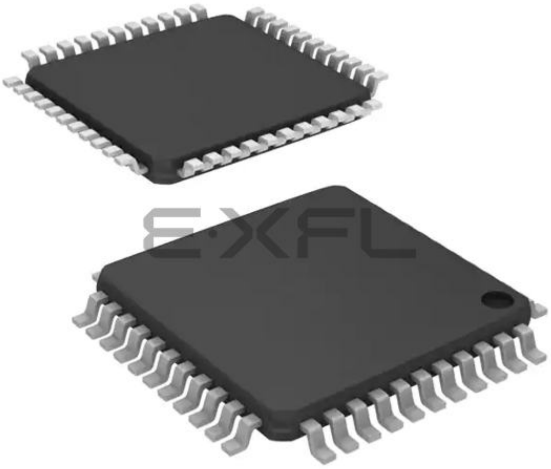
Microchip Technology - PIC16F59T-I/PT Datasheet



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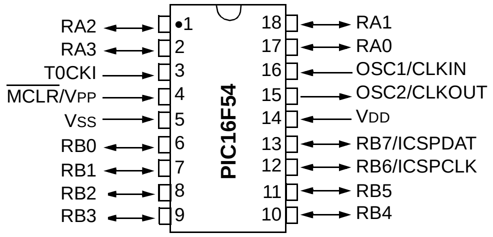
Applications of "Embedded - Microcontrollers"

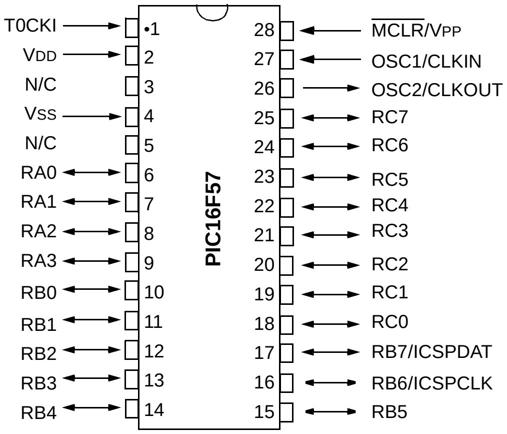
Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	-
Peripherals	POR, WDT
Number of I/O	32
Program Memory Size	3KB (2K x 12)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	134 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	-
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-TQFP
Supplier Device Package	44-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f59t-i-pt

Pin Diagrams

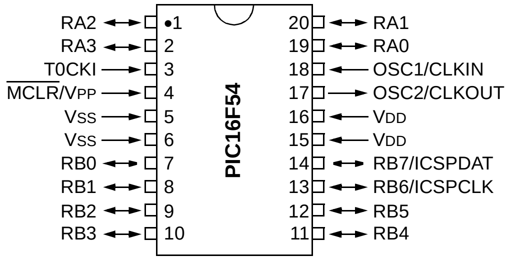
PDIP, SOIC



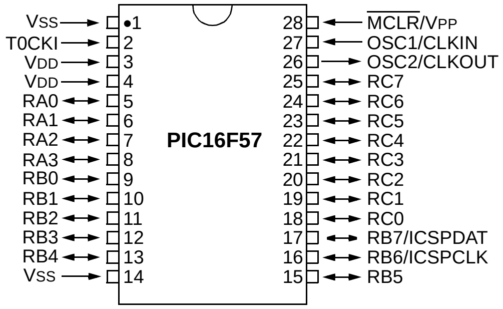
PDIP, SOIC



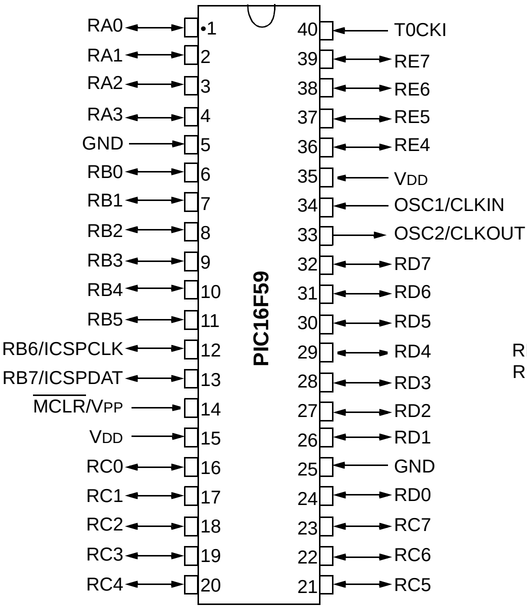
SSOP



SSOP



PDIP, 0.600"



TQFP

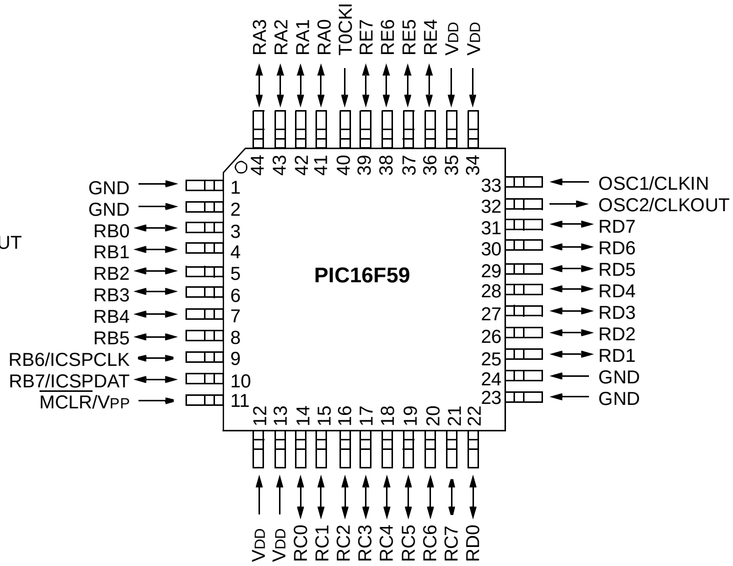


TABLE 2-1: PIC16F54 PINOUT DESCRIPTION

Name	Function	Input Type	Output Type	Description
RA0	RA0	TTL	CMOS	Bidirectional I/O pin
RA1	RA1	TTL	CMOS	Bidirectional I/O pin
RA2	RA2	TTL	CMOS	Bidirectional I/O pin
RA3	RA3	TTL	CMOS	Bidirectional I/O pin
RB0	RB0	TTL	CMOS	Bidirectional I/O pin
RB1	RB1	TTL	CMOS	Bidirectional I/O pin
RB2	RB2	TTL	CMOS	Bidirectional I/O pin
RB3	RB3	TTL	CMOS	Bidirectional I/O pin
RB4	RB4	TTL	CMOS	Bidirectional I/O pin
RB5	RB5	TTL	CMOS	Bidirectional I/O pin
RB6/ICSPCLK	RB6	TTL	CMOS	Bidirectional I/O pin
	ICSPCLK	ST	—	Serial Programming Clock
RB7/ICSPDAT	RB7	TTL	CMOS	Bidirectional I/O pin
	ICSPDAT	ST	CMOS	Serial Programming I/O
T0CKI	T0CKI	ST	—	Clock input to Timer0. Must be tied to VSS or VDD, if not in use, to reduce current consumption.
$\overline{\text{MCLR}}$/VPP	$\overline{\text{MCLR}}$	ST	—	Active-low Reset to device. Voltage on the $\overline{\text{MCLR}}$/VPP pin must not exceed VDD to avoid unintended entering of Programming mode.
	VPP	HV	—	Programming voltage input
OSC1/CLKIN	OSC1	XTAL	—	Oscillator crystal input
	CLKIN	ST	—	External clock source input
OSC2/CLKOUT	OSC2	—	XTAL	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode.
	CLKOUT	—	CMOS	In RC mode, OSC2 pin can output CLKOUT, which has 1/4 the frequency of OSC1.
VDD	VDD	Power	—	Positive supply for logic and I/O pins
VSS	VSS	Power	—	Ground reference for logic and I/O pins

