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Applications of "[Embedded - Microcontrollers](#)"

Details

Product Status	Obsolete
Core Processor	PIC
Core Size	8-Bit
Speed	8MHz
Connectivity	UART/USART
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)	2.5V ~ 6V
Data Converters	-
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-LCC (J-Lead)
Supplier Device Package	44-PLCC (16.59x16.59)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic17lc44t-08i-l

PIC17C4X

NOTES:

PIC17C4X

NOTES:

6.3 Stack Operation

The PIC17C4X devices have a 16 x 16-bit wide hardware stack (Figure 6-1). The stack is not part of either the program or data memory space, and the stack pointer is neither readable nor writable. The PC is “PUSHed” onto the stack when a CALL instruction is executed or an interrupt is acknowledged. The stack is “POPPed” in the event of a RETURN, RETLW, or a RETFIE instruction execution. PCLATH is not affected by a “PUSH” or a “POP” operation.

The stack operates as a circular buffer, with the stack pointer initialized to '0' after all resets. There is a stack available bit (STKAV) to allow software to ensure that the stack has not overflowed. The STKAV bit is set after a device reset. When the stack pointer equals Fh, STKAV is cleared. When the stack pointer rolls over from Fh to 0h, the STKAV bit will be held clear until a device reset.

Note 1: There is not a status bit for stack underflow. The STKAV bit can be used to detect the underflow which results in the stack pointer being at the top of stack.

Note 2: There are no instruction mnemonics called PUSH or POP. These are actions that occur from the execution of the CALL, RETURN, RETLW, and RETFIE instructions, or the vectoring to an interrupt vector.

Note 3: After a reset, if a “POP” operation occurs before a “PUSH” operation, the STKAV bit will be cleared. This will appear as if the stack is full (underflow has occurred). If a “PUSH” operation occurs next (before another “POP”), the STKAV bit will be locked clear. Only a device reset will cause this bit to set.

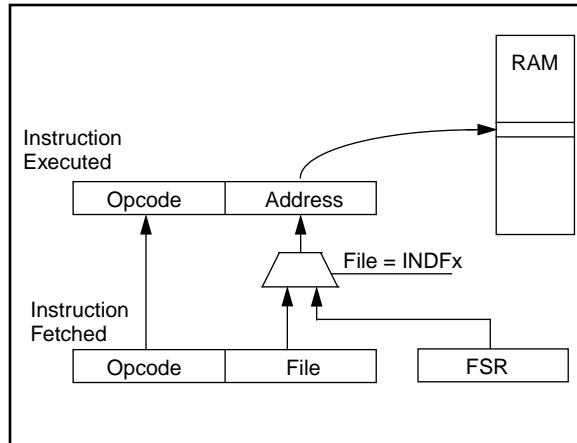
After the device is “PUSHed” sixteen times (without a “POP”), the seventeenth push overwrites the value from the first push. The eighteenth push overwrites the second push (and so on).

6.4 Indirect Addressing

Indirect addressing is a mode of addressing data memory where the data memory address in the instruction is not fixed. That is, the register that is to be read or written can be modified by the program. This can be useful for data tables in the data memory. Figure 6-10 shows the operation of indirect addressing. This shows the moving of the value to the data memory address specified by the value of the FSR register.

Example 6-1 shows the use of indirect addressing to clear RAM in a minimum number of instructions. A similar concept could be used to move a defined number of bytes (block) of data to the USART transmit register (TXREG). The starting address of the block of data to be transmitted could easily be modified by the program.

FIGURE 6-10: INDIRECT ADDRESSING



PIC17C4X

NOTES:

TABLE 9-5: PORTC FUNCTIONS

Name	Bit	Buffer Type	Function
RC0/AD0	bit0	TTL	Input/Output or system bus address/data pin.
RC1/AD1	bit1	TTL	Input/Output or system bus address/data pin.
RC2/AD2	bit2	TTL	Input/Output or system bus address/data pin.
RC3/AD3	bit3	TTL	Input/Output or system bus address/data pin.
RC4/AD4	bit4	TTL	Input/Output or system bus address/data pin.
RC5/AD5	bit5	TTL	Input/Output or system bus address/data pin.
RC6/AD6	bit6	TTL	Input/Output or system bus address/data pin.
RC7/AD7	bit7	TTL	Input/Output or system bus address/data pin.

Legend: TTL = TTL input.

TABLE 9-6: REGISTERS/BITS ASSOCIATED WITH PORTC

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)
11h, Bank 1	PORTC	RC7/AD7	RC6/AD6	RC5/AD5	RC4/AD4	RC3/AD3	RC2/AD2	RC1/AD1	RC0/AD0	xxxx xxxx	aaaa aaaa
10h, Bank 1	DDRC	Data direction register for PORTC								1111 1111	1111 1111

Legend: x = unknown, u = unchanged.

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

12.0 TIMER1, TIMER2, TIMER3, PWMS AND CAPTURES

The PIC17C4X has a wealth of timers and time-based functions to ease the implementation of control applications. These time-base functions include two PWM outputs and two Capture inputs.

Timer1 and Timer2 are two 8-bit incrementing timers, each with a period register (PR1 and PR2 respectively) and separate overflow interrupt flags. Timer1 and Timer2 can operate either as timers (increment on internal Fosc/4 clock) or as counters (increment on falling edge of external clock on pin RB4/TCLK12). They are also software configurable to operate as a single 16-bit timer. These timers are also used as the time-base for the PWM (pulse width modulation) module.

