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	32MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	18
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 17x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f15345t-i-ss

TABLE 4: 20-PIN ALLOCATION TABLE (PIC16(L)F15345)

I/O(2)	20-Pin PDIP/SOIC/SSOP	20-Pin UQFN	ADC	Reference	Comparator	NCO	DAC	Timers	CCP	PWM	CWG	MSSP	ZCD	EUSART	CLC	CLKR	Interrupt	Pull-up	Basic
RA0	19	16	ANA0	—	C1IN0+	—	DAC1OUT	—	—	—	—	—	—	—	—	—	IOCA0	Y	ICSPDAT
RA1	18	15	ANA1	VREF+	C1IN0- C2IN0-	—	DAC1REF+	T0CKI(1)	—	—	—	—	—	—	—	—	IOCA1	Y	ICSPCLK
RA2	17	14	ANA2	—	—	—	—	—	—	—	CWG1IN(1)	—	ZCD1	—	CLCIN0(1)	—	INT(1) IOCA2	Y	—
RA3	4	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	IOCA3	Y	$\overline{\text{MCLR}}$ VPP
RA4	3	20	ANA4	—	C1IN1-	—	—	T1G(1) SOSCO	—	—	—	—	—	—	—	—	IOCA4	Y	CLKOUT OSC2
RA5	2	19	ANA5	—	—	—	—	T1CKI(1) T2IN SOSCIN		—	—	—	—	—	—	—	IOCA5	Y	CLKIN OSC1 EIN
RB4	13	10	ANB4 ADACT(1)	—	—	—	—	—	—	—	—	SCK1(1) SCL1(1,4)	—	—	CLCIN2(1)	—	IOCB4	—	—
RB5	12	9	ANB5	—	—	—	—	—	—	—	—	—	—	RX2(1) DT2(1)	CLCIN3(1)	—	IOCB5	—	—
RB6	11	8	ANB6	—	—	—	—	—	—	—	—	SDA1(1,4) SDI1(1)	—	—	—	—	IOCB6	Y	—
RB7	10	7	ANB7	—	—	—	—	—	—	—	—	—	—	TX2(1) CK2(1)	—	—	IOCB7	Y	—
RC0	16	13	ANC0	—	C2IN0+	—	—	—	—	—	—	—	—	—	—	—	IOCC0	Y	—
RC1	15	12	ANC1	—	C1IN1- C2IN1-	—	—	—	—	—	—	—	—	—	—	—	IOCC1	Y	—
RC2	14	11	ANC2	—	C1IN2- C2IN2-	—	—	—	—	—	—	—	—	—	—	—	IOCC2	Y	—
RC3	7	4	ANC3	—	C1IN3- C2IN3-	—	—	—	CCP2(1)	—	—	—	—	—	CLCIN1(1)	—	IOCC3	Y	—
RC4	6	3	ANC4	—	—	—	—	—	—	—	—	—	—	—	—	—	IOCC4	Y	—
RC5	5	2	ANC5	—	—	—	—	—	CCP1(1)	—	—	—	—	—	—	—	IOCC5	Y	—
RC6	8	5	ANC6	—	—	—	—	—	—	—	—	$\overline{\text{SS1}}$(1)	—	—	—	—	IOCC6	Y	—
RC7	9	6	ANC7	—	—	—	—	—	—	—	—	—	—	—	—	—	IOCC7	Y	—

Note 1: This is a PPS re-mappable input signal. The input function may be moved from the default location shown to one of several other PORTx pins.
2: All digital output signals shown in this row are PPS re-mappable. These signals may be mapped to output onto one of several PORTx pin options.
3: This is a bidirectional signal. For normal module operation, the firmware should map this signal to the same pin in both the PPS input and PPS output registers.
4: These pins are configured for I^2C logic levels. PPS assignments to the other pins will operate, but input logic levels will be standard TTL/ST as selected by the INLVL register, instead of the I^2C specific or SMBUS input buffer thresholds.

TABLE 1-2: PIC16(L)F15325 PINOUT DESCRIPTION

Name	Function	Input Type	Output Type	Description
RA0/ANA0/C1IN0+/DAC1OUT/ ICSPDAT/IOCA0	RA0	TTL/ST	CMOS/OD	General purpose I/O.
	ANA0	AN	—	ADC Channel A0 input.
	C1IN0+	AN	—	Comparator 1 positive input.
	DAC1OUT	—	AN	Digital-to-Analog Converter output.
	ICSPDAT	ST	CMOS	In-Circuit Serial Programming™ and debugging data input/ output.
	IOCA0	TTL/ST	—	Interrupt-on-change input.
RA1/ANA1/VREF+/C1IN0-/C2IN0-/ DAC1REF+/T0CKI(1)/ICSPCLK/IOCA1	RA1	TTL/ST	CMOS/OD	General purpose I/O.
	ANA1	AN	—	ADC Channel A1 input.
	VREF+	AN	—	External ADC and/or DAC positive reference input.
	C1IN0-	AN	—	Comparator 1 negative input.
	C2IN0-	AN	—	Comparator 2 negative input.
	DAC1REF+	TTL/ST	AN	DAC positive reference.
	T0CKI(1)	TTL/ST	—	Timer0 clock input.
	ICSPCLK	ST	—	In-Circuit Serial Programming™ and debugging clock input.
	IOCA1	TTL/ST	—	Interrupt-on-change input.
RA2/ANA2/CWG1IN(1)/ZCD1/INT(1)/ IOCA2	RA2	TTL/ST	CMOS/OD	General purpose I/O.
	ANA2	AN	—	ADC Channel A2 input.
	CWG1IN(1)	TTL/ST	—	Complementary Waveform Generator 1 input.
	ZCD1	AN	AN	Zero-cross detect input pin (with constant current sink/ source).
	INT(1)	TTL/ST	—	External interrupt request input.
	IOCA2	TTL/ST	—	Interrupt-on-change input.
RA3/$\overline{\text{MCLR}}$/VPP/IOCA3	RA3	TTL/ST	CMOS/OD	General purpose I/O.
	$\overline{\text{MCLR}}$	ST	—	Master clear input with internal weak pull up resistor.
	VPP	HV	—	ICSP™ High-Voltage Programming mode entry input.
	IOCA3	TTL/ST	—	Interrupt-on-change input.
RA4/ANA4/C1IN1-/T1G(1)/SOSCO/ CLKOUT/OSC2/IOCA4	RA4	TTL/ST	CMOS/OD	General purpose I/O.
	ANA4	AN	—	ADC Channel A4 input.
	C1IN1-	AN	—	Comparator 1 negative input.
	T1G(1)	ST	—	Timer1 Gate input.
	SOSCO	—	AN	32.768 kHz secondary oscillator crystal driver output.
	CLKOUT	—	CMOS/OD	FOSC/4 digital output (in non-crystal/resonator modes).
	OSC2	—	XTAL	External Crystal/Resonator (LP, XT, HS modes) driver output.
	IOCA4	TTL/ST	—	Interrupt-on-change input.

