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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	6
Program Memory Size	3.5KB (2K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 4x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	8-SOIC (0.154", 3.90mm Width)
Supplier Device Package	8-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic12lf1822-e-sn

3.4 Stack

All devices have a 16-level x 15-bit wide hardware stack (refer to Figures 3-4 through 3-7). The stack space is not part of either program or data space. The PC is PUSHed onto the stack when CALL or CALLW instructions are executed or an interrupt causes a branch. The stack is POPed in the event of a RETURN, RETLW or a RETFIE instruction execution. PCLATH is not affected by a PUSH or POP operation.

The stack operates as a circular buffer if the STVREN bit is programmed to '0' (Configuration Word 2). This means that after the stack has been PUSHed sixteen times, the seventeenth PUSH overwrites the value that was stored from the first PUSH. The eighteenth PUSH overwrites the second PUSH (and so on). The STKOVF and STKUNF flag bits will be set on an Overflow/Underflow, regardless of whether the Reset is enabled.

Note 1:	There are no instructions/mnemonics called PUSH or POP. These are actions that occur from the execution of the CALL, CALLW, RETURN, RETLW and RETFIE instructions or the vectoring to an interrupt address.

3.4.1 ACCESSING THE STACK

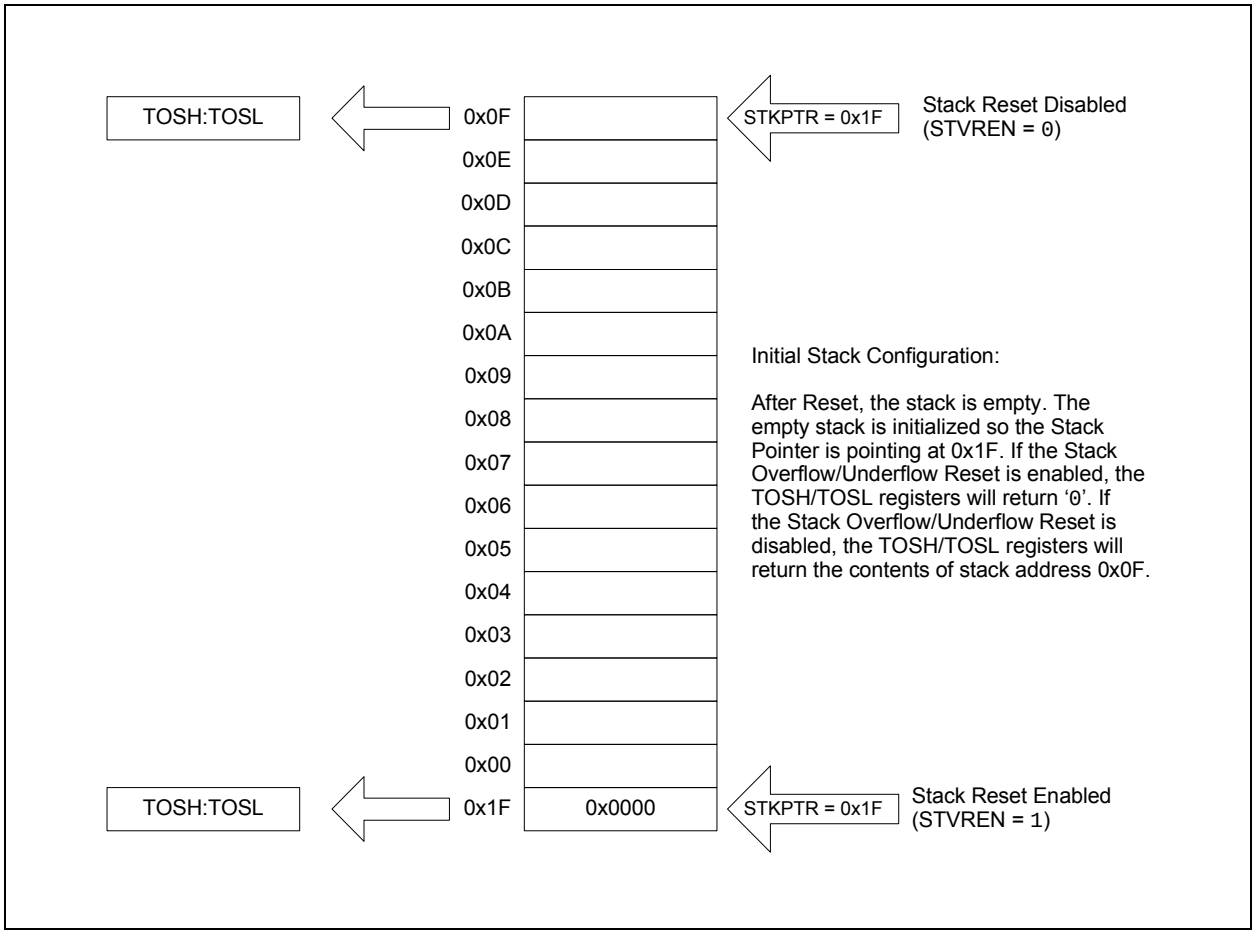
The stack is available through the TOSH, TOSL and STKPTR registers. STKPTR is the current value of the Stack Pointer. TOSH:TOSL register pair points to the TOP of the stack. Both registers are read/writable. TOS is split into TOSH and TOSL due to the 15-bit size of the PC. To access the stack, adjust the value of STKPTR, which will position TOSH:TOSL, then read/write to TOSH:TOSL. STKPTR is five bits to allow detection of overflow and underflow.

Note:	Care should be taken when modifying the STKPTR while interrupts are enabled.

During normal program operation, CALL, CALLW and Interrupts will increment STKPTR while RETLW, RETURN, and RETFIE will decrement STKPTR. At any time STKPTR can be inspected to see how much stack is left. The STKPTR always points at the currently used place on the stack. Therefore, a CALL or CALLW will increment the STKPTR and then write the PC, and a return will unload the PC and then decrement STKPTR.

Reference Figure 3-4 through Figure 3-7 for examples of accessing the stack.

FIGURE 3-4: ACCESSING THE STACK EXAMPLE 1



REGISTER 5-3: OSCTUNE: OSCILLATOR TUNING REGISTER

U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	TUN<5:0>					
bit 7							bit 0

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

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

bit 5-0 **TUN<5:0>:** Frequency Tuning bits

011111 = Maximum frequency
011110 =
•
•
•
000001 =
000000 = Oscillator module is running at the factory-calibrated frequency.
111111 =
•
•
•
100000 = Minimum frequency

TABLE 5-2: SUMMARY OF REGISTERS ASSOCIATED WITH CLOCK SOURCES

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
OSCCON	SPLLEN	IRCF<3:0>				—	SCS<1:0>		65
OSCSTAT	T1OSCR	PLLR	OSTS	HFIOFR	HFIOFL	MFIOFR	LFIOFR	HFIOFS	66
OSCTUNE	—	—	TUN<5:0>						67
PIE2	OSFIE	C2IE(1)	C1IE	EEIE	BCL1IE	—	—	—	88
PIR2	OSFIF	C2IF(1)	C1IF	EEIF	BCL1IF	—	—	—	90
T1CON	TMR1CS<1:0>		T1CKPS<1:0>		T1OSCEN	$\overline{\text{T1SYNC}}$	—	TMR1ON	173

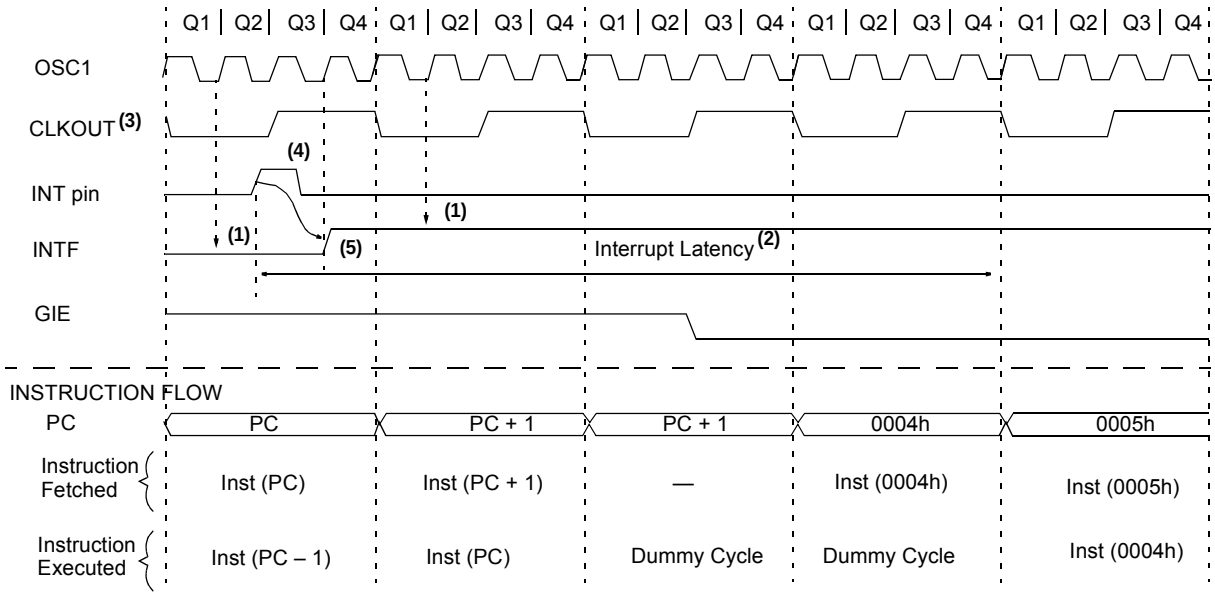
Legend: — = unimplemented location, read as '0'. Shaded cells are not used by clock sources.
Note 1: PIC16(L)F1823 only.