Legend:	I	= input	I/O	= input/output	CMOS	= CMOS output
	O	= output	—	= Not Used	XTAL	= Crystal input/output
	ST	= Schmitt Trigger input	TTL	= TTL input	HV	= High Voltage

TABLE 2-2: PIC16F57 PINOUT DESCRIPTION

Name	Function	Input Type	Output Type	Description
RA0	RA0	TTL	CMOS	Bidirectional I/O pin
RA1	RA1	TTL	CMOS	Bidirectional I/O pin
RA2	RA2	TTL	CMOS	Bidirectional I/O pin
RA3	RA3	TTL	CMOS	Bidirectional I/O pin
RB0	RB0	TTL	CMOS	Bidirectional I/O pin
RB1	RB1	TTL	CMOS	Bidirectional I/O pin
RB2	RB2	TTL	CMOS	Bidirectional I/O pin
RB3	RB3	TTL	CMOS	Bidirectional I/O pin
RB4	RB4	TTL	CMOS	Bidirectional I/O pin
RB5	RB5	TTL	CMOS	Bidirectional I/O pin
RB6/ICSPCLK	RB6	TTL	CMOS	Bidirectional I/O pin
	ICSPCLK	ST	—	Serial programming clock
RB7/ICSPDAT	RB7	TTL	CMOS	Bidirectional I/O pin
	ICSPDAT	ST	CMOS	Serial programming I/O
RC0	RC0	TTL	CMOS	Bidirectional I/O pin
RC1	RC1	TTL	CMOS	Bidirectional I/O pin
RC2	RC2	TTL	CMOS	Bidirectional I/O pin
RC3	RC3	TTL	CMOS	Bidirectional I/O pin
RC4	RC4	TTL	CMOS	Bidirectional I/O pin
RC5	RC5	TTL	CMOS	Bidirectional I/O pin
RC6	RC6	TTL	CMOS	Bidirectional I/O pin
RC7	RC7	TTL	CMOS	Bidirectional I/O pin
T0CKI	T0CKI	ST	—	Clock input to Timer0. Must be tied to VSS or VDD, if not in use, to reduce current consumption.
$\overline{\text{MCLR}}$/VPP	$\overline{\text{MCLR}}$	ST	—	Active-low Reset to device. Voltage on the $\overline{\text{MCLR}}$/VPP pin must not exceed VDD to avoid unintended entering of Programming mode.
	VPP	HV	—	Programming voltage input
OSC1/CLKIN	OSC1	XTAL	—	Oscillator crystal input
	CLKIN	ST	—	External clock source input
OSC2/CLKOUT	OSC2	—	XTAL	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode.
	CLKOUT	—	CMOS	In RC mode, OSC2 pin outputs CLKOUT, which has 1/4 the frequency of OSC1.
VDD	VDD	Power	—	Positive supply for logic and I/O pins
VSS	VSS	Power	—	Ground reference for logic and I/O pins
N/C	N/C	—	—	Unused, do not connect

Legend:	I	= input	I/O	= input/output	CMOS	= CMOS output
	O	= output	—	= Not Used	XTAL	= Crystal input/output
	ST	= Schmitt Trigger input	TTL	= TTL input	HV	= High Voltage

TABLE 2-3: PIC16F59 PINOUT DESCRIPTION

Name	Function	Input Type	Output Type	Description
RA0	RA0	TTL	CMOS	Bidirectional I/O pin
RA1	RA1	TTL	CMOS	Bidirectional I/O pin
RA2	RA2	TTL	CMOS	Bidirectional I/O pin
RA3	RA3	TTL	CMOS	Bidirectional I/O pin
RB0	RB0	TTL	CMOS	Bidirectional I/O pin
RB1	RB1	TTL	CMOS	Bidirectional I/O pin
RB2	RB2	TTL	CMOS	Bidirectional I/O pin
RB3	RB3	TTL	CMOS	Bidirectional I/O pin
RB4	RB4	TTL	CMOS	Bidirectional I/O pin
RB5	RB5	TTL	CMOS	Bidirectional I/O pin
RB6/ICSPCLK	RB6	TTL	CMOS	Bidirectional I/O pin
	ICSPCLK	ST	—	Serial programming clock
RB7/ICSPDAT	RB7	TTL	CMOS	Bidirectional I/O pin
	ICSPDAT	ST	CMOS	Serial programming I/O
RC0	RC0	TTL	CMOS	Bidirectional I/O pin
RC1	RC1	TTL	CMOS	Bidirectional I/O pin
RC2	RC2	TTL	CMOS	Bidirectional I/O pin
RC3	RC3	TTL	CMOS	Bidirectional I/O pin
RC4	RC4	TTL	CMOS	Bidirectional I/O pin
RC5	RC5	TTL	CMOS	Bidirectional I/O pin
RC6	RC6	TTL	CMOS	Bidirectional I/O pin
RC7	RC7	TTL	CMOS	Bidirectional I/O pin
RD0	RD0	TTL	CMOS	Bidirectional I/O pin
RD1	RD1	TTL	CMOS	Bidirectional I/O pin
RD2	RD2	TTL	CMOS	Bidirectional I/O pin
RD3	RD3	TTL	CMOS	Bidirectional I/O pin
RD4	RD4	TTL	CMOS	Bidirectional I/O pin
RD5	RD5	TTL	CMOS	Bidirectional I/O pin
RD6	RD6	TTL	CMOS	Bidirectional I/O pin
RD7	RD7	TTL	CMOS	Bidirectional I/O pin
RE4	RE4	TTL	CMOS	Bidirectional I/O pin
RE5	RE5	TTL	CMOS	Bidirectional I/O pin
RE6	RE6	TTL	CMOS	Bidirectional I/O pin
RE7	RE7	TTL	CMOS	Bidirectional I/O pin
T0CKI	T0CKI	ST	—	Clock input to Timer0. Must be tied to VSS or VDD, if not in use, to reduce current consumption.
$\overline{\text{MCLR}}$/VPP	$\overline{\text{MCLR}}$	ST	—	Active-low Reset to device. Voltage on the $\overline{\text{MCLR}}$/VPP pin must not exceed VDD to avoid unintended entering of Programming mode.
	VPP	HV	—	Programming voltage input
OSC1/CLKIN	OSC1	XTAL	—	Oscillator crystal input
	CLKIN	ST	—	External clock source input
OSC2/CLKOUT	OSC2	—	XTAL	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode.
	CLKOUT	—	CMOS	In RC mode, OSC2 pin outputs CLKOUT, which has 1/4 the frequency of OSC1.
VDD	VDD	Power	—	Positive supply for logic and I/O pins
VSS	VSS	Power	—	Ground reference for logic and I/O pins

Legend: I = input; O = output; ST = Schmitt Trigger input; I/O = input/output; — = Not Used; TTL = TTL input; CMOS = CMOS output; XTAL = Crystal input/output; HV = High Voltage

3.2 Data Memory Organization

Data memory is composed of registers or bytes of RAM. Therefore, data memory for a device is specified by its register file. The register file is divided into two functional groups: Special Function Registers (SFR) and General Purpose Registers (GPR).

The Special Function Registers include the TMR0 register, the Program Counter (PC), the STATUS register, the I/O registers (ports) and the File Select Register (FSR). In addition, Special Purpose Registers are used to control the I/O port configuration and prescaler options.

The General Purpose Registers are used for data and control information under command of the instructions.

For the PIC16F54, the register file is composed of 7 Special Function Registers and 25 General Purpose Registers (Figure 3-3).

