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Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, LCD, POR, PWM, WDT
Number of I/O	43
Program Memory Size	28KB (16K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 39x12b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	48-TQFP
Supplier Device Package	48-TQFP (7x7)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f19186-e-pt

TABLE 5: 48-PIN ALLOCATION TABLE (PIC16(L)F19185/86)

I/O(2)	48-Pin TQFP/QFN	ADC	Reference	Comparator	Zero-Cross Detect	DAC	Timers/SMT	CCP	PWM	CWG	MSSP	EUSART	CLC	RTCC	LCD	Interrupt-on-Change	High Current	Pull-up	Basic
RA0	21	ANA0	—	C1IN0- C2IN0-	—	—	—	—	—	—	—	—	CLCIN0(1)	—	SEG0	IOCA0	—	Y	—
RA1	22	ANA1	—	C1IN1- C2IN1-	—	—	—	—	—	—	—	—	CLCIN1(1)	—	SEG1	IOCA1	—	Y	—
RA2	23	ANA2	—	C1IN0+ C2IN0+	—	DAC1OUT1	—	—	—	—	—	—	—	—	SEG2	IOCA2	—	Y	—
RA3	24	ANA3	VREF+	C1IN1+	—	DAC1REF+	—	—	—	—	—	—	—	—	SEG3	IOCA3	—	Y	—
RA4	25	ANA4	—	—	—	—	T0CKI(1)	—	—	—	—	—	—	—	SEG4 COM3	IOCA4	—	Y	—
RA5	26	—	—	—	—	—	—	—	—	—	$\overline{SS}$(1)	—	—	—	—	IOCA5	—	Y	VBAT
RA6	33	ANA6	—	—	—	—	—	—	—	—	—	—	—	—	SEG6	IOCA6	—	Y	CLKOUT OSC2
RA7	32	ANA7	—	—	—	—	—	—	—	—	—	—	—	—	SEG7	IOCA7	—	Y	OSC1 CLKIN
RB0	8	ANB0	—	C2IN1+	ZCD	—	—	—	—	CWG1IN(1)	—	—	—	—	SEG8	IOCB0	—	Y	INTPPS
RB1	9	ANB1	—	C1IN3- C2IN3-	—	—	—	—	—	—	SCL, SDA(1, 3, 4, 5, 6)	—	—	—	SEG9	IOCB1	HIB1	Y	—
RB2	10	ANB2	—	—	—	—	—	—	—	—	SCL, SDA(1, 3, 4, 5, 6)	—	—	—	SEG10 CFLY1	IOCB2	—	Y	—
RB3	11	ANB3	—	C1IN2- C2IN2-	—	—	—	—	—	—	—	—	—	—	SEG11 CFLY2	IOCB3	—	Y	—
RB4	16	ANB4 ADCACT(1)	—	—	—	—	—	—	—	—	—	—	—	—	COM0	IOCB4	—	Y	—
RB5	17	ANB5	—	—	—	—	T1G(1)	—	—	—	—	—	—	—	SEG13 COM1	IOCB5	—	Y	—
RB6	18	ANB6	—	—	—	—	—	—	—	—	—	TX2(1) CK2(1)	CLCIN2(1)	—	SEG14	IOCB6	—	Y	ICDCLK/ ICSPCLK
RB7	19	ANB7	—	—	—	DAC1OUT2	—	—	—	—	—	RX2(1) DT2(1)	CLCIN3(1)	—	SEG15	IOCB7	—	Y	ICDDAT/ ICSPDAT

Note 1: This is a PPS remappable input signal. The input function may be moved from the default location shown to one of several other PORTx pins.

2: All digital output signals shown in this row are PPS remappable. These signals may be mapped to output onto one or more PORTx pin options.

3: This is a bidirectional signal. For normal module operation, the firmware should map this signal to the same pin in both the PPS input and PPS output registers.

4: These pins are configured for I^2C logic levels. PPS assignments to the other pins will operate, but input logic levels will be standard TTL/ST as selected by INLCVL register, instead of the I^2C specific or SMBUS input buffer thresholds.

5: These are alternative I^2C logic levels pins.

6: In I^2C logic levels configuration, these pins can operate as either SCL and SDA pins.

7.0 DEVICE CONFIGURATION INFORMATION

The Device Configuration Information (DCI) is a dedicated region in the Program Flash Memory mapped from 8200h to 821Fh. The data stored in the DCI memory is hard-coded into the device during manufacturing.

Refer to Table 7-1 for the complete DCI table address and description. The DCI holds information about the device which is useful for programming and bootloader applications. These locations are read-only and cannot be erased or modified.

TABLE 7-1: DEVICE CONFIGURATION INFORMATION FOR PIC16(L)F19155/56/75/76/85/86 FAMILY OF DEVICES

ADDRESS	Name	DESCRIPTION	VALUE	UNITS
8200h	ERSIZ	Erase Row Size	32	Words
8201h	WLSIZ	Number of write latches	32	
8202h	URSIZ	Number of User Rows	See Table 7-2	Rows
8203h	EESIZ	EE Data memory size	256	Bytes
8204h	PCNT	Pin Count	28/40/44/48	Pins

TABLE 7-2: MEMORY SIZE AND NUMBER OF USER ROWS

Part Name	Memory size	Number of User rows
PIC16(L)F19155	8k	256
PIC16(L)F19175	8k	256
PIC16(L)F19185	8k	256
PIC16(L)F19156	16k	512
PIC16(L)F19176	16k	512
PIC16(L)F19186	16k	512

7.1 DIA and DCI Access

The DIA and DCI addresses are read-only and cannot be erased or modified. See **Section 13.4.7 “NVMREG Access to Device Information Area, Device Configuration Area, User ID, Device ID and Configuration Words”** for more information on accessing these memory locations.

Development tools, such as device programmers and debuggers, may be used to read the DIA and DCI regions, similar to the Device ID and Revision ID.

10.0 INTERRUPTS

The interrupt feature allows certain events to preempt normal program flow. Firmware is used to determine the source of the interrupt and act accordingly. Some interrupts can be configured to wake the MCU from Sleep mode.

This chapter contains the following information for Interrupts:

- Operation
- Interrupt Latency
- Interrupts During Sleep
- INT Pin
- Automatic Context Saving

Many peripherals produce interrupts. Refer to the corresponding chapters for details.

A block diagram of the interrupt logic is shown in Figure 10-1.