TABLE 5-3: SUMMARY OF CONFIGURATION WORD WITH CLOCK SOURCES

Name	Bits	Bit -/7	Bit -/6	Bit 13/5	Bit 12/4	Bit 11/3	Bit 10/2	Bit 9/1	Bit 8/0	Register on Page
CONFIG1	13:8	—	—	FCMEN	IESO	$\overline{\text{CLKOUTEN}}$	BOREN<1:0>		$\overline{\text{CPD}}$	46
	7:0	$\overline{\text{CP}}$	MCLRE	$\overline{\text{PWRTE}}$	WDTE<1:0>		FOSC<2:0>			

Legend: — = unimplemented location, read as '0'. Shaded cells are not used by clock sources.
Note 1: PIC12F1822/16F1823 only.

FIGURE 8-4: INT PIN INTERRUPT TIMING



Note 1: INTF flag is sampled here (every Q1).

2: Asynchronous interrupt latency = 3-5 TCY. Synchronous latency = 3-4 TCY, where TCY = instruction cycle time. Latency is the same whether Inst (PC) is a single cycle or a 2-cycle instruction.

3: CLKOUT not available in all Oscillator modes.

4: For minimum width of INT pulse, refer to AC specifications in **Section 30.0 "Electrical Specifications"**.

5: INTF is enabled to be set any time during the Q4-Q1 cycles.

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TABLE 8-1: SUMMARY OF REGISTERS ASSOCIATED WITH INTERRUPTS

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	86
OPTION_REG	$\overline{\text{WPUEN}}$	INTEDG	TMR0CS	TMR0SE	PSA	PS2	PS1	PS0	164
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	87
PIE2	OSFIE	C2IE(1)	C1IE	EEIE	BCL1IE	—	—	—	88
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	89
PIR2	OSFIF	C2IF(1)	C1IF	EEIF	BCL1IF	—	—	—	90

Legend: — = unimplemented locations read as '0'. Shaded cells are not used by Interrupts.

Note 1: PIC16(L)F1823 only.

REGISTER 12-10: ANSELC: PORTC ANALOG SELECT REGISTER

U-0	U-0	U-0	U-0	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
—	—	—	—	ANSC3	ANSC2	ANSC1	ANSC0
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 **Unimplemented:** Read as '0'

bit 3-0 **ANSC<3:0>**: Analog Select between Analog or Digital Function on pins RC<3:0>, respectively
0 = Digital I/O. Pin is assigned to port or digital special function.
1 = Analog input. Pin is assigned as analog input(1). Digital input buffer disabled.

Note 1: When setting a pin to an analog input, the corresponding TRIS bit must be set to Input mode in order to allow external control of the voltage on the pin.

REGISTER 12-11: WPUC: WEAK PULL-UP PORTC REGISTER

U-0	U-0	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
—	—	WPUC5	WPUC4	WPUC3	WPUC2	WPUC1	WPUC0
bit 7							bit 0

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

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

bit 5-0 **WPUC<5:0>**: Weak Pull-up Register bits(1, 2)
1 = Pull-up enabled
0 = Pull-up disabled

Note 1: Global $\overline{\text{WPUEN}}$ bit of the OPTION register must be cleared for individual pull-ups to be enabled.
2: The weak pull-up device is automatically disabled if the pin is in configured as an output.

TABLE 12-4: SUMMARY OF REGISTERS ASSOCIATED WITH PORTC(1)

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ANSELC	—	—	—	—	ANSC3	ANSC2	ANSC1	ANSC0	122
LATC	—	—	LATC5	LATC4	LATC3	LATC2	LATC1	LATC0	121
OPTION_REG	$\overline{\text{WPUEN}}$	INTEDG	TMR0CS	TMR0SE	PSA	PS<2:0>			164
PORTC	—	—	RC5	RC4	RC3	RC2	RC1	RC0	121
TRISC	—	—	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	121
WPUC	—	—	WPUC5	WPUC4	WPUC3	WPUC2	WPUC1	WPUC0	122

Legend: x = unknown, u = unchanged, - = unimplemented locations read as '0'. Shaded cells are not used by PORTC.
Note 1: PIC16(L)F1823 only.

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16.2.7 ADC REGISTER DEFINITIONS

The following registers are used to control the operation of the ADC.

REGISTER 16-1: ADCON0: A/D CONTROL REGISTER 0

U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	CHS<4:0>					GO/$\overline{\text{DONE}}$	ADON
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 **Unimplemented:** Read as ‘0’

bit 6-2 **CHS<4:0>:** Analog Channel Select bits

00000 = AN0
00001 = AN1
00010 = AN2
00011 = AN3
00100 = AN4(1)
00101 = AN5(1)
00110 = AN6(1)
00111 = AN7(1)
01001 = Reserved. No channel connected.
•
•
•
11100 = Reserved. No channel connected.
11101 = Temperature Indicator(4)
11110 = DAC output(2)
11111 = FVR (Fixed Voltage Reference) Buffer 1 Output(3)

bit 1 **GO/$\overline{\text{DONE}}$:** A/D Conversion Status bit

1 = A/D conversion cycle in progress. Setting this bit starts an A/D conversion cycle.
This bit is automatically cleared by hardware when the A/D conversion has completed.
0 = A/D conversion completed/not in progress

bit 0 **ADON:** ADC Enable bit

1 = ADC is enabled
0 = ADC is disabled and consumes no operating current

Note 1: PIC16(L)F1823 only. For PIC12(L)F1822 it is “Reserved. No channel connected”.
2: See **Section 17.0 “Digital-to-Analog Converter (DAC) Module”** for more information.
3: See **Section 14.0 “Fixed Voltage Reference (FVR)”** for more information.
4: See **Section 15.0 “Temperature Indicator Module”** for more information.

