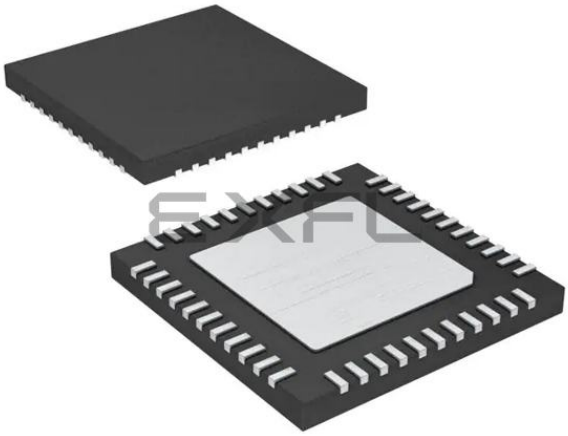

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	33
Program Memory Size	7KB (4K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	192 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 8x8b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-VQFN Exposed Pad
Supplier Device Package	44-QFN (8x8)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lf74t-i-ml

PIC16F7X

28/40-Pin 8-Bit CMOS FLASH Microcontrollers

Devices Included in this Data Sheet:

- PIC16F73
- PIC16F74
- PIC16F76
- PIC16F77

High Performance RISC CPU:

- High performance RISC CPU
- Only 35 single word instructions to learn
- All single cycle instructions except for program branches which are two-cycle
- Operating speed: DC - 20 MHz clock input
  DC - 200 ns instruction cycle
- Up to 8K x 14 words of FLASH Program Memory, Up to 368 x 8 bytes of Data Memory (RAM)
- Pinout compatible to the PIC16C73B/74B/76/77
- Pinout compatible to the PIC16F873/874/876/877
- Interrupt capability (up to 12 sources)
- Eight level deep hardware stack
- Direct, Indirect and Relative Addressing modes
- Processor read access to program memory

Special Microcontroller Features:

- Power-on Reset (POR)
- Power-up Timer (PWRT) and Oscillator Start-up Timer (OST)
- Watchdog Timer (WDT) with its own on-chip RC oscillator for reliable operation
- Programmable code protection
- Power saving SLEEP mode
- Selectable oscillator options
- In-Circuit Serial Programming™ (ICSP™) via two pins

Peripheral Features:

- Timer0: 8-bit timer/counter with 8-bit prescaler
- Timer1: 16-bit timer/counter with prescaler, can be incremented during SLEEP via external crystal/clock
- Timer2: 8-bit timer/counter with 8-bit period register, prescaler and postscaler
- Two Capture, Compare, PWM modules
  - Capture is 16-bit, max. resolution is 12.5 ns
  - Compare is 16-bit, max. resolution is 200 ns
  - PWM max. resolution is 10-bit
- 8-bit, up to 8-channel Analog-to-Digital converter
- Synchronous Serial Port (SSP) with SPI™ (Master mode) and I^2C™ (Slave)
- Universal Synchronous Asynchronous Receiver Transmitter (USART/SCI)
- Parallel Slave Port (PSP), 8-bits wide with external $\overline{RD}$, $\overline{WR}$ and $\overline{CS}$ controls (40/44-pin only)
- Brown-out detection circuitry for Brown-out Reset (BOR)

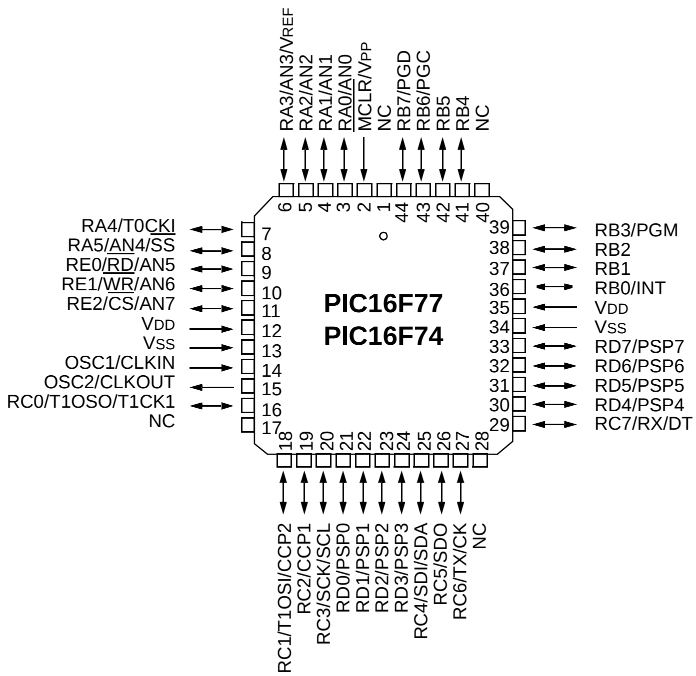
CMOS Technology:

- Low power, high speed CMOS FLASH technology
- Fully static design
- Wide operating voltage range: 2.0V to 5.5V
- High Sink/Source Current: 25 mA
- Industrial temperature range
- Low power consumption:
  - < 2 mA typical @ 5V, 4 MHz
  - 20 μA typical @ 3V, 32 kHz
  - < 1 μA typical standby current

Device	Program Memory (# Single Word Instructions)	Data SRAM (Bytes)	I/O	Interrupts	8-bit A/D (ch)	CCP (PWM)	SSP		USART	Timers 8/16-bit
							SPI (Master)	I^2C (Slave)		
PIC16F73	4096	192	22	11	5	2	Yes	Yes	Yes	2 / 1
PIC16F74	4096	192	33	12	8	2	Yes	Yes	Yes	2 / 1
PIC16F76	8192	368	22	11	5	2	Yes	Yes	Yes	2 / 1
PIC16F77	8192	368	33	12	8	2	Yes	Yes	Yes	2 / 1

Pin Diagrams (Continued)