Timer3 is a 16-bit timer/counter consisting of the TMR3H and TMR3L registers. This timer has four other associated registers. Two registers are used as a 16-bit period register or a 16-bit Capture1 register (PR3H/CA1H:PR3L/CA1L). The other two registers are strictly the Capture2 registers (CA2H:CA2L). Timer3 is the time-base for the two 16-bit captures.

TMR3 can be software configured to increment from the internal system clock or from an external signal on the RB5/TCLK3 pin.

Figure 12-1 and Figure 12-2 are the control registers for the operation of Timer1, Timer2, and Timer3, as well as PWM1, PWM2, Capture1, and Capture2.

FIGURE 12-1: TCON1 REGISTER (ADDRESS: 16h, BANK 3)

| R/W - 0 |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| CA2ED1 | CA2ED0 | CA1ED1 | CA1ED0 | T16 | TMR3CS | TMR2CS | TMR1CS | |
| bit7 | | | | | bit0 | | | |

R = Readable bit
 W = Writable bit
 -n = Value at POR reset

bit 7-6: **CA2ED1:CA2ED0:** Capture2 Mode Select bits
 00 = Capture on every falling edge
 01 = Capture on every rising edge
 10 = Capture on every 4th rising edge
 11 = Capture on every 16th rising edge

bit 5-4: **CA1ED1:CA1ED0:** Capture1 Mode Select bits
 00 = Capture on every falling edge
 01 = Capture on every rising edge
 10 = Capture on every 4th rising edge
 11 = Capture on every 16th rising edge

bit 3: **T16:** Timer1:Timer2 Mode Select bit
 1 = Timer1 and Timer2 form a 16-bit timer
 0 = Timer1 and Timer2 are two 8-bit timers

bit 2: **TMR3CS:** Timer3 Clock Source Select bit
 1 = TMR3 increments off the falling edge of the RB5/TCLK3 pin
 0 = TMR3 increments off the internal clock

bit 1: **TMR2CS:** Timer2 Clock Source Select bit
 1 = TMR2 increments off the falling edge of the RB4/TCLK12 pin
 0 = TMR2 increments off the internal clock

bit 0: **TMR1CS:** Timer1 Clock Source Select bit
 1 = TMR1 increments off the falling edge of the RB4/TCLK12 pin
 0 = TMR1 increments off the internal clock

FIGURE 13-3: USART TRANSMIT

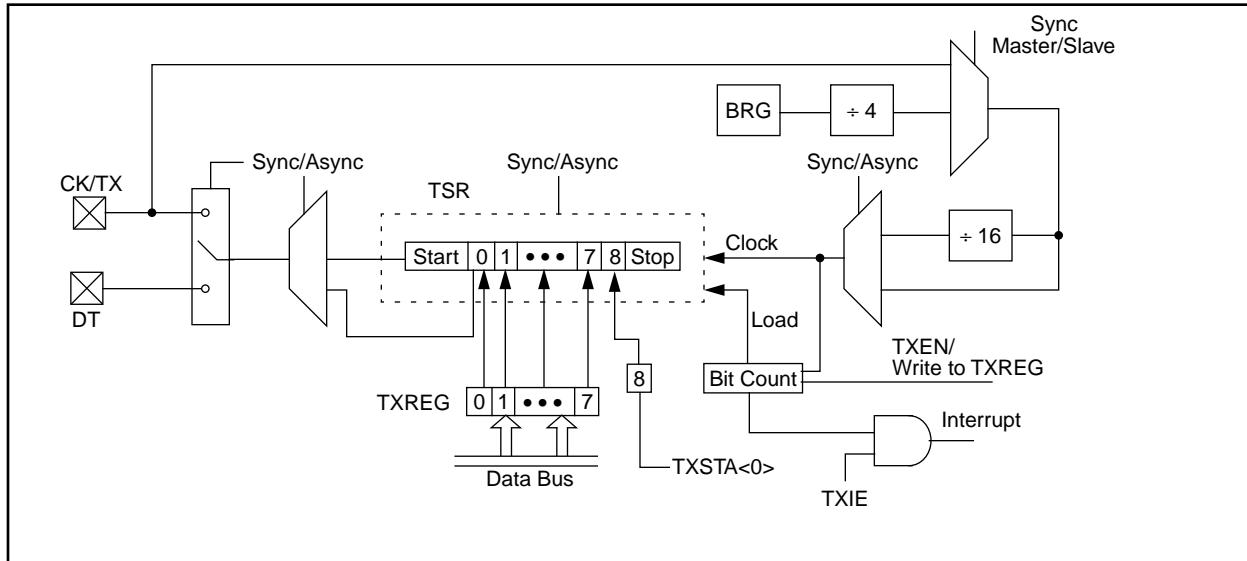
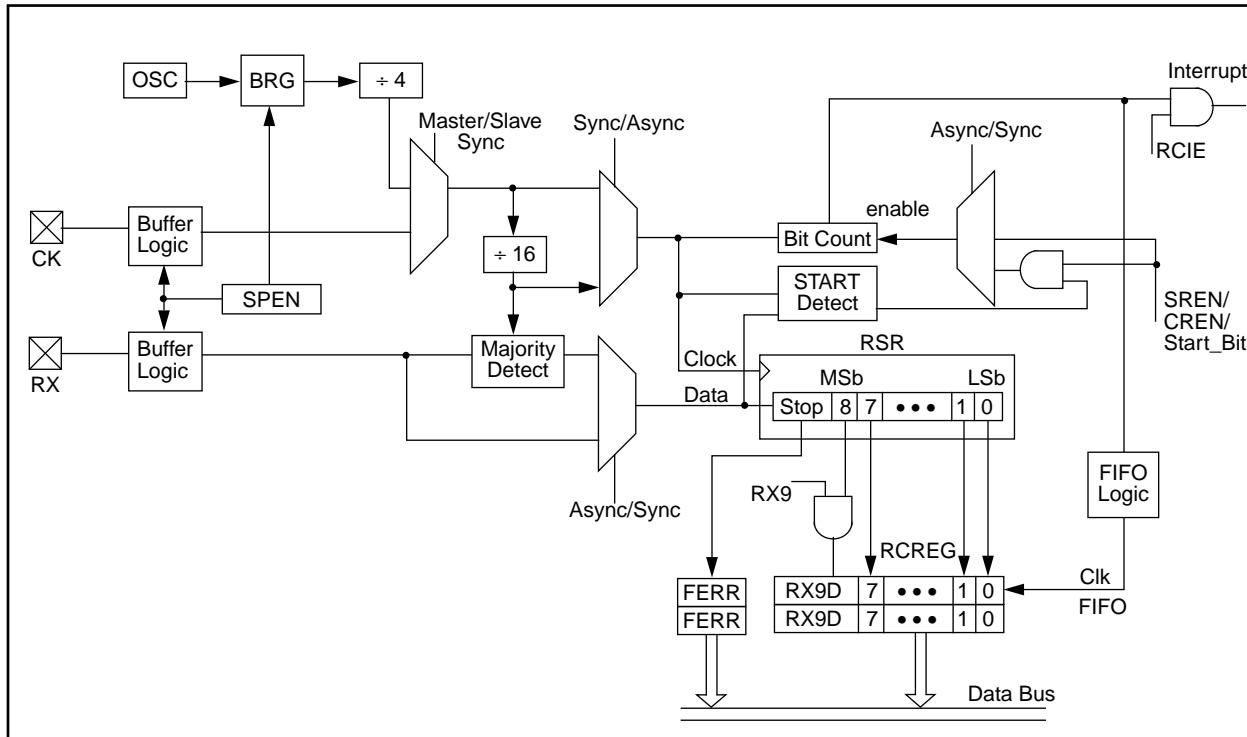