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FIGURE 17-1: DIGITAL-TO-ANALOG CONVERTER BLOCK DIAGRAM

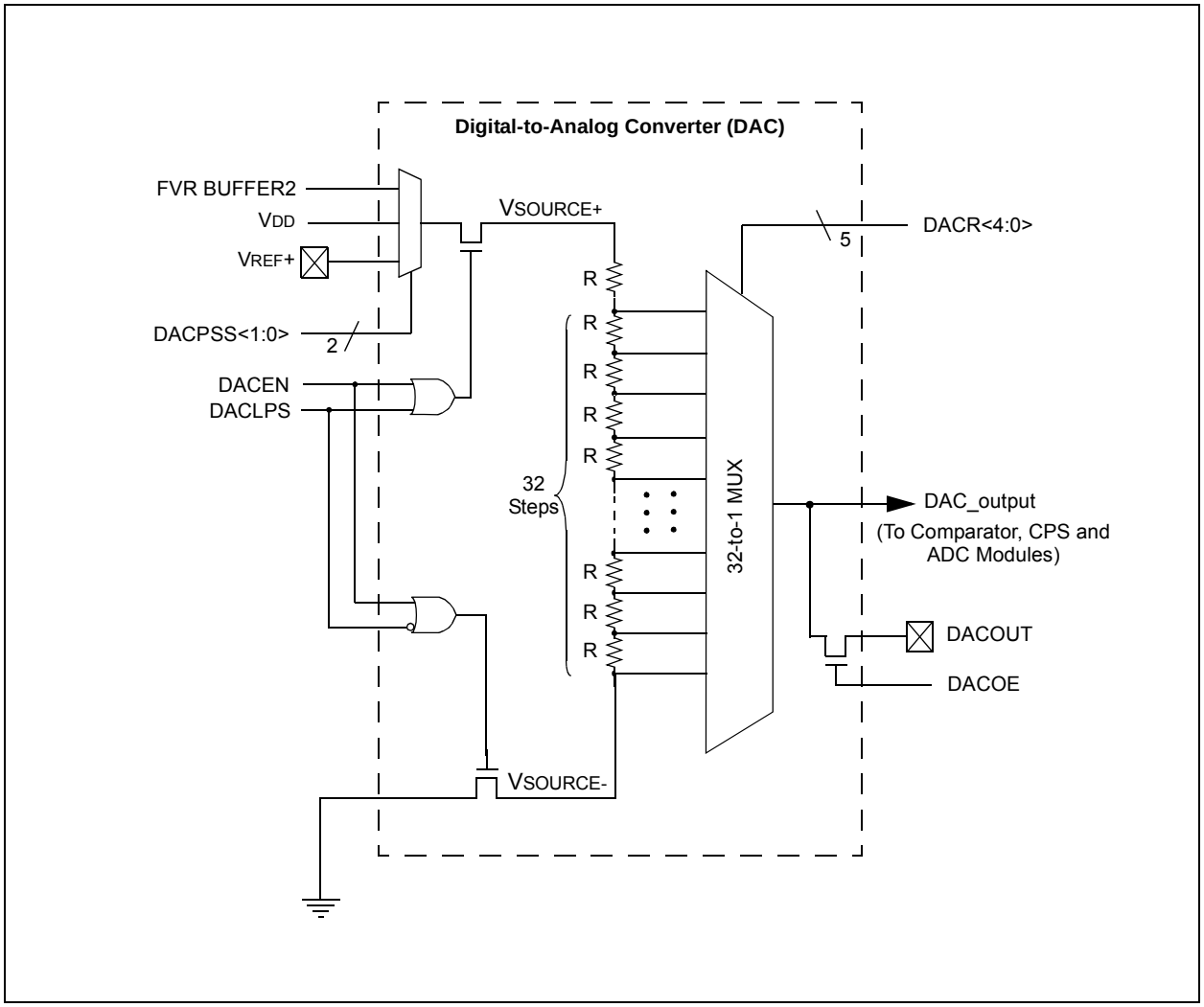

FIGURE 17-2: VOLTAGE REFERENCE OUTPUT BUFFER EXAMPLE

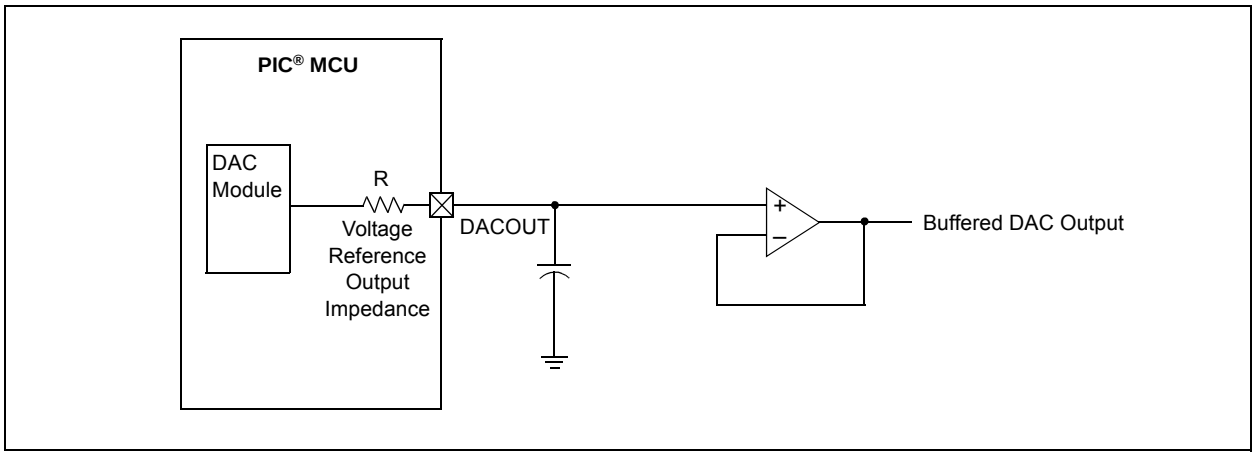

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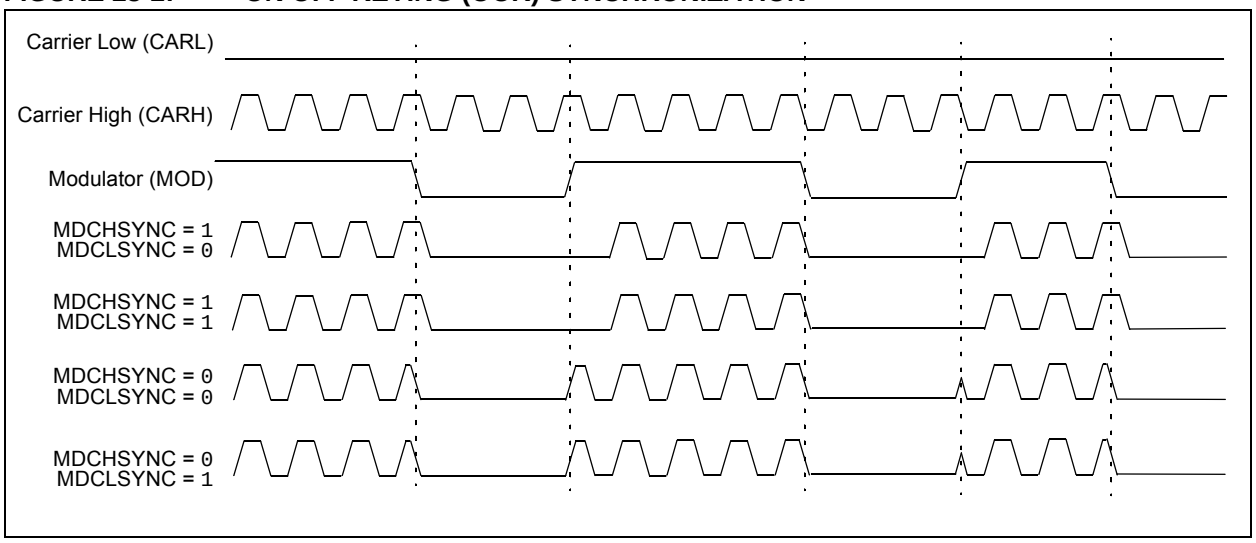
FIGURE 23-2: ON OFF KEYING (OOK) SYNCHRONIZATION



EXAMPLE 23-1: NO SYNCHRONIZATION (MDSHSYNC = 0, MDCLSYNC = 0)

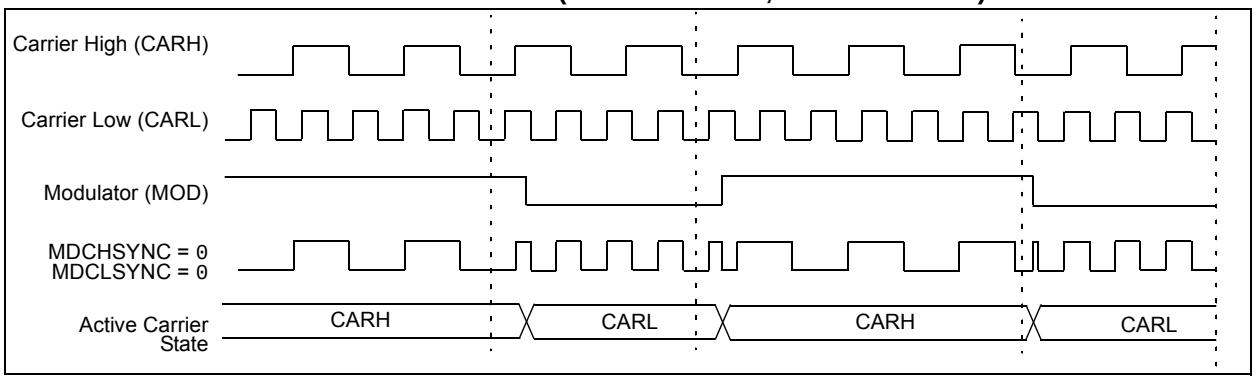


FIGURE 23-3: CARRIER HIGH SYNCHRONIZATION (MDSHSYNC = 1, MDCLSYNC = 0)

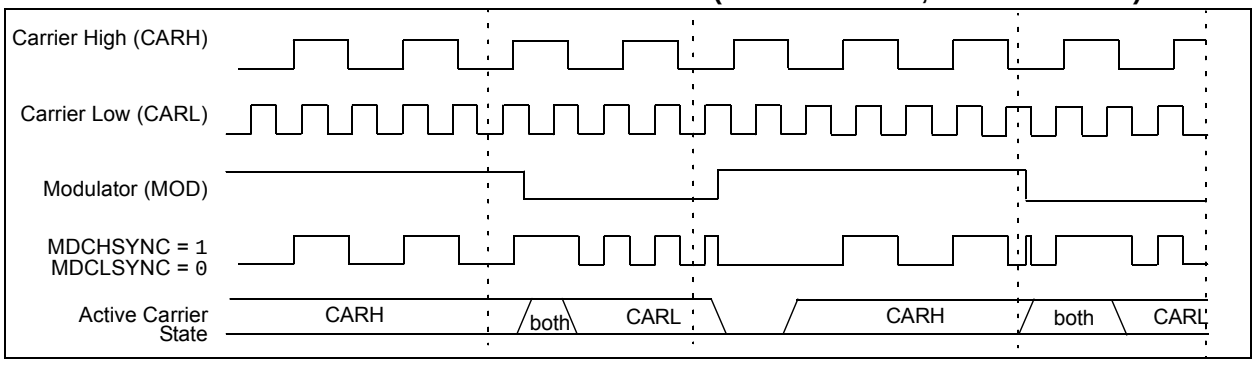


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FIGURE 23-4: CARRIER LOW SYNCHRONIZATION (MDSHSYNC = 0, MDCLSYNC = 1)

