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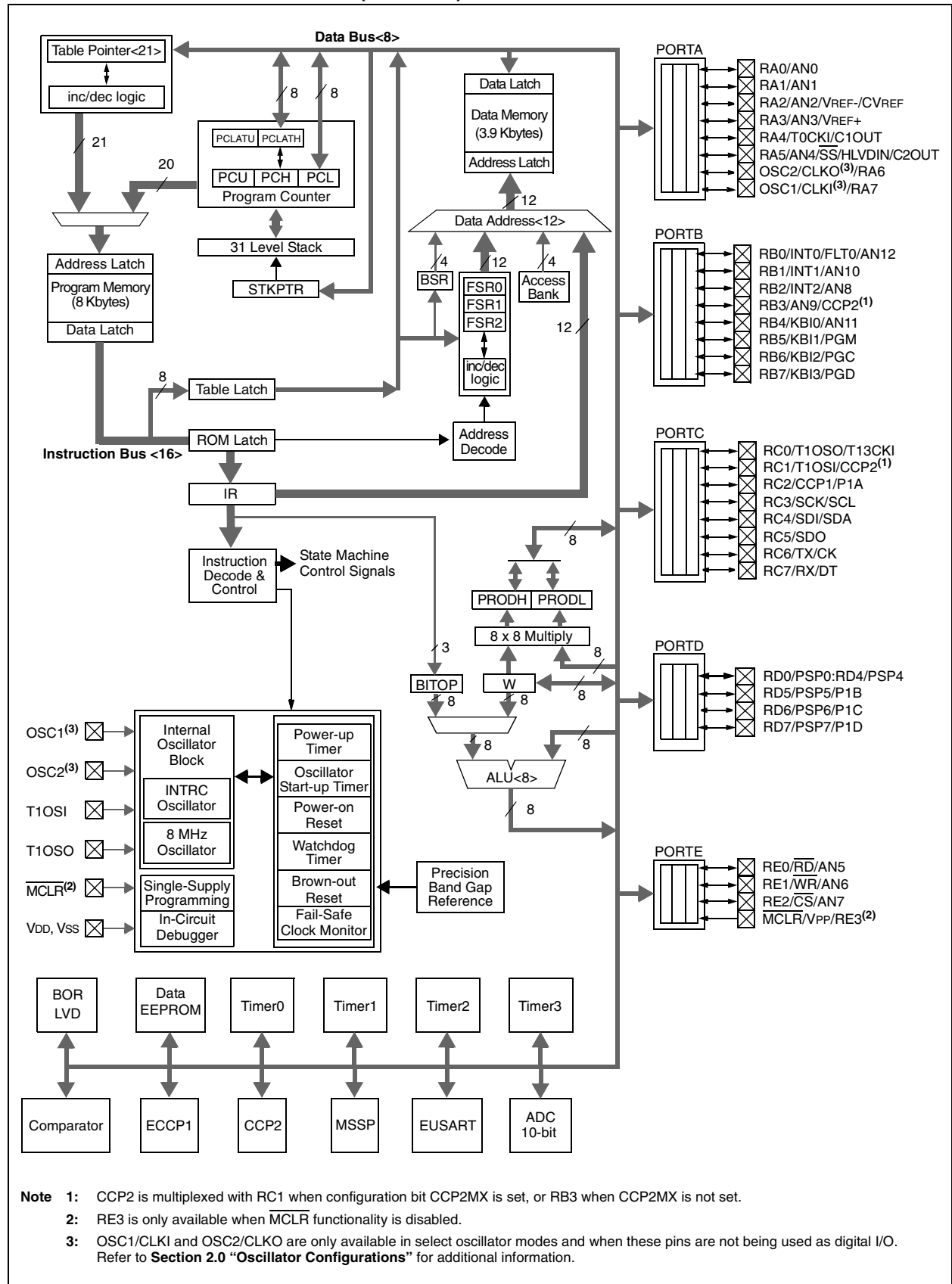
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Details

Product Status	Obsolete
Core Processor	PIC
Core Size	8-Bit
Speed	40MHz
Connectivity	I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	36
Program Memory Size	4KB (2K x 16)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 13x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-TQFP
Supplier Device Package	44-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18lf4221t-i-pt

PIC18F4321 FAMILY

FIGURE 1-2: PIC18F4221/4321 (40/44-PIN) BLOCK DIAGRAM



PIC18F4321 FAMILY

REGISTER 4-1: RCON: RESET CONTROL REGISTER

R/W-0	R/W-1 ⁽¹⁾	U-0	R/W-1	R-1	R-1	R/W-0 ⁽²⁾	R/W-0
IPEN	SBOREN	—	\overline{RI}	\overline{TO}	\overline{PD}	\overline{POR}	\overline{BOR}
bit 7							bit 0

- bit 7 **IPEN:** Interrupt Priority Enable bit
 1 = Enable priority levels on interrupts
 0 = Disable priority levels on interrupts (PIC16CXXX Compatibility mode)
- bit 6 **SBOREN:** BOR Software Enable bit⁽¹⁾
If BOREN1:BOREN0 = 01:
 1 = BOR is enabled
 0 = BOR is disabled
If BOREN1:BOREN0 = 00, 10 or 11:
 Bit is disabled and read as '0'.
- bit 5 **Unimplemented:** Read as '0'
- bit 4 **\overline{RI} :** RESET Instruction Flag bit
 1 = The RESET instruction was not executed (set by firmware only)
 0 = The RESET instruction was executed causing a device Reset (must be set in software after a Brown-out Reset occurs)
- bit 3 **\overline{TO} :** Watchdog Time-out Flag bit
 1 = Set by power-up, CLRWD \overline{T} instruction or SLEEP instruction
 0 = A WDT time-out occurred
- bit 2 **\overline{PD} :** Power-Down Detection Flag bit
 1 = Set by power-up or by the CLRWD \overline{T} instruction
 0 = Set by execution of the SLEEP instruction
- bit 1 **\overline{POR} :** Power-on Reset Status bit⁽²⁾
 1 = A Power-on Reset has not occurred (set by firmware only)
 0 = A Power-on Reset occurred (must be set in software after a Power-on Reset occurs)
- bit 0 **\overline{BOR} :** Brown-out Reset Status bit
 1 = A Brown-out Reset has not occurred (set by firmware only)
 0 = A Brown-out Reset occurred (must be set in software after a Brown-out Reset occurs)

Note 1: If SBOREN is enabled, its Reset state is '1'; otherwise, it is '0'.

2: The actual Reset value of \overline{POR} is determined by the type of device Reset. See the notes following this register and **Section 4.6 "Reset State of Registers"** for additional information.

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 1: It is recommended that the \overline{POR} bit be set after a Power-on Reset has been detected so that subsequent Power-on Resets may be detected.

2: Brown-out Reset is said to have occurred when \overline{BOR} is '0' and \overline{POR} is '1' (assuming that \overline{POR} was set to '1' by software immediately after \overline{POR}).

4.2 Master Clear ($\overline{\text{MCLR}}$)

The $\overline{\text{MCLR}}$ pin provides a method for triggering an external Reset of the device. A Reset is generated by holding the pin low. These devices have a noise filter in the $\overline{\text{MCLR}}$ Reset path which detects and ignores small pulses.

The $\overline{\text{MCLR}}$ pin is not driven low by any internal Resets, including the WDT.

In PIC18F4321 family devices, the $\overline{\text{MCLR}}$ input can be disabled with the MCLRE configuration bit. When $\overline{\text{MCLR}}$ is disabled, the pin becomes a digital input. See **Section 10.5 “PORTE, TRISE and LATE Registers”** for more information.