Legend: AN = Analog input or output; CMOS = CMOS compatible input or output; OD = Open-Drain
TTL = TTL compatible input; ST = Schmitt Trigger input with CMOS levels; I^2C = Schmitt Trigger input with I^2C
HV = High Voltage; XTAL = Crystal levels

Note 1: This is a PPS remappable input signal. The input function may be moved from the default location shown to one of several other PORTx pins. Refer to Table 15-3 for details on which PORT pins may be used for this signal.

2: All output signals shown in this row are PPS remappable. These signals may be mapped to output onto one of several PORTx pin options as described in Table 15-3.

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

4: These pins are configured for I^2C logic levels. The SCLx/SDAx signals may be assigned to any of the RB1/RB2/RC3/RC4 pins. PPS assignments to the other pins (e.g., RA5) will operate, but input logic levels will be standard TTL/ST, as selected by the INLVL register, instead of the I^2C specific or SMBus input buffer thresholds.

TABLE 1-3: PIC16(L)F15345 PINOUT DESCRIPTION

Name	Function	Input Type	Output Type	Description
RA0/ANA0/C1IN0+/DAC1OUT/ ICSPDAT/IOCA0	RA0	TTL/ST	CMOS/OD	General purpose I/O.
	ANA0	AN	—	ADC Channel A0 input.
	C1IN0+	AN	—	Comparator 1 positive input.
	DAC1OUT	—	AN	Digital-to-Analog Converter output.
	ICSPDAT	ST	CMOS	In-Circuit Serial Programming™ and debugging data input/ output.
	IOCA0	TTL/ST	—	Interrupt-on-change input.
RA1/ANA1/VREF+/C1IN0-/C2IN0-/ DAC1REF+/T0CKI(1)/ICSPCLK/IOCA1	RA1	TTL/ST	CMOS/OD	General purpose I/O.
	ANA1	AN	—	ADC Channel A1 input.
	VREF+	AN	—	External ADC and/or DAC positive reference input.
	C1IN0-	AN	—	Comparator 1 negative input.
	C2IN0-	AN	—	Comparator 2 negative input.
	DAC1REF+	TTL/ST	AN	DAC positive reference.
	T0CKI(1)	TTL/ST	—	Timer0 clock input.
	ICSPCLK	ST	—	In-Circuit Serial Programming™ and debugging clock input.
	IOCA1	TTL/ST	—	Interrupt-on-change input.
RA2/ANA2/CWG1IN(1)/ZCD1/ CLCIN0(1)/INT(1)/IOCA2	RA2	TTL/ST	CMOS/OD	General purpose I/O.
	ANA2	AN	—	ADC Channel A2 input.
	CWG1IN(1)	TTL/ST	—	Complementary Waveform Generator 1 input.
	ZCD1	AN	AN	Zero-cross detect input pin (with constant current sink/ source).
	CLCIN0(1)	TTL/ST	—	Configurable Logic Cell source input.
	INT(1)	TTL/ST	—	External interrupt request input.
	IOCA2	TTL/ST	—	Interrupt-on-change input.
RA3/$\overline{\text{MCLR}}$/VPP/IOCA3	RA3	TTL/ST	CMOS/OD	General purpose I/O.
	$\overline{\text{MCLR}}$	ST	—	Master clear input with internal weak pull up resistor.
	VPP	HV	—	ICSP™ High-Voltage Programming mode entry input.
	IOCA3	TTL/ST	—	Interrupt-on-change input.

Legend: AN = Analog input or output; CMOS = CMOS compatible input or output; OD = Open-Drain
TTL = TTL compatible input; ST = Schmitt Trigger input with CMOS levels; I^2C = Schmitt Trigger input with I^2C
HV = High Voltage; XTAL = Crystal levels

Note 1: This is a PPS remappable input signal. The input function may be moved from the default location shown to one of several other PORTx pins. Refer to Table 15-3 for details on which PORT pins may be used for this signal.

2: All output signals shown in this row are PPS remappable. These signals may be mapped to output onto one of several PORTx pin options as described in Table 15-3.

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

4: These pins are configured for I^2C logic levels. The SCLx/SDAx signals may be assigned to any of the RB1/RB2/RC3/RC4 pins. PPS assignments to the other pins (e.g., RA5) will operate, but input logic levels will be standard TTL/ST, as selected by the INLVL register, instead of the I^2C specific or SMBus input buffer thresholds.

5: For 14/16-pin package only.

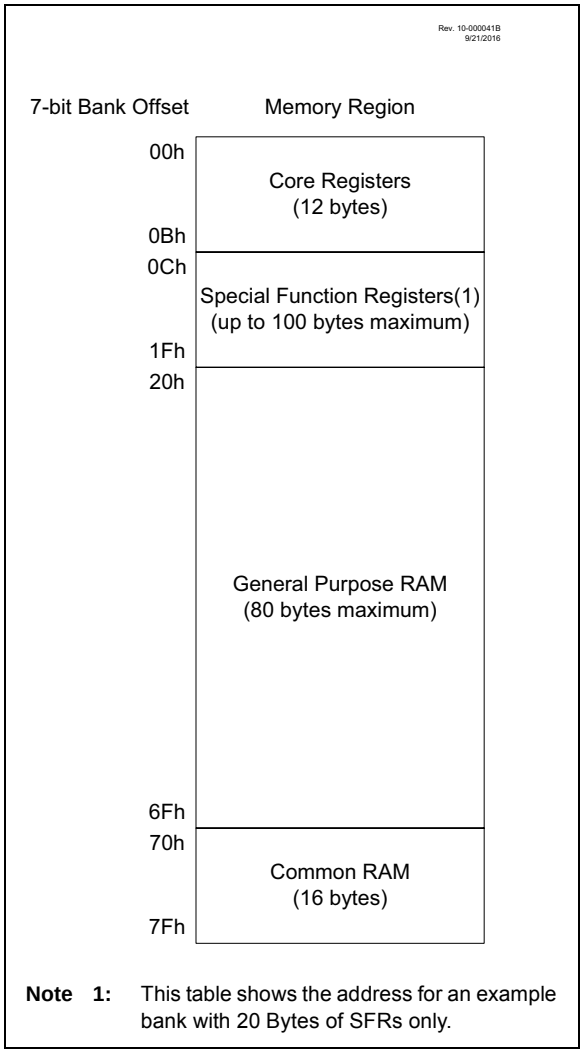
6: For 20-pin package only

4.3 Data Memory Organization

The data memory is partitioned into 64 memory banks with 128 bytes in each bank. Each bank consists of:

- 12 core registers
- Up to 100 Special Function Registers (SFR)
- Up to 80 bytes of General Purpose RAM (GPR)
- 16 bytes of common RAM

FIGURE 4-2: BANKED MEMORY PARTITIONING



Note 1: This table shows the address for an example bank with 20 Bytes of SFRs only.