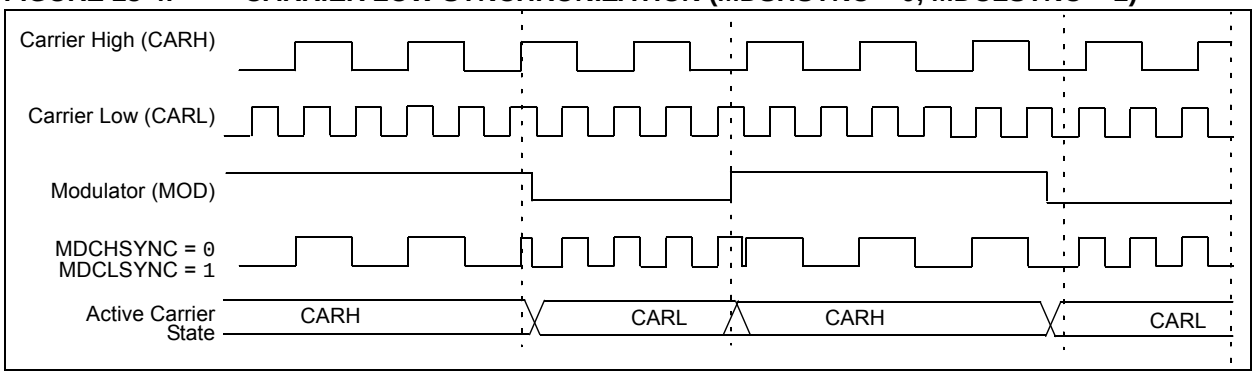
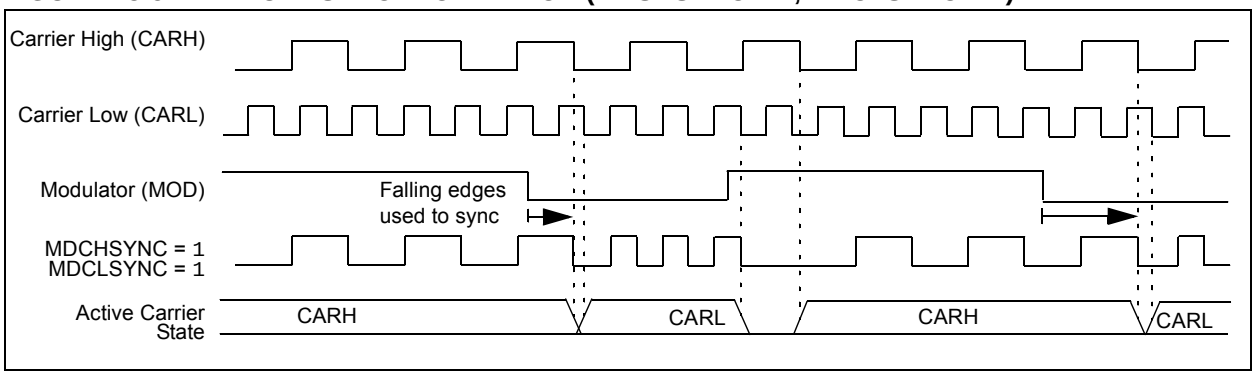


FIGURE 23-5: FULL SYNCHRONIZATION (MDSHSYNC = 1, MDCLSYNC = 1)



REGISTER 23-2: MDSRC: MODULATION SOURCE CONTROL REGISTER

R/W-x/u	U-0	U-0	U-0	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
MDMSODIS	—	—	—	MDMS<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	

bit 7 **MDMSODIS:** Modulation Source Output Disable bit
1 = Output signal driving the peripheral output pin (selected by MDMS<3:0>) is disabled
0 = Output signal driving the peripheral output pin (selected by MDMS<3:0>) is enabled

bit 6-4 **Unimplemented:** Read as ‘0’

bit 3-0 **MDMS<3:0>** Modulation Source Selection bits
1111 = Reserved. No channel connected.
1110 = Reserved. No channel connected.
1101 = Reserved. No channel connected.
1100 = Reserved. No channel connected.
1011 = Reserved. No channel connected.
1010 = EUSART TX output
1001 = Reserved. No channel selected.
1000 = MSSP1 SDO1 output
0111 = Comparator 2 output (PIC16(L)F1823 only. PIC12(L)F1822; Reserved, no channel connected.)
0110 = Comparator 1 output
0101 = Reserved. No channel connected.
0100 = Reserved. No channel connected.
0011 = Reserved. No channel connected.
0010 = CCP1 output (PWM Output mode only)
0001 = MDMIN port pin
0000 = MDBIT bit of MDCON register is modulation source

Note 1: Narrowed carrier pulse widths or spurs may occur in the signal stream if the carrier is not synchronized.

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25.4.5 START CONDITION

The I^2C specification defines a Start condition as a transition of SDA from a high to a low state while SCL line is high. A Start condition is always generated by the master and signifies the transition of the bus from an Idle to an Active state. Figure 25-12 shows wave forms for Start and Stop conditions.

A bus collision can occur on a Start condition if the module samples the SDA line low before asserting it low. This does not conform to the I^2C Specification that states no bus collision can occur on a Start.

25.4.6 STOP CONDITION

A Stop condition is a transition of the SDA line from low-to-high state while the SCL line is high.

Note: At least one SCL low time must appear before a Stop is valid, therefore, if the SDA line goes low then high again while the SCL line stays high, only the Start condition is detected.

25.4.7 RESTART CONDITION

A Restart is valid any time that a Stop would be valid. A master can issue a Restart if it wishes to hold the bus after terminating the current transfer. A Restart has the same effect on the slave that a Start would, resetting all slave logic and preparing it to clock in an address. The master may want to address the same or another slave. Figure 25-13 shows wave forms for a Restart condition.

In 10-bit Addressing Slave mode a Restart is required for the master to clock data out of the addressed slave. Once a slave has been fully addressed, matching both high and low address bytes, the master can issue a Restart and the high address byte with the R/$\overline{W}$ bit set. The slave logic will then hold the clock and prepare to clock out data.

After a full match with R/$\overline{W}$ clear in 10-bit mode, a prior match flag is set and maintained. Until a Stop condition, a high address with R/$\overline{W}$ clear, or high address match fails.

25.4.8 START/STOP CONDITION INTERRUPT MASKING

The SCIE and PCIE bits of the SSP1CON3 register can enable the generation of an interrupt in Slave modes that do not typically support this function. Slave modes where interrupt on Start and Stop detect are already enabled, these bits will have no effect.

FIGURE 25-12: I^2C START AND STOP CONDITIONS

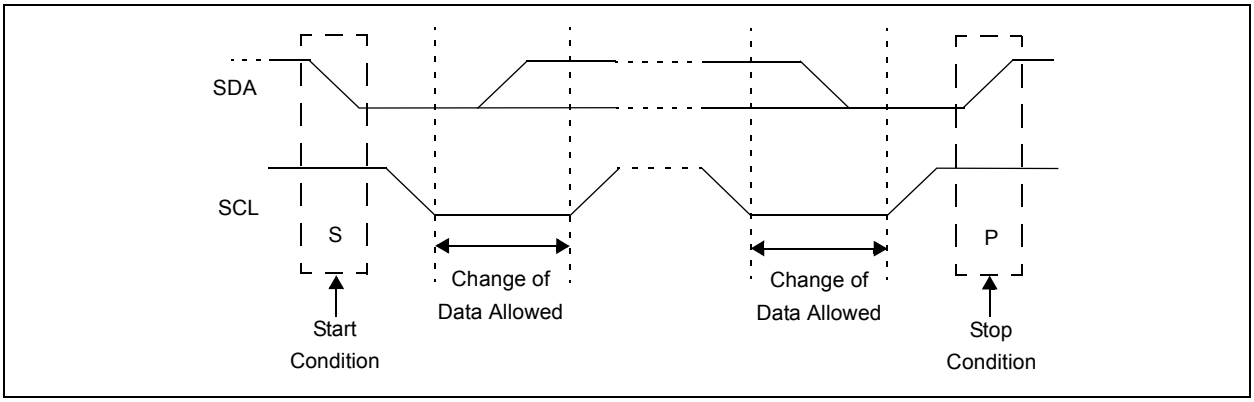
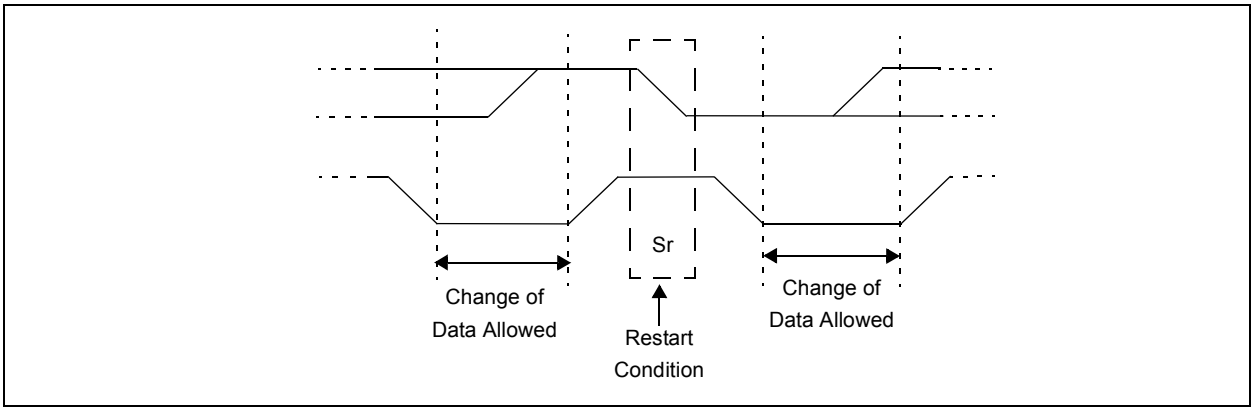


