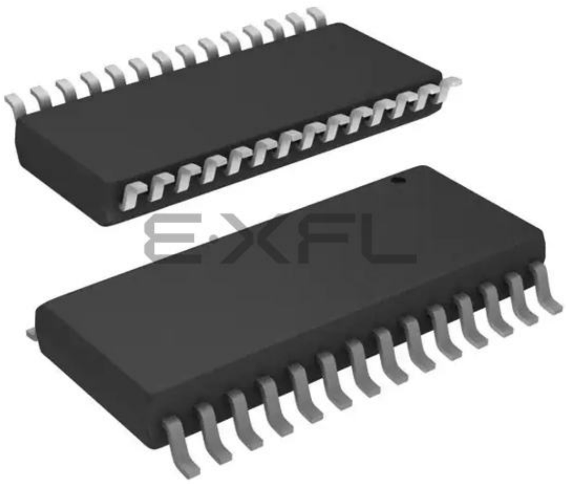

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"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	25
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	368 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 11x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SOIC (0.295", 7.50mm Width)
Supplier Device Package	28-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f726-e-so

PIC16(L)F72X Family Types

Device	Data Sheet Index	Program Memory Flash (words)	Data SRAM (bytes)	High-Endurance Flash Memory (bytes)	I/O's$^{(2)}$	8-bit ADC (ch)	CapSense (ch)	Timers (8/16-bit)	AUSART	SSP (I^2C/SPI)	CCP	Debug$^{(1)}$	XLP
PIC16(L)F707	(1)	8192	363	0	36	14	32	4/2	1	1	2	I	Y
PIC16(L)F720	(2)	2048	128	128	18	12	—	2/1	1	1	1	I	Y
PIC16(L)F721	(2)	4096	256	128	18	12	—	2/1	1	1	1	I	Y
PIC16(L)F722	(4)	2048	128	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F722A	(3)	2048	128	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F723	(4)	4096	192	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F723A	(3)	4096	192	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F724	(4)	4096	192	0	36	14	16	2/1	1	1	2	I	Y
PIC16(L)F726	(4)	8192	368	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F727	(4)	8192	368	0	36	14	16	2/1	1	1	2	I	Y

Note 1: I - Debugging, Integrated on Chip; H - Debugging, Requires Debug Header.

2: One pin is input-only.

Data Sheet Index: (Unshaded devices are described in this document.)

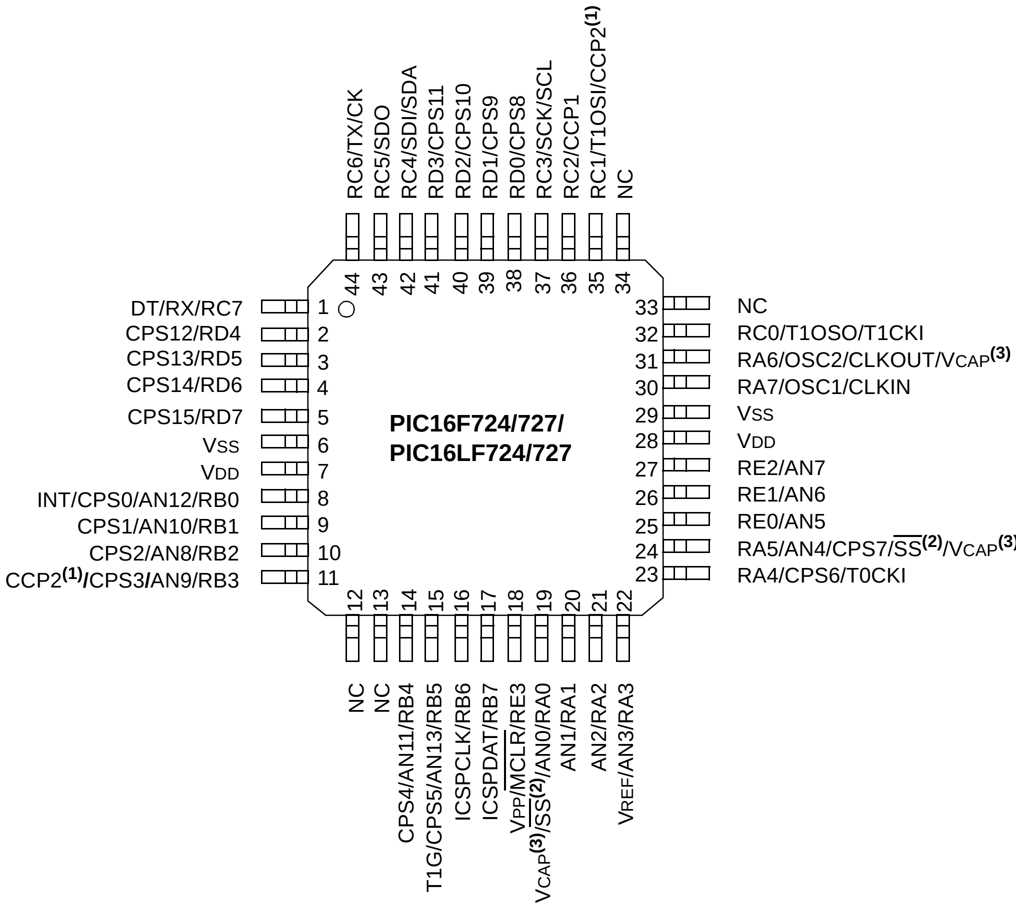
1: DS41418 PIC16(L)F707 Data Sheet, 40/44-Pin Flash, 8-bit Microcontrollers

2: DS41430 PIC16(L)F720/721 Data Sheet, 20-Pin Flash, 8-bit Microcontrollers

3: DS41417 PIC16(L)F722A/723A Data Sheet, 28-Pin Flash, 8-bit Microcontrollers

4: DS41341 PIC16(L)F72X Data Sheet, 28/40/44-Pin Flash, 8-bit Microcontrollers

Pin Diagrams – 44-PIN TQFP (PIC16F724/727/PIC16LF724/727)



Note 1: CCP2 pin location may be selected as RB3 or RC1.
2: SS pin location may be selected as RA5 or RA0.
3: PIC16F724/727 devices only.

4.1 Operation

Interrupts are disabled upon any device Reset. They are enabled by setting the following bits:

- GIE bit of the INTCON register
- Interrupt Enable bit(s) for the specific interrupt event(s)
- PEIE bit of the INTCON register (if the Interrupt Enable bit of the interrupt event is contained in the PIE1 and PIE2 registers)

The INTCON, PIR1 and PIR2 registers record individual interrupts via Interrupt Flag bits. Interrupt Flag bits will be set, regardless of the status of the GIE, PEIE and individual Interrupt Enable bits.

