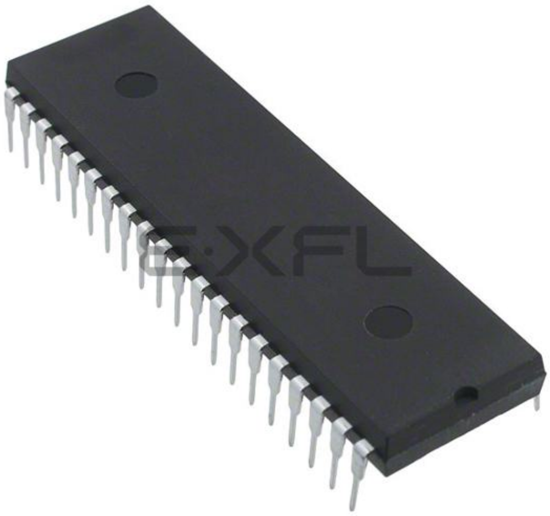

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Core Size	8-Bit
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Peripherals	POR, PWM, WDT
Number of I/O	33
Program Memory Size	16KB (8K x 16)
Program Memory Type	OTP
EEPROM Size	-
RAM Size	454 x 8
Voltage - Supply (Vcc/Vdd)	4.5V ~ 6V
Data Converters	-
Oscillator Type	External
Operating Temperature	0°C ~ 70°C (TA)
Mounting Type	Through Hole
Package / Case	40-DIP (0.600", 15.24mm)
Supplier Device Package	40-PDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic17c44-33-p

NOTES:

TABLE 3-1: PINOUT DESCRIPTIONS

Name	DIP No.	PLCC No.	QFP No.	I/O/P Type	Buffer Type	Description
						PORTD is a bi-directional I/O Port.
RD0/AD8	40	43	15	I/O	TTL	This is also the upper byte of the 16-bit system bus in microprocessor mode or extended microprocessor mode or extended microcontroller mode. In multiplexed system bus configuration these pins are address output as well as data input or output.
RD1/AD9	39	42	14	I/O	TTL	
RD2/AD10	38	41	13	I/O	TTL	
RD3/AD11	37	40	12	I/O	TTL	
RD4/AD12	36	39	11	I/O	TTL	
RD5/AD13	35	38	10	I/O	TTL	
RD6/AD14	34	37	9	I/O	TTL	
RD7/AD15	33	36	8	I/O	TTL	
						PORTE is a bi-directional I/O Port.
RE0/ALE	30	32	4	I/O	TTL	In microprocessor mode or extended microcontroller mode, it is the Address Latch Enable (ALE) output. Address should be latched on the falling edge of ALE output.
RE1/$\overline{\text{OE}}$	29	31	3	I/O	TTL	In microprocessor or extended microcontroller mode, it is the Output Enable ($\overline{\text{OE}}$) control output (active low).
RE2/$\overline{\text{WR}}$	28	30	2	I/O	TTL	In microprocessor or extended microcontroller mode, it is the Write Enable ($\overline{\text{WR}}$) control output (active low).
TEST	27	29	1	I	ST	Test mode selection control input. Always tie to V_{SS} for normal operation.
V_{SS}	10, 31	11, 12, 33, 34	5, 6, 27, 28	P		Ground reference for logic and I/O pins.
V_{DD}	1	1, 44	16, 17	P		Positive supply for logic and I/O pins.

Legend: I = Input only; O = Output only; I/O = Input/Output; P = Power; — = Not Used; TTL = TTL input;
ST = Schmitt Trigger input.

6.2.2.2 CPU STATUS REGISTER (CPUSTA)

The CPUSTA register contains the status and control bits for the CPU. This register is used to globally enable/disable interrupts. If only a specific interrupt is desired to be enabled/disabled, please refer to the INTerrupt STAtus (INTSTA) register and the Peripheral Interrupt Enable (PIE) register. This register also indicates if the stack is available and contains the Power-down ($\overline{\text{PD}}$) and Time-out ($\overline{\text{TO}}$) bits. The $\overline{\text{TO}}$, $\overline{\text{PD}}$, and STKAV bits are not writable. These bits are set and cleared according to device logic. Therefore, the result of an instruction with the CPUSTA register as destination may be different than intended.

FIGURE 6-8: CPUSTA REGISTER (ADDRESS: 06h, UNBANKED)

U - 0	U - 0	R - 1	R/W - 1	R - 1	R - 1	U - 0	U - 0
—	—	STKAV	GLINTD	$\overline{\text{TO}}$	$\overline{\text{PD}}$	—	—
bit7							bit0

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

bit 7-6: **Unimplemented**: Read as '0'

bit 5: **STKAV**: Stack Available bit
This bit indicates that the 4-bit stack pointer value is Fh, or has rolled over from Fh $\rightarrow$ 0h (stack overflow).
1 = Stack is available
0 = Stack is full, or a stack overflow may have occurred (Once this bit has been cleared by a stack overflow, only a device reset will set this bit)

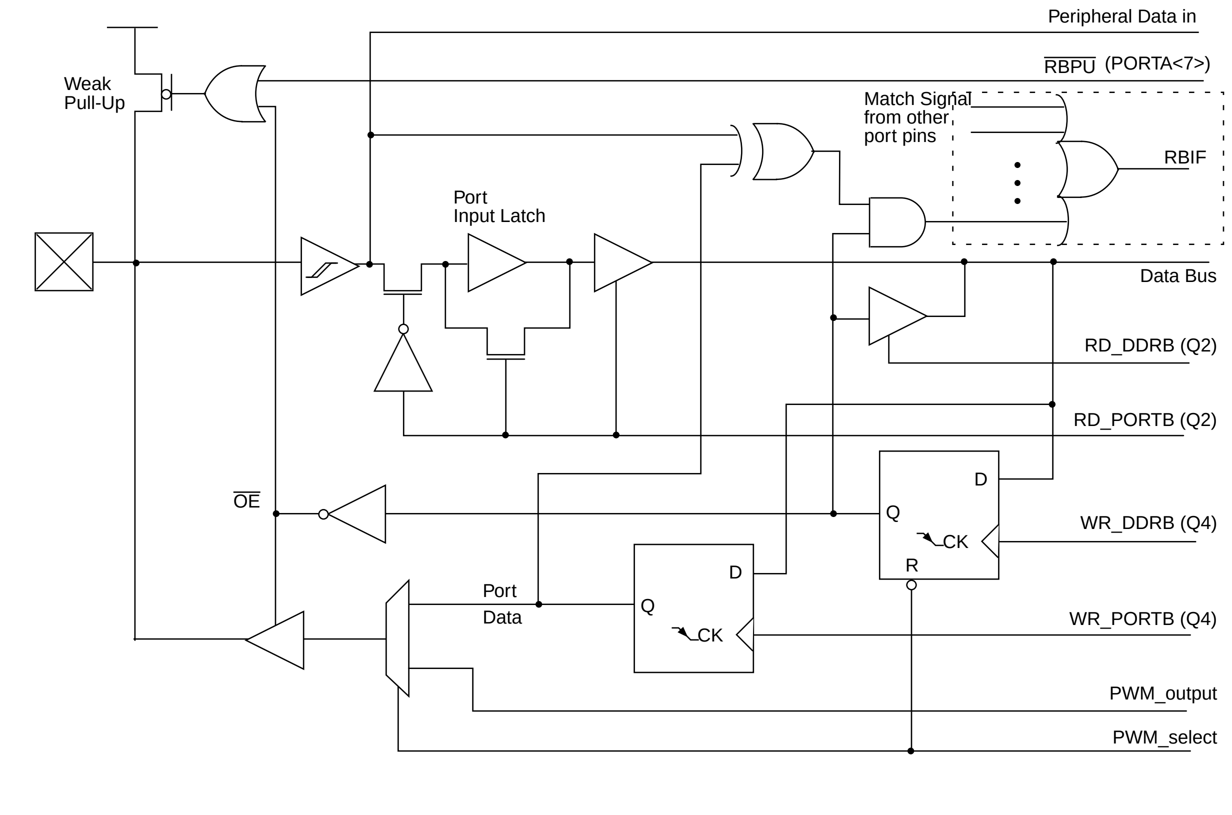
bit 4: **GLINTD**: Global Interrupt Disable bit
This bit disables all interrupts. When enabling interrupts, only the sources with their enable bits set can cause an interrupt.
1 = Disable all interrupts
0 = Enables all un-masked interrupts