FIGURE 25-13: I^2C RESTART CONDITION



25.5.3.3 7-bit Transmission with Address Hold Enabled

Setting the AHEN bit of the SSP1CON3 register enables additional clock stretching and interrupt generation after the eighth falling edge of a received matching address. Once a matching address has been clocked in, CKP is cleared and the SSP1IF interrupt is set.

Figure 25-19 displays a standard waveform of a 7-bit Address Slave Transmission with AHEN enabled.

1. Bus starts Idle.
2. Master sends Start condition; the S bit of SSP1STAT is set; SSP1IF is set if interrupt-on-Start detect is enabled.
3. Master sends matching address with R/$\overline{W}$ bit set. After the eighth falling edge of the SCL line the CKP bit is cleared and SSP1IF interrupt is generated.
4. Slave software clears SSP1IF.
5. Slave software reads ACKTIM bit of SSP1CON3 register, and R/$\overline{W}$ and D/$\overline{A}$ of the SSP1STAT register to determine the source of the interrupt.
6. Slave reads the address value from the SSP1BUF register clearing the BF bit.
7. Slave software decides from this information if it wishes to $\overline{ACK}$ or not $\overline{ACK}$ and sets ACKDT bit of the SSP1CON2 register accordingly.
8. Slave sets the CKP bit releasing SCL.
9. Master clocks in the $\overline{ACK}$ value from the slave.
10. Slave hardware automatically clears the CKP bit and sets SSP1IF after the $\overline{ACK}$ if the R/$\overline{W}$ bit is set.
11. Slave software clears SSP1IF.
12. Slave loads value to transmit to the master into SSP1BUF setting the BF bit.

Note: SSP1BUF cannot be loaded until after the $\overline{ACK}$.

13. Slave sets CKP bit releasing the clock.
14. Master clocks out the data from the slave and sends an $\overline{ACK}$ value on the 9th SCL pulse.
15. Slave hardware copies the $\overline{ACK}$ value into the ACKSTAT bit of the SSP1CON2 register.
16. Steps 10-15 are repeated for each byte transmitted to the master from the slave.
17. If the master sends a not $\overline{ACK}$ the slave releases the bus, allowing the master to send a Stop and end the communication.

Note: Master must send a not $\overline{ACK}$ on the last byte to ensure that the slave releases the SCL line to receive a Stop.

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25.6 I²C MASTER MODE

Master mode is enabled by setting and clearing the appropriate SSP1M bits in the SSP1CON1 register and by setting the SSP1EN bit. In Master mode, the SCL and SDA lines are set as inputs and are manipulated by the MSSP1 hardware.

Master mode of operation is supported by interrupt generation on the detection of the Start and Stop conditions. The Stop (P) and Start (S) bits are cleared from a Reset or when the MSSP1 module is disabled. Control of the I²C bus may be taken when the P bit is set, or the bus is Idle.

In Firmware Controlled Master mode, user code conducts all I²C bus operations based on Start and Stop bit condition detection. Start and Stop condition detection is the only active circuitry in this mode. All other communication is done by the user software directly manipulating the SDA and SCL lines.

The following events will cause the SSP1 Interrupt Flag bit, SSP1IF, to be set (SSP1 interrupt, if enabled):

- Start condition detected
- Stop condition detected
- Data transfer byte transmitted/received
- Acknowledge transmitted/received
- Repeated Start generated

Note 1: The MSSP1 module, when configured in I²C Master mode, does not allow queuing of events. For instance, the user is not allowed to initiate a Start condition and immediately write the SSP1BUF register to initiate transmission before the Start condition is complete. In this case, the SSP1BUF will not be written to and the WCOL bit will be set, indicating that a write to the SSP1BUF did not occur

2: When in Master mode, Start/Stop detection is masked and an interrupt is generated when the SEN/PEN bit is cleared and the generation is complete.

25.6.1 I²C MASTER MODE OPERATION

The master device generates all of the serial clock pulses and the Start and Stop conditions. A transfer is ended with a Stop condition or with a Repeated Start condition. Since the Repeated Start condition is also the beginning of the next serial transfer, the I²C bus will not be released.

In Master Transmitter mode, serial data is output through SDA, while SCL outputs the serial clock. The first byte transmitted contains the slave address of the receiving device (7 bits) and the Read/Write (R/$\overline{W}$) bit. In this case, the R/$\overline{W}$ bit will be logic '0'. Serial data is transmitted eight bits at a time. After each byte is transmitted, an Acknowledge bit is received. Start and Stop conditions are output to indicate the beginning and the end of a serial transfer.

In Master Receive mode, the first byte transmitted contains the slave address of the transmitting device (7 bits) and the R/$\overline{W}$ bit. In this case, the R/$\overline{W}$ bit will be logic '1'. Thus, the first byte transmitted is a 7-bit slave address followed by a '1' to indicate the receive bit. Serial data is received via SDA, while SCL outputs the serial clock. Serial data is received eight bits at a time. After each byte is received, an Acknowledge bit is transmitted. Start and Stop conditions indicate the beginning and end of transmission.

A Baud Rate Generator is used to set the clock frequency output on SCL. See **Section 25.7 "Baud Rate Generator"** for more detail.

25.6.2 CLOCK ARBITRATION

Clock arbitration occurs when the master, during any receive, transmit or Repeated Start/Stop condition, releases the SCL pin (SCL allowed to float high). When the SCL pin is allowed to float high, the Baud Rate Generator (BRG) is suspended from counting until the SCL pin is actually sampled high. When the SCL pin is sampled high, the Baud Rate Generator is reloaded with the contents of SSP1ADD<7:0> and begins counting. This ensures that the SCL high time will always be at least one BRG rollover count in the event that the clock is held low by an external device (Figure 25-25).

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25.6.13.1 Bus Collision During a Start Condition

During a Start condition, a bus collision occurs if:

a) SDA or SCL are sampled low at the beginning of the Start condition (Figure 25-33).

b) SCL is sampled low before SDA is asserted low (Figure 25-34).

During a Start condition, both the SDA and the SCL pins are monitored.

