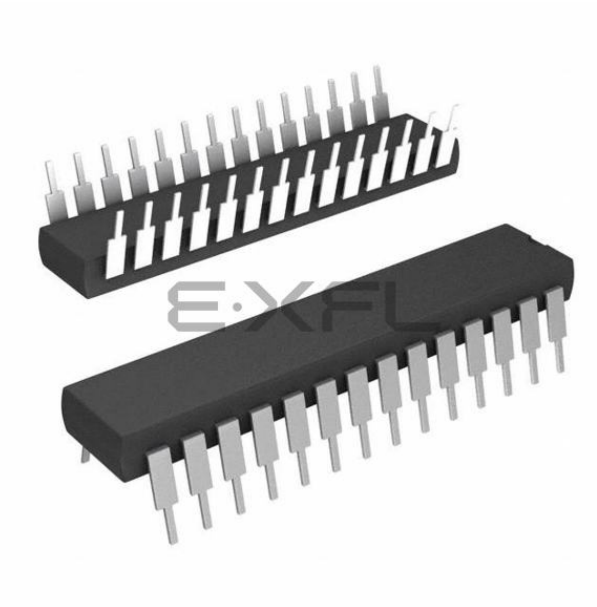

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Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, SPI
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	22
Program Memory Size	3.5KB (2K x 14)
Program Memory Type	FLASH
EEPROM Size	64 x 8
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	4V ~ 5.5V
Data Converters	A/D 5x10b
Oscillator Type	External
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Through Hole
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2.2.2.2 OPTION_REG Register

The OPTION_REG Register is a readable and writable register, which contains various control bits to configure the TMR0 prescaler/WDT postscaler (single assignable register known also as the prescaler), the External INT Interrupt, TMR0 and the weak pull-ups on PORTB.

Note: To achieve a 1:1 prescaler assignment for the TMR0 register, assign the prescaler to the Watchdog Timer.

REGISTER 2-2: OPTION_REG REGISTER (ADDRESS 81h, 181h)

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
RBPU	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0
bit 7							bit 0

bit 7 **$\overline{\text{RBPU}}$:** PORTB Pull-up Enable bit

1 = PORTB pull-ups are disabled
0 = PORTB pull-ups are enabled by individual port latch values

bit 6 **INTEDG**: Interrupt Edge Select bit

1 = Interrupt on rising edge of RB0/INT pin
0 = Interrupt on falling edge of RB0/INT pin

bit 5 **T0CS**: TMR0 Clock Source Select bit

1 = Transition on RA4/T0CKI pin
0 = Internal instruction cycle clock (CLKOUT)

bit 4 **T0SE**: TMR0 Source Edge Select bit

1 = Increment on high-to-low transition on RA4/T0CKI pin
0 = Increment on low-to-high transition on RA4/T0CKI pin

bit 3 **PSA**: Prescaler Assignment bit

1 = Prescaler is assigned to the WDT
0 = Prescaler is assigned to the Timer0 module

bit 2-0 **PS2:PS0**: Prescaler Rate Select bits

Bit Value	TMR0 Rate	WDT Rate
000	1 : 2	1 : 1
001	1 : 4	1 : 2
010	1 : 8	1 : 4
011	1 : 16	1 : 8
100	1 : 32	1 : 16
101	1 : 64	1 : 32
110	1 : 128	1 : 64
111	1 : 256	1 : 128

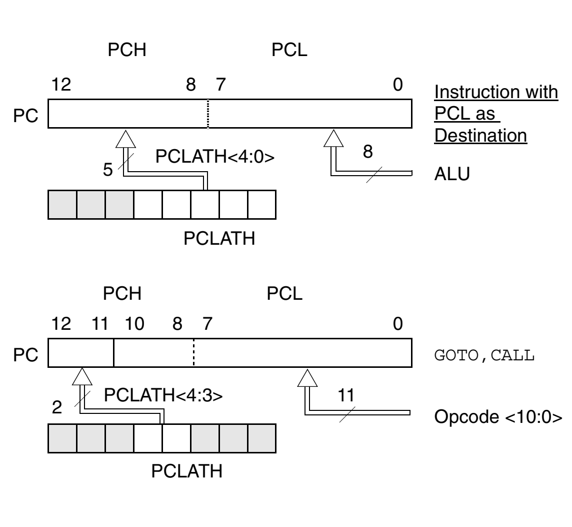
Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
- n = Value at POR	’1’ = Bit is set	’0’ = Bit is cleared	x = Bit is unknown

Note: When using low voltage ICSP programming (LVP) and the pull-ups on PORTB are enabled, bit 3 in the TRISB register must be cleared to disable the pull-up on RB3 and ensure the proper operation of the device

2.3 PCL and PCLATH

The program counter (PC) is 13-bits wide. The low byte comes from the PCL register, which is a readable and writable register. The upper bits (PC<12:8>) are not readable, but are indirectly writable through the PCLATH register. On any RESET, the upper bits of the PC will be cleared. Figure 2-3 shows the two situations for the loading of the PC. The upper example in the figure shows how the PC is loaded on a write to PCL (PCLATH<4:0> → PCH). The lower example in the figure shows how the PC is loaded during a CALL or GOTO instruction (PCLATH<4:3> → PCH).

FIGURE 2-3: LOADING OF PC IN DIFFERENT SITUATIONS



2.3.1 COMPUTED GOTO

A computed GOTO is accomplished by adding an offset to the program counter (ADDWF PCL). When doing a table read using a computed GOTO method, care should be exercised if the table location crosses a PCL memory boundary (each 256 byte block). Refer to the Application Note, *“Implementing a Table Read"* (AN556).

2.3.2 STACK

The PIC16FXXX family has an 8-level deep x 13-bit wide hardware stack. The stack space is not part of either program or data space and the stack pointer is not readable or writable. The PC is PUSHed onto the stack when a CALL instruction is executed or an interrupt causes a branch. The stack is POPed in the event of a RETURN, RETLW or a RETFIE instruction execution. PCLATH is not affected by a PUSH or POP operation.

The stack operates as a circular buffer. This means that after the stack has been PUSHed eight times, the ninth push overwrites the value that was stored from the first push. The tenth push overwrites the second push (and so on).

Note 1: There are no status bits to indicate stack overflow or stack underflow conditions.

2: There are no instructions/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 address.

2.4 Program Memory Paging

All PIC16FXXX devices are capable of addressing a continuous 8K word block of program memory. The CALL and GOTO instructions provide only 11 bits of address to allow branching within any 2K program memory page. When doing a CALL or GOTO instruction, the upper 2 bits of the address are provided by PCLATH<4:3>. Since the PIC16F872 has only 2K words of program memory or one page, additional code is not required to ensure that the correct page is selected before a CALL or GOTO instruction is executed. The PCLATH<4:3> bits should always be maintained as zeros. If a return from a CALL instruction (or interrupt) is executed, the entire 13-bit PC is popped off the stack. Therefore, manipulation of the PCLATH<4:3> bits are not required for the return instructions (which POPs the address from the stack).