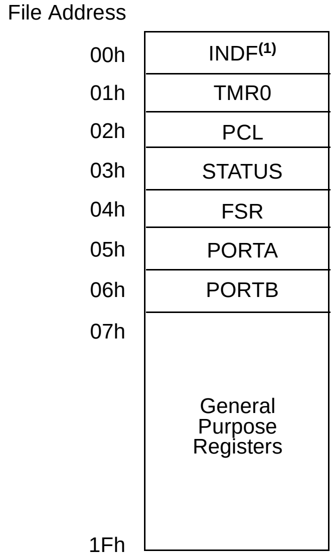
For the PIC16F57, the register file is composed of 8 Special Function Registers, 8 General Purpose Registers and 64 additional General Purpose Registers that may be addressed using a banking scheme (Figure 3-4).

For the PIC16F59, the register file is composed of 10 Special Function Registers, 6 General Purpose Registers and 128 additional General Purpose Registers that may be addressed using a banking scheme (Figure 3-5).

3.2.1 GENERAL PURPOSE REGISTER FILE

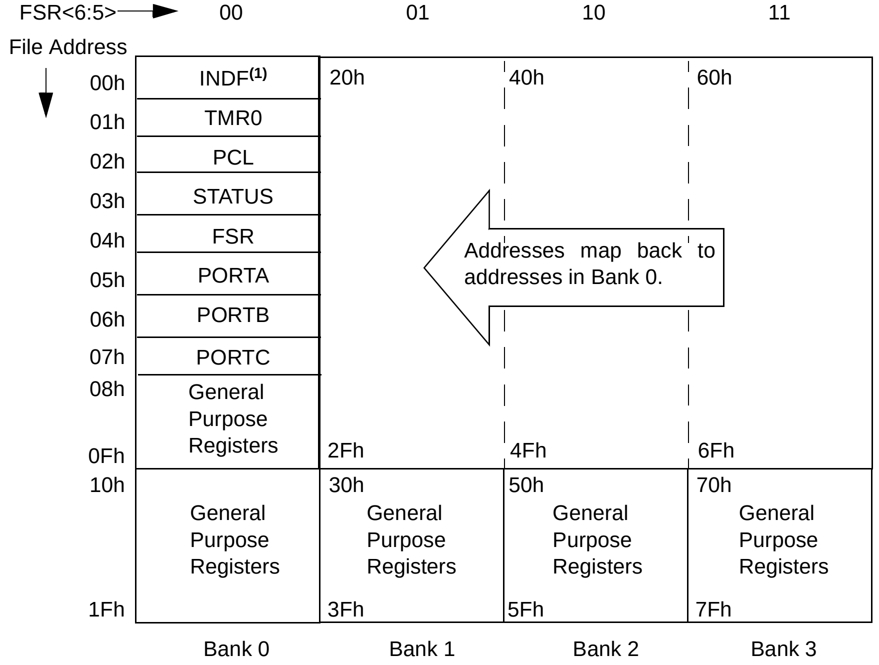
The register file is accessed either directly or indirectly through the File Select Register (FSR). The FSR register is described in **Section 3.7 “Indirect Data Addressing; INDF and FSR Registers”**.

FIGURE 3-3: PIC16F54 REGISTER FILE MAP



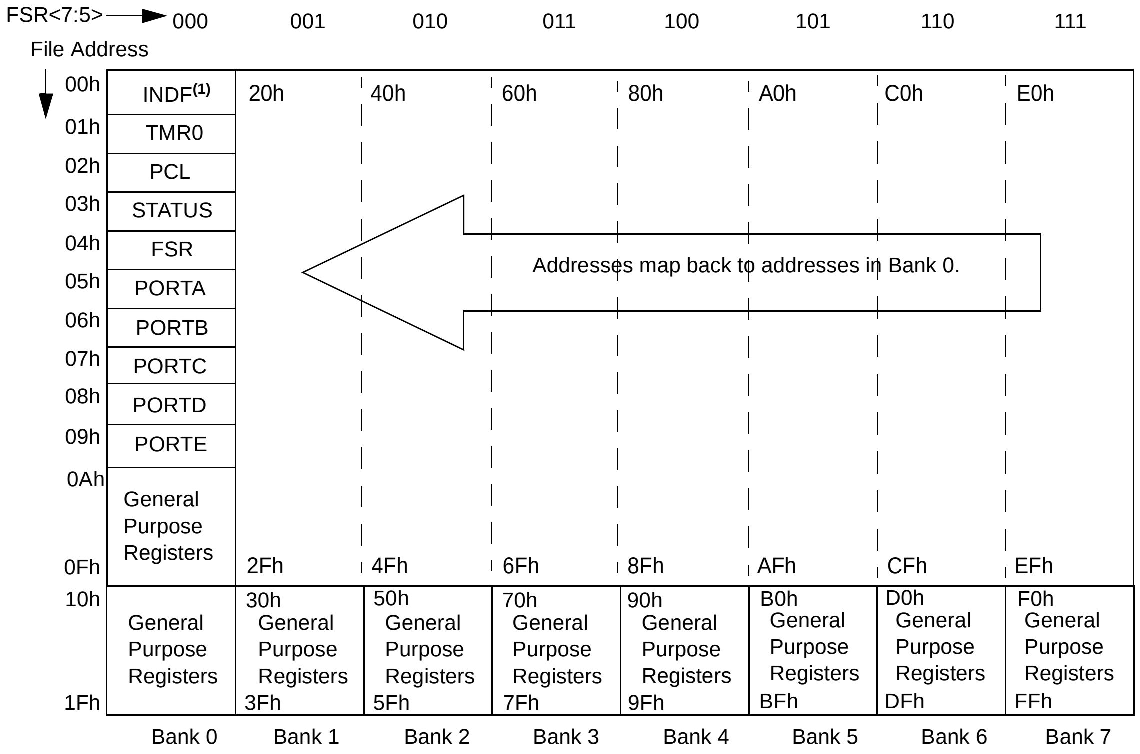
Note 1: Not a physical register. See **Section 3.7 “Indirect Data Addressing; INDF and FSR Registers”**.

FIGURE 3-4: PIC16F57 REGISTER FILE MAP


FSR<6:5>
00
01
10
11
File Address
00h
INDF(1)
01h
TMR0
02h
PCL
03h
STATUS
04h
FSR
05h
PORTA
06h
PORTB
07h
PORTC
08h
General Purpose Registers
0Fh
20h
40h
60h
Addresses map back to addresses in Bank 0.
2Fh
4Fh
6Fh
10h
General Purpose Registers
1Fh
30h
General Purpose Registers
3Fh
50h
General Purpose Registers
5Fh
70h
General Purpose Registers
7Fh
Bank 0
Bank 1
Bank 2
Bank 3

Note 1: Not a physical register. See **Section 3.7 “Indirect Data Addressing; INDF and FSR Registers”**.

FIGURE 3-5: PIC16F59 REGISTER FILE MAP


FSR<7:5>
000
001
010
011
100
101
110
111
File Address
00h
01h
02h
03h
04h
05h
06h
07h
08h
09h
0Ah
0Fh
10h
1Fh
INDF(1)
TMR0
PCL
STATUS
FSR
PORTA
PORTB
PORTC
PORTD
PORTE
General Purpose Registers
20h
40h
60h
80h
A0h
C0h
E0h
Addresses map back to addresses in Bank 0.
2Fh
4Fh
6Fh
8Fh
AFh
CFh
EFh
General Purpose Registers
30h
General Purpose Registers
3Fh
50h
General Purpose Registers
5Fh
70h
General Purpose Registers
7Fh
90h
General Purpose Registers
9Fh
B0h
General Purpose Registers
BFh
D0h
General Purpose Registers
DFh
F0h
General Purpose Registers
FFh
Bank 0
Bank 1
Bank 2
Bank 3
Bank 4
Bank 5
Bank 6
Bank 7

Note 1: Not a physical register.

