH}, V_{IL} of I/O PINS (SCHMITT TRIGGER) vs. V_{DD}

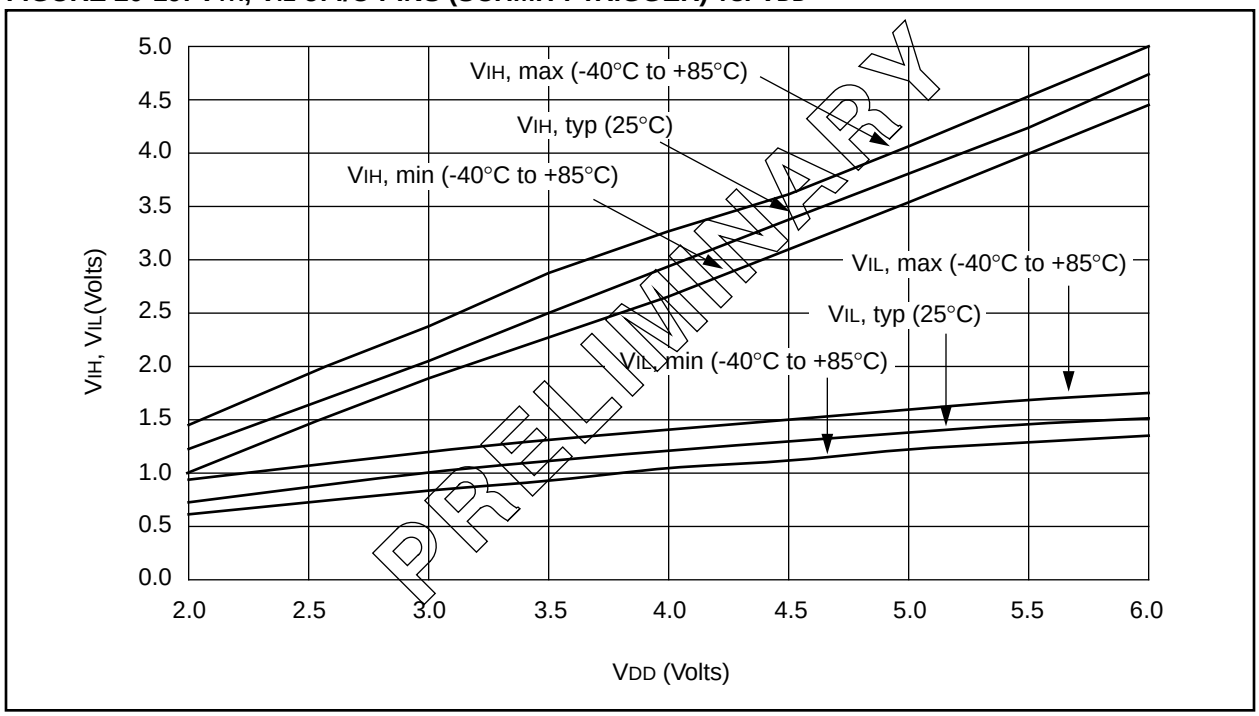
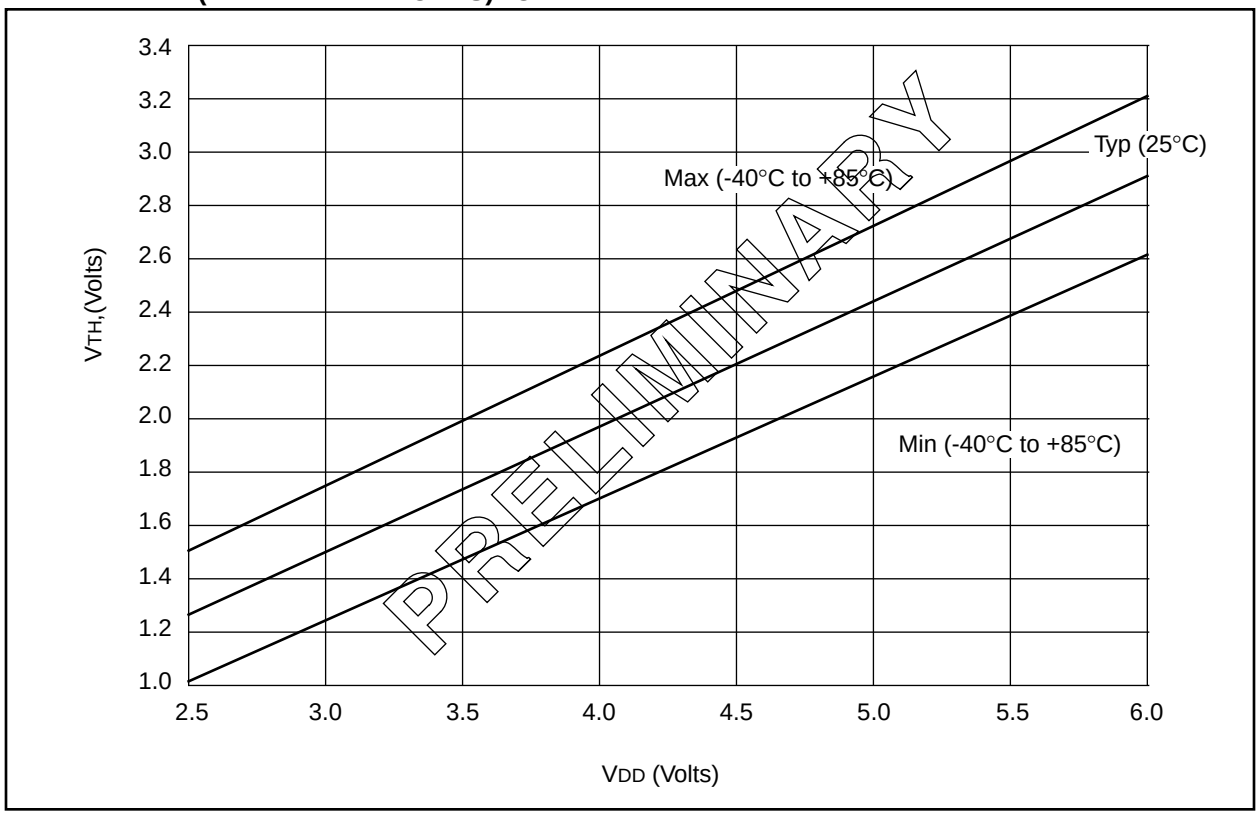
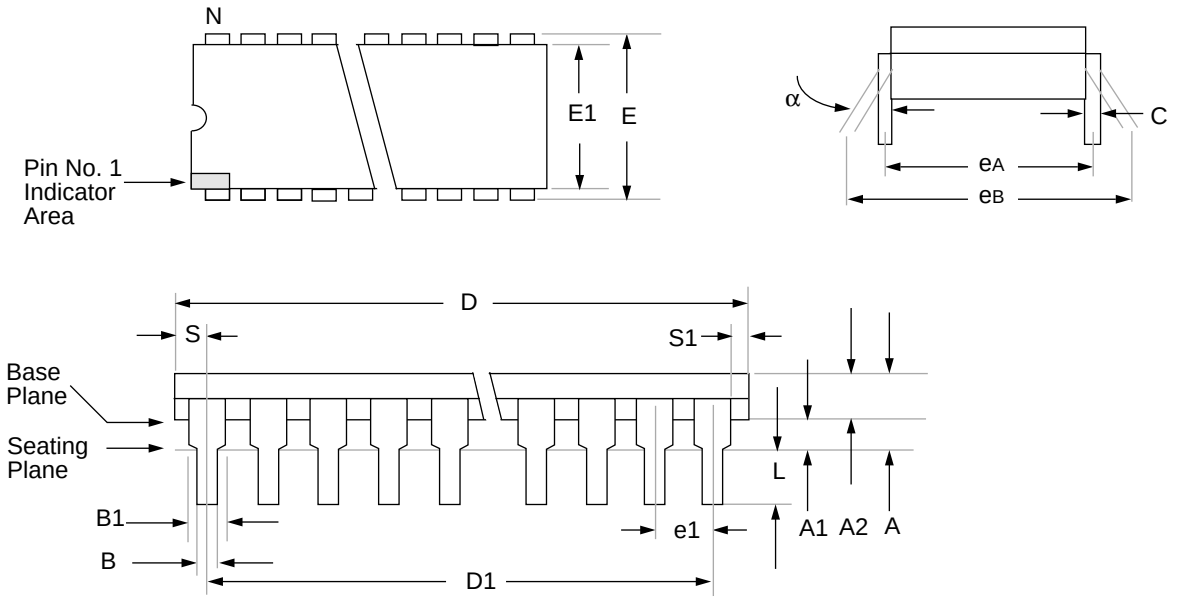