Note: The contents of the PCLATH register are unchanged after a RETURN or RETFIE instruction is executed. The user must rewrite the contents of the PCLATH register for any subsequent subroutine calls or GOTO instructions.

The steps to write to program memory are:

1. Write the address to EEADRH:EEADR. Make sure that the address is not larger than the memory size of the device.
2. Write the 14-bit data value to be programmed in the EEDATH:EEDATA registers.
3. Set the EEPGD bit to point to FLASH Program memory.
4. Set the WREN bit to enable program operations.
5. Disable interrupts (if enabled).
6. Execute the special five instruction sequence:
    - Write 55h to EECON2 in two steps (first to W, then to EECON2)
    - Write AAh to EECON2 in two steps (first to W, then to EECON2)
    - Set the WR bit
7. Execute two `NOP` instructions to allow the microcontroller to setup for write operation.
8. Enable interrupts (if using interrupts).
9. Clear the WREN bit to disable program operations.

At the completion of the write cycle, the WR bit is cleared and the EEIF interrupt flag bit is set. (EEIF must be cleared by firmware). Since the microcontroller does not execute instructions during the write cycle, the firmware does not necessarily have to check either EEIF or WR to determine if the write had finished.

EXAMPLE 3-4: FLASH PROGRAM WRITE

```
          BSF       STATUS, RP1       ;
          BCF       STATUS, RP0       ;Bank 2
          MOVF      ADDRL, W          ;Write address
          MOVWF     EEADR             ;of desired
          MOVF      ADDRH, W          ;program memory
          MOVWF     EEADRH            ;location
          MOVF      VALUEL, W         ;Write value to
          MOVWF     EEDATA            ;program at
          MOVF      VALUEH, W         ;desired memory
          MOVWF     EEDATH            ;location
          BSF       STATUS, RP0       ;Bank 3
          BSF       EECON1, EEPGD     ;Point to Program memory
          BSF       EECON1, WREN      ;Enable writes
                                      ;Only disable interrupts
          BCF       INTCON, GIE       ;if already enabled,
                                      ;otherwise discard
          MOVLW     0x55              ;Write 55h to
          MOVWF     EECON2            ;EECON2
 Required MOVLW     0xAA              ;Write AAh to
 Sequence MOVWF     EECON2            ;EECON2
          BSF       EECON1, WR        ;Start write operation
          NOP                         ;Two NOPs to allow micro
          NOP                         ;to setup for write
                                      ;Only enable interrupts
          BSF       INTCON, GIE       ;if using interrupts,
                                      ;otherwise discard
          BCF       EECON1, WREN      ;Disable writes
```

3.6 Write Verify

The PIC16F87X devices do not automatically verify the value written during a write operation. Depending on the application, good programming practice may dictate that the value written to memory be verified against the original value. This should be used in applications where excessive writes can stress bits near the specified endurance limits.

3.7 Protection Against Spurious Writes

There are conditions when the device may not want to write to the EEPROM Data memory or FLASH program memory. To protect against these spurious write conditions various mechanisms have been built into the device. On power-up, the WREN bit is cleared and the Power-up Timer (if enabled) prevents writes.

The write initiate sequence and the WREN bit together help prevent any accidental writes during brown-out, power glitches or firmware malfunction.

TABLE 4-1: PORTA FUNCTIONS

Name	Bit#	Buffer	Function
RA0/AN0	bit0	TTL	Input/output or analog input.
RA1/AN1	bit1	TTL	Input/output or analog input.
RA2/AN2	bit2	TTL	Input/output or analog input.
RA3/AN3/VREF	bit3	TTL	Input/output or analog input or VREF.
RA4/T0CKI	bit4	ST	Input/output or external clock input for Timer0. Output is open drain type.
RA5/$\overline{\text{SS}}$/AN4	bit5	TTL	Input/output or slave select input for synchronous serial port or analog input.

Legend: TTL = TTL input, ST = Schmitt Trigger input

TABLE 4-2: SUMMARY OF REGISTERS ASSOCIATED WITH PORTA

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR, BOR	Value on all other RESETS
05h	PORTA	—	—	RA5	RA4	RA3	RA2	RA1	RA0	`--0x 0000`	`--0u 0000`
85h	TRISA	—	—	PORTA Data Direction Register						`--11 1111`	`--11 1111`
9Fh	ADCON1	ADFM	—	—	—	PCFG3	PCFG2	PCFG1	PCFG0	`--0- 0000`	`--0- 0000`

Legend: `x` = unknown, `u` = unchanged, `-` = unimplemented locations read as '0'.
Shaded cells are not used by PORTA.

Note: When using the SSP module in SPI Slave mode and $\overline{\text{SS}}$ enabled, the A/D converter must be set to one of the following modes, where PCFG3:PCFG0 = `0100, 0101, 011x, 1101, 1110, 1111`.

5.0 TIMER0 MODULE

The Timer0 module timer/counter has the following features:

- 8-bit timer/counter
- Readable and writable
- 8-bit software programmable prescaler
- Internal or external clock select
- Interrupt on overflow from FFh to 00h
- Edge select for external clock

Figure 5-1 is a block diagram of the Timer0 module and the prescaler shared with the WDT.

Additional information on the Timer0 module is available in the PICmicro™ Mid-Range MCU Family Reference Manual (DS33023).

Timer mode is selected by clearing bit T0CS (OPTION_REG<5>). In Timer mode, the Timer0 module will increment every instruction cycle (without prescaler). If the TMR0 register is written, the increment is inhibited for the following two instruction cycles. The user can work around this by writing an adjusted value to the TMR0 register.