4.3 Power-on Reset (POR)

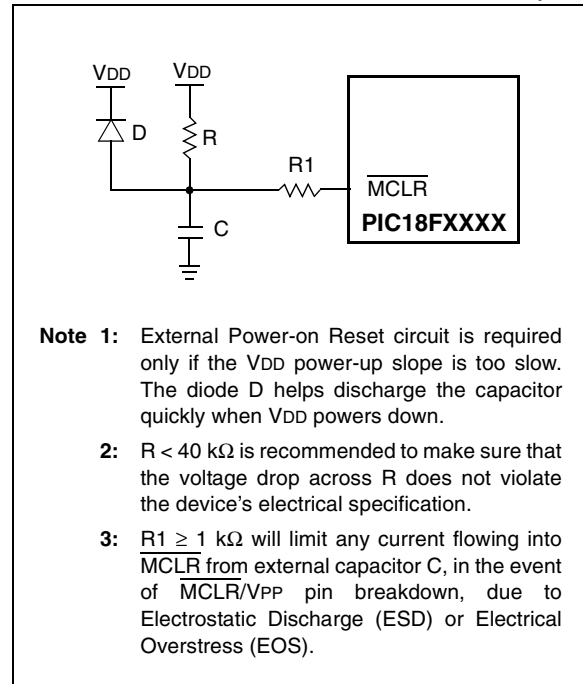
A Power-on Reset pulse is generated on-chip whenever V_{DD} rises above a certain threshold. This allows the device to start in the initialized state when V_{DD} is adequate for operation.

To take advantage of the POR circuitry, tie the $\overline{\text{MCLR}}$ pin through a resistor (1 k Ω to 10 k Ω) to V_{DD} . This will eliminate external RC components usually needed to create a Power-on Reset delay. A minimum rise rate for V_{DD} is specified (parameter D004). For a slow rise time, see Figure 4-2.

When the device starts normal operation (i.e., exits the Reset condition), device operating parameters (voltage, frequency, temperature, etc.) must be met to ensure operation. If these conditions are not met, the device must be held in Reset until the operating conditions are met.

POR events are captured by the $\overline{\text{POR}}$ bit ($\text{RCON}<1>$). The state of the bit is set to ‘0’ whenever a POR occurs; it does not change for any other Reset event. $\overline{\text{POR}}$ is not reset to ‘1’ by any hardware event. To capture multiple events, the user manually resets the bit to ‘1’ in software following any POR.

FIGURE 4-2: EXTERNAL POWER-ON RESET CIRCUIT (FOR SLOW V_{DD} POWER-UP)



PIC18F4321 FAMILY

TABLE 5-2: REGISTER FILE SUMMARY (PIC18F2221/2321/4221/4321) (CONTINUED)

File Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Details on page:
SPBRGH	EUSART Baud Rate Generator Register High Byte								0000 0000	51, 210
SPBRG	EUSART Baud Rate Generator Register Low Byte								0000 0000	51, 210
RCREG	EUSART Receive Register								0000 0000	51, 218
TXREG	EUSART Transmit Register								0000 0000	51, 215
TXSTA	CSRC	TX9	TXEN	SYNC	SEnDB	BRGH	TRMT	TX9D	0000 0010	51, 206
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	51, 207
EEADR	EEPROM Address Register								0000 0000	51, 74, 83
EEDATA	EEPROM Data Register								0000 0000	51, 74, 83
EECON2	EEPROM Control Register 2 (not a physical register)								0000 0000	51, 74, 83
EECON1	EEPGD	CFGs	—	FREE	WRERR	WREN	WR	RD	xx-0 x000	51, 75, 84
IPR2	OSCFIP	CMIP	—	EEIP	BCLIP	HLVDIP	TMR3IP	CCP2IP	11-1 1111	52, 101
PIR2	OSCFIF	CMIF	—	EEIF	BCLIF	HLVDIF	TMR3IF	CCP2IF	00-0 0000	52, 97
PIE2	OSCFIE	CMIE	—	EEIE	BCLIE	HLVDIE	TMR3IE	CCP2IE	00-0 0000	52, 99
IPR1	PSPIP ⁽²⁾	ADIP	RCIP	TXIP	SSPIP	CCP1IP	TMR2IP	TMR1IP	1111 1111	52, 100
PIR1	PSPIF ⁽²⁾	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	52, 96
PIE1	PSPIE ⁽²⁾	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	52, 98
OSCTUNE	INTSRC	PLLEN ⁽³⁾	—	TUN4	TUN3	TUN2	TUN1	TUN0	00-0 0000	27, 52
TRISE ⁽²⁾	IBF	OBF	IBOV	PSPMODE	—	TRISE2	TRISE1	TRISE0	0000 -111	52, 118
TRISD ⁽²⁾	PORTD Data Direction Control Register								1111 1111	52, 114
TRISC	PORTC Data Direction Control Register								1111 1111	52, 111
TRISB	PORTB Data Direction Control Register								1111 1111	52, 108
TRISA	TRISA7 ⁽⁵⁾	TRISA6 ⁽⁵⁾	PORTA Data Direction Control Register						1111 1111	52, 105
LATE ⁽²⁾	—	—	—	—	—	PORTE Data Latch Register (Read and Write to Data Latch)			---- -xxx	52, 117
LATD ⁽²⁾	PORTD Data Latch Register (Read and Write to Data Latch)								xxxx xxxx	52, 114
LATC	PORTC Data Latch Register (Read and Write to Data Latch)								xxxx xxxx	52, 111
LATB	PORTB Data Latch Register (Read and Write to Data Latch)								xxxx xxxx	52, 108
LATA	LATA7 ⁽⁵⁾	LATA6 ⁽⁵⁾	PORTA Data Latch Register (Read and Write to Data Latch)						xxxx xxxx	52, 105
PORTE	—	—	—	—	RE3 ⁽⁴⁾	RE2 ⁽²⁾	RE1 ⁽²⁾	RE0 ⁽²⁾	---- xxxx	52, 117
PORTD ⁽²⁾	RD7	RD6	RD5	RD4	RD3	RD2	RD1	RD0	xxxx xxxx	52, 114
PORTC	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0	xxxx xxxx	52, 111
PORTB	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	xxxx xxxx	52, 108
PORTA	RA7 ⁽⁵⁾	RA6 ⁽⁵⁾	RA5	RA4	RA3	RA2	RA1	RA0	xx0x 0000	52, 105

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition

- Note 1:** The SBOREN bit is only available when the BOREN1:BOREN0 configuration bits = 01; otherwise, it is disabled and reads as '0'. See **Section 4.4 “Brown-out Reset (BOR)”**.
- 2:** These registers and/or bits are not implemented on 28-pin devices and are read as '0'. Reset values are shown for 40/44-pin devices; individual unimplemented bits should be interpreted as '—'.
- 3:** The PLLEN bit is only available in specific oscillator configurations; otherwise, it is disabled and reads as '0'. See **Section 2.6.4 “PLL in INTOSC Modes”**.
- 4:** The RE3 bit is only available when Master Clear Reset is disabled (MCLRRE configuration bit = 0); otherwise, RE3 reads as '0'. This bit is read-only.
- 5:** RA6/RA7 and their associated latch and direction bits are individually configured as port pins based on various primary oscillator modes. When disabled, these bits read as '0'.
- 6:** Bit 7 and bit 6 are cleared by user software or by a POR.

PIC18F4321 FAMILY

EXAMPLE 6-3: WRITING TO FLASH PROGRAM MEMORY (CONTINUED)

```

PROGRAM_MEMORY
    BCF    INTCON, GIE          ; disable interrupts
    MOVLW  55h                 ; required sequence
    MOVWF  EECON2              ; write 55H
    MOVLW  AAh                 ; write AAH
    MOVWF  EECON2              ; write AAH
    BSF    EECON1, WR          ; start program (CPU stall)
    NOP
    BSF    INTCON, GIE          ; re-enable interrupts
    DECFSZ COUNTER_HI          ; loop until done
    GOTO   PROGRAM_LOOP
    BCF    EECON1, WREN         ; disable write to memory
    
```

6.5.2 WRITE VERIFY

Depending on the application, good programming practice may dictate that the value written to the memory should be verified against the original value. This should be used in applications where excessive writes can stress bits near the specification limit.

6.5.3 UNEXPECTED TERMINATION OF WRITE OPERATION

If a write is terminated by an unplanned event, such as loss of power or an unexpected Reset, the memory location just programmed should be verified and reprogrammed if needed. If the write operation is interrupted by a $\overline{\text{MCLR}}$ Reset or a WDT Time-out Reset during normal operation, the user can check the WRERR bit and rewrite the location(s) as needed.