The following events happen when an interrupt event occurs while the GIE bit is set:

- Current prefetched instruction is flushed
- GIE bit is cleared
- Current Program Counter (PC) is pushed onto the stack
- PC is loaded with the interrupt vector 0004h

The ISR determines the source of the interrupt by polling the Interrupt Flag bits. The Interrupt Flag bits must be cleared before exiting the ISR to avoid repeated interrupts. Because the GIE bit is cleared, any interrupt that occurs while executing the ISR will be recorded through its Interrupt Flag, but will not cause the processor to redirect to the interrupt vector.

The `RETFIE` instruction exits the ISR by popping the previous address from the stack and setting the GIE bit.

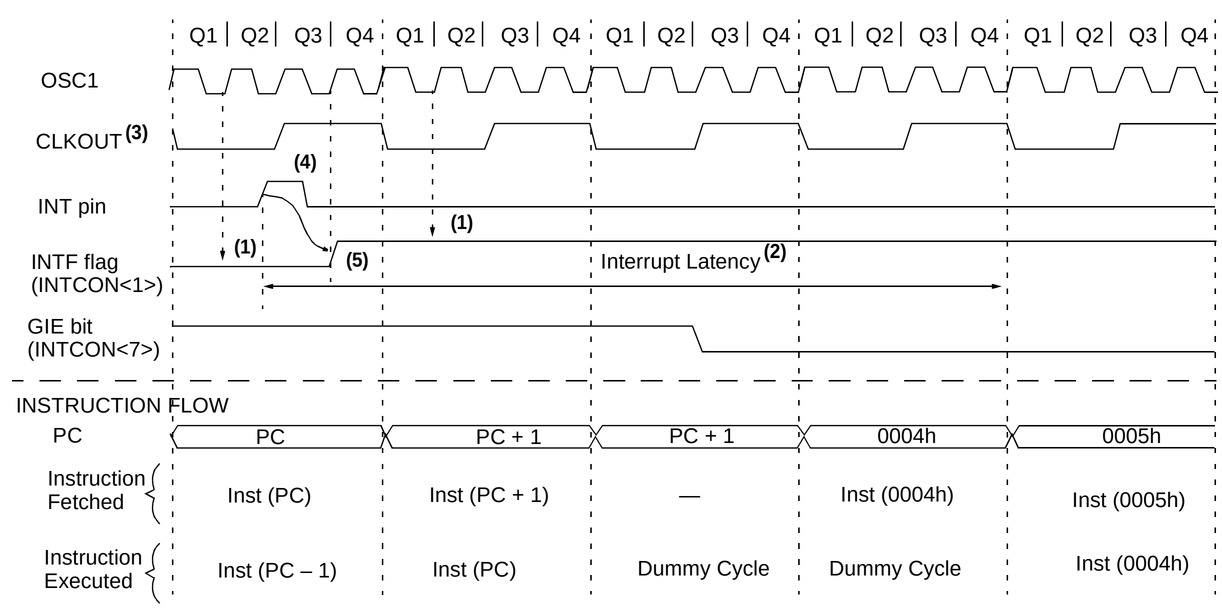
For additional information on a specific interrupt's operation, refer to its peripheral chapter.

Note 1:	Individual Interrupt Flag bits are set, regardless of the state of any other enable bits.
2:	All interrupts will be ignored while the GIE bit is cleared. Any interrupt occurring while the GIE bit is clear will be serviced when the GIE bit is set again.

4.2 Interrupt Latency

Interrupt latency is defined as the time from when the interrupt event occurs to the time code execution at the interrupt vector begins. The latency for synchronous interrupts is three instruction cycles. For asynchronous interrupts, the latency is three to four instruction cycles, depending on when the interrupt occurs. See Figure 4-2 for timing details.

FIGURE 4-2: INT PIN INTERRUPT TIMING



Note 1: INTF flag is sampled here (every Q1).

2: Asynchronous interrupt latency = 3-4 TCY. Synchronous latency = 3 TCY, where TCY = instruction cycle time. Latency is the same whether Inst (PC) is a single cycle or a 2-cycle instruction.

3: CLKOUT is available only in INTOSC and RC Oscillator modes.

4: For minimum width of INT pulse, refer to AC specifications in **Section 23.0 "Electrical Specifications"**.

5: INTF is enabled to be set any time during the Q4-Q1 cycles.

4.3 Interrupts During Sleep

Some interrupts can be used to wake from Sleep. To wake from Sleep, the peripheral must be able to operate without the system clock. The interrupt source must have the appropriate Interrupt Enable bit(s) set prior to entering Sleep.

On waking from Sleep, if the GIE bit is also set, the processor will branch to the interrupt vector. Otherwise, the processor will continue executing instructions after the `SLEEP` instruction. The instruction directly after the `SLEEP` instruction will always be executed before branching to the ISR. Refer to the **Section 19.0 "Power-Down Mode (Sleep)"** for more details.

4.4 INT Pin

The external interrupt, INT pin, causes an asynchronous, edge-triggered interrupt. The INTEDG bit of the OPTION register determines on which edge the interrupt will occur. When the INTEDG bit is set, the rising edge will cause the interrupt. When the INTEDG bit is clear, the falling edge will cause the interrupt. The INTF bit of the INTCON register will be set when a valid edge appears on the INT pin. If the GIE and INTE bits are also set, the processor will redirect program execution to the interrupt vector. This interrupt is disabled by clearing the INTE bit of the INTCON register.

4.5 Context Saving

When an interrupt occurs, only the return PC value is saved to the stack. If the ISR modifies or uses an instruction that modifies key registers, their values must be saved at the beginning of the ISR and restored when the ISR completes. This prevents instructions following the ISR from using invalid data. Examples of key registers include the W, STATUS, FSR and PCLATH registers.

Note:	The microcontroller does not normally require saving the PCLATH register. However, if computed `GOTO`'s are used, the PCLATH register must be saved at the beginning of the ISR and restored when the ISR is complete to ensure correct program flow.

The code shown in Example 4-1 can be used to do the following.

- Save the W register
- Save the STATUS register
- Save the PCLATH register
- Execute the ISR program
- Restore the PCLATH register
- Restore the STATUS register
- Restore the W register

Since most instructions modify the W register, it must be saved immediately upon entering the ISR. The `SWAPF` instruction is used when saving and restoring the W and STATUS registers because it will not affect any bits in the STATUS register. It is useful to place `W_TEMP` in shared memory because the ISR cannot predict which bank will be selected when the interrupt occurs.