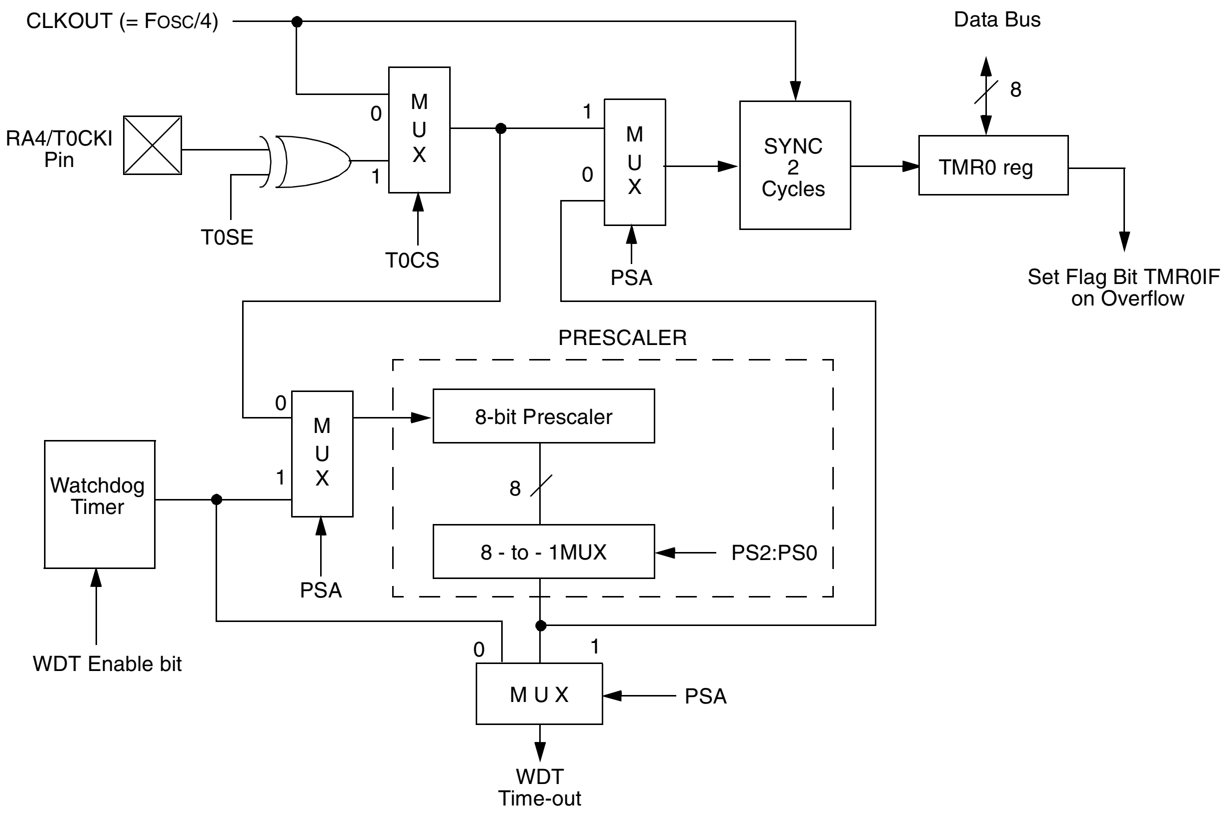
Counter mode is selected by setting bit T0CS (OPTION_REG<5>). In Counter mode, Timer0 will increment either on every rising or falling edge of pin RA4/T0CKI. The incrementing edge is determined by the Timer0 Source Edge Select bit T0SE (OPTION_REG<4>). Clearing bit T0SE selects the rising edge. Restrictions on the external clock input are discussed in detail in Section 5.2.

The prescaler is mutually exclusively shared between the Timer0 module and the Watchdog Timer. The prescaler is not readable or writable. Section 5.3 details the operation of the prescaler.

5.1 Timer0 Interrupt

The TMR0 interrupt is generated when the TMR0 register overflows from FFh to 00h. This overflow sets bit TMR0IF (INTCON<2>). The interrupt can be masked by clearing bit TMR0IE (INTCON<5>). Bit TMR0IF must be cleared in software by the Timer0 module Interrupt Service Routine before re-enabling this interrupt. The TMR0 interrupt cannot awaken the processor from SLEEP, since the timer is shut-off during SLEEP.

FIGURE 5-1: BLOCK DIAGRAM OF THE TIMER0/WDT PRESCALER



Note: T0CS, T0SE, PSA, PS2:PS0 are (OPTION_REG<5:0>).

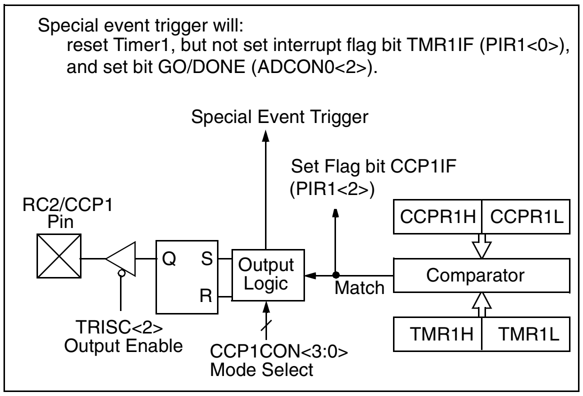
8.2 Compare Mode

In Compare mode, the 16-bit CCPR1 register value is constantly compared against the TMR1 register pair value. When a match occurs, the RC2/CCP1 pin is:

- Driven high
- Driven low
- Remains unchanged

The action on the pin is based on the value of control bits, CCP1M3:CCP1M0 (CCP1CON<3:0>). At the same time, interrupt flag bit CCP1IF is set.

FIGURE 8-2: COMPARE MODE OPERATION BLOCK DIAGRAM



8.2.1 CCP PIN CONFIGURATION

The user must configure the RC2/CCP1 pin as an output by clearing the TRISC<2> bit.

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

8.2.2 TIMER1 MODE SELECTION

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

8.2.3 SOFTWARE INTERRUPT MODE

When Generate Software Interrupt mode is chosen, the CCP1 pin is not affected. The CCPIF bit is set, causing a CCP interrupt (if enabled).

8.2.4 SPECIAL EVENT TRIGGER

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

The special event trigger output of CCP1 resets the TMR1 register pair and starts an A/D conversion (if the A/D module is enabled). This allows the CCPR1 register to effectively be a 16-bit programmable period register for Timer1.

> **Note:** The special event trigger from the CCP module will not set interrupt flag bit TMR1IF (PIR1<0>).

TABLE 8-2: REGISTERS ASSOCIATED WITH CAPTURE, COMPARE, AND TIMER1

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR, BOR	Value on all other RESETS
0Bh,8Bh, 10Bh, 18Bh	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	**(1)**	ADIF	**(1)**	**(1)**	SSPIF	CCP1IF	TMR2IF	TMR1IF	r0rr 0000	0000 0000
8Ch	PIE1	**(1)**	ADIE	**(1)**	**(1)**	SSPIE	CCP1IE	TMR2IE	TMR1IE	r0rr 0000	0000 0000
87h	TRISC	PORTC Data Direction Register								1111 1111	1111 1111
0Eh	TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
0Fh	TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
10h	T1CON	—	—	T1CKPS1	T1CKPS0	T1OSCEN	T1SYNC	TMR1CS	TMR1ON	--00 0000	--uu uuuu
15h	CCPR1L	Capture/Compare/PWM Register1 (LSB)								xxxx xxxx	uuuu uuuu
16h	CCPR1H	Capture/Compare/PWM Register1 (MSB)								xxxx xxxx	uuuu uuuu
17h	CCP1CON	—	—	CCP1X	CCP1Y	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	--00 0000

Legend: x = unknown, u = unchanged, - = unimplemented, read as '0'. Shaded cells are not used by Capture and Timer1.
Note 1: These bits are reserved; always maintain clear.