PLCC



QFP

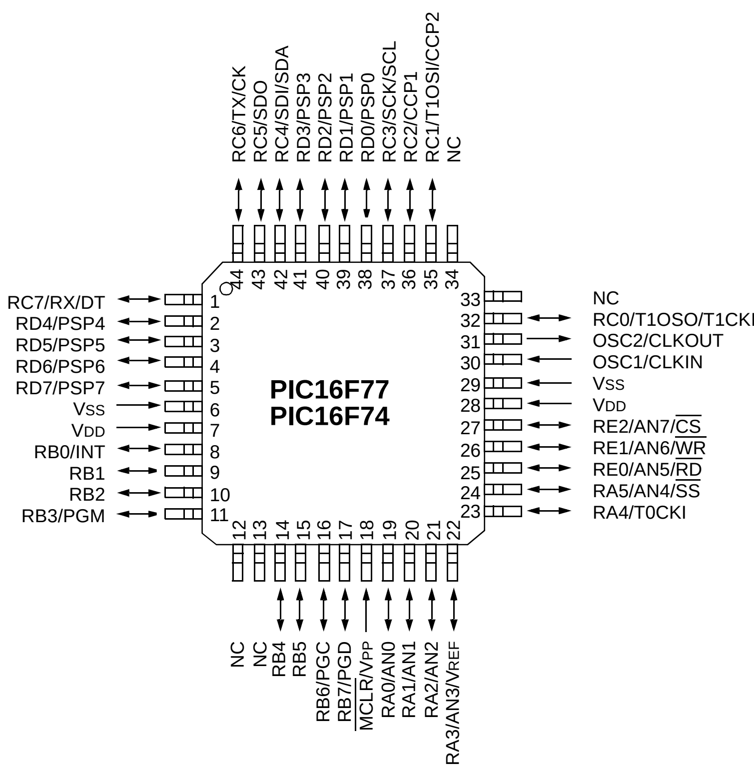


FIGURE 2-2: PIC16F77/76 REGISTER FILE MAP

Bank 0	File Address	Bank 1	File Address	Bank 2	File Address	Bank 3	File Address
Indirect addr.(*)	00h	Indirect addr.(*)	80h	Indirect addr.(*)	100h	Indirect addr.(*)	180h
TMR0	01h	OPTION_REG	81h	TMR0	101h	OPTION_REG	181h
PCL	02h	PCL	82h	PCL	102h	PCL	182h
STATUS	03h	STATUS	83h	STATUS	103h	STATUS	183h
FSR	04h	FSR	84h	FSR	104h	FSR	184h
PORTA	05h	TRISA	85h		105h		185h
PORTB	06h	TRISB	86h	PORTB	106h	TRISB	186h
PORTC	07h	TRISC	87h		107h		187h
PORTD[1]	08h	TRISD[1]	88h		108h		188h
PORTE[1]	09h	TRISE[1]	89h		109h		189h
PCLATH	0Ah	PCLATH	8Ah	PCLATH	10Ah	PCLATH	18Ah
INTCON	0Bh	INTCON	8Bh	INTCON	10Bh	INTCON	18Bh
PIR1	0Ch	PIE1	8Ch	PMDATA	10Ch	PMCON1	18Ch
PIR2	0Dh	PIE2	8Dh	PMADR	10Dh		18Dh
TMR1L	0Eh	PCON	8Eh	PMDATH	10Eh		18Eh
TMR1H	0Fh		8Fh	PMADRH	10Fh		18Fh
T1CON	10h		90h	General Purpose Register 16 Bytes	110h–11Fh	General Purpose Register 16 Bytes	190h–19Fh
TMR2	11h		91h				
T2CON	12h	PR2	92h				
SSPBUF	13h	SSPADD	93h				
SSPCON	14h	SSPSTAT	94h				
CCPR1L	15h		95h				
CCPR1H	16h		96h				
CCP1CON	17h		97h				
RCSTA	18h	TXSTA	98h				
TXREG	19h	SPBRG	99h				
RCREG	1Ah		9Ah				
CCPR2L	1Bh		9Bh				
CCPR2H	1Ch		9Ch				
CCP2CON	1Dh		9Dh				
ADRES	1Eh		9Eh				
ADCON0	1Fh	ADCON1	9Fh				
General Purpose Register 96 Bytes	20h–7Fh	General Purpose Register 80 Bytes	A0h–EFh	General Purpose Register 80 Bytes	120h–16Fh	General Purpose Register 80 Bytes	1A0h–1EFh
		accesses 70h-7Fh	F0h–FFh	accesses 70h-7Fh	170h–17Fh	accesses 70h - 7Fh	1F0h–1FFh

Shaded: Unimplemented data memory locations, read as '0'.

* Not a physical register.

Note 1: These registers are not implemented on 28-pin devices.

FIGURE 2-3: PIC16F74/73 REGISTER FILE MAP

Bank 0	File Address	Bank 1	File Address	Bank 2	File Address	Bank 3	File Address
Indirect addr.(*)	00h	Indirect addr.(*)	80h	Indirect addr.(*)	100h	Indirect addr.(*)	180h
TMR0	01h	OPTION_REG	81h	TMR0	101h	OPTION_REG	181h
PCL	02h	PCL	82h	PCL	102h	PCL	182h
STATUS	03h	STATUS	83h	STATUS	103h	STATUS	183h
FSR	04h	FSR	84h	FSR	104h	FSR	184h
PORTA	05h	TRISA	85h		105h		185h
PORTB	06h	TRISB	86h	PORTB	106h	TRISB	186h
PORTC	07h	TRISC	87h		107h		187h
PORTD(1)	08h	TRISD(1)	88h		108h		188h
PORTE(1)	09h	TRISE(1)	89h		109h		189h
PCLATH	0Ah	PCLATH	8Ah	PCLATH	10Ah	PCLATH	18Ah
INTCON	0Bh	INTCON	8Bh	INTCON	10Bh	INTCON	18Bh
PIR1	0Ch	PIE1	8Ch	PMDATA	10Ch	PMCON1	18Ch
PIR2	0Dh	PIE2	8Dh	PMADR	10Dh		18Dh
TMR1L	0Eh	PCON	8Eh	PMDATH	10Eh		18Eh
TMR1H	0Fh		8Fh	PMADRH	10Fh		18Fh
T1CON	10h		90h		110h		190h
TMR2	11h		91h				
T2CON	12h	PR2	92h				
SSPBUF	13h	SSPADD	93h				
SSPCON	14h	SSPSTAT	94h				
CCPR1L	15h		95h				
CCPR1H	16h		96h				
CCP1CON	17h		97h				
RCSTA	18h	TXSTA	98h				
TXREG	19h	SPBRG	99h				
RCREG	1Ah		9Ah				
CCPR2L	1Bh		9Bh				
CCPR2H	1Ch		9Ch				
CCP2CON	1Dh		9Dh				
ADRES	1Eh		9Eh				
ADCON0	1Fh	ADCON1	9Fh				
General Purpose Register 96 Bytes	20h	General Purpose Register 96 Bytes	A0h	accesses 20h-7Fh	120h	accesses A0h - FFh	1A0h
					16Fh 170h		1EFh 1F0h
	7Fh		FFh		17Fh		1FFh
Bank 0		Bank 1		Bank 2		Bank 3	

Shaded: Unimplemented data memory locations, read as '0'.

