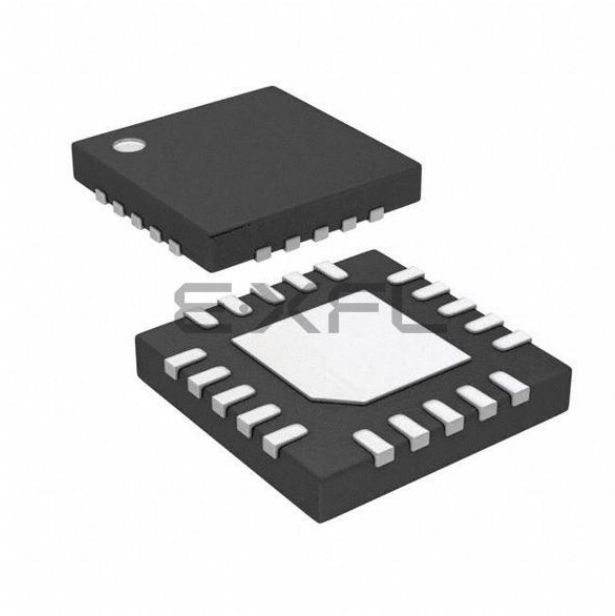

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What is "Embedded - Microcontrollers"?

"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	28KB (16K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 17x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	20-UFQFN Exposed Pad
Supplier Device Package	20-UQFN (4x4)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f18346-e-gz

1.0 DEVICE OVERVIEW

The PIC16(L)F18326/18346 devices are described within this data sheet. PIC16(L)F18326 are available in 14-pin PDIP, SOIC, TSSOP and 16-pin UQFN packages. PIC16(L)F18346 are available in 20-pin PDIP, SOIC, SSOP and UQFN packages. See **Section 38.0 "Packaging Information"** for further packaging information. Figure 1-1 shows a block diagram of the PIC16(L)F18326/18346 devices. Table 1-2 shows the pinout descriptions.

Reference Table 1-1 for peripherals available per device.

TABLE 1-1: DEVICE PERIPHERAL SUMMARY

Peripheral		PIC16(L)F18326	PIC16(L)F18346
Analog-to-Digital Converter (ADC)		•	•
Temperature Indicator		•	•
Digital-to-Analog Converter (DAC)			
	DAC1	•	•
Fixed Voltage Reference (FVR)			
	ADCFVR	•	•
	CDAFVR	•	•
Digital Signal Modulator (DSM)			
	DSM1	•	•
Numerically Controlled Oscillator (NCO)			
	NCO1	•	•
Capture/Compare/PWM (CCP) Modules			
	CCP1	•	•
	CCP2	•	•
	CCP3	•	•
	CCP4	•	•
Comparators			
	C1	•	•
	C2	•	•
Complementary Waveform Generator (CWG)			
	CWG1	•	•
	CWG2	•	•
Configurable Logic Cell (CLC)			
	CLC1	•	•
	CLC2	•	•
	CLC3	•	•
	CLC4	•	•
Enhanced Universal Synchronous/Asynchronous Receiver/Transmitter (EUSART)			
	EUSART1	•	•
Master Synchronous Serial Port (MSSP)			
	MSSP1	•	•
	MSSP2	•	•
Pulse-Width Modulator (PWM)			
	PWM5	•	•
	PWM6	•	•
Timers (TMR)			
	TMR0	•	•
	TMR1	•	•
	TMR2	•	•
	TMR3	•	•
	TMR4	•	•
	TMR5	•	•
	TMR6	•	•

2.3 Master Clear ($\overline{MCLR}$) Pin

The $\overline{MCLR}$ pin provides three specific device functions:

- Device Reset (when MCLRE = 1)
- Digital input pin (when MCLRE = 0)
- Device Programming and Debugging

If programming and debugging are not required in the end application then either set the MCLRE Configuration bit to '1' and use the pin as a digital input or clear the MCLRE Configuration bit and leave the pin open to use the internal weak pull-up. The addition of other components, to help increase the application's resistance to spurious Resets from voltage sags, may be beneficial. A typical configuration is shown in Figure 2-1. Other circuit designs may be implemented, depending on the application's requirements.

During programming and debugging, the resistance and capacitance that can be added to the pin must be considered. Device programmers and debuggers drive the $\overline{MCLR}$ pin. Consequently, specific voltage levels (V_{IH} and V_{IL}) and fast signal transitions must not be adversely affected. Therefore, the programmer $\overline{MCLR}$/V_{PP} output should be connected directly to the pin so that R1 isolates the capacitor, C1 from the $\overline{MCLR}$ pin during programming and debugging operations.

Any components associated with the $\overline{MCLR}$ pin should be placed within 0.25 inch (6 mm) of the pin.

2.4 ICSP™ Pins

The ICSPCLK and ICSPDAT pins are used for In-Circuit Serial Programming™ (ICSP™) and debugging purposes. It is recommended to keep the trace length between the ICSP connector and the ICSP pins on the device as short as possible. If the ICSP connector is expected to experience an ESD event, a series resistor is recommended, with the value in the range of a few tens of ohms, not to exceed 100Ω.

Pull-up resistors, series diodes and capacitors on the ICSPCLK and ICSPDAT pins are not recommended as they will interfere with the programmer/debugger communications to the device. If such discrete components are an application requirement, they should be isolated from the programmer by resistors between the application and the device pins or removed from the circuit during programming. Alternatively, refer to the AC/DC characteristics and timing requirements information in the respective device Flash programming specification for information on capacitive loading limits, and pin input voltage high (VIH) and input low (VIL) requirements.

For device emulation, ensure that the "Communication Channel Select" (i.e., ICSPCLK/ICSPDAT pins), programmed into the device, matches the physical connections for the ICSP to the Microchip debugger/emulator tool.

For more information on available Microchip development tools connection requirements, refer to **Section 37.0 "Development Support"**.