If the SDA pin is already low, or the SCL pin is already low, then all of the following occur:

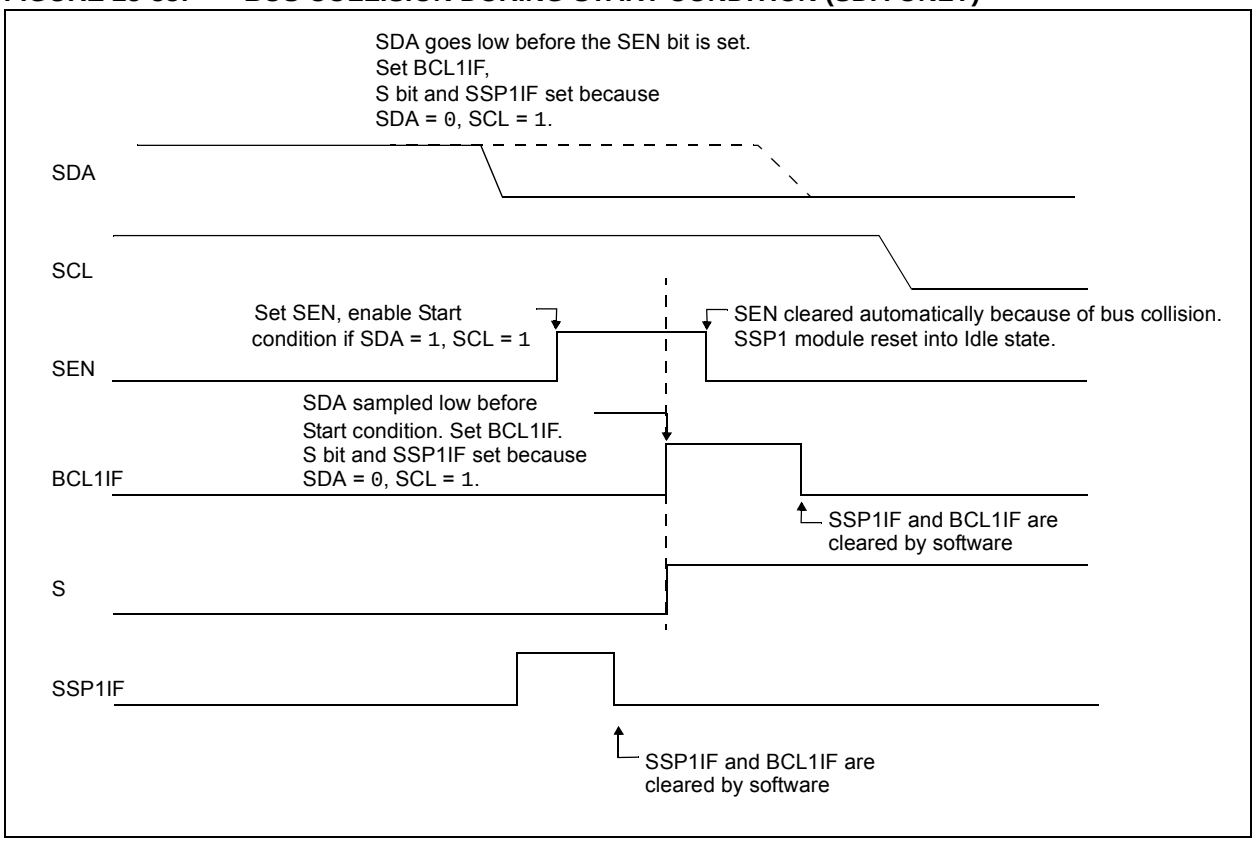
- the Start condition is aborted,
- the BCL1IF flag is set and
- the MSSP1 module is reset to its Idle state (Figure 25-33).

The Start condition begins with the SDA and SCL pins deasserted. When the SDA pin is sampled high, the Baud Rate Generator is loaded and counts down. If the SCL pin is sampled low while SDA is high, a bus collision occurs because it is assumed that another master is attempting to drive a data '1' during the Start condition.

If the SDA pin is sampled low during this count, the BRG is reset and the SDA line is asserted early (Figure 25-35). If, however, a '1' is sampled on the SDA pin, the SDA pin is asserted low at the end of the BRG count. The Baud Rate Generator is then reloaded and counts down to zero; if the SCL pin is sampled as '0' during this time, a bus collision does not occur. At the end of the BRG count, the SCL pin is asserted low.

Note: The reason that bus collision is not a factor during a Start condition is that no two bus masters can assert a Start condition at the exact same time. Therefore, one master will always assert SDA before the other. This condition does not cause a bus collision because the two masters must be allowed to arbitrate the first address following the Start condition. If the address is the same, arbitration must be allowed to continue into the data portion, Repeated Start or Stop conditions.

FIGURE 25-33: BUS COLLISION DURING START CONDITION (SDA ONLY)



25.7 BAUD RATE GENERATOR

The MSSP1 module has a Baud Rate Generator available for clock generation in both I^2C and SPI Master modes. The Baud Rate Generator (BRG) reload value is placed in the SSP1ADD register (Register 25-6). When a write occurs to SSP1BUF, the Baud Rate Generator will automatically begin counting down.

Once the given operation is complete, the internal clock will automatically stop counting and the clock pin will remain in its last state.

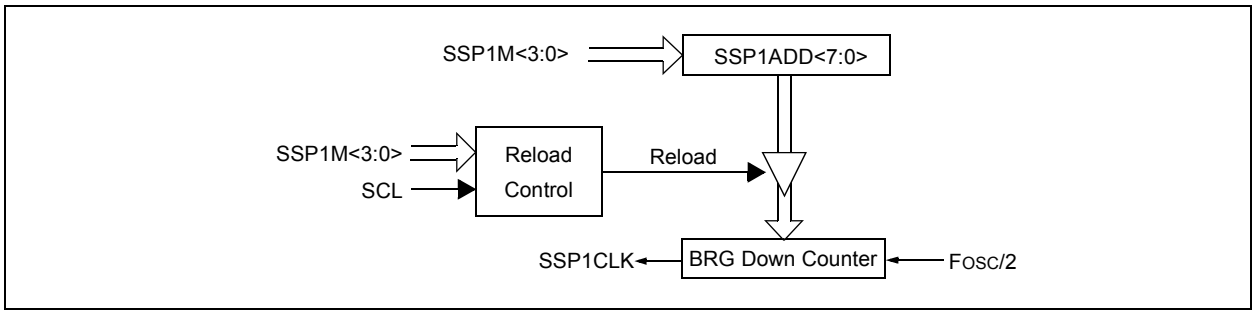
An internal signal “Reload” in Figure 25-40 triggers the value from SSP1ADD to be loaded into the BRG counter. This occurs twice for each oscillation of the module clock line. The logic dictating when the reload signal is asserted depends on the mode the MSSP1 is being operated in.

Table 25-4 demonstrates clock rates based on instruction cycles and the BRG value loaded into SSP1ADD.

EQUATION 25-1:

$$F_{CLOCK} = \frac{F_{OSC}}{(SSPxADD + 1)(4)}$$

FIGURE 25-40: BAUD RATE GENERATOR BLOCK DIAGRAM



Note: Values of 0x00, 0x01 and 0x02 are not valid for SSP1ADD when used as a Baud Rate Generator for I^2C. This is an implementation limitation.

TABLE 25-4: MSSP1 CLOCK RATE W/BRG

FOSC	FCY	BRG Value	FCLOCK (2 Rollovers of BRG)
32 MHz	8 MHz	13h	400 kHz
32 MHz	8 MHz	19h	308 kHz
32 MHz	8 MHz	4Fh	100 kHz
16 MHz	4 MHz	09h	400 kHz
16 MHz	4 MHz	0Ch	308 kHz
16 MHz	4 MHz	27h	100 kHz
4 MHz	1 MHz	09h	100 kHz

Note 1: Refer to the I/O port electrical and timing specifications in Table 30-4 and Figure 30-7 to ensure the system is designed to support the I/O requirements.

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26.1.2.8 Asynchronous Reception Set-up:

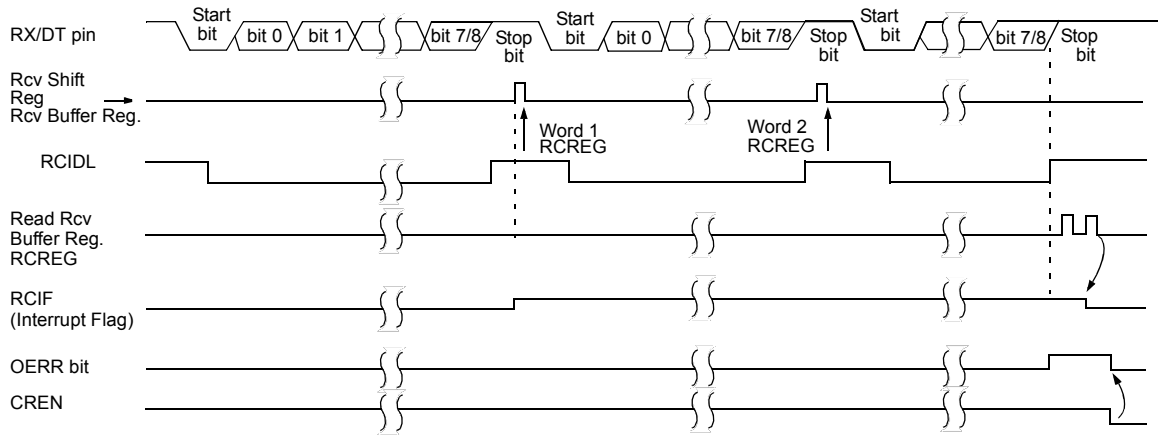
1. Initialize the SPBRGH, SPBRGL register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see **Section 26.3 "EUSART Baud Rate Generator (BRG)"**).
2. Clear the ANSEL bit for the RX pin (if applicable).
3. Enable the serial port by setting the SPEN bit. The SYNC bit must be clear for asynchronous operation.
4. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
5. If 9-bit reception is desired, set the RX9 bit.
6. Enable reception by setting the CREN bit.
7. The RCIF interrupt flag bit will be set when a character is transferred from the RSR to the receive buffer. An interrupt will be generated if the RCIE interrupt enable bit was also set.
8. Read the RCSTA register to get the error flags and, if 9-bit data reception is enabled, the ninth data bit.
9. Get the received eight Least Significant data bits from the receive buffer by reading the RCREG register.
10. If an overrun occurred, clear the OERR flag by clearing the CREN receiver enable bit.