NOTES:

6.0 I/O PORTS

As with any other register, the I/O registers can be written and read under program control. However, read instructions (e.g., `MOVF PORTB, W`) always read the I/O pins independent of the pin's Input/Output modes. On Reset, all I/O ports are defined as input (inputs are at high-impedance), since the I/O control registers (TRISA, TRISB, TRISC, TRISD and TRISE) are all set.

6.1 PORTA

PORTA is a 4-bit I/O register. Only the low order 4 bits are used (PORTA<3:0>). The high order 4 bits (PORTA<7:4>) are unimplemented and read as '0's.

6.2 PORTB

PORTB is an 8-bit I/O register (PORTB<7:0>).

6.3 PORTC

PORTC is an 8-bit I/O register (PORTC<7:0>) for the PIC16F57 and PIC16F59.

PORTC is a General Purpose Register for the PIC16F54.

6.4 PORTD

PORTD is an 8-bit I/O register (PORTD<7:0>) for the PIC16F59.

PORTD is a General Purpose Register for the PIC16F54 and PIC16F57.

6.5 PORTE

PORTE is an 4-bit I/O register for the PIC16F59. Only the high order 4 bits are used (PORTE<7:4>). The low order 4 bits (PORTE<3:0>) are unimplemented and read as '0's.

PORTE is a General Purpose Register for the PIC16F54 and PIC16F57.

6.6 TRIS Registers

The output driver control registers are loaded with the contents of the W register by executing the `TRIS f` instruction. A '1' from a TRIS register bit puts the corresponding output driver in a High-Impedance (Input) mode. A '0' puts the contents of the output data latch on the selected pins, enabling the output buffer.

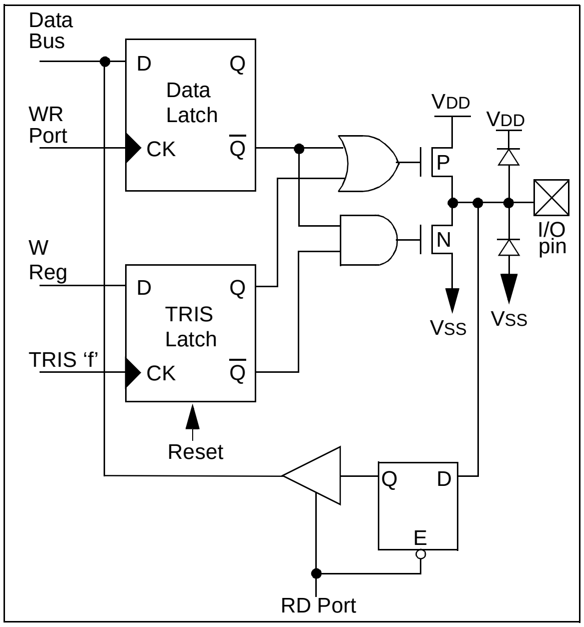
Note:	A read of the ports reads the pins, not the output data latches. That is, if an output driver on a pin is enabled and driven high, but the external system is holding it low, a read of the port will indicate that the pin is low.

The TRIS registers are "write-only" and are set (output drivers disabled) upon Reset.

6.7 I/O Interfacing

The equivalent circuit for an I/O port pin is shown in Figure 6-1. All ports may be used for both input and output operation. For input operations, these ports are non-latching. Any input must be present until read by an input instruction (e.g., `MOVF PORTB, W`). The outputs are latched and remain unchanged until the output latch is rewritten. To use a port pin as output, the corresponding direction control bit (in TRISA, TRISB, TRISC, TRISD and TRISE) must be cleared (= 0). For use as an input, the corresponding TRIS bit must be set. Any I/O pin can be programmed individually as input or output.

FIGURE 6-1: EQUIVALENT CIRCUIT FOR A SINGLE I/O PIN



7.0 TIMER0 MODULE AND TMR0 REGISTER

The Timer0 module has the following features:

- 8-bit Timer/Counter register, TMR0
  - Readable and writable
- 8-bit software programmable prescaler
- Internal or external clock select
  - Edge select for external clock

Figure 7-1 is a simplified block diagram of the Timer0 module.

Timer mode is selected by clearing the T0CS bit (OPTION<5>). In Timer mode, the Timer0 module will increment every instruction cycle (without prescaler). If TMR0 register is written, the increment is inhibited for the following two cycles (Figure 7-2 and Figure 7-3). The user can work around this by writing an adjusted value to the TMR0 register.

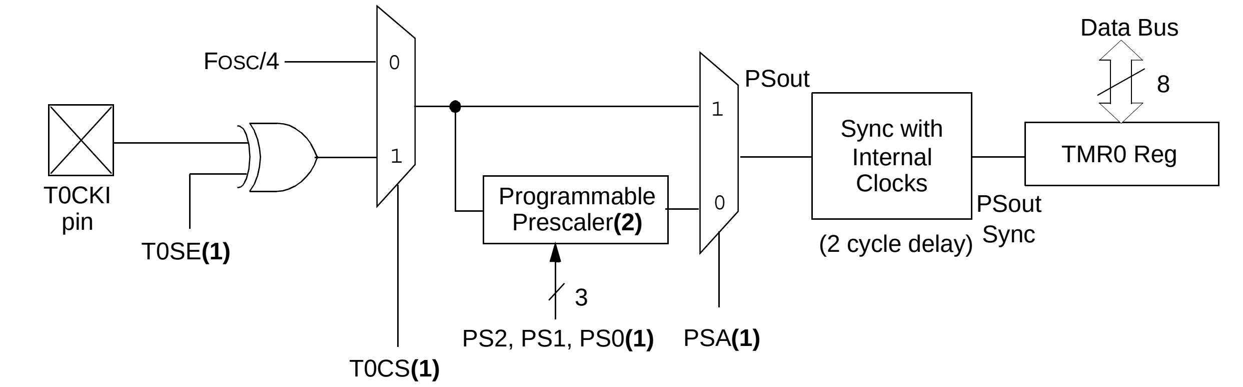
Counter mode is selected by setting the T0CS bit (OPTION<5>). In this mode, Timer0 will increment either on every rising or falling edge of pin T0CKI. The incrementing edge is determined by the source edge select bit T0SE (OPTION<4>). Clearing the T0SE bit selects the rising edge. Restrictions on the external clock input are discussed in detail in **Section 7.1 “Using Timer0 with an External Clock”**.

Note:	The prescaler may be used by either the Timer0 module or the Watchdog Timer, but not both.

The prescaler assignment is controlled in software by the control bit PSA (OPTION<3>). Clearing the PSA bit will assign the prescaler to Timer0. The prescaler is not readable or writable. When the prescaler is assigned to the Timer0 module, prescale values of 1:2, 1:4,..., 1:256 are selectable. **Section 7.2 “Prescaler”** details the operation of the prescaler.

A summary of registers associated with the Timer0 module is found in Table 7-1.

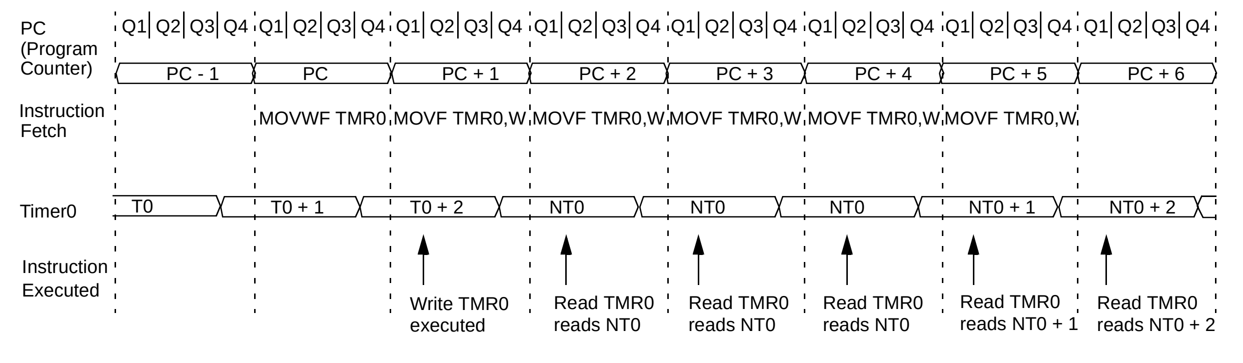
FIGURE 7-1: TIMER0 BLOCK DIAGRAM



Note 1: Bits T0CS, T0SE, PSA, PS2, PS1 and PS0 are located in **Section 3.4 “Option Register”**.