FIGURE 13-4: USART RECEIVE



14.3 Watchdog Timer (WDT)

The Watchdog Timer's function is to recover from software malfunction. The WDT uses an internal free running on-chip RC oscillator for its clock source. This does not require any external components. This RC oscillator is separate from the RC oscillator of the OSC1/CLKIN pin. That means that the WDT will run, even if the clock on the OSC1/CLKIN and OSC2/CLKOUT pins of the device has been stopped, for example, by execution of a SLEEP instruction. During normal operation and SLEEP mode, a WDT time-out generates a device RESET. The WDT can be permanently disabled by programming the configuration bits WDTPS1:WDTPS0 as '00' (Section 14.1).

Under normal operation, the WDT must be cleared on a regular interval. This time is less than the minimum WDT overflow time. Not clearing the WDT in this time frame will cause the WDT to overflow and reset the device.

14.3.1 WDT PERIOD

The WDT has a nominal time-out period of 12 ms, (with postscaler = 1). The time-out periods vary with temperature, VDD and process variations from part to part (see DC specs). If longer time-out periods are desired, a postscaler with a division ratio of up to 1:256 can be assigned to the WDT. Thus, typical time-out periods up to 3.0 seconds can be realized.

The CLRWDT and SLEEP instructions clear the WDT and the postscaler (if assigned to the WDT) and prevent it from timing out thus generating a device RESET condition.

The $\overline{\text{TO}}$ bit in the CPUSTA register will be cleared upon a WDT time-out.

14.3.2 CLEARING THE WDT AND POSTSCALER

The WDT and postscaler are cleared when:

- The device is in the reset state
- A SLEEP instruction is executed
- A CLRWDT instruction is executed
- Wake-up from SLEEP by an interrupt

The WDT counter/postscaler will start counting on the first edge after the device exits the reset state.

14.3.3 WDT PROGRAMMING CONSIDERATIONS

It should also be taken in account that under worst case conditions ($V_{DD} = \text{Min.}$, Temperature = Max., max. WDT postscaler) it may take several seconds before a WDT time-out occurs.

The WDT and postscaler is the Power-up Timer during the Power-on Reset sequence.

14.3.4 WDT AS NORMAL TIMER

When the WDT is selected as a normal timer, the clock source is the device clock. Neither the WDT nor the postscaler are directly readable or writable. The overflow time is 65536 Tosc cycles. On overflow, the $\overline{\text{TO}}$ bit is cleared (device is not reset). The CLRWDT instruction can be used to set the $\overline{\text{TO}}$ bit. This allows the WDT to be a simple overflow timer. When in sleep, the WDT does not increment.

PIC17C4X

ANDWF	AND WREG with f								
Syntax:	[<i>label</i>] ANDWF f,d								
Operands:	0 ≤ f ≤ 255 d ∈ [0,1]								
Operation:	(WREG) .AND. (f) → (dest)								
Status Affected:	Z								
Encoding:	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td>0000</td> <td>101d</td> <td>ffff</td> <td>ffff</td> </tr> </table>	0000	101d	ffff	ffff				
0000	101d	ffff	ffff						
Description:	The contents of WREG are AND'ed with register 'f'. If 'd' is 0 the result is stored in WREG. If 'd' is 1 the result is stored back in register 'f'.								
Words:	1								
Cycles:	1								
Q Cycle Activity:	<table border="1" style="width: 100%; text-align: center;"> <tr> <th>Q1</th> <th>Q2</th> <th>Q3</th> <th>Q4</th> </tr> <tr> <td>Decode</td> <td>Read register 'f'</td> <td>Execute</td> <td>Write to destination</td> </tr> </table>	Q1	Q2	Q3	Q4	Decode	Read register 'f'	Execute	Write to destination
Q1	Q2	Q3	Q4						
Decode	Read register 'f'	Execute	Write to destination						