6.5.4 PROTECTION AGAINST SPURIOUS WRITES

To protect against spurious writes to Flash program memory, the write initiate sequence must also be followed. See **Section 23.0 “Special Features of the CPU”** for more detail.

6.6 Flash Program Operation During Code Protection

See **Section 23.5 “Program Verification and Code Protection”** for details on code protection of Flash program memory.

TABLE 6-2: REGISTERS ASSOCIATED WITH PROGRAM FLASH MEMORY

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
TBLPTRU	—	—	bit 21	Program Memory Table Pointer Upper Byte (TBLPTR<20:16>)					49
TBPLTRH	Program Memory Table Pointer High Byte (TBLPTR<15:8>)								49
TBLPTRL	Program Memory Table Pointer Low Byte (TBLPTR<7:0>)								49
TABLAT	Program Memory Table Latch								49
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RBIE	TMR0IF	INT0IF	RBIF	49
EECON2	EEPROM Control Register 2 (not a physical register)								51
EECON1	EEPGD	CFGFS	—	FREE	WRERR	WREN	WR	RD	51
IPR2	OSCFIP	CMIP	—	EEIP	BCLIP	HLVDIP	TMR3IP	CCP2IP	52
PIR2	OSCFIF	CMIF	—	EEIF	BCLIF	HLVDIF	TMR3IF	CCP2IF	52
PIE2	OSCFIE	CMIE	—	EEIE	BCLIE	HLVDIE	TMR3IE	CCP2IE	52

Legend: — = unimplemented, read as ‘0’. Shaded cells are not used during Flash/EEPROM access.

PIC18F4321 FAMILY

REGISTER 7-1: EECON1: DATA EEPROM CONTROL REGISTER 1

R/W-x	R/W-x	U-0	R/W-0	R/W-x	R/W-0	R/S-0	R/S-0
EEPGD	CFGS	—	FREE	WRERR	WREN	WR	RD
bit 7			bit 0				

- bit 7 **EEPGD:** Flash Program or Data EEPROM Memory Select bit
 1 = Access Flash program memory
 0 = Access data EEPROM memory
- bit 6 **CFGS:** Flash Program/Data EEPROM or Configuration Select bit
 1 = Access Configuration registers
 0 = Access Flash program or data EEPROM memory
- bit 5 **Unimplemented:** Read as '0'
- bit 4 **FREE:** Flash Row Erase Enable bit
 1 = Erase the program memory row addressed by TBLPTR on the next WR command (cleared by completion of erase operation)
 0 = Perform write only
- bit 3 **WRERR:** Flash Program/Data EEPROM Error Flag bit
 1 = A write operation is prematurely terminated (any Reset during self-timed programming in normal operation, or an improper write attempt)
 0 = The write operation completed
Note: When a WRERR occurs, the EEPGD and CFGS bits are not cleared. This allows tracing of the error condition.
- bit 2 **WREN:** Flash Program/Data EEPROM Write Enable bit
 1 = Allows write cycles to Flash program/data EEPROM
 0 = Inhibits write cycles to Flash program/data EEPROM
- bit 1 **WR:** Write Control bit
 1 = Initiates a data EEPROM erase/write cycle or a program memory erase cycle or write cycle (The operation is self-timed and the bit is cleared by hardware once write is complete. The WR bit can only be set (not cleared) in software.)
 0 = Write cycle to the EEPROM is complete
- bit 0 **RD:** Read Control bit
 1 = Initiates an EEPROM read (Read takes one cycle. RD is cleared in hardware. The RD bit can only be set (not cleared) in software. RD bit cannot be set when EEPGD = 1 or CFGS = 1.)
 0 = Does not initiate an EEPROM read

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

PIC18F4321 FAMILY

NOTES:

PIC18F4321 FAMILY

16.4.4 HALF-BRIDGE MODE

In the Half-Bridge Output mode, two pins are used as outputs to drive push-pull loads. The PWM output signal is output on the P1A pin, while the complementary PWM output signal is output on the P1B pin (Figure 16-4). This mode can be used for half-bridge applications, as shown in Figure 16-5, or for full-bridge applications where four power switches are being modulated with two PWM signals.

In Half-Bridge Output mode, the programmable dead-band delay can be used to prevent shoot-through current in half-bridge power devices. The value of bits, PDC6:PDC0, sets the number of instruction cycles before the output is driven active. If the value is greater than the duty cycle, the corresponding output remains inactive during the entire cycle. See **Section 16.4.6 “Programmable Dead-Band Delay”** for more details of the dead-band delay operations.

Since the P1A and P1B outputs are multiplexed with the PORTC<2> and PORTD<5> data latches, the TRISC<2> and TRISD<5> bits must be cleared to configure P1A and P1B as outputs.

FIGURE 16-4: HALF-BRIDGE PWM OUTPUT

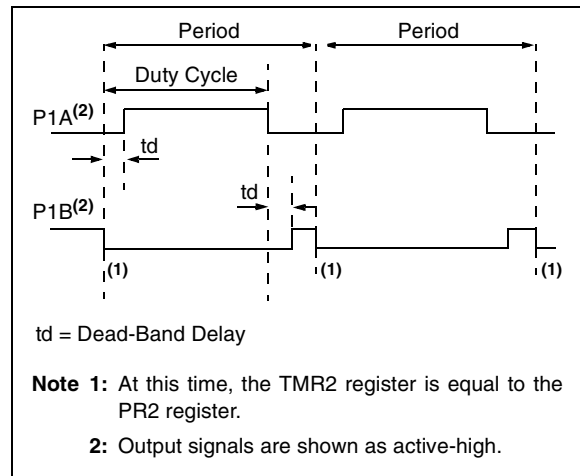
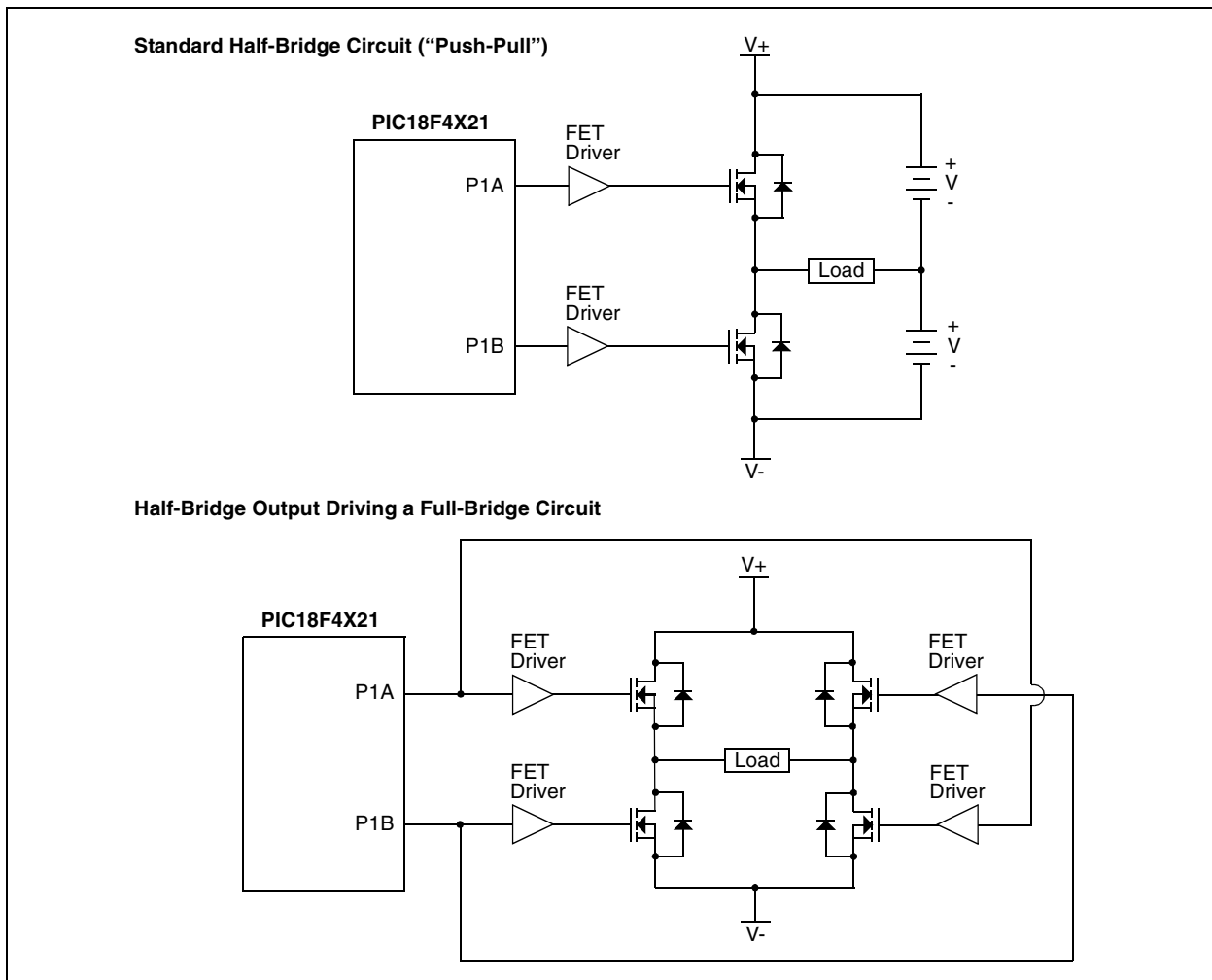