bit 3: $\overline{\textbf{TO}}$: WDT Time-out Status bit
1 = After power-up or by a `CLRWDT` instruction
0 = A Watchdog Timer time-out occurred

bit 2: $\overline{\textbf{PD}}$: Power-down Status bit
1 = After power-up or by the `CLRWDT` instruction
0 = By execution of the `SLEEP` instruction

bit 1-0: **Unimplemented**: Read as '0'

FIGURE 9-5: BLOCK DIAGRAM OF RB3 AND RB2 PORT PINS



Note: I/O pins have protection diodes to VDD and Vss.

9.4 PORTD and DDRD Registers

PORTD is an 8-bit bi-directional port. The corresponding data direction register is DDRD. A '1' in DDRD configures the corresponding port pin as an input. A '0' in the DDRC register configures the corresponding port pin as an output. Reading PORTD reads the status of the pins, whereas writing to it will write to the port latch. PORTD is multiplexed with the system bus. When operating as the system bus, PORTD is the high order byte of the address/data bus (AD15:AD8). The timing for the system bus is shown in the Electrical Characteristics section.

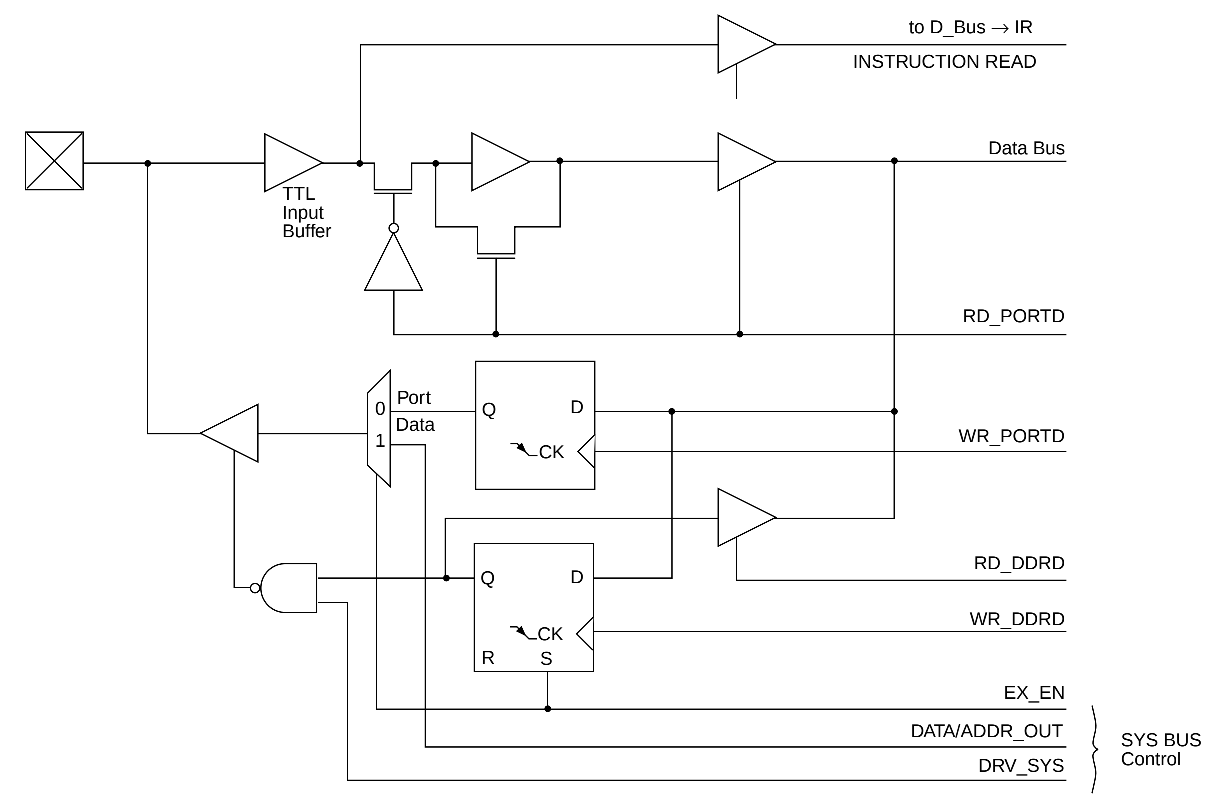
Note:	This port is configured as the system bus when the device's configuration bits are selected to Microprocessor or Extended Microcontroller modes. In the two other microcontroller modes, this port is a general purpose I/O.

Example 9-3 shows the instruction sequence to initialize PORTD. The Bank Select Register (BSR) must be selected to Bank 1 for the port to be initialized.

EXAMPLE 9-3: INITIALIZING PORTD

```
MOVLB  1           ; Select Bank 1
CLRF   PORTD       ; Initialize PORTD data
                   ;   latches before setting
                   ;   the data direction
                   ;   register
MOVLW  0xCF        ; Value used to initialize
                   ;  data direction
MOVWF  DDRD        ; Set RD<3:0> as inputs
                   ;   RD<5:4> as outputs
                   ;   RD<7:6> as inputs
```

FIGURE 9-7: PORTD BLOCK DIAGRAM (IN I/O PORT MODE)



Note: I/O pins have protection diodes to VDD and Vss.

11.1 Timer0 Operation

When the T0CS (T0STA<5>) bit is set, TMR0 increments on the internal clock. When T0CS is clear, TMR0 increments on the external clock (RA1/T0CKI pin). The external clock edge can be configured in software. When the T0SE (T0STA<6>) bit is set, the timer will increment on the rising edge of the RA1/T0CKI pin. When T0SE is clear, the timer will increment on the falling edge of the RA1/T0CKI pin. The prescaler can be programmed to introduce a prescale of 1:1 to 1:256. The timer increments from 0000h to FFFFh and rolls over to 0000h. On overflow, the TMR0 Interrupt Flag bit (T0IF) is set. The TMR0 interrupt can be masked by clearing the corresponding TMR0 Interrupt Enable bit (T0IE). The TMR0 Interrupt Flag bit (T0IF) is automatically cleared when vectoring to the TMR0 interrupt vector.