TABLE 4-4: SPECIAL FUNCTION REGISTER SUMMARY BANKS 0-31 (CONTINUED)

Address	Name	PIC16(L)F18326	PIC16(L)F18346	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
Bank 10-11													
CPU CORE REGISTERS; see Table 4-2 for specifics													
50Ch to 51Fh	—	—		Unimplemented								—	—
58Ch to 59Fh	—	—		Unimplemented								—	—
Bank 12													
60Ch	—	—		Unimplemented								—	—
60Dh	—	—		Unimplemented								—	—
60Eh	—	—		Unimplemented								—	—
60Fh	—	—		Unimplemented								—	—
610h	—	—		Unimplemented								—	—
611h	—	—		Unimplemented								—	—
612h	—	—		Unimplemented								—	—
613h	—	—		Unimplemented								—	—
614h	—	—		Unimplemented								—	—
615h	—	—		Unimplemented								—	—
616h	—	—		Unimplemented								—	—
617h	PWM5DCL			PWM5DC<1:0>		—	—	—	—	—	—	xx-- ----	uu-- ----
618h	PWM5DCH			PWM5DC<9:2>								xxxx xxxx	uuuu uuuu
619h	PWM5CON			PWM5EN	—	PWM5OUT	PWM5POL	—	—	—	—	0-00 ----	0-00 ----
61Ah	PWM6DCL			PWM6DC<1:0>		—	—	—	—	—	—	xx-- ----	uu-- ----
61Bh	PWM6DCH			PWM6DC<9:2>								xxxx xxxx	uuuu uuuu
61Ch	PWM6CON			PWM6EN	—	PWM6OUT	PWM6POL	—	—	—	—	0-00 ----	0-00 ----
61Dh to 61Eh	—	—		Unimplemented								—	—
61Fh	PWMTMRS			—	—	—	—	P6TSEL<1:0>		P5TSEL<1:0>		---- 0101	---- 0101

Legend: x = unknown, u = unchanged, q = depends on condition, - = unimplemented, read as '0', r = reserved. Shaded locations unimplemented, read as '0'.

Note 1: Only on PIC16F18326/18346.

2: Register accessible from both User and ICD Debugger.

11.4.3 NVMREG WRITE TO EEPROM

Writing to the EEPROM is accomplished by the following steps:

1. Set the NVMREGS and WREN bits of the NVMCON1 register.
2. Write the desired address (address +7000h) into the NVMADRH:NVMADRL register pair (Table 11-2).
3. Perform the unlock sequence as described in **Section 11.4.2 "NVM Unlock Sequence"**.

A single EEPROM byte is written with NVMDATA. The operation includes an implicit erase cycle for that byte (it is not necessary to set the FREE bit), and requires many instruction cycles to finish. CPU execution continues in parallel and, when complete, WR is cleared by hardware, NVMIF is set, and an interrupt will occur if NVMIE is also set. Software must poll the WR bit to determine when writing is complete, or wait for the interrupt to occur. WREN will remain unchanged.

Once the EEPROM write operation begins, clearing the WR bit will have no effect; the operation will continue to run to completion.

11.4.4 NVMREG ERASE OF PROGRAM FLASH MEMORY

Program Flash Memory can only be erased one row at a time. No automatic erase occurs upon the initiation of the write to Program Flash Memory.

To erase a Program Flash Memory row:

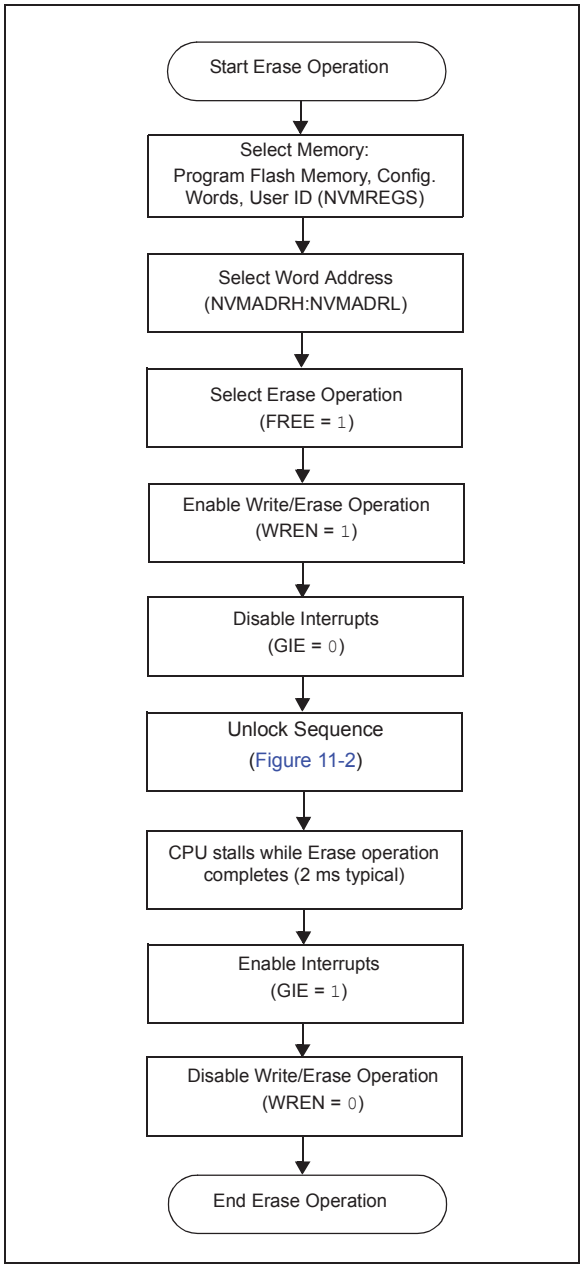
1. Clear the NVMREGS bit of the NVMCON1 register to erase Program Flash Memory locations, or set the NVMREGS bit to erase User ID locations.
2. Write the desired address into the NVMADRH:NVMADRL register pair (Table 11-2).
3. Set the FREE and WREN bits of the NVMCON1 register.
4. Perform the unlock sequence as described in **Section 11.4.2 "NVM Unlock Sequence"**.