NOTES:

9.1 SPI Mode

The SPI mode allows 8 bits of data to be synchronously transmitted and received, simultaneously. All four modes of SPI are supported. To accomplish communication, typically three pins are used:

- Serial Data Out (SDO)
- Serial Data In (SDI)
- Serial Clock (SCK)

Additionally, a fourth pin may be used when in a Slave mode of operation:

- Slave Select ($\overline{\text{SS}}$)

When initializing the SPI, several options need to be specified. This is done by programming the appropriate control bits (SSPCON<5:0> and SSPSTAT<7:6>). These control bits allow the following to be specified:

- Master mode (SCK is the clock output)
- Slave mode (SCK is the clock input)
- Clock Polarity (IDLE state of SCK)
- Data input sample phase
  (middle or end of data output time)
- Clock edge
  (output data on rising/falling edge of SCK)
- Clock Rate (Master mode only)
- Slave Select mode (Slave mode only)

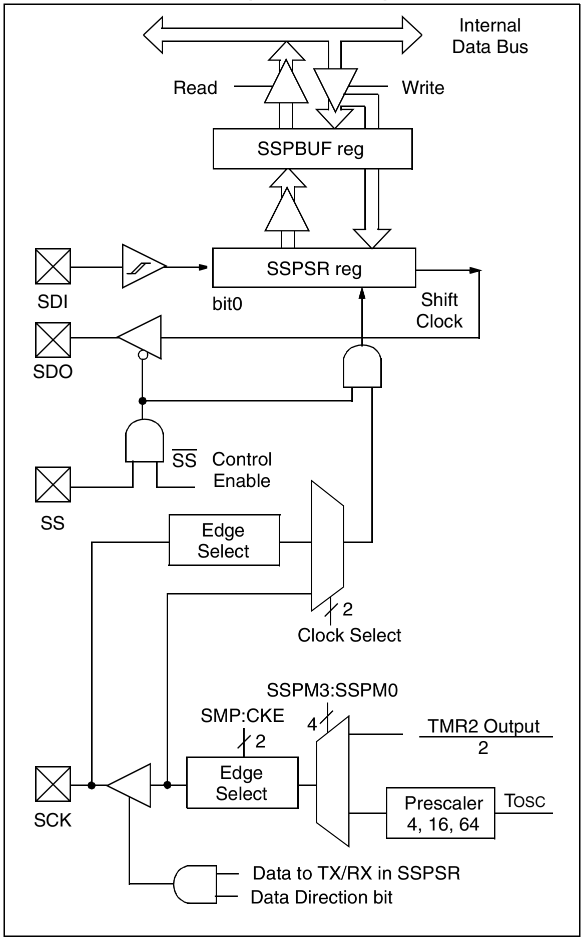
Figure 9-4 shows the block diagram of the MSSP module when in SPI mode.

To enable the serial port, MSSP Enable bit, SSPEN (SSPCON<5>) must be set. To reset or reconfigure SPI mode, clear bit SSPEN, re-initialize the SSPCON registers, and then set bit SSPEN. This configures the SDI, SDO, SCK and $\overline{\text{SS}}$ pins as serial port pins. For the pins to behave as the serial port function, some must have their data direction bits (in the TRIS register) appropriately programmed. That is:

- SDI is automatically controlled by the SPI module
- SDO must have TRISC<5> cleared
- SCK (Master mode) must have TRISC<3> cleared
- SCK (Slave mode) must have TRISC<3> set
- $\overline{\text{SS}}$ must have TRISA<5> set, and
- Register ADCON1 must be set in a way that pin RA5 is configured as a digital I/O

Any serial port function that is not desired may be overridden by programming the corresponding data direction (TRIS) register to the opposite value.

FIGURE 9-1: MSSP BLOCK DIAGRAM (SPI MODE)

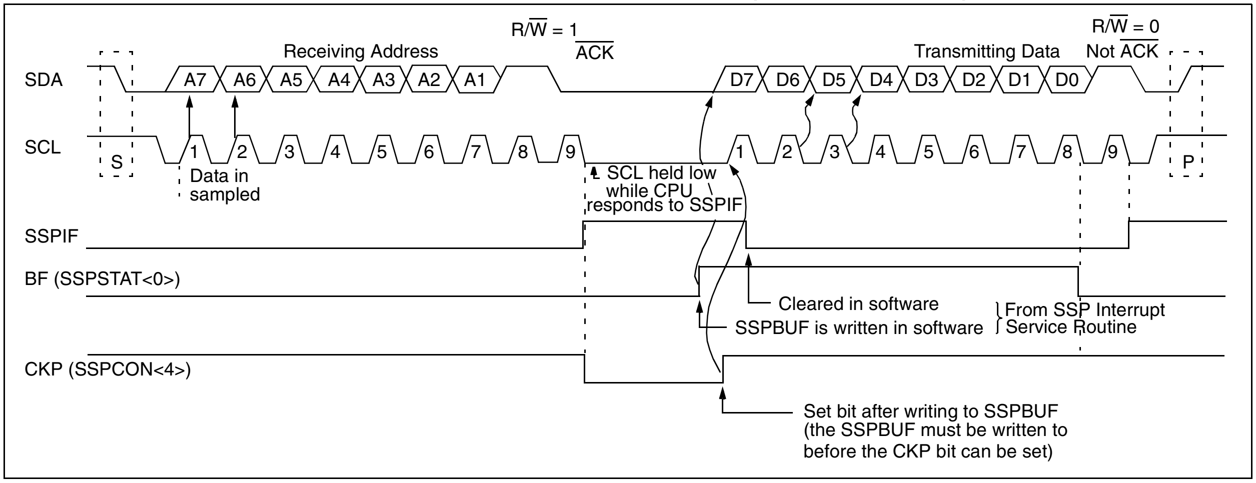


9.1.1 MASTER MODE

The master can initiate the data transfer at any time because it controls the SCK. The master determines when the slave (Processor 2, Figure 9-5) is to broadcast data by the software protocol.

In Master mode, the data is transmitted/received as soon as the SSPBUF register is written to. If the SPI module is only going to receive, the SDO output could be disabled (programmed as an input). The SSPSR register will continue to shift in the signal present on the SDI pin at the programmed clock rate. As each byte is received, it will be loaded into the SSPBUF register as if a normal received byte (interrupts and status bits appropriately set). This could be useful in receiver applications as a “line activity monitor”.

FIGURE 9-7: I^{2}C WAVEFORMS FOR TRANSMISSION (7-BIT ADDRESS)