* Not a physical register.

Note 1: These registers are not implemented on 28-pin devices.

2.2.2 SPECIAL FUNCTION REGISTERS

The Special Function Registers are registers used by the CPU and peripheral modules for controlling the desired operation of the device. These registers are implemented as static RAM. A list of these registers is given in Table 2-1.

The Special Function Registers can be classified into two sets: core (CPU) and peripheral. Those registers associated with the core functions are described in detail in this section. Those related to the operation of the peripheral features are described in detail in the peripheral feature section.

TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR, BOR	Details on page
Bank 0											
00h(4)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	27, 96
01h	TMR0	Timer0 Module Register								xxxx xxxx	45, 96
02h(4)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	26, 96
03h(4)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	19, 96
04h(4)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	27, 96
05h	PORTA	—	—	PORTA Data Latch when written: PORTA pins when read						--0x 0000	32, 96
06h	PORTB	PORTB Data Latch when written: PORTB pins when read								xxxx xxxx	34, 96
07h	PORTC	PORTC Data Latch when written: PORTC pins when read								xxxx xxxx	35, 96
08h(5)	PORTD	PORTD Data Latch when written: PORTD pins when read								xxxx xxxx	36, 96
09h(5)	PORTE	—	—	—	—	—	RE2	RE1	RE0	---- -xxx	39, 96
0Ah(1,4)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	26, 96
0Bh(4)	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	21, 96
0Ch	PIR1	PSPIF(3)	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	23, 96
0Dh	PIR2	—	—	—	—	—	—	—	CCP2IF	---- ---0	24, 96
0Eh	TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	50, 96
0Fh	TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	50, 96
10h	T1CON	—	—	T1CKPS1	T1CKPS0	T1OSCEN	$\overline{T1SYNC}$	TMR1CS	TMR1ON	--00 0000	47, 96
11h	TMR2	Timer2 Module Register								0000 0000	52, 96
12h	T2CON	—	TOUTPS3	TOUTPS2	TOUTPS	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	52, 96
13h	SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	64, 68, 96
14h	SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	61, 96
15h	CCPR1L	Capture/Compare/PWM Register1 (LSB)								xxxx xxxx	56, 96
16h	CCPR1H	Capture/Compare/PWM Register1 (MSB)								xxxx xxxx	56, 96
17h	CCP1CON	—	—	CCP1X	CCP1Y	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	54, 96
18h	RCSTA	SPEN	RX9	SREN	CREN	—	FERR	OERR	RX9D	0000 -00x	70, 96
19h	TXREG	USART Transmit Data Register								0000 0000	74, 96
1Ah	RCREG	USART Receive Data Register								0000 0000	76, 96
1Bh	CCPR2L	Capture/Compare/PWM Register2 (LSB)								xxxx xxxx	58, 96
1Ch	CCPR2H	Capture/Compare/PWM Register2 (MSB)								xxxx xxxx	58, 96
1Dh	CCP2CON	—	—	CCP2X	CCP2Y	CCP2M3	CCP2M2	CCP2M1	CCP2M0	--00 0000	54, 96
1Eh	ADRES	A/D Result Register Byte								xxxx xxxx	88, 96
1Fh	ADCON0	ADCS1	ADCS0	CHS2	CHS1	CHS0	GO/$\overline{DONE}$	—	ADON	0000 00-0	83, 96

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

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8>, whose contents are transferred to the upper byte of the program counter during branches (CALL or GOTO).

2: Other (non power-up) RESETS include external RESET through $\overline{MCLR}$ and Watchdog Timer Reset.

3: Bits PSPIE and PSPIF are reserved on the 28-pin devices; always maintain these bits clear.

4: These registers can be addressed from any bank.

5: PORTD, PORTE, TRISD, and TRISE are not physically implemented on the 28-pin devices, read as ‘0’.

6: This bit always reads as a ‘1’.

2.2.2.2 OPTION_REG Register

The OPTION_REG register is a readable and writable register, which contains various control bits to configure the TMR0 prescaler/WDT postscaler (single assignable register known also as the prescaler), the External INT Interrupt, TMR0 and the weak pull-ups on PORTB.

Note:	To achieve a 1:1 prescaler assignment for the TMR0 register, assign the prescaler to the Watchdog Timer.

REGISTER 2-2: OPTION_REG REGISTER (ADDRESS 81h, 181h)

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

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

bit 6 **INTEDG**: Interrupt Edge Select bit
1 = Interrupt on rising edge of RB0/INT pin
0 = Interrupt on falling edge of RB0/INT pin

bit 5 **T0CS**: TMR0 Clock Source Select bit
1 = Transition on RA4/T0CKI pin
0 = Internal instruction cycle clock (CLKOUT)

bit 4 **T0SE**: TMR0 Source Edge Select bit
1 = Increment on high-to-low transition on RA4/T0CKI pin
0 = Increment on low-to-high transition on RA4/T0CKI pin

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

bit 2-0 **PS2:PS0**: Prescaler Rate Select bits

Bit Value	TMR0 Rate	WDT Rate
000	1 : 2	1 : 1
001	1 : 4	1 : 2
010	1 : 8	1 : 4
011	1 : 16	1 : 8
100	1 : 32	1 : 16
101	1 : 64	1 : 32
110	1 : 128	1 : 64
111	1 : 256	1 : 128

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

NOTES:

6.1 Timer1 Operation in Timer Mode

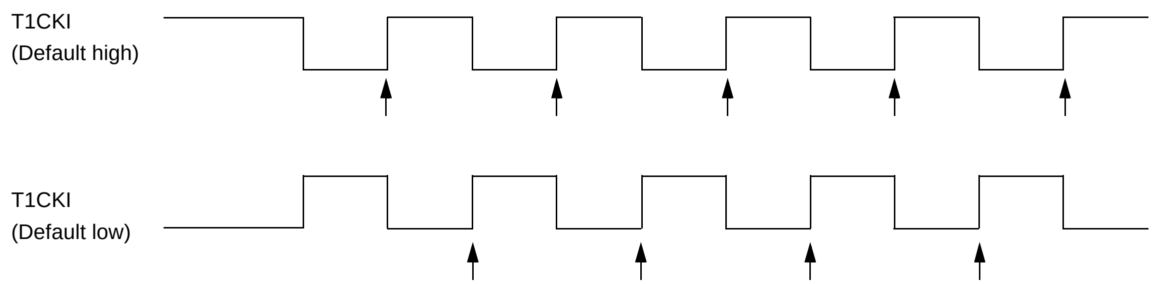
Timer mode is selected by clearing the TMR1CS (T1CON<1>) bit. In this mode, the input clock to the timer is FOSC/4. The synchronize control bit $\overline{\text{T1SYNC}}$ (T1CON<2>) has no effect, since the internal clock is always in sync.

6.2 Timer1 Counter Operation

Timer1 may operate in Asynchronous or Synchronous mode, depending on the setting of the TMR1CS bit.

When Timer1 is being incremented via an external source, increments occur on a rising edge. After Timer1 is enabled in Counter mode, the module must first have a falling edge before the counter begins to increment.

FIGURE 6-1: TIMER1 INCREMENTING EDGE



Note: Arrows indicate counter increments.

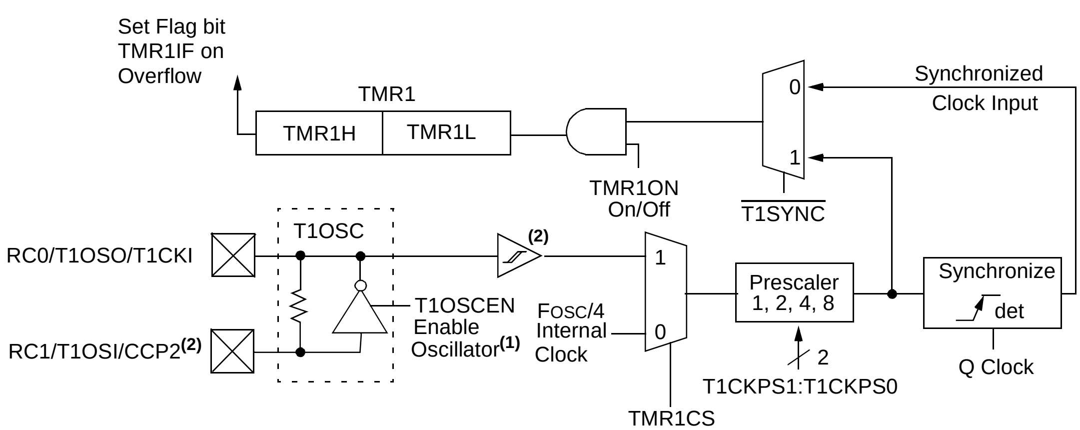
6.3 Timer1 Operation in Synchronized Counter Mode

Counter mode is selected by setting bit TMR1CS. In this mode, the timer increments on every rising edge of clock input on pin RC1/T1OSI/CCP2, when bit T1OSCEN is set, or on pin RC0/T1OSO/T1CKI, when bit T1OSCEN is cleared.

If $\overline{\text{T1SYNC}}$ is cleared, then the external clock input is synchronized with internal phase clocks. The synchronization is done after the prescaler stage. The prescaler stage is an asynchronous ripple counter.

In this configuration, during SLEEP mode, Timer1 will not increment even if the external clock is present, since the synchronization circuit is shut-off. The prescaler, however, will continue to increment.

FIGURE 6-2: TIMER1 BLOCK DIAGRAM



Note 1: When the T1OSCEN bit is cleared, the inverter is turned off. This eliminates power drain.

2: For the PIC16F73/76, the Schmitt Trigger is not implemented in External Clock mode.

10.0 UNIVERSAL SYNCHRONOUS ASYNCHRONOUS RECEIVER TRANSMITTER (USART)

The Universal Synchronous Asynchronous Receiver Transmitter (USART) module is one of the two serial I/O modules. (USART is also known as a Serial Communications Interface or SCI.) The USART can be configured as a full duplex asynchronous system that can communicate with peripheral devices, such as CRT terminals and personal computers, or it can be configured as a half duplex synchronous system that can communicate with peripheral devices, such as A/D or D/A integrated circuits, serial EEPROMs, etc.

The USART can be configured in the following modes:

- Asynchronous (full duplex)
- Synchronous - Master (half duplex)
- Synchronous - Slave (half duplex)

Bit SPEN (RCSTA<7>) and bits TRISC<7:6> have to be set in order to configure pins RC6/TX/CK and RC7/RX/DT as the Universal Synchronous Asynchronous Receiver Transmitter.

REGISTER 10-1: TXSTA: TRANSMIT STATUS AND CONTROL REGISTER (ADDRESS 98h)

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R-1	R/W-0
CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D
bit 7							bit 0

bit 7 **CSRC:** Clock Source Select bit
Asynchronous mode:
Don't care
Synchronous mode:
1 = Master mode (clock generated internally from BRG)
0 = Slave mode (clock from external source)

bit 6 **TX9**: 9-bit Transmit Enable bit
1 = Selects 9-bit transmission
0 = Selects 8-bit transmission

bit 5 **TXEN**: Transmit Enable bit
1 = Transmit enabled
0 = Transmit disabled

Note: SREN/CREN overrides TXEN in Sync mode.