FIGURE 10-1: INTERRUPT LOGIC

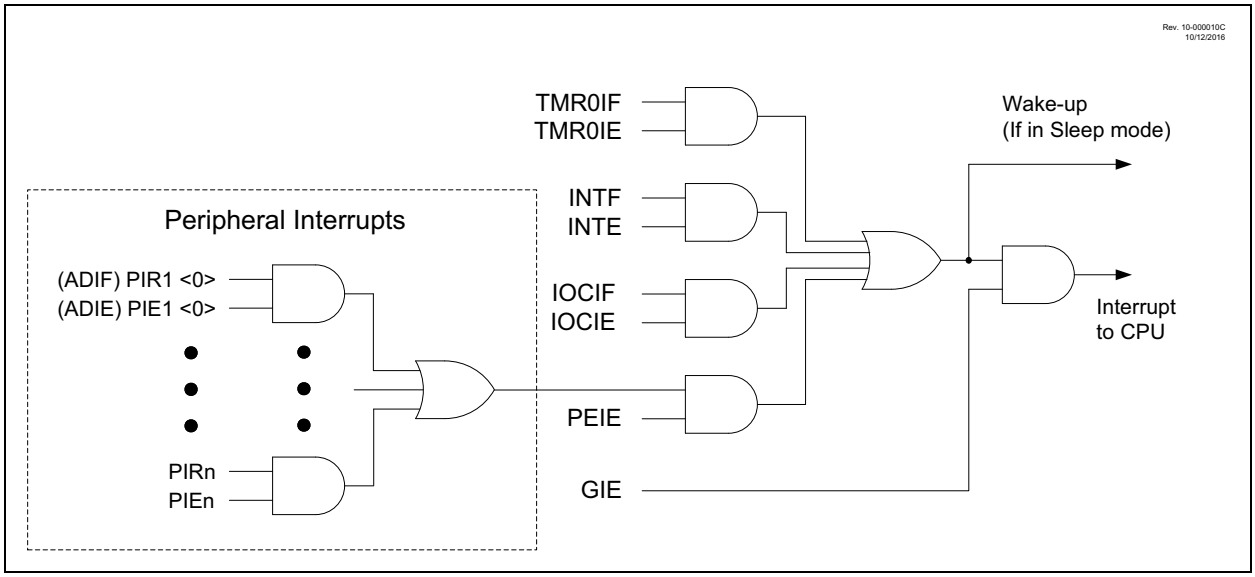


TABLE 10-1: SUMMARY OF REGISTERS ASSOCIATED WITH INTERRUPTS

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
INTCON	GIE	PEIE	—	—	—	—	—	INTEDG	164
PIE0	—	—	TMR0IE	IOCIE	—	—	—	INTE	165
PIE1	OSFIE	CSWIE	—	—	—	—	ADTIE	ADIE	166
PIE2	—	ZCDIE	—	—	—	—	C2IE	C1IE	167
PIE3	RC2IE	TX2IE	RC1IE	TX1IE	—	—	BCL1IE	SSP1IE	168
PIE4	—	—	—	—	TMR4IE	—	TMR2IE	TMR1IE	169
PIE5	CLC4IE	CLC3IE	CLC2IE	CLC1IE	—	—	—	TMR1GIE	170
PIE6	CRIE	—	—	—	—	—	CCP2IE	CCP1IE	171
PIE7	—	—	NVMIE	—	—	—	—	CWG1IE	172
PIE8	LCDIE	RTCCIE	—	—	—	SMT1PWAIE	SMT1PRAIE	SMT1IE	173
PIR0	—	—	TMR0IF	IOCIF	—	—	—	INTF	174
PIR1	OSFIF	CSWIF	—	—	—	—	ADTIF	ADIF	175
PIR2	—	ZCDIF	—	—	—	—	C2IF	C1IF	176
PIR3	RC2IF	TX2IF	RC1IF	TX1IF	—	—	BCL1IF	SSP1IF	177
PIR4	—	—	—	—	TMR4IF	—	TMR2IF	TMR1IF	178
PIR5	CLC4IF	CLC3IF	CLC2IF	CLC1IF	—	—	—	TMR1GIF	179
PIR6	CRIF	—	—	—	—	—	CCP2IF	CCP1IF	180
PIR7	—	—	NVMIF	—	—	—	—	CWG1IF	181
PIR8	LCDIF	RTCCIF	—	—	—	SMT1PWAIF	SMT1PRAIF	SMT1IF	182

Legend: — = unimplemented location, read as '0'. Shaded cells are not used by interrupts.

TABLE 14-6: SUMMARY OF REGISTERS ASSOCIATED WITH PORTE

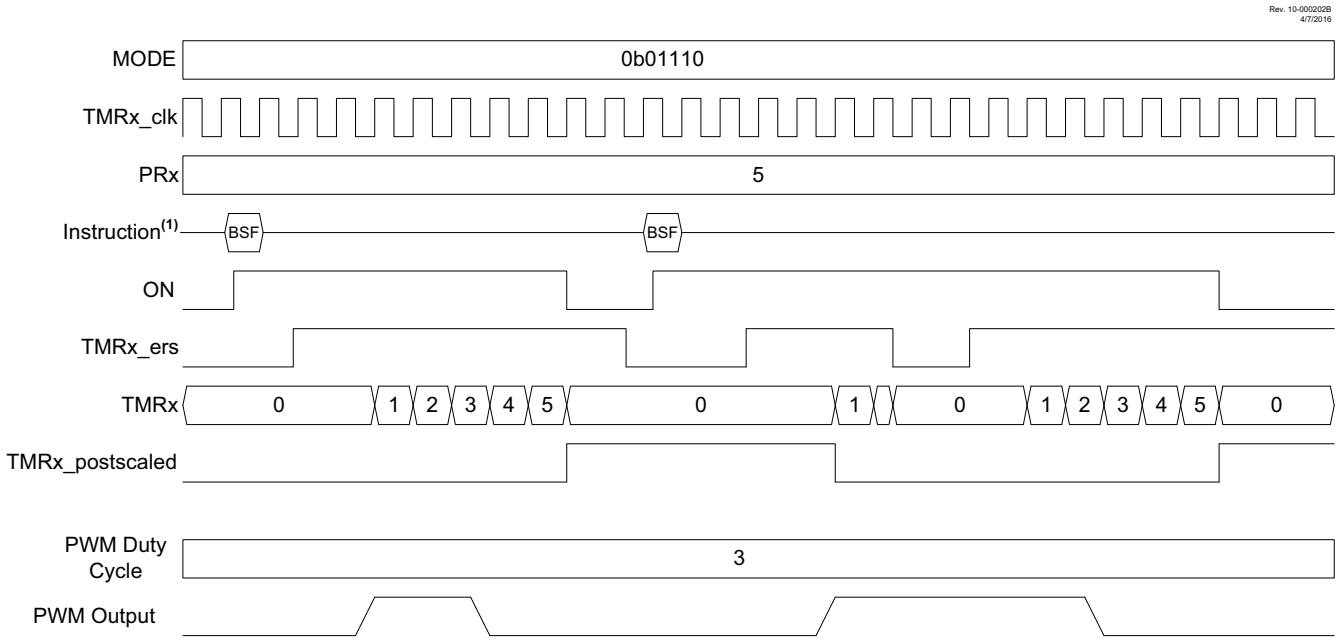
Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
PORTE	RE7	RE6	RE5	RE4	RE3	—	RE1	RE0	248
TRISE	TRISE7	TRISE6	TRISE5	TRISE4	TRISE3	—	TRISE1	TRISE0	248
LATE	LATE7	LATE6	LATE5	LATE4	LATE3	—	LATE1	LATE0	249
ANSELE	ANSE7	ANSE6	ANSE5	ANSE4	ANSE3	—	ANSE1	ANSE0	249
WPUE	WPUE7	WPUE6	WPUE5	WPUE4	WPUE3	—	WPUE1	WPUE0	250
ODCONE	ODCE7	ODCE6	ODCE5	ODCE4	ODCE3	—	ODCE1	ODCE0	250
SLRCONE	SLRE7	SLRE6	SLRE5	SLRE4	SLRE3	—	SLRE1	SLRE0	251
INLVLE	INLVLE7	INLVLE6	INLVLE5	INLVLE4	INLVLE3	—	INLVLE1	INLVLE0	251