FIGURE 16-5: EXAMPLES OF HALF-BRIDGE OUTPUT MODE APPLICATIONS



17.4.3.3 Reception

When the $\overline{R/W}$ bit of the address byte is clear and an address match occurs, the $\overline{R/W}$ bit of the SSPSTAT register is cleared. The received address is loaded into the SSPBUF register and the SDA line is held low (\overline{ACK}).

When the address byte overflow condition exists, then the no Acknowledge (\overline{ACK}) pulse is given. An overflow condition is defined as either bit BF (SSPSTAT<0>) is set, or bit SSPOV (SSPCON1<6>) is set.

An MSSP interrupt is generated for each data transfer byte. Flag bit, SSPIF (PIR1<3>), must be cleared in software. The SSPSTAT register is used to determine the status of the byte.

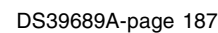
If SEN is enabled (SSPCON2<0> = 1), RC3/SCK/SCL will be held low (clock stretch) following each data transfer. The clock must be released by setting bit, CKP (SSPCON1<4>). See **Section 17.4.4 “Clock Stretching”** for more detail.

17.4.3.4 Transmission

When the $\overline{R/W}$ bit of the incoming address byte is set and an address match occurs, the $\overline{R/W}$ bit of the SSPSTAT register is set. The received address is loaded into the SSPBUF register. The \overline{ACK} pulse will be sent on the ninth bit and pin RC3/SCK/SCL is held low regardless of SEN (see **Section 17.4.4 “Clock Stretching”** for more detail). By stretching the clock, the master will be unable to assert another clock pulse until the slave is done preparing the transmit data. The transmit data must be loaded into the SSPBUF register which also loads the SSPSR register. Then pin RC3/SCK/SCL should be enabled by setting bit, CKP (SSPCON1<4>). The eight data bits are shifted out on the falling edge of the SCL input. This ensures that the SDA signal is valid during the SCL high time (Figure 17-10).

The \overline{ACK} pulse from the master-receiver is latched on the rising edge of the ninth SCL input pulse. If the SDA line is high (not \overline{ACK}), then the data transfer is complete. In this case, when the \overline{ACK} is latched by the slave, the slave logic is reset (resets SSPSTAT register) and the slave monitors for another occurrence of the Start bit. If the SDA line was low (\overline{ACK}), the next transmit data must be loaded into the SSPBUF register. Again, pin RC3/SCK/SCL must be enabled by setting bit CKP.

An MSSP interrupt is generated for each data transfer byte. The SSPIF bit must be cleared in software and the SSPSTAT register is used to determine the status of the byte. The SSPIF bit is set on the falling edge of the ninth clock pulse.



PIC18F4321 FAMILY

17.4.5 GENERAL CALL ADDRESS SUPPORT

The addressing procedure for the I²C 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 I²C protocol. It consists of all '0's with $R/\overline{W} = 0$.

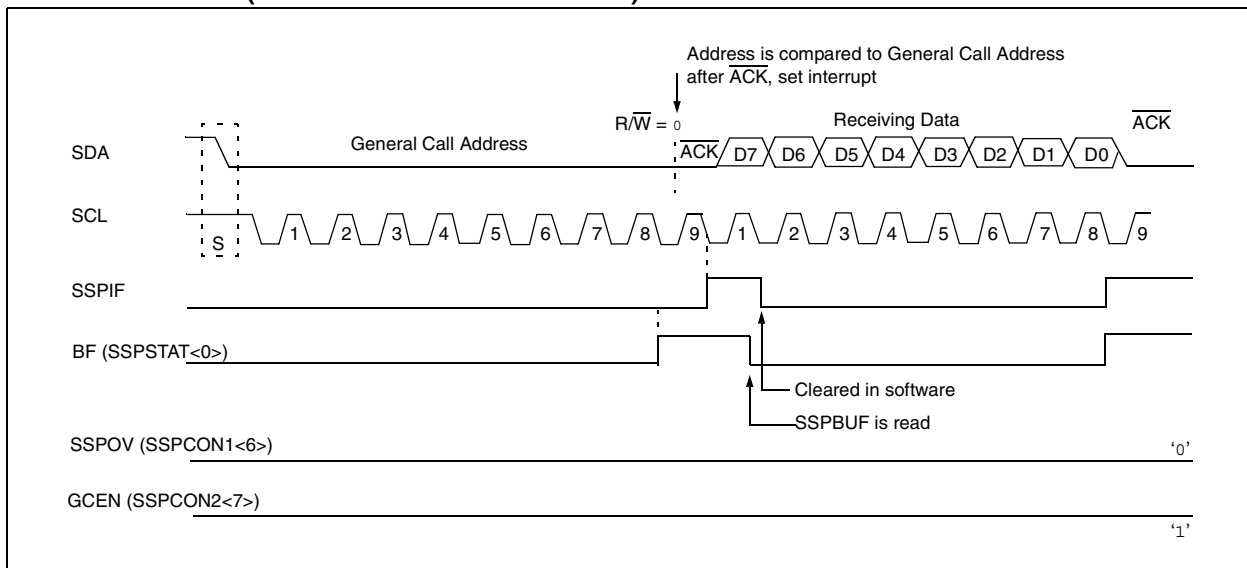
The general call address is recognized when the General Call Enable bit, GCEN, is enabled (SSPCON2<7> is set). Following a Start bit detect, 8 bits are shifted into the SSPSR and the address is compared against the SSPADD. It is also compared to the general call address and fixed in hardware.

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

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

In 10-bit mode, the SSPADD is required to be updated for the second half of the address to match and the UA bit (SSPSTAT<1>) is set. If the general call address is sampled when the GCEN bit is set, while the slave is configured in 10-bit Address mode, then the second half of the address is not necessary, the UA bit will not be set and the slave will begin receiving data after the Acknowledge (Figure 17-17).

FIGURE 17-17: SLAVE MODE GENERAL CALL ADDRESS SEQUENCE (7 OR 10-BIT ADDRESS MODE)



PIC18F4321 FAMILY

17.4.6 MASTER MODE

Master mode is enabled by setting and clearing the appropriate SSPM bits in SSPCON1 and by setting the SSPEN bit. In Master mode, the SCL and SDA lines are manipulated by the MSSP hardware.

Master mode of operation is supported by interrupt generation on the detection of the Start and Stop conditions. The Stop (P) and Start (S) bits are cleared from a Reset or when the MSSP module is disabled. Control of the I²C bus may be taken when the P bit is set, or the bus is Idle, with both the S and P bits clear.

In Firmware Controlled Master mode, user code conducts all I²C bus operations based on Start and Stop bit conditions.

Once Master mode is enabled, the user has six options.