bit 4 **SYNC**: USART Mode Select bit
1 = Synchronous mode
0 = Asynchronous mode

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

bit 2 **BRGH**: High Baud Rate Select bit
Asynchronous mode:
1 = High speed
0 = Low speed
Synchronous mode:
Unused in this mode

bit 1 **TRMT**: Transmit Shift Register Status bit
1 = TSR empty
0 = TSR full

bit 0 **TX9D:** 9th bit of Transmit Data
Can be parity bit

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

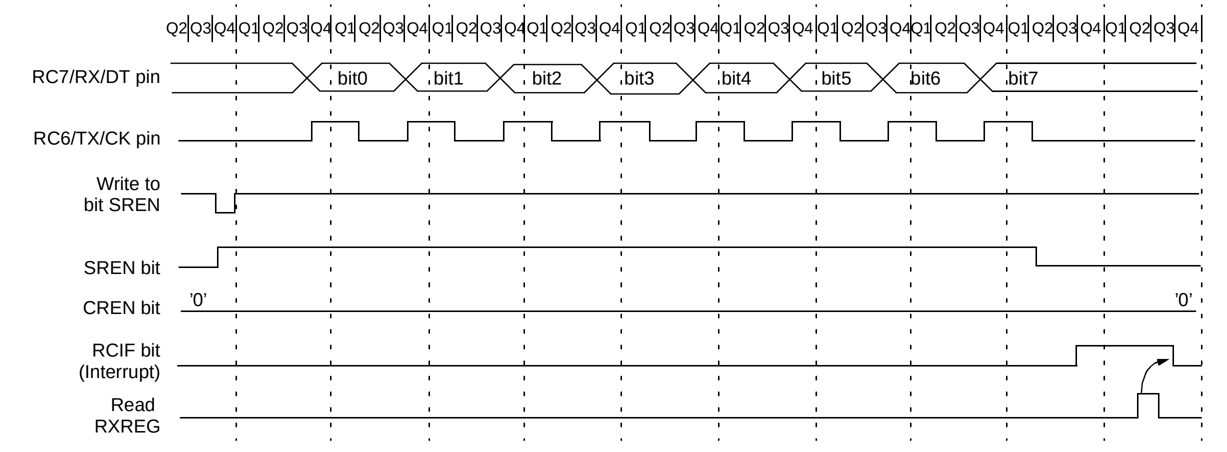
10.3.2 USART SYNCHRONOUS MASTER RECEPTION

Once synchronous mode is selected, reception is enabled by setting either enable bit SREN (RCSTA<5>), or enable bit CREN (RCSTA<4>). Data is sampled on the RC7/RX/DT pin on the falling edge of the clock. If enable bit SREN is set, then only a single word is received. If enable bit CREN is set, the reception is continuous until CREN is cleared. If both bits are set, CREN takes precedence. After clocking the last bit, the received data in the Receive Shift Register (RSR) is transferred to the RCREG register (if it is empty). When the transfer is complete, interrupt flag bit RCIF (PIR1<5>) is set. The actual interrupt can be enabled/ disabled by setting/clearing enable bit RCIE (PIE1<5>). Flag bit RCIF is a read only bit, which is reset by the hardware. In this case, it is reset when the RCREG register has been read and is empty. The RCREG is a double buffered register (i.e., it is a two deep FIFO). It is possible for two bytes of data to be received and transferred to the RCREG FIFO and a third byte to begin shifting into the RSR register. On the clocking of the last bit of the third byte, if the RCREG register is still full, then overrun error bit OERR (RCSTA<1>) is set. The word in the RSR will be lost. The RCREG register can be read twice to retrieve the two bytes in the FIFO. Bit OERR has to be cleared in software (by clearing bit CREN). If bit OERR is set, transfers from the RSR to the RCREG are inhibited, so it is essential to clear bit OERR if it is set. The ninth receive bit is buffered the same way as the receive data. Reading the RCREG register will load bit RX9D with a new value, therefore, it is essential for the user to read the RCSTA register before reading RCREG, in order not to lose the old RX9D information.

Steps to follow when setting up a Synchronous Master Reception:

1. Initialize the SPBRG register for the appropriate baud rate (Section 10.1).
2. Enable the synchronous master serial port by setting bits SYNC, SPEN and CSRC.
3. Ensure bits CREN and SREN are clear.
4. If interrupts are desired, then set enable bit RCIE.
5. If 9-bit reception is desired, then set bit RX9.
6. If a single reception is required, set bit SREN. For continuous reception set bit CREN.
7. Interrupt flag bit RCIF will be set when reception is complete and an interrupt will be generated if enable bit RCIE was set.
8. Read the RCSTA register to get the ninth bit (if enabled) and determine if any error occurred during reception.
9. Read the 8-bit received data by reading the RCREG register.
10. If any error occurred, clear the error by clearing bit CREN.
11. If using interrupts, ensure that GIE and PEIE in the INTCON register are set.

FIGURE 10-8: SYNCHRONOUS RECEPTION (MASTER MODE, SREN)



Note: Timing diagram demonstrates Sync Master mode with bit SREN = '1' and bit BRG = '0'.

TABLE 10-9: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE TRANSMISSION

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR, BOR	Value on all other RESETS
0Bh, 8Bh, 10Bh,18Bh	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	PSPIF(1)	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
18h	RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
19h	TXREG	USART Transmit Register								0000 0000	0000 0000
8Ch	PIE1	PSPIE(1)	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
98h	TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010
99h	SPBRG	Baud Rate Generator Register								0000 0000	0000 0000

Legend: x = unknown, - = unimplemented, read as '0'. Shaded cells are not used for synchronous slave transmission.
Note 1: Bits PSPIE and PSPIF are reserved on the PIC16F73/76 devices; always maintain these bits clear.

10.4.2 USART SYNCHRONOUS SLAVE RECEPTION

The operation of the Synchronous Master and Slave modes is identical, except in the case of the SLEEP mode. Bit SREN is a “don't care” in Slave mode.

If receive is enabled by setting bit CREN prior to the `SLEEP` instruction, then a word may be received during SLEEP. On completely receiving the word, the RSR register will transfer the data to the RCREG register and if enable bit RCIE bit is set, the interrupt generated will wake the chip from SLEEP. If the global interrupt is enabled, the program will branch to the interrupt vector (0004h).

Follow these steps when setting up a Synchronous Slave Reception:

1. Enable the synchronous master serial port by setting bits SYNC and SPEN and clearing bit CSRC.
2. If interrupts are desired, set enable bit RCIE.
3. If 9-bit reception is desired, set bit RX9.
4. To enable reception, set enable bit CREN.
5. Flag bit RCIF will be set when reception is complete and an interrupt will be generated, if enable bit RCIE was set.
6. Read the RCSTA register to get the ninth bit (if enabled) and determine if any error occurred during reception.
7. Read the 8-bit received data by reading the RCREG register.
8. If any error occurred, clear the error by clearing bit CREN.
9. If using interrupts, ensure that GIE and PEIE in the INTCON register are set.

