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Applications of "<u>Embedded -</u> <u>Microcontrollers</u>"

Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I ² C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	5
Program Memory Size	7KB (4K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 4x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	8-SOIC (0.154", 3.90mm Width)
Supplier Device Package	8-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic12lf1840t-i-sn

Email: info@E-XFL.COM

Address: Room A, 16/F, Full Win Commercial Centre, 573 Nathan Road, Mongkok, Hong Kong



2.1 Automatic Interrupt Context Saving

During interrupts, certain registers are automatically saved in shadow registers and restored when returning from the interrupt. This saves stack space and user code. See **Section 8.5 "Automatic Context Saving"**, for more information.

2.2 16-level Stack with Overflow and Underflow

These devices have an external stack memory 15 bits wide and 16 words deep. A Stack Overflow or Underflow will set the appropriate bit (STKOVF or STKUNF) in the PCON register, and if enabled will cause a software Reset. See **Section 3.5 "Stack"** for more details.

2.3 File Select Registers

There are two 16-bit File Select Registers (FSR). FSRs can access all file registers and program memory, which allows one Data Pointer for all memory. When an FSR points to program memory, there is one additional instruction cycle in instructions using INDF to allow the data to be fetched. General purpose memory can now also be addressed linearly, providing the ability to access contiguous data larger than 80 bytes. There are also new instructions to support the FSRs. See **Section 3.6 "Indirect Addressing"** for more details.

2.4 Instruction Set

There are 49 instructions for the enhanced mid-range CPU to support the features of the CPU. See **Section 29.0 "Instruction Set Summary"** for more details.

5.0 OSCILLATOR MODULE (WITH FAIL-SAFE CLOCK MONITOR)

5.1 Overview

The oscillator module has a wide variety of clock sources and selection features that allow it to be used in a wide range of applications while maximizing performance and minimizing power consumption. Figure 5-1 illustrates a block diagram of the oscillator module.

Clock sources can be supplied from external oscillators, quartz crystal resonators, ceramic resonators and Resistor-Capacitor (RC) circuits. In addition, the system clock source can be supplied from one of two internal oscillators and PLL circuits, with a choice of speeds selectable via software. Additional clock features include:

- Selectable system clock source between external or internal sources via software.
- Two-Speed Start-up mode, which minimizes latency between external oscillator start-up and code execution.
- Fail-Safe Clock Monitor (FSCM) designed to detect a failure of the external clock source (LP, XT, HS, EC or RC modes) and switch automatically to the internal oscillator.
- Oscillator Start-up Timer (OST) ensures stability of crystal oscillator sources.

The oscillator module can be configured in one of eight clock modes.

- 1. ECL External Clock Low-Power mode (0 MHz to 0.5 MHz)
- 2. ECM External Clock Medium-Power mode (0.5 MHz to 4 MHz)
- 3. ECH External Clock High-Power mode (4 MHz to 32 MHz)
- 4. LP 32 kHz Low-Power Crystal mode.
- 5. XT Medium Gain Crystal or Ceramic Resonator Oscillator mode (up to 4 MHz)
- 6. HS High Gain Crystal or Ceramic Resonator mode (4 MHz to 20 MHz)
- 7. RC External Resistor-Capacitor (RC).
- 8. INTOSC Internal oscillator (31 kHz to 32 MHz).

Clock Source modes are selected by the FOSC<2:0> bits in the Configuration Words. The FOSC bits determine the type of oscillator that will be used when the device is first powered.

The EC clock mode relies on an external logic level signal as the device clock source. The LP, XT, and HS clock modes require an external crystal or resonator to be connected to the device. Each mode is optimized for a different frequency range. The RC clock mode requires an external resistor and capacitor to set the oscillator frequency.

The INTOSC internal oscillator block produces low, medium, and high-frequency clock sources, designated LFINTOSC, MFINTOSC and HFINTOSC. (see Internal Oscillator Block, Figure 5-1). A wide selection of device clock frequencies may be derived from these three clock sources.

5.2.1.4 4x PLL

The oscillator module contains a 4x PLL that can be used with both external and internal clock sources to provide a system clock source. The input frequency for the 4x PLL must fall within specifications. See the PLL Clock Timing Specifications in **Section 30.0 "Electrical Specifications"**.