4.3.1 BANK SELECTION

The active bank is selected by writing the bank number into the Bank Select Register (BSR). All data memory can be accessed either directly (via instructions that use the file registers) or indirectly via the two File Select Registers (FSR). See **Section 4.6 "Indirect Addressing"** for more information.

Data memory uses a 13-bit address. The upper six bits of the address define the Bank address and the lower seven bits select the registers/RAM in that bank.

4.3.2 CORE REGISTERS

The core registers contain the registers that directly affect the basic operation. The core registers occupy the first 12 addresses of every data memory bank (addresses x00h/x08h through x0Bh/x8Bh). These registers are listed below in Table 4-3.

TABLE 4-3: CORE REGISTERS

Addresses	BANKx
x00h or x80h	INDF0
x01h or x81h	INDF1
x02h or x82h	PCL
x03h or x83h	STATUS
x04h or x84h	FSR0L
x05h or x85h	FSR0H
x06h or x86h	FSR1L
x07h or x87h	FSR1H
x08h or x88h	BSR
x09h or x89h	WREG
x0Ah or x8Ah	PCLATH
x0Bh or x8Bh	INTCON

4.3.2.1 STATUS Register

The STATUS register, shown in Register 4-1, contains:

- the arithmetic status of the ALU
- the Reset status

The STATUS register can be the destination for any instruction, like any other register. If the STATUS register is the destination for an instruction that affects the Z, DC or C bits, then the write to these three bits is disabled. These bits are set or cleared according to the device logic. Furthermore, the $\overline{TO}$ and $\overline{PD}$ bits are not writable. Therefore, the result of an instruction with the STATUS register as destination may be different than intended.

For example, `CLRF STATUS` will clear bits <4:3> and <1:0>, and set the Z bit. This leaves the STATUS register as '`000u u1uu`' (where u = unchanged).

It is recommended, therefore, that only `BCF`, `BSF`, `SWAPF` and `MOVWF` instructions are used to alter the STATUS register, because these instructions do not affect any Status bits. For other instructions not affecting any Status bits, refer to **Section 36.0 "Instruction Set Summary"**.

Note 1: The C and DC bits operate as $\overline{\text{Borrow}}$ and $\overline{\text{Digit Borrow}}$ out bits, respectively, in subtraction.

REGISTER 4-1: STATUS: STATUS REGISTER

U-0	U-0	U-0	R-1/q	R-1/q	R/W-0/u	R/W-0/u	R/W-0/u
—	—	—	$\overline{TO}$	$\overline{PD}$	Z	DC(1)	C(1)
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	q = Value depends on condition

bit 7-5 **Unimplemented:** Read as '0'

bit 4 **$\overline{TO}$:** Time-Out bit
- 1 = After power-up, `CLRWDT` instruction or `SLEEP` instruction
- 0 = A WDT time-out occurred

bit 3 **$\overline{PD}$:** Power-Down bit
- 1 = After power-up or by the `CLRWDT` instruction
- 0 = By execution of the `SLEEP` instruction

bit 2 **Z:** Zero bit
- 1 = The result of an arithmetic or logic operation is zero
- 0 = The result of an arithmetic or logic operation is not zero

bit 1 **DC:** Digit Carry/$\overline{\text{Digit Borrow}}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)(1)
- 1 = A carry-out from the 4th low-order bit of the result occurred
- 0 = No carry-out from the 4th low-order bit of the result

bit 0 **C:** Carry/$\overline{\text{Borrow}}$ bit(1) (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)(1)
- 1 = A carry-out from the Most Significant bit of the result occurred
- 0 = No carry-out from the Most Significant bit of the result occurred

Note 1: For $\overline{\text{Borrow}}$, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (`RRF`, `RLF`) instructions, this bit is loaded with either the high-order or low-order bit of the source register.

11.0 POWER-SAVING OPERATION MODES

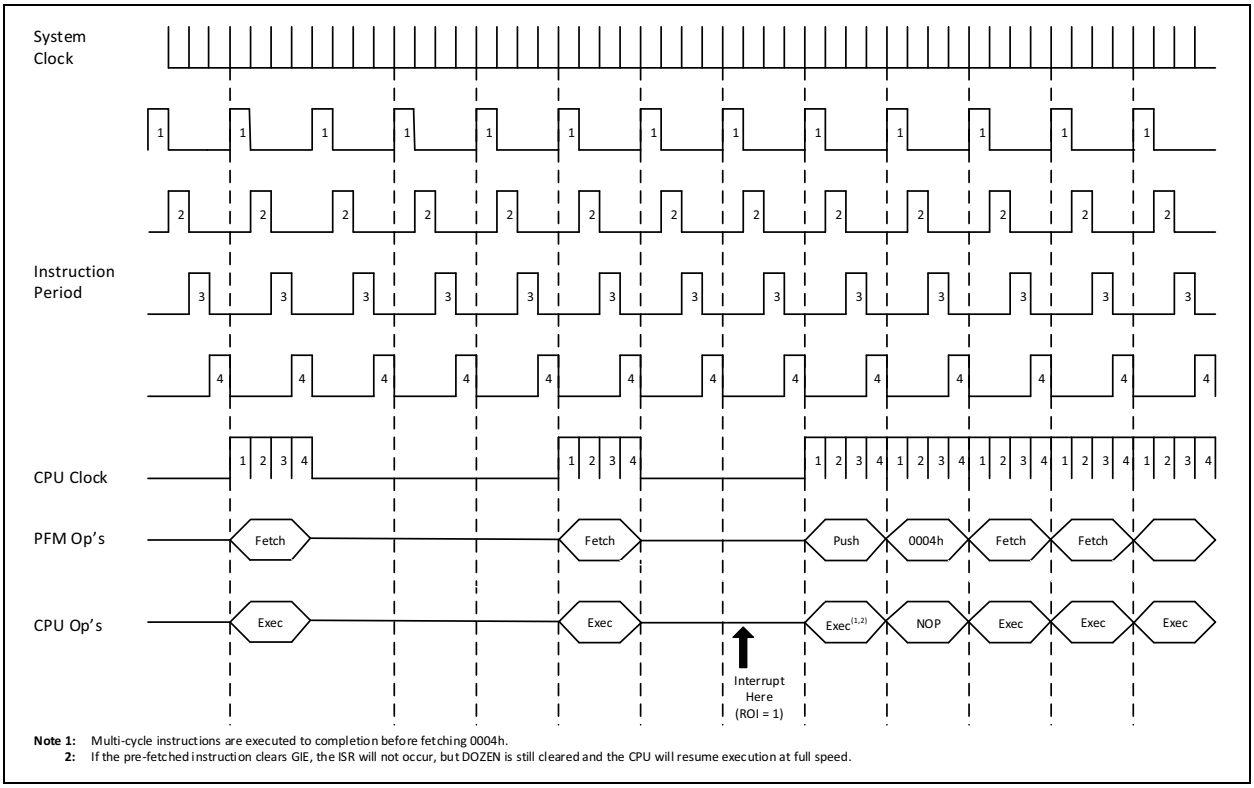
The purpose of the Power-Down modes is to reduce power consumption. There are three Power-Down modes: DOZE mode, IDLE mode, and SLEEP mode.