TABLE 10-10: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE RECEPTION

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on: POR, BOR	Value on all other RESETS
0Bh, 8Bh, 10Bh,18Bh	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	0000 000u
0Ch	PIR1	PSPIF(1)	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	0000 0000
18h	RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
1Ah	RCREG	USART Receive Register								0000 0000	0000 0000
8Ch	PIE1	PSPIE(1)	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	0000 0000
98h	TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010
99h	SPBRG	Baud Rate Generator Register								0000 0000	0000 0000

Legend: x = unknown, - = unimplemented, read as '0'. Shaded cells are not used for synchronous slave reception.
Note 1: Bits PSPIE and PSPIF are reserved on the PIC16F73/76 devices, always maintain these bits clear.

NOTES:

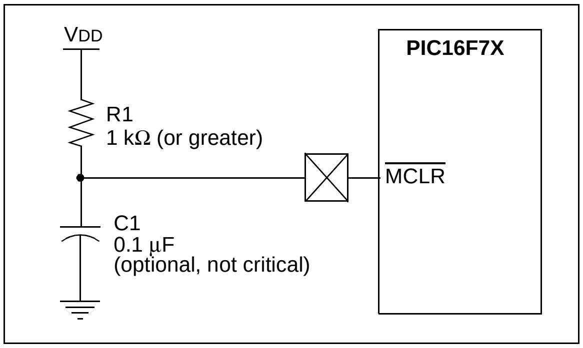
12.4 $\overline{\text{MCLR}}$

PIC16F7X devices have a noise filter in the $\overline{\text{MCLR}}$ Reset path. The filter will detect and ignore small pulses.

It should be noted that a WDT Reset does not drive $\overline{\text{MCLR}}$ pin low.

The behavior of the ESD protection on the $\overline{\text{MCLR}}$ pin has been altered from previous devices of this family. Voltages applied to the pin that exceed its specification can result in both $\overline{\text{MCLR}}$ Resets and excessive current beyond the device specification during the ESD event. For this reason, Microchip recommends that the $\overline{\text{MCLR}}$ pin no longer be tied directly to V_{DD}. The use of an RC network, as shown in Figure 12-5, is suggested.

FIGURE 12-5: RECOMMENDED $\overline{\text{MCLR}}$ CIRCUIT



12.5 Power-on Reset (POR)

A Power-on Reset pulse is generated on-chip when V_{DD} rise is detected (in the range of 1.2V - 1.7V). To take advantage of the POR, tie the $\overline{\text{MCLR}}$ pin to V_{DD} as described in Section 12.4. A maximum rise time for V_{DD} is specified. See the Electrical Specifications for details.

When the device starts normal operation (exits the RESET condition), device operating parameters (voltage, frequency, temperature,...) must be met to ensure operation. If these conditions are not met, the device must be held in RESET until the operating conditions are met. For additional information, refer to Application Note, AN607, “Power-up Trouble Shooting” (DS00607).

12.6 Power-up Timer (PWRT)

The Power-up Timer provides a fixed 72 ms nominal time-out on power-up only from the POR. The Power-up Timer operates on an internal RC oscillator. The chip is kept in RESET as long as the PWRT is active. The PWRT’s time delay allows V_{DD} to rise to an acceptable level. A configuration bit is provided to enable/ disable the PWRT.

The power-up time delay will vary from chip to chip, due to V_{DD}, temperature and process variation. See DC parameters for details (T_{PWRT}, parameter #33).

12.7 Oscillator Start-up Timer (OST)

The Oscillator Start-up Timer (OST) provides 1024 oscillator cycles (from OSC1 input) delay after the PWRT delay is over (if enabled). This helps to ensure that the crystal oscillator or resonator has started and stabilized.

The OST time-out is invoked only for XT, LP and HS modes and only on Power-on Reset, or wake-up from SLEEP.

12.8 Brown-out Reset (BOR)

The configuration bit, BODEN, can enable or disable the Brown-out Reset circuit. If V_{DD} falls below V_{BOR} (parameter D005, about 4V) for longer than T_{BOR} (parameter #35, about 100 µS), the brown-out situation will reset the device. If V_{DD} falls below V_{BOR} for less than T_{BOR}, a RESET may not occur.

Once the brown-out occurs, the device will remain in Brown-out Reset until V_{DD} rises above V_{BOR}. The Power-up Timer then keeps the device in RESET for T_{PWRT} (parameter #33, about 72 mS). If V_{DD} should fall below V_{BOR} during T_{PWRT}, the Brown-out Reset process will restart when V_{DD} rises above V_{BOR}, with the Power-up Timer Reset. The Power-up Timer is always enabled when the Brown-out Reset circuit is enabled, regardless of the state of the PWRT configuration bit.

12.9 Time-out Sequence

On power-up, the time-out sequence is as follows: the PWRT delay starts (if enabled) when a POR Reset occurs. Then, OST starts counting 1024 oscillator cycles when PWRT ends (LP, XT, HS). When the OST ends, the device comes out of RESET.

If $\overline{\text{MCLR}}$ is kept low long enough, all delays will expire. Bringing $\overline{\text{MCLR}}$ high will begin execution immediately. This is useful for testing purposes or to synchronize more than one PIC16F7X device operating in parallel.

Table 12-5 shows the RESET conditions for the STATUS, PCON and PC registers, while Table 12-6 shows the RESET conditions for all the registers.

12.11 Interrupts

The PIC16F7X family has up to 12 sources of interrupt. The interrupt control register (INTCON) records individual interrupt requests in flag bits. It also has individual and global interrupt enable bits.

Note:	Individual interrupt flag bits are set, regardless of the status of their corresponding mask bit or the GIE bit.

A global interrupt enable bit, GIE (INTCON<7>) enables (if set) all unmasked interrupts, or disables (if cleared) all interrupts. When bit GIE is enabled and an interrupt's flag bit and mask bit are set, the interrupt will vector immediately. Individual interrupts can be disabled through their corresponding enable bits in various registers. Individual interrupt bits are set, regardless of the status of the GIE bit. The GIE bit is cleared on RESET.

The "return from interrupt" instruction, `RETFIE`, exits the interrupt routine, as well as sets the GIE bit, which re-enables interrupts.