11.2 Using Timer0 with External Clock

When the external clock input is used for Timer0, it is synchronized with the internal phase clocks. Figure 11-3 shows the synchronization of the external clock. This synchronization is done after the prescaler. The output of the prescaler (PSOUT) is sampled twice in every instruction cycle to detect a rising or a falling edge. The timing requirements for the external clock are detailed in the electrical specification section for the desired device.

11.2.1 DELAY FROM EXTERNAL CLOCK EDGE

Since the prescaler output is synchronized with the internal clocks, there is a small delay from the time the external clock edge occurs to the time TMR0 is actually incremented. Figure 11-3 shows that this delay is between 3TOSC and 7TOSC. Thus, for example, measuring the interval between two edges (e.g. period) will be accurate within ±4TOSC (±121 ns @ 33 MHz).

FIGURE 11-2: TIMER0 MODULE BLOCK DIAGRAM

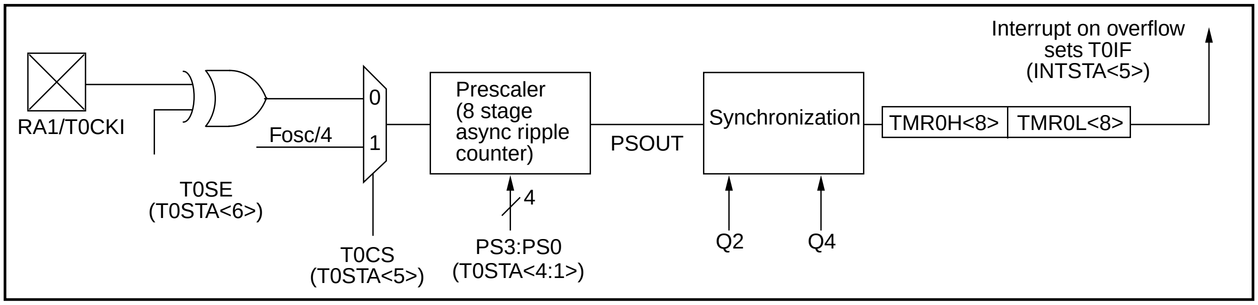
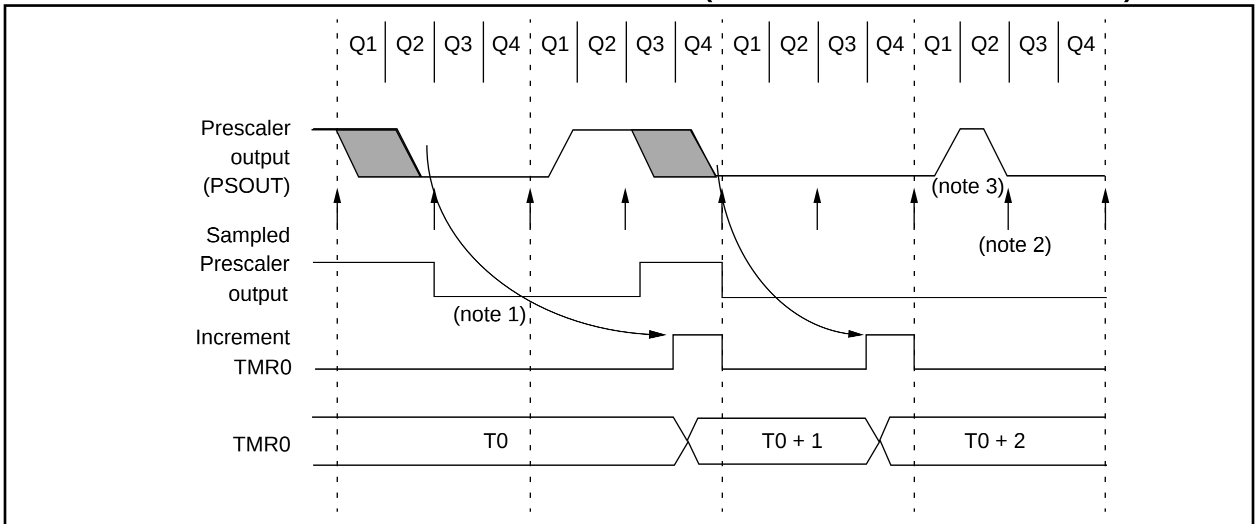


FIGURE 11-3: TMR0 TIMING WITH EXTERNAL CLOCK (INCREMENT ON FALLING EDGE)



Note 1: The delay from the T0CKI edge to the TMR0 increment is 3Tosc to 7Tosc.
2: ↑ = PSOUT is sampled here.
3: The PSOUT high time is too short and is missed by the sampling circuit.

12.1.2 TIMER1 & TIMER2 IN 16-BIT MODE

To select 16-bit mode, the T16 bit must be set. In this mode TMR1 and TMR2 are concatenated to form a 16-bit timer (TMR2:TMR1). The 16-bit timer increments until it matches the 16-bit period register (PR2:PR1). On the following timer clock, the timer value is reset to 0h, and the TMR1IF bit is set.

When selecting the clock source for the16-bit timer, the TMR1CS bit controls the entire 16-bit timer and TMR2CS is a “don’t care.” When TMR1CS is clear, the timer increments once every instruction cycle (Fosc/4). When TMR1CS is set, the timer increments on every falling edge of the RB4/TCLK12 pin. For the 16-bit timer to increment, both TMR1ON and TMR2ON bits must be set (Table 12-1).

12.1.2.1 EXTERNAL CLOCK INPUT FOR TMR1:TMR2

When TMR1CS is set, the 16-bit TMR2:TMR1 increments on the falling edge of clock input TCLK12. The input on the RB4/TCLK12 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 RB4/TCLK12 to the time TMR2:TMR1 is actually incremented. For the external clock input timing requirements, see the Electrical Specification section.

TABLE 12-1: TURNING ON 16-BIT TIMER

TMR2ON	TMR1ON	Result
1	1	16-bit timer (TMR2:TMR1) ON
0	1	Only TMR1 increments
x	0	16-bit timer OFF