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

TABLE 15-3: PPS OUTPUT SIGNAL ROUTING OPTIONS

Output Signal Name	Output Register Value	Remappable to Pins of PORTx													
		PIC16(L)F19155/56			PIC16(L)F19175/76					PIC16(L)F19185/86					
		PORTA	PORTB	PORTC	PORTA	PORTB	PORTC	PORTD	PORTE	PORTA	PORTB	PORTC	PORTD	PORTE	PORTF
RTCC	0x18	•		•	•		•			•		•			
ADGRDB	0x17	•		•	•		•			•					•
ADGRDA	0x16	•		•	•		•			•					•
TMR0	0x15		•	•		•	•					•			•
SDO1/SDA1	0x14		•	•		•	•				•	•			
SCK1/SCL1	0x13		•	•		•	•				•	•			
C2OUT	0x12	•		•	•				•	•				•	
C1OUT	0x11	•		•	•			•		•			•		
DT2	0x10		•	•		•		•			•		•		
TX2/CK2	0x0F		•	•		•		•			•		•		
DT1	0x0E		•	•		•	•					•			•
TX1/CK1	0x0D		•	•		•	•					•			•
PWM4OUT	0x0C		•	•		•		•			•		•		
PWM3OUT	0x0B		•	•		•		•			•		•		
CCP2	0x0A		•	•		•	•					•			•
CCP1	0x09		•	•		•	•					•			•
CWG1D	0x08		•	•		•		•			•		•		
CWG1C	0x07		•	•		•		•			•		•		
CWG1B	0x06		•	•		•		•			•		•		
CWG1A	0x05		•	•		•	•				•	•			
CLC4OUT	0x04		•	•		•		•			•		•		
CLC3OUT	0x03		•	•		•		•			•		•		
CLC2OUT	0x02	•		•	•		•			•					•
CLC1OUT	0x01	•		•	•		•			•					•

FIGURE 27-11: LOW LEVEL RESET, EDGE-TRIGGERED HARDWARE LIMIT ONE-SHOT MODE TIMING DIAGRAM (MODE = 01110)



Note 1: BSF and BCF represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

FIGURE 28-1: SMTx BLOCK DIAGRAM

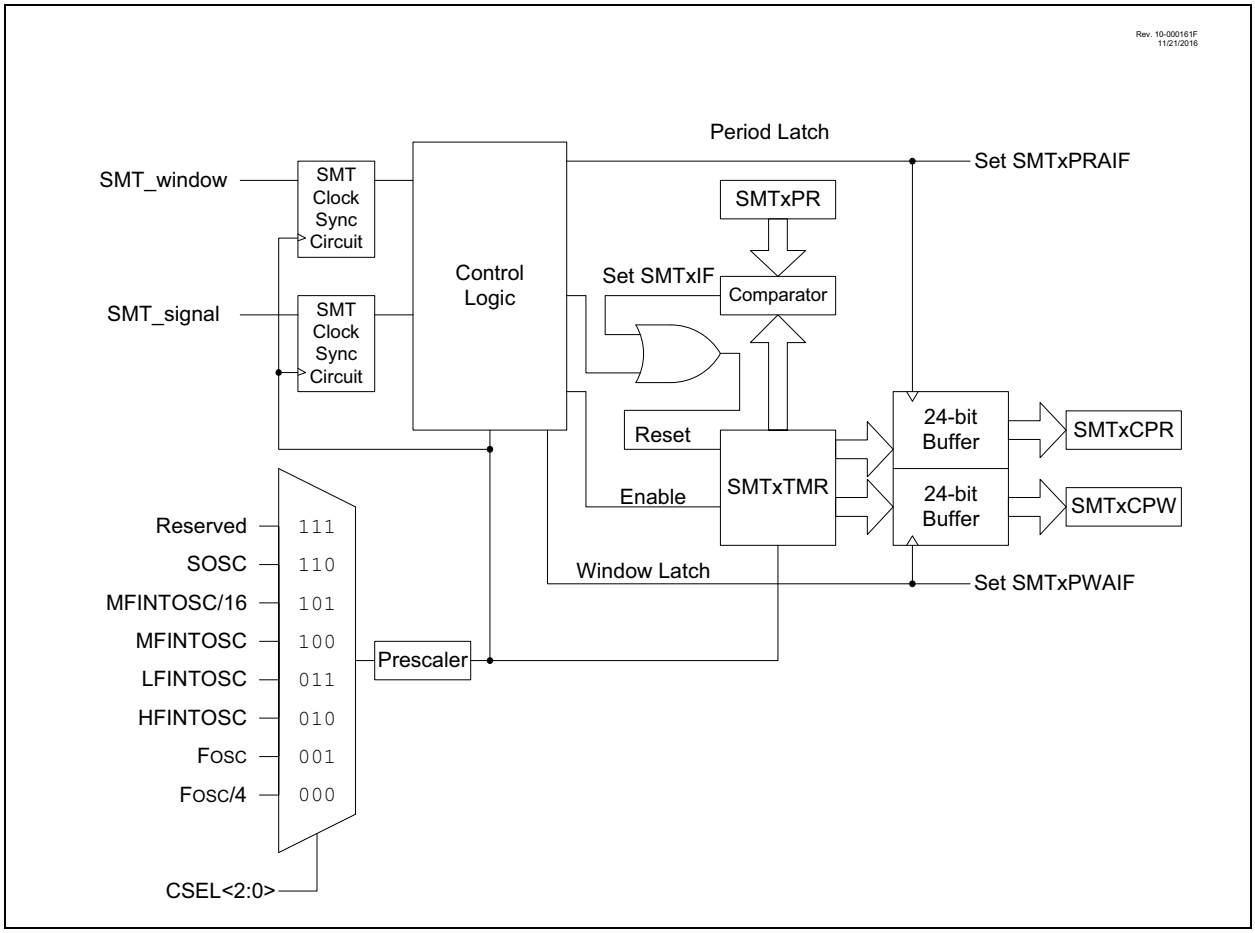
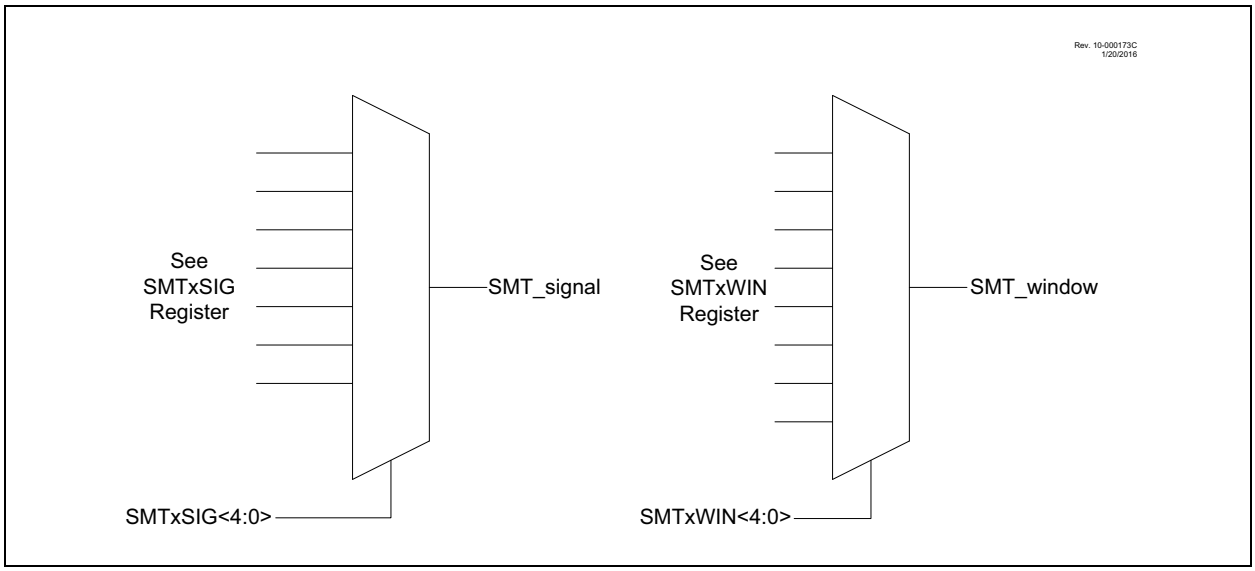