If the Program Flash Memory address is write-protected, the WR bit will be cleared and the erase operation will not take place.

While erasing Program Flash Memory, CPU operation is suspended, and resumes when the operation is complete. Upon completion, the NVMIF is set, and an interrupt will occur if the NVMIE bit is also set.

Write latch data is not affected by erase operations, and WREN will remain unchanged.

FIGURE 11-3: NVM ERASE FLOWCHART

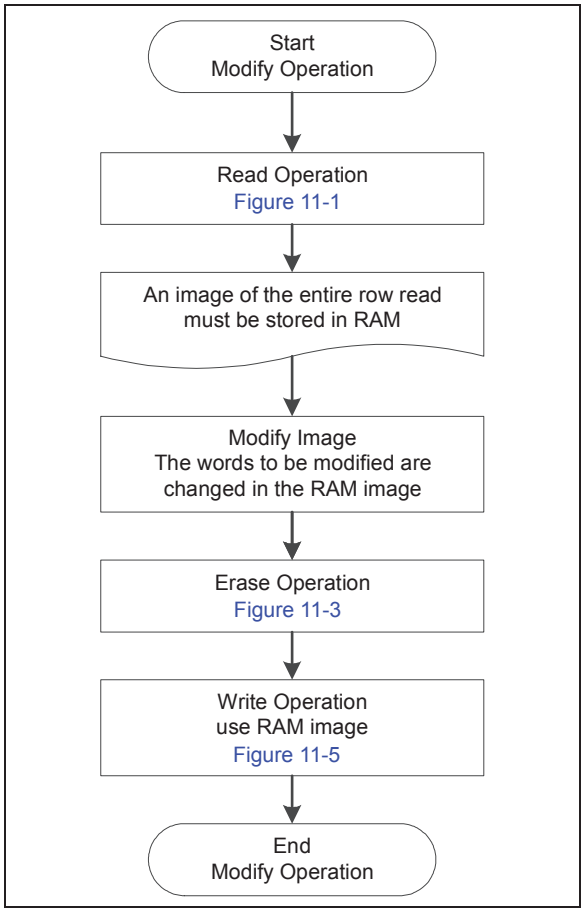


11.4.6 MODIFYING PROGRAM FLASH MEMORY

When modifying existing data in a program memory row, and data within that row must be preserved, it must first be read and saved in a RAM image. Program memory is modified using the following steps:

1. Load the starting address of the row to be modified.
2. Read the existing data from the row into a RAM image.
3. Modify the RAM image to contain the new data to be written into program memory.
4. Load the starting address of the row to be rewritten.
5. Erase the program memory row.
6. Load the write latches with data from the RAM image.
7. Initiate a programming operation.

FIGURE 11-6: PROGRAM FLASH MEMORY MODIFY FLOWCHART



11.4.7 NVMREG EEPROM, USER ID, DEVICE ID AND CONFIGURATION WORD ACCESS

Instead of accessing Program Flash Memory, the EEPROM, the User ID's, Device ID/Revision ID and Configuration Words can be accessed when NVMREGS = 1 in the NVMCON1 register. This is the region that would be pointed to by PC<15> = 1, but not all addresses are accessible. Different access may exist for reads and writes. Refer to Table 11-3.

When read access is initiated on an address outside the parameters listed in Table 11-3, the NVMDATH: NVMDATL register pair is cleared, reading back '0's.

TABLE 11-3: EEPROM, USER ID, DEV/REV ID AND CONFIGURATION WORD ACCESS (NVMREGS = 1)

Address	Function	Read Access	Write Access
8000h-8003h	User IDs	Yes	Yes
8005h-8006h	Device ID/Revision ID	Yes	No
8007h-800Ah	Configuration Words 1-4	Yes	No
F000h-F0FFh	EEPROM	Yes	Yes

12.7 Register Definitions: PORTC

REGISTER 12-17: PORTC: PORTC REGISTER

R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
RC7(1)	RC6(1)	RC5	RC4	RC3	RC2	RC1	RC0
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 **RC<7:6>**: PORTC I/O Value bits(1,2)
1 = Port pin is ≥ VIH
0 = Port pin is ≤ VIL

bit 5-0 **RC<5:0>**: PORTC General Purpose I/O Pin bits(2)
1 = Port pin is ≥ VIH
0 = Port pin is ≤ VIL

Note 1: PIC16(L)F18346 only; otherwise read as '0'.
2: Writes to PORTC are actually written to corresponding LATC register. Reads from PORTC register is return of actual I/O pin values.

REGISTER 12-18: TRISC: PORTC TRI-STATE REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
TRISC7(1)	TRISC6(1)	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0
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 **TRISC<7:6>**: PORTC Tri-State Control bits(1)
1 = PORTC pin configured as an input (tri-stated)
0 = PORTC pin configured as an output

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

Note 1: PIC16(L)F18346 only; otherwise read as '0'.

REGISTER 15-3: IOCAF: INTERRUPT-ON-CHANGE PORTA FLAG REGISTER

U-0	U-0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0
—	—	IOCAF5	IOCAF4	IOCAF3	IOCAF2	IOCAF1	IOCAF0
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	HS - Bit is set in hardware

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **IOCAF<5:0>:** Interrupt-on-Change PORTA Flag bits
1 = An enabled change was detected on the associated pin
Set when IOCAPx = 1 and a rising edge was detected on RAx, or when IOCANx = 1 and a falling edge was detected on RAx.
0 = No change was detected, or the user cleared the detected change.