FIGURE 12-4: TMR1 AND TMR2 IN 16-BIT TIMER/COUNTER MODE

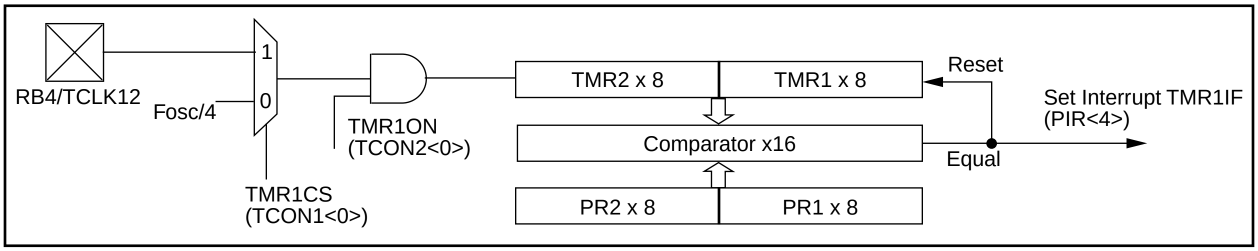


TABLE 12-2: SUMMARY OF TIMER1 AND TIMER2 REGISTERS

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)
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/$\overline{\text{PR3}}$	TMR3ON	TMR2ON	TMR1ON	0000 0000	0000 0000
10h, Bank 2	TMR1	Timer1 register								xxxx xxxx	uuuu uuuu
11h, Bank 2	TMR2	Timer2 register								xxxx xxxx	uuuu uuuu
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
07h, Unbanked	INTSTA	PEIF	T0CKIF	T0IF	INTF	PEIE	T0CKIE	T0IE	INTE	0000 0000	0000 0000
06h, Unbanked	CPUSTA	—	—	STKAV	GLINTD	$\overline{\text{TO}}$	$\overline{\text{PD}}$	—	—	--11 11--	--11 qq--
14h, Bank 2	PR1	Timer1 period register								xxxx xxxx	uuuu uuuu
15h, Bank 2	PR2	Timer2 period register								xxxx xxxx	uuuu uuuu
10h, Bank 3	PW1DCL	DC1	DC0	—	—	—	—	—	—	xx-- ----	uu-- ----
11h, Bank 3	PW2DCL	DC1	DC0	TM2PW2	—	—	—	—	—	xx0- ----	uu0- ----
12h, Bank 3	PW1DCH	DC9	DC8	DC7	DC6	DC5	DC4	DC3	DC2	xxxx xxxx	uuuu uuuu
13h, Bank 3	PW2DCH	DC9	DC8	DC7	DC6	DC5	DC4	DC3	DC2	xxxx xxxx	uuuu uuuu

Legend: x = unknown, u = unchanged, - = unimplemented read as a '0', q - value depends on condition, shaded cells are not used by Timer1 or Timer2.

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

TABLE 13-4: BAUD RATES FOR ASYNCHRONOUS MODE

BAUD RATE (K)	FOSC = 33 MHz KBAUD	%ERROR	SPBRG value (decimal)	FOSC = 25 MHz KBAUD	%ERROR	SPBRG value (decimal)	FOSC = 20 MHz KBAUD	%ERROR	SPBRG value (decimal)	FOSC = 16 MHz KBAUD	%ERROR	SPBRG value (decimal)
0.3	NA	—	—	NA	—	—	NA	—	—	NA	—	—
1.2	NA	—	—	NA	—	—	1.221	+1.73	255	1.202	+0.16	207
2.4	2.398	-0.07	214	2.396	0.14	162	2.404	+0.16	129	2.404	+0.16	103
9.6	9.548	-0.54	53	9.53	-0.76	40	9.469	-1.36	32	9.615	+0.16	25
19.2	19.09	-0.54	26	19.53	+1.73	19	19.53	+1.73	15	19.23	+0.16	12
76.8	73.66	-4.09	6	78.13	+1.73	4	78.13	+1.73	3	83.33	+8.51	2
96	103.12	+7.42	4	97.65	+1.73	3	104.2	+8.51	2	NA	—	—
300	257.81	-14.06	1	390.63	+30.21	0	312.5	+4.17	0	NA	—	—
500	515.62	+3.13	0	NA	—	—	NA	—	—	NA	—	—
HIGH	515.62	—	0	—	—	0	312.5	—	0	250	—	0
LOW	2.014	—	255	1.53	—	255	1.221	—	255	0.977	—	255

BAUD RATE (K)	FOSC = 10 MHz KBAUD	%ERROR	SPBRG value (decimal)	FOSC = 7.159 MHz KBAUD	%ERROR	SPBRG value (decimal)	FOSC = 5.068 MHz KBAUD	%ERROR	SPBRG value (decimal)
0.3	NA	—	—	NA	—	—	0.31	+3.13	255
1.2	1.202	+0.16	129	1.203	_0.23	92	1.2	0	65
2.4	2.404	+0.16	64	2.380	-0.83	46	2.4	0	32
9.6	9.766	+1.73	15	9.322	-2.90	11	9.9	-3.13	7
19.2	19.53	+1.73	7	18.64	-2.90	5	19.8	+3.13	3
76.8	78.13	+1.73	1	NA	—	—	79.2	+3.13	0
96	NA	—	—	NA	—	—	NA	—	—
300	NA	—	—	NA	—	—	NA	—	—
500	NA	—	—	NA	—	—	NA	—	—
HIGH	156.3	—	0	111.9	—	0	79.2	—	0
LOW	0.610	—	255	0.437	—	255	0.309	—	255

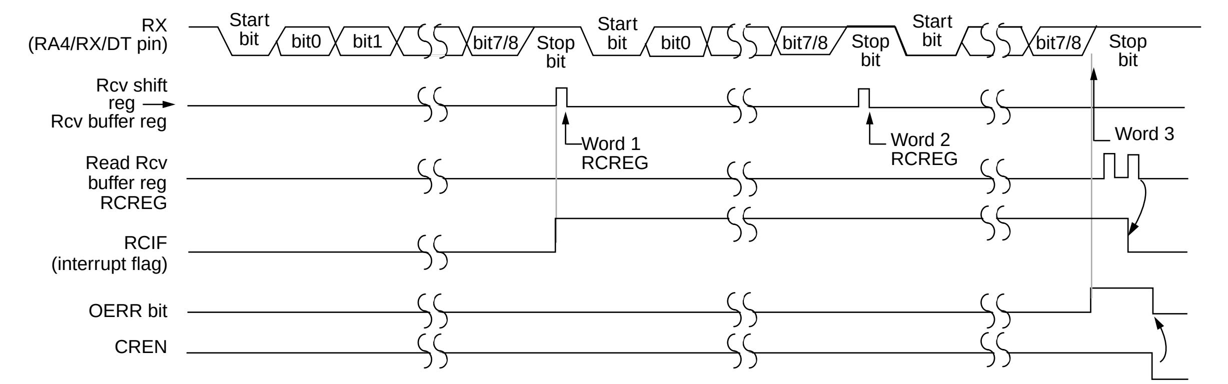
BAUD RATE (K)	FOSC = 3.579 MHz KBAUD	%ERROR	SPBRG value (decimal)	FOSC = 1 MHz KBAUD	%ERROR	SPBRG value (decimal)	FOSC = 32.768 kHz KBAUD	%ERROR	SPBRG value (decimal)
0.3	0.301	+0.23	185	0.300	+0.16	51	0.256	-14.67	1
1.2	1.190	-0.83	46	1.202	+0.16	12	NA	—	—
2.4	2.432	+1.32	22	2.232	-6.99	6	NA	—	—
9.6	9.322	-2.90	5	NA	—	—	NA	—	—
19.2	18.64	-2.90	2	NA	—	—	NA	—	—
76.8	NA	—	—	NA	—	—	NA	—	—
96	NA	—	—	NA	—	—	NA	—	—
300	NA	—	—	NA	—	—	NA	—	—
500	NA	—	—	NA	—	—	NA	—	—
HIGH	55.93	—	0	15.63	—	0	0.512	—	0
LOW	0.218	—	255	0.061	—	255	0.002	—	255

Steps to follow when setting up an Asynchronous Reception:

1. Initialize the SPBRG register for the appropriate baud rate.
2. Enable the asynchronous serial port by clearing the SYNC bit and setting the SPEN bit.
3. If interrupts are desired, then set the RCIE bit.
4. If 9-bit reception is desired, then set the RX9 bit.
5. Enable the reception by setting the CREN bit.
6. The RCIF bit will be set when reception completes and an interrupt will be generated if the RCIE bit was set.
7. Read RCSTA to get the ninth bit (if enabled) and FERR bit to determine if any error occurred during reception.
8. Read RCREG for the 8-bit received data.
9. If an overrun error occurred, clear the error by clearing the OERR bit.

