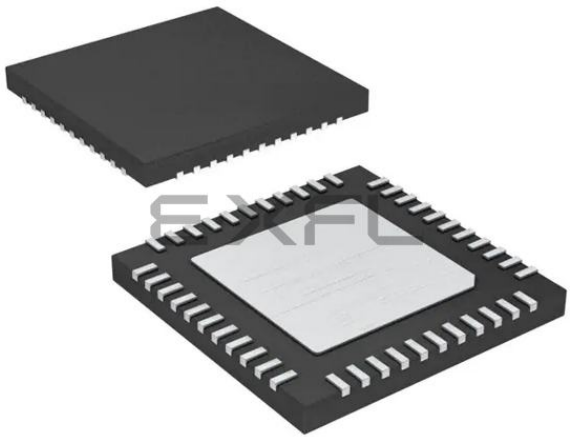

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Applications of "Embedded - Microcontrollers"

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	36
Program Memory Size	28KB (16K x 14)
Program Memory Type	FLASH
EEPROM Size	128 x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 28x10b; D/A 4x5b, 4x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°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/pic16f1779-e-ml

TABLE 1-2: PIC16(L)F1778 PINOUT DESCRIPTION (CONTINUED)

Name	Function	Input Type	Output Type	Description
RA3/AN3/VREF+/DAC1REF0+/ DAC2REF0+/DAC3REF0+/ DAC4REF0+/DAC5REF0+/ DAC7REF0+/C1IN1+/MD1CL	RA3	TTL/ST	CMOS	General purpose I/O.
	AN3	AN	—	ADC Channel 3 input.
	VREF+	AN	—	ADC positive reference.
	DAC1REF0+	AN	—	DAC1 positive reference.
	DAC2REF0+	AN	—	DAC2 positive reference.
	DAC3REF0+	AN	—	DAC3 positive reference.
	DAC4REF0+	AN	—	DAC4 positive reference.
	DAC5REF0+	AN	—	DAC5 positive reference.
	DAC7REF0+	AN	—	DAC7 positive reference.
	C1IN1+	AN	—	Comparator 1 positive input.
	MD1CL(1)	TTL/ST	—	Data signal modulator 1 low carrier input.
RA4/OPA1IN0+/PRG1R/ MD1CH/DAC4OUT1/T0CKI	RA4	TTL/ST	CMOS	General purpose I/O.
	OPA1IN0+	AN	—	Operational Amplifier 1 non-inverting input.
	PRG1R(1)	TTL/ST	—	Ramp generator set_rising input.
	MD1CH(1)	TTL/ST	—	Data signal modulator 1 high carrier input.
	DAC4OUT1	—	AN	DAC4 voltage output.
	T0CKI(1)	TTL/ST	—	Timer0 clock input.
RA5/AN4/OPA1IN0-/ DAC2OUT1/PRG1F/ MD1MOD/$\overline{SS}$	RA5	TTL/ST	CMOS	General purpose I/O.
	AN4	AN	—	ADC Channel 4 input.
	OPA1IN0-	AN	—	Operational amplifier 1 inverting input.
	DAC2OUT1	—	AN	DAC2 voltage output.
	PRG1F(1)	TTL/ST	—	Ramp generator set_falling input.
	MD1MOD(1)	TTL/ST	—	Data signal modulator modulation input.
	$\overline{SS}$	ST	—	Slave Select input.
RA6/CLKOUT/C6IN1+/OSC2	RA6	TTL/ST	CMOS	General purpose I/O.
	CLKOUT	—	CMOS	FOSC/4 output.
	C6IN1+	AN	—	Comparator 6 positive input.
	OSC2	XTAL	—	Crystal/Resonator (LP, XT, HS modes).
RA7/CLKIN/OSC1	RA7	TTL/ST	CMOS	General purpose I/O.
	CLKIN	TTL/ST	—	CLC input.
	OSC1	XTAL	—	Crystal/Resonator (LP, XT, HS modes).
RB0/AN12/ZCD/HIB0/C2IN1+/ COG1IN	RB0	TTL/ST	CMOS	General purpose I/O.
	AN12	AN	—	ADC Channel 12 input.
	ZCD	AN	—	Zero-cross detection input.
	HIB0	HP	HP	High-Power output.
	C2IN1+	AN	—	Comparator 2 positive input.
	COG1IN(1)	TTL/ST	—	Complementary output generator 1 input.