REGISTER 15-4: IOCBP: INTERRUPT-ON-CHANGE PORTB POSITIVE EDGE REGISTER(1)

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	U-0	U-0	U-0
IOCBP7	IOCBP6	IOCBP5	IOCBP4	—	—	—	—
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 7-4 **IOCBP<7:4>:** Interrupt-on-Change PORTB Positive Edge Enable bits
1 = Interrupt-on-Change enabled on the pin for a positive going edge. IOCAFx bit and IOCIF flag will be set upon detecting an edge.
0 = Interrupt-on-Change disabled for the associated pin

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

Note 1: PIC16(L)F18346 only.

18.9 Analog Input Connection Considerations

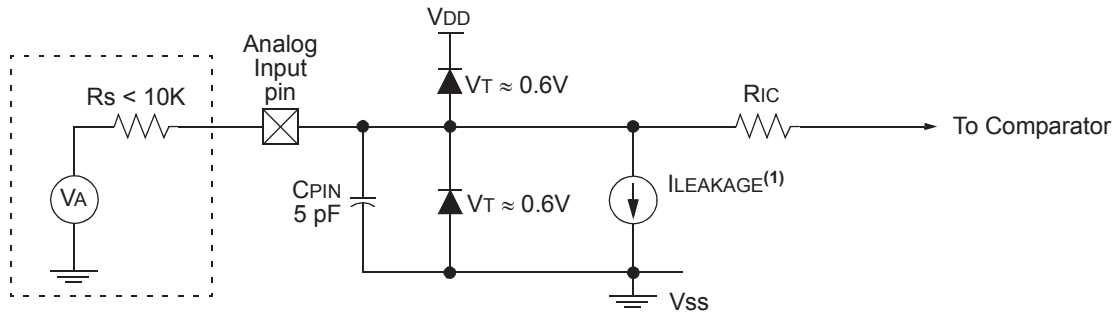
A simplified circuit for an analog input is shown in Figure 18-3. Since the analog input pins share their connection with a digital input, they have reverse biased ESD protection diodes to VDD and VSS. The analog input, therefore, must be between VSS and VDD. If the input voltage deviates from this range by more than 0.6V in either direction, one of the diodes is forward biased and a latch-up may occur.

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

Note 1: When reading a PORT register, all pins configured as analog inputs will read as a '0'. Pins configured as digital inputs will provide an input based on their level as either a TTL or ST input buffer.

2: Analog levels on any pin defined as a digital input, may cause the input buffer to consume more current than is specified.

FIGURE 18-3: ANALOG INPUT MODEL



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

Note 1: See I/O Ports in Table 35-4.

REGISTER 20-4: CWGxDAT: CWGx DATA INPUT SELECTION REGISTER

U-0	U-0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	—	—	DAT<3:0>			
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	q = Value depends on condition

bit 7-4 **Unimplemented:** Read as '0'

bit 3-0 **DAT<3:0>:** CWG Data Input Selection bits

DAT	Data Source
0000	CWGxPPS
0001	C1OUT
0010	C2OUT
0011	CCP1
0100	CCP2
0101	CCP3
0110	CCP4
0111	PWM5
1000	PWM6
1001	NCO1
1010	CLC1
1011	CLC2
1100	CLC3
1101	CLC4
1110	Reserved
1111	Reserved

22.3 ADC 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 22-4. 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 22-4. **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 ADC acquisition must be done before the conversion can be started. To calculate the minimum acquisition time, Equation 22-1 may be used. This equation assumes that 1/2 LSb error is used (1,024 steps for the ADC). The 1/2 LSb error is the maximum error allowed for the ADC to meet its specified resolution.

EQUATION 22-1: ACQUISITION TIME EXAMPLE

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

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

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

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

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

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

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

Solving for T_C*:*

$$\begin{aligned} T_C &= -C_{HOLD}(R_{IC} + R_{SS} + R_S)\ ln(1/2047) \\ &= -10pF(1k\Omega + 7k\Omega + 10k\Omega)\ ln(0.0004885) \\ &= 1.37\mu s \end{aligned}$$

Therefore:

$$\begin{aligned} T_{ACQ} &= 2\mu s + 892ns + [(50°C - 25°C)(0.05\mu s/°C)] \\ &= 4.62\mu s \end{aligned}$$

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.

TABLE 22-3: SUMMARY OF REGISTERS ASSOCIATED WITH ADC

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
INTCON	GIE	PEIE	—	—	—	—	—	INTEDG	100
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	BCL1IE	TMR2IE	TMR1IE	102
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSP1IF	BCL1IF	TMR2IF	TMR1IF	107
TRISA	—	—	TRISA5	TRISA4	—(2)	TRISA2	TRISA1	TRISA0	143
TRISB(1)	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	149
TRISC	TRISC7(1)	TRISC6(1)	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	155
ANSELA	—	—	ANSA5	ANSA4	—	ANSA2	ANSA1	ANSA0	144
ANSELB(1)	ANSB7	ANSB6	ANSB5	ANSB4	—	—	—	—	150
ANSELC	ANSC7(1)	ANSC6(1)	ANSC5	ANSC4	ANSC3	ANSC2	ANSC1	ANSC0	157
ADCON0	CHS<5:0>						GO/$\overline{\text{DONE}}$	ADON	244
ADCON1	ADFM	ADCS<2:0>			—	ADNREF	ADPREF<1:0>		245
ADACT	—	—	—	ADACT<4:0>					246
ADRESH	ADRESH<7:0>								247
ADRESL	ADRESL<7:0>								247
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR<1:0>		ADFVR<1:0>		180
DAC1CON1	—	—	—	DAC1R<4:0>					264
OSCSTAT1	EXTOR	HFOR	—	LFOR	SOR	ADOR	—	PLLR	91

Legend: – = unimplemented read as '0'. Shaded cells are not used for the ADC module.

Note 1: PIC16(L)F18346 only.

2: Unimplemented, read as '1'.

24.0 5-BIT DIGITAL-TO-ANALOG CONVERTER (DAC1) MODULE

The Digital-to-Analog Converter supplies a variable voltage reference, ratiometric with the input source, with 32 selectable output levels.