Note:	To terminate a reception, either clear the SREN and CREN bits, or the SPEN bit. This will reset the receive logic, so that it will be in the proper state when receive is re-enabled.

FIGURE 13-8: ASYNCHRONOUS RECEPTION



Note: This timing diagram shows three words appearing on the RX input. The RCREG (receive buffer) is read after the third word, causing the OERR (overrun) bit to be set.

TABLE 13-6: REGISTERS ASSOCIATED WITH ASYNCHRONOUS RECEPTION

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)
16h, Bank 1	PIR	RBIF	TMR3IF	TMR2IF	TMR1IF	CA2IF	CA1IF	TXIF	RCIF	0000 0010	0000 0010
13h, Bank 0	RCSTA	SPEN	RX9	SREN	CREN	—	FERR	OERR	RX9D	0000 -00x	0000 -00u
14h, Bank 0	RCREG	RX7	RX6	RX5	RX4	RX3	RX2	RX1	RX0	xxxx xxxx	uuuu uuuu
17h, Bank 1	PIE	RBIE	TMR3IE	TMR2IE	TMR1IE	CA2IE	CA1IE	TXIE	RCIE	0000 0000	0000 0000
15h, Bank 0	TXSTA	CSRC	TX9	TXEN	SYNC	—	—	TRMT	TX9D	0000 --1x	0000 --1u
17h, Bank 0	SPBRG	Baud rate generator register								xxxx xxxx	uuuu uuuu

Legend: x = unknown, u = unchanged, - = unimplemented read as a '0', shaded cells are not used for asynchronous reception.
Note 1: Other (non power-up) resets include: external reset through $\overline{MCLR}$ and Watchdog Timer Reset.

13.3 USART Synchronous Master Mode

In Master Synchronous mode, the data is transmitted in a half-duplex manner; i.e. transmission and reception do not occur at the same time: when transmitting data, the reception is inhibited and vice versa. The synchronous mode is entered by setting the SYNC (TXSTA<4>) bit. In addition, the SPEN (RCSTA<7>) bit is set in order to configure the RA5 and RA4 I/O ports to CK (clock) and DT (data) lines respectively. The Master mode indicates that the processor transmits the master clock on the CK line. The Master mode is entered by setting the CSRC (TXSTA<7>) bit.

13.3.1 USART SYNCHRONOUS MASTER TRANSMISSION

The USART transmitter block diagram is shown in Figure 13-3. The heart of the transmitter is the transmit (serial) shift register (TSR). The shift register obtains its data from the read/write transmit buffer TXREG. TXREG is loaded with data in software. The TSR is not loaded until the last bit has been transmitted from the previous load. As soon as the last bit is transmitted, the TSR is loaded with new data from TXREG (if available). Once TXREG transfers the data to the TSR (occurs in one T_{CY} at the end of the current BRG cycle), TXREG is empty and the TXIF (PIR<1>) bit is set. This interrupt can be enabled/disabled by setting/clearing the TXIE bit (PIE<1>). TXIF will be set regardless of the state of bit TXIE and cannot be cleared in software. It will reset only when new data is loaded into TXREG. While TXIF indicates the status of TXREG, TRMT (TXSTA<1>) shows the status of the TSR. TRMT is a read only bit which is set when the TSR is empty. No interrupt logic is tied to this bit, so the user has to poll this bit in order to determine if the TSR is empty. The TSR is not mapped in data memory, so it is not available to the user.

Transmission is enabled by setting the TXEN (TXSTA<5>) bit. The actual transmission will not occur until TXREG has been loaded with data. The first data bit will be shifted out on the next available rising edge of the clock on the RA5/TX/CK pin. Data out is stable around the falling edge of the synchronous clock (Figure 13-10). The transmission can also be started by first loading TXREG and then setting TXEN. This is advantageous when slow baud rates are selected, since BRG is kept in RESET when the TXEN, CREN, and SREN bits are clear. Setting the TXEN bit will start the BRG, creating a shift clock immediately. Normally when transmission is first started, the TSR is empty, so a transfer to TXREG will result in an immediate transfer to the TSR, resulting in an empty TXREG. Back-to-back transfers are possible.

Clearing TXEN during a transmission will cause the transmission to be aborted and will reset the transmitter. The RA4/RX/DT and RA5/TX/CK pins will revert to hi-impedance. If either CREN or SREN are set during a transmission, the transmission is aborted and the RA4/RX/DT pin reverts to a hi-impedance state (for a reception). The RA5/TX/CK pin will remain an output if the CSRC bit is set (internal clock). The transmitter logic is not reset, although it is disconnected from the pins. In order to reset the transmitter, the user has to clear the TXEN bit. If the SREN bit is set (to interrupt an ongoing transmission and receive a single word), then after the single word is received, SREN will be cleared and the serial port will revert back to transmitting, since the TXEN bit is still set. The DT line will immediately switch from hi-impedance receive mode to transmit and start driving. To avoid this, TXEN should be cleared.

In order to select 9-bit transmission, the TX9 (TXSTA<6>) bit should be set and the ninth bit should be written to TX9D (TXSTA<0>). The ninth bit must be written before writing the 8-bit data to TXREG. This is because a data write to TXREG can result in an immediate transfer of the data to the TSR (if the TSR is empty). If the TSR was empty and TXREG was written before writing the “new” TX9D, the “present” value of TX9D is loaded.

Steps to follow when setting up a Synchronous Master Transmission:

1. Initialize the SPBRG register for the appropriate baud rate (see Baud Rate Generator Section for details).
2. Enable the synchronous master serial port by setting the SYNC, SPEN, and CSRC bits.
3. Ensure that the CREN and SREN bits are clear (these bits override transmission when set).
4. If interrupts are desired, then set the TXIE bit (the GLINTD bit must be clear and the PEIE bit must be set).
5. If 9-bit transmission is desired, then set the TX9 bit.
6. Start transmission by loading data to the TXREG register.
7. If 9-bit transmission is selected, the ninth bit should be loaded in TX9D.
8. Enable the transmission by setting TXEN.

Writing the transmit data to the TXREG, then enabling the transmit (setting TXEN) allows transmission to start sooner then doing these two events in the reverse order.

Note: To terminate a transmission, either clear the SPEN bit, or the TXEN bit. This will reset the transmit logic, so that it will be in the proper state when transmit is re-enabled.

14.0 SPECIAL FEATURES OF THE CPU

What sets a microcontroller apart from other processors are special circuits to deal with the needs of real time applications. The PIC17CXX family has a host of such features intended to maximize system reliability, minimize cost through elimination of external components, provide power saving operating modes and offer code protection. These are:

- OSC selection
- Reset
  - Power-on Reset (POR)
  - Power-up Timer (PWRT)
  - Oscillator Start-up Timer (OST)
- Interrupts
- Watchdog Timer (WDT)
- SLEEP
- Code protection

The PIC17CXX has a Watchdog Timer which can be shut off only through EPROM bits. It runs off its own RC oscillator for added reliability. There are two timers that offer necessary delays on power-up. One is the Oscillator Start-up Timer (OST), intended to keep the chip in RESET until the crystal oscillator is stable. The other is the Power-up Timer (PWRT), which provides a fixed delay of 96 ms (nominal) on power-up only, designed to keep the part in RESET while the power supply stabilizes. With these two timers on-chip, most applications need no external reset circuitry.