9.2.2 GENERAL CALL ADDRESS SUPPORT

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

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

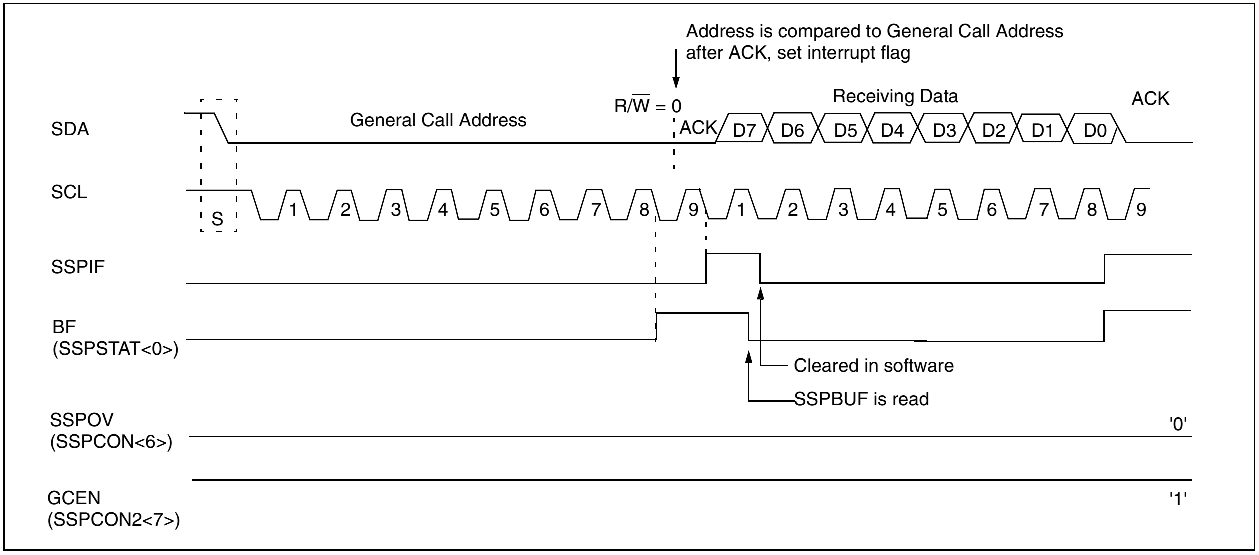
The general call address is recognized when the General Call Enable bit (GCEN) is enabled (SSPCON2<7> is set). Following a START bit detect, 8-bits are shifted into SSPSR and the address is compared against SSPADD. It is also compared to the general call address and fixed in hardware.

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

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

In 10-bit mode, the SSPADD is required to be updated for the second half of the address to match, and the UA bit is set (SSPSTAT<1>). If the general call address is sampled when GCEN is set while the slave is configured in 10-bit Address mode, then the second half of the address is not necessary, the UA bit will not be set, and the slave will begin receiving data after the Acknowledge (Figure 9-8).

FIGURE 9-8: SLAVE MODE GENERAL CALL ADDRESS SEQUENCE (7 OR 10-BIT MODE)



9.2.12 I^{2}C MASTER MODE RECEPTION

Master mode reception is enabled by programming the receive enable bit, RCEN (SSPCON2<3>).

Note:	The SSP module must be in an IDLE state before the RCEN bit is set, or the RCEN bit will be disregarded.

The baud rate generator begins counting, and on each rollover, the state of the SCL pin changes (high to low/ low to high), and data is shifted into the SSPSR. After the falling edge of the eighth clock, the receive enable flag is automatically cleared, the contents of the SSPSR are loaded into the SSPBUF, the BF flag is set, the SSPIF is set, and the baud rate generator is suspended from counting, holding SCL low. The SSP is now in IDLE state, awaiting the next command. When the buffer is read by the CPU, the BF flag is automatically cleared. The user can then send an Acknowledge bit at the end of reception, by setting the Acknowledge sequence enable bit, ACKEN (SSPCON2<4>).

9.2.12.1 BF Status Flag

In receive operation, BF is set when an address or data byte is loaded into SSPBUF from SSPSR. It is cleared when SSPBUF is read.

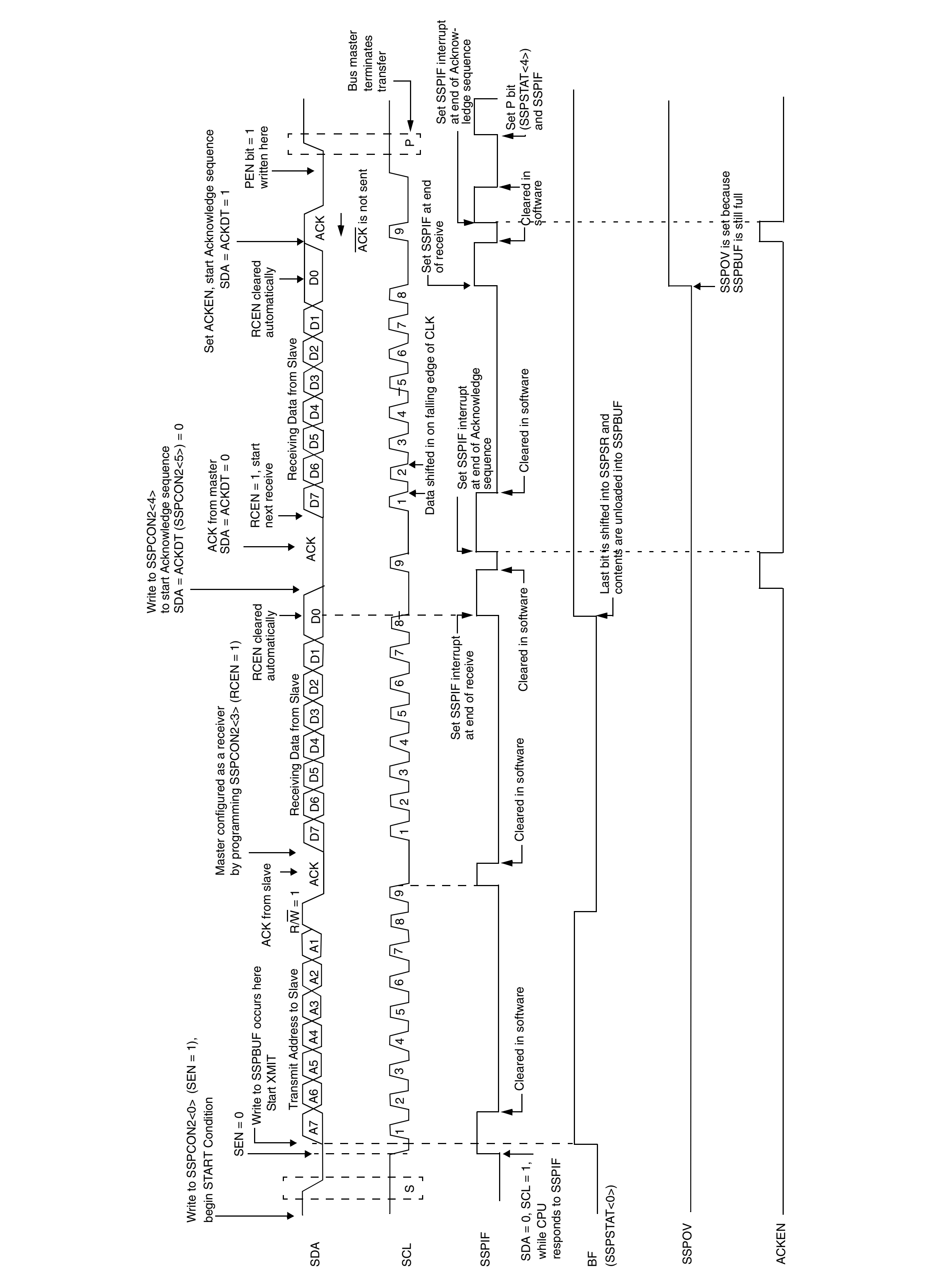
9.2.12.2 SSPOV Status Flag

In receive operation, SSPOV is set when 8 bits are received into the SSPSR, and the BF flag is already set from a previous reception.