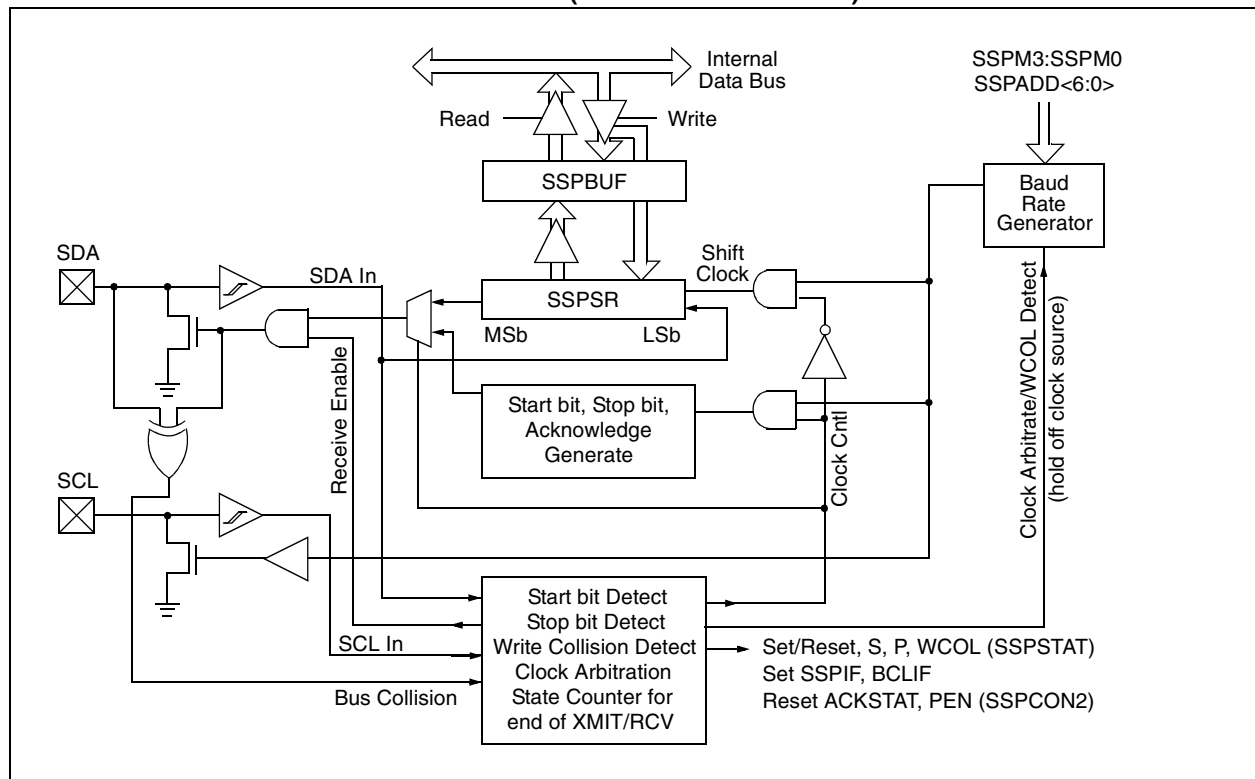
1. Assert a Start condition on SDA and SCL.
2. Assert a Repeated Start condition on SDA and SCL.
3. Write to the SSPBUF register initiating transmission of data/address.
4. Configure the I²C port to receive data.
5. Generate an Acknowledge condition at the end of a received byte of data.
6. Generate a Stop condition on SDA and SCL.

Note: The MSSP module, when configured in I²C Master mode, does not allow queueing of events. For instance, the user is not allowed to initiate a Start condition and immediately write the SSPBUF register to initiate transmission before the Start condition is complete. In this case, the SSPBUF will not be written to and the WCOL bit will be set, indicating that a write to the SSPBUF did not occur.

The following events will cause the MSSP Interrupt Flag bit, SSPIF, to be set (MSSP interrupt, if enabled):

- Start condition
- Stop condition
- Data transfer byte transmitted/received
- Acknowledge transmit
- Repeated Start

FIGURE 17-18: MSSP BLOCK DIAGRAM (I²C™ MASTER MODE)



PIC18F4321 FAMILY

TABLE 18-3: BAUD RATES FOR ASYNCHRONOUS MODES

BAUD RATE (K)	SYNC = 0, BRGH = 0, BRG16 = 0											
	Fosc = 40.000 MHz			Fosc = 20.000 MHz			Fosc = 10.000 MHz			Fosc = 8.000 MHz		
	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)
0.3	—	—	—	—	—	—	—	—	—	—	—	—
1.2	—	—	—	1.221	1.73	255	1.202	0.16	129	1201	-0.16	103
2.4	2.441	1.73	255	2.404	0.16	129	2.404	0.16	64	2403	-0.16	51
9.6	9.615	0.16	64	9.766	1.73	31	9.766	1.73	15	9615	-0.16	12
19.2	19.531	1.73	31	19.531	1.73	15	19.531	1.73	7	—	—	—
57.6	56.818	-1.36	10	62.500	8.51	4	52.083	-9.58	2	—	—	—
115.2	125.000	8.51	4	104.167	-9.58	2	78.125	-32.18	1	—	—	—

BAUD RATE (K)	SYNC = 0, BRGH = 0, BRG16 = 0								
	Fosc = 4.000 MHz			Fosc = 2.000 MHz			Fosc = 1.000 MHz		
	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)
0.3	0.300	0.16	207	300	-0.16	103	300	-0.16	51
1.2	1.202	0.16	51	1201	-0.16	25	1201	-0.16	12
2.4	2.404	0.16	25	2403	-0.16	12	—	—	—
9.6	8.929	-6.99	6	—	—	—	—	—	—
19.2	20.833	8.51	2	—	—	—	—	—	—
57.6	62.500	8.51	0	—	—	—	—	—	—
115.2	62.500	-45.75	0	—	—	—	—	—	—

BAUD RATE (K)	SYNC = 0, BRGH = 1, BRG16 = 0											
	Fosc = 40.000 MHz			Fosc = 20.000 MHz			Fosc = 10.000 MHz			Fosc = 8.000 MHz		
	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)
0.3	—	—	—	—	—	—	—	—	—	—	—	—
1.2	—	—	—	—	—	—	—	—	—	—	—	—
2.4	—	—	—	—	—	—	2.441	1.73	255	2403	-0.16	207
9.6	9.766	1.73	255	9.615	0.16	129	9.615	0.16	64	9615	-0.16	51
19.2	19.231	0.16	129	19.231	0.16	64	19.531	1.73	31	19230	-0.16	25
57.6	58.140	0.94	42	56.818	-1.36	21	56.818	-1.36	10	55555	3.55	8
115.2	113.636	-1.36	21	113.636	-1.36	10	125.000	8.51	4	—	—	—

BAUD RATE (K)	SYNC = 0, BRGH = 1, BRG16 = 0								
	Fosc = 4.000 MHz			Fosc = 2.000 MHz			Fosc = 1.000 MHz		
	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)	Actual Rate (K)	% Error	SPBRG value (decimal)
0.3	—	—	—	—	—	—	300	-0.16	207
1.2	1.202	0.16	207	1201	-0.16	103	1201	-0.16	51
2.4	2.404	0.16	103	2403	-0.16	51	2403	-0.16	25
9.6	9.615	0.16	25	9615	-0.16	12	—	—	—
19.2	19.231	0.16	12	—	—	—	—	—	—
57.6	62.500	8.51	3	—	—	—	—	—	—
115.2	125.000	8.51	1	—	—	—	—	—	—

PIC18F4321 FAMILY

REGISTER 23-10: CONFIG7L: CONFIGURATION REGISTER 7 LOW (BYTE ADDRESS 30000Ch)

U-0	U-0	U-0	U-0	U-0	U-0	R/C-1	R/C-1
—	—	—	—	—	—	EBTR1	EBTR0
bit 7						bit 0	

bit 7-2 **Unimplemented:** Read as '0'

bit 1 **EBTR1:** Table Read Protection bit

1 = Block 1⁽¹⁾ not protected from table reads executed in other blocks

0 = Block 1⁽¹⁾ protected from table reads executed in other blocks

bit 0 **EBTR0:** Table Read Protection bit

1 = Block 0⁽¹⁾ not protected from table reads executed in other blocks

0 = Block 0⁽¹⁾ protected from table reads executed in other blocks

Note 1: See Figure 23-5 for variable block boundaries.