The processor will branch to the interrupt vector by loading the PC with 0004h. The PCLATH register will remain unchanged. This requires the ISR to ensure that the PCLATH register is set properly before using an instruction that causes PCLATH to be loaded into the PC. See **Section 2.3 "PCL and PCLATH"** for details on PC operation.

REGISTER 4-1: INTCON: INTERRUPT CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-x
GIE	PEIE	T0IE	INTE	RBIE(1)	T0IF(2)	INTF	RBIF
bit 7							bit 0

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

bit 7 **GIE:** Global Interrupt Enable bit
1 = Enables all unmasked interrupts
0 = Disables all interrupts

bit 6 **PEIE:** Peripheral Interrupt Enable bit
1 = Enables all unmasked peripheral interrupts
0 = Disables all peripheral interrupts

bit 5 **T0IE:** Timer0 Overflow Interrupt Enable bit
1 = Enables the Timer0 interrupt
0 = Disables the Timer0 interrupt

bit 4 **INTE:** RB0/INT External Interrupt Enable bit
1 = Enables the RB0/INT external interrupt
0 = Disables the RB0/INT external interrupt

bit 3 **RBIE:** PORTB Change Interrupt Enable bit(1)
1 = Enables the PORTB change interrupt
0 = Disables the PORTB change interrupt

bit 2 **T0IF:** Timer0 Overflow Interrupt Flag bit(2)
1 = TMR0 register has overflowed (must be cleared in software)
0 = TMR0 register did not overflow

bit 1 **INTF:** RB0/INT External Interrupt Flag bit
1 = The RB0/INT external interrupt occurred (must be cleared in software)
0 = The RB0/INT external interrupt did not occur

bit 0 **RBIF:** PORTB Change Interrupt Flag bit
1 = When at least one of the PORTB general purpose I/O pins changed state (must be cleared in software)
0 = None of the PORTB general purpose I/O pins have changed state

Note 1: The appropriate bits in the IOCB register must also be set.
2: T0IF bit is set when Timer0 rolls over. Timer0 is unchanged on Reset and should be initialized before clearing T0IF bit.

5.0 LOW DROPOUT (LDO) VOLTAGE REGULATOR

The PIC16F722/3/4/6/7 devices differ from the PIC16LF722/3/4/6/7 devices due to an internal Low Dropout (LDO) voltage regulator. The PIC16F722/3/4/6/7 devices contain an internal LDO, while the PIC16LF722/3/4/6/7 ones do not.

The lithography of the die allows a maximum operating voltage of 3.6V on the internal digital logic. In order to continue to support 5.0V designs, a LDO voltage regulator is integrated on the die. The LDO voltage regulator allows for the internal digital logic to operate at 3.2V, while I/O's operate at 5.0V (V_{DD}).

The LDO voltage regulator requires an external bypass capacitor for stability. One of three pins, denoted as V_{CAP}, can be configured for the external bypass capacitor. It is recommended that the capacitor be a ceramic cap between 0.1 to 1.0 µF. The V_{CAP} pin is not intended to supply power to external loads. An external voltage regulator should be used if this functionality is required. In addition, external devices should not supply power to the V_{CAP} pin.

On power-up, the external capacitor will look like a large load on the LDO voltage regulator. To prevent erroneous operation, the device is held in Reset while a constant current source charges the external capacitor. After the cap is fully charged, the device is released from Reset. For more information, refer to **Section 23.0 "Electrical Specifications"**.

See Configuration Word 2 register (Register 8-2) for V_{CAP} enable bits.

REGISTER 6-7: WPUB: WEAK PULL-UP PORTB REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
WPUB7	WPUB6	WPUB5	WPUB4	WPUB3	WPUB2	WPUB1	WPUB0
bit 7							bit 0

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

bit 7-0 **WPUB<7:0>**: Weak Pull-up Register bits
1 = Pull-up enabled
0 = Pull-up disabled

Note 1: Global $\overline{\text{RBPU}}$ bit of the OPTION register must be cleared for individual pull-ups to be enabled.
2: The weak pull-up device is automatically disabled if the pin is in configured as an output.

REGISTER 6-8: IOCB: INTERRUPT-ON-CHANGE PORTB REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
IOCB7	IOCB6	IOCB5	IOCB4	IOCB3	IOCB2	IOCB1	IOCB0
bit 7							bit 0

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

bit 7-0 **IOCB<7:0>:** Interrupt-on-Change PORTB Control bits
1 = Interrupt-on-change enabled
0 = Interrupt-on-change disabled

REGISTER 6-9: ANSELB: PORTB ANALOG SELECT REGISTER

U-0	U-0	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
—	—	ANSB5	ANSB4	ANSB3	ANSB2	ANSB1	ANSB0
bit 7							bit 0