FIGURE 28-2: SMTx SIGNAL AND WINDOW BLOCK DIAGRAM



30.1 Standard PWM Mode

The standard PWM mode generates a Pulse-Width Modulation (PWM) signal on the PWMx pin with up to ten bits of resolution. The period, duty cycle, and resolution are controlled by the following registers:

- TMR2 register
- PR2 register
- PWMxCON registers
- PWMxDCH registers
- PWMxDCL registers

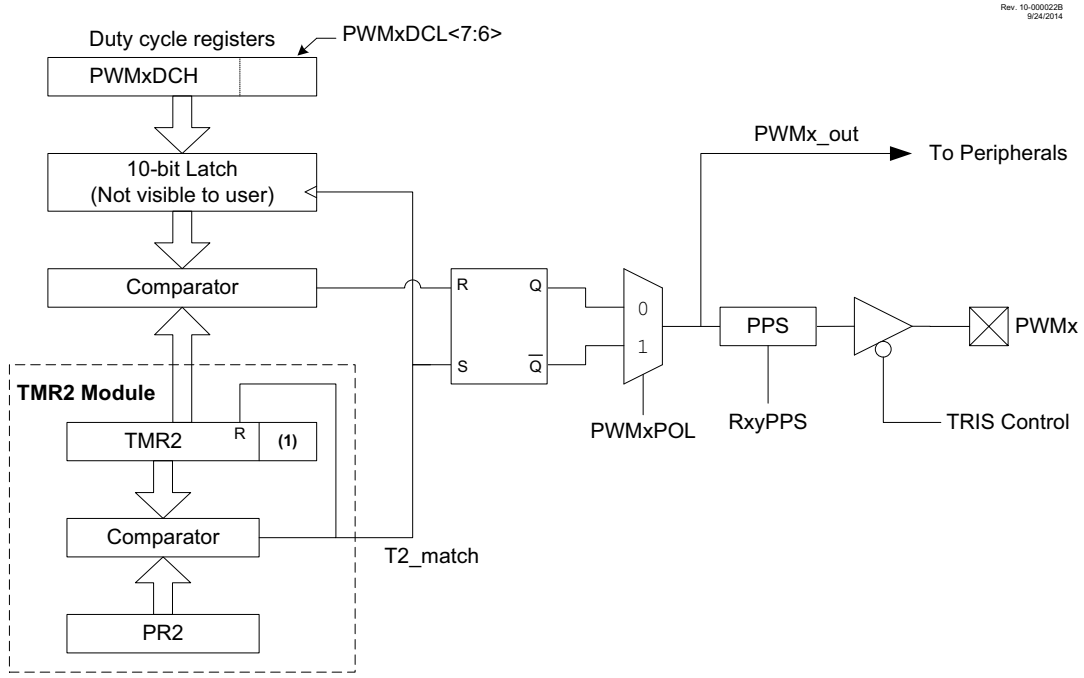
Figure 30-2 shows a simplified block diagram of PWM operation.

If PWMPOL = 0, the default state of the output is '0'. If PWMPOL = 1, the default state is '1'. If PWMEN = 0, the output will be the default state.

Note 1: The corresponding TRIS bit must be cleared to enable the PWM output on the PWMx pin.

2: Two identical Timer2 modules are implemented on this device. The timers are named Timer2 and Timer4. All references to Timer2 apply as well to Timer4. All references to T2PR apply as well to T4PR.

FIGURE 30-2: SIMPLIFIED PWM BLOCK DIAGRAM



Note 1: 8-bit timer is concatenated with two bits generated by Fosc or two bits of the internal prescaler to create 10-bit time-base.

REGISTER 32-10: CLCxGLS3: GATE 3 LOGIC SELECT REGISTER

R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
LCxG4D4T	LCxG4D4N	LCxG4D3T	LCxG4D3N	LCxG4D2T	LCxG4D2N	LCxG4D1T	LCxG4D1N
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7 **LCxG4D4T:** Gate 3 Data 4 True (non-inverted) bit
1 = CLCIN3 (true) is gated into CLCx Gate 3
0 = CLCIN3 (true) is not gated into CLCx Gate 3

bit 6 **LCxG4D4N:** Gate 3 Data 4 Negated (inverted) bit
1 = CLCIN3 (inverted) is gated into CLCx Gate 3
0 = CLCIN3 (inverted) is not gated into CLCx Gate 3

bit 5 **LCxG4D3T:** Gate 3 Data 3 True (non-inverted) bit
1 = CLCIN2 (true) is gated into CLCx Gate 3
0 = CLCIN2 (true) is not gated into CLCx Gate 3

bit 4 **LCxG4D3N:** Gate 3 Data 3 Negated (inverted) bit
1 = CLCIN2 (inverted) is gated into CLCx Gate 3
0 = CLCIN2 (inverted) is not gated into CLCx Gate 3

bit 3 **LCxG4D2T:** Gate 3 Data 2 True (non-inverted) bit
1 = CLCIN1 (true) is gated into CLCx Gate 3
0 = CLCIN1 (true) is not gated into CLCx Gate 3

bit 2 **LCxG4D2N:** Gate 3 Data 2 Negated (inverted) bit
1 = CLCIN1 (inverted) is gated into CLCx Gate 3
0 = CLCIN1 (inverted) is not gated into CLCx Gate 3

bit 1 **LCxG4D1T:** Gate 4 Data 1 True (non-inverted) bit
1 = CLCIN0 (true) is gated into CLCx Gate 3
0 = CLCIN0 (true) is not gated into CLCx Gate 3

bit 0 **LCxG4D1N:** Gate 3 Data 1 Negated (inverted) bit
1 = CLCIN0 (inverted) is gated into CLCx Gate 3
0 = CLCIN0 (inverted) is not gated into CLCx Gate 3