The 4x PLL may be enabled for use by one of two methods:

- 1. Program the PLLEN bit in Configuration Words to a '1'.
- Write the SPLLEN bit in the OSCCON register to a '1'. If the PLLEN bit in Configuration Words is programmed to a '1', then the value of SPLLEN is ignored.

5.2.1.5 TIMER1 Oscillator

The Timer1 oscillator is a separate crystal oscillator that is associated with the Timer1 peripheral. It is optimized for timekeeping operations with a 32.768 kHz crystal connected between the T1OSO and T1OSI device pins.

The Timer1 oscillator can be used as an alternate system clock source and can be selected during run-time using clock switching. Refer to **Section 5.3 "Clock Switching"** for more information.

FIGURE 5-5:

QUARTZ CRYSTAL OPERATION (TIMER1



- Note 1: Quartz crystal characteristics vary according to type, package and manufacturer. The user should consult the manufacturer data sheets for specifications and recommended application.
 - Always verify oscillator performance over the VDD and temperature range that is expected for the application.
 - **3:** For oscillator design assistance, reference the following Microchip Applications Notes:
 - AN826, "Crystal Oscillator Basics and Crystal Selection for rfPIC[®] and PIC[®] Devices" (DS00826)
 - AN849, "Basic PIC[®] Oscillator Design" (DS00849)
 - AN943, "Practical PIC[®] Oscillator Analysis and Design" (DS00943)
 - AN949, "Making Your Oscillator Work" (DS00949)
 - TB097, "Interfacing a Micro Crystal MS1V-T1K 32.768 kHz Tuning Fork Crystal to a PIC16F690/SS" (DS91097)
 - AN1288, "Design Practices for Low-Power External Oscillators" (DS01288)

5.2.1.6 External RC Mode

The external Resistor-Capacitor (RC) modes support the use of an external RC circuit. This allows the designer maximum flexibility in frequency choice while keeping costs to a minimum when clock accuracy is not required.

The RC circuit connects to OSC1. OSC2/CLKOUT is available for general purpose I/O or CLKOUT. The function of the OSC2/CLKOUT pin is determined by the CLKOUTEN bit in Configuration Words.

Figure 5-6 shows the external RC mode connections.

5.4 Two-Speed Clock Start-up Mode

Two-Speed Start-up mode provides additional power savings by minimizing the latency between external oscillator start-up and code execution. In applications that make heavy use of the Sleep mode, Two-Speed Start-up will remove the external oscillator start-up time from the time spent awake and can reduce the overall power consumption of the device. This mode allows the application to wake-up from Sleep, perform a few instructions using the INTOSC internal oscillator block as the clock source and go back to Sleep without waiting for the external oscillator to become stable.

Two-Speed Start-up provides benefits when the oscillator module is configured for LP, XT or HS modes. The Oscillator Start-up Timer (OST) is enabled for these modes and must count 1024 oscillations before the oscillator can be used as the system clock source.

If the oscillator module is configured for any mode other than LP, XT or HS mode, then Two-Speed Start-up is disabled. This is because the external clock oscillator does not require any stabilization time after POR or an exit from Sleep.

If the OST count reaches 1024 before the device enters Sleep mode, the OSTS bit of the OSCSTAT register is set and program execution switches to the external oscillator. However, the system may never operate from the external oscillator if the time spent awake is very short.

Note:	Executing a SLEEP instruction will abort
	the oscillator start-up time and will cause
	the OSTS bit of the OSCSTAT register to
	remain clear.

5.4.1 TWO-SPEED START-UP MODE CONFIGURATION

Two-Speed Start-up mode is configured by the following settings:

- IESO (of the Configuration Words) = 1; Internal/External Switchover bit (Two-Speed Start-up mode enabled).
- SCS (of the OSCCON register) = 00.
- FOSC<2:0> bits in the Configuration Words configured for LP, XT or HS mode.

Two-Speed Start-up mode is entered after:

- Power-on Reset (POR) and, if enabled, after Power-up Timer (PWRT) has expired, or
- Wake-up from Sleep.