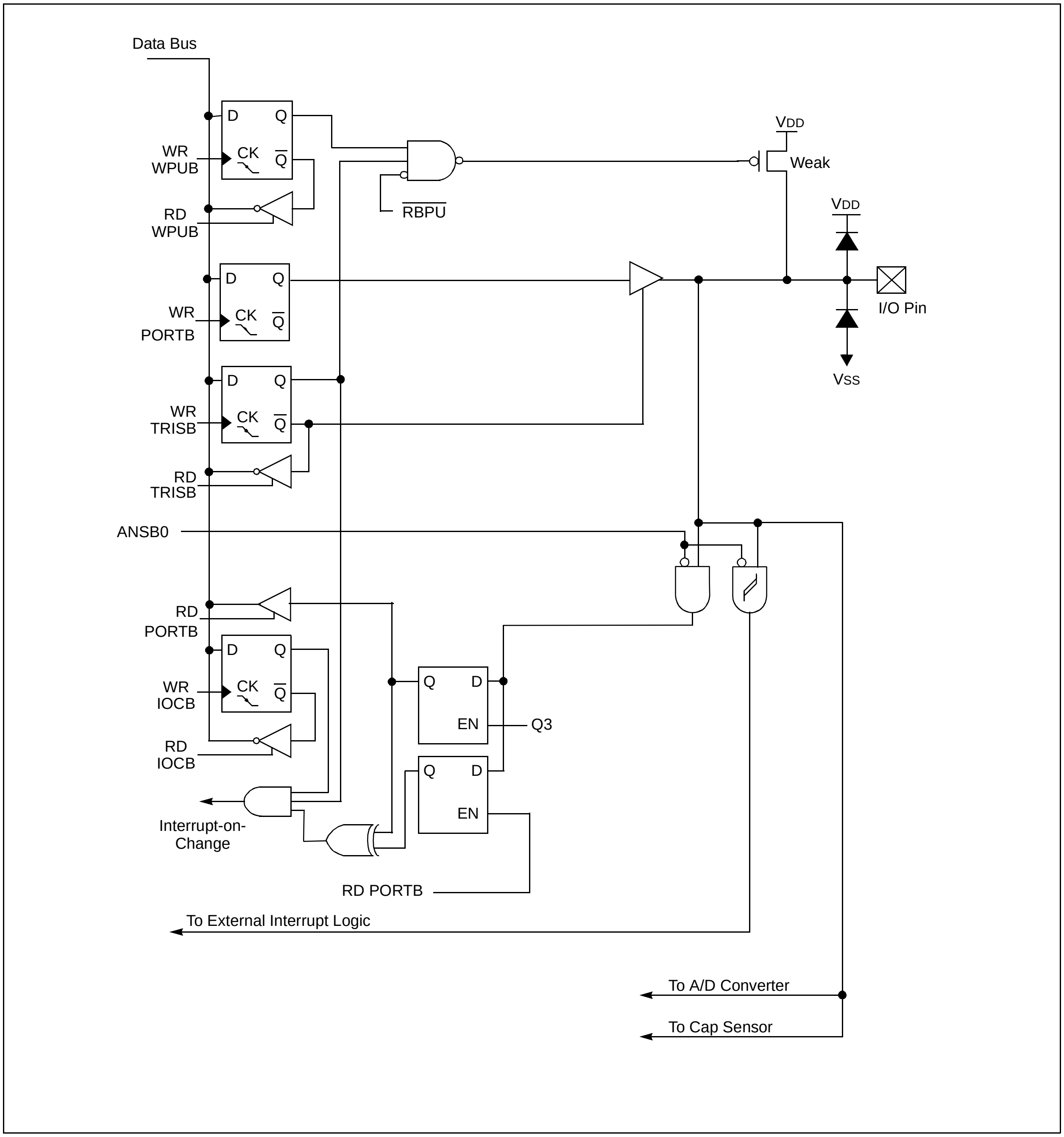
Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-0 **ANSB<5:0>**: Analog Select between Analog or Digital Function on Pins RB<5:0>, respectively
0 = Digital I/O. Pin is assigned to port or Digital special function.
1 = Analog input. Pin is assigned as analog input**(1)**. Digital Input buffer disabled.

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.

FIGURE 6-7: BLOCK DIAGRAM OF RB0



7.0 OSCILLATOR MODULE

7.1 Overview

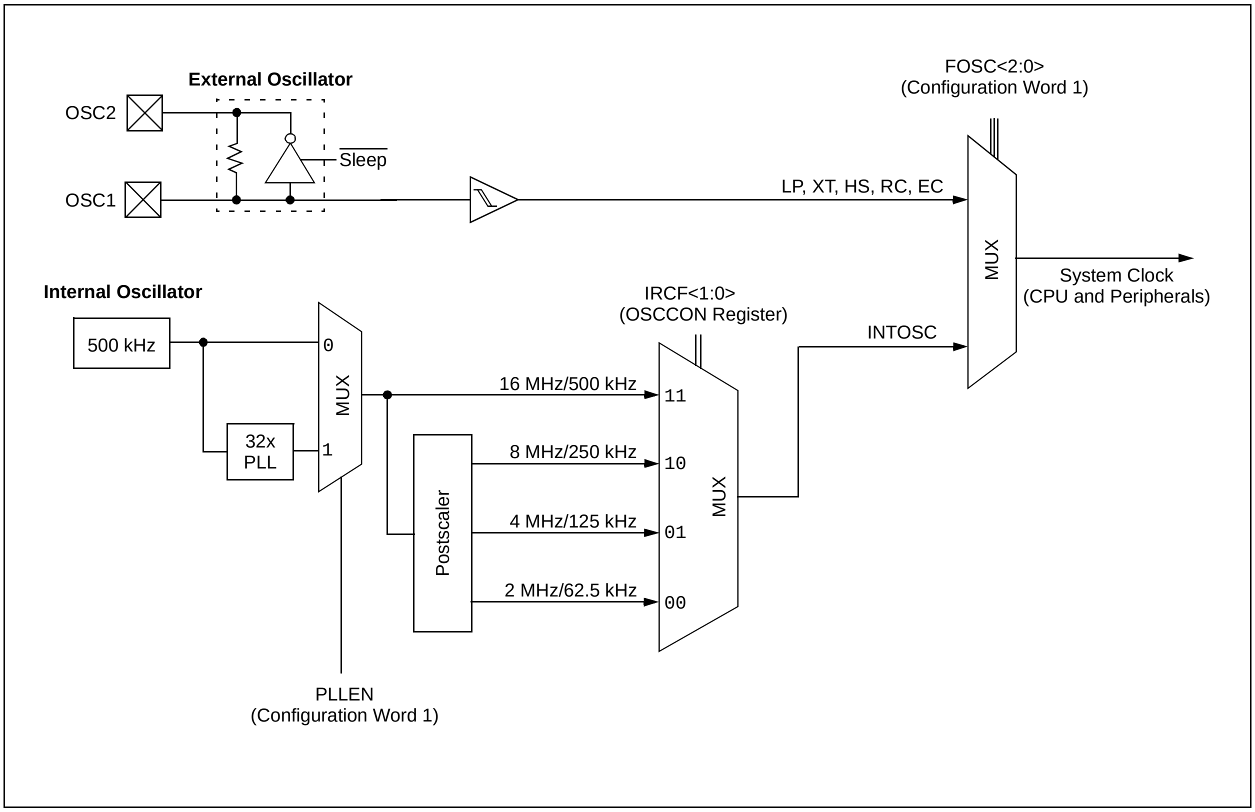
The oscillator module has a wide variety of clock sources and selection features that allow it to be used in a wide range of applications while maximizing performance and minimizing power consumption. Figure 7-1 illustrates a block diagram of the oscillator module.

Clock sources can be configured from external oscillators, quartz crystal resonators, ceramic resonators and Resistor-Capacitor (RC) circuits. In addition, the system can be configured to use an internal calibrated high-frequency oscillator as clock source, with a choice of selectable speeds via software.

Clock source modes are configured by the FOSC bits in Configuration Word 1 (CONFIG1). The oscillator module can be configured for one of eight modes of operation.