26.1.2.9 9-bit Address Detection Mode Set-up

This mode would typically be used in RS-485 systems. To set up an Asynchronous Reception with Address Detect Enable:

1. Initialize the SPBRGH, SPBRGL register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see **Section 26.3 "EUSART Baud Rate Generator (BRG)"**).
2. Clear the ANSEL bit for the RX pin (if applicable).
3. Enable the serial port by setting the SPEN bit. The SYNC bit must be clear for asynchronous operation.
4. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
5. Enable 9-bit reception by setting the RX9 bit.
6. Enable address detection by setting the ADDEN bit.
7. Enable reception by setting the CREN bit.
8. The RCIF interrupt flag bit will be set when a character with the ninth bit set is transferred from the RSR to the receive buffer. An interrupt will be generated if the RCIE interrupt enable bit was also set.
9. Read the RCSTA register to get the error flags. The ninth data bit will always be set.
10. Get the received eight Least Significant data bits from the receive buffer by reading the RCREG register. Software determines if this is the device's address.
11. If an overrun occurred, clear the OERR flag by clearing the CREN receiver enable bit.
12. If the device has been addressed, clear the ADDEN bit to allow all received data into the receive buffer and generate interrupts.

FIGURE 26-5: ASYNCHRONOUS RECEPTION



Note: This timing diagram shows three words appearing on the RX input. The RCREG (receive buffer) is read after the third word, causing the OERR (overrun) bit to be set.

FIGURE 26-7: AUTO-WAKE-UP BIT (WUE) TIMING DURING NORMAL OPERATION

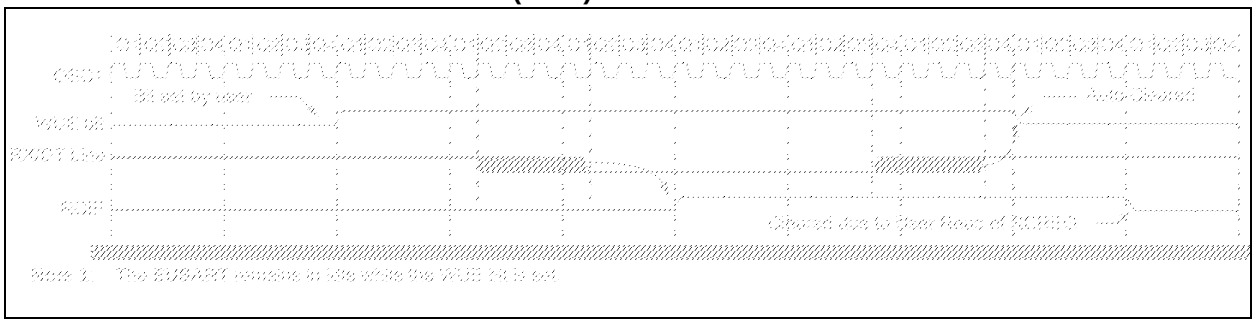


FIGURE 26-8: AUTO-WAKE-UP BIT (WUE) TIMINGS DURING SLEEP

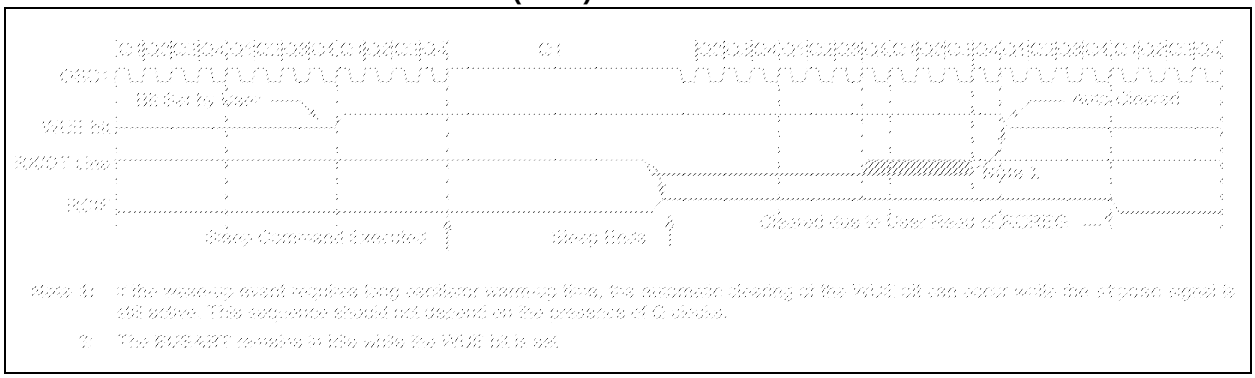


FIGURE 31-21: IDD, MFINTOSC MODE (FOSC = 500 kHz), PIC12LF1822 AND PIC16LF1823 ONLY

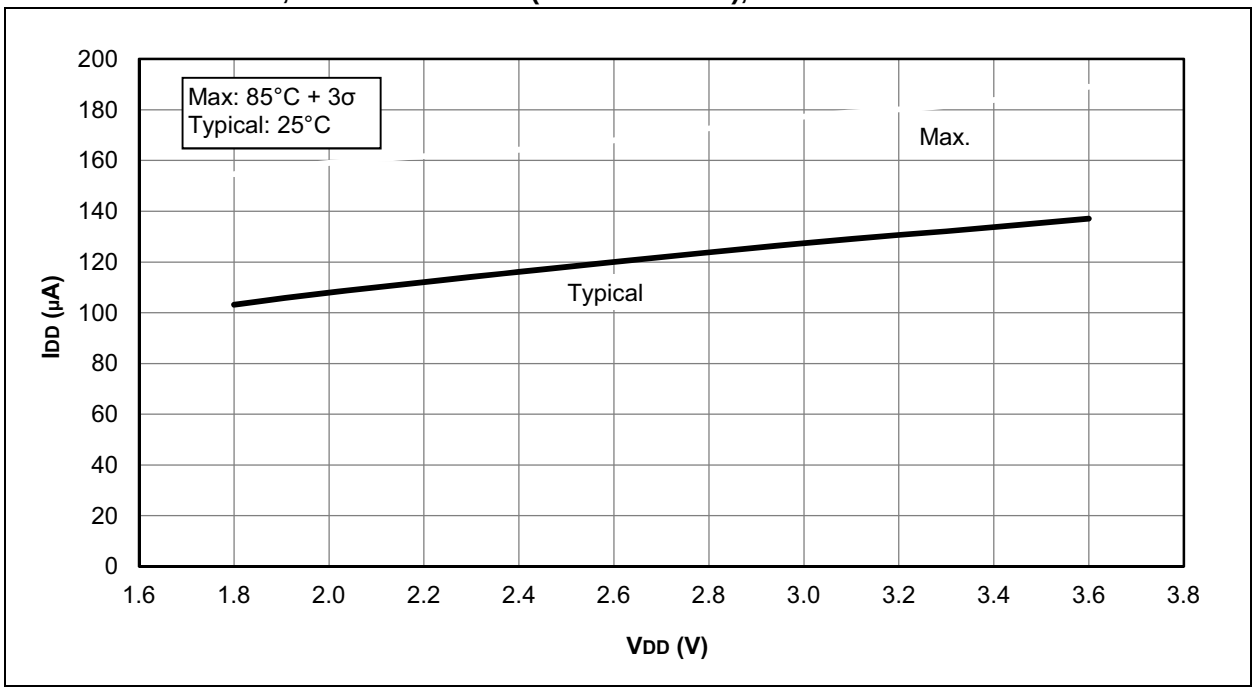
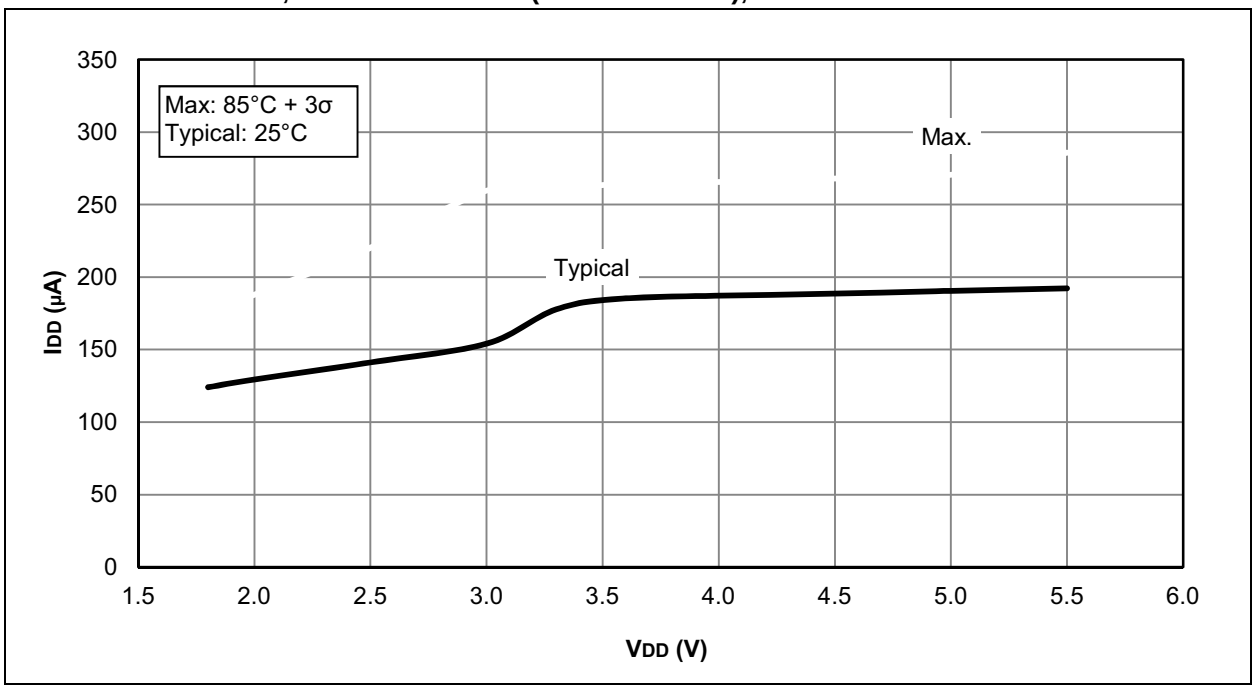


