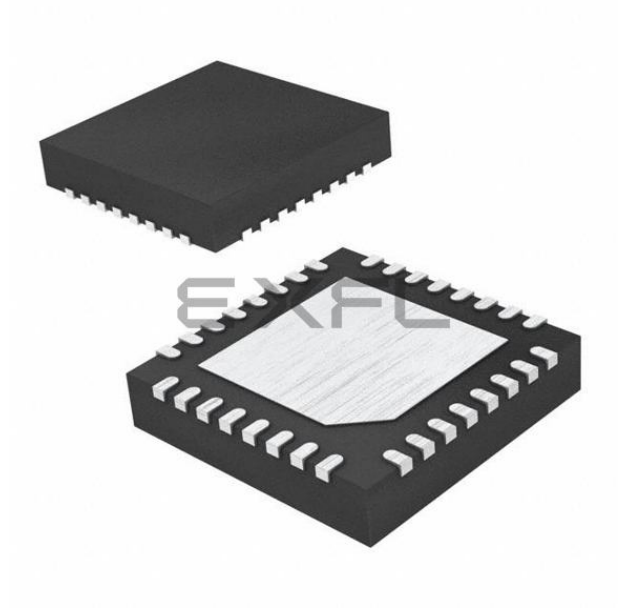


Welcome to E-XFL.COM

What is "Embedded - Microcontrollers"?

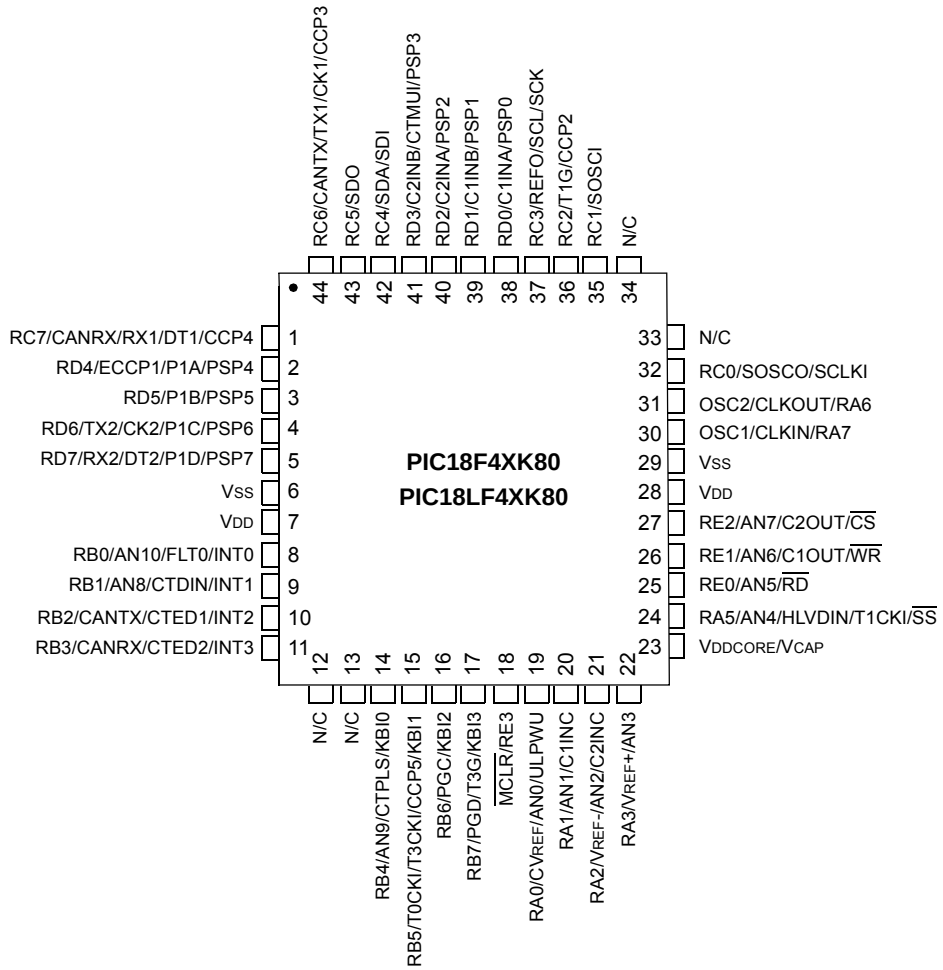
"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" 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	64MHz
Connectivity	ECANbus, I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, LVD, POR, PWM, WDT
Number of I/O	24
Program Memory Size	64KB (32K x 16)
Program Memory Type	FLASH
EEPROM Size	1K x 8
RAM Size	3.6K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 8x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-VQFN Exposed Pad
Supplier Device Package	28-QFN-S (6x6)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18lf26k80t-i-mm

Pin Diagrams (Continued)

44-Pin QFN(1)



Note 1: For the QFN package, it is recommended that the bottom pad be connected to VSS.

4.4.3 RC_IDLE MODE

In RC_IDLE mode, the CPU is disabled but the peripherals continue to be clocked from the internal oscillator block using the INTOSC multiplexer. This mode provides controllable power conservation during Idle periods.

From RC_RUN, this mode is entered by setting the IDLEN bit and executing a SLEEP instruction. If the device is in another Run mode, first set IDLEN, then set the SCS1 bit and execute SLEEP. To maintain software compatibility with future devices, it is recommended that SCS0 also be cleared, though its value is ignored. The INTOSC multiplexer may be used to select a higher clock frequency by modifying the IRCFx bits before executing the SLEEP instruction. When the clock source is switched to the INTOSC multiplexer, the primary oscillator is shut down and the OSTS bit is cleared.

If the IRCFx bits are set to any non-zero value, or the INTSRC/MFIOSEL bit is set, the INTOSC output is enabled. The HFIOFS/MFIOFS bits become set, after the INTOSC output becomes stable, after an interval of TIOBST (Parameter 38, Table 31-11). For information on the HFIOFS/MFIOFS bits, see Table 4-3.

Clocks to the peripherals continue while the INTOSC source stabilizes. The HFIOFS/MFIOFS bits will remain set if the IRCFx bits were previously at a non-zero value or if INTSRC was set before the SLEEP instruction was executed and the INTOSC source was already stable. If the IRCFx bits and INTSRC are all clear, the INTOSC output will not be enabled, the HFIOFS/MFIOFS bits will remain clear and there will be no indication of the current clock source.

When a wake event occurs, the peripherals continue to be clocked from the INTOSC multiplexer. After a delay of TCSD (Parameter 38, Table 31-11) following the wake event, the CPU begins executing code clocked by the INTOSC multiplexer. The IDLEN and SCSx bits are not affected by the wake-up. The INTOSC source will continue to run if either the WDT or the Fail-Safe Clock Monitor is enabled.

4.5 Selective Peripheral Module Control

Idle mode allows users to substantially reduce power consumption by stopping the CPU clock. Even so, peripheral modules still remain clocked, and thus, consume power. There may be cases where the application needs what this mode does not provide: the allocation of power resources to the CPU processing with minimal power consumption from the peripherals.

PIC18F66K80 family devices address this requirement by allowing peripheral modules to be selectively disabled, reducing or eliminating their power consumption. This can be done with two control bits:

- Peripheral Enable bit, generically named XXXEN – Located in the respective module's main control register
- Peripheral Module Disable (PMD) bit, generically named, XXXMD – Located in one of the PMDx Control registers (PMD0, PMD1 or PMD2)

Disabling a module by clearing its XXXEN bit disables the module's functionality, but leaves its registers available to be read and written to. This reduces power consumption, but not by as much as the second approach.