1. RC – External Resistor-Capacitor (RC) with FOSC/4 output on OSC2/CLKOUT.
2. RCIO – External Resistor-Capacitor (RC) with I/O on OSC2/CLKOUT.
3. INTOSC – Internal oscillator with FOSC/4 output on OSC2 and I/O on OSC1/CLKIN.
4. INTOSCIO – Internal oscillator with I/O on OSC1/CLKIN and OSC2/CLKOUT.
5. EC – External clock with I/O on OSC2/CLKOUT.
6. HS – High Gain Crystal or Ceramic Resonator mode.
7. XT – Medium Gain Crystal or Ceramic Resonator Oscillator mode.
8. LP – Low-Power Crystal mode.

FIGURE 7-1: SIMPLIFIED PIC® MCU CLOCK SOURCE BLOCK DIAGRAM



REGISTER 9-2: ADCON1: A/D CONTROL REGISTER 1

U-0	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0	R/W-0
—	ADCS2	ADCS1	ADCS0	—	—	ADREF1	ADREF0
bit 7							bit 0

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

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **ADCS<2:0>:** A/D Conversion Clock Select bits
- 000 = FOSC/2
- 001 = FOSC/8
- 010 = FOSC/32
- 011 = FRC (clock supplied from a dedicated RC oscillator)
- 100 = FOSC/4
- 101 = FOSC/16
- 110 = FOSC/64
- 111 = FRC (clock supplied from a dedicated RC oscillator)

bit 3-2 **Unimplemented:** Read as ‘0’

bit 1-0 **ADREF<1:0>:** Voltage Reference Configuration bits
- 0x = VREF is connected to VDD
- 10 = VREF is connected to external VREF (RA3/AN3)
- 11 = VREF is connected to internal Fixed Voltage Reference

REGISTER 9-3: ADRES: ADC RESULT REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
ADRES7	ADRES6	ADRES5	ADRES4	ADRES3	ADRES2	ADRES1	ADRES0
bit 7							bit 0

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

bit 7-0 **ADRES<7:0>**: ADC Result Register bits
8-bit conversion result.

9.3 A/D Acquisition Requirements

For the ADC to meet its specified accuracy, the charge holding capacitor (CHOLD) must be allowed to fully charge to the input channel voltage level. The Analog Input model is shown in Figure 9-3. The source impedance (RS) and the internal sampling switch (RSS) impedance directly affect the time required to charge the capacitor CHOLD. The sampling switch (RSS) impedance varies over the device voltage (VDD), refer to Figure 9-3. **The maximum recommended impedance for analog sources is 10 kΩ**. As the source impedance is decreased, the acquisition time may be decreased. After the analog input channel is selected (or changed), an A/D acquisition must be done before the conversion can be started. To calculate the minimum acquisition time, Equation 9-1 may be used. This equation assumes that 1/2 LSb error is used (256 steps for the ADC). The 1/2 LSb error is the maximum error allowed for the ADC to meet its specified resolution.

EQUATION 9-1: ACQUISITION TIME EXAMPLE

Assumptions: $Temperature = 50°C$ *and external impedance of* $10k\Omega$ $5.0V$ V_{DD}

$$T_{ACQ} = \text{Amplifier Settling Time} + \text{Hold Capacitor Charging Time} + \text{Temperature Coefficient}$$
$$= T_{AMP} + T_C + T_{COFF}$$
$$= 2\mu s + T_C + [(Temperature - 25°C)(0.05\mu s/°C)]$$

The value for T_C *can be approximated with the following equations:*

$$V_{APPLIED}\left(1 - \frac{1}{(2^{n+1}) - 1}\right) = V_{CHOLD} \qquad ;[1]\ V_{CHOLD} \text{ charged to within 1/2 lsb}$$

$$V_{APPLIED}\left(1 - e^{\frac{-T_C}{RC}}\right) = V_{CHOLD} \qquad ;[2]\ V_{CHOLD} \text{ charge response to } V_{APPLIED}$$

$$V_{APPLIED}\left(1 - e^{\frac{-Tc}{RC}}\right) = V_{APPLIED}\left(1 - \frac{1}{(2^{n+1}) - 1}\right) \qquad ;\text{combining [1] and [2]}$$

Note: *Where n = number of bits of the ADC.*

Solving for T_C:

$$T_C = -C_{HOLD}(R_{IC} + R_{SS} + R_S)\ ln(1/511)$$
$$= -10pF(1k\Omega + 7k\Omega + 10k\Omega)\ ln(0.001957)$$
$$= 1.12\mu s$$

Therefore:

$$T_{ACQ} = 2MS + 1.12MS + [(50°C- 25°C)(0.05MS/°C)]$$
$$= 4.42MS$$

Note 1:	The reference voltage (VREF) has no effect on the equation, since it cancels itself out.
2:	The charge holding capacitor (CHOLD) is not discharged after each conversion.
3:	The maximum recommended impedance for analog sources is 10 kΩ. This is required to meet the pin leakage specification.

10.0 FIXED VOLTAGE REFERENCE

This device contains an internal voltage regulator. To provide a reference for the regulator, a band gap reference is provided. This band gap is also user accessible via an A/D converter channel.

User level band gap functions are controlled by the FVRCON register, which is shown in Register 10-1.

REGISTER 10-1: FVRCON: FIXED VOLTAGE REFERENCE REGISTER

R-q	R/W-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
FVRRDY	FVREN	—	—	—	—	ADFVR1	ADFVR0
bit 7							bit 0

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
q = Value depends on condition			

bit 7	**FVRRDY(1):** Fixed Voltage Reference Ready Flag bit 0 = Fixed Voltage Reference output is not active or stable 1 = Fixed Voltage Reference output is ready for use
bit 6	**FVREN(2):** Fixed Voltage Reference Enable bit 0 = Fixed Voltage Reference is disabled 1 = Fixed Voltage Reference is enabled
bit 5-2	**Unimplemented:** Read as ‘0’
bit 1-0	**ADFVR<1:0>:** A/D Converter Fixed Voltage Reference Selection bits 00 = A/D Converter Fixed Voltage Reference Peripheral output is off. 01 = A/D Converter Fixed Voltage Reference Peripheral output is 1x (1.024V) 10 = A/D Converter Fixed Voltage Reference Peripheral output is 2x (2.048V)(2) 11 = A/D Converter Fixed Voltage Reference Peripheral output is 4x (4.096V)(2)

Note 1: FVRRDY is always ‘1’ for the PIC16F72X devices.

2: Fixed Voltage Reference output cannot exceed V_{DD}.

11.1.3 SOFTWARE PROGRAMMABLE PRESCALER

A single software programmable prescaler is available for use with either Timer0 or the Watchdog Timer (WDT), but not both simultaneously. The prescaler assignment is controlled by the PSA bit of the OPTION register. To assign the prescaler to Timer0, the PSA bit must be cleared to a '0'.