Legend:

R = Readable bit

C = Clearable bit

U = Unimplemented bit, read as '0'

-n = Value when device is unprogrammed

u = Unchanged from programmed state

REGISTER 23-11: CONFIG7H: CONFIGURATION REGISTER 7 HIGH (BYTE ADDRESS 30000Dh)

U-0	R/C-1	U-0	U-0	U-0	U-0	U-0	U-0
—	EBTRB	—	—	—	—	—	—
bit 7						bit 0	

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

bit 6 **EBTRB:** Boot Block Table Read Protection bit

1 = Boot block⁽¹⁾ not protected from table reads executed in other blocks

0 = Boot block⁽¹⁾ protected from table reads executed in other blocks

bit 5-0 **Unimplemented:** Read as '0'

Note 1: See Figure 23-5 for variable block boundaries.

Legend:

R = Readable bit

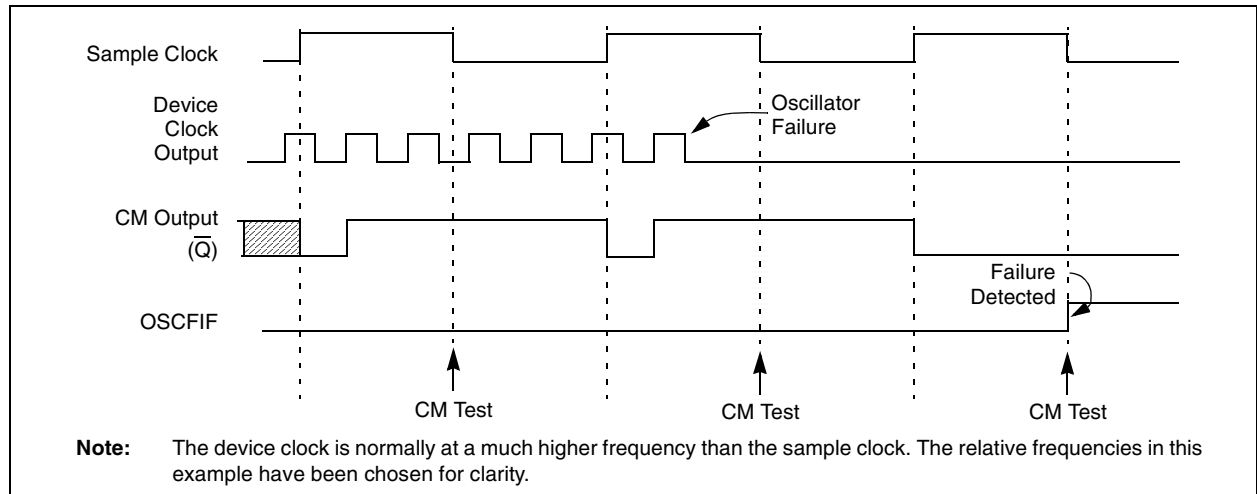
C = Clearable bit

U = Unimplemented bit, read as '0'

-n = Value when device is unprogrammed

u = Unchanged from programmed state

FIGURE 23-4: FSCM TIMING DIAGRAM



23.4.3 FSCM INTERRUPTS IN POWER-MANAGED MODES

By entering a power-managed mode, the clock multiplexer selects the clock source selected by the OSCCON register. Fail-Safe Monitoring of the power-managed clock source resumes in the power-managed mode.

If an oscillator failure occurs during power-managed operation, the subsequent events depend on whether or not the oscillator failure interrupt is enabled. If enabled (OSCFIF = 1), code execution will be clocked by the INTOSC multiplexer. An automatic transition back to the failed clock source will not occur.

If the interrupt is disabled, subsequent interrupts while in Idle mode will cause the CPU to begin executing instructions while being clocked by the INTOSC source.

23.4.4 POR OR WAKE FROM SLEEP

The FSCM is designed to detect oscillator failure at any point after the device has exited Power-on Reset (POR) or low-power Sleep mode. When the primary device clock is EC, RC or INTRC modes, monitoring can begin immediately following these events.

For oscillator modes involving a crystal or resonator (HS, HSPLL, LP or XT), the situation is somewhat different. Since the oscillator may require a start-up time considerably longer than the FSCM sample clock time, a false clock failure may be detected. To prevent this, the internal oscillator block is automatically configured as the device clock and functions until the primary clock is stable (the OST and PLL timers have timed out). This is identical to Two-Speed Start-up mode. Once the primary clock is stable, the INTRC returns to its role as the FSCM source.

Note: The same logic that prevents false oscillator failure interrupts on POR, or wake from Sleep, will also prevent the detection of the oscillator's failure to start at all following these events. This can be avoided by monitoring the OSTS bit and using a timing routine to determine if the oscillator is taking too long to start. Even so, no oscillator failure interrupt will be flagged.

As noted in **Section 23.3.1 "Special Considerations for Using Two-Speed Start-up"**, it is also possible to select another clock configuration and enter an alternate power-managed mode while waiting for the primary clock to become stable. When the new power-managed mode is selected, the primary clock is disabled.

PIC18F4321 FAMILY

IORLW Inclusive OR Literal with W

Syntax: IORLW k

Operands: $0 \leq k \leq 255$

Operation: (W) .OR. k \rightarrow W

Status Affected: N, Z

Encoding:

0000	1001	kkkk	kkkk
------	------	------	------

Description: The contents of W are ORed with the eight-bit literal 'k'. The result is placed in W.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read literal 'k'	Process Data	Write to W

Example: IORLW 35h

Before Instruction

 W = 9Ah

After Instruction

 W = BFh

IORWF Inclusive OR W with f

Syntax: IORWF f {,d {,a}}

Operands: $0 \leq f \leq 255$
 d $\in [0,1]$
 a $\in [0,1]$

Operation: (W) .OR. (f) \rightarrow dest

Status Affected: N, Z

Encoding:

0001	00da	ffff	ffff
------	------	------	------

Description: Inclusive OR W with register 'f'. If 'd' is '0', the result is placed in W. If 'd' is '1', the result is placed back in register 'f' (default).
If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank (default).
If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever $f \leq 95$ (5Fh). See **Section 24.2.3 "Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode"** for details.

Words: 1

Cycles: 1

Q Cycle Activity:

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

Example: IORWF RESULT, 0, 1

Before Instruction

 RESULT = 13h

 W = 91h

After Instruction

 RESULT = 13h

 W = 93h

PIC18F4321 FAMILY

FIGURE 26-15: EXAMPLE SPI™ SLAVE MODE TIMING (CKE = 0)