TABLE 5-1: OSCILLATOR SWITCHING DELAYS
--

Switch From	Switch To	Frequency	Oscillator Delay
Sleep/POR	LFINTOSC ⁽¹⁾ MFINTOSC ⁽¹⁾ HFINTOSC ⁽¹⁾	31 kHz 31.25 kHz-500 kHz 31.25 kHz-16 MHz	Oscillator Warm-up Delay (Twarm)
Sleep/POR	EC, RC ⁽¹⁾	DC – 32 MHz	2 cycles
LFINTOSC	EC, RC ⁽¹⁾	DC – 32 MHz	1 cycle of each
Sleep/POR	Timer1 Oscillator LP, XT, HS ⁽¹⁾	32 kHz-20 MHz	1024 Clock Cycles (OST)
Any clock source	MFINTOSC ⁽¹⁾ HFINTOSC ⁽¹⁾	31.25 kHz-500 kHz 31.25 kHz-16 MHz	2 μs (approx.)
Any clock source	LFINTOSC ⁽¹⁾	31 kHz	1 cycle of each
Any clock source	Timer1 Oscillator	32 kHz	1024 Clock Cycles (OST)
PLL inactive	PLL active	16-32 MHz	2 ms (approx.)

Note 1: PLL inactive.

R/W-x/u LATA0

bit 0

U-0	U-0	R/W-x/u	R/W-x/u	U-0	R/W-x/u	R/W-x/u	
	—	LATA5	LATA4	—	LATA2	LATA1	T
bit 7		•		•			

REGISTER 12-4: LATA: PORTA DATA LATCH REGISTER

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 7-6	Unimplemented: Read as '0'
bit 5-4	LATA<5:4>: RA<5:4> Output Latch Value bits ⁽¹⁾
bit 3	Unimplemented: Read as '0'
bit 2-0	LATA<2:0>: RA<2:0> Output Latch Value bits ⁽¹⁾

Note 1: Writes to PORTA are actually written to corresponding LATA register. Reads from PORTA register is return of actual I/O pin values.

REGISTER 12-5: ANSELA: PORTA ANALOG SELECT REGISTER

U-0	U-0	U-0	R/W-1/1	U-0	R/W-1/1	R/W-1/1	R/W-1/1
—	—	—	ANSA4	—	ANSA2	ANSA1	ANSA0
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 7-5	Unimplemented: Read as '0'
bit 4	 ANSA4: Analog Select between Analog or Digital Function on pins RA4, respectively 1 = Analog input. Pin is assigned as analog input⁽¹⁾. Digital input buffer disabled. 0 = Digital I/O. Pin is assigned to port or digital special function.
bit 3	Unimplemented: Read as '0'
bit 2-0	 ANSA<2:0>: Analog Select between Analog or Digital Function on pins RA<2:0>, respectively 1 = Analog input. Pin is assigned as analog input⁽¹⁾. Digital input buffer disabled. 0 = Digital I/O. Pin is assigned to port or digital special function.
Note 1:	When setting a pin to an analog input, the corresponding TRIS bit must be set to Input mode in order to allow external control of the voltage on the pin.

21.6.2.1 T1G Pin Gate Operation

The T1G pin is one source for Timer1 gate control. It can be used to supply an external source to the Timer1 gate circuitry.

21.6.2.2 Timer0 Overflow Gate Operation

When Timer0 increments from FFh to 00h, a low-to-high pulse will automatically be generated and internally supplied to the Timer1 gate circuitry.

21.6.2.3 Comparator C1 Gate Operation

The output resulting from a Comparator 1 operation can be selected as a source for Timer1 gate control. The Comparator 1 output (sync_C1OUT) can be synchronized to the Timer1 clock or left asynchronous. For more information see **Section 19.4.1 "Comparator Output Synchronization"**.

21.6.3 TIMER1 GATE TOGGLE MODE

When Timer1 Gate Toggle mode is enabled, it is possible to measure the full-cycle length of a Timer1 gate signal, as opposed to the duration of a single level pulse.

The Timer1 gate source is routed through a flip-flop that changes state on every incrementing edge of the signal. See Figure 21-4 for timing details.

Timer1 Gate Toggle mode is enabled by setting the T1GTM bit of the T1GCON register. When the T1GTM bit is cleared, the flip-flop is cleared and held clear. This is necessary in order to control which edge is measured.

Note: Enabling Toggle mode at the same time as changing the gate polarity may result in indeterminate operation.