11.1 DOZE Mode

DOZE mode allows for power saving by reducing CPU operation and program memory (PFM) access, without affecting peripheral operation. DOZE mode differs from Sleep mode because the system oscillators continue to operate, while only the CPU and PFM are affected. The reduced execution saves power by eliminating unnecessary operations within the CPU and memory.

When the Doze Enable (DOZEN) bit is set (DOZEN = 1), the CPU executes only one instruction cycle out of every N cycles as defined by the DOZE<2:0> bits of the CPUDOZE register. For example, if DOZE<2:0> = 100, the instruction cycle ratio is 1:32. The CPU and memory execute for one instruction cycle and then lay idle for 31 instruction cycles. During the unused cycles, the peripherals continue to operate at the system clock speed.

FIGURE 11-1: DOZE MODE OPERATION EXAMPLE



Note 1: Multi-cycle instructions are executed to completion before fetching 0004h.
2: If the pre-fetched instruction clears GIE, the ISR will not occur, but DOZEN is still cleared and the CPU will resume execution at full speed.

11.1.1 DOZE OPERATION

The Doze operation is illustrated in Figure 11-1. For this example:

- Doze enable (DOZEN) bit set (DOZEN = 1)
- DOZE<2:0> = 001 (1:4) ratio
- Recover-on-Interrupt (ROI) bit set (ROI = 1)

As with normal operation, the PFM fetches for the next instruction cycle. The Q-clocks to the peripherals continue throughout.

EXAMPLE 13-3: ERASING ONE ROW OF PROGRAM FLASH MEMORY (PFM)

```
; This sample row erase routine assumes the following:
; 1.A valid address within the erase row is loaded in variables ADDRH:ADDRL
; 2.ADDRH and ADDRL are located in common RAM (locations 0x70 - 0x7F)

BANKSEL         NVMADRL
MOVF            ADDRL,W
MOVWF           NVMADRL             ; Load lower 8 bits of erase address boundary
MOVF            ADDRH,W
MOVWF           NVMADRH             ; Load upper 6 bits of erase address boundary
BCF             NVMCON1,NVMREGS     ; Choose PFM memory area
BSF             NVMCON1,FREE        ; Specify an erase operation
BSF             NVMCON1,WREN        ; Enable writes
BCF             INTCON,GIE          ; Disable interrupts during unlock sequence

; ------------------------------REQUIRED UNLOCK SEQUENCE:-----------------------------

MOVLW           55h                 ; Load 55h to get ready for unlock sequence
MOVWF           NVMCON2             ; First step is to load 55h into NVMCON2
MOVLW           AAh                 ; Second step is to load AAh into W
MOVWF           NVMCON2             ; Third step is to load AAh into NVMCON2
BSF             NVMCON1,WR          ; Final step is to set WR bit

; ------------------------------------------------------------------------------------

BSF             INTCON,GIE          ; Re-enable interrupts, erase is complete
BCF             NVMCON1,WREN        ; Disable writes
```

TABLE 13-2: NVM ORGANIZATION AND ACCESS INFORMATION

Master Values			NVMREG Access			FSR Access	
Memory Function	**Program Counter (PC), ICSP™ Address**	**Memory Type**	**NVMREGS bit (NVMCON1)**	**NVMADR< 14:0>**	**Allowed Operations**	**FSR Address**	**FSR Programming Address**
Reset Vector	0000h	PFM	0	0000h	Read Write	8000h	Read-0nly
User Memory	0001h		0	0001h		8001h	
	0003h			0003h		8003h	
INT Vector	0004h		0	0004h		8004h	
User Memory	0005h		0	0005h		8005h	
	1FFFh		0	1FFFh		9FFFh	
User ID	8000h	PFM	1	0000h	Read Write	No Access	
	8003h			0003h			
Reserved	8004h	—	–	0004h	—		
Rev ID	8005h	PFM	1	0005h	Read-Only		
Device ID	8006h		1	0006h			
CONFIG1	8007h		1	0007h	Read Write		
CONFIG2	8008h		1	0008h			
CONFIG3	8009h		1	0009h			
CONFIG4	800Ah		1	000Ah			
CONFIG5	800Bh		1	000Bh			
DIA and DCI	8100h-82FFh	PFM and Hard coded	1	0100h-02FFh	Read-Only	No Access	

14.3 Register Definitions: PORTA

REGISTER 14-1: PORTA: PORTA REGISTER

U-0	U-0	R/W-x/u	R/W-x/u	R-x/u	R/W-x/u	R/W-x/u	R/W-x/u
—	—	RA5	RA4	RA3	RA2	RA1	RA0
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 7-6 **Unimplemented**: Read as ‘0’

bit 5-0 **RA<5:0>**: PORTA I/O Value bits(1)
1 = Port pin is ≥ VIH
0 = Port pin is ≤ VIL

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

REGISTER 14-2: TRISA: PORTA TRI-STATE REGISTER

U-0	U-0	R/W-1/1	R/W-1/1	U-0	R/W-1/1	R/W-1/1	R/W-1/1
—	—	TRISA5	TRISA4	—	TRISA2	TRISA1	TRISA0
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 7-6 **Unimplemented**: Read as ‘0’

bit 5-4 **TRISA<5:4>:** PORTA Tri-State Control bits
1 = PORTA pin configured as an input (tri-stated)
0 = PORTA pin configured as an output

bit 3 **Unimplemented**: Read as ‘0’

bit 2-0 **TRISA<2:0>:** PORTA Tri-State Control bits
1 = PORTA pin configured as an input (tri-stated)
0 = PORTA pin configured as an output