There are eight prescaler options for the Timer0 module ranging from 1:2 to 1:256. The prescale values are selectable via the PS<2:0> bits of the OPTION register. In order to have a 1:1 prescaler value for the Timer0 module, the prescaler must be assigned to the WDT module.

The prescaler is not readable or writable. When assigned to the Timer0 module, all instructions writing to the TMR0 register will clear the prescaler.

Note:	When the prescaler is assigned to WDT, a `CLRWDT` instruction will clear the prescaler along with the WDT.

11.1.4 TIMER0 INTERRUPT

Timer0 will generate an interrupt when the TMR0 register overflows from FFh to 00h. The T0IF interrupt flag bit of the INTCON register is set every time the TMR0 register overflows, regardless of whether or not the Timer0 interrupt is enabled. The T0IF bit can only be cleared in software. The Timer0 interrupt enable is the T0IE bit of the INTCON register.

Note:	The Timer0 interrupt cannot wake the processor from Sleep since the timer is frozen during Sleep.

11.1.5 8-BIT COUNTER MODE SYNCHRONIZATION

When in 8-Bit Counter mode, the incrementing edge on the T0CKI pin must be synchronized to the instruction clock. Synchronization can be accomplished by sampling the prescaler output on the Q2 and Q4 cycles of the instruction clock. The high and low periods of the external clocking source must meet the timing requirements as shown in **Section 23.0 "Electrical Specifications"**.

REGISTER 11-1: OPTION_REG: OPTION REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
$\overline{\text{RBPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0
bit 7							bit 0

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

bit 7 **$\overline{\text{RBPU}}$:** PORTB Pull-up Enable bit
1 = PORTB pull-ups are disabled
0 = PORTB pull-ups are enabled by individual port latch values

bit 6 **INTEDG:** Interrupt Edge Select bit
1 = Interrupt on rising edge of INT pin
0 = Interrupt on falling edge of INT pin

bit 5 **T0CS:** TMR0 Clock Source Select bit
1 = Transition on T0CKI pin or CPSOSC signal
0 = Internal instruction cycle clock (FOSC/4)

bit 4 **T0SE:** TMR0 Source Edge Select bit
1 = Increment on high-to-low transition on T0CKI pin
0 = Increment on low-to-high transition on T0CKI pin

bit 3 **PSA:** Prescaler Assignment bit
1 = Prescaler is assigned to the WDT
0 = Prescaler is assigned to the Timer0 module

bit 2-0 **PS<2:0>:** Prescaler Rate Select bits

BIT VALUE	TMR0 RATE	WDT RATE
000	1 : 2	1 : 1
001	1 : 4	1 : 2
010	1 : 8	1 : 4
011	1 : 16	1 : 8
100	1 : 32	1 : 16
101	1 : 64	1 : 32
110	1 : 128	1 : 64
111	1 : 256	1 : 128

TABLE 11-1: SUMMARY OF REGISTERS ASSOCIATED WITH TIMER0

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets
CPSCON0	CPSON	—	—	—	CPSRNG1	CPSRNG0	CPSOUT	T0XCS	0--- 0000	0--- 0000
INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000x
OPTION_REG	$\overline{\text{RBPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
TMR0	Timer0 Module Register								xxxx xxxx	uuuu uuuu
TRISA	TRISA7	TRISA6	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	1111 1111	1111 1111

Legend: – = Unimplemented locations, read as '0', u = unchanged, x = unknown. Shaded cells are not used by the Timer0 module.

16.3.1.4 Synchronous Master Reception

Data is received at the RX/DT pin. The RX/DT pin output driver is automatically disabled when the AUSART is configured for synchronous master receive operation.

In Synchronous mode, reception is enabled by setting either the Single Receive Enable bit (SREN of the RCSTA register) or the Continuous Receive Enable bit (CREN of the RCSTA register).

When SREN is set and CREN is clear, only as many clock cycles are generated as there are data bits in a single character. The SREN bit is automatically cleared at the completion of one character. When CREN is set, clocks are continuously generated until CREN is cleared. If CREN is cleared in the middle of a character the CK clock stops immediately and the partial character is discarded. If SREN and CREN are both set, then SREN is cleared at the completion of the first character and CREN takes precedence.

To initiate reception, set either SREN or CREN. Data is sampled at the RX/DT pin on the trailing edge of the TX/CK clock pin and is shifted into the Receive Shift Register (RSR). When a complete character is received into the RSR, the RCIF bit of the PIR1 register is set and the character is automatically transferred to the two character receive FIFO. The Least Significant eight bits of the top character in the receive FIFO are available in RCREG. The RCIF bit remains set as long as there are unread characters in the receive FIFO.

16.3.1.5 Slave Clock

Synchronous data transfers use a separate clock line, which is synchronous with the data. A device configured as a slave receives the clock on the TX/CK line. The TX/CK pin output driver is automatically disabled when the device is configured for synchronous slave transmit or receive operation. Serial data bits change on the leading edge to ensure they are valid at the trailing edge of each clock. One data bit is transferred for each clock cycle. Only as many clock cycles should be received as there are data bits.

16.3.1.6 Receive Overrun Error

The receive FIFO buffer can hold two characters. An overrun error will be generated if a third character, in its entirety, is received before RCREG is read to access the FIFO. When this happens the OERR bit of the RCSTA register is set. Previous data in the FIFO will not be overwritten. The two characters in the FIFO buffer can be read, however, no additional characters will be received until the error is cleared. The OERR bit can only be cleared by clearing the overrun condition. If the overrun error occurred when the SREN bit is set and CREN is clear then the error is cleared by reading RCREG. If the overrun occurred when the CREN bit is set then the error condition is cleared by either clearing the CREN bit of the RCSTA register.

16.3.1.7 Receiving 9-bit Characters

The AUSART supports 9-bit character reception. When the RX9 bit of the RCSTA register is set, the AUSART will shift 9-bits into the RSR for each character received. The RX9D bit of the RCSTA register is the ninth, and Most Significant, data bit of the top unread character in the receive FIFO. When reading 9-bit data from the receive FIFO buffer, the RX9D data bit must be read before reading the eight Least Significant bits from the RCREG.

Address detection in Synchronous modes is not supported, therefore, the ADDEN bit of the RCSTA register must be cleared.