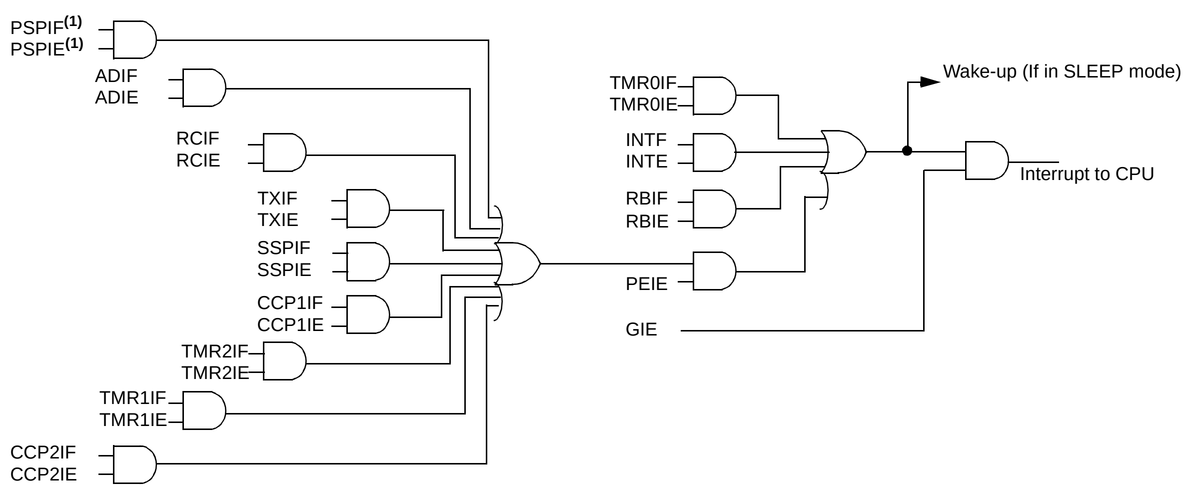
The RB0/INT pin interrupt, the RB port change interrupt and the TMR0 overflow interrupt flags are contained in the INTCON register.

The peripheral interrupt flags are contained in the Special Function Registers, PIR1 and PIR2. The corresponding interrupt enable bits are contained in Special Function Registers, PIE1 and PIE2, and the peripheral interrupt enable bit is contained in Special Function Register, INTCON.

When an interrupt is responded to, the GIE bit is cleared to disable any further interrupt, the return address is pushed onto the stack and the PC is loaded with 0004h. Once in the Interrupt Service Routine, the source(s) of the interrupt can be determined by polling the interrupt flag bits. The interrupt flag bit(s) must be cleared in software before re-enabling interrupts to avoid recursive interrupts.

For external interrupt events, such as the INT pin or PORTB change interrupt, the interrupt latency will be three or four instruction cycles. The exact latency depends when the interrupt event occurs, relative to the current Q cycle. The latency is the same for one or two-cycle instructions. Individual interrupt flag bits are set, regardless of the status of their corresponding mask bit, PEIE bit, or the GIE bit.

FIGURE 12-10: INTERRUPT LOGIC



Note 1: PSP interrupt is implemented only on PIC16F74/77 devices.

13.0 INSTRUCTION SET SUMMARY

The PIC16 instruction set is highly orthogonal and is comprised of three basic categories:

- **Byte-oriented** operations
- **Bit-oriented** operations
- **Literal and control** operations

Each PIC16 instruction is a 14-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 formats for each of the categories are presented in Figure 13-1, while the various opcode fields are summarized in Table 13-1.

Table 13-2 lists the instructions recognized by the MPASM™ Assembler. A complete description of each instruction is also available in the PICmicro™ Mid-Range Reference Manual (DS33023).

For **byte-oriented** instructions, '`f`' represents a file register designator and '`d`' represents a destination designator. The file register designator specifies which file register is to be used by the instruction.

The destination designator specifies where the result of the operation is to be placed. If '`d`' is zero, the result is placed in the W register. If '`d`' is one, 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 bit affected by the operation, while '`f`' represents the address of the file in which the bit is located.

For **literal and control** operations, '`k`' represents an eight- or eleven-bit constant or literal value

One instruction cycle consists of four oscillator periods; for an oscillator frequency of 4 MHz, this gives a normal instruction execution time of 1 µs. All instructions are executed within a single instruction cycle, unless a conditional test is true, or the program counter is changed as a result of an instruction. When this occurs, the execution takes two instruction cycles, with the second cycle executed as a `NOP`.

Note:	To maintain upward compatibility with future PIC16F7X products, do not use the `OPTION` and `TRIS` instructions.

All instruction examples use the format '0xhh' to represent a hexadecimal number, where 'h' signifies a hexadecimal digit.

13.1 READ-MODIFY-WRITE OPERATIONS

Any instruction that specifies a file register as part of the instruction performs a Read-Modify-Write (R-M-W) operation. The register is read, the data is modified, and the result is stored according to either the instruction, or the destination designator 'd'. A read operation is performed on a register even if the instruction writes to that register.

For example, a "`clrf PORTB`" instruction will read PORTB, clear all the data bits, then write the result back to PORTB. This example would have the unintended result that the condition that sets the RBIF flag would be cleared for pins configured as inputs and using the PORTB interrupt-on-change feature.

TABLE 13-1: OPCODE FIELD DESCRIPTIONS

Field	Description
`f`	Register file address (0x00 to 0x7F)
`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`.
`PC`	Program Counter
`TO`	Time-out bit
`PD`	Power-down bit

FIGURE 13-1: GENERAL FORMAT FOR INSTRUCTIONS

Byte-oriented file register operations

13 – 8	7	6 – 0
OPCODE	d	f (FILE #)

d = 0 for destination W
d = 1 for destination f
f = 7-bit file register address

Bit-oriented file register operations

13 – 10	9 – 7	6 – 0
OPCODE	b (BIT #)	f (FILE #)

b = 3-bit bit address
f = 7-bit file register address

Literal and control operations

General

13 – 8	7 – 0
OPCODE	k (literal)

k = 8-bit immediate value

`CALL` and `GOTO` instructions only

13 – 11	10 – 0
OPCODE	k (literal)

k = 11-bit immediate value

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

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

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

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

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

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

14.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK object linker combines relocatable objects created by the MPASM assembler and the MPLAB C17 and MPLAB C18 C compilers. It can also link relocatable objects from pre-compiled libraries, using directives from a linker script.