21.6.4 TIMER1 GATE SINGLE-PULSE MODE

When Timer1 Gate Single-Pulse mode is enabled, it is possible to capture a single-pulse gate event. Timer1 Gate Single-Pulse mode is first enabled by setting the T1GSPM bit in the T1GCON register. Next, the T1GGO/DONE bit in the T1GCON register must be set. The Timer1 will be fully enabled on the next incrementing edge. On the next trailing edge of the pulse, the T1GGO/DONE bit will automatically be cleared. No other gate events will be allowed to increment Timer1 until the T1GGO/DONE bit is once again set in software. See Figure 21-5 for timing details.

If the Single-Pulse Gate mode is disabled by clearing the T1GSPM bit in the T1GCON register, the T1GGO/DONE bit should also be cleared.

Enabling the Toggle mode and the Single-Pulse mode simultaneously will permit both sections to work together. This allows the cycle times on the Timer1 gate source to be measured. See Figure 21-6 for timing details.

21.6.5 TIMER1 GATE VALUE STATUS

When Timer1 Gate Value Status is utilized, it is possible to read the most current level of the gate control value. The value is stored in the T1GVAL bit in the T1GCON register. The T1GVAL bit is valid even when the Timer1 gate is not enabled (TMR1GE bit is cleared).

21.6.6 TIMER1 GATE EVENT INTERRUPT

When Timer1 Gate Event Interrupt is enabled, it is possible to generate an interrupt upon the completion of a gate event. When the falling edge of T1GVAL occurs, the TMR1GIF flag bit in the PIR1 register will be set. If the TMR1GIE bit in the PIE1 register is set, then an interrupt will be recognized.

The TMR1GIF flag bit operates even when the Timer1 gate is not enabled (TMR1GE bit is cleared).

23.5 Carrier Source Polarity Select

The signal provided from any selected input source for the carrier high and carrier low signals can be inverted. Inverting the signal for the carrier high source is enabled by setting the MDCHPOL bit of the MDCARH register. Inverting the signal for the carrier low source is enabled by setting the MDCLPOL bit of the MDCARL register.

23.6 Carrier Source Pin Disable

Some peripherals assert control over their corresponding output pin when they are enabled. For example, when the CCP1 module is enabled, the output of CCP1 is connected to the CCP1 pin.

This default connection to a pin can be disabled by setting the MDCHODIS bit in the MDCARH register for the carrier high source and the MDCLODIS bit in the MDCARL register for the carrier low source.

23.7 Programmable Modulator Data

The MDBIT of the MDCON register can be selected as the source for the modulator signal. This gives the user the ability to program the value used for modulation.

23.8 Modulator Source Pin Disable

The modulator source default connection to a pin can be disabled by setting the MDMSODIS bit in the MDSRC register.

23.9 Modulated Output Polarity

The modulated output signal provided on the MDOUT pin can also be inverted. Inverting the modulated output signal is enabled by setting the MDOPOL bit of the MDCON register.

23.10 Slew Rate Control

The slew rate limitation on the output port pin can be disabled. The slew rate limitation can be removed by clearing the MDSLR bit in the MDCON register.

23.11 Operation in Sleep Mode

The DSM module is not affected by Sleep mode. The DSM can still operate during Sleep, if the Carrier and Modulator input sources are also still operable during Sleep.

23.12 Effects of a Reset

Upon any device Reset, the DSM module is disabled. The user's firmware is responsible for initializing the module before enabling the output. The registers are reset to their default values.

24.0 CAPTURE/COMPARE/PWM MODULES

The Capture/Compare/PWM module is a peripheral which allows the user to time and control different events, and to generate Pulse-Width Modulation (PWM) signals. In Capture mode, the peripheral allows the timing of the duration of an event. The Compare mode allows the user to trigger an external event when a predetermined amount of time has expired. The PWM mode can generate Pulse-Width Modulated signals of varying frequency and duty cycle.

This device contains one Enhanced Capture/Compare/ PWM module (ECCP1).

The Half-Bridge ECCP module has two available I/O pins. See Table 24-1.

TABLE 24-1: PWM RESOURCES

Device Name	ECCP1
PIC12(L)F1840	Enhanced PWM Half-Bridge

25.2.4 SPI SLAVE MODE

In Slave mode, the data is transmitted and received as external clock pulses appear on SCK. When the last bit is latched, the SSP1IF interrupt flag bit is set.