16.3.1.8 Synchronous Master Reception Setup:

1. Initialize the SPBRG register for the appropriate baud rate. Set or clear the BRGH bit, as required, to achieve the desired baud rate.
2. Enable the synchronous master serial port by setting bits SYNC, SPEN and CSRC.
3. Ensure bits CREN and SREN are clear.
4. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
5. If 9-bit reception is desired, set bit RX9.
6. Verify address detection is disabled by clearing the ADDEN bit of the RCSTA register.
7. Start reception by setting the SREN bit or for continuous reception, set the CREN bit.
8. Interrupt flag bit RCIF of the PIR1 register will be set when reception of a character is complete. An interrupt will be generated if the RCIE interrupt enable bit of the PIE1 register was set.
9. Read the RCSTA register to get the ninth bit (if enabled) and determine if any error occurred during reception.
10. Read the 8-bit received data by reading the RCREG register.
11. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCSTA register or by clearing the SPEN bit, which resets the AUSART.

17.1.2.4 Slave Select Operation

The $\overline{\text{SS}}$ pin allows Synchronous Slave mode operation. The SPI must be in Slave mode with $\overline{\text{SS}}$ pin control enabled (SSPM<3:0> = `0100`). The associated TRIS bit for the $\overline{\text{SS}}$ pin must be set, making $\overline{\text{SS}}$ an input.

In Slave Select mode, when:

- $\overline{\text{SS}}$ = `0`, The device operates as specified in **Section 17.1.2 "Slave Mode"**.
- $\overline{\text{SS}}$ = `1`, The SPI module is held in Reset and the SDO pin will be tri-stated.

Note 1:	When the SPI is in Slave mode with $\overline{\text{SS}}$ pin control enabled (SSPM<3:0> = `0100`), the SPI module will reset if the $\overline{\text{SS}}$ pin is driven high.
2:	If the SPI is used in Slave mode with CKE set, the $\overline{\text{SS}}$ pin control must be enabled.

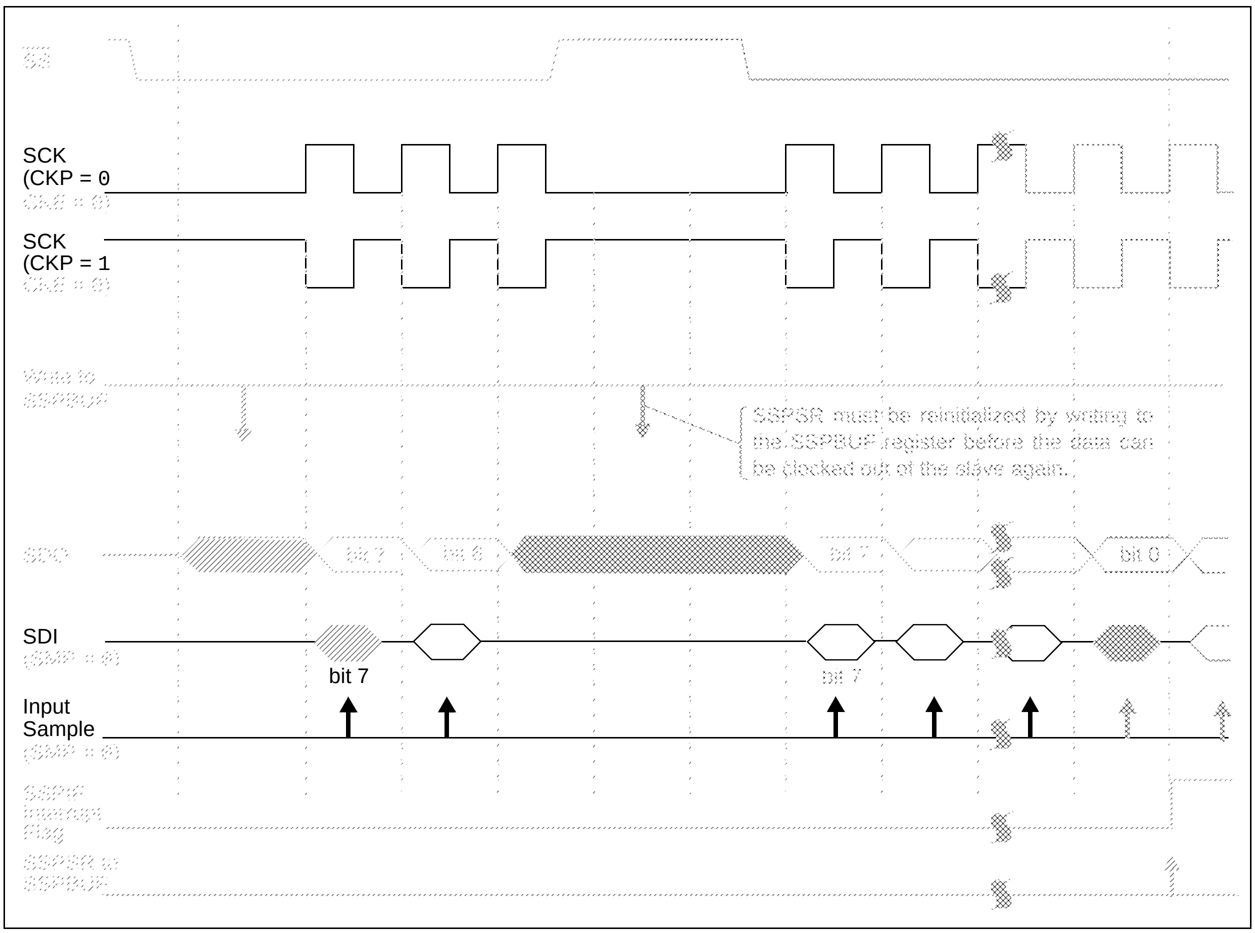
When the SPI module resets, the bit counter is cleared to '`0`'. This can be done by either forcing the $\overline{\text{SS}}$ pin to a high level or clearing the SSPEN bit. Figure 17-6 shows the timing waveform for such a synchronization event.

Note:	SSPSR must be reinitialized by writing to the SSPBUF register before the data can be clocked out of the slave again.

17.1.2.5 Sleep in Slave Mode

While in Sleep mode, the slave can transmit/receive data. The SPI Transmit/Receive Shift register operates asynchronously to the device on the externally supplied clock source. This allows the device to be placed in Sleep mode and data to be shifted into the SPI Transmit/Receive Shift register. When all eight bits have been received, the SSP Interrupt Flag bit will be set and if enabled, will wake the device from Sleep.

FIGURE 17-6: SLAVE SELECT SYNCHRONIZATION WAVEFORM



DECFSZ	Decrement f, Skip if 0
Syntax:	[*label*] DECFSZ f,d
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$
Operation:	(f) - 1 → (destination); skip if result = 0
Status Affected:	None
Description:	The contents of register 'f' are decremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'. If the result is '1', the next instruction is executed. If the result is '0', then a NOP is executed instead, making it a 2-cycle instruction.