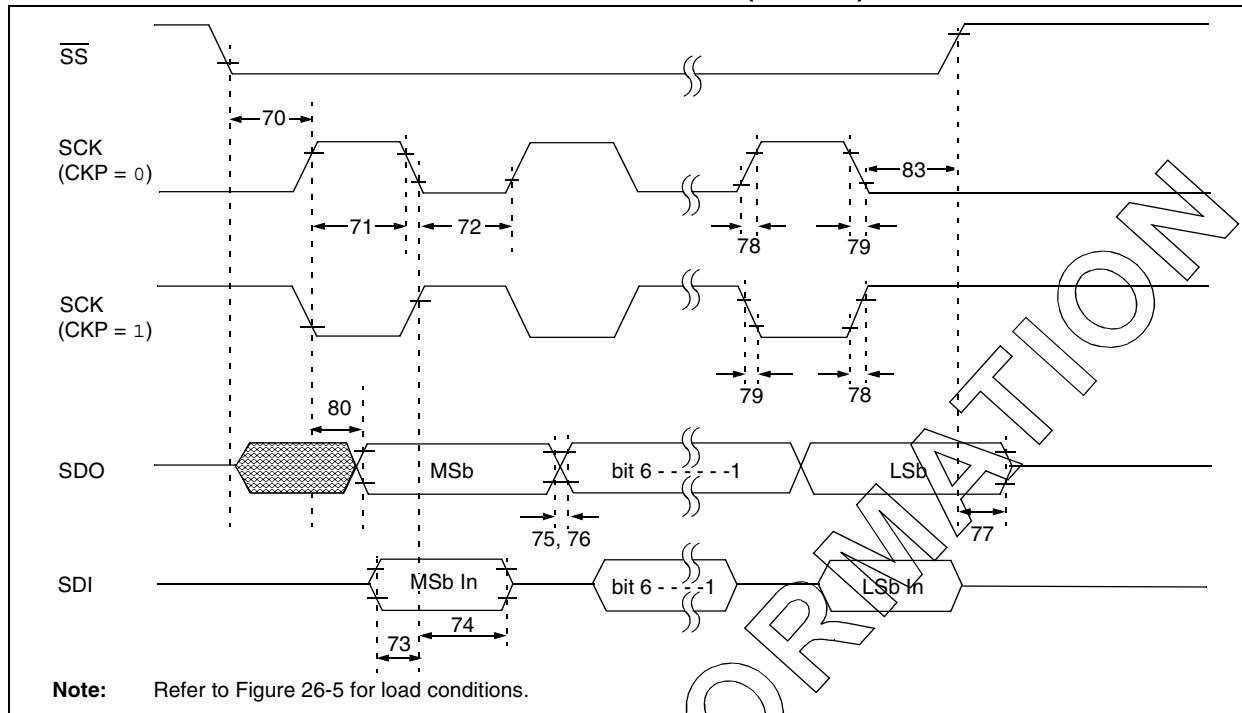


TABLE 26-16: EXAMPLE SPI™ MODE REQUIREMENTS (SLAVE MODE TIMING, CKE = 0)

Param No.	Symbol	Characteristic	Min	Max	Units	Conditions
70	TssL2scH, TssL2scL	SS ↓ to SCK ↓ or SCK ↑ Input	T _{CY}	—	ns	
71	Tsch	SCK Input High Time (Slave mode)	Continuous	1.25 T _{CY} + 30	—	ns
71A		Single Byte	40	—	ns	(Note 1)
72	TscL	SCK Input Low Time (Slave mode)	Continuous	1.25 T _{CY} + 30	—	ns
72A		Single Byte	40	—	ns	(Note 1)
73	TdiV2scH, TdiV2scL	Setup Time of SDI Data Input to SCK Edge	100	—	ns	
73A	Tb2b	Last Clock Edge of Byte 1 to the First Clock Edge of Byte 2	1.5 T _{CY} + 40	—	ns	(Note 2)
74	Tsch2diL, TscL2diL	Hold Time of SDI Data Input to SCK Edge	100	—	ns	
75	TdoR	SDO Data Output Rise Time	PIC18FXXXX	—	25	ns
		PIC18LFXXXX		45	ns	V _{DD} = 2.0V
76	TdoF	SDO Data Output Fall Time	—	25	ns	
77	TssH2doZ	SS ↑ to SDO Output High-Impedance	10	50	ns	
78	TscR	SCK Output Rise Time (Master mode)	PIC18FXXXX	—	25	ns
		PIC18LFXXXX		45	ns	V _{DD} = 2.0V
79	TscF	SCK Output Fall Time (Master mode)	—	25	ns	
80	Tsch2doV, TscL2doV	SDO Data Output Valid after SCK Edge	PIC18FXXXX	—	50	ns
		PIC18LFXXXX		100	ns	V _{DD} = 2.0V
83	Tsch2ssH, TscL2ssH	SS ↑ after SCK edge	1.5 T _{CY} + 40	—	ns	

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

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

PUSH	302
RCALL	303
RESET	303
RETFIE	304
RETLW	304
RETURN	305
RLCF	305
RLNCF	306
RRCF	306
RRNCF	307
SETF	307
SETF (Indexed Literal Offset Mode)	321
SLEEP	308
Standard Instructions	273
SUBFWB	308
SUBLW	309
SUBWF	309
SUBWFB	310
SWAPF	310
TBLRD	311
TBLWT	312
TSTFSZ	313
XORLW	313
XORWF	314
INTCON Registers	93–95
Inter-Integrated Circuit. <i>See</i> I ² C.	
Internal Oscillator Block	26
Adjustment	26
INTIO Modes	26
INTOSC Frequency Drift	27
INTOSC Output Frequency	26
OscTUNE Register	26
PLL in INTOSC Modes	27
Internal RC Oscillator	
Use with WDT	263
Internet Address	389
Interrupt Sources	253
A/D Conversion Complete	231
Capture Complete (CCP)	141
Compare Complete (CCP)	142
Interrupt-on-Change (RB7:RB4)	108
INTn Pin	103
PORTB, Interrupt-on-Change	103
TMR0	103
TMR0 Overflow	125
TMR1 Overflow	127
TMR2-to-PR2 Match (PWM)	144, 149
TMR3 Overflow	135, 137
Interrupts	91
Interrupts, Flag Bits	
Interrupt-on-Change (RB7:RB4) Flag	
(RBIF Bit)	108
INTOSC, INTRC. <i>See</i> Internal Oscillator Block.	
IORLW	296
IORWF	296
IPR Registers	100
L	
LFSR	297
Low-Voltage ICSP Programming. <i>See</i> Single-Supply ICSP Programming.	

M

Master Clear (MCLR)	43
Master Synchronous Serial Port (MSSP). <i>See</i> MSSP.	
Memory Organization	53
Data Memory	59
Program Memory	53
Memory Programming Requirements	342
Microchip Internet Web Site	389
Migration from Baseline to Enhanced Devices	376
Migration from High-End to Enhanced Devices	377
Migration from Mid-Range to Enhanced Devices	377
MOVF	297
MOVFF	298
MOVLB	298
MOVLW	299
MOVSF	317
MOVSS	318
MOVWF	299
MPLAB ASM30 Assembler, Linker, Librarian	324
MPLAB ICD 2 In-Circuit Debugger	325
MPLAB ICE 2000 High-Performance Universal	
In-Circuit Emulator	325
MPLAB ICE 4000 High-Performance Universal	
In-Circuit Emulator	325
MPLAB Integrated Development	
Environment Software	323
MPLAB PM3 Device Programmer	325
MPLINK Object Linker/MPLIB Object Librarian	324
MSSP	
ACK Pulse	175, 177
Control Registers (general)	161
I ² C Mode. <i>See</i> I ² C Mode.	
Module Overview	161
SPI Master/Slave Connection	165
SPI Mode. <i>See</i> SPI Mode.	
SSPBUF Register	166
SSPSR Register	166
MULLW	300
MULWF	300

N

NEGF	301
NOP	301

O

Oscillator Configuration	23
EC	23
ECIO	23
HS	23
HSPLL	23
Internal Oscillator Block	26
INTIO1	23
INTIO2	23
LP	23
RC	23
RCIO	23
XT	23
Oscillator Selection	253
Oscillator Start-up Timer (OST)	32, 45
Oscillator Switching	29
Oscillator Transitions	30
Oscillator, Timer1	127, 137
Oscillator, Timer3	135