FIGURE 20-20: V_{TH} (INPUT THRESHOLD VOLTAGE) OF OSC1 INPUT (IN XT AND LF MODES) vs. V_{DD}



21.2 40-Lead Plastic Dual In-line (600 mil)



Package Group: Plastic Dual In-Line (PLA)						
	Millimeters			Inches		
Symbol	Min	Max	Notes	Min	Max	Notes
α	0°	10°		0°	10°	
A	–	5.080		–	0.200	
A1	0.381	–		0.015	–	
A2	3.175	4.064		0.125	0.160	
B	0.355	0.559		0.014	0.022	
B1	1.270	1.778	**Typical**	0.050	0.070	**Typical**
C	0.203	0.381	**Typical**	0.008	0.015	**Typical**
D	51.181	52.197		2.015	2.055	
D1	48.260	48.260	**Reference**	1.900	1.900	**Reference**
E	15.240	15.875		0.600	0.625	
E1	13.462	13.970		0.530	0.550	
e1	2.489	2.591	**Typical**	0.098	0.102	**Typical**
eA	15.240	15.240	**Reference**	0.600	0.600	**Reference**
eB	15.240	17.272		0.600	0.680	
L	2.921	3.683		0.115	0.145	
N	40	40		40	40	
S	1.270	–		0.050	–	
S1	0.508	–		0.020	–	

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