21.6 Register Definitions: DAC Control

REGISTER 21-1: DAC1CON0: VOLTAGE REFERENCE CONTROL REGISTER 0

R/W-0/0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	R/W-0/0
DAC1EN	—	DAC1OE1	DAC1OE2	DAC1PSS<1:0>		—	DAC1NSS
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 **DAC1EN:** DAC1 Enable bit
1 = DAC is enabled
0 = DAC is disabled

bit 6 **Unimplemented:** Read as '0'

bit 5 **DAC1OE1:** DAC1 Voltage Output 1 Enable bit
1 = DAC voltage level is an output on the DAC1OUT1 pin
0 = DAC voltage level is disconnected from the DAC1OUT1 pin

bit 4 **DAC1OE2:** DAC1 Voltage Output 1 Enable bit
1 = DAC voltage level is an output on the DAC1OUT2 pin
0 = DAC voltage level is disconnected from the DAC1OUT2 pin

bit 3-2 **DAC1PSS<1:0>:** DAC1 Positive Source Select bits
11 = Reserved, do not use
10 = FVR output
01 = V_{REF+} pin
00 = V_{DD}

bit 1 **Unimplemented:** Read as '0'

bit 0 **DAC1NSS:** Read as '0'

REGISTER 21-2: DAC1CON1: VOLTAGE REFERENCE CONTROL REGISTER 1

U-0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	—	DAC1R<4:0>				
bit 7							bit 0

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

bit 7-5 **Unimplemented:** Read as '0'

bit 4-0 **DAC1R<4:0>:** DAC1 Voltage Output Select bits
$V_{OUT} = (V_{SRC+} - V_{SRC-})*(DAC1R<4:0>/32) + V_{SRC}$

22.1 NCO OPERATION

The NCO operates by repeatedly adding a fixed value to an accumulator. Additions occur at the input clock rate. The accumulator will overflow with a carry periodically, which is the raw NCO output (NCO_overflow). This effectively reduces the input clock by the ratio of the addition value to the maximum accumulator value. See Equation 22-1.

The NCO output can be further modified by stretching the pulse or toggling a flip-flop. The modified NCO output is then distributed internally to other peripherals and can be optionally output to a pin. The accumulator overflow also generates an interrupt (NCO_overflow).

The NCO period changes in discrete steps to create an average frequency.

EQUATION 22-1: NCO OVERFLOW FREQUENCY

$$F_{OVERFLOW} = \frac{NCO\ Clock\ Frequency \times Increment\ Value}{2^{20}}$$

22.1.1 NCO CLOCK SOURCES

Clock sources available to the NCO include:

- HFINTOSC
- FOSC
- LC1_out
- LC2_out
- LC3_out
- LC4_out
- MFINTOSC (500 kHz)
- MFINTOSC (32 kHz)
- SOSC
- CLKR

The NCO clock source is selected by configuring the N1CKS<2:0> bits in the NCO1CLK register.

22.1.2 ACCUMULATOR

The accumulator is a 20-bit register. Read and write access to the accumulator is available through three registers:

- NCO1ACCL
- NCO1ACCH
- NCO1ACCU

22.1.3 ADDER

The NCO Adder is a full adder, which operates synchronously from the source clock. The addition of the previous result and the increment value replaces the accumulator value on the rising edge of each input clock.

22.1.4 INCREMENT REGISTERS

The increment value is stored in three registers making up a 20-bit incrementer. In order of LSB to MSB they are:

- NCO1INCL
- NCO1INCH
- NCO1INCU

When the NCO module is enabled, the NCO1INCU and NCO1INCH registers should be written first, then the NCO1INCL register. Writing to the NCO1INCL register initiates the increment buffer registers to be loaded simultaneously on the second rising edge of the NCO_clk signal.

The registers are readable and writable. The increment registers are double-buffered to allow value changes to be made without first disabling the NCO module.

When the NCO module is disabled, the increment buffers are loaded immediately after a write to the increment registers.

Note: The increment buffer registers are not user-accessible.

22.8 NCO Control Registers

REGISTER 22-1: NCO1CON: NCO CONTROL REGISTER

R/W-0/0	U-0	R-0/0	R/W-0/0	U-0	U-0	U-0	R/W-0/0
N1EN	—	N1OUT	N1POL	—	—	—	N1PFM
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 **N1EN:** NCO1 Enable bit
1 = NCO1 module is enabled
0 = NCO1 module is disabled

bit 6 **Unimplemented**: Read as ‘0’

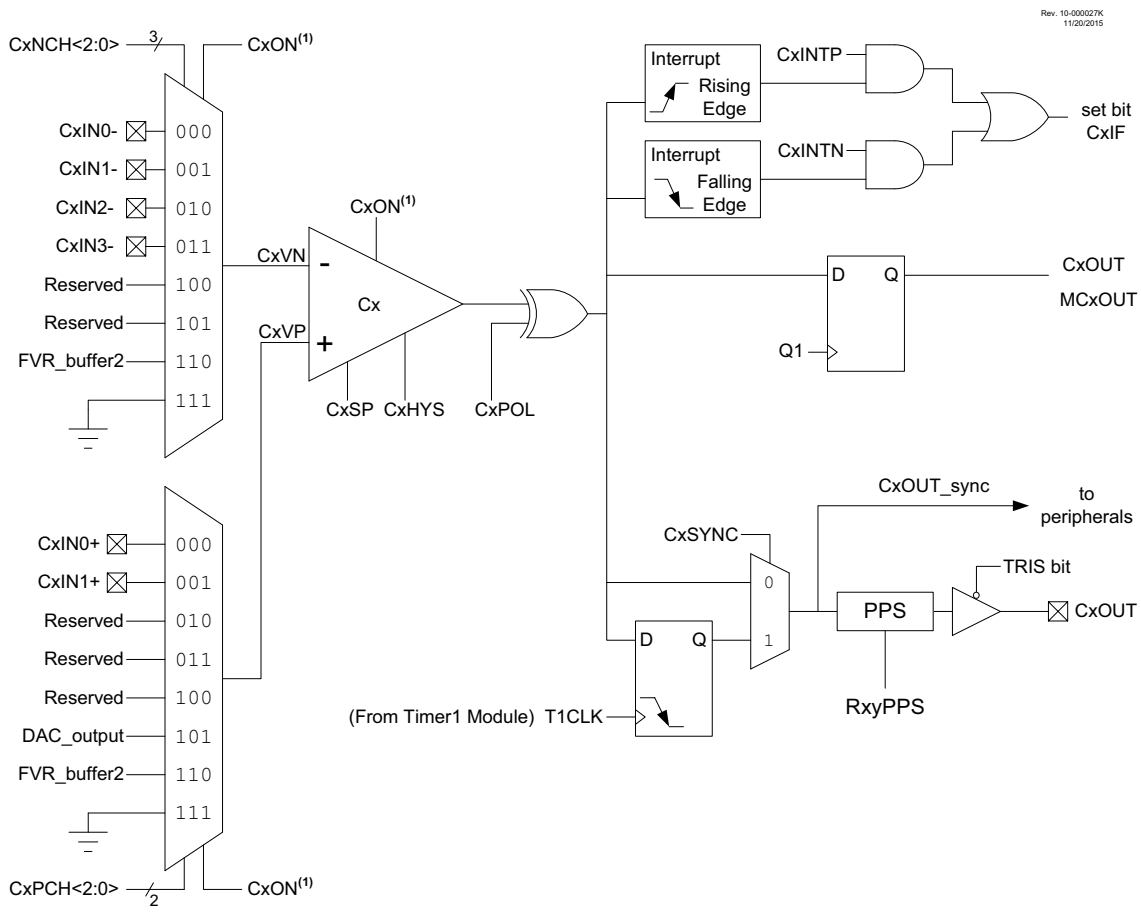
bit 5 **N1OUT:** NCO1 Output bit
Displays the current output value of the NCO1 module.