2: The prescaler is shared with the Watchdog Timer (Figure 7-5).

FIGURE 7-2: TIMER0 TIMING: INTERNAL CLOCK/NO PRESCALER



7.1 Using Timer0 with an External Clock

When an external clock input is used for Timer0, it must meet certain requirements. The external clock requirement is due to internal phase clock (TOSC) synchronization. Also, there is a delay in the actual incrementing of Timer0 after synchronization.

7.1.1 EXTERNAL CLOCK SYNCHRONIZATION

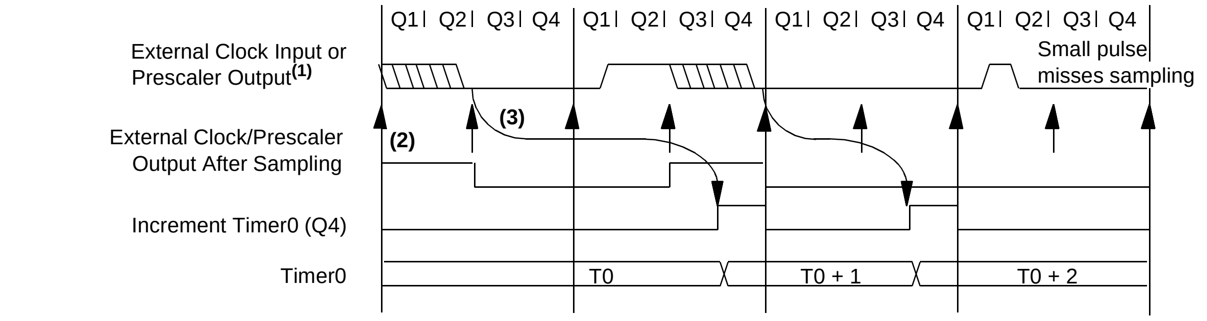
When no prescaler is used, the external clock is the Timer0 input. The synchronization of T0CKI with the internal phase clocks is accomplished by sampling the prescaler output on the Q2 and Q4 cycles of the internal phase clocks (Figure 7-4). Therefore, it is necessary for T0CKI to be high for at least 2TOSC (and a small RC delay of 20 ns) and low for at least 2TOSC (and a small RC delay of 20 ns). Refer to the electrical specification of the desired device.

When a prescaler is used, the external clock input is divided by the asynchronous ripple counter-type prescaler so that the prescaler output is symmetrical. For the external clock to meet the sampling requirement, the ripple counter must be taken into account. Therefore, it is necessary for T0CKI to have a period of at least 4TOSC (and a small RC delay of 40 ns) divided by the prescaler value. The only requirement on T0CKI high and low time is that they do not violate the minimum pulse width requirement of 10 ns. Refer to parameters 40, 41 and 42 in the electrical specification of the desired device.

7.1.2 TIMER0 INCREMENT DELAY

Since the prescaler output is synchronized with the internal clocks, there is a small delay from the time the external clock edge occurs to the time the Timer0 module is actually incremented. Figure 7-4 shows the delay from the external clock edge to the timer incrementing.

FIGURE 7-4: TIMER0 TIMING WITH EXTERNAL CLOCK


Q1 Q2 Q3 Q4 Q1 Q2 Q3 Q4 Q1 Q2 Q3 Q4 Q1 Q2 Q3 Q4
External Clock Input or Prescaler Output(1)
Small pulse misses sampling
(3)
(2)
External Clock/Prescaler Output After Sampling
Increment Timer0 (Q4)
Timer0
T0
T0 + 1
T0 + 2

Note 1: External clock if no prescaler selected; prescaler output otherwise.

2: The arrows indicate the points in time where sampling occurs.

3: Delay from clock input change to Timer0 increment is 3TOSC to 7TOSC (duration of Q = TOSC). Therefore, the error in measuring the interval between two edges on Timer0 input = ± 4TOSC max.

7.2 Prescaler

An 8-bit counter is available as a prescaler for the Timer0 module, or as a postscaler for the Watchdog Timer (WDT), respectively (**Section 8.2.1 "WDT Period"**). For simplicity, this counter is being referred to as "prescaler" throughout this data sheet. Note that the prescaler may be used by either the Timer0 module or the WDT, but not both. Thus, a prescaler assignment for the Timer0 module means that there is no prescaler for the WDT, and vice-versa.

The PSA and PS<2:0> bits (OPTION<3:0>) determine prescaler assignment and prescale ratio.

When assigned to the Timer0 module, all instructions writing to the TMR0 register (e.g., `CLRF 1`, `MOVWF 1`, `BSF 1`, `x`, etc.) will clear the prescaler. When assigned to WDT, a `CLRWDT` instruction will clear the prescaler along with the WDT. The prescaler is neither readable nor writable. On a Reset, the prescaler contains all '`0`'s.

9.0 INSTRUCTION SET SUMMARY

Each PIC16F5X instruction is a 12-bit word divided into an opcode, which specifies the instruction type, and one or more operands which further specify the operation of the instruction. The PIC16F5X instruction set summary in Table 9-2 groups the instructions into byte-oriented, bit-oriented, and literal and control operations. Table 9-1 shows the opcode field descriptions.

For **byte-oriented** instructions, ‘f’ represents a file register designator and ‘d’ represents a destination designator. The file register designator is used to specify which one of the 32 file registers in that bank is to be used by the instruction.

The destination designator specifies where the result of the operation is to be placed. If ‘d’ is ‘0’, the result is placed in the W register. If ‘d’ is ‘1’, the result is placed in the file register specified in the instruction.

For **bit-oriented** instructions, ‘b’ represents a bit field designator which selects the number of the bit affected by the operation, while ‘f’ represents the number of the file in which the bit is located.

For **literal and control** operations, ‘k’ represents an 8- or 9-bit constant or literal value.

TABLE 9-1: OPCODE FIELD DESCRIPTIONS

Field	Description
f	Register file address (0x00 to 0x1F)
W	Working register (accumulator)
b	Bit address within an 8-bit file register
k	Literal field, constant data or label
x	Don't care location (= 0 or 1) The assembler will generate code with x = 0. It is the recommended form of use for compatibility with all Microchip software tools.

d	Destination select;
	d = 0 (store result in W)
	d = 1 (store result in file register ‘f’)
	Default is d = 1

label	Label name
TOS	Top-of-Stack
PC	Program Counter
WDT	Watchdog Timer Counter
$\overline{\text{TO}}$	Time-out bit
$\overline{\text{PD}}$	Power-down bit
dest	Destination, either the W register or the specified register file location
[ ]	Options
( )	Contents
→	Assigned to
< >	Register bit field
∈	In the set of
italics	User defined term