9.2.12.3 WCOL Status Flag

If the user writes the SSPBUF when a receive is already in progress (i.e., SSPSR is still shifting in a data byte), then WCOL is set and the contents of the buffer are unchanged (the write doesn’t occur).

FIGURE 9-15: I²C MASTER MODE TIMING (RECEPTION, 7-BIT ADDRESS)


SDA
SCL
SSPIF
SDA = 0, SCL = 1, while CPU responds to SSPIF
BF (SSPSTAT<0>)
SSPOV
ACKEN
Write to SSPCON2<0> (SEN = 1), begin START Condition
SEN = 0
Write to SSPBUF occurs here
Start XMIT
Transmit Address to Slave
A7
A6
A5
A4
A3
A2
A1
R/$\overline{W}$ = 1
ACK from slave
ACK
S
1
2
3
4
5
6
7
8
9
Cleared in software
Master configured as a receiver by programming SSPCON2<3> (RCEN = 1)
Receiving Data from Slave
D7
D6
D5
D4
D3
D2
D1
D0
RCEN cleared automatically
Cleared in software
Set SSPIF interrupt at end of receive
Cleared in software
Write to SSPCON2<4> to start Acknowledge sequence SDA = ACKDT (SSPCON2<5>) = 0
ACK from master SDA = ACKDT = 0
RCEN = 1, start next receive
Data shifted in on falling edge of CLK
Set SSPIF interrupt at end of Acknowledge sequence
Cleared in software
Last bit is shifted into SSPSR and contents are unloaded into SSPBUF
Set ACKEN, start Acknowledge sequence SDA = ACKDT = 1
RCEN cleared automatically
PEN bit = 1 written here
$\overline{ACK}$ is not sent
Set SSPIF at end of receive
SSPOV is set because SSPBUF is still full
Bus master terminates transfer
P
Set SSPIF interrupt at end of Acknowledge sequence
Cleared in software
Set P bit (SSPSTAT<4>) and SSPIF

9.2.18.1 Bus Collision During a START Condition

During a START condition, a bus collision occurs if:

a) SDA or SCL are sampled low at the beginning of the START condition (Figure 9-20).

b) SCL is sampled low before SDA is asserted low. (Figure 9-21).

During a START condition, both the SDA and the SCL pins are monitored. If either the SDA pin or the SCL pin is already low, then these events all occur:

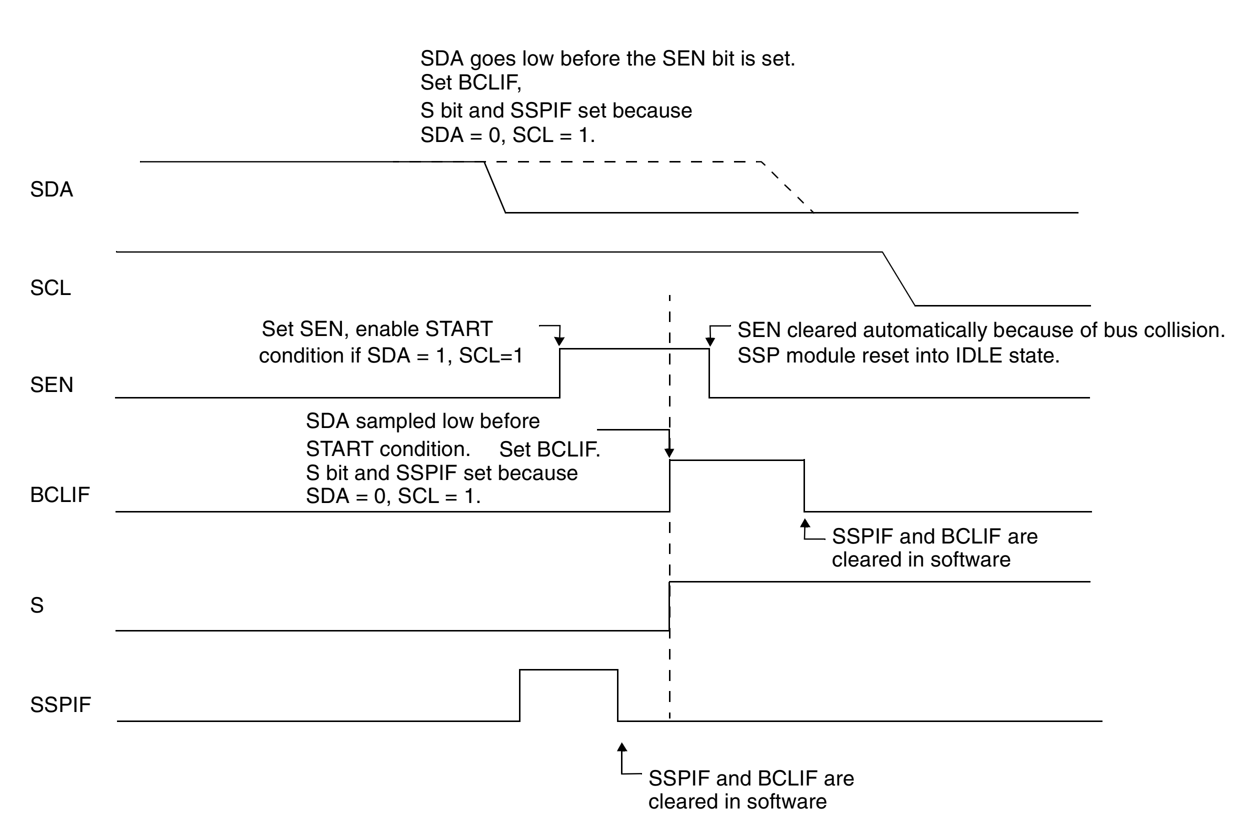
- the START condition is aborted,
- and the BCLIF flag is set
- and the SSP module is reset to its IDLE state (Figure 9-20).

The START condition begins with the SDA and SCL pins de-asserted. When the SDA pin is sampled high, the baud rate generator is loaded from SSPADD<6:0> and counts down to 0. If the SCL pin is sampled low while SDA is high, a bus collision occurs, because it is assumed that another master is attempting to drive a data '1' during the START condition.

If the SDA pin is sampled low during this count, the BRG is reset and the SDA line is asserted early (Figure 9-22). If, however, a '1' is sampled on the SDA pin, the SDA pin is asserted low at the end of the BRG count. The baud rate generator is then reloaded and counts down to 0. During this time, if the SCL pins are sampled as '0', a bus collision does not occur. At the end of the BRG count, the SCL pin is asserted low.

> **Note:** The reason that bus collision is not a factor during a START condition, is that no two bus masters can assert a START condition at the exact same time. Therefore, one master will always assert SDA before the other. This condition does not cause a bus collision, because the two masters must be allowed to arbitrate the first address following the START condition. If the address is the same, arbitration must be allowed to continue into the data portion, Repeated START or STOP conditions.