REGISTER 33-5: SSPxMSK: SSPx MASK REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
SSPxMSK<7:0>							
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

bit 7-1 **SSPxMSK<7:1>:** Mask bits
1 = The received address bit n is compared to SSPxADD<n> to detect I^2C address match
0 = The received address bit n is not used to detect I^2C address match

bit 0 **SSPxMSK<0>:** Mask bit for I^2C Slave mode, 10-bit Address
I^2C Slave mode, 10-bit address (SSPM<3:0> = 0111 or 1111):
1 = The received address bit 0 is compared to SSPxADD<0> to detect I^2C address match
0 = The received address bit 0 is not used to detect I^2C address match
I^2C Slave mode, 7-bit address:
MSK0 bit is ignored.

REGISTER 33-6: SSPxADD: MSSPx ADDRESS AND BAUD RATE REGISTER (I^2C MODE)

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
SSPxADD<7:0>							
bit 7							bit 0

Legend:		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
u = Bit is unchanged	x = Bit is unknown	-n/n = Value at POR and BOR/Value at all other Resets
'1' = Bit is set	'0' = Bit is cleared	

Master mode:

bit 7-0 **SSPxADD<7:0>:** Baud Rate Clock Divider bits
SCL pin clock period = ((ADD<7:0> + 1) *4)/FOSC

10-Bit Slave mode – Most Significant Address Byte:

bit 7-3 **Not used:** Unused for Most Significant Address Byte. Bit state of this register is a "don't care". Bit pattern sent by master is fixed by I^2C specification and must be equal to '11110'. However, those bits are compared by hardware and are not affected by the value in this register.

bit 2-1 **SSPxADD<2:1>:** Two Most Significant bits of 10-bit address

bit 0 **Not used:** Unused in this mode. Bit state is a "don't care".

10-Bit Slave mode – Least Significant Address Byte:

bit 7-0 **SSPxADD<7:0>:** Eight Least Significant bits of 10-bit address

7-Bit Slave mode:

bit 7-1 **SSPxADD<7:1>:** 7-bit address

bit 0 **Not used:** Unused in this mode. Bit state is a "don't care".

34.3.2 AUTO-BAUD OVERFLOW

During the course of automatic baud detection, the ABDOVF bit of the BAUDxCON register will be set if the baud rate counter overflows before the fifth rising edge is detected on the RX pin. The ABDOVF bit indicates that the counter has exceeded the maximum count that can fit in the 16 bits of the SPxBRGH:SPxBRGL register pair. The overflow condition will set the RXxIF flag. The counter continues to count until the fifth rising edge is detected on the RX pin. The RCIDL bit will remain false ('0') until the fifth rising edge at which time the RCIDL bit will be set. If the RCxREG is read after the overflow occurs but before the fifth rising edge then the fifth rising edge will set the RXxIF again.

Terminating the auto-baud process early to clear an overflow condition will prevent proper detection of the sync character fifth rising edge. If any falling edges of the sync character have not yet occurred when the ABDEN bit is cleared then those will be falsely detected as Start bits. The following steps are recommended to clear the overflow condition:

1. Read RCxREG to clear RXxIF.
2. If RCIDL is '0' then wait for RDCIF and repeat step 1.
3. Clear the ABDOVF bit.

34.3.3 AUTO-WAKE-UP ON BREAK

During Sleep mode, all clocks to the EUSART are suspended. Because of this, the Baud Rate Generator is inactive and a proper character reception cannot be performed. The Auto-Wake-up feature allows the controller to wake-up due to activity on the RX/DT line. This feature is available only in Asynchronous mode.

The Auto-Wake-up feature is enabled by setting the WUE bit of the BAUDxCON register. Once set, the normal receive sequence on RX/DT is disabled, and the EUSART remains in an Idle state, monitoring for a wake-up event independent of the CPU mode. A wake-up event consists of a high-to-low transition on the RX/DT line. (This coincides with the start of a Sync Break or a wake-up signal character for the LIN protocol.)

The EUSART module generates an RXxIF interrupt coincident with the wake-up event. The interrupt is generated synchronously to the Q clocks in normal CPU operating modes (Figure 34-7), and asynchronously if the device is in Sleep mode (Figure 34-8). The interrupt condition is cleared by reading the RCxREG register.

The WUE bit is automatically cleared by the low-to-high transition on the RX line at the end of the Break. This signals to the user that the Break event is over. At this point, the EUSART module is in IDLE mode waiting to receive the next character.

34.3.3.1 Special Considerations

Break Character

To avoid character errors or character fragments during a wake-up event, the wake-up character must be all zeros.

When the wake-up is enabled the function works independent of the low time on the data stream. If the WUE bit is set and a valid non-zero character is received, the low time from the Start bit to the first rising edge will be interpreted as the wake-up event. The remaining bits in the character will be received as a fragmented character and subsequent characters can result in framing or overrun errors.

Therefore, the initial character in the transmission must be all '0's. This must be ten or more bit times, 13-bit times recommended for LIN bus, or any number of bit times for standard RS-232 devices.

Oscillator Start-up Time

Oscillator start-up time must be considered, especially in applications using oscillators with longer start-up intervals (i.e., LP, XT or HS/PLL mode). The Sync Break (or wake-up signal) character must be of sufficient length, and be followed by a sufficient interval, to allow enough time for the selected oscillator to start and provide proper initialization of the EUSART.

WUE Bit

The wake-up event causes a receive interrupt by setting the RXxIF bit. The WUE bit is cleared in hardware by a rising edge on RX/DT. The interrupt condition is then cleared in software by reading the RCxREG register and discarding its contents.

To ensure that no actual data is lost, check the RCIDL bit to verify that a receive operation is not in process before setting the WUE bit. If a receive operation is not occurring, the WUE bit may then be set just prior to entering the Sleep mode.