Example: ANDWF REG, 1

Before Instruction

```
WREG = 0x17
REG  = 0xC2
```

After Instruction

```
WREG = 0x17
REG  = 0x02
```

BCF	Bit Clear f								
Syntax:	[<i>label</i>] BCF f,b								
Operands:	0 ≤ f ≤ 255 0 ≤ b ≤ 7								
Operation:	0 → (f)								
Status Affected:	None								
Encoding:	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td>1000</td> <td>1bbb</td> <td>ffff</td> <td>ffff</td> </tr> </table>	1000	1bbb	ffff	ffff				
1000	1bbb	ffff	ffff						
Description:	Bit 'b' in register 'f' is cleared.								
Words:	1								
Cycles:	1								
Q Cycle Activity:	<table border="1" style="width: 100%; text-align: center;"> <tr> <th>Q1</th> <th>Q2</th> <th>Q3</th> <th>Q4</th> </tr> <tr> <td>Decode</td> <td>Read register 'f'</td> <td>Execute</td> <td>Write register 'f'</td> </tr> </table>	Q1	Q2	Q3	Q4	Decode	Read register 'f'	Execute	Write register 'f'
Q1	Q2	Q3	Q4						
Decode	Read register 'f'	Execute	Write register 'f'						

Example: BCF FLAG_REG, 7

Before Instruction

```
FLAG_REG = 0xC7
```

After Instruction

```
FLAG_REG = 0x47
```

DCFSNZ	Decrement f, skip if not 0								
Syntax:	[label] DCFSNZ f,d								
Operands:	$0 \leq f \leq 255$ $d \in [0,1]$								
Operation:	$(f) - 1 \rightarrow (\text{dest})$ skip if not 0								
Status Affected:	None								
Encoding:	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>0010</td><td>011d</td><td>ffff</td><td>ffff</td></tr> </table>	0010	011d	ffff	ffff				
0010	011d	ffff	ffff						
Description:	<p>The contents of register 'f' are decremented. If 'd' is 0 the result is placed in WREG. If 'd' is 1 the result is placed back in register 'f'.</p> <p>If the result is not 0, the next instruction, which is already fetched, is discarded, and an NOP is executed instead making it a two-cycle instruction.</p>								
Words:	1								
Cycles:	1(2)								
Q Cycle Activity:	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <th>Q1</th><th>Q2</th><th>Q3</th><th>Q4</th></tr> <tr> <td>Decode</td><td>Read register 'f'</td><td>Execute</td><td>Write to destination</td></tr> </table>	Q1	Q2	Q3	Q4	Decode	Read register 'f'	Execute	Write to destination
Q1	Q2	Q3	Q4						
Decode	Read register 'f'	Execute	Write to destination						

If skip:

Q1	Q2	Q3	Q4
Forced NOP	NOP	Execute	NOP

Example: HERE DCFSNZ TEMP, 1
ZERO :
NZERO :

Before Instruction

TEMP_VALUE = ?

After Instruction

TEMP_VALUE = TEMP_VALUE - 1;
If TEMP_VALUE = 0;
PC = Address (ZERO)
If TEMP_VALUE ≠ 0;
PC = Address (NZERO)

GOTO	Unconditional Branch												
Syntax:	[label] GOTO k												
Operands:	$0 \leq k \leq 8191$												
Operation:	$k \rightarrow \text{PC} <12:0>;$ $k < 12:8 \rightarrow \text{PCLATH} <4:0>;$ $k < 15:13 \rightarrow \text{PCLATH} <7:5>$												
Status Affected:	None												
Encoding:	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr><td>110k</td><td>kkkk</td><td>kkkk</td><td>kkkk</td></tr> </table>	110k	kkkk	kkkk	kkkk								
110k	kkkk	kkkk	kkkk										
Description:	<p>GOTO allows an unconditional branch anywhere within an 8K page boundary. The thirteen bit immediate value is loaded into PC bits <12:0>. Then the upper eight bits of PC are loaded into PCLATH. GOTO is always a two-cycle instruction.</p>												
Words:	1												
Cycles:	2												
Q Cycle Activity:	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <th>Q1</th><th>Q2</th><th>Q3</th><th>Q4</th> </tr> <tr> <td>Decode</td><td>Read literal 'k' <7:0></td><td>Execute</td><td>NOP</td></tr> <tr> <td>Forced NOP</td><td>NOP</td><td>Execute</td><td>NOP</td></tr> </table>	Q1	Q2	Q3	Q4	Decode	Read literal 'k' <7:0>	Execute	NOP	Forced NOP	NOP	Execute	NOP
Q1	Q2	Q3	Q4										
Decode	Read literal 'k' <7:0>	Execute	NOP										
Forced NOP	NOP	Execute	NOP										

Example: GOTO THERE

After Instruction
PC = Address (THERE)