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

Note 1: Default peripheral input. Alternate pins can be selected as the peripheral input with the PPS input selection registers.

2: All pin digital outputs default to PORT latch data. Alternate outputs can be selected as the peripheral digital output with the PPS output selection registers.

3: These peripheral functions are bidirectional. The output pin selections must be the same as the input pin selections.

3.4.1 SPECIAL FUNCTION REGISTER

The Special Function Registers (SFR) are registers used by the application to control the desired operation of peripheral functions in the device. The SFR occupies the 20 bytes after the core registers of every data memory bank (addresses x0Ch/x8Ch through x1Fh/x9Fh). The registers associated with the operation of each peripheral are described in the corresponding peripheral chapters of this data sheet.

3.4.2 GENERAL PURPOSE RAM

There are up to 80 bytes of General Purpose Registers (GPR) in each data memory bank. The GPR occupies the space immediately after the SFR of selected data memory banks. The number of banks selected depends on the total amount of GPR space available in the device.

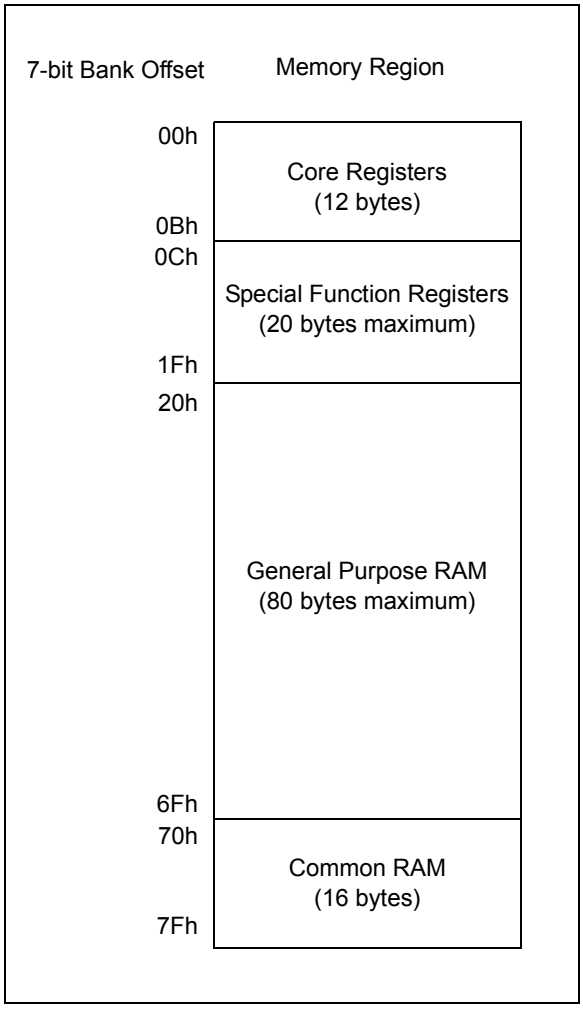
3.4.2.1 Linear Access to GPR

The general purpose RAM can be accessed in a non-banked method via the FSRs. This can simplify access to large memory structures. See **Section 3.7.2 "Linear Data Memory"** for more information.

3.4.3 COMMON RAM

There are 16 bytes of common RAM accessible from all banks.

FIGURE 3-3: BANKED MEMORY PARTITIONING



3.4.4 DEVICE MEMORY MAPS

The memory maps for the device family are as shown in Tables 3-3 through 3-16.