TABLE 34-4: BAUD RATE FOR ASYNCHRONOUS MODES (CONTINUED)

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 1											
	Fosc = 8.000 MHz			Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	299.9	-0.02	1666	300.1	0.04	832	300.0	0.00	767	300.5	0.16	207
1200	1199	-0.08	416	1202	0.16	207	1200	0.00	191	1202	0.16	51
2400	2404	0.16	207	2404	0.16	103	2400	0.00	95	2404	0.16	25
9600	9615	0.16	51	9615	0.16	25	9600	0.00	23	—	—	—
10417	10417	0.00	47	10417	0.00	23	10473	0.53	21	10417	0.00	5
19.2k	19.23k	0.16	25	19.23k	0.16	12	19.20k	0.00	11	—	—	—
57.6k	55556	-3.55	8	—	—	—	57.60k	0.00	3	—	—	—
115.2k	—	—	—	—	—	—	115.2k	0.00	1	—	—	—

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 1 or SYNC = 1, BRG16 = 1											
	Fosc = 32.000 MHz			Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 11.0592 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	300.0	0.00	26666	300.0	0.00	16665	300.0	0.00	15359	300.0	0.00	9215
1200	1200	0.00	6666	1200	-0.01	4166	1200	0.00	3839	1200	0.00	2303
2400	2400	0.01	3332	2400	0.02	2082	2400	0.00	1919	2400	0.00	1151
9600	9604	0.04	832	9597	-0.03	520	9600	0.00	479	9600	0.00	287
10417	10417	0.00	767	10417	0.00	479	10425	0.08	441	10433	0.16	264
19.2k	19.18k	-0.08	416	19.23k	0.16	259	19.20k	0.00	239	19.20k	0.00	143
57.6k	57.55k	-0.08	138	57.47k	-0.22	86	57.60k	0.00	79	57.60k	0.00	47
115.2k	115.9k	0.64	68	116.3k	0.94	42	115.2k	0.00	39	115.2k	0.00	23

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 1 or SYNC = 1, BRG16 = 1											
	Fosc = 8.000 MHz			Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	300.0	0.00	6666	300.0	0.01	3332	300.0	0.00	3071	300.1	0.04	832
1200	1200	-0.02	1666	1200	0.04	832	1200	0.00	767	1202	0.16	207
2400	2401	0.04	832	2398	0.08	416	2400	0.00	383	2404	0.16	103
9600	9615	0.16	207	9615	0.16	103	9600	0.00	95	9615	0.16	25
10417	10417	0	191	10417	0.00	95	10473	0.53	87	10417	0.00	23
19.2k	19.23k	0.16	103	19.23k	0.16	51	19.20k	0.00	47	19.23k	0.16	12
57.6k	57.14k	-0.79	34	58.82k	2.12	16	57.60k	0.00	15	—	—	—
115.2k	117.6k	2.12	16	111.1k	-3.55	8	115.2k	0.00	7	—	—	—

REGISTER 35-1: LCDCON: LCD CONTROL REGISTER

R/W-0	R/W-0	HS/C-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
LCDEN	SLPEN	WERR	CS	LMUX3	LMUX2	LMUX1	LMUX0
bit 7							bit 0

Legend:	C = Clearable bit	HS = Bit is set by hardware	
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

bit 7 **LCDEN**: LCD Enable bit
1 = LCD module is enabled
0 = LCD module is disabled

bit 6 **SLPEN**: LCD Display Sleep-Enabled bit
1 = Module will stop driving in Sleep
0 = Module will continue driving in Sleep

bit 5 **WERR**: LCD Write Failed Error bit(1)
1 = Write failure to LCDDATA register occurred (must be reset in software)
0 = No LCD write error

bit 4 **CS**: Clock Source Select bit
1 = SOSC Selected
0 = LFINTOSC Selected

bit 3-0 **LMUX<3:0>**: Common Selection bits. Specifies the number of commons(2)

LMUX<3:0>	Multiplex	Bias
0000	All COMs off	—
0001	Static (COM0)	Static
0010	1/2 MUX (COM<1:0>)	1/2
0011	1/3 MUX (COM<2:0>)	1/3
0100	1/4 MUX (COM<3:0>)	1/3
0101	1/5 MUX (COM<4:0>)	1/3
0110	1/6 MUX (COM<5:0>)	1/3
0111	1/7 MUX (COM<6:0>)	1/3
1000	1/8 MUX (COM<7:0>)	1/3

Note 1: Bit can only be set by hardware and only cleared in software by writing to zero.
2: Cannot be changed when LCDEN = 1.

37.2 General Format for Instructions

TABLE 37-3: INSTRUCTION SET

Mnemonic, Operands		Description	Cycles	14-Bit Opcode MSb			LSb	Status Affected	Notes
BYTE-ORIENTED FILE REGISTER OPERATIONS									
ADDWF	f, d	Add W and f	1	00	0111	dfff	ffff	C, DC, Z	2
ADDWFC	f, d	Add with Carry W and f	1	11	1101	dfff	ffff	C, DC, Z	2
ANDWF	f, d	AND W with f	1	00	0101	dfff	ffff	Z	2
ASRF	f, d	Arithmetic Right Shift	1	11	0111	dfff	ffff	C, Z	2
LSLF	f, d	Logical Left Shift	1	11	0101	dfff	ffff	C, Z	2
LSRF	f, d	Logical Right Shift	1	11	0110	dfff	ffff	C, Z	2
CLRF	f	Clear f	1	00	0001	lfff	ffff	Z	2
CLRW	–	Clear W	1	00	0001	0000	00xx	Z	
COMF	f, d	Complement f	1	00	1001	dfff	ffff	Z	2
DECF	f, d	Decrement f	1	00	0011	dfff	ffff	Z	2
INCF	f, d	Increment f	1	00	1010	dfff	ffff	Z	2
IORWF	f, d	Inclusive OR W with f	1	00	0100	dfff	ffff	Z	2
MOVF	f, d	Move f	1	00	1000	dfff	ffff	Z	2
MOVWF	f	Move W to f	1	00	0000	1fff	ffff		2
RLF	f, d	Rotate Left f through Carry	1	00	1101	dfff	ffff	C	2
RRF	f, d	Rotate Right f through Carry	1	00	1100	dfff	ffff	C	2
SUBWF	f, d	Subtract W from f	1	00	0010	dfff	ffff	C, DC, Z	2
SUBWFB	f, d	Subtract with Borrow W from f	1	11	1011	dfff	ffff	C, DC, Z	2
SWAPF	f, d	Swap nibbles in f	1	00	1110	dfff	ffff		2
XORWF	f, d	Exclusive OR W with f	1	00	0110	dfff	ffff	Z	2
BYTE ORIENTED SKIP OPERATIONS									
DECFSZ	f, d	Decrement f, Skip if 0	1(2)	00	1011	dfff	ffff		1, 2
INCFSZ	f, d	Increment f, Skip if 0	1(2)	00	1111	dfff	ffff		1, 2
BIT-ORIENTED FILE REGISTER OPERATIONS									
BCF	f, b	Bit Clear f	1	01	00bb	bfff	ffff		2
BSF	f, b	Bit Set f	1	01	01bb	bfff	ffff		2
BIT-ORIENTED SKIP OPERATIONS									
BTFSC	f, b	Bit Test f, Skip if Clear	1 (2)	01	10bb	bfff	ffff		1, 2
BTFSS	f, b	Bit Test f, Skip if Set	1 (2)	01	11bb	bfff	ffff		1, 2
LITERAL OPERATIONS									
ADDLW	k	Add literal and W	1	11	1110	kkkk	kkkk	C, DC, Z	
ANDLW	k	AND literal with W	1	11	1001	kkkk	kkkk	Z	
IORLW	k	Inclusive OR literal with W	1	11	1000	kkkk	kkkk	Z	
MOVLB	k	Move literal to BSR	1	00	000	0k	kkkk		
MOVLP	k	Move literal to PCLATH	1	11	0001	1kkk	kkkk		
MOVLW	k	Move literal to W	1	11	0000	kkkk	kkkk		
SUBLW	k	Subtract W from literal	1	11	1100	kkkk	kkkk	C, DC, Z	
XORLW	k	Exclusive OR literal with W	1	11	1010	kkkk	kkkk	Z	

Note 1: If the Program Counter (PC) is modified, or a conditional test is true, the instruction requires two cycles. The second cycle is executed as a NOP.