MOVFP	Move f to p								
Syntax:	[label] MOVFP f,p								
Operands:	0 ≤ f ≤ 255 0 ≤ p ≤ 31								
Operation:	(f) → (p)								
Status Affected:	None								
Encoding:	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td>011p</td> <td>pppp</td> <td>ffff</td> <td>ffff</td> </tr> </table>	011p	pppp	ffff	ffff				
011p	pppp	ffff	ffff						
Description:	<p>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.</p> <p>Either 'p' or 'f' can be WREG (a useful special situation).</p> <p>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.</p>								
Words:	1								
Cycles:	1								
Q Cycle Activity:	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <th>Q1</th> <th>Q2</th> <th>Q3</th> <th>Q4</th> </tr> <tr> <td>Decode</td> <td>Read register 'f'</td> <td>Execute</td> <td>Write register 'p'</td> </tr> </table>	Q1	Q2	Q3	Q4	Decode	Read register 'f'	Execute	Write register 'p'
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 ≤ k ≤ 15								
Operation:	k → (BSR<3:0>)								
Status Affected:	None								
Encoding:	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <td>1011</td> <td>1000</td> <td>uuuu</td> <td>kkkk</td> </tr> </table>	1011	1000	uuuu	kkkk				
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:	<table border="1" style="display: inline-table; vertical-align: middle;"> <tr> <th>Q1</th> <th>Q2</th> <th>Q3</th> <th>Q4</th> </tr> <tr> <td>Decode</td> <td>Read literal 'u:k'</td> <td>Execute</td> <td>Write literal 'k' to BSR<3:0></td> </tr> </table>	Q1	Q2	Q3	Q4	Decode	Read literal 'u:k'	Execute	Write literal 'k' to BSR<3:0>
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'.

PIC17C4X

Applicable Devices | 42 | R42 | 42A | 43 | R43 | 44

17.2 DC CHARACTERISTICS: **PIC17C42-16 (Commercial, Industrial)**
PIC17C42-25 (Commercial, Industrial)

DC CHARACTERISTICS								Standard Operating Conditions (unless otherwise stated)
Parameter No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions	Operating temperature
D030	VIL	Input Low Voltage I/O ports with TTL buffer	Vss	—	0.8	V	Note1	-40°C ≤ TA ≤ +85°C for industrial and 0°C ≤ TA ≤ +70°C for commercial
D031		with Schmitt Trigger buffer	Vss	—	0.2VDD	V		
D032		MCLR, OSC1 (in EC and RC mode)	Vss	—	0.2VDD	V		
D033		OSC1 (in XT, and LF mode)	—	0.5VDD	—	V		
D040	VIH	Input High Voltage I/O ports with TTL buffer	2.0	—	VDD	V	Note1	
D041		with Schmitt Trigger buffer	0.8VDD	—	VDD	V		
D042		MCLR	0.8VDD	—	VDD	V		
D043		OSC1 (XT, and LF mode)	—	0.5VDD	—	V		
D050	VHYS	Hysteresis of Schmitt Trigger inputs	0.15VDD*	—	—	V		
D060	IIL	Input Leakage Current (Notes 2, 3) I/O ports (except RA2, RA3)	—	—	±1	µA	Vss ≤ VPIN ≤ VDD, I/O Pin at hi-impedance PORTB weak pull-ups disabled	
D061		MCLR	—	—	±2	µA		VPIN = Vss or VPIN = VDD
D062		RA2, RA3	—	—	±2	µA		Vss ≤ VRA2, VRA3 ≤ 12V
D063		OSC1, TEST	—	—	±1	µA		Vss ≤ VPIN ≤ VDD
D064		MCLR	—	—	10	µA		VMCLR = VPP = 12V (when not programming)
D070	IPURB	PORTB weak pull-up current	60	200	400	µA		VPIN = VSS, RBPU = 0

* 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.

‡ These parameters are for design guidance only and are not tested, nor characterized.

†† Design guidance to attain the AC timing specifications. These loads are not tested.

- Note 1: In RC oscillator configuration, the OSC1 pin is a Schmitt Trigger input. It is not recommended that the PIC17CXX devices be driven with external clock in RC mode.
- 2: The leakage current on the MCLR pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.
 - 3: Negative current is defined as coming out of the pin.
 - 4: These specifications are for the programming of the on-chip program memory EPROM through the use of the table write instructions. The complete programming specifications can be found in: PIC17CXX Programming Specifications (Literature number DS30139).
 - 5: The MCLR/Vpp pin may be kept in this range at times other than programming, but this is not recommended.
 - 6: For TTL buffers, the better of the two specifications may be used.