Most peripheral modules have an enable bit.

In contrast, setting the PMD bit for a module disables all clock sources to that module, reducing its power consumption to an absolute minimum. In this state, the control and status registers associated with the peripheral are also disabled, so writes to those registers have no effect and read values are invalid. Many peripheral modules have a corresponding PMD bit.

There are three PMD registers in PIC18F66K80 family devices: PMD0, PMD1 and PMD2. These registers have bits associated with each module for disabling or enabling a particular peripheral.

TABLE 4-4: EXIT DELAY ON WAKE-UP BY RESET FROM SLEEP MODE OR ANY IDLE MODE (BY CLOCK SOURCES)

Power-Managed Mode	Clock Source[5]	Exit Delay	Clock Ready Status Bits
PRI_IDLE mode	LP, XT, HS	T_{CSD}[1]	OSTS
	HSPLL		
	EC, RC		
	HF-INTOSC[2]		HFIOFS
	MF-INTOSC[2]		MFIOFS
	LF-INTOSC		None
SEC_IDLE mode	SOSC	T_{CSD}[1]	SOSCRUN
RC_IDLE mode	HF-INTOSC[2]	T_{CSD}[1]	HFIOFS
	MF-INTOSC[2]		MFIOFS
	LF-INTOSC		None
Sleep mode	LP, XT, HS	T_{OST}[3]	OSTS
	HSPLL	$T_{OST} + t_{rc}$[3]	
	EC, RC	T_{CSD}[1]	
	HF-INTOSC[2]	T_{IOBST}[4]	HFIOFS
	MF-INTOSC[2]		MFIOFS
	LF-INTOSC		None

Note 1: T_{CSD} (Parameter 38, Table 31-11) is a required delay when waking from Sleep and all Idle modes, and runs concurrently with any other required delays (see **Section 4.4 “Idle Modes”**).

2: Includes postscaler derived frequencies. On Reset, INTOSC defaults to HF-INTOSC at 8 MHz.

3: T_{OST} is the Oscillator Start-up Timer (Parameter 32, Table 31-11). T_{RC} is the PLL Lock-out Timer (Parameter F12, Table 31-7); it is also designated as T_{PLL}.

4: Execution continues during T_{IOBST} (Parameter 39, Table 31-11), the INTOSC stabilization period.

5: The clock source is dependent upon the settings of the SCSx (OSCCON<1:0>), IRCFx (OSCCON<6:4>) and FOSCx (CONFIG1H<3:0>) bits.

TABLE 5-4: INITIALIZATION CONDITIONS FOR ALL REGISTERS (CONTINUED)

Register	Applicable Devices			Power-on Reset, Brown-out Reset	MCLR Resets, WDT Reset, RESET Instruction, Stack Resets	Wake-up via WDT or Interrupt
TXB1SIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB1CON	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	0000 0-00	0000 0-00	uuuu u-uu
CANCON_RO3	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	1000 0000	1000 0000	uuuu uuuu
CANSTAT_RO3	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	1000 0000	1000 0000	uuuu uuuu
TXB2D7	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2D6	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2D5	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2D4	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2D3	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2D2	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2D1	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2D0	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2DLC	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2EIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2EIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2SIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxx- x-xx	uuu- u-uu	uuu- u-uu
TXB2SIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
TXB2CON	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	0000 0-00	0000 0-00	uuuu u-uu
RXM1EIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXM1EIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXM1SIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxx- 0-xx	uuu- u-uu	uuu- u-uu
RXM1SIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXM0EIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXM0EIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXM0SIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxx- 0-xx	uuu- u-uu	uuu- u-uu
RXM0SIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXF5EIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXF5EIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXF5SIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxx- x-xx	uuu- u-uu	uuu- u-uu
RXF5SIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXF4EIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXF4EIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXF4SIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxx- x-xx	uuu- u-uu	uuu- u-uu
RXF4SIDH	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu
RXF3EIDL	PIC18F2XK80	PIC18F4XK80	PIC18F6XK80	xxxx xxxx	uuuu uuuu	uuuu uuuu

Legend: u = unchanged; x = unknown; - = unimplemented bit, read as '0'; q = value depends on condition.
Shaded cells indicate conditions do not apply for the designated device.

Note 1: One or more bits in the INTCONx or PIRx registers will be affected (to cause wake-up).

2: When the wake-up is due to an interrupt and the GIEL or GIEH bit is set, the PC is loaded with the interrupt vector (0008h or 0018h).

3: When the wake-up is due to an interrupt and the GIEL or GIEH bit is set, the TOSU, TOSH and TOSL are updated with the current value of the PC. The STKPTR is modified to point to the next location in the hardware stack.

4: See Table 5-3 for Reset value for specific conditions.

5: Bits 6 and 7 of PORTA, LATA and TRISA are enabled, depending on the oscillator mode selected. When not enabled as PORTA pins, they are disabled and read as '0'.

TABLE 6-2: PIC18F66K80 FAMILY REGISTER FILE SUMMARY (CONTINUED)