Before enabling the module in SPI Slave mode, the clock line must match the proper Idle state. The clock line can be observed by reading the SCK pin. The Idle state is determined by the CKP bit of the SSP1CON1 register.

While in Slave mode, the external clock is supplied by the external clock source on the SCK pin. This external clock must meet the minimum high and low times as specified in the electrical specifications.

While in Sleep mode, the slave can transmit/receive data. The shift register is clocked from the SCK pin input and when a byte is received, the device will generate an interrupt. If enabled, the device will wake-up from Sleep.

25.2.4.1 Daisy-Chain Configuration

The SPI bus can sometimes be connected in a daisy-chain configuration. The first slave output is connected to the second slave input, the second slave output is connected to the third slave input, and so on. The final slave output is connected to the master input. Each slave sends out, during a second group of clock pulses, an exact copy of what was received during the first group of clock pulses. The whole chain acts as one large communication shift register. The daisy-chain feature only requires a single Slave Select line from the master device.

Figure 25-7 shows the block diagram of a typical daisy-chain connection when operating in SPI mode.

In a daisy-chain configuration, only the most recent byte on the bus is required by the slave. Setting the BOEN bit of the SSP1CON3 register will enable writes to the SSP1BUF register, even if the previous byte has not been read. This allows the software to ignore data that may not apply to it.

25.2.5 SLAVE SELECT SYNCHRONIZATION

The Slave Select can also be used to synchronize communication. The Slave Select line is held high until the master device is ready to communicate. When the Slave Select line is pulled low, the slave knows that a new transmission is starting.

If the slave fails to receive the communication properly, it will be reset at the end of the transmission, when the Slave Select line returns to a high state. The slave is then ready to receive a new transmission when the Slave Select line is pulled low again. If the Slave Select line is not used, there is a risk that the slave will eventually become out of sync with the master. If the slave misses a bit, it will always be one bit off in future transmissions. Use of the Slave Select line allows the slave and master to align themselves at the beginning of each transmission.

The \overline{SS} pin allows a Synchronous Slave mode. The SPI must be in Slave mode with \overline{SS} pin control enabled (SSP1CON1<3:0> = 0100).

When the \overline{SS} pin is low, transmission and reception are enabled and the SDO pin is driven.

When the \overline{SS} pin goes high, the SDO pin is no longer driven, even if in the middle of a transmitted byte and becomes a floating output. External pull-up/pull-down resistors may be desirable depending on the application.

Note 1:	When the SPI is in Slave mode with \overline{SS} pin control enabled (SSP1CON1<3:0> = 0100), the SPI module will reset if the \overline{SS} pin is set to VDD.
2:	When the SPI is used in Slave mode with CKE set; the user must enable \overline{SS} pin control.
3:	While operated in SPI Slave mode the SMP bit of the SSP1STAT register must remain clear.

When the SPI module resets, the bit counter is forced to '0'. This can be done by either forcing the \overline{SS} pin to a high level or clearing the SSP1EN bit.

25.4.9 ACKNOWLEDGE SEQUENCE

The 9th SCL pulse for any transferred byte in I^2C is dedicated as an Acknowledge. It allows receiving devices to respond back to the transmitter by pulling the SDA line low. The transmitter must release control of the line during this time to shift in the response. The Acknowledge (ACK) is an active-low signal, pulling the SDA line low indicated to the transmitter that the device has received the transmitted data and is ready to receive more.

The result of an \overline{ACK} is placed in the ACKSTAT bit of the SSP1CON2 register.

Slave software, when the AHEN and DHEN bits are set, allow the user to set the \overrightarrow{ACK} value sent back to the transmitter. The ACKDT bit of the SSP1CON2 register is set/cleared to determine the response.

Slave hardware will generate an ACK response if the AHEN and DHEN bits of the SSP1CON3 register are clear.

There are certain conditions where an \overline{ACK} will not be sent by the slave. If the BF bit of the SSP1STAT register or the SSP1OV bit of the SSP1CON1 register are set when a byte is received.

When the module is addressed, after the 8th falling edge of SCL on the bus, the ACKTIM bit of the SSP1CON3 register is set. The ACKTIM bit indicates the acknowledge time of the active bus. The ACKTIM Status bit is only active when the AHEN bit or DHEN bit is enabled.