The input of the DAC can be connected to:

- External VREF pins
- VDD supply voltage
- FVR (Fixed Voltage Reference)

The output of the DAC can be configured to supply a reference voltage to the following:

- Comparator positive input
- ADC input channel
- DAC1OUT pin

The Digital-to-Analog Converter (DAC) is enabled by setting the DAC1EN bit of the DAC1CON0 register.

24.1 Output Voltage Selection

The DAC has 32 voltage level ranges. The 32 levels are set with the DAC1R<4:0> bits of the DAC1CON1 register.

The DAC output voltage is determined by Equation 24-1:

EQUATION 24-1: DAC OUTPUT VOLTAGE

$$V_{OUT} = \left((V_{SOURCE+} - V_{SOURCE-}) \times \frac{DAC1R\langle 4:0 \rangle}{2^5} \right) + (V_{SOURCE-})$$

$$V_{SOURCE+} = V_{DD} \text{ or } V_{REF+} \text{ or } FVR$$

$$V_{SOURCE-} = V_{SS} \text{ or } V_{REF-}$$

24.2 Ratiometric Output Level

The DAC output value is derived using a resistor ladder with each end of the ladder tied to a positive and negative voltage reference input source. If the voltage of either input source fluctuates, a similar fluctuation will result in the DAC output value.

The value of the individual resistors within the ladder can be found in Table 35-15.

24.3 DAC Voltage Reference Output

The DAC voltage can be output to the DAC1OUT pin by setting the DAC1OE bit of the DAC1CON0 register. Selecting the DAC reference voltage for output on the DAC1OUT pin automatically overrides the digital output buffer and digital input threshold detector functions, it disables the weak pull-up and the constant-current drive function of that pin. Reading the DAC1OUT pin when it has been configured for DAC reference voltage output will always return a '0'.

Due to the limited current drive capability, a buffer must be used on the DAC voltage reference output for external connections to the DAC1OUT pin. Figure 24-2 shows an example buffering technique.

REGISTER 29-2: CCPxCAP: CAPTURE INPUT SELECTION REGISTER

U-0	U-0	U-0	U-0	R/W-0/x	R/W-0/x	R/W-0/x	R/W-0/x
—	—	—	—	CCPxCTS<3:0>			
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 Reset
'1' = Bit is set	'0' = Bit is cleared	

bit 7-4 **Unimplemented:** Read as '0'

bit 3-0 **CCPxCTS<3:0>:** CCPx Capture Mode Data Select bits

CCAP<3:0>	CCP1CAP CAPTURE INPUT	CCP2CAP CAPTURE INPUT	CCP3CAP CAPTURE INPUT	CCP4CAP CAPTURE INPUT
0000	CCP1PPS	CCP2PPS	CCP3PPS	CCP4PPS
0001	C1OUT			
0010	C2OUT			
0011	NCO1			
0100	IOC_interrupt			
0101	LC1_output			
0110	LC2_output			
0111	LC3_output			
1000	LC4_output			
1001 … 1111	Reserved			

TABLE 29-4: SUMMARY OF REGISTERS ASSOCIATED WITH CCPx

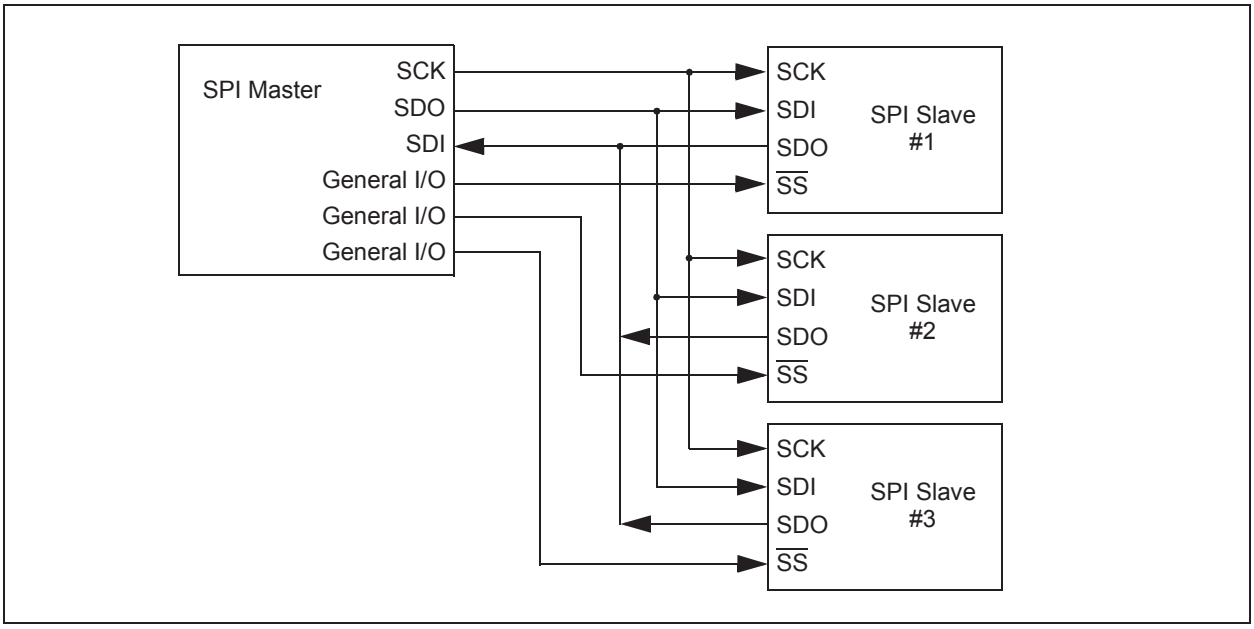
Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
TRISA	—	—	TRISA5	TRISA4	—(2)	TRISA2	TRISA1	TRISA0	143
ANSELA	—	—	ANSA5	ANSA4	—	ANSA2	ANSA1	ANSA0	144
TRISB(1)	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	149
ANSELB(1)	ANSB7	ANSB6	ANSB5	ANSB4	—	—	—	—	150
TRISC	TRISC7(1)	TRISC6(1)	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	155
ANSELC	ANSC7(1)	ANSC6(1)	ANSC5	ANSC4	ANSC3	ANSC2	ANSC1	ANSC0	157
INTCON	GIE	PEIE	—	—	—	—	—	INTEDG	100
PIR4	CWG2IF	CWG1IF	TMR5GIF	TMR5IF	CCP4IF	CCP3IF	CCP2IF	CCP1IF	110
PIE4	CWG2IE	CWGIE	TMR5GIE	TMR5IE	CCP4IE	CCP3IE	CCP2IE	CCP1IE	105
CCPxCON	CCPxEN	—	CCPxOUT	CCPxFMT	CCPxMODE<3:0>				308
CCPxCAP	—	—	—	—	CCPxCTS<3:0>				309
CCPRxL	CCPRx<7:0>								310
CCPRxH	CCPRx<15:8>								310
CCPTMRS	C4TSEL<1:0>		C3TSEL<1:0>		C2TSEL<1:0>		C1TSEL<1:0>		311
CCP1PPS	—	—	—	CCP1PPS<4:0>					162
CCP2PPS	—	—	—	CCP2PPS<4:0>					162
CCP3PPS	—	—	—	CCP3PPS<4:0>					162
CCP4PPS	—	—	—	CCP4PPS<4:0>					162
RxyPPS	—	—	—	RxyPPS<4:0>					163
ADACT	—	—	—	ADACT<4:0>					246
CLCxSELy	—	—	LCxDyS<5:0>						229
CWGxDAT	—	—	—	—	DAT<3:0>				215
MDSRC	—	—	—	—	MDMS<3:0>				272
MDCARH	—	MDCHPOL	MDCHSYNC	—	MDCH<3:0>				273
MDCARL	—	MDCLPOL	MDCLSYNC	—	MDCL<3:0>				274