TABLE 3-13: PIC16(L)F1779 MEMORY MAP, BANK 24-31

BANK 24		BANK 25		BANK 26		BANK 27		BANK 28		BANK 29		BANK 30		BANK 31	
C00h	Core Registers (Table 3-2)	C80h	Core Registers (Table 3-2)	D00h	Core Registers (Table 3-2)	D80h	Core Registers (Table 3-2)	E00h	Core Registers (Table 3-2)	E80h	Core Registers (Table 3-2)	F00h	Core Registers (Table 3-2)	F80h	Core Registers (Table 3-2)
C0Bh		C8Bh		D0Bh		D8Bh		E0Bh		E8Bh		F0Bh		F8Bh	
C0Ch	—	C8Ch	—	D0Ch	—										
C0Dh	—	C8Dh	—	D0Dh	—										
C0Eh	—	C8Eh	—	D0Eh	—										
C0Fh	—	C8Fh	—	D0Fh	—										
C10h	—	C90h	—	D10h	—										
C11h	—	C91h	—	D11h	—										
C12h	—	C92h	—	D12h	—										
C13h	—	C93h	—	D13h	—										
C14h	—	C94h	—	D14h	—										
C15h	—	C95h	—	D15h	—										
C16h	—	C96h	—	D16h	—										
C17h	—	C97h	—	D17h	—										
C18h	—	C98h	—	D18h	—		See Table 3-15 for register mapping details		See Table 3-15 for register mapping details		See Table 3-15 for register mapping details		See Table 3-15 for register mapping details		See Table 3-16 for register mapping details
C19h	—	C99h	—	D19h	—										
C1Ah	—	C9Ah	—	D1Ah	—										
C1Bh	—	C9Bh	—	D1Bh	MD4CON0										
C1Ch	—	C9Ch	—	D1Ch	MD4CON1										
C1Dh	—	C9Dh	—	D1Dh	MD4SRC										
C1Eh	—	C9Eh	—	D1Eh	MD4CARL										
C1Fh	—	C9Fh	—	D1Fh	MD4CARH										
C20h	General Purpose Register 80 Bytes	CA0h	General Purpose Register 32 Bytes	D20h	Unimplemented Read as '0'										
C6Fh		CBFh		D6Fh		DEFh		E6Fh		EEFh		F6Fh		FEFh	
C70h	Accesses 70h – 7Fh	CC0h	Unimplemented Read as '0'	D70h	Accesses 70h – 7Fh	DF0h	Accesses 70h – 7Fh	E70h	Accesses 70h – 7Fh	EF0h	Accesses 70h – 7Fh	F70h	Accesses 70h – 7Fh	FF0h	Accesses 70h – 7Fh
CFFh		CFFh		D7Fh		DFFh		E7Fh		EFFh		F7Fh		FFFh	

Legend: = Unimplemented data memory locations, read as '0'.

TABLE 3-18: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Addr	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
Bank 28 (Continued)											
E27h	MD3CLPPS	—	—	MD3CLPPS<5:0>						--00 1100	--uu uuuu
E28h	MD3CHPPS	—	—	MD3CHPPS<5:0>						--00 1011	--uu uuuu
E29h	MD3MODPPS	—	—	MD3MODPPS<5:0>						--00 0101	--uu uuuu
E2Ah	MD4CLPPS(3)	—	—	MD4CLPPS<5:0>						--00 1100	--uu uuuu
E2Bh	MD4CHPPS(3)	—	—	MD4CHPPS<5:0>						--00 1011	--uu uuuu
E2Ch	MD4MODPPS(3)	—	—	MD4MODPPS<5:0>						--00 0101	--uu uuuu
E2Dh	PRG1RPPS	—	—	PRG1RPPS<5:0>						--00 0100	--uu uuuu
E2Eh	PRG1FPPS	—	—	PRG1FPPS<5:0>						--00 0101	--uu uuuu
E2Fh	PRG2RPPS	—	—	PRG2RPPS<5:0>						--01 0001	--uu uuuu
E30h	PRG2FPPS	—	—	PRG2FPPS<5:0>						--01 0010	--uu uuuu
E31h	PRG3RPPS	—	—	PRG3RPPS<5:0>						--01 0100	--uu uuuu
E32h	PRG3FPPS	—	—	PRG3FPPS<5:0>						--01 0101	--uu uuuu
E33h	PRG4RPPS(3)	—	—	PRG4RPPS<5:0>						--01 0100	--uu uuuu
E34h	PRG4FPPS(3)	—	—	PRG4FPPS<5:0>						--01 0101	--uu uuuu
E35h	CLC1IN0PPS	—	—	CLCIN0PPS<5:0>						--00 0000	--uu uuuu
E36h	CLC1IN1PPS	—	—	CLCIN1PPS<5:0>						--00 0001	--uu uuuu
E37h	CLC1IN2PPS	—	—	CLCIN2PPS<5:0>						--00 1110	--uu uuuu
E38h	CLC1IN3PPS	—	—	CLCIN3PPS<5:0>						--00 1111	--uu uuuu
E39h	ADCACTPPS	—	—	ADCACTPPS<5:0>						--00 1100	--uu uuuu
E3Ah	SSPCLKPPS	—	—	SSPCLKPPS<5:0>						--01 0011	--uu uuuu
E3Bh	SSPDATPPS	—	—	SSPDATPPS<5:0>						--01 0100	--uu uuuu
E3Ch	SSPSSPPS	—	—	SSPSSPPS<5:0>						--00 0101	--uu uuuu
E3Dh	RXPPS	—	—	RXPPS<5:0>						--01 0111	--uu uuuu
E3Eh	CKPPS	—	—	CKPPS<5:0>						--01 0110	--uu uuuu
E3Fh — E6Fh	—	Unimplemented								—	—