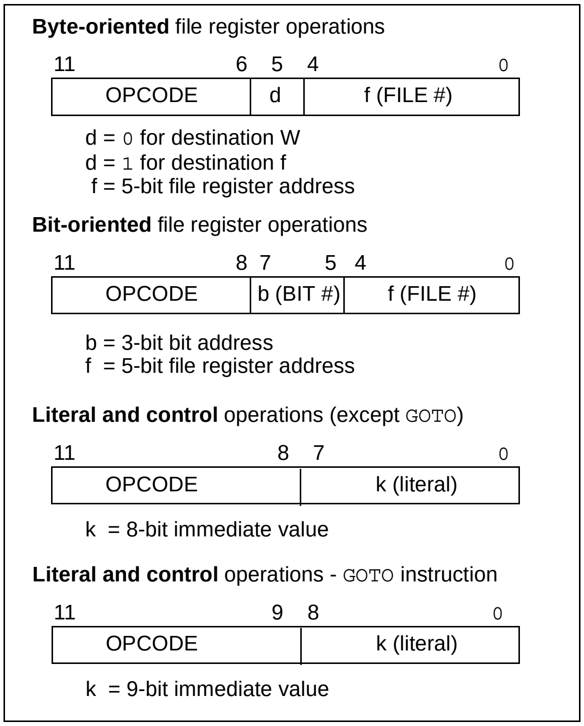
All instructions are executed within one single instruction cycle, unless a conditional test is true or the program counter is changed as a result of an instruction. In this case, the execution takes two instruction cycles. One instruction cycle consists of four oscillator periods. Thus, for an oscillator frequency of 4 MHz, the normal instruction execution time would be 1 µs. If a conditional test is true or the program counter is changed as a result of an instruction, the instruction execution time would be 2 µs.

Figure 9-1 shows the three general formats that the instructions can have. All examples in the figure use the following format to represent a hexadecimal number:

0xhhh

where ‘h’ signifies a hexadecimal digit.

FIGURE 9-1: GENERAL FORMAT FOR INSTRUCTIONS


Byte-oriented file register operations
11
6
5
4
0
OPCODE
d
f (FILE #)
d = 0 for destination W
d = 1 for destination f
f = 5-bit file register address
Bit-oriented file register operations
11
8
7
5
4
0
OPCODE
b (BIT #)
f (FILE #)
b = 3-bit bit address
f = 5-bit file register address
Literal and control operations (except GOTO)
11
8
7
0
OPCODE
k (literal)
k = 8-bit immediate value
Literal and control operations - GOTO instruction
11
9
8
0
OPCODE
k (literal)
k = 9-bit immediate value

ADDWF Add W and f

Syntax: [*label*] ADDWF f, d

Operands: 0 ≤ f ≤ 31
d ∈ [0,1]

Operation: (W) + (f) → (dest)

Status Affected: C, DC, Z

Encoding:

0001	11df	ffff

Description: Add the contents of the W register and 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'.

Words: 1

Cycles: 1

<u>Example</u>: `ADDWF TEMP_REG, 0`

Before Instruction
W = 0x17
TEMP_REG = 0xC2
After Instruction
W = 0xD9
TEMP_REG = 0xC2

ANDLW AND literal with W

Syntax: [*label*] ANDLW k

Operands: 0 ≤ k ≤ 255

Operation: (W).AND. (k) → (W)

Status Affected: Z

Encoding:

1110	kkkk	kkkk

Description: The contents of the W register are AND’ed with the eight-bit literal ‘k’. The result is placed in the W register.

Words: 1

Cycles: 1

<u>Example</u>: `ANDLW H'5F'`

Before Instruction
W = 0xA3
After Instruction
W = 0x03

ANDWF AND W with f

Syntax: [*label*] ANDWF f, d

Operands: 0 ≤ f ≤ 31
d ∈ [0,1]

Operation: (W) .AND. (f) → (dest)

Status Affected: Z

Encoding:

0001	01df	ffff

Description: The contents of the W register are AND’ed with 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’.

Words: 1

Cycles: 1

<u>Example</u>: `ANDWF TEMP_REG, 1`

Before Instruction
W = 0x17
TEMP_REG = 0xC2
After Instruction
W = 0x17
TEMP_REG = 0x02

BCF Bit Clear f

Syntax: [*label*] BCF f, b

Operands: 0 ≤ f ≤ 31
0 ≤ b ≤ 7

Operation: 0 → (f<b>)

Status Affected: None

Encoding:

0100	bbbf	ffff

Description: Bit ‘b’ in register ‘f’ is cleared.

Words: 1

Cycles: 1

<u>Example</u>: `BCF FLAG_REG, 7`

Before Instruction
FLAG_REG = 0xC7
After Instruction
FLAG_REG = 0x47

GOTO Unconditional Branch

Syntax:	[*label*] GOTO k
Operands:	0 ≤ k ≤ 511
Operation:	k → PC<8:0>; STATUS<6:5> → PC<10:9>
Status Affected:	None
Encoding:	`101k` `kkkk` `kkkk`
Description:	GOTO is an unconditional branch. The 9-bit immediate value is loaded into PC bits <8:0>. The upper bits of PC are loaded from STATUS<6:5>. GOTO is a two-cycle instruction.
Words:	1
Cycles:	2
Example:	GOTO THERE

```
After Instruction
    PC    =   address  (THERE)
```

INCF Increment f

Syntax:	[*label*] INCF f, d
Operands:	0 ≤ f ≤ 31 d ∈ [0,1]
Operation:	(f) + 1 → (dest)
Status Affected:	Z
Encoding:	`0010` `10df` `ffff`
Description:	The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.
Words:	1
Cycles:	1
Example:	INCF CNT, 1

```
Before Instruction
    CNT   =   0xFF
    Z     =   0
After Instruction
    CNT   =   0x00
    Z     =   1
```

INCFSZ Increment f, Skip if 0

Syntax:	[*label*] INCFSZ f, d
Operands:	0 ≤ f ≤ 31 d ∈ [0,1]
Operation:	(f) + 1 → (dest), skip if result = 0
Status Affected:	None
Encoding:	`0011` `11df` `ffff`
Description:	The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'. If the result is '0', then the next instruction, which is already fetched, is discarded and a NOP is executed instead making it a two-cycle instruction.
Words:	1
Cycles:	1(2)
Example:	see below

```
Example:  HERE      INCFSZ    CNT, 1
                    GOTO      LOOP
          CONTINUE  •
                    •
                    •
```

```
Before Instruction
    PC       =   address  (HERE)
After Instruction
    CNT      =   CNT + 1;
    if CNT   =   0,
    PC       =   address  (CONTINUE);
    if CNT   ≠   0,
    PC       =   address (HERE +1)
```

IORLW Inclusive OR literal with W

Syntax: [*label*] IORLW k

Operands: 0 ≤ k ≤ 255

Operation: (W) .OR. (k) → (W)

Status Affected: Z

Encoding:

`1101`	`kkkk`	`kkkk`

Description: The contents of the W register are OR'ed with the eight-bit literal 'k'. The result is placed in the W register.

Words: 1

Cycles: 1

Example: `IORLW` 0x35

Before Instruction
W = 0x9A
After Instruction
W = 0xBF
Z = 0

IORWF Inclusive OR W with f

Syntax: [*label*] IORWF f, d

Operands: 0 ≤ f ≤ 31
d ∈ [0,1]

Operation: (W).OR. (f) → (dest)

Status Affected: Z

Encoding:

`0001`	`00df`	`ffff`

Description: Inclusive OR the W register with register 'f'. If 'd' is '`0`', the result is placed in the W register. If 'd' is '`1`', the result is placed back in register 'f'.

Words: 1

Cycles: 1

Example: `IORWF RESULT, 0`

Before Instruction
RESULT = 0x13
W = 0x91
After Instruction
RESULT = 0x13
W = 0x93
Z = 0

MOVF Move f

Syntax: [*label*] MOVF f, d

Operands: 0 ≤ f ≤ 31
d ∈ [0,1]

Operation: (f) → (dest)

Status Affected: Z

Encoding:

`0010`	`00df`	`ffff`

Description: The contents of register 'f' is moved to destination 'd'. If 'd' is '`0`', destination is the W register. If 'd' is '`1`', the destination is file register 'f'. 'd' is '`1`' is useful to test a file register since Status flag Z is affected.