Addr.	File Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR on page
EA3h	B2EIDH	EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8	97
EA2h	B2SIDL	SID2	SID1	SID0	SRR	EXID	—	EID17	EID16	97
EA1h	B2SIDH	SID10	SID9	SID8	SID7	SID6	SID5	SID4	SID3	97
EA0h	B2CON	TXBIF	TXABT	TXLARB	TXERR	TXREQ	—	TXPRI1	TXPRI0	97
E9Fh	CANCON_RO8	CANCON_RO8								97
E9Eh	CANSTAT_RO8	CANSTAT_RO8								97
E9Dh	B1D7	B1D77	B1D76	B1D75	B1D71	B1D73	B1D72	B1D71	B1D70	97
E9Ch	B1D6	B1D67	B1D66	B1D65	B1D61	B1D63	B1D62	B1D61	B1D60	97
E9Bh	B1D5	B1D57	B1D56	B1D55	B1D51	B1D53	B1D52	B1D51	B1D50	97
E9Ah	B1D4	B1D47	B1D46	B1D45	B1D41	B1D43	B1D42	B1D41	B1D40	97
E99h	B1D3	B1D37	B1D36	B1D35	B1D31	B1D33	B1D32	B1D31	B1D30	97
E98h	B1D2	B1D27	B1D26	B1D25	B1D21	B1D23	B1D22	B1D21	B1D20	97
E97h	B1D1	B1D17	B1D16	B1D15	B1D11	B1D13	B1D12	B1D11	B1D10	97
E96h	B1D0	B1D07	B1D06	B1D05	B1D01	B1D03	B1D02	B1D01	B1D00	97
E95h	B1DLC	—	TXRTR	—	—	DLC3	DLC2	DLC1	DLC0	97
E94h	B1EIDL	EID7	EID6	EID5	EID4	EID3	EID2	EID1	EID0	97
E93h	B1EIDH	EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8	97
E92h	B1SIDL	SID2	SID1	SID0	SRR	EXID	—	EID17	EID16	97
E91h	B1SIDH	SID10	SID9	SID8	SID7	SID6	SID5	SID4	SID3	97
E90h	B1CON	TXBIF	TXABT	TXLARB	TXERR	TXREQ	RTREN	TXPRI1	TXPRI0	97
E90h	B1CON	RXFUL	RXM1	RXRTRRO	FILHIT4	FILHIT3	FILHIT2	FILHIT1	FILHIT0	97
E8Fh	CANCON_RO9	CANCON_RO9								97
E8Eh	CANSTAT_RO9	CANSTAT_RO9								97
E8Dh	B0D7	B0D77	B0D76	B0D75	B0D70	B0D73	B0D72	B0D71	B0D70	97
E8Ch	B0D6	B0D67	B0D66	B0D65	B0D60	B0D63	B0D62	B0D61	B0D60	97
E8Bh	B0D5	B0D57	B0D56	B0D55	B0D50	B0D53	B0D52	B0D51	B0D50	97
E8Ah	B0D4	B0D47	B0D46	B0D45	B0D40	B0D43	B0D42	B0D41	B0D40	97
E89h	B0D3	B0D37	B0D36	B0D35	B0D30	B0D33	B0D32	B0D31	B0D30	97
E88h	B0D2	B0D27	B0D26	B0D25	B0D20	B0D23	B0D22	B0D21	B0D20	98
E87h	B0D1	B0D17	B0D16	B0D15	B0D10	B0D13	B0D12	B0D11	B0D10	98
E86h	B0D0	B0D07	B0D06	B0D05	B0D00	B0D03	B0D02	B0D01	B0D00	98
E85h	B0DLC	—	RXRTR	RB1	RB0	DLC3	DLC2	DLC1	DLC0	98
E84h	B0EIDL	EID7	EID6	EID5	EID4	EID3	EID2	EID1	EID0	98
E83h	B0EIDH	EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8	98
E82h	B0SIDL	SID2	SID1	SID0	SRR	EXID	—	EID17	EID16	98
E81h	B0SIDH	SID10	SID9	SID8	SID7	SID6	SID5	SID4	SID3	98
E80h	B0CON	TXBIF	TXABT	TXLARB	TXERR	TXREQ	RTREN	TXPRI1	TXPRI0	98
E80h	B0CON	RTXFUL	RXM1	RXRTRRO	FILHIT4	FILHIT3	FILHIT2	FILHIT1	FILHIT0	98
E7Fh	TXBIE	—	—	—	CAN TX Buffer Interrupt Enable			—	—	98
E7Eh	BIE0	CAN Buffer Interrupt Enable								98
E7Dh	BSEL0	Mode Select Register 0						—	—	98
E7Ch	MSEL3	CAN Mask Select Register 3								98
E7Bh	MSEL2	CAN Mask Select Register 2								98
E7Ah	MSEL1	CAN Mask Select Register 1								98
E79h	MSEL0	CAN Mask Select Register 0								98
E78h	RXFBCON7	CAN Buffer 15/14 Pointer Register								98
E77h	RXFBCON6	CAN Buffer 13/12 Pointer Register								98
E76h	RXFBCON5	CAN Buffer 11/10 Pointer Register								98
E75h	RXFBCON4	CAN Buffer 9/8 Pointer Register								98
E74h	RXFBCON3	CAN Buffer 7/6 Pointer Register								98
E73h	RXFBCON2	CAN Buffer 5/4 Pointer Register								98

6.4.3.2 FSR Registers and POSTINC, POSTDEC, PREINC and PLUSW

In addition to the INDF operand, each FSR register pair also has four additional indirect operands. Like INDF, these are “virtual” registers that cannot be indirectly read or written to. Accessing these registers actually accesses the associated FSR register pair, but also performs a specific action on its stored value.

These operands are:

- POSTDEC – Accesses the FSR value, then automatically decrements it by ‘1’ afterwards
- POSTINC – Accesses the FSR value, then automatically increments it by ‘1’ afterwards
- PREINC – Increments the FSR value by ‘1’, then uses it in the operation
- PLUSW – Adds the signed value of the W register (range of -127 to 128) to that of the FSR and uses the new value in the operation

In this context, accessing an INDF register uses the value in the FSR registers without changing them. Similarly, accessing a PLUSW register gives the FSR value, offset by the value in the W register, with neither value actually changed in the operation. Accessing the other virtual registers changes the value of the FSR registers.

Operations on the FSRs with POSTDEC, POSTINC and PREINC affect the entire register pair. Rollovers of the FSRnL register, from FFh to 00h, carry over to the FSRnH register. On the other hand, results of these operations do not change the value of any flags in the STATUS register (for example, Z, N and OV bits).

The PLUSW register can be used to implement a form of Indexed Addressing in the data memory space. By manipulating the value in the W register, users can reach addresses that are fixed offsets from pointer addresses. In some applications, this can be used to implement some powerful program control structure, such as software stacks, inside of data memory.

6.4.3.3 Operations by FSRs on FSRs

Indirect Addressing operations that target other FSRs or virtual registers represent special cases. For example, using an FSR to point to one of the virtual registers will not result in successful operations.

As a specific case, assume that the FSR0H:FSR0L registers contain FE7h, the address of INDF1. Attempts to read the value of the INDF1, using INDF0 as an operand, will return 00h. Attempts to write to INDF1, using INDF0 as the operand, will result in a NOP.

On the other hand, using the virtual registers to write to an FSR pair may not occur as planned. In these cases, the value will be written to the FSR pair, but without any incrementing or decrementing. Thus, writing to INDF2 or POSTDEC2 will write the same value to the FSR2H:FSR2L.

Since the FSRs are physical registers mapped in the SFR space, they can be manipulated through all direct operations. Users should proceed cautiously when working on these registers, however, particularly if their code uses Indirect Addressing.

Similarly, operations by Indirect Addressing are generally permitted on all other SFRs. Users should exercise the appropriate caution, so that they do not inadvertently change settings that might affect the operation of the device.

6.5 Program Memory and the Extended Instruction Set

The operation of program memory is unaffected by the use of the extended instruction set.

Enabling the extended instruction set adds five additional two-word commands to the existing PIC18 instruction set: ADDFSR, CALLW, MOVSF, MOVSS and SUBFSR. These instructions are executed as described in **Section 6.2.4 “Two-Word Instructions”**.

7.4 Erasing Flash Program Memory

The erase blocks are 32 words or 64 bytes.

Word erase in the Flash array is not supported.

When initiating an erase sequence from the micro-controller itself, a block of 64 bytes of program memory is erased. The Most Significant 16 bits of the TBLPTR<21:6> point to the block being erased. The TBLPTR<5:0> bits are ignored.

The EECON1 register commands the erase operation. The EEPGD bit must be set to point to the Flash program memory. The WREN bit must be set to enable write operations. The FREE bit is set to select an erase operation.

For protection, the write initiate sequence for EECON2 must be used.

A long write is necessary for erasing the internal Flash. Instruction execution is halted while in a long write cycle. The long write will be terminated by the internal programming timer.

7.4.1 FLASH PROGRAM MEMORY ERASE SEQUENCE

The sequence of events for erasing a block of internal program memory location is:

1. Load the Table Pointer register with the address of row to be erased.
2. Set the EECON1 register for the erase operation:
   - Set the EEPGD bit to point to program memory
   - Clear the CFGS bit to access program memory
   - Set the WREN bit to enable writes
   - Set the FREE bit to enable the erase
3. Disable the interrupts.
4. Write 55h to EECON2.
5. Write 0AAh to EECON2.
6. Set the WR bit.

   This begins the row erase cycle.

   The CPU will stall for the duration of the erase for TIW. (See Parameter D133A.)
7. Re-enable interrupts.