FIGURE 9-20: BUS COLLISION DURING START CONDITION (SDA ONLY)


SDA goes low before the SEN bit is set.
Set BCLIF,
S bit and SSPIF set because
SDA = 0, SCL = 1.
SDA
SCL
Set SEN, enable START
condition if SDA = 1, SCL=1
SEN cleared automatically because of bus collision.
SSP module reset into IDLE state.
SEN
SDA sampled low before
START condition. Set BCLIF.
S bit and SSPIF set because
SDA = 0, SCL = 1.
BCLIF
SSPIF and BCLIF are
cleared in software
S
SSPIF
SSPIF and BCLIF are
cleared in software

NOTES:

FIGURE 11-7: TIME-OUT SEQUENCE ON POWER-UP ($\overline{\text{MCLR}}$ NOT TIED TO V_{DD}): CASE 2

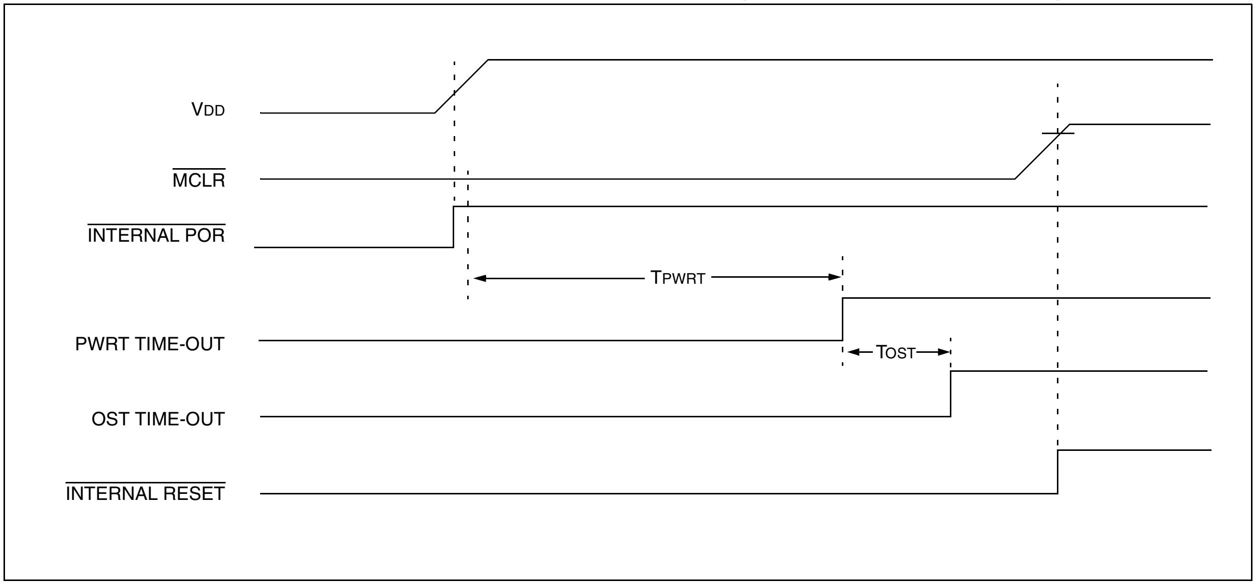
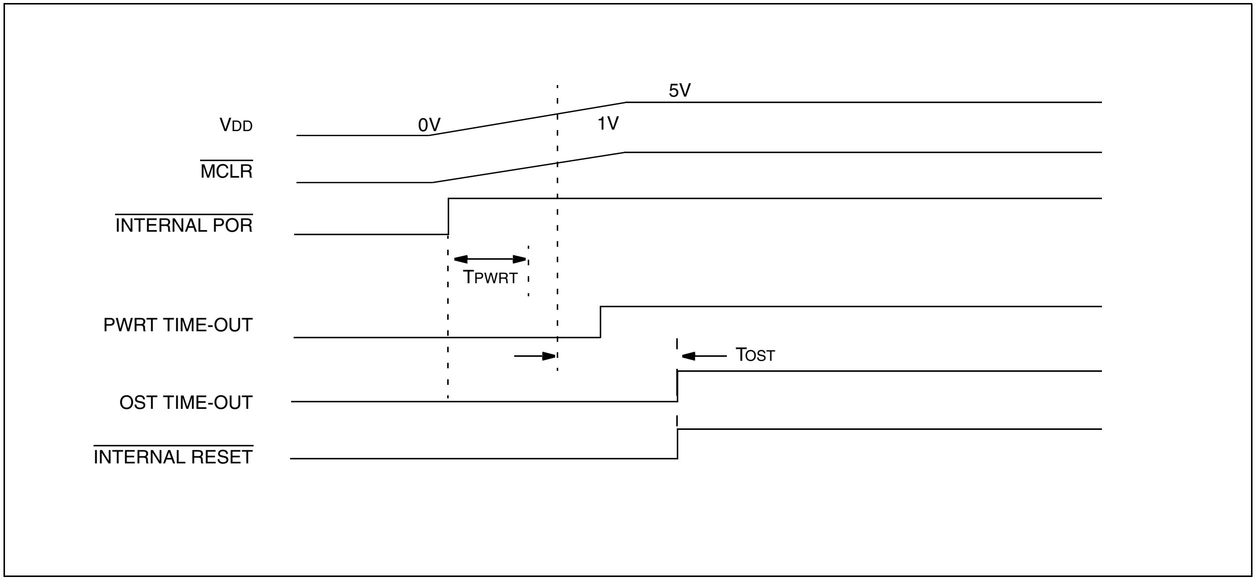


FIGURE 11-8: SLOW RISETIME ($\overline{\text{MCLR}}$ TIED TO V_{DD} VIA RC NETWORK)



SWAPF	**Swap Nibbles in f**
Syntax:	[*label*] SWAPF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(f<3:0>) → (destination<7:4>), (f<7:4>) → (destination<3:0>)
Status Affected:	None
Description:	The upper and lower nibbles of register 'f' are exchanged. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is placed in register 'f'.

XORLW	**Exclusive OR Literal with W**
Syntax:	[*label*] XORLW k
Operands:	$0 \le k \le 255$
Operation:	(W) .XOR. k → (W)
Status Affected:	Z
Description:	The contents of the W register are XOR'ed with the eight-bit literal 'k'. The result is placed in the W register.

XORWF	**Exclusive OR W with f**
Syntax:	[*label*] XORWF f,d
Operands:	$0 \le f \le 127$ $d \in [0,1]$
Operation:	(W) .XOR. (f) → (destination)
Status Affected:	Z
Description:	Exclusive OR the contents of the W register with register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.