Legend: — = Unimplemented location, read as '0'. Shaded cells are not used by the CCP module.

Note 1: PIC16(L)F18346 only.

2: Unimplemented, read as '1'.

FIGURE 30-4: SPI MASTER AND MULTIPLE SLAVE CONNECTION



30.2.1 SPI MODE REGISTERS

The MSSPx module has five registers for SPI mode operation. These are:

- MSSPx STATUS register (SSPxSTAT)
- MSSPx Control register 1 (SSPxCON1)
- MSSPx Control register 3 (SSPxCON3)
- MSSPx Data Buffer register (SSPxBUF)
- MSSPx Address register (SSPxADD)
- MSSPx Shift register (SSPxSR) (Not directly accessible)

SSPxCON1 and SSPSTAT are the control and STATUS registers in SPI mode operation. The SSPxCON1 register is readable and writable. The lower six bits of the SSPxSTAT are read-only. The upper two bits of the SSPxSTAT are read/write.

In one SPI Master mode, SSPxADD can be loaded with a value used in the Baud Rate Generator. More information on the Baud Rate Generator is available in **Section 30.7 "Baud Rate Generator"**.

SSPxSR is the shift register used for shifting data in and out. SSPxBUF provides indirect access to the SSPxSR register. SSPxBUF is the buffer register to which data bytes are written, and from which data bytes are read.

In receive operations, SSPxSR and SSPxBUF together create a buffered receiver. When SSPxSR receives a complete byte, it is transferred to SSPxBUF and the SSPxIF interrupt is set.

During transmission, the SSPxBUF is not buffered. A write to SSPxBUF will write to both SSPxBUF and SSPxSR.

30.2.2 SPI MODE OPERATION

When initializing the SPI, several options need to be specified. This is done by programming the appropriate control bits (SSPxCON1<5:0> and SSPxSTAT<7:6>). These control bits allow the following to be specified:

- Master mode (SCK is the clock output)
- Slave mode (SCK is the clock input)
- Clock Polarity (Idle state of SCK)
- Data Input Sample Phase (middle or end of data output time)
- Clock Edge (output data on rising/falling edge of SCK)
- Clock Rate (Master mode only)
- Slave Select mode (Slave mode only)

To enable the serial port, SSP Enable bit, SSPEN of the SSPxCON1 register, must be set. To reset or reconfigure SPI mode, clear the SSPEN bit, re-initialize the SSPxCONy registers and then set the SSPEN bit. This configures the SDI, SDO, SCK and $\overline{SS}$ pins as serial port pins. For the pins to behave as the serial port function, some must have their data direction bits (in the TRIS register) appropriately programmed as follows:

- SDI must have corresponding TRIS bit set
- SDO must have corresponding TRIS bit cleared
- SCK (Master mode) must have corresponding TRIS bit cleared
- SCK (Slave mode) must have corresponding TRIS bit set
- $\overline{SS}$ must have corresponding TRIS bit set

Any serial port function that is not desired may be overridden by programming the corresponding data direction (TRIS) register to the opposite value.

30.8 Register Definitions: MSSP Control

REGISTER 30-1: SSPxSTAT: SSP STATUS REGISTER

R/W-0/0	R/W-0/0	R/HS/HC-0/0	R/HS/HC-0/0	R/HS/HC-0/0	R/HS/HC-0/0	R/HS/HC-0/0	R/HS/HC-0/0
SMP	CKE(1)	D/$\overline{A}$	P(2)	S(2)	R/$\overline{W}$	UA	BF
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	HS/HC = Hardware set/clear

bit 7 **SMP:** SPI Data Input Sample bit
SPI Master mode:
1 = Input data sampled at end of data output time
0 = Input data sampled at middle of data output time
SPI Slave mode:
SMP must be cleared when SPI is used in Slave mode
In I^2C Master or Slave mode:
1 = Slew rate control disabled for Standard Speed mode (100 kHz and 1 MHz)
0 = Slew rate control enabled for High-Speed mode (400 kHz)