EXAMPLE 7-2: ERASING A FLASH PROGRAM MEMORY ROW

```
                MOVLW   CODE_ADDR_UPPER         ; load TBLPTR with the base
                MOVWF   TBLPTRU                 ; address of the memory block
                MOVLW   CODE_ADDR_HIGH
                MOVWF   TBLPTRH
                MOVLW   CODE_ADDR_LOW
                MOVWF   TBLPTRL
    ERASE_ROW
                BSF     EECON1, EEPGD           ; point to Flash program memory
                BCF     EECON1, CFGS            ; access Flash program memory
                BSF     EECON1, WREN            ; enable write to memory
                BSF     EECON1, FREE            ; enable Row Erase operation
                BCF     INTCON, GIE             ; disable interrupts
Required        MOVLW   55h
Sequence        MOVWF   EECON2                  ; write 55h
                MOVLW   0AAh
                MOVWF   EECON2                  ; write 0AAh
                BSF     EECON1, WR              ; start erase (CPU stall)
                BSF     INTCON, GIE             ; re-enable interrupts
```

REGISTER 10-8: PIR5: PERIPHERAL INTERRUPT REQUEST (FLAG) REGISTER 5

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
IRXIF	WAKIF	ERRIF	TXB2IF	TXB1IF	TXB0IF	RXB1IF	RXB0IF/ FIFOFIF
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 **IRXIF:** Invalid Message Received Interrupt Flag bits
1 = An invalid message occurred on the CAN bus
0 = No invalid message occurred on the CAN bus

bit 6 **WAKIF:** Bus Wake-up Activity Interrupt Flag bit
1 = Activity on the CAN bus has occurred
0 = No activity on the CAN bus

bit 5 **ERRIF:** Error Interrupt Flag bit (Multiple sources in COMSTAT register)
1 = An error has occurred in the CAN module (multiple sources)
0 = No CAN module errors have occurred

bit 4 **TXB2IF:** Transmit Buffer 2 Interrupt Flag bit
1 = Transmit Buffer 2 has completed transmission of a message and may be reloaded
0 = Transmit Buffer 2 has not completed transmission of a message

bit 3 **TXB1IF:** Transmit Buffer 1 Interrupt Flag bit
1 = Transmit Buffer 1 has completed transmission of a message and may be reloaded
0 = Transmit Buffer 1 has not completed transmission of a message

bit 2 **TXB0IF:** Transmit Buffer 0 Interrupt Flag bit
1 = Transmit Buffer 0 has completed transmission of a message and may be reloaded
0 = Transmit Buffer 0 has not completed transmission of a message

bit 1 **RXB1IF:** Receive Buffer 1 Interrupt Flag bit
Mode 0:
1 = CAN Receive Buffer 1 has received a new message
0 = CAN Receive Buffer 1 has not received a new message
Modes 1 and 2:
1 = A CAN Receive Buffer/FIFO has received a new message
0 = A CAN Receive Buffer/FIFO has not received a new message

bit 0 Bit operation is dependent on the selected mode:
Mode 0:
RXB0IF: Receive Buffer 0 Interrupt Flag bit
1 = CAN Receive Buffer 0 has received a new message
0 = CAN Receive Buffer 0 has not received a new message
Mode 1:
Unimplemented: Read as '0'
Mode 2:
FIFOFIF: FIFO Full Interrupt Flag bit
1 = FIFO has reached full status as defined by the FIFO_HF bit
0 = FIFO has not reached full status as defined by the FIFO_HF bit

10.4 IPR Registers

The IPR registers contain the individual priority bits for the peripheral interrupts. Due to the number of peripheral interrupt sources, there are six Peripheral Interrupt Priority registers (IPR1 through IPR6). Using the priority bits requires that the Interrupt Priority Enable (IPEN) bit (RCON<7>) be set.

REGISTER 10-14: IPR1: PERIPHERAL INTERRUPT PRIORITY REGISTER 1

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
PSPIP	ADIP	RC1IP	TX1IP	SSPIP	TMR1GIP	TMR2IP	TMR1IP
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 **PSPIP:** Parallel Slave Port Read/Write Interrupt Priority bit
1 = High priority
0 = Low priority

bit 6 **ADIP:** A/D Converter Interrupt Priority bit
1 = High priority
0 = Low priority

bit 5 **RC1IP:** EUSARTx Receive Interrupt Priority bit
1 = High priority
0 = Low priority

bit 4 **TX1IP:** EUSARTx Transmit Interrupt Priority bit
1 = High priority
0 = Low priority

bit 3 **SSPIP:** Master Synchronous Serial Port Interrupt Priority bit
1 = High priority
0 = Low priority

bit 2 **TMR1GIP:** Timer1 Gate Interrupt Priority bit
1 = High priority
0 = Low priority

bit 1 **TMR2IP:** TMR2 to PR2 Match Interrupt Priority bit
1 = High priority
0 = Low priority

bit 0 **TMR1IP:** TMR1 Overflow Interrupt Priority bit
1 = High priority
0 = Low priority

TABLE 11-9: PORTE FUNCTIONS (CONTINUED)

Pin Name	Function	TRIS Setting	I/O	I/O Type	Description
RE5/CANTX	RE5(1)	0	O	DIG	LATE<5> data output.
		1	I	ST	PORTE<5> data input.
	CANTX(1,2)	0	O	DIG	CAN bus TX.
RE6/RX2/DT2	RE6(1)	0	O	DIG	LATE<6> data output.
		1	I	ST	PORTE<6> data input.
	RX2(1)	1	I	ST	Asynchronous serial receive data input (EUSARTx module).
	DT2(1)	1	O	DIG	Synchronous serial data output (EUSARTx module); takes priority over port data.
		1	I	ST	Synchronous serial data input (EUSARTx module); user must configure as an input.
RE7/TX2/CK2	RE7(1)	0	O	DIG	LATE<7> data output.
		1	I	ST	PORTE<7> data input.
	TX2(1)	0	O	DIG	Asynchronous serial data output (EUSARTx module); takes priority over port data.
	CK2(1)	0	O	DIG	Synchronous serial clock output (EUSARTx module); user must configure as an input.
		1	I	ST	Synchronous serial clock input (EUSARTx module); user must configure as an input.

Legend: O = Output, I = Input, ANA = Analog Signal, DIG = CMOS Output, ST = Schmitt Trigger Buffer Input, x = Don't care (TRIS bit does not affect port direction or is overridden for this option)

Note 1: These bits are unavailable for 40 and 44-pin devices (PIC18F4XK0).

2: This is the alternate pin assignment for CANRX and CANTX on 64-pin devices (PIC18F6XK80) when the CANMX Configuration bit is cleared.

TABLE 11-10: SUMMARY OF REGISTERS ASSOCIATED WITH PORTE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PORTE	RE7(1)	RE6(1)	RE5(1)	RE4(1)	RE3	RE2	RE1	RE0
LATE	LATE7	LATE6	LATE5	LATE4	—	LATE2	LATE1	LATE0
TRISE	TRISE7	TRISE6	TRISE5	TRISE4	—	TRISE2	TRISE1	TRISE0
PADCFG1	RDPU	REPU	RFPU(1)	RGPU(1)	—	—	—	CTMUDS
ANCON0	ANSEL7	ANSEL6	ANSEL5	ANSEL4	ANSEL3	ANSEL2	ANSEL1	ANSEL0

Legend: Shaded cells are not used by PORTE.

Note 1: These bits are unimplemented on 44-pin devices, read as '0'.