GOTO	Unconditional Branch
Syntax:	[*label*] GOTO k
Operands:	$0 \leq k \leq 2047$
Operation:	k → PC<10:0> PCLATH<4:3> → PC<12:11>
Status Affected:	None
Description:	GOTO is an unconditional branch. The 11-bit immediate value is loaded into PC bits <10:0>. The upper bits of PC are loaded from PCLATH<4:3>. GOTO is a 2-cycle instruction.

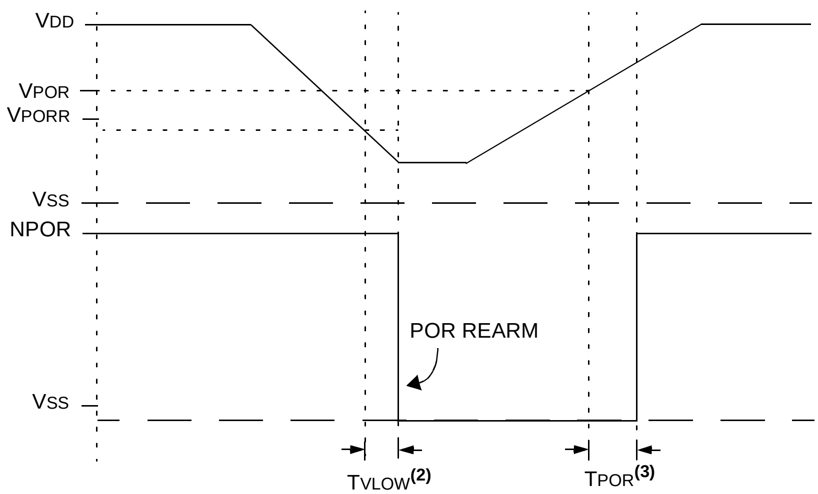
INCF	Increment f
Syntax:	[*label*] INCF f,d
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$
Operation:	(f) + 1 → (destination)
Status Affected:	Z
Description:	The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.

INCFSZ	Increment f, Skip if 0
Syntax:	[*label*] INCFSZ f,d
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$
Operation:	(f) + 1 → (destination), skip if result = 0
Status Affected:	None
Description:	The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'. If the result is '1', the next instruction is executed. If the result is '0', a NOP is executed instead, making it a 2-cycle instruction.

IORLW	Inclusive OR literal with W
Syntax:	[*label*] IORLW k
Operands:	$0 \leq k \leq 255$
Operation:	(W) .OR. k → (W)
Status Affected:	Z
Description:	The contents of the W register are OR'ed with the 8-bit literal 'k'. The result is placed in the W register.

IORWF	Inclusive OR W with f
Syntax:	[*label*] IORWF f,d
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$
Operation:	(W) .OR. (f) → (destination)
Status Affected:	Z
Description:	Inclusive OR the W register with register 'f'. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.

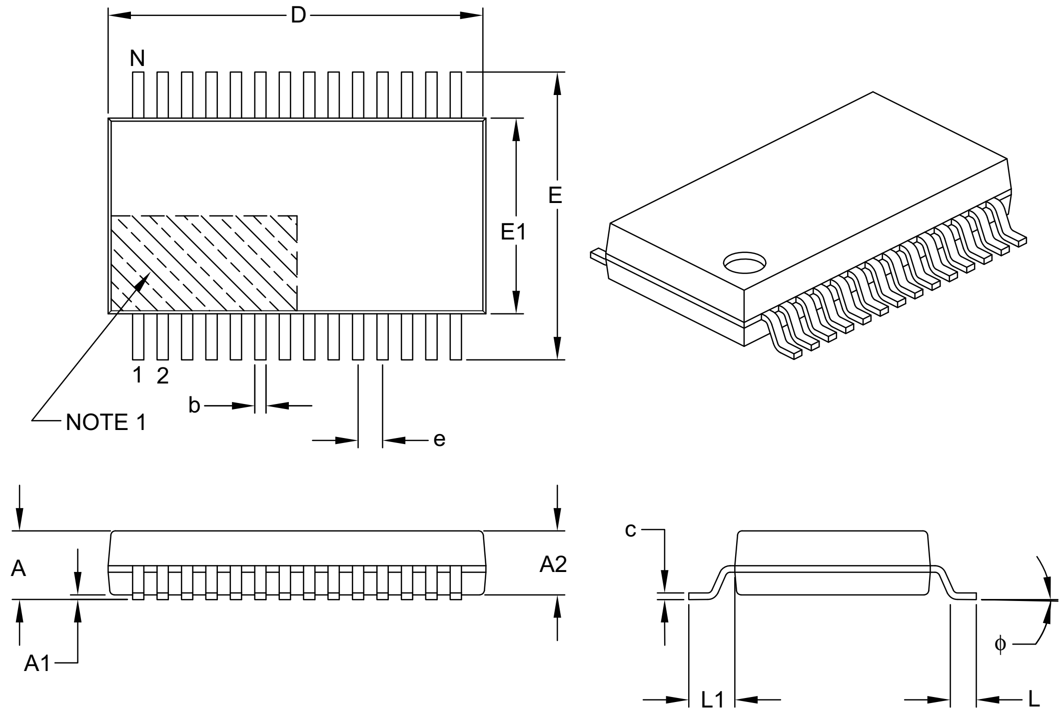
FIGURE 23-1: POR AND POR REARM WITH SLOW RISING VDD



Note 1: When NPOR is low, the device is held in Reset.
2: TPOR 1 μs typical.
3: TVLOW 2.7 μs typical.

28-Lead Plastic Shrink Small Outline (SS) – 5.30 mm Body [SSOP]

Note:	For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



		Units	MILLIMETERS	
	Dimension Limits	MIN	NOM	MAX
Number of Pins	N		28	
Pitch	e		0.65 BSC	
Overall Height	A	–	–	2.00
Molded Package Thickness	A2	1.65	1.75	1.85
Standoff	A1	0.05	–	–
Overall Width	E	7.40	7.80	8.20
Molded Package Width	E1	5.00	5.30	5.60
Overall Length	D	9.90	10.20	10.50
Foot Length	L	0.55	0.75	0.95
Footprint	L1		1.25 REF	
Lead Thickness	c	0.09	–	0.25
Foot Angle	φ	0°	4°	8°
Lead Width	b	0.22	–	0.38

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.20 mm per side.
3. Dimensioning and tolerancing per ASME Y14.5M.

   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

   REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-073B

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