18.0 PIC17C42 DC AND AC CHARACTERISTICS

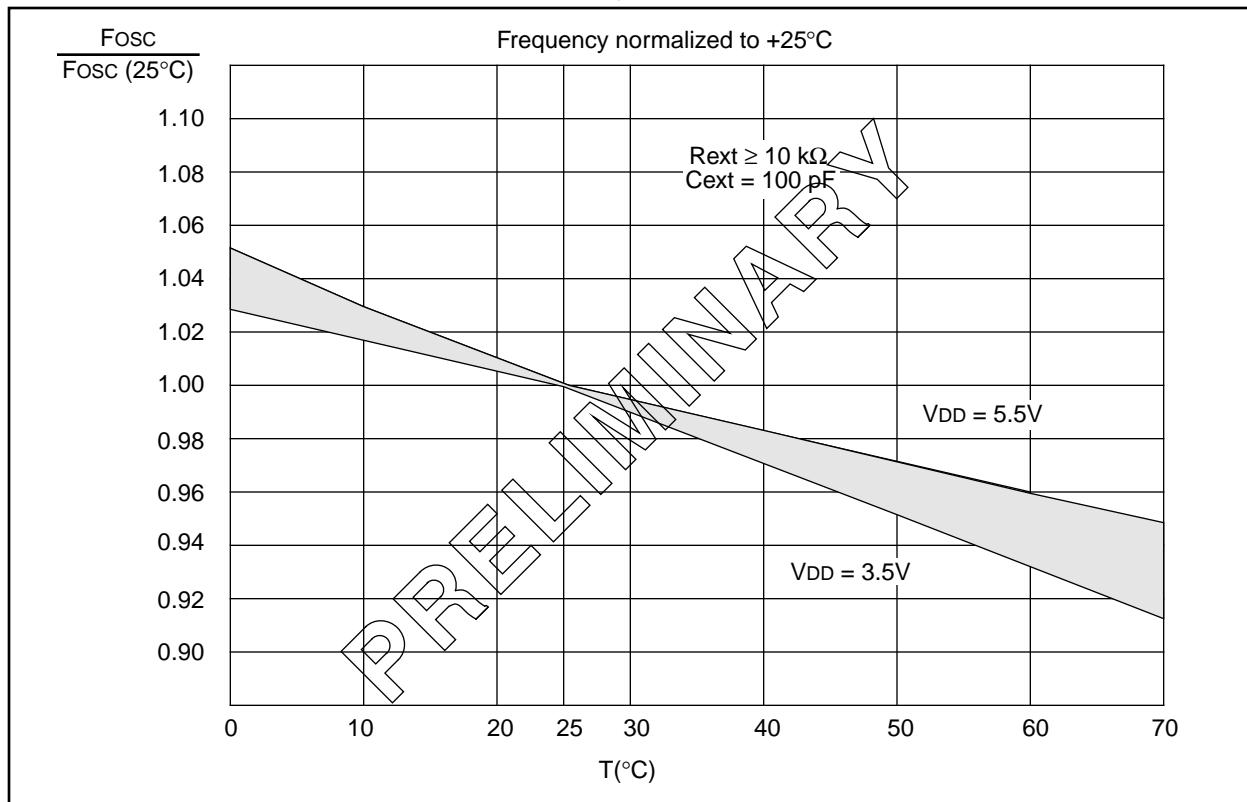
The graphs and tables provided in this section are for design guidance and are not tested or guaranteed. In some graphs or tables the data presented are outside specified operating range (e.g. outside specified V_{DD} range). This is for information only and devices are ensured to operate properly only within the specified range.

The data presented in this section is a statistical summary of data collected on units from different lots over a period of time. "Typical" represents the mean of the distribution while "max" or "min" represents (mean + 3 σ) and (mean - 3 σ) respectively where σ is standard deviation.

TABLE 18-1: PIN CAPACITANCE PER PACKAGE TYPE

Pin Name	Typical Capacitance (pF)			
	40-pin DIP	44-pin PLCC	44-pin MQFP	44-pin TQFP
All pins, except MCLR, V _{DD} , and V _{SS}	10	10	10	10
MCLR pin	20	20	20	20

FIGURE 18-1: TYPICAL RC OSCILLATOR FREQUENCY vs. TEMPERATURE



PIC17C4X

Applicable Devices

TABLE 19-1: CROSS REFERENCE OF DEVICE Specs FOR OSCILLATOR CONFIGURATIONS AND FREQUENCIES OF OPERATION (COMMERCIAL DEVICES)

		JW Devices (Ceramic Windboxed Devices)			
		PIC17CR42-33 PIC17CR42A-33 PIC17CR43-33 PIC17CR43A-33 PIC17CR44-33 PIC17CR44A-33	PIC17CR42-25 PIC17CR42A-25 PIC17CR43-25 PIC17CR43A-25 PIC17CR44-25 PIC17CR44A-25	PIC17CR42-16 PIC17CR42A-16 PIC17CR43-16 PIC17CR43A-16 PIC17CR44-16 PIC17CR44A-16	PIC17CR42-16 PIC17CR42A-16 PIC17CR43-16 PIC17CR43A-16 PIC17CR44-16 PIC17CR44A-16
OSC	VDD:	2.5V to 6.0V	VDD: 4.5V to 6.0V	VDD: 4.5V to 6.0V	VDD: 4.5V to 6.0V
	IDD:	6 mA max.	IDD: 6 mA max.	IDD: 6 mA max.	IDD: 6 mA max.
RC	IPD:	5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled
	Freq:	4 MHz max.	Freq: 4 MHz max.	Freq: 4 MHz max.	Freq: 4 MHz max.
XT	VDD:	2.5V to 6.0V	VDD: 4.5V to 6.0V	VDD: 4.5V to 6.0V	VDD: 4.5V to 6.0V
	IDD:	12 mA max.	IDD: 24 mA max.	IDD: 38 mA max.	IDD: 38 mA max.
EC	IPD:	5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled
	Freq:	8 MHz max.	Freq: 16 MHz max.	Freq: 25 MHz max.	Freq: 33 MHz max.
LF	VDD:	2.5V to 6.0V	VDD: 4.5V to 6.0V	VDD: 4.5V to 6.0V	VDD: 4.5V to 6.0V
	IDD:	12 mA max.	IDD: 24 mA max.	IDD: 38 mA max.	IDD: 38 mA max.
	IPD:	5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled
	Freq:	8 MHz max.	Freq: 16 MHz Max	Freq: 25 MHz max.	Freq: 33 MHz max.
	VDD:	2.5V to 6.0V	VDD: 4.5V to 6.0V	VDD: 4.5V to 6.0V	VDD: 4.5V to 6.0V
	IDD:	150 μ A max. at 32 kHz	IDD: 95 μ A typ. at 32 kHz	IDD: 95 μ A typ. at 32 kHz	IDD: 150 μ A max. at 32 kHz
	IPD:	5 μ A max. at 5.5V WDT disabled	IPD: < 1 μ A typ. at 5.5V WDT disabled	IPD: < 1 μ A typ. at 5.5V WDT disabled	IPD: 5 μ A max. at 5.5V WDT disabled
	Freq:	2 MHz max.	Freq: 2 MHz max.	Freq: 2 MHz max.	Freq: 2 MHz max.