REGISTER 11-5: PSPCON: PARALLEL SLAVE PORT CONTROL REGISTER

R-0	R-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0
IBF	OBF	IBOV	PSPMODE	—	—	—	—
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 **IBF:** Input Buffer Full Status bit
1 = A word has been received and is waiting to be read by the CPU
0 = No word has been received

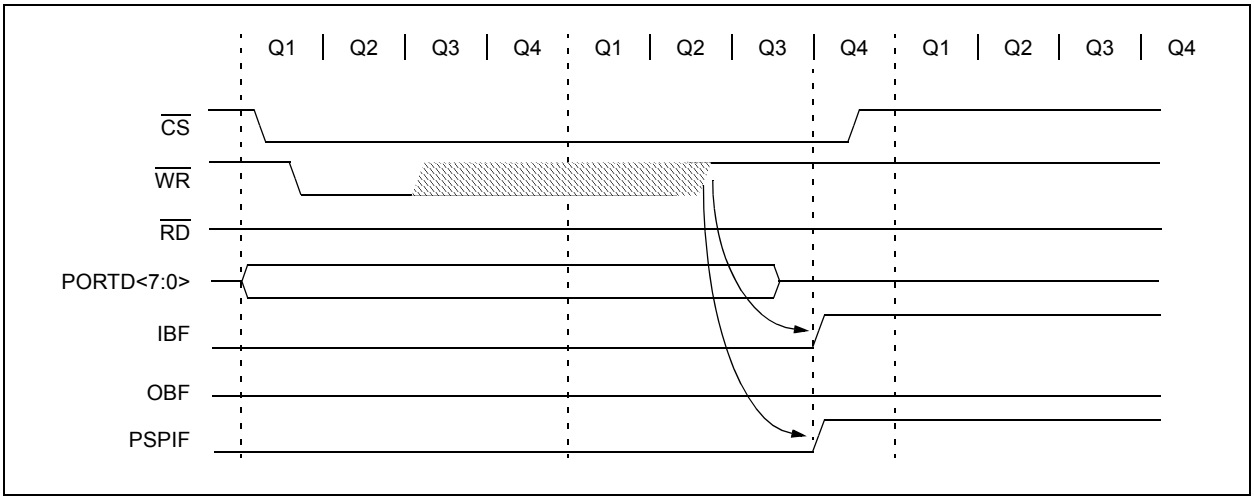
bit 6 **OBF:** Output Buffer Full Status bit
1 = The output buffer still holds a previously written word
0 = The output buffer has been read

bit 5 **IBOV:** Input Buffer Overflow Detect bit
1 = A write occurred when a previously input word had not been read (must be cleared in software)
0 = No overflow occurred

bit 4 **PSPMODE:** Parallel Slave Port Mode Select bit
1 = Parallel Slave Port mode
0 = General Purpose I/O mode

bit 3-0 **Unimplemented:** Read as '0'

FIGURE 11-4: PARALLEL SLAVE PORT WRITE WAVEFORMS



For more details on selecting the optimum C1 and C2 for a given crystal, see the crystal manufacture's applications information. The optimum value depends in part on the amount of parasitic capacitance in the circuit, which is often unknown. For that reason, it is highly recommended that thorough testing and validation of the oscillator be performed after values have been selected.

14.5.1 USING SOSC AS A CLOCK SOURCE

The SOSC oscillator is also available as a clock source in power-managed modes. By setting the clock select bits, SCS<1:0> (OSCCON<1:0>), to '01', the device switches to SEC_RUN mode and both the CPU and peripherals are clocked from the SOSC oscillator. If the IDLEN bit (OSCCON<7>) is cleared and a SLEEP instruction is executed, the device enters SEC_IDLE mode. Additional details are available in **Section 4.0 "Power-Managed Modes"**.

Whenever the SOSC oscillator is providing the clock source, the SOSC System Clock Status flag, SOSCRUN (OSCCON2<6>), is set. This can be used to determine the controller's current clocking mode. It can also indicate the clock source currently being used by the Fail-Safe Clock Monitor.

If the Clock Monitor is enabled and the SOSC oscillator fails while providing the clock, polling the SOCSRUN bit will indicate whether the clock is being provided by the SOSC oscillator or another source.

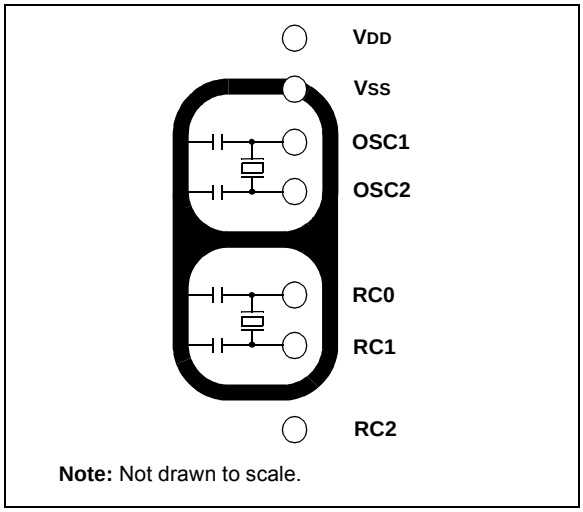
14.5.2 SOSC OSCILLATOR LAYOUT CONSIDERATIONS

The SOSC oscillator circuit draws very little power during operation. Due to the low-power nature of the oscillator, it may also be sensitive to rapidly changing signals in close proximity. This is especially true when the oscillator is configured for extremely Low-Power mode, SOSCSEL<1:0> (CONFIG1L<4:3>) = 01.

The oscillator circuit, displayed in Figure 14-2, should be located as close as possible to the microcontroller. There should be no circuits passing within the oscillator circuit boundaries other than VSS or VDD.

If a high-speed circuit must be located near the oscillator, it may help to have a grounded guard ring around the oscillator circuit. The guard, as displayed in Figure 14-3, could be used on a single-sided PCB or in addition to a ground plane. (Examples of a high-speed circuit include the ECCP1 pin, in Output Compare or PWM mode, or the primary oscillator, using the OSC2 pin.)

FIGURE 14-3: OSCILLATOR CIRCUIT WITH GROUNDED GUARD RING



Note: Not drawn to scale.

In the Low Drive Level mode, SOSCSEL<1:0> = 01, it is critical that RC2 I/O pin signals be kept away from the oscillator circuit. Configuring RC2 as a digital output, and toggling it, can potentially disturb the oscillator circuit, even with a relatively good PCB layout. If possible, either leave RC2 unused or use it as an input pin with a slew rate limited signal source. If RC2 must be used as a digital output, it may be necessary to use the Higher Drive Level Oscillator mode (SOSCSEL<1:0> = 11) with many PCB layouts.

Even in the Higher Drive Level mode, careful layout procedures should still be followed when designing the oscillator circuit.

In addition to dV/dt induced noise considerations, it is important to ensure that the circuit board is clean. Even a very small amount of conductive, soldering flux residue can cause PCB leakage currents that can overwhelm the oscillator circuit.

14.6 Timer1 Interrupt

The TMR1 register pair (TMR1H:TMR1L) increments from 0000h to FFFFh and rolls over to 0000h. The Timer1 interrupt, if enabled, is generated on overflow which is latched in interrupt flag bit, TMR1IF (PIR1<0>). This interrupt can be enabled or disabled by setting or clearing the Timer1 Interrupt Enable bit, TMR1IE (PIE1<0>).