Words: 1

Cycles: 1

Example: `MOVF FSR, 0`

After Instruction
W = value in FSR register

MOVLW Move Literal to W

Syntax: [*label*] MOVLW k

Operands: 0 ≤ k ≤ 255

Operation: k → (W)

Status Affected: None

Encoding:

`1100`	`kkkk`	`kkkk`

Description: The eight-bit literal 'k' is loaded into the W register.

Words: 1

Cycles: 1

Example: `MOVLW` 0x5A

After Instruction
W = 0x5A

XORLW	Exclusive OR literal with W
Syntax:	[*label*] XORLW k
Operands:	0 ≤ k ≤ 255
Operation:	(W) .XOR. k → (W)
Status Affected:	Z
Encoding:	`1111` | `kkkk` | `kkkk`
Description:	The contents of the W register are XOR'ed with the eight-bit literal 'k'. The result is placed in the W register.
Words:	1
Cycles:	1
Example:	`XORLW` 0xAF

Before Instruction
W = 0xB5
After Instruction
W = 0x1A

XORWF	Exclusive OR W with f
Syntax:	[*label*] XORWF f, d
Operands:	0 ≤ f ≤ 31 d ∈ [0,1]
Operation:	(W) .XOR. (f) → (dest)
Status Affected:	Z
Encoding:	`0001` | `10df` | `ffff`
Description:	Exclusive OR the contents of the W register with 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'.
Words:	1
Cycles:	1
Example:	`XORWF REG,1`

Before Instruction
REG = 0xAF
W = 0xB5
After Instruction
REG = 0x1A
W = 0xB5

10.2 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for all PIC MCUs.

The MPASM Assembler generates relocatable object files for the MPLINK Object Linker, Intel® standard HEX files, MAP files to detail memory usage and symbol reference, absolute LST files that contain source lines and generated machine code and COFF files for debugging.

The MPASM Assembler features include:

- Integration into MPLAB IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multi-purpose source files
- Directives that allow complete control over the assembly process

10.3 MPLAB C18 and MPLAB C30 C Compilers

The MPLAB C18 and MPLAB C30 Code Development Systems are complete ANSI C compilers for Microchip's PIC18 and PIC24 families of microcontrollers and the dsPIC30 and dsPIC33 family of digital signal controllers. These compilers provide powerful integration capabilities, superior code optimization and ease of use not found with other compilers.

For easy source level debugging, the compilers provide symbol information that is optimized to the MPLAB IDE debugger.

10.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler and the MPLAB C18 C Compiler. It can link relocatable objects from precompiled libraries, using directives from a linker script.

The MPLIB Object Librarian manages the creation and modification of library files of precompiled code. When a routine from a library is called from a source file, only the modules that contain that routine will be linked in with the application. This allows large libraries to be used efficiently in many different applications.

The object linker/library features include:

- Efficient linking of single libraries instead of many smaller files
- Enhanced code maintainability by grouping related modules together
- Flexible creation of libraries with easy module listing, replacement, deletion and extraction

10.5 MPLAB ASM30 Assembler, Linker and Librarian

MPLAB ASM30 Assembler produces relocatable machine code from symbolic assembly language for dsPIC30F devices. MPLAB C30 C Compiler uses the assembler to produce its object file. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. Notable features of the assembler include:

- Support for the entire dsPIC30F instruction set
- Support for fixed-point and floating-point data
- Command line interface
- Rich directive set
- Flexible macro language
- MPLAB IDE compatibility

10.6 MPLAB SIM Software Simulator

The MPLAB SIM Software Simulator allows code development in a PC-hosted environment by simulating the PIC MCUs and dsPIC® DSCs on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a comprehensive stimulus controller. Registers can be logged to files for further run-time analysis. The trace buffer and logic analyzer display extend the power of the simulator to record and track program execution, actions on I/O, most peripherals and internal registers.

The MPLAB SIM Software Simulator fully supports symbolic debugging using the MPLAB C18 and MPLAB C30 C Compilers, and the MPASM and MPLAB ASM30 Assemblers. The software simulator offers the flexibility to develop and debug code outside of the hardware laboratory environment, making it an excellent, economical software development tool.

11.4 Timing Parameter Symbology and Load Conditions

The timing parameter symbols have been created with one of the following formats:

1. TppS2ppS
2. TppS

T	
F Frequency	T Time

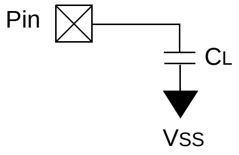
Lowercase letters (pp) and their meanings:

pp	
2 to	mc $\overline{\text{MCLR}}$
ck CLKOUT	osc oscillator
cy cycle time	os OSC1
drt device reset timer	t0 T0CKI
io I/O port	wdt watchdog timer

Uppercase letters and their meanings:

S	
F Fall	P Period
H High	R Rise
I Invalid (High-impedance)	V Valid
L Low	Z High-impedance

FIGURE 11-2: LOAD CONDITIONS FOR DEVICE TIMING SPECIFICATIONS – PIC16F5X



Legend:

C_L =	50 pF	for all pins and OSC2 for RC mode
	0-15 pF	for OSC2 in XT, HS or LP modes when external clock is used to drive OSC1

11.5 Timing Diagrams and Specifications

FIGURE 11-3: EXTERNAL CLOCK TIMING

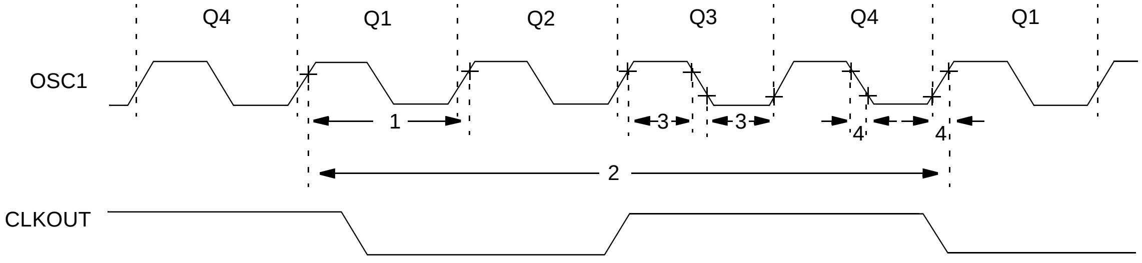
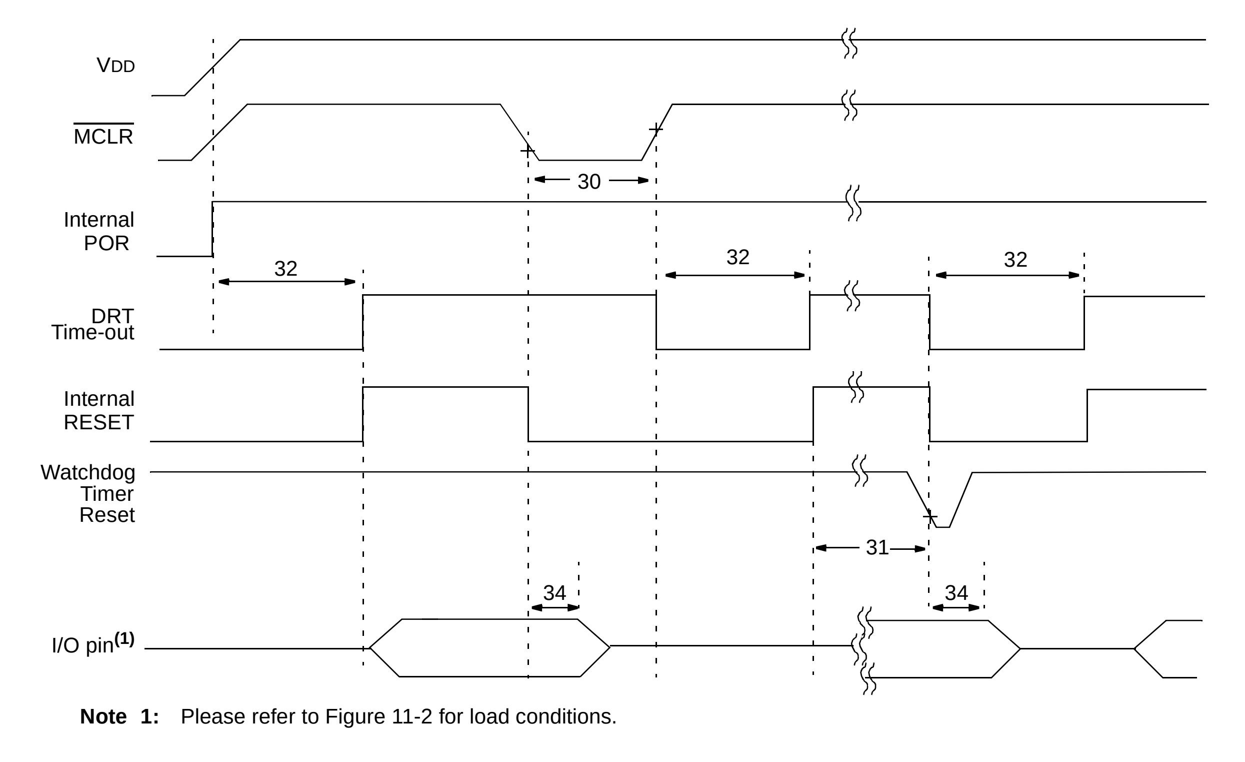