bit 6 **CKE:** SPI Clock Edge Select bit (SPI mode only)(1)
In SPI Master or Slave mode:
1 = Transmit occurs on transition from active to Idle clock state
0 = Transmit occurs on transition from Idle to active clock state
In I^2C mode only:
1 = Enable input logic so that thresholds are compliant with SMBus specification
0 = Disable SMBus specific inputs

bit 5 **D/$\overline{A}$:** Data/$\overline{Address}$ bit (I^2C mode only)
1 = Indicates that the last byte received or transmitted was data
0 = Indicates that the last byte received or transmitted was address

bit 4 **P:** Stop bit(2)
(I^2C mode only. This bit is cleared when the MSSP module is disabled, SSPEN is cleared.)
1 = Indicates that a Stop bit has been detected last (this bit is '0' on Reset)
0 = Stop bit was not detected last

bit 3 **S:** Start bit (2)
(I^2C mode only. This bit is cleared when the MSSP module is disabled, SSPEN is cleared.)
1 = Indicates that a Start bit has been detected last (this bit is '0' on Reset)
0 = Start bit was not detected last

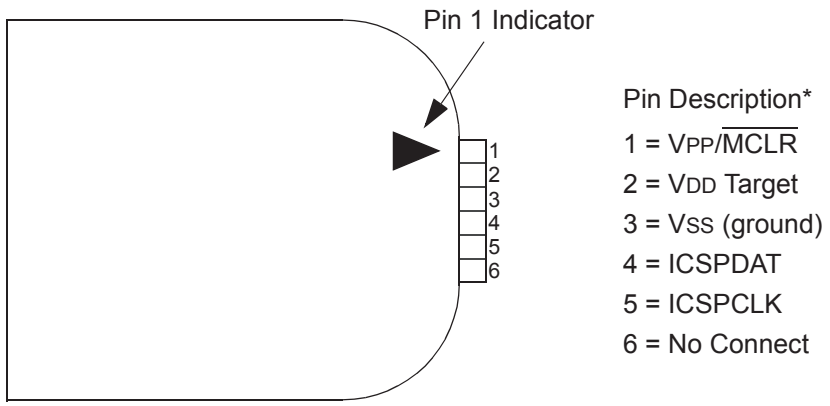
bit 2 **R/$\overline{W}$:** Read/$\overline{Write}$ bit information (I^2C mode only)
This bit holds the R/$\overline{W}$ bit information following the last address match. This bit is only valid from the address match to the next Start bit, Stop bit, or not ACK bit.
In I^2C Slave mode:
1 = Read
0 = Write
In I^2C Master mode:
1 = Transmit is in progress
0 = Transmit is not in progress
OR-ing this bit with SEN, RSEN, PEN, RCEN or ACKEN will indicate if the MSSP is in Idle mode.

bit 1 **UA:** Update Address bit (10-bit I^2C mode only)
1 = Indicates that the user needs to update the address in the SPPxADD register
0 = Address does not need to be updated

bit 0 **BF:** Buffer Full Status bit
Receive (SPI and I^2C modes):
1 = Receive complete, SSPxBUF is full
0 = Receive not complete, SSPxBUF is empty
Transmit (I^2C mode only):
1 = Data transmit in progress (does not include the $\overline{ACK}$ and Stop bits), SPPxBUF is full
0 = Data transmit complete (does not include the $\overline{ACK}$ and Stop bits), SPPxBUF is empty

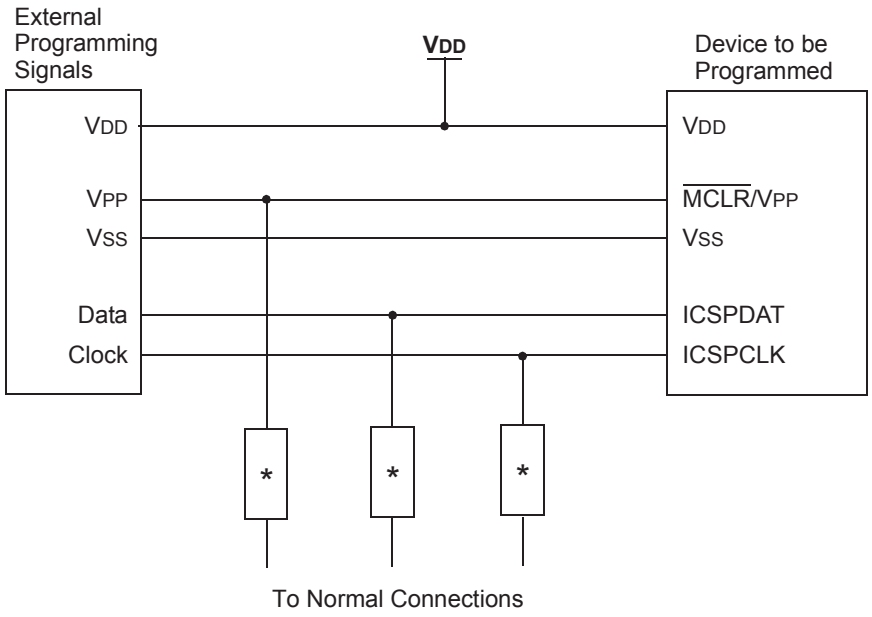
Note 1: Polarity of clock state is set by the CKP bit of the SSPCON register.
2: This bit is cleared on Reset and when SSPEN is cleared.

FIGURE 33-2: PICkit™ PROGRAMMER STYLE CONNECTOR INTERFACE



* The 6-pin header (0.100" spacing) accepts 0.025" square pins.

FIGURE 33-3: TYPICAL CONNECTION FOR ICSP™ PROGRAMMING



* Isolation devices (as required).