14.2 DC Characteristics: PIC16F872 (Commercial, Industrial) PIC16LF872 (Commercial, Industrial) (Continued)

DC CHARACTERISTICS			**Standard Operating Conditions (unless otherwise stated)** Operating temperature -40°C ≤ T_A ≤ +85°C for industrial 0°C ≤ T_A ≤ +70°C for commercial Operating voltage V_{DD} range as described in DC specification (Section 14.1)				
Param No.	**Sym**	**Characteristic**	**Min**	**Typ†**	**Max**	**Units**	**Conditions**
	V_{OL}	**Output Low Voltage**					
D080		I/O ports	-	-	0.6	V	I_{OL} = 8.5 mA, V_{DD} = 4.5V, -40°C to +85°C
D083		OSC2/CLKOUT (RC osc config)	-	-	0.6	V	I_{OL} = 1.6 mA, V_{DD} = 4.5V, -40°C to +85°C
	V_{OH}	**Output High Voltage**					
D090		I/O ports(3)	V_{DD} - 0.7	-	-	V	I_{OH} = -3.0 mA, V_{DD} = 4.5V, -40°C to +85°C
D092		OSC2/CLKOUT (RC osc config)	V_{DD} - 0.7	-	-	V	I_{OH} = -1.3 mA, V_{DD} = 4.5V, -40°C to +85°C
D150*	V_{OD}	**Open Drain High Voltage**	-	-	8.5	V	RA4 pin
		Capacitive Loading Specs on Output Pins					
D100	C_{OSC2}	OSC2 pin	-	-	15	pF	In XT, HS and LP modes when external clock is used to drive OSC1
D101	C_{IO}	All I/O pins and OSC2 (RC mode)	-	-	50	pF	
D102	C_B	SCL, SDA (I^2C mode)	-	-	400	pF	
		Data EEPROM Memory					
D120	E_D	Endurance	100K	-	-	E/W	25°C at 5V
D121	V_{DRW}	V_{DD} for read/write	V_{MIN}	-	5.5	V	Using EECON to read/write V_{MIN} = min. operating voltage
D122	T_{DEW}	Erase/write cycle time	-	4	8	ms	
		Program FLASH Memory					
D130	E_P	Endurance	1000	-	-	E/W	25°C at 5V
D131	V_{PR}	V_{DD} for read	V_{MIN}	-	5.5	V	Vmin = min operating voltage
D132A		V_{DD} for erase/write	V_{MIN}	-	5.5	V	Using EECON to read/write, V_{MIN} = min. operating voltage
D133	T_{PEW}	Erase/Write cycle time	-	4	8	ms	

* These parameters are characterized but not tested.

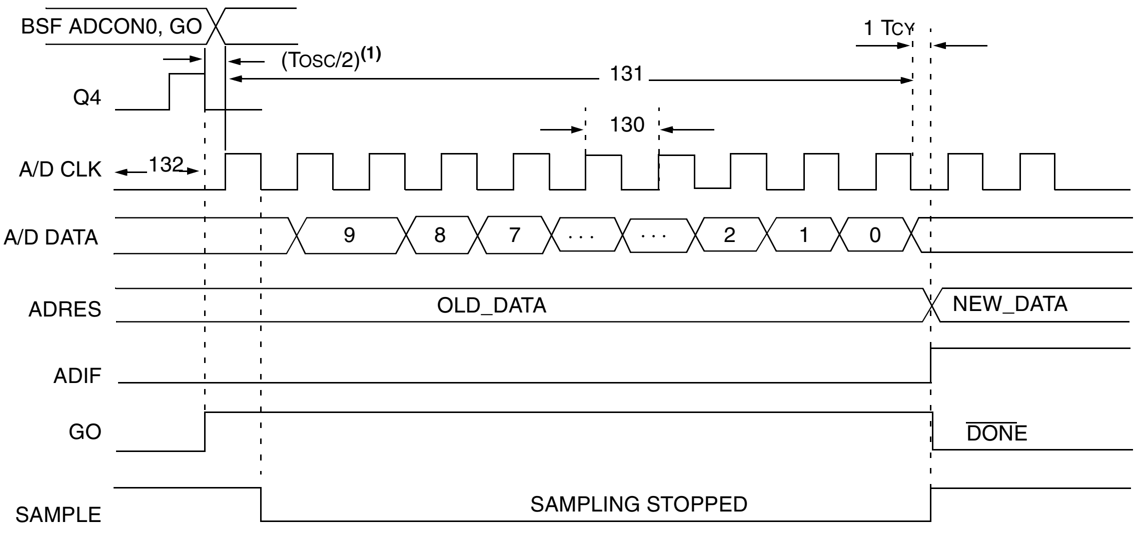
† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: In RC oscillator configuration, the OSC1/CLKIN pin is a Schmitt Trigger input. It is not recommended that the PIC16F872 be driven with external clock in RC mode.

2: The leakage current on the $\overline{MCLR}$ 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 current sourced by the pin.

FIGURE 14-16: A/D CONVERSION TIMING



Note: If the A/D clock source is selected as RC, a time of TCY is added before the A/D clock starts. This allows the `SLEEP` instruction to be executed.

TABLE 14-10: A/D CONVERSION REQUIREMENTS

Param No.	Sym	Characteristic		Min	Typ†	Max	Units	Conditions
130	TAD	A/D Clock Period	Standard(**F**)	1.6	—	—	µs	TOSC based, VREF ≥ 3.0V
			Extended(**LF**)	3.0	—	—	µs	TOSC based, VREF ≥ 2.0V
			Standard(**F**)	2.0	4.0	6.0	µs	A/D RC mode
			Extended(**LF**)	3.0	6.0	9.0	µs	A/D RC mode
131	TCNV	Conversion Time (not including S/H time) **(Note 1)**			—	12	TAD	
132	TACQ	Acquisition Time		**(Note 2)**	40	—	µs	
				10*	—	—	µs	The minimum time is the amplifier settling time. This may be used if the "new" input voltage has not changed by more than 1 LSb (i.e., 20.0 mV @ 5.12V) from the last sampled voltage (as stated on CHOLD).
134	TGO	Q4 to A/D Clock Start		—	TOSC/2 §	—	—	If the A/D clock source is selected as RC, a time of TCY is added before the A/D clock starts. This allows the `SLEEP` instruction to be executed.

* 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.

Note 1: ADRES register may be read on the following TCY cycle.

2: See Section 10.1 for min. conditions.

APPENDIX A: REVISION HISTORY

Version	Date	Revision Description
A	11/99	This is a new data sheet (Preliminary). However, these devices are similar to the PIC16C72A devices found in the PIC16C62B/72A Data Sheet (DS35008).
B	12/01	Final version of data sheet. Includes DC and AC characteristics graphs and updated electrical specifications.
C	9/06	Packaging diagrams updated.

APPENDIX B: CONVERSION CONSIDERATIONS

Considerations for converting from previous versions of devices to the ones listed in this data sheet are listed in Table B-1.

TABLE B-1: CONVERSION CONSIDERATIONS

Characteristic	PIC16C72A	PIC16F872
Pins	28	28
Timers	3	3
Interrupts	7	10
Communication	Basic SSP (SPI, I^{2}C Slave)	SSP (SPI, I^{2}C Master/Slave)
Frequency	20 MHz	20 MHz
A/D	8-bit, 5 channels	10-bit 5 channels
CCP	1	1
Program Memory	2K EPROM	2K FLASH
RAM	128 bytes	128 bytes
EEPROM Data	None	64 bytes
Other	—	In-Circuit Debugger, Low Voltage Programming

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