bit 4 **N1POL:** NCO1 Polarity bit
1 = NCO1 output signal is inverted
0 = NCO1 output signal is not inverted

bit 3-1 **Unimplemented**: Read as ‘0’

bit 0 **N1PFM:** NCO1 Pulse Frequency Mode bit
1 = NCO1 operates in Pulse Frequency mode
0 = NCO1 operates in Fixed Duty Cycle mode, divide by 2

FIGURE 23-2: COMPARATOR MODULE SIMPLIFIED BLOCK DIAGRAM



Note 1: When CxON = 0, all multiplexer inputs are disconnected and the Comparator will produce a '0' at the output.

23.10 CWG1 Auto-shutdown Source

The output of the comparator module can be used as an auto-shutdown source for the CWG1 module. When the output of the comparator is active and the corresponding ASxE is enabled, the CWG operation will be suspended immediately (see **Section 30.10 "Auto-Shutdown"**).

23.11 Operation in Sleep Mode

The comparator module can operate during Sleep. The comparator clock source is based on the Timer1 clock source. If the Timer1 clock source is either the system clock (FOSC) or the instruction clock (FOSC/4), Timer1 will not operate during Sleep, and synchronized comparator outputs will not operate.

A comparator interrupt will wake the device from Sleep. The CxIE bits of the PIE2 register must be set to enable comparator interrupts.

REGISTER 23-2: CMxCON1: COMPARATOR Cx CONTROL REGISTER 1

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0/0	R/W-0/0
—	—	—	—	—	—	INTP	INTN
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 7-2 **Unimplemented:** Read as ‘0’

bit 1 **INTP:** Comparator Interrupt on Positive-Going Edge Enable bits
1 = The CxIF interrupt flag will be set upon a positive-going edge of the CxOUT bit
0 = No interrupt flag will be set on a positive-going edge of the CxOUT bit

bit 0 **INTN:** Comparator Interrupt on Negative-Going Edge Enable bits
1 = The CxIF interrupt flag will be set upon a negative-going edge of the CxOUT bit
0 = No interrupt flag will be set on a negative-going edge of the CxOUT bit

EXAMPLE 24-1:

V_{RMS} = 120

$V_{PEAK} = V_{RMS} * \sqrt{2} = 169.7$

f = 60 Hz

C = 0.1 uF

$Z = V_{PEAK}/3x10^{-4} = 169.7/(3x10^{-4}) = 565.7$ kOhms

$Xc = 1/(2\Pi fC) = 1/(2\Pi*60*1*10^{-7}) = 26.53$ kOhms

$R = \sqrt{(Z^2 - Xc^2)} = 565.1$ kOhms (computed)

R = 560 kOhms (used)

$Z_R = \sqrt{(R^2 + Xc^2)} = 560.6$ kOhms (using actual resistor)

$I_{PEAK} = V_{PEAK}/ Z_R = 302.7*10^{-6}$

$V_C = Xc * I_{PEAK} = 8.0$ V

$\Phi = Tan^{-1}(Xc/R) = 0.047$ radians

$T_\Phi = \Phi/(2\Pi f) = 125.6$ us

24.5.2 CORRECTION BY OFFSET CURRENT

When the waveform is varying relative to V_{SS}, then the zero cross is detected too early as the waveform falls and too late as the waveform rises. When the waveform is varying relative to V_{DD}, then the zero cross is detected too late as the waveform rises and too early as the waveform falls. The actual offset time can be determined for sinusoidal waveforms with the corresponding equations shown in Equation 24-3.

EQUATION 24-3: ZCD EVENT OFFSET

When External Voltage Source is relative to Vss:

$$T_{OFFSET} = \frac{\text{asin}\left(\frac{Vcpinv}{V_{PEAK}}\right)}{2\pi \bullet Freq}$$

When External Voltage Source is relative to V_{DD}:

$$T_{OFFSET} = \frac{\text{asin}\left(\frac{V_{DD} - Vcpinv}{V_{PEAK}}\right)}{2\pi \bullet Freq}$$

This offset time can be compensated for by adding a pull-up or pull-down biasing resistor to the ZCD pin. A pull-up resistor is used when the external voltage source is varying relative to V_{SS}. A pull-down resistor is used when the voltage is varying relative to V_{DD}. The resistor adds a bias to the ZCD pin so that the target external voltage source must go to zero to pull the pin voltage to the V_{CPINV} switching voltage. The pull-up or pull-down value can be determined with the equation shown in Equation 24-4.

EQUATION 24-4: ZCD PULL-UP/DOWN

When External Signal is relative to Vss:

$$R_{PULLUP} = \frac{R_{SERIES}(V_{PULLUP} - Vcpinv)}{Vcpinv}$$

When External Signal is relative to V_{DD}:

$$\left(R_{PULLDOWN} = \frac{R_{SERIES} \times (Vcpinv)}{(V_{DD} - Vcpinv)}\right)$$

24.6 Handling V_{PEAK} variations

If the peak amplitude of the external voltage is expected to vary, the series resistor must be selected to keep the ZCD current source and sink below the design maximum range of ± 600 μA and above a reasonable minimum range. A general rule of thumb is that the maximum peak voltage can be no more than six times the minimum peak voltage. To ensure that the maximum current does not exceed ± 600 μA and the minimum is at least ± 100 μA, compute the series resistance as shown in Equation 24-5. The compensating pull-up for this series resistance can be determined with Equation 24-4 because the pull-up value is not dependent from the peak voltage.

EQUATION 24-5: SERIES R FOR V RANGE

$$R_{SERIES} = \frac{V_{MAXPEAK} + V_{MINPEAK}}{7 \times 10^{-4}}$$

25.2 Clock Source Selection

The T0CS<2:0> bits of the T0CON1 register are used to select the clock source for Timer0. Register 25-2 displays the clock source selections.

25.2.1 INTERNAL CLOCK SOURCE

When the internal clock source is selected, Timer0 operates as a timer and will increment on multiples of the clock source, as determined by the Timer0 prescaler.

25.2.2 EXTERNAL CLOCK SOURCE

When an external clock source is selected, Timer0 can operate as either a timer or a counter. Timer0 will increment on multiples of the rising edge of the external clock source, as determined by the Timer0 prescaler.