The SLEEP mode is designed to offer a very low current power-down mode. The user can wake from SLEEP through external reset, Watchdog Timer Reset or through an interrupt. Several oscillator options are also made available to allow the part to fit the application. The RC oscillator option saves system cost while the LF crystal option saves power. Configuration bits are used to select various options. This configuration word has the format shown in Figure 14-1.

FIGURE 14-1: CONFIGURATION WORD

R/P - 1	U - x	U - x	U - x	U - x	U - x	U - x	U - x
PM2 (1)	—	—	—	—	—	—	—
bit15-7							bit0

U - x	R/P - 1	U - x	R/P - 1	R/P - 1	R/P - 1	R/P - 1	R/P - 1
—	PM1	—	PM0	WDTPS1	WDTPS0	FOSC1	FOSC0
bit15-7							bit0

R = Readable bit
P = Programmable bit
U = Unimplemented
- n = Value for Erased Device (x = unknown)

bit 15-9: **Unimplemented**: Read as a '1'

bit 15,6,4: **PM2, PM1, PM0**, Processor Mode Select bits
111 = Microprocessor Mode
110 = Microcontroller mode
101 = Extended microcontroller mode
000 = Code protected microcontroller mode

bit 7, 5: **Unimplemented**: Read as a '0'

bit 3-2: **WDTPS1:WDTPS0**, WDT Postscaler Select bits
11 = WDT enabled, postscaler = 1
10 = WDT enabled, postscaler = 256
01 = WDT enabled, postscaler = 64
00 = WDT disabled, 16-bit overflow timer

bit 1-0: **FOSC1:FOSC0**, Oscillator Select bits
11 = EC oscillator
10 = XT oscillator
01 = RC oscillator
00 = LF oscillator

Note 1: This bit does not exist on the PIC17C42. Reading this bit will return an unknown value (x).

14.2.4 EXTERNAL CRYSTAL OSCILLATOR CIRCUIT

Either a prepackaged oscillator can be used or a simple oscillator circuit with TTL gates can be built. Prepackaged oscillators provide a wide operating range and better stability. A well-designed crystal oscillator will provide good performance with TTL gates. Two types of crystal oscillator circuits can be used: one with series resonance, or one with parallel resonance.

Figure 14-5 shows implementation of a parallel resonant oscillator circuit. The circuit is designed to use the fundamental frequency of the crystal. The 74AS04 inverter performs the 180-degree phase shift that a parallel oscillator requires. The 4.7 kΩ resistor provides the negative feedback for stability. The 10 kΩ potentiometer biases the 74AS04 in the linear region. This could be used for external oscillator designs.

FIGURE 14-5: EXTERNAL PARALLEL RESONANT CRYSTAL OSCILLATOR CIRCUIT

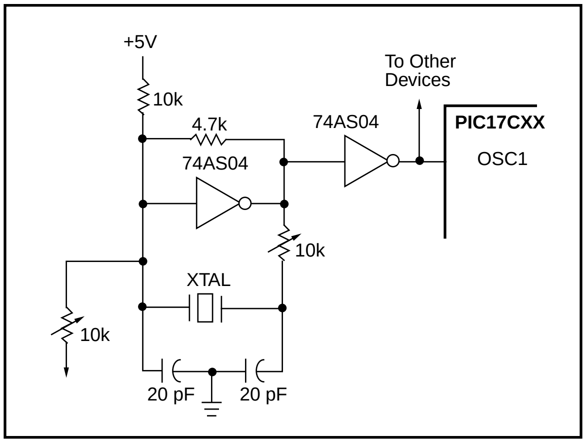
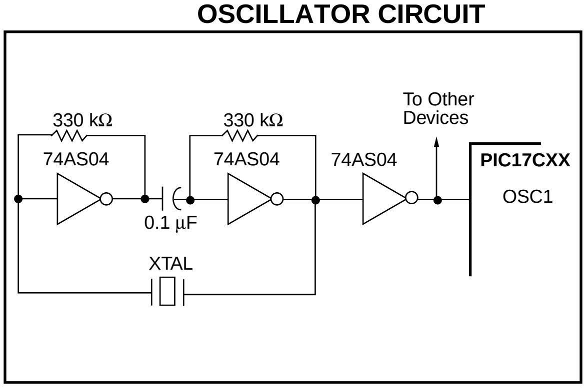


Figure 14-6 shows a series resonant oscillator circuit. This circuit is also designed to use the fundamental frequency of the crystal. The inverter performs a 180-degree phase shift in a series resonant oscillator circuit. The 330 kΩ resistors provide the negative feedback to bias the inverters in their linear region.

FIGURE 14-6: EXTERNAL SERIES RESONANT CRYSTAL OSCILLATOR CIRCUIT



14.2.5 RC OSCILLATOR

For timing insensitive applications, the RC device option offers additional cost savings. RC oscillator frequency is a function of the supply voltage, the resistor (Rext) and capacitor (Cext) values, and the operating temperature. In addition to this, oscillator frequency will vary from unit to unit due to normal process parameter variation. Furthermore, the difference in lead frame capacitance between package types will also affect oscillation frequency, especially for low Cext values. The user also needs to take into account variation due to tolerance of external R and C components used. Figure 14-6 shows how the R/C combination is connected to the PIC17CXX. For Rext values below 2.2 kΩ, the oscillator operation may become unstable, or stop completely. For very high Rext values (e.g. 1 MΩ), the oscillator becomes sensitive to noise, humidity and leakage. Thus, we recommend to keep Rext between 3 kΩ and 100 kΩ.

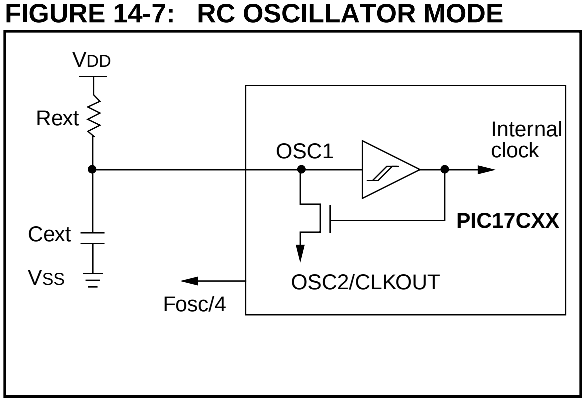
Although the oscillator will operate with no external capacitor (Cext = 0 pF), we recommend using values above 20 pF for noise and stability reasons. With little or no external capacitance, oscillation frequency can vary dramatically due to changes in external capacitances, such as PCB trace capacitance or package lead frame capacitance.

See Section 18.0 for RC frequency variation from part to part due to normal process variation. The variation is larger for larger R (since leakage current variation will affect RC frequency more for large R) and for smaller C (since variation of input capacitance will affect RC frequency more).

See Section 18.0 for variation of oscillator frequency due to VDD for given Rext/Cext values as well as frequency variation due to operating temperature for given R, C, and VDD values.

The oscillator frequency, divided by 4, is available on the OSC2/CLKOUT pin, and can be used for test purposes or to synchronize other logic (see Figure 3-2 for waveform).