25.5 I²C SLAVE MODE OPERATION

The MSSP1 Slave mode operates in one of four modes selected in the SSP1M bits of SSP1CON1 register. The modes can be divided into 7-bit and 10-bit Addressing mode. 10-bit Addressing modes operate the same as 7-bit with some additional overhead for handling the larger addresses.

Modes with Start and Stop bit interrupts operate the same as the other modes with SSP1IF additionally getting set upon detection of a Start, Restart, or Stop condition.

25.5.1 SLAVE MODE ADDRESSES

The SSP1ADD register (Register 25-6) contains the Slave mode address. The first byte received after a Start or Restart condition is compared against the value stored in this register. If the byte matches, the value is loaded into the SSP1BUF register and an interrupt is generated. If the value does not match, the module goes idle and no indication is given to the software that anything happened.

The SSP Mask register (Register 25-5) affects the address matching process. See **Section 25.5.9** "SSP1 Mask Register" for more information.

25.5.1.1 I²C Slave 7-bit Addressing Mode

In 7-bit Addressing mode, the LSb of the received data byte is ignored when determining if there is an address match.

25.5.1.2 I²C Slave 10-bit Addressing Mode

In 10-bit Addressing mode, the first received byte is compared to the binary value of '1 1 1 1 0 A9 A8 0'. A9 and A8 are the two MSb's of the 10-bit address and stored in bits 2 and 1 of the SSP1ADD register.

After the acknowledge of the high byte the UA bit is set and SCL is held low until the user updates SSP1ADD with the low address. The low address byte is clocked in and all 8 bits are compared to the low address value in SSP1ADD. Even if there is not an address match; SSP1IF and UA are set, and SCL is held low until SSP1ADD is updated to receive a high byte again. When SSP1ADD is updated the UA bit is cleared. This ensures the module is ready to receive the high address byte on the next communication.

A high and low address match as a write request is required at the start of all 10-bit addressing communication. A transmission can be initiated by issuing a Restart once the slave is addressed, and clocking in the high address with the R/\overline{W} bit set. The slave hardware will then acknowledge the read request and prepare to clock out data. This is only valid for a slave after it has received a complete high and low address byte match.



25.6.2 CLOCK ARBITRATION

Clock arbitration occurs when the master, during any receive, transmit or Repeated Start/Stop condition, releases the SCL pin (SCL allowed to float high). When the SCL pin is allowed to float high, the Baud Rate Generator (BRG) is suspended from counting until the SCL pin is actually sampled high. When the SCL pin is sampled high, the Baud Rate Generator is reloaded with the contents of SSP1ADD<7:0> and begins counting. This ensures that the SCL high time will always be at least one BRG rollover count in the event that the clock is held low by an external device (Figure 25-25).





25.6.3 WCOL STATUS FLAG

If the user writes the SSP1BUF when a Start, Restart, Stop, Receive or Transmit sequence is in progress, the WCOL is set and the contents of the buffer are unchanged (the write does not occur). Any time the WCOL bit is set it indicates that an action on SSP1BUF was attempted while the module was not idle.

Note:	Because queuing of events is not allowed,				
	writing to the lower 5 bits of SSP1CON2 is				
	disabled until the Start condition is				
	complete.				

25.6.6 I²C MASTER MODE TRANSMISSION

Transmission of a data byte, a 7-bit address or the other half of a 10-bit address is accomplished by simply writing a value to the SSP1BUF register. This action will set the Buffer Full flag bit, BF, and allow the Baud Rate Generator to begin counting and start the next transmission. Each bit of address/data will be shifted out onto the SDA pin after the falling edge of SCL is asserted. SCL is held low for one Baud Rate Generator rollover count (TBRG). Data should be valid before SCL is released high. When the SCL pin is released high, it is held that way for TBRG. The data on the SDA pin must remain stable for that duration and some hold time after the next falling edge of SCL. After the eighth bit is shifted out (the falling edge of the eighth clock), the BF flag is cleared and the master releases SDA. This allows the slave device being addressed to respond with an ACK bit during the ninth bit time if an address match occurred, or if data was received properly. The status of \overline{ACK} is written into the ACKSTAT bit on the rising edge of the ninth clock. If the master receives an Acknowledge, the Acknowledge Status bit, ACKSTAT, is cleared. If not, the bit is set. After the ninth clock, the SSP1IF bit is set and the master clock (Baud Rate Generator) is suspended until the next data byte is loaded into the SSP1BUF, leaving SCL low and SDA unchanged (Figure 25-28).