SLEEP **Enter Sleep mode**

Syntax:	[*label*] SLEEP
Operands:	None
Operation:	00h → WDT, 0 → WDT prescaler, 1 → $\overline{TO}$, 0 → $\overline{PD}$
Status Affected:	$\overline{TO}$, $\overline{PD}$
Description:	The power-down Status bit, $\overline{PD}$ is cleared. Time-out Status bit, $\overline{TO}$ is set. Watchdog Timer and its prescaler are cleared. See **Section 9.2 "Sleep Mode"** for more information.

SUBLW **Subtract W from literal**

Syntax:	[*label*] SUBLW k
Operands:	0 ≤ k ≤ 255
Operation:	k - (W) → (W)
Status Affected:	C, DC, Z
Description:	The W register is subtracted (2's complement method) from the 8-bit literal 'k'. The result is placed in the W register.

C = 0	W > k
C = 1	W ≤ k
DC = 0	W<3:0> > k<3:0>
DC = 1	W<3:0> ≤ k<3:0>

SUBWF **Subtract W from f**

Syntax:	[*label*] SUBWF f,d
Operands:	0 ≤ f ≤ 127 d ∈ [0,1]
Operation:	(f) - (W) → (destination)
Status Affected:	C, DC, Z
Description:	Subtract (2's complement method) W register from register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f.

C = 0	W > f
C = 1	W ≤ f
DC = 0	W<3:0> > f<3:0>
DC = 1	W<3:0> ≤ f<3:0>

SUBWFB **Subtract W from f with Borrow**

Syntax:	SUBWFB f {,d}
Operands:	0 ≤ f ≤ 127 d ∈ [0,1]
Operation:	(f) – (W) – ($\overline{B}$) → dest
Status Affected:	C, DC, Z
Description:	Subtract W and the BORROW flag (CARRY) from register 'f' (2's complement method). If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in register 'f'.

SWAPF **Swap Nibbles in f**

Syntax:	[*label*] SWAPF f,d
Operands:	0 ≤ f ≤ 127 d ∈ [0,1]
Operation:	(f<3:0>) → (destination<7:4>), (f<7:4>) → (destination<3:0>)
Status Affected:	None
Description:	The upper and lower nibbles of register 'f' are exchanged. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed in register 'f'.

FIGURE 35-12: TIMER0 AND TIMER1 EXTERNAL CLOCK TIMINGS

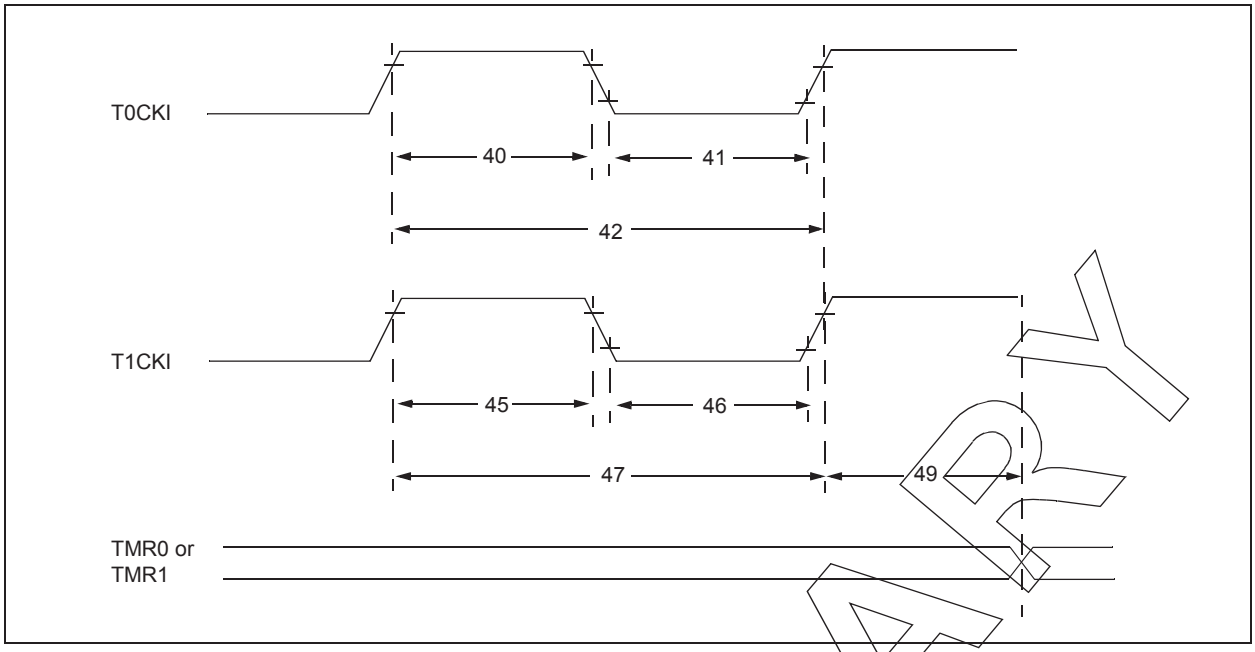


TABLE 35-17: TIMER0 AND TIMER1 EXTERNAL CLOCK REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)								
Param. No.	**Sym.**	**Characteristic**		**Min.**	**Typ.†**	**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		Greater of: 20 or TCY + 40 / N	—	—	ns	N = prescale value
45*	TT1H	T1CKI High Time	Synchronous, No Prescaler	0.5 TCY + 20	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
46*	TT1L	T1CKI Low Time	Synchronous, No Prescaler	0.5 TCY + 20	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
47*	TT1P	T1CKI Input Period	Synchronous	Greater of: 30 or TCY + 40 / N	—	—	ns	N = prescale value
			Asynchronous	60	—	—	ns	
48	FT1	Secondary Oscillator Input Frequency Range (oscillator enabled by setting bit T1OSCEN)		32.4	32.768	33.1	kHz	
49*	TCKEZTMR1	Delay from External Clock Edge to Timer Increment		2 TOSC	—	7 TOSC	—	Timers in Sync mode

* These parameters are characterized but not tested.

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