FIGURE 14-7: RC OSCILLATOR MODE



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

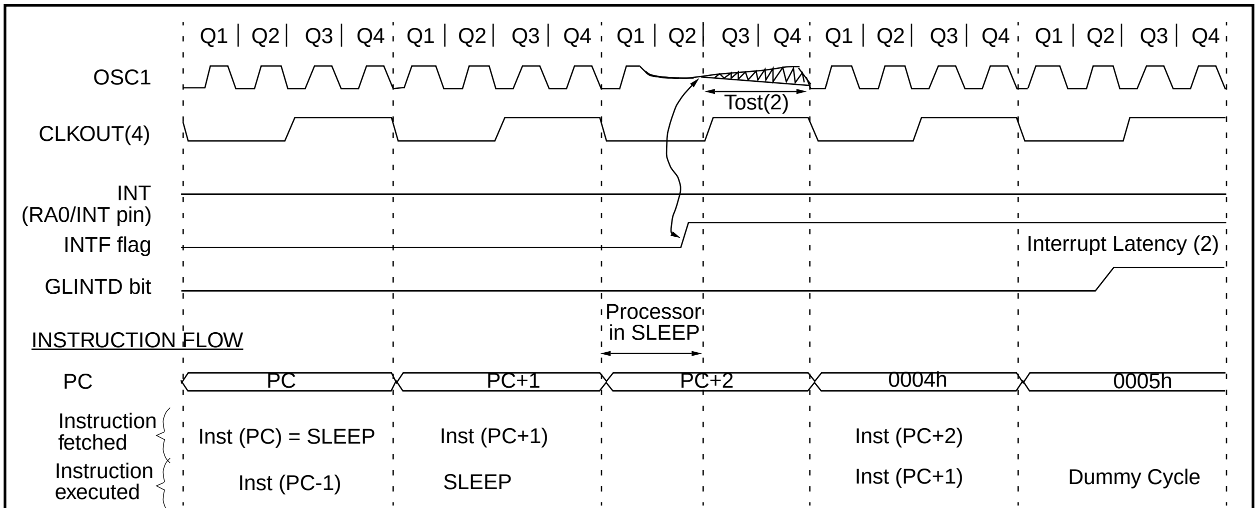
Note: If the global interrupts are disabled (GLINTD is set), but any interrupt source has both its interrupt enable bit and the corresponding interrupt flag bits set, the device will immediately wake-up from sleep. The $\overline{TO}$ bit is set, and the $\overline{PD}$ bit is cleared.

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 1024TOSC. 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.

MOVFP — Move f to p

Syntax:	[*label*] MOVFP f,p
Operands:	$0 \le f \le 255$ $0 \le p \le 31$
Operation:	(f) → (p)
Status Affected:	None
Encoding:	`011p` `pppp` `ffff` `ffff`
Description:	Move data from data memory location 'f' to data memory location 'p'. Location 'f' can be anywhere in the 256 word data space (00h to FFh) while 'p' can be 00h to 1Fh. Either 'p' or 'f' can be WREG (a useful special situation). `MOVFP` is particularly useful for transferring a data memory location to a peripheral register (such as the transmit buffer or an I/O port). Both 'f' and 'p' can be indirectly addressed.
Words:	1
Cycles:	1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Execute	Write register 'p'

Example: `MOVFP REG1, REG2`

Before Instruction
REG1 = 0x33,
REG2 = 0x11

After Instruction
REG1 = 0x33,
REG2 = 0x33

MOVLB — Move Literal to low nibble in BSR

Syntax:	[*label*] MOVLB k
Operands:	$0 \le k \le 15$
Operation:	k → (BSR<3:0>)
Status Affected:	None
Encoding:	`1011` `1000` `uuuu` `kkkk`
Description:	The four bit literal 'k' is loaded in the Bank Select Register (BSR). Only the low 4-bits of the Bank Select Register are affected. The upper half of the BSR is unchanged. The assembler will encode the “u” fields as '0'.
Words:	1
Cycles:	1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'u:k'	Execute	Write literal 'k' to BSR<3:0>

Example: `MOVLB 0x5`

Before Instruction
BSR register = 0x22

After Instruction
BSR register = 0x25

Note: For the PIC17C42, only the low four bits of the BSR register are physically implemented. The upper nibble is read as '0'.

TABLWT **Table Write**

Example1: `TABLWT 0, 1, REG`

Before Instruction

REG	=	0x53
TBLATH	=	0xAA
TBLATL	=	0x55
TBLPTR	=	0xA356
MEMORY(TBLPTR)	=	0xFFFF

After Instruction (table write completion)

REG	=	0x53
TBLATH	=	0x53
TBLATL	=	0x55
TBLPTR	=	0xA357
MEMORY(TBLPTR - 1)	=	0x5355

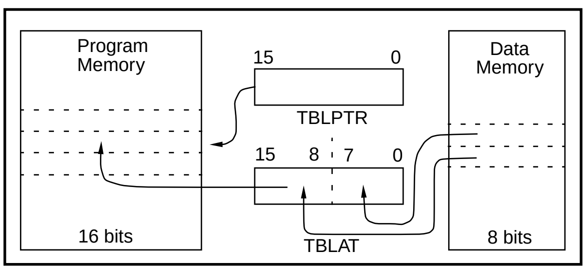
Example 2: `TABLWT 1, 0, REG`

Before Instruction

REG	=	0x53
TBLATH	=	0xAA
TBLATL	=	0x55
TBLPTR	=	0xA356
MEMORY(TBLPTR)	=	0xFFFF

After Instruction (table write completion)

REG	=	0x53
TBLATH	=	0xAA
TBLATL	=	0x53
TBLPTR	=	0xA356
MEMORY(TBLPTR)	=	0xAA53



TLRD **Table Latch Read**

Syntax: [*label*] TLRD t,f

Operands: 0 ≤ f ≤ 255
t ∈ [0,1]

Operation: If t = 0,
TBLATL → f;
If t = 1,
TBLATH → f

Status Affected: None

Encoding:

`1010`	`00tx`	`ffff`	`ffff`

Description: Read data from 16-bit table latch (TBLAT) into file register 'f'. Table Latch is unaffected.

If t = 1; high byte is read

If t = 0; low byte is read

This instruction is used in conjunction with `TABLRD` to transfer data from program memory to data memory.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register TBLATH or TBLATL	Execute	Write register 'f'

Example: `TLRD t, RAM`

Before Instruction

t	=	0	
RAM	=	?	
TBLAT	=	0x00AF	(TBLATH = 0x00) (TBLATL = 0xAF)

After Instruction

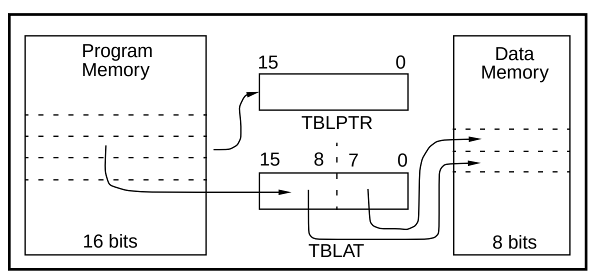
RAM	=	0xAF	
TBLAT	=	0x00AF	(TBLATH = 0x00) (TBLATL = 0xAF)

Before Instruction

t	=	1	
RAM	=	?	
TBLAT	=	0x00AF	(TBLATH = 0x00) (TBLATL = 0xAF)

After Instruction

RAM	=	0x00	
TBLAT	=	0x00AF	(TBLATH = 0x00) (TBLATL = 0xAF)