After the write to the SSP1BUF, each bit of the address will be shifted out on the falling edge of SCL until all seven address bits and the R/W bit are completed. On the falling edge of the eighth clock, the master will release the SDA pin, allowing the slave to respond with an Acknowledge. On the falling edge of the ninth clock, the master will sample the SDA pin to see if the address was recognized by a slave. The status of the ACK bit is loaded into the ACKSTAT Status bit of the SSP1CON2 register. Following the falling edge of the ninth clock transmission of the address, the SSP1IF is set, the BF flag is cleared and the Baud Rate Generator is turned off until another write to the SSP1BUF takes place, holding SCL low and allowing SDA to float.

25.6.6.1 BF Status Flag

In Transmit mode, the BF bit of the SSP1STAT register is set when the CPU writes to SSP1BUF and is cleared when all eight bits are shifted out.

25.6.6.2 WCOL Status Flag

If the user writes the SSP1BUF when a transmit is already in progress (i.e., SSP1SR is still shifting out a data byte), the WCOL bit is set and the contents of the buffer are unchanged (the write does not occur).

WCOL must be cleared by software before the next transmission.

25.6.6.3 ACKSTAT Status Flag

In Transmit mode, the ACKSTAT bit of the SSP1CON2 register is cleared when the slave has sent an Acknowledge ($\overline{ACK} = 0$) and is set when the slave does not Acknowledge ($\overline{ACK} = 1$). A slave sends an Acknowledge when it has recognized its address (including a general call), or when the slave has properly received its data.

25.6.6.4 Typical transmit sequence:

- 1. The user generates a Start condition by setting the SEN bit of the SSP1CON2 register.
- 2. SSP1IF is set by hardware on completion of the Start.
- 3. SSP1IF is cleared by software.
- 4. The MSSP1 module will wait the required start time before any other operation takes place.
- 5. The user loads the SSP1BUF with the slave address to transmit.
- 6. Address is shifted out the SDA pin until all eight bits are transmitted. Transmission begins as soon as SSP1BUF is written to.
- The MSSP1 module shifts in the ACK bit from the slave device and writes its value into the ACKSTAT bit of the SSP1CON2 register.
- The MSSP1 module generates an interrupt at the end of the ninth clock cycle by setting the SSP1IF bit.
- 9. The user loads the SSP1BUF with eight bits of data.
- 10. Data is shifted out the SDA pin until all eight bits are transmitted.
- 11. The MSSP1 module shifts in the ACK bit from the slave device and writes its value into the ACKSTAT bit of the SSP1CON2 register.
- 12. Steps 8-11 are repeated for all transmitted data bytes.
- 13. The user generates a Stop or Restart condition by setting the PEN or RSEN bits of the SSP1CON2 register. Interrupt is generated once the Stop/Restart condition is complete.

FIGURE 26-2: EUSART RECEIVE BLOCK DIAGRAM



The operation of the EUSART module is controlled through three registers:

- Transmit Status and Control (TXSTA)
- Receive Status and Control (RCSTA)
- Baud Rate Control (BAUDCON)

These registers are detailed in Register 26-1, Register 26-2 and Register 26-3, respectively.

When the receiver or transmitter section is not enabled then the corresponding RX or TX pin may be used for general purpose input and output.

RX/DT pin TX/CK pin (SCKP = 0)	
TX/CK pin (SCKP = 1) Write to bit SREN	
SREN bit	<u>'0'</u>
RCIF bit (Interrupt) ——— Read RCREG ————	
Note: Timing diag	gram demonstrates Sync Master mode with bit SREN = 1 and bit BRGH = 0 .

FIGURE 26-12: SYNCHRONOUS RECEPTION (MASTER MODE, SREN)

TABLE 26-8:SUMMARY OF REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER
RECEPTION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
BAUDCON	ABDOVF	RCIDL		SCKP	BRG16	—	WUE	ABDEN	259
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	72
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	73
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	75
RCREG	EUSART Receive Data Register						252*		
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	258
SPBRGL	BRG<7:0>					260*			
SPBRGH	BRG<15:8>					260*			
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	257

Legend: — = unimplemented location, read as '0'. Shaded cells are not used for Synchronous Master Reception. * Page provides register information.