FIGURE 21-5: SPI MODE WAVEFORM (SLAVE MODE WITH CKE = 0)

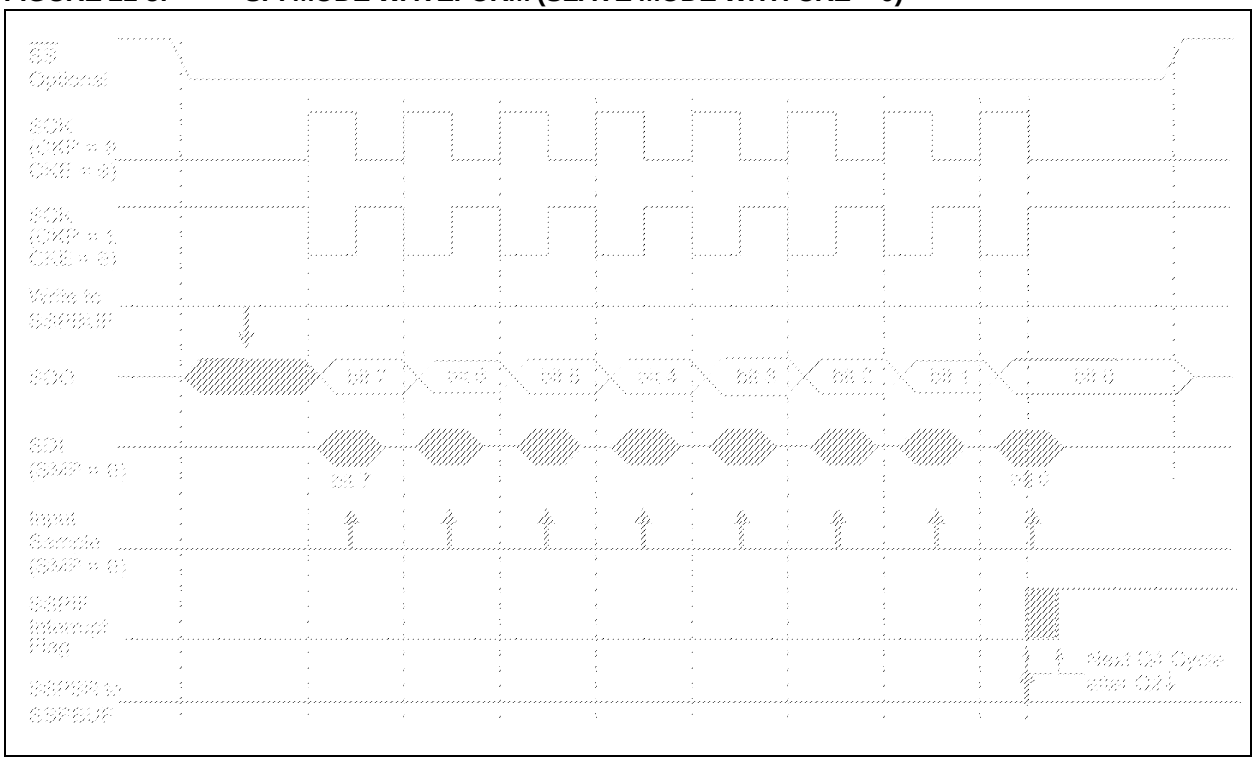
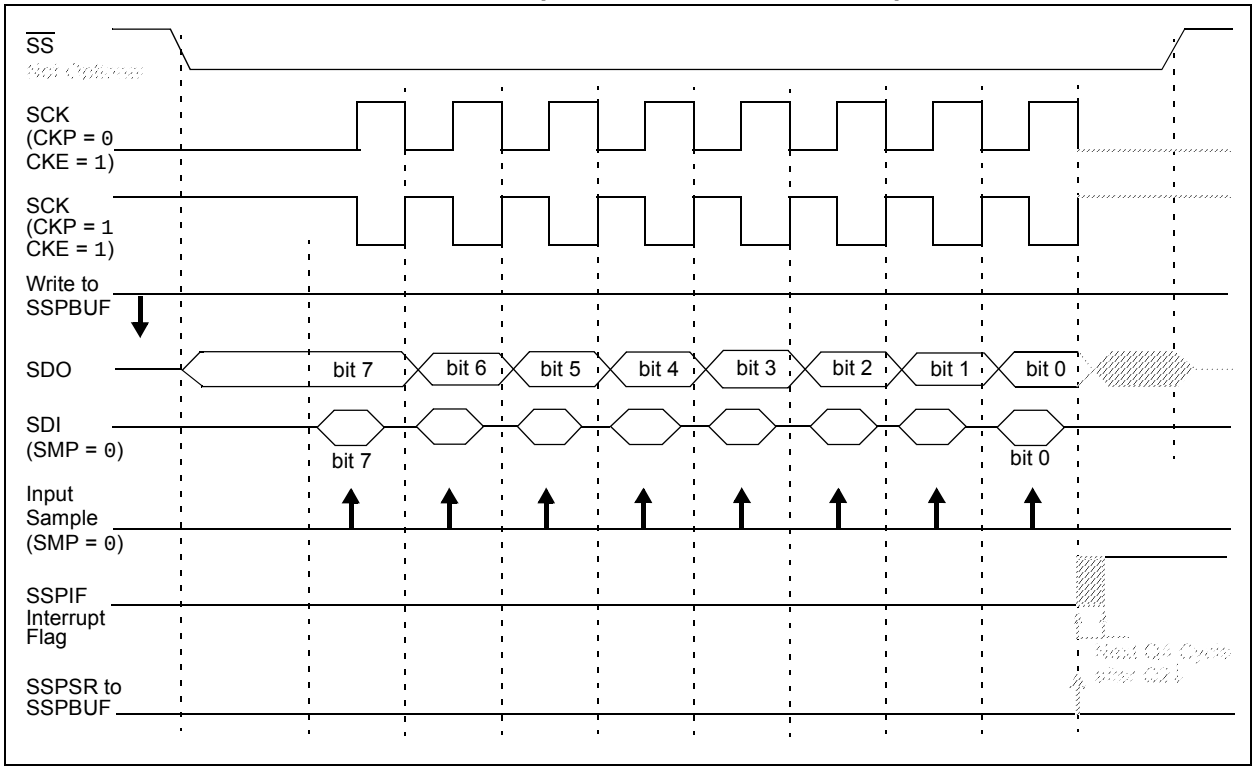


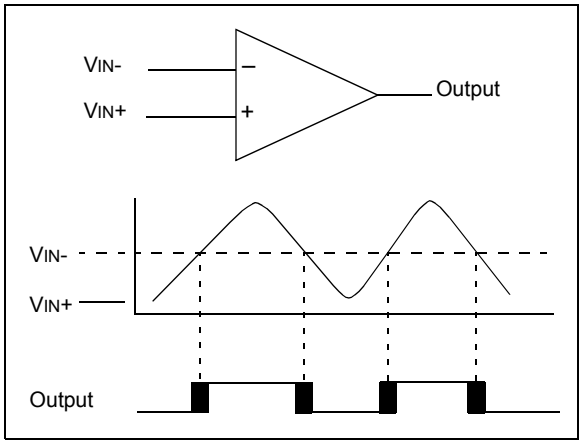
FIGURE 21-6: SPI MODE WAVEFORM (SLAVE MODE WITH CKE = 1)



24.2 Comparator Operation

A single comparator is shown in Figure 24-2, along with the relationship between the analog input levels and the digital output. When the analog input at VIN+ is less than the analog input, VIN-, the output of the comparator is a digital low level. When the analog input at VIN+ is greater than the analog input, VIN-, the output of the comparator is a digital high level. The shaded areas of the output of the comparator in Figure 24-2 represent the uncertainty due to input offsets and response time.