2: If this instruction addresses an INDF register and the MSb of the corresponding FSR is set, this instruction will require one additional instruction cycle.

BCF **Bit Clear f**

Syntax:	[*label*] BCF f,b
Operands:	0 ≤ f ≤ 127 0 ≤ b ≤ 7
Operation:	0 → (f<b>)
Status Affected:	None
Description:	Bit 'b' in register 'f' is cleared.

BRA **Relative Branch**

Syntax:	[*label*] BRA label [*label*] BRA $+k
Operands:	-256 ≤ label - PC + 1 ≤ 255 -256 ≤ k ≤ 255
Operation:	(PC) + 1 + k → PC
Status Affected:	None
Description:	Add the signed 9-bit literal 'k' to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 1 + k. This instruction is a 2-cycle instruction. This branch has a limited range.

BRW **Relative Branch with W**

Syntax:	[*label*] BRW
Operands:	None
Operation:	(PC) + (W) → PC
Status Affected:	None
Description:	Add the contents of W (unsigned) to the PC. Since the PC will have incremented to fetch the next instruction, the new address will be PC + 1 + (W). This instruction is a 2-cycle instruction.

BSF **Bit Set f**

Syntax:	[*label*] BSF f,b
Operands:	0 ≤ f ≤ 127 0 ≤ b ≤ 7
Operation:	1 → (f<b>)
Status Affected:	None
Description:	Bit 'b' in register 'f' is set.

BTFSC **Bit Test f, Skip if Clear**

Syntax:	[*label*] BTFSC f,b
Operands:	0 ≤ f ≤ 127 0 ≤ b ≤ 7
Operation:	skip if (f<b>) = 0
Status Affected:	None
Description:	If bit 'b' in register 'f' is '1', the next instruction is executed. If bit 'b', in register 'f', is '0', the next instruction is discarded, and a NOP is executed instead, making this a 2-cycle instruction.

BTFSS **Bit Test f, Skip if Set**

Syntax:	[*label*] BTFSS f,b
Operands:	0 ≤ f ≤ 127 0 ≤ b < 7
Operation:	skip if (f<b>) = 1
Status Affected:	None
Description:	If bit 'b' in register 'f' is '0', the next instruction is executed. If bit 'b' is '1', then the next instruction is discarded and a NOP is executed instead, making this a 2-cycle instruction.

TABLE 39-3: POWER-DOWN CURRENT (I_{PD})(1,2)

PIC16(L)F19155/56/75/76/85/86				Standard Operating Conditions (unless otherwise stated)					
PIC16F19155/56/75/76/85/86				Standard Operating Conditions (unless otherwise stated) VREGPM = 1					
Param. No.	Symbol	Device Characteristics	Min.	Typ.†	Max. +85°C	Max. +125°C	Units	Conditions	
								V_{DD}	Note
D200	I_{PD}	I_{PD} Base	—	0.05	—	—	µA	3.0V	
D200 D200A	I_{PD}	I_{PD} Base	—	0.4	—	—	µA	3.0V	
			—	18	—	—	µA	3.0V	VREGPM = 0
D201	I_{PD_WDT}	Low-Frequency Internal Oscillator/WDT	—	0.4	—	—	µA	3.0V	
D201	I_{PD_WDT}	Low-Frequency Internal Oscillator/WDT	—	0.6	—	—	µA	3.0V	
D202	I_{PD_SOSC}	Secondary Oscillator (SOSC)	—	0.6	—	—	µA	3.0V	
D202	I_{PD_SOSC}	Secondary Oscillator (SOSC)	—	0.8	—	—	µA	3.0V	
D203	I_{PD_FVR}	FVR	—	28	—	—	µA	3.0V	
D203	I_{PD_FVR}	FVR	—	33	—	—	µA	3.0V	
D204	I_{PD_BOR}	Brown-out Reset (BOR)	—	10	—	—	µA	3.0V	
D204	I_{PD_BOR}	Brown-out Reset (BOR)	—	14	—	—	µA	3.0V	
D205	I_{PD_LPBOR}	Low-Power Brown-out Reset (LPBOR)	—	0.5	—	—	µA	3.0V	
D205	I_{PD_LPBOR}	Low-Power Brown-out Reset (LPBOR)	—	0.7	—	—	µA	3.0V	
D206	I_{PD_ADCA}	ADC - Active	—	250	—	—	µA	3.0V	ADC is converting (4)
D206	I_{PD_ADCA}	ADC - Active	—	280	—	—	µA	3.0V	ADC is converting (4)
D207	$I_{PD\_ADCA\_CHGPUMP}$	ADC - Active with Charge Pump	—	315	—	—	µA	3.0V	
D207	$I_{PD\_ADCA\_CHGPUMP}$	ADC - Active with Charge Pump	—	345	—	—	µA	3.0V	
D208	I_{PD_CMP}	Comparator C1	—	30	—	—	µA	3.0V	
D208	I_{PD_CMP}	Comparator C1	—	33	—	—	µA	3.0V	
D209	$I_{PD\_CMP\_LP}$	LP Comparator C2 (6)	—	0.25	—	—	µA	3.0V	
D209	$I_{PD\_CMP\_LP}$	LP Comparator C2 (6)	—	0.6	—	—	µA	3.0V	
D210	$I_{PD\_LCD\_PUMP\_3V}$	3V Pump Output	—	2.5	—	—	µA	2.5V	
D210	$I_{PD\_LCD\_PUMP\_5V}$	5V Pump Output	—	3	—	—	µA	2.5V	

† Data in "Typ." column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: The peripheral current is the sum of the base I_{DD} and the additional current consumed when this peripheral is enabled. The peripheral Δ current can be determined by subtracting the base I_{DD} or I_{PD} current from this limit. Max. values should be used when calculating total current consumption.

2: The power-down current in Sleep mode does not depend on the oscillator type. Power-down current is measured with the part in Sleep mode with all I/O pins in high-impedance state and tied to V_{SS}.

3: All peripheral currents listed are on a per-peripheral basis if more than one instance of a peripheral is available.

4: ADC clock source is FRC.

5: = LF device

6: The IPD spec for the LP comparator does not include current consumed by the supporting clock.