The shaded sections indicate oscillator selections which are tested for functionality, but not for MIN/MAX specifications. It is recommended that the user select the device type that ensures the specifications required.

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Applicable Devices | 42 | R42 | 42A | 43 | R43 | 44

FIGURE 19-4: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER, AND POWER-UP TIMER TIMING

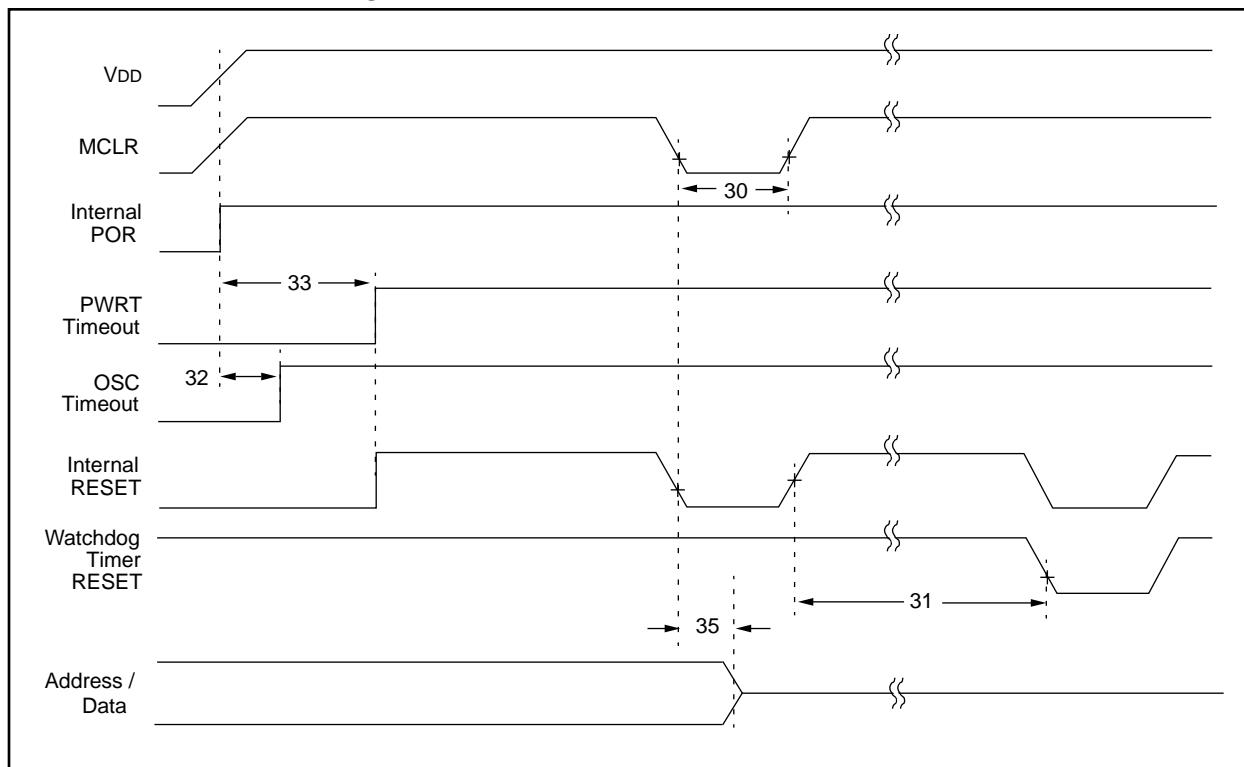


TABLE 19-4: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER AND POWER-UP TIMER REQUIREMENTS

Parameter No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
30	Tmcl	MCLR Pulse Width (low)	100 *	—	—	ns	VDD = 5V
31	Twdt	Watchdog Timer Time-out Period (Prescale = 1)	5 *	12	25 *	ms	VDD = 5V
32	Tost	Oscillation Start-up Timer Period	—	1024Tosc§	—	ms	Tosc = OSC1 period
33	Tpwrt	Power-up Timer Period	40 *	96	200 *	ms	VDD = 5V
35	Tmcl2adl	MCLR to System Interface bus (AD15:AD0>) invalid	PIC17CR42/42A/43/R43/44	—	—	100 *	ns
			PIC17LCR42/42A/43/R43/44	—	—	120 *	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.

‡ These parameters are for design guidance only and are not tested, nor characterized.