The MPLIB object librarian is a librarian for pre-compiled code to be used with the MPLINK object linker. When a routine from a library is called from another 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 MPLIB object librarian manages the creation and modification of library files.

The MPLINK object linker features include:

- Integration with MPASM assembler and MPLAB C17 and MPLAB C18 C compilers.
- Allows all memory areas to be defined as sections to provide link-time flexibility.

The MPLIB object librarian features include:

- Easier linking because single libraries can be included instead of many smaller files.
- Helps keep code maintainable by grouping related modules together.
- Allows libraries to be created and modules to be added, listed, replaced, deleted or extracted.

14.5 MPLAB SIM Software Simulator

The MPLAB SIM software simulator allows code development in a PC-hosted environment by simulating the PICmicro series microcontrollers on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a file, or user-defined key press, to any of the pins. The execution can be performed in single step, execute until break, or trace mode.

The MPLAB SIM simulator fully supports symbolic debugging using the MPLAB C17 and the MPLAB C18 C compilers and the MPASM assembler. The software simulator offers the flexibility to develop and debug code outside of the laboratory environment, making it an excellent multi-project software development tool.

14.6 MPLAB ICE High Performance Universal In-Circuit Emulator with MPLAB IDE

The MPLAB ICE universal in-circuit emulator is intended to provide the product development engineer with a complete microcontroller design tool set for PICmicro microcontrollers (MCUs). Software control of the MPLAB ICE in-circuit emulator is provided by the MPLAB Integrated Development Environment (IDE), which allows editing, building, downloading and source debugging from a single environment.

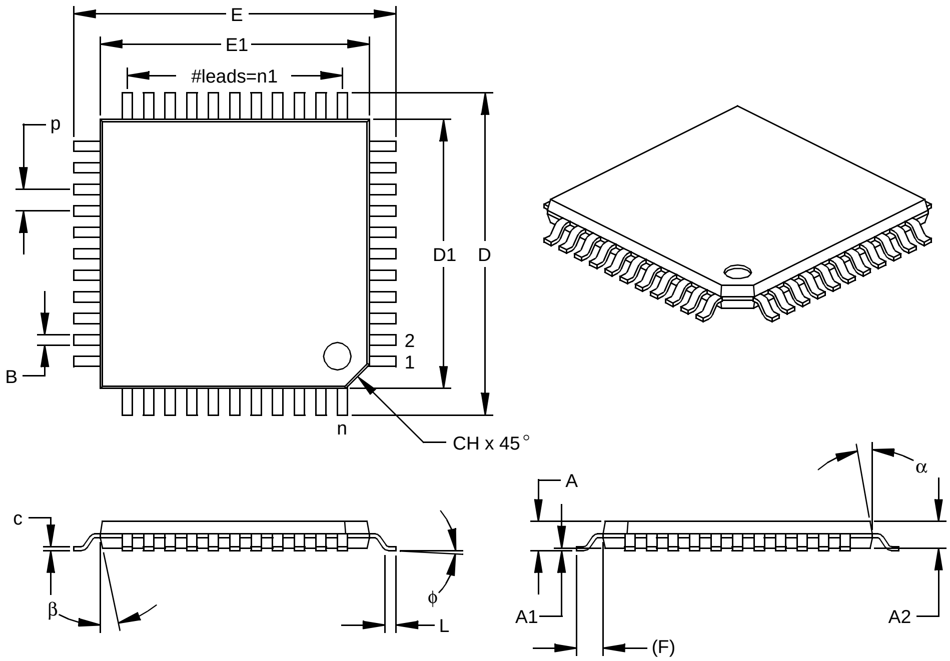
The MPLAB ICE 2000 is a full-featured emulator system with enhanced trace, trigger and data monitoring features. Interchangeable processor modules allow the system to be easily reconfigured for emulation of different processors. The universal architecture of the MPLAB ICE in-circuit emulator allows expansion to support new PICmicro microcontrollers.

The MPLAB ICE in-circuit emulator system has been designed as a real-time emulation system, with advanced features that are generally found on more expensive development tools. The PC platform and Microsoft® Windows environment were chosen to best make these features available to you, the end user.

14.7 ICEPIC In-Circuit Emulator

The ICEPIC low cost, in-circuit emulator is a solution for the Microchip Technology PIC16C5X, PIC16C6X, PIC16C7X and PIC16CXXX families of 8-bit One-Time-Programmable (OTP) microcontrollers. The modular system can support different subsets of PIC16C5X or PIC16CXXX products through the use of interchangeable personality modules, or daughter boards. The emulator is capable of emulating without target application circuitry being present.

44-Lead Plastic Thin Quad Flatpack (PT) 10x10x1 mm Body, 1.0/0.10 mm Lead Form (TQFP)



Units		INCHES			MILLIMETERS*		
Dimension Limits		MIN	NOM	MAX	MIN	NOM	MAX
Number of Pins	n		44			44	
Pitch	p		.031			0.80	
Pins per Side	n1		11			11	
Overall Height	A	.039	.043	.047	1.00	1.10	1.20
Molded Package Thickness	A2	.037	.039	.041	0.95	1.00	1.05
Standoff §	A1	.002	.004	.006	0.05	0.10	0.15
Foot Length	L	.018	.024	.030	0.45	0.60	0.75
Footprint (Reference)	(F)		.039		1.00		
Foot Angle	φ	0	3.5	7	0	3.5	7
Overall Width	E	.463	.472	.482	11.75	12.00	12.25
Overall Length	D	.463	.472	.482	11.75	12.00	12.25
Molded Package Width	E1	.390	.394	.398	9.90	10.00	10.10
Molded Package Length	D1	.390	.394	.398	9.90	10.00	10.10
Lead Thickness	c	.004	.006	.008	0.09	0.15	0.20
Lead Width	B	.012	.015	.017	0.30	0.38	0.44
Pin 1 Corner Chamfer	CH	.025	.035	.045	0.64	0.89	1.14
Mold Draft Angle Top	α	5	10	15	5	10	15
Mold Draft Angle Bottom	β	5	10	15	5	10	15

* Controlling Parameter
§ Significant Characteristic

Notes:
Dimensions D1 and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" (0.254mm) per side.
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Drawing No. C04-076

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