FIGURE 24-2: SINGLE COMPARATOR



24.3 Comparator Response Time

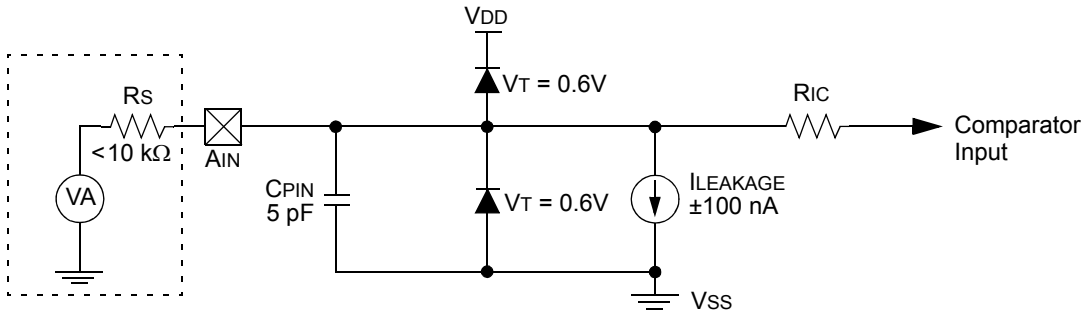
Response time is the minimum time, after selecting a new reference voltage or input source, before the comparator output has a valid level. The response time of the comparator differs from the settling time of the voltage reference. Therefore, both of these times must be considered when determining the total response to a comparator input change. Otherwise, the maximum delay of the comparators should be used (see **Section 31.0 "Electrical Characteristics"**).

24.4 Analog Input Connection Considerations

A simplified circuit for an analog input is shown in Figure 24-3. Since the analog pins are connected to a digital output, they have reverse biased diodes to VDD and VSS. The analog input, therefore, must be between VSS and VDD. If the input voltage deviates from this range by more than 0.6V in either direction, one of the diodes is forward biased and a latch-up condition may occur.

A maximum source impedance of 10 kΩ is recommended for the analog sources. Any external component connected to an analog input pin, such as a capacitor or a Zener diode, should have very little leakage current.

FIGURE 24-3: COMPARATOR ANALOG INPUT MODEL



Legend:
CPIN = Input Capacitance
VT = Threshold Voltage
ILEAKAGE = Leakage Current at the pin due to various junctions
RIC = Interconnect Resistance
RS = Source Impedance
VA = Analog Voltage

28.3.3 OPERATION OF REGULATOR IN SLEEP

The difference in the two regulators' operation arises with Sleep mode. The ultra low-power regulator gives the device the lowest current in the Regulator Enabled mode.

The on-chip regulator can go into a lower power mode when the device goes to Sleep by setting the REGSLP bit (WDTCON<7>). This puts the regulator in a standby mode so that the device consumes much less current.

The on-chip regulator can also go into the Ultra Low-Power mode, which consumes the lowest current possible with the regulator enabled. This mode is controlled by the $\overline{\text{RETEN}}$ bit (CONFIG1L<0>) and SRETEN bit (WDTCON<4>).

The various modes of regulator operation are shown in Table 28-3.

When the ultra low-power regulator is in Sleep mode, the internal reference voltages in the chip will be shut off and any interrupts referring to the internal reference will not wake up the device. If the BOR or LVD is enabled, the regulator will keep the internal references on and the lowest possible current will not be achieved.

When using the ultra low-power regulator in Sleep mode, the device will take about 250 μs to start executing code after it wakes up.

TABLE 28-3: SLEEP MODE REGULATOR SETTINGS(1)

Device	Power Mode	REGSLP WDTCON<7>	SRETEN WDTCON<4>	$\overline{\text{RETEN}}$ CONFIG1L<0>
PIC18**F**XXK80	Normal Operation (Sleep)	0	x	1
PIC18**F**XXK80	Low-Power mode (Sleep)	1	x	1
PIC18**F**XXK80	Normal Operation (Sleep)	0	0	0
PIC18**F**XXK80	Low-Power mode (Sleep)	1	0	0
PIC18**F**XXK80	Ultra Low-Power mode (Sleep)	x	1	0
PIC18**LF**XXK80	Reserved(2)	x	Don't Care	0
PIC18**LF**XXK80	Regulator Bypass mode (Sleep)(2)	x	x	1

Note 1: x — Indicates that VIT status is invalid.

2: The ultra low-power regulator should be disabled ($\overline{\text{RETEN}}$ = 1, ULP disabled) on PIC18**LF**XXK80 devices to obtain the lowest possible Sleep current.

DAW **Decimal Adjust W Register**

Syntax: DAW

Operands: None

Operation: If [W<3:0> > 9] or [DC = 1], then
(W<3:0>) + 6 → W<3:0>;
else
(W<3:0>) → W<3:0>

If [W<7:4> > 9] or [C = 1], then
(W<7:4>) + 6 → W<7:4>;
C = 1
else
(W<7:4>) → W<7:4>

Status Affected: C

Encoding:

0000	0000	0000	0111

Description: DAW adjusts the eight-bit value in W, resulting from the earlier addition of two variables (each in packed BCD format) and produces a correct packed BCD result.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register W	Process Data	Write W

Example 1: DAW

Before Instruction
W = A5h
C = 0
DC = 0
After Instruction
W = 05h
C = 1
DC = 0

Example 2:

Before Instruction
W = CEh
C = 0
DC = 0
After Instruction
W = 34h
C = 1
DC = 0

DECF **Decrement f**

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

Operands: 0 ≤ f ≤ 255
d ∈ [0,1]
a ∈ [0,1]

Operation: (f) – 1 → dest

Status Affected: C, DC, N, OV, Z

Encoding:

0000	01da	ffff	ffff

Description: Decrement register 'f'. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in register 'f' (default).

If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank.

If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See **Section 29.2.3 "Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode"** for details.

Words: 1

Cycles: 1

Q Cycle Activity:

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

Example: DECF CNT, 1, 0

Before Instruction
CNT = 01h
Z = 0
After Instruction
CNT = 00h
Z = 1

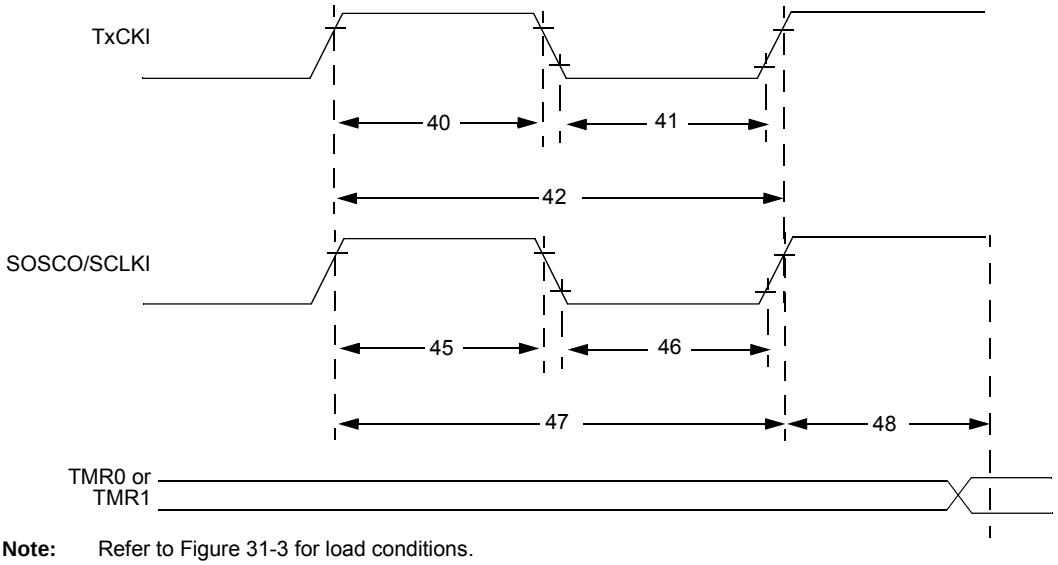
31.1 DC Characteristics: Supply Voltage PIC18F66K80 Family (Industrial/Extended)