25.3 Programmable Prescaler

A software programmable prescaler is available for exclusive use with Timer0. There are 16 prescaler options for Timer0 ranging in powers of two from 1:1 to 1:32768. The prescaler values are selected using the T0CKPS<3:0> bits of the T0CON1 register.

The prescaler is not directly readable or writable. Clearing the prescaler register can be done by writing to the TMR0L register or the T0CON1 register.

25.4 Programmable Postscaler

A software programmable postscaler (output divider) is available for exclusive use with Timer0. There are 16 postscaler options for Timer0 ranging from 1:1 to 1:16. The postscaler values are selected using the T0OUTPS<3:0> bits of the T0CON0 register.

The postscaler is not directly readable or writable. Clearing the postscaler register can be done by writing to the TMR0L register or the T0CON0 register.

25.5 Operation during Sleep

When operating synchronously, Timer0 will halt. When operating asynchronously, Timer0 will continue to increment and wake the device from Sleep (if Timer0 interrupts are enabled) provided that the input clock source is active.

25.6 Timer0 Interrupts

The Timer0 interrupt flag bit (TMR0IF) is set when either of the following conditions occur:

- 8-bit TMR0L matches the TMR0H value
- 16-bit TMR0 rolls over from ‘FFFFh’

When the postscaler bits (T0OUTPS<3:0>) are set to 1:1 operation (no division), the T0IF flag bit will be set with every TMR0 match or rollover. In general, the TMR0IF flag bit will be set every T0OUTPS +1 matches or rollovers.

If Timer0 interrupts are enabled (TMR0IE bit of the PIE0 register = 1), the CPU will be interrupted and the device may wake from sleep (see **Section 25.2 “Clock Source Selection”** for more details).

25.7 Timer0 Output

The Timer0 output can be routed to any I/O pin via the RxyPPS output selection register (see **Section 15.0 “Peripheral Pin Select (PPS) Module”** for additional information). The Timer0 output can also be used by other peripherals, such as the Auto-conversion Trigger of the Analog-to-Digital Converter. Finally, the Timer0 output can be monitored through software via the Timer0 output bit (T0OUT) of the T0CON0 register (Register 25-1).

TMR0_out will be one postscaled clock period when a match occurs between TMR0L and TMR0H in 8-bit mode, or when TMR0 rolls over in 16-bit mode. The Timer0 output is a 50% duty cycle that toggles on each TMR0_out rising clock edge.

FIGURE 30-6: DEAD-BAND OPERATION CWG1DBR = 0X01, CWG1DBF = 0X02

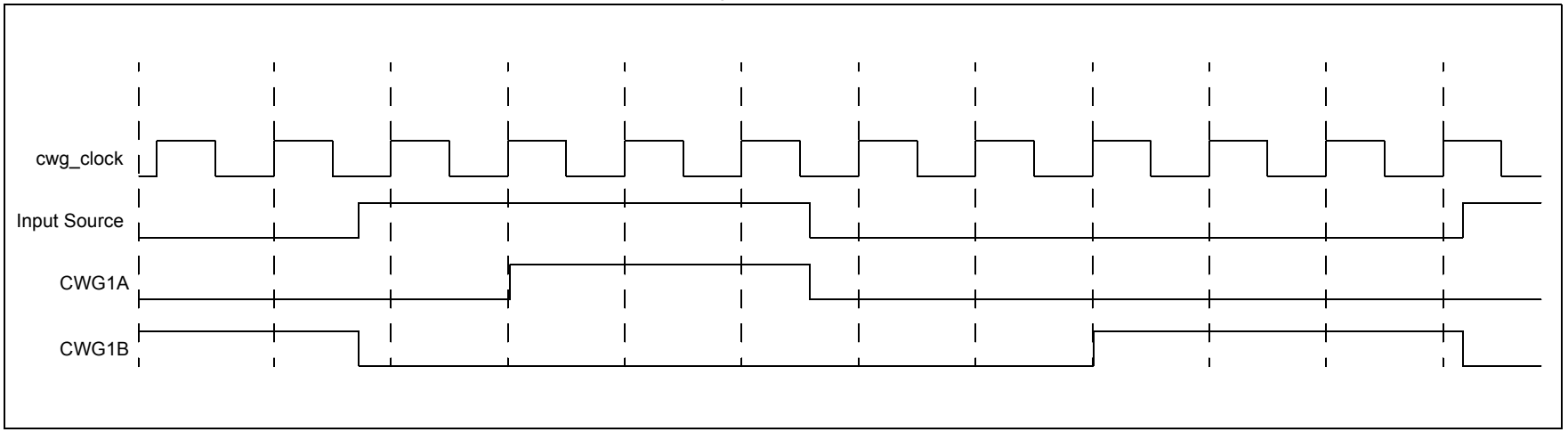
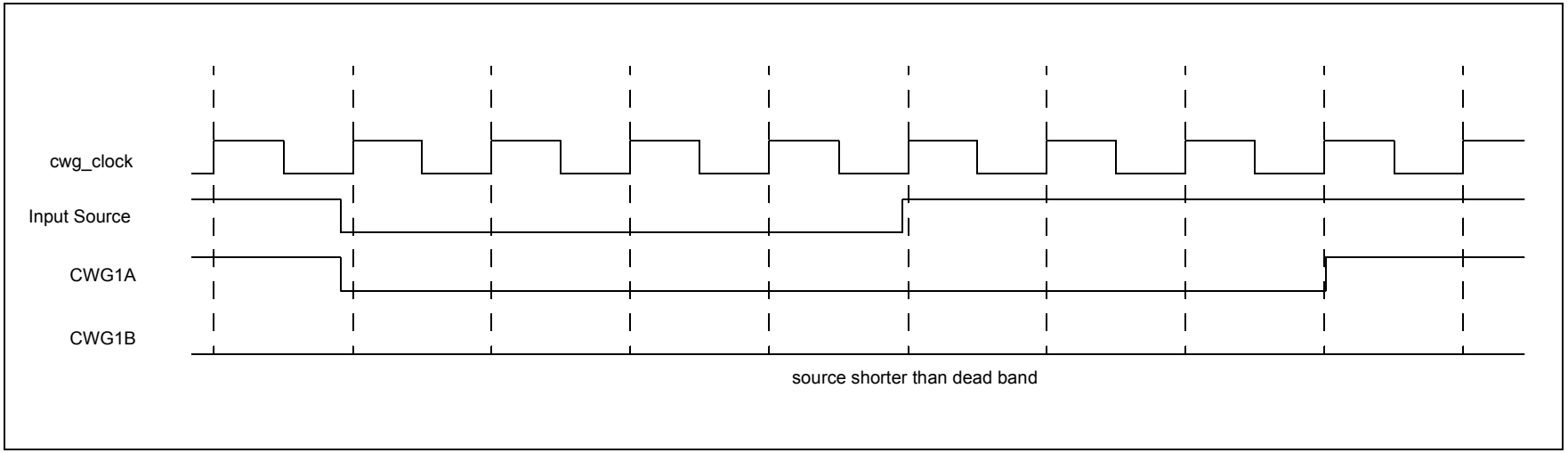


FIGURE 30-7: DEAD-BAND OPERATION, CWG1DBR = 0X03, CWG1DBF = 0X04, SOURCE SHORTER THAN DEAD BAND



32.5.2.2 7-bit Reception with AHEN and DHEN

Slave device reception with AHEN and DHEN set operate the same as without these options with extra interrupts and clock stretching added after the eighth falling edge of SCL. These additional interrupts allows time for the slave software to decide whether it wants to $\overline{ACK}$ the receive address or data byte.