FIGURE 31-22: IDD, MFINTOSC MODE (FOSC = 500 kHz), PIC12F1822 AND PIC16F1823 ONLY



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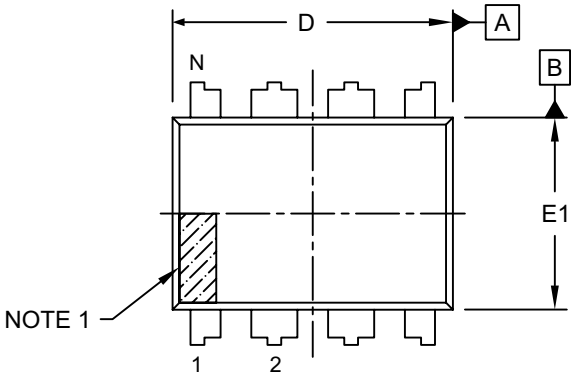
33.2 Package Details

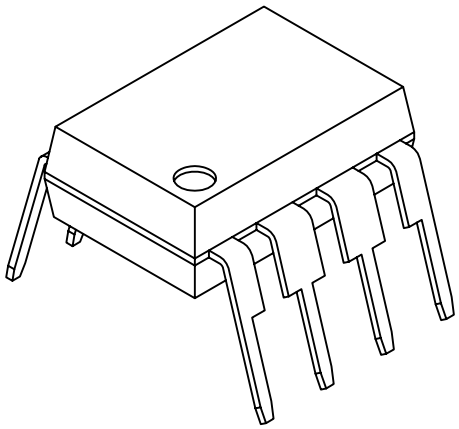
The following sections give the technical details of the packages.

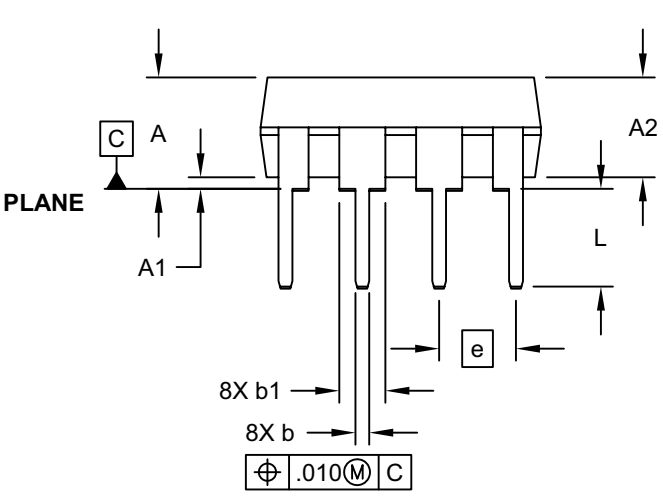
8-Lead Plastic Dual In-Line (P) - 300 mil Body [PDIP]

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

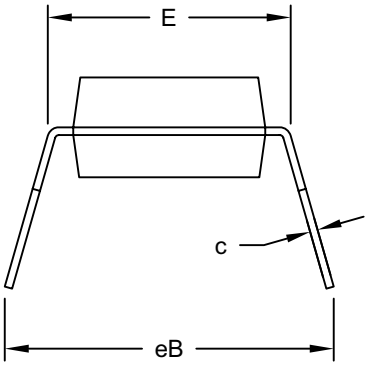


TOP VIEW





SIDE VIEW



END VIEW

Microchip Technology Drawing No. C04-018D Sheet 1 of 2

APPENDIX A: DATA SHEET REVISION HISTORY

Revision A (03/2010)

Original release.

Revision B (10/2010)

Added bits 4 and 5 to FVRCON; Revised Register 6-1; Added Note 1 to Register 8-1; Revised Section 12.0; Added Temperature Indicator Module section, renumbering sections; Revised Section 16.1.2; Added Note 4 to Register 16-1; Revised Equation 17-1; Revised bit 0 in Register 23-1; Added Section 24.1.6, Table 24-3, Section 24.2.6, Section 24.3.9, Section 24.4.8; Revised Section 24.4.3; Added Note 5 to Register 25-2; Revised Section 26.1.1.1; Revised MOVIW and MOVWI; Revised Section 30.0 Electrical Specifications.

Revision C (05/2012)

Updated the Family Types table; Updated Figures 1, 2 and 3; Updated Table 3-3; Added section 5.5.3 Fail-Safe Condition Clearing; Replaced Figure 13-1; Replaced Equation 16-1; Updated Figure 17-1; Updated the Electrical Specifications section; Added charts to the DC and AC Characteristics Graphs section; Updated the Product Identification System section; Updated the Packaging Information section; Other minor corrections.

Revision D (05/2014)

Updated with new 8-lead UDFN 3x3x0.5mm package. Updated with new 16-lead UQFN 4x4x0.5mm package.

Updated Product Identification System page and added new specifications for new packages.

Updated Equation 16-1. Updated Figures 5-7, 17-1, 18-1, 19-2, 19-3, 21-1, 27-1, 27-2, 30-4, 30-9. Updated Registers 8-3, 11-4, 12-11, 19-1, 24-2, 27-1, 27-2. Updated Sections 5.2.2.5, 16.1.2, 17.0, 18.1, 19.6, 21.6.2.3, 21.6.2.4, 24.4.3, 27.0, 27.1, 27.4, 30-5, 30-6, 33.1. Updated Tables 1-3, 3-3, 3-8, 7-5, 12-2, 12-3, 21-4, 24-2, 25-1, 25-3, 25-4, 26-1, 26-2, 26-7, 26-8, 26-9, 26-10, 27-1, 30-8, 30-9, 30-10, 30-11, 30-14, 30-17.

Revision E (4/2015)

Added Section 30.9: High Temperature Operation in the Electrical Specifications section.

Updated Register 19-2.

APPENDIX B: MIGRATING FROM OTHER PIC® DEVICES

This section provides comparisons when migrating from other similar PIC® devices to the PIC12(L)F1822/16(L)F1823 family of devices.

B.1 PIC16F648A to PIC16(L)F1823

TABLE B-1: FEATURE COMPARISON

Feature	PIC16F648A	PIC16(L)F1823
Max. Operating Speed	20 MHz	32 MHz
Max. Program Memory (Words)	4K	4K
Max. SRAM (Bytes)	256	384
Max. EEPROM (Bytes)	256	256
A/D Resolution	10-bit	10-bit
Timers (8/16-bit)	2/1	4/1
Brown-out Reset	Y	Y
Internal Pull-ups	RB<7:0>	RA<5:0>, RA2
Interrupt-on-change	RB<7:4>	RA<5:0>, Edge Selectable
Comparator	2	2
AUSART/EUSART	1/0	0/2
Extended WDT	N	Y
Software Control Option of WDT/BOR	N	Y
INTOSC Frequencies	48 kHz or 4 MHz	31 kHz - 32 MHz
Clock Switching	Y	Y
Capacitive Sensing	N	Y
CCP/ECCP	2/0	2/2
Enhanced PIC16 CPU	N	Y
MSSPx/SSPx	0	2/0
Reference Clock	N	Y
Data Signal Modulator	N	Y
SR Latch	N	Y
Voltage Reference	N	Y
DAC	Y	Y

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