FIGURE 11-5: RESET, WATCHDOG TIMER, AND DEVICE RESET TIMER TIMING -– PIC16F5X



Note 1: Please refer to Figure 11-2 for load conditions.

TABLE 11-3: RESET, WATCHDOG TIMER AND DEVICE RESET TIMER – PIC16F5X

AC CHARACTERISTICS			**Standard Operating Conditions (unless otherwise specified)** Operating Temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
Param No.	**Sym.**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
30	TMCL	$\overline{\text{MCLR}}$ Pulse Width (low)	2000*	—	—	ns	VDD = 5.0V
31	TWDT	Watchdog Timer Time-out Period (No Prescaler)	9.0* 9.0*	18* 18*	30* 40*	ms	VDD = 5.0V (industrial) VDD = 5.0V (extended)
32	TDRT	Device Reset Timer Period	9.0* 9.0*	18* 18*	30* 40*	ms	VDD = 5.0V (industrial) VDD = 5.0V (extended)
34	TIOZ	I/O high-impedance from $\overline{\text{MCLR}}$ Low	100*	300*	2000*	ns	

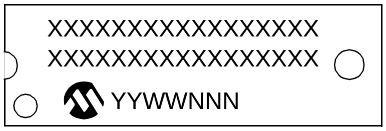
* These parameters are characterized but not tested.

† Data in the Typical (“Typ”) column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

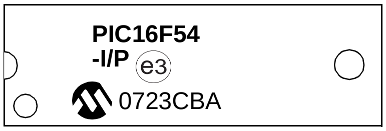
12.0 PACKAGING INFORMATION

12.1 Package Marking Information

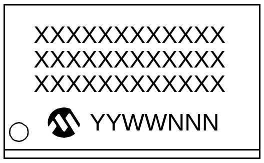
18-Lead PDIP



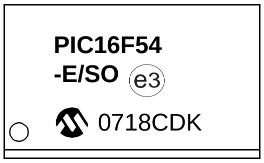
Example



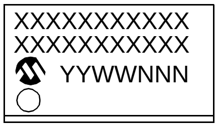
18-Lead SOIC



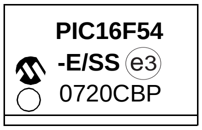
Example



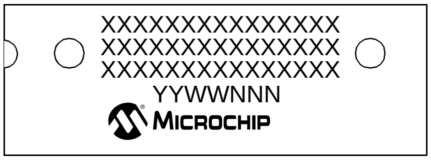
20-Lead SSOP



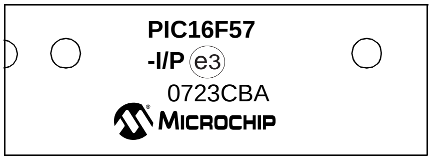
Example



28-Lead PDIP



Example



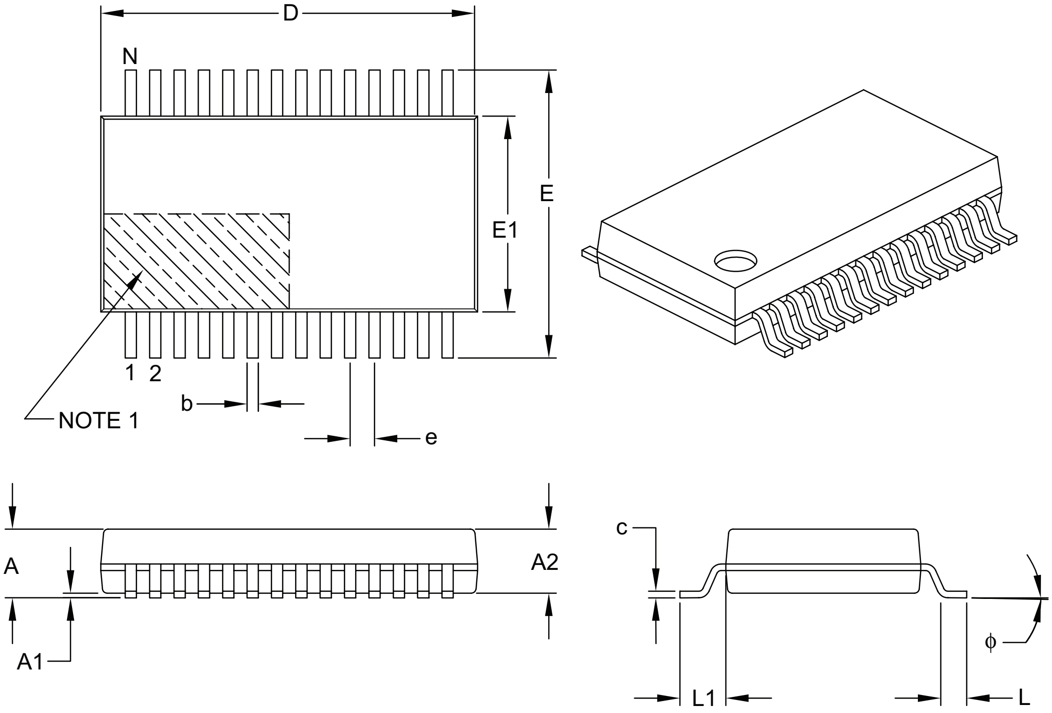
Legend:	XX...X	Customer-specific information
	Y	Year code (last digit of calendar year)
	YY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week ‘01’)
	NNN	Alphanumeric traceability code
	e3	Pb-free JEDEC designator for Matte Tin (Sn)
	*	This package is Pb-free. The Pb-free JEDEC designator (e3) can be found on the outer packaging for this package.

Note: In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line, thus limiting the number of available characters for customer-specific information.

***** Standard PIC device marking consists of Microchip part number, year code, week code, and traceability code. For PIC device marking beyond this, certain price adders apply. Please check with your Microchip Sales Office. For QTP devices, any special marking adders are included in QTP price.

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

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



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

Notes:

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

BSC: Basic Dimension. Theoretically exact value shown without tolerances.
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-073B