This list describes the steps that need to be taken by slave software to use these options for I^2C communication. Figure 32-16 displays a module using both address and data holding. Figure 32-17 includes the operation with the SEN bit of the SSP1CON2 register set.

1. S bit of SSP1STAT is set; SSP1IF is set if interrupt on Start detect is enabled.
2. Matching address with R/$\overline{W}$ bit clear is clocked in. SSP1IF is set and CKP cleared after the eighth falling edge of SCL.
3. Slave clears the SSP1IF.
4. Slave can look at the ACKTIM bit of the SSP1CON3 register to determine if the SSP1IF was after or before the $\overline{ACK}$.
5. Slave reads the address value from SSP1BUF, clearing the BF flag.
6. Slave sets $\overline{ACK}$ value clocked out to the master by setting ACKDT.
7. Slave releases the clock by setting CKP.
8. SSP1IF is set after an $\overline{ACK}$, not after a NACK.
9. If SEN = 1 the slave hardware will stretch the clock after the $\overline{ACK}$.
10. Slave clears SSP1IF.

Note:	SSP1IF is still set after the ninth falling edge of SCL even if there is no clock stretching and BF has been cleared. Only if NACK is sent to master is SSP1IF not set

11. SSP1IF set and CKP cleared after eighth falling edge of SCL for a received data byte.
12. Slave looks at ACKTIM bit of SSP1CON3 to determine the source of the interrupt.
13. Slave reads the received data from SSP1BUF clearing BF.
14. Steps 7-14 are the same for each received data byte.
15. Communication is ended by either the slave sending an $\overline{ACK}$ = 1, or the master sending a Stop condition. If a Stop is sent and Interrupt on Stop Detect is disabled, the slave will only know by polling the P bit of the SSP1STAT register.

FIGURE 32-20: I²C SLAVE, 10-BIT ADDRESS, RECEPTION (SEN = 1, AHEN = 0, DHEN = 0)

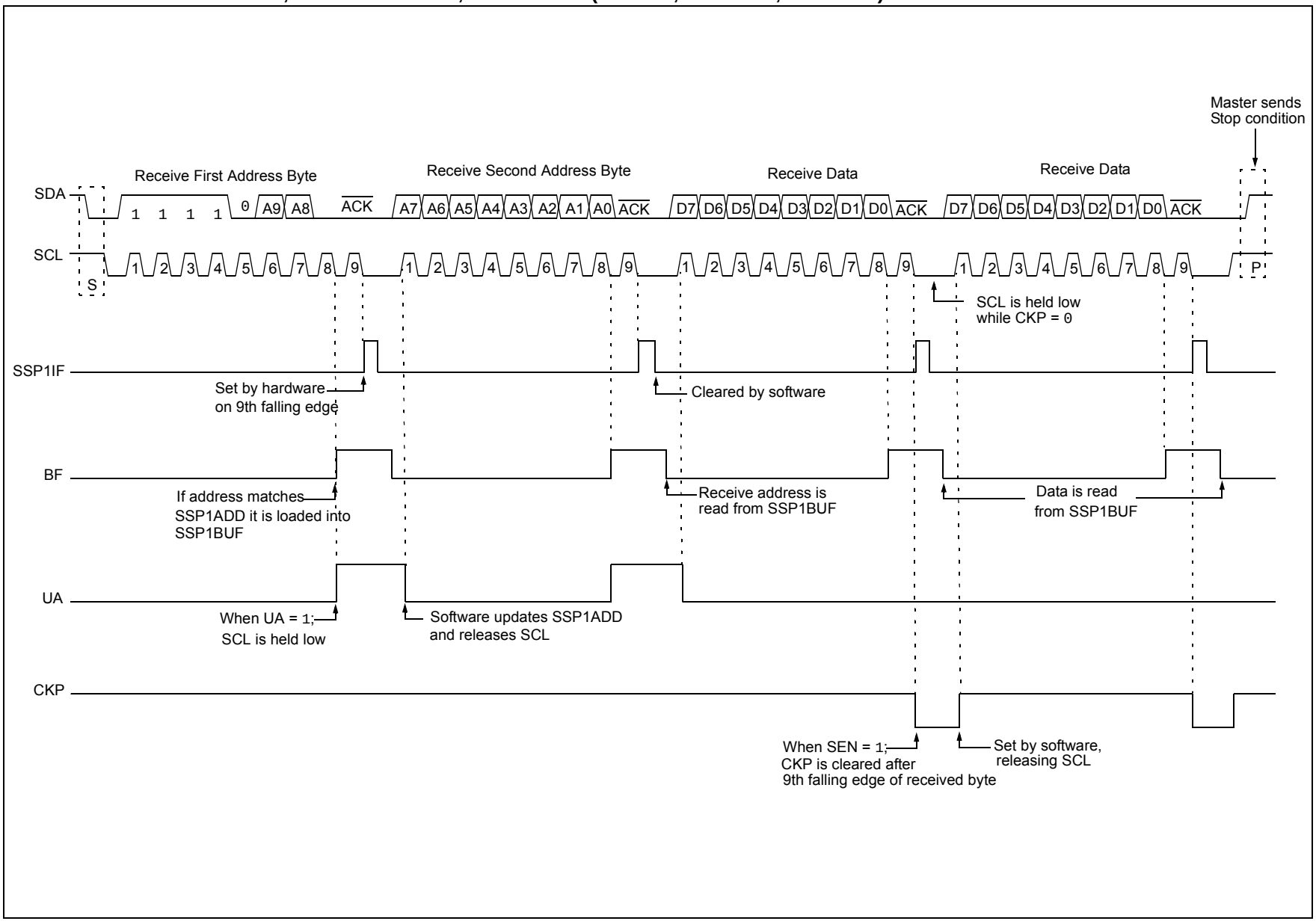


FIGURE 32-28: I^2C MASTER MODE WAVEFORM (TRANSMISSION, 7 OR 10-BIT ADDRESS)