PIC18F66K80 Family (Industrial, Extended)			Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
Param No.	**Symbol**	**Characteristic**	**Min**	**Typ**	**Max**	**Units**	**Conditions**
D001	VDD	**Supply Voltage**	1.8 1.8	— —	3.6 5.5	V V	For LF devices For F devices
D001C	AVDD	**Analog Supply Voltage**	VDD – 0.3	—	VDD + 0.3	V	
D001D	AVSS	**Analog Ground Potential**	VSS – 0.3	—	VSS + 0.3	V	
D002	VDR	**RAM Data Retention Voltage(1)**	1.5	—	—	V	
D003	VPOR	**VDD Start Voltage** to Ensure Internal Power-on Reset Signal	—	—	0.7	V	See **Section 5.3 "Power-on Reset (POR)"** for details
D004	SVDD	**VDD Rise Rate** to Ensure Internal Power-on Reset Signal	0.05	—	—	V/ms	See **Section 5.3 "Power-on Reset (POR)"** for details
D005	BVDD	**Brown-out Reset Voltage (High, Medium and Low-Power mode** BORV<1:0> = 11(2) BORV<1:0> = 10 BORV<1:0> = 01 BORV<1:0> = 00	 1.69 1.88 2.53 2.82	 1.8 2.0 2.7 3.0	 1.91 2.12 2.86 3.18	 V V V V	

Note 1: This is the limit to which VDD can be lowered in Sleep mode, or during a device Reset, without losing RAM data.

2: Device will operate normally until Brown-out Reset occurs, even though VDD may be below VDDMIN.

FIGURE 31-9: TIMER0 AND TIMER1 EXTERNAL CLOCK TIMINGS



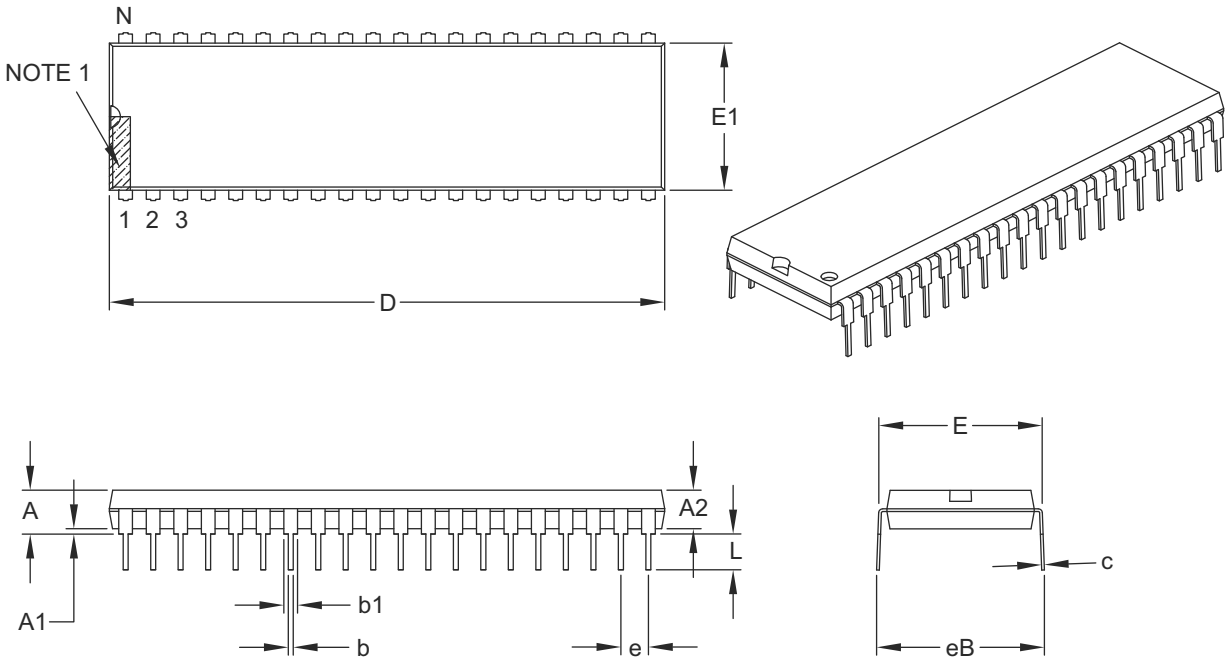
Note: Refer to Figure 31-3 for load conditions.

TABLE 31-13: TIMER0 AND TIMER1 EXTERNAL CLOCK REQUIREMENTS

Param No.	Symbol	Characteristic		Min	Max	Units	Conditions
40	TT0H	T0CKI High Pulse Width	No prescaler	0.5 TCY + 20	—	ns	
			With prescaler	10	—	ns	
41	TT0L	T0CKI Low Pulse Width	No prescaler	0.5 TCY + 20	—	ns	
			With prescaler	10	—	ns	
42	TT0P	T0CKI Period	No prescaler	TCY + 10	—	ns	
			With prescaler	Greater of: 20 ns or (TCY + 40)/N	—	ns	N = prescale value (1, 2, 4,..., 256)
45	TT1H	T1CKI High Time	Synchronous, no prescaler	0.5 TCY + 20	—	ns	
			Synchronous, with prescaler	10	—	ns	
			Asynchronous	30	—	ns	
46	TT1L	T1CKI Low Time	Synchronous, no prescaler	0.5 TCY + 5	—	ns	
			Synchronous, with prescaler	10	—	ns	
			Asynchronous	30	—	ns	
47	TT1P	T1CKI Input Period	Synchronous	Greater of: 20 ns or (TCY + 40)/N	—	ns	N = prescale value (1, 2, 4, 8)
			Asynchronous	60	—	ns	
	FT1	T1CKI Oscillator Input Frequency Range		DC	50	kHz	
48	TCKE2TMRI	Delay from External T1CKI Clock Edge to Timer Increment		2 TOSC	7 TOSC	—	

40-Lead Plastic Dual In-Line (P) – 600 mil Body [PDIP]

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



Units		INCHES		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		40	
Pitch	e		.100 BSC	
Top to Seating Plane	A	–	–	.250
Molded Package Thickness	A2	.125	–	.195
Base to Seating Plane	A1	.015	–	–
Shoulder to Shoulder Width	E	.590	–	.625
Molded Package Width	E1	.485	–	.580
Overall Length	D	1.980	–	2.095
Tip to Seating Plane	L	.115	–	.200
Lead Thickness	c	.008	–	.015
Upper Lead Width	b1	.030	–	.070
Lower Lead Width	b	.014	–	.023
Overall Row Spacing §	eB	–	–	.700

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. § Significant Characteristic.
3. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" per side.
4. Dimensioning and tolerancing per ASME Y14.5M.

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

Microchip Technology Drawing C04-016B