TABLE 39-5: MEMORY PROGRAMMING SPECIFICATIONS

Standard Operating Conditions (unless otherwise stated)							
Param. No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
High Voltage Entry Programming Mode Specifications							
MEM01	V_{IHH}	Voltage on $\overline{MCLR}$/VPP pin to enter programming mode	8	—	9	V	**(Note 2, Note 3)**
MEM02	I_{PPGM}	Current on $\overline{MCLR}$/VPP pin during programming mode	—	1	—	mA	**(Note 2)**
Programming Mode Specifications							
MEM10	V_{BE}	VDD for Bulk Erase	—	2.7	—	V	
MEM11	I_{DDPGM}	Supply Current during Programming operation	—	—	10	mA	
Data EEPROM Memory Specifications							
MEM20	ED	DataEE Byte Endurance	100k			E/W	-40°C ≤ TA ≤ +85°C
MEM21	TD-RET	Characteristic Retention		40		Year	Provided no other specifications are violated
MEM22	ND_REF	Total Erase/Write Cycles before Refresh			100k	E/W	
MEM23	VD_RW	Vdd for Read or Erase/Write operation	VDDMIN		VDDMAX	V	
MEM24	TD_BEW	Byte Erase and Write Cycle Time		4.0	5.0	ms	
Program Flash Memory Specifications							
MEM30	E_P	Flash Memory Cell Endurance	10k	—	—	E/W	-40°C ≤ TA ≤ +85°C (**Note 1**)
MEM32	T_{P_RET}	Characteristic Retention	—	40	—	Year	Provided no other specifications are violated
MEM33	V_{P_RD}	VDD for Read operation	VDDMIN	—	VDDMAX	V	
MEM34	V_{P_REW}	VDD for Row Erase or Write operation	VDDMIN	—	VDDMAX	V	
MEM35	T_{P_REW}	Self-Timed Row Erase or Self-Timed Write	—	2.0	2.5	ms	

† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Flash Memory Cell Endurance for the Flash memory is defined as: One Row Erase operation and one Self-Timed Write.

2: Required only if CONFIG4, bit LVP is disabled.

3: The MPLAB® ICD2 does not support variable VPP output. Circuitry to limit the ICD2 VPP voltage must be placed between the ICD2 and target system when programming or debugging with the ICD2.

41.2 MPLAB XC Compilers

The MPLAB XC Compilers are complete ANSI C compilers for all of Microchip's 8, 16, and 32-bit MCU and DSC devices. These compilers provide powerful integration capabilities, superior code optimization and ease of use. MPLAB XC Compilers run on Windows, Linux or MAC OS X.

For easy source level debugging, the compilers provide debug information that is optimized to the MPLAB X IDE.

The free MPLAB XC Compiler editions support all devices and commands, with no time or memory restrictions, and offer sufficient code optimization for most applications.

MPLAB XC Compilers include an assembler, linker and utilities. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. MPLAB XC Compiler uses the assembler to produce its object file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

41.3 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for PIC10/12/16/18 MCUs.

The MPASM Assembler generates relocatable object files for the MPLINK Object Linker, Intel® standard HEX files, MAP files to detail memory usage and symbol reference, absolute LST files that contain source lines and generated machine code, and COFF files for debugging.

The MPASM Assembler features include:

- Integration into MPLAB X IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multipurpose source files
- Directives that allow complete control over the assembly process

41.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler. It can link relocatable objects from precompiled libraries, using directives from a linker script.

The MPLIB Object Librarian manages the creation and modification of library files of precompiled code. When a routine from a library is called from a source file, only the modules that contain that routine will be linked in with the application. This allows large libraries to be used efficiently in many different applications.

The object linker/library features include:

- Efficient linking of single libraries instead of many smaller files
- Enhanced code maintainability by grouping related modules together
- Flexible creation of libraries with easy module listing, replacement, deletion and extraction

41.5 MPLAB Assembler, Linker and Librarian for Various Device Families

MPLAB Assembler produces relocatable machine code from symbolic assembly language for PIC24, PIC32 and dsPIC DSC devices. MPLAB XC Compiler uses the assembler to produce its object file. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

41.6 MPLAB X SIM Software Simulator

The MPLAB X SIM Software Simulator allows code development in a PC-hosted environment by simulating the PIC MCUs and dsPIC DSCs on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a comprehensive stimulus controller. Registers can be logged to files for further run-time analysis. The trace buffer and logic analyzer display extend the power of the simulator to record and track program execution, actions on I/O, most peripherals and internal registers.

The MPLAB X SIM Software Simulator fully supports symbolic debugging using the MPLAB XC Compilers, and the MPASM and MPLAB Assemblers. The software simulator offers the flexibility to develop and debug code outside of the hardware laboratory environment, making it an excellent, economical software development tool.

41.7 MPLAB REAL ICE In-Circuit Emulator System

The MPLAB REAL ICE In-Circuit Emulator System is Microchip's next generation high-speed emulator for Microchip Flash DSC and MCU devices. It debugs and programs all 8, 16 and 32-bit MCU, and DSC devices with the easy-to-use, powerful graphical user interface of the MPLAB X IDE.

The emulator is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with either a connector compatible with in-circuit debugger systems (RJ-11) or with the new high-speed, noise tolerant, Low-Voltage Differential Signal (LVDS) interconnection (CAT5).

The emulator is field upgradeable through future firmware downloads in MPLAB X IDE. MPLAB REAL ICE offers significant advantages over competitive emulators including full-speed emulation, run-time variable watches, trace analysis, complex breakpoints, logic probes, a ruggedized probe interface and long (up to three meters) interconnection cables.

41.8 MPLAB ICD 3 In-Circuit Debugger System

The MPLAB ICD 3 In-Circuit Debugger System is Microchip's most cost-effective, high-speed hardware debugger/programmer for Microchip Flash DSC and MCU devices. It debugs and programs PIC Flash microcontrollers and dsPIC DSCs with the powerful, yet easy-to-use graphical user interface of the MPLAB IDE.

The MPLAB ICD 3 In-Circuit Debugger probe is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with a connector compatible with the MPLAB ICD 2 or MPLAB REAL ICE systems (RJ-11). MPLAB ICD 3 supports all MPLAB ICD 2 headers.

41.9 PICkit 3 In-Circuit Debugger/ Programmer

The MPLAB PICkit 3 allows debugging and programming of PIC and dsPIC Flash microcontrollers at a most affordable price point using the powerful graphical user interface of the MPLAB IDE. The MPLAB PICkit 3 is connected to the design engineer's PC using a full-speed USB interface and can be connected to the target via a Microchip debug (RJ-11) connector (compatible with MPLAB ICD 3 and MPLAB REAL ICE). The connector uses two device I/O pins and the Reset line to implement in-circuit debugging and In-Circuit Serial Programming™ (ICSP™).

41.10 MPLAB PM3 Device Programmer

The MPLAB PM3 Device Programmer is a universal, CE compliant device programmer with programmable voltage verification at V_{DDMIN} and V_{DDMAX} for maximum reliability. It features a large LCD display (128 x 64) for menus and error messages, and a modular, detachable socket assembly to support various package types. The ICSP cable assembly is included as a standard item. In Stand-Alone mode, the MPLAB PM3 Device Programmer can read, verify and program PIC devices without a PC connection. It can also set code protection in this mode. The MPLAB PM3 connects to the host PC via an RS-232 or USB cable. The MPLAB PM3 has high-speed communications and optimized algorithms for quick programming of large memory devices, and incorporates an MMC card for file storage and data applications.