PIC18F4321 FAMILY

P

Packaging Information	367	POR. <i>See</i> Power-on Reset.	
Details	369	PORTA	
Marking	367	Associated Registers	107
Parallel Slave Port (PSP)	114, 120	LATA Register	105
Associated Registers	121	PORTA Register	105
CS (Chip Select)	120	TRISA Register	105
PORTD	120	PORTB	
RD (Read Input)	120	Associated Registers	110
Select (PSPMODE Bit)	114, 120	LATB Register	108
WR (Write Input)	120	PORTB Register	108
PICSTART Plus Development Programmer	326	RB7:RB4 Interrupt-on-Change Flag	
PIE Registers	98	(RBIF Bit)	108
Pin Functions		TRISB Register	108
MCLR/VPP/RE3	12, 16	PORTC	
NC/ICCK/ICPGC	21	Associated Registers	113
NC/ICDT/ICPGD	21	LATC Register	111
NC/ICPORTS	21	PORTC Register	111
NC/ICRST/ICVPP	21	RC3/SCK/SCL Pin	177
OSC1/CLKI/RA7	12, 16	TRISC Register	111
OSC2/CLKO/RA6	12, 16	PORTD	
RA0/AN0	13, 17	Associated Registers	116
RA1/AN1	13, 17	LATD Register	114
RA2/AN2/VREF-/CVREF	13, 17	Parallel Slave Port (PSP) Function	114
RA3/AN3/VREF+	13, 17	PORTD Register	114
RA4/T0CKI/C1OUT	13, 17	TRISD Register	114
RA5/AN4/SS/HLVDIN/C2OUT	13, 17	PORTE	
RB0/INT0/FLT0/AN12	14, 18	Associated Registers	119
RB1/INT1/AN10	14, 18	LATE Register	117
RB2/INT2/AN8	14, 18	PORTE Register	117
RB3/AN9/CCP2	14, 18	PSP Mode Select (PSPMODE Bit)	114
RB4/KBI0/AN11	14, 18	TRISE Register	117
RB5/KBI1/PGM	14, 18	Power-Managed Modes	33
RB6/KBI2/PGC	14, 18	and A/D Operation	234
RB7/KBI3/PGD	14, 18	and EUSART Operation	209
RC0/T1OSO/T13CKI	15, 19	and PWM Operation	159
RC1/T1OSI/CCP2	15, 19	and SPI Operation	169
RC2/CCP1	15	Clock Sources	33
RC2/CCP1/P1A	19	Clock Transitions and Status Indicators	34
RC3/SCK/SCL	15, 19	Effects on Clock Sources	32
RC4/SDI/SDA	15, 19	Entering	33
RC5/SDO	15, 19	Exiting Idle and Sleep Modes	39
RC6/TX/CK	15, 19	By Interrupt	39
RC7/RX/DT	15, 19	By Reset	39
RD0/PSP0	20	By WDT Time-out	39
RD1/PSP1	20	Without an Oscillator Start-up Delay	40
RD2/PSP2	20	Idle Modes	37
RD3/PSP3	20	PRI_IDLE	38
RD4/PSP4	20	RC_IDLE	39
RD5/PSP5/P1B	20	SEC_IDLE	38
RD6/PSP6/P1C	20	Multiple Sleep Commands	34
RD7/PSP7/P1D	20	Run Modes	34
RE0/RD/AN5	21	PRI_RUN	34
RE1/WR/AN6	21	RC_RUN	35
RE2/CS/AN7	21	SEC_RUN	34
VDD	15, 21	Sleep Mode	37
Vss	15, 21	Summary (table)	33
Pinout I/O Descriptions		Power-on Reset (POR)	43
PIC18F2221/2321	12	Power-up Timer (PWRT)	45
PIC18F4221/4321	16	Time-out Sequence	45
PIR Registers	96	Power-up Delays	32
PLL Frequency Multiplier	25	Power-up Timer (PWRT)	32
HSPLL Oscillator Mode	25	Prescaler	
Use with INTOSC	25	Timer2	150
POP	302	Prescaler, Timer0	125
		Prescaler, Timer2	145

PIC18F4321 FAMILY

PRI_IDLE Mode	38
PRI_RUN Mode	34
Program Counter	54
PCL, PCH and PCU Registers	54
PCLATH and PCLATU Registers	54
Program Memory	
and Extended Instruction Set	71
Instructions	58
Two-Word	58
Interrupt Vector	53
Look-up Tables	56
Map and Stack (diagram)	53
Reset Vector	53
Program Verification	268
Programming, Device Instructions	273
PSP. <i>See</i> Parallel Slave Port.	
Pulse-Width Modulation. <i>See</i> PWM (CCP Module) and PWM (ECCP Module).	
PUSH	302
PUSH and POP Instructions	55
PUSHL	318
PWM (CCP Module)	
Associated Registers	146
Auto-Shutdown (CCP1 Only)	145
Duty Cycle	144
Example Frequencies/Resolutions	145
Operation Setup	145
Period	144
TMR2-to-PR2 Match	144, 149
PWM (ECCP Module)	149
CCPR1H:CCPR1L Registers	149
Duty Cycle	150
Effects of a Reset	159
Enhanced PWM Auto-Shutdown	156
Example Frequencies/Resolutions	150
Full-Bridge Application Example	154
Full-Bridge Mode	153
Direction Change	154
Half-Bridge Mode	152
Half-Bridge Output Mode	
Applications Example	152
Operation in Power-Managed Modes	159
Operation with Fail-Safe Clock Monitor	159
Output Configurations	150
Output Relationships (Active-High)	151
Output Relationships (Active-Low)	151
Period	149
Programmable Dead-Band Delay	156
Setup for PWM Operation	159
Start-up Considerations	158
Q	
Q Clock	145, 150
R	
RAM. <i>See</i> Data Memory.	
RBFIF Bit	108
RC Oscillator	25
RCIO Oscillator Mode	25
RC_IDLE Mode	39
RC_RUN Mode	35
RCALL	303
RCON Register	
Bit Status During Initialization	48
Reader Response	390
Register File	61

Register File Summary	63–65
Registers	
ADCON0 (A/D Control 0)	227
ADCON1 (A/D Control 1)	228
ADCON2 (A/D Control 2)	229
BAUDCON (Baud Rate Control)	208
CCP1CON (Enhanced Capture/Compare/PWM Control 1)	147
CCPxCON (CCPx Control)	139
CMCON (Comparator Control)	237
CONFIG1H (Configuration 1 High)	254
CONFIG2H (Configuration 2 High)	256
CONFIG2L (Configuration 2 Low)	255
CONFIG3H (Configuration 3 High)	257
CONFIG4L (Configuration 4 Low)	258
CONFIG5H (Configuration 5 High)	259
CONFIG5L (Configuration 5 Low)	259
CONFIG6H (Configuration 6 High)	260
CONFIG6L (Configuration 6 Low)	260
CONFIG7H (Configuration 7 High)	261
CONFIG7L (Configuration 7 Low)	261
CVRCON (Comparator Voltage Reference Control)	243
DEVID1 (Device ID 1)	262
DEVID2 (Device ID 2)	262
ECCP1AS (ECCP Auto-Shutdown Control)	157
ECCP1DEL (PWM Dead-Band Delay)	156
EECON1 (Data EEPROM Control 1)	75, 84
HLVDCON (High/Low-Voltage Detect Control)	247
INTCON (Interrupt Control)	93
INTCON2 (Interrupt Control 2)	94
INTCON3 (Interrupt Control 3)	95
IPR1 (Peripheral Interrupt Priority 1)	100
IPR2 (Peripheral Interrupt Priority 2)	101
OSCCON (Oscillator Control)	31
OSCTUNE (Oscillator Tuning)	27
PIE1 (Peripheral Interrupt Enable 1)	98
PIE2 (Peripheral Interrupt Enable 2)	99
PIR1 (Peripheral Interrupt Request (Flag) 1)	96
PIR2 (Peripheral Interrupt Request (Flag) 2)	97
RCON (Reset Control)	42, 102
RSTA (Receive Status and Control)	207
SSPAD (MSSP Address)	174
SSPCON1 (MSSP Control 1, I ² C Mode)	172
SSPCON1 (MSSP Control 1, SPI Mode)	163
SSPCON2 (MSSP Control 2, I ² C Mode)	173
SSPSTAT (MSSP Status, I ² C Mode)	171
SSPSTAT (MSSP Status, SPI Mode)	162
STATUS	66
STKPTR (Stack Pointer)	55
T0CON (Timer0 Control)	123
T1CON (Timer1 Control)	127
T2CON (Timer2 Control)	133
T3CON (Timer3 Control)	135
TRISE (PORTE/PSP Control)	118
TXSTA (Transmit Status and Control)	206
WDTCON (Watchdog Timer Control)	264
RESET	303
Reset State of Registers	48
Resets	41, 253
Brown-out Reset (BOR)	253
Oscillator Start-up Timer (OST)	253
Power-on Reset (POR)	253
Power-up Timer (PWRT)	253
RETFIE	304