27.4 Current Ranges

The capacitive sensing oscillator can operate in one of seven different power modes. The power modes are separated into two ranges; the low range and the high range.

When the oscillator's low range is selected, the fixed internal voltage references of the capacitive sensing oscillator are being used. When the oscillator's high range is selected, the variable voltage references supplied by the FVR and DAC modules are being used. Selection between the voltage references is controlled by the CPSRM bit of the CPSCON0 register. See **Section 27.3 "Voltage References"** for more information.

Within each range there are three distinct Power modes; low, medium and high. Current consumption is dependent upon the range and mode selected. Selecting Power modes within each range is accomplished by configuring the CPSRNG <1:0> bits in the CPSCON0 register. See Table 27-1 for proper Power mode selection. The remaining mode is a Noise Detection mode that resides within the high range. The Noise Detection mode is unique in that it disables the sinking and sourcing of current on the analog pin but leaves the rest of the oscillator circuitry active. This reduces the oscillation frequency on the analog pin to zero and also greatly reduces the current consumed by the oscillator module.

When noise is introduced onto the pin, the oscillator is driven at the frequency determined by the noise. This produces a detectable signal at the comparator output, indicating the presence of activity on the pin.

Figure 27-2 shows a more detailed drawing of the current sources and comparators associated with the oscillator.

TABLE 27-1: CURRENT RANGE MODE SELECTION

CPSRM	Range	CPSRNG<1:0>	Current Range ⁽¹⁾
		00	Noise Detection
1	Variable	01	Low
		10	Medium
		11	High
		00	Off
0	Fixed	01	Low
0		10	Medium
		11	High

Note 1: See Power-Down Currents (IPD) in Section 30.0 "Electrical Specifications" for more information.

29.0 INSTRUCTION SET SUMMARY

Each instruction is a 14-bit word containing the operation code (opcode) and all required operands. The opcodes are broken into three broad categories.

- · Byte Oriented
- Bit Oriented
- · Literal and Control

The literal and control category contains the most varied instruction word format.

Table 29-3 lists the instructions recognized by the MPASMTM assembler.

All instructions are executed within a single instruction cycle, with the following exceptions, which may take two or three cycles:

- Subroutine takes two cycles (CALL, CALLW)
- Returns from interrupts or subroutines take two cycles (RETURN, RETLW, RETFIE)
- Program branching takes two cycles (GOTO, BRA, BRW, BTFSS, BTFSC, DECFSZ, INCSFZ)
- One additional instruction cycle will be used when any instruction references an indirect file register and the file select register is pointing to program memory.

One instruction cycle consists of four oscillator cycles; for an oscillator frequency of 4 MHz, this gives a nominal instruction execution rate of 1 MHz.

All instruction examples use the format '0xhh' to represent a hexadecimal number, where 'h' signifies a hexadecimal digit.

29.1 Read-Modify-Write Operations

Any instruction that specifies a file register as part of the instruction performs a Read-Modify-Write (R-M-W) operation. The register is read, the data is modified, and the result is stored according to either the instruction, or the destination designator 'd'. A read operation is performed on a register even if the instruction writes to that register.

TABLE 29-1:	OPCODE FIELD
	DESCRIPTIONS

Field	Description
f	Register file address (0x00 to 0x7F)
W	Working register (accumulator)
b	Bit address within an 8-bit file register
k	Literal field, constant data or label
x	Don't care location (= 0 or 1). The assembler will generate code with x = 0 . It is the recommended form of use for compatibility with all Microchip software tools.
d	Destination select; d = 0: store result in W, d = 1: store result in file register f. Default is d = 1.
n	FSR or INDF number. (0-1)
mm	Pre-post increment-decrement mode selection

TABLE 29-2: ABBREVIATION DESCRIPTIONS

Field	Description	
PC	Program Counter	
TO	Time-out bit	
С	Carry bit	
DC	Digit carry bit	
Z	Zero bit	
PD	Power-down bit	









FIGURE 31-11: IDD TYPICAL, EXTERNAL CLOCK (ECM), MEDIUM-POWER MODE, PIC12LF1840 ONLY



FIGURE 31-12: IDD MAXIMUM, EXTERNAL CLOCK (ECM), MEDIUM-POWER MODE, PIC12LF1840 ONLY