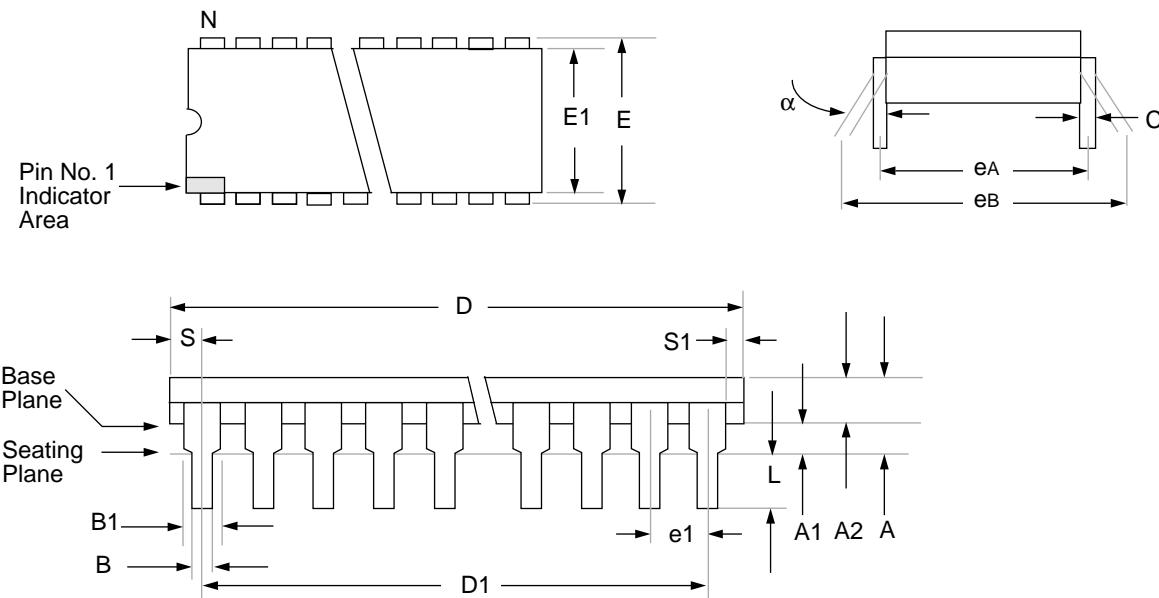
§ This specification ensured by design.

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NOTES:

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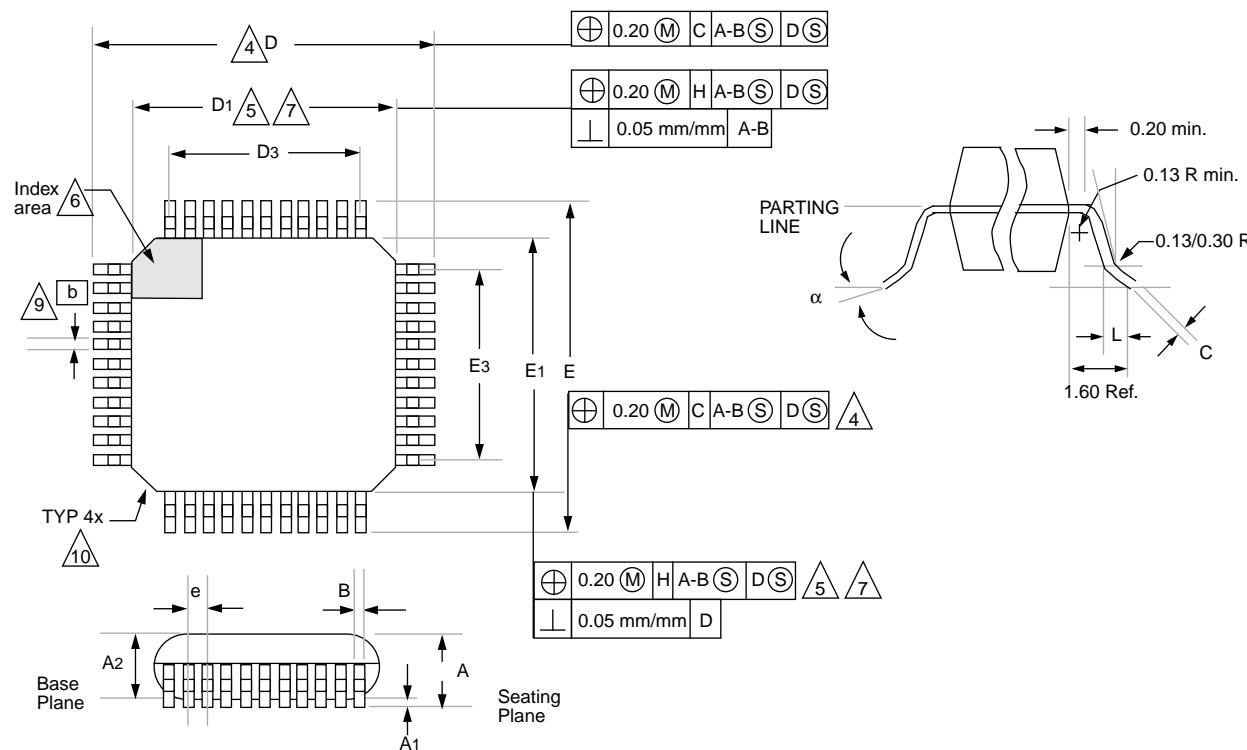
21.2 40-Lead Plastic Dual In-line (600 mil)



Package Group: Plastic Dual In-Line (PLA)						
Symbol	Millimeters			Inches		
	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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21.4 44-Lead Plastic Surface Mount (MQFP 10x10 mm Body 1.6/0.15 mm Lead Form)



Package Group: Plastic MQFP						
Symbol	Millimeters			Inches		
	Min	Max	Notes	Min	Max	Notes
α	0°	7°		0°	7°	
A	2.000	2.350		0.078	0.093	
A1	0.050	0.250		0.002	0.010	
A2	1.950	2.100		0.768	0.083	
b	0.300	0.450	Typical	0.011	0.018	Typical
C	0.150	0.180		0.006	0.007	
D	12.950	13.450		0.510	0.530	
D1	9.900	10.100		0.390	0.398	
D3	8.000	8.000	Reference	0.315	0.315	Reference
E	12.950	13.450		0.510	0.530	
E1	9.900	10.100		0.390	0.398	
E3	8.000	8.000	Reference	0.315	0.315	Reference
e	0.800	0.800		0.031	0.032	
L	0.730	1.030		0.028	0.041	
N	44	44		44	44	
CP	0.102	—		0.004	—	

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