Applicable Devices	42	R42	42A	43	R43	44

FIGURE 18-15: IOH vs. VOH, VDD = 5V

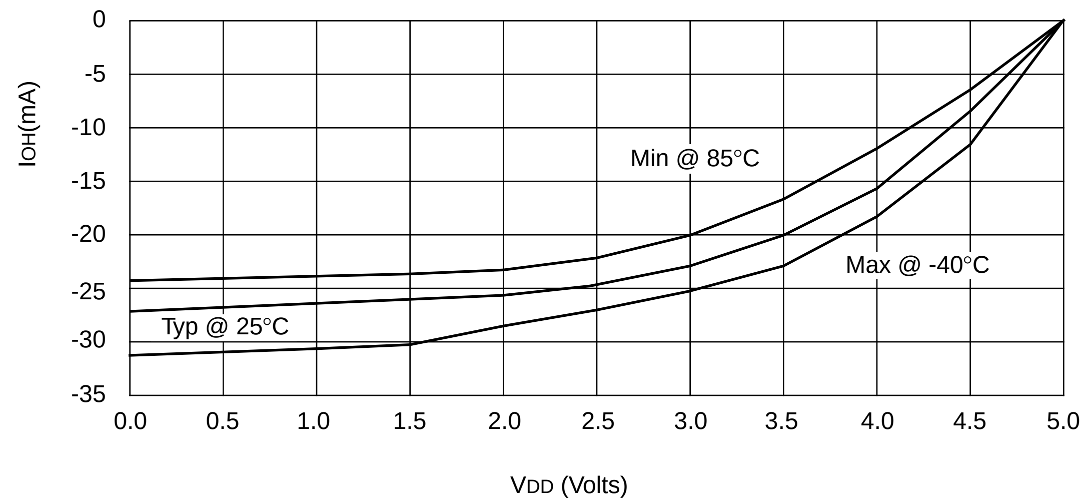
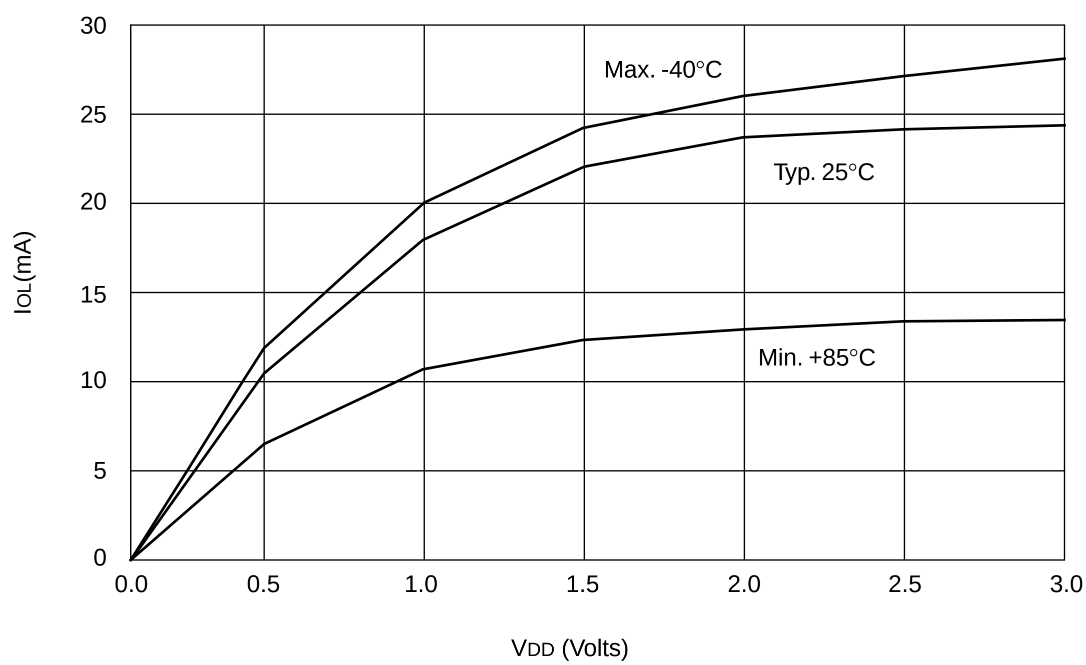
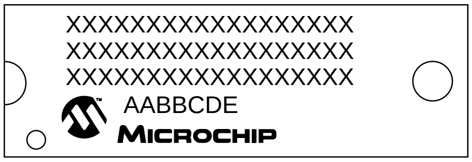


FIGURE 18-16: IOL vs. VOL, VDD = 3V

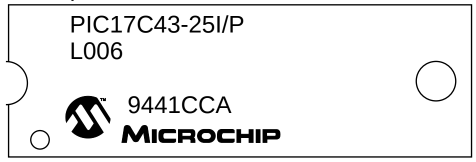


21.6 Package Marking Information

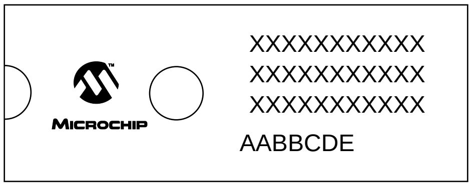
40-Lead PDIP/CERDIP



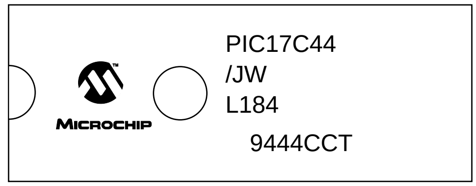
Example



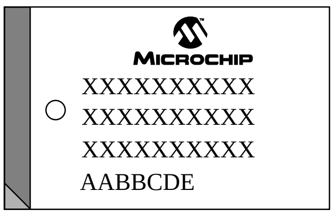
40 Lead CERDIP Windowed



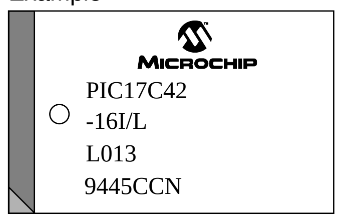
Example



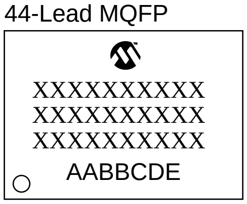
44-Lead PLCC



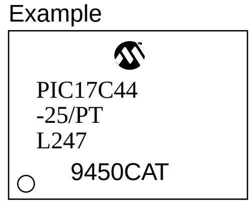
Example



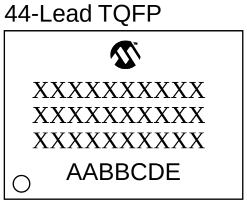
44-Lead MQFP



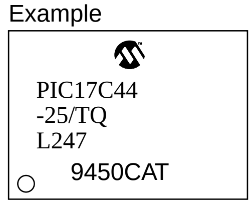
Example



44-Lead TQFP



Example



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	XX...X	Customer specific information*
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	BB	Week code (week of January 1 is week '01')
	C	Facility code of the plant at which wafer is manufactured C = Chandler, Arizona, U.S.A., S = Tempe, Arizona, U.S.A.
	D	Mask revision number
	E	Assembly code of the plant or country of origin in which part was assembled

Note: In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line thus limiting the number of available characters for customer specific information.

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3. Depress the <Enter> key and a garbage string will appear because CompuServe is expecting a 7E1 setting.
4. Type +, depress the <Enter> key and “Host Name:” will appear.
5. Type MCHIPBBS, depress the <Enter> key and you will be connected to the Microchip BBS.

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