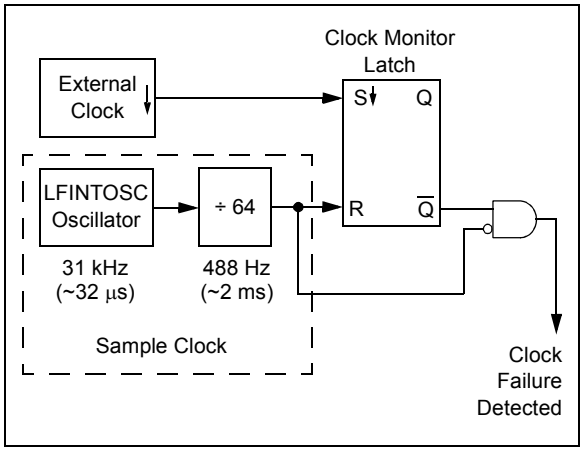
Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as '0', r = reserved. Shaded locations are unimplemented, read as '0'.

Note 1: Unimplemented, read as '1'.
2: Unimplemented on PIC16LF1777/8/9.
3: Unimplemented on PIC16(L)F1778.

5.5 Fail-Safe Clock Monitor

The Fail-Safe Clock Monitor (FSCM) allows the device to continue operating should the external oscillator fail. The FSCM can detect oscillator failure any time after the Oscillator Start-up Timer (OST) has expired. The FSCM is enabled by setting the FCMEN bit in the Configuration Words. The FSCM is applicable to all external Oscillator modes (LP, XT, HS, EC, Secondary Oscillator and RC).

FIGURE 5-9: FSCM BLOCK DIAGRAM



5.5.1 FAIL-SAFE DETECTION

The FSCM module detects a failed oscillator by comparing the external oscillator to the FSCM sample clock. The sample clock is generated by dividing the LFINTOSC by 64. See Figure 5-9. Inside the fail detector block is a latch. The external clock sets the latch on each falling edge of the external clock. The sample clock clears the latch on each rising edge of the sample clock. A failure is detected when an entire half-cycle of the sample clock elapses before the external clock goes low.

5.5.2 FAIL-SAFE OPERATION

When the external clock fails, the FSCM switches the device clock to an internal clock source and sets the bit flag OSFIF of the PIR2 register. Setting this flag will generate an interrupt if the OSFIE bit of the PIE2 register is also set. The device firmware can then take steps to mitigate the problems that may arise from a failed clock. The system clock will continue to be sourced from the internal clock source until the device firmware successfully restarts the external oscillator and switches back to external operation.

The internal clock source chosen by the FSCM is determined by the IRCF<3:0> bits of the OSCCON register. This allows the internal oscillator to be configured before a failure occurs.

5.5.3 FAIL-SAFE CONDITION CLEARING

The Fail-Safe condition is cleared after a Reset, executing a SLEEP instruction or changing the SCS bits of the OSCCON register. When the SCS bits are changed, the OST is restarted. While the OST is running, the device continues to operate from the INTOSC selected in OSCCON. When the OST times out, the Fail-Safe condition is cleared after successfully switching to the external clock source. The OSFIF bit should be cleared prior to switching to the external clock source. If the Fail-Safe condition still exists, the OSFIF flag will again become set by hardware.

5.5.4 RESET OR WAKE-UP FROM SLEEP

The FSCM is designed to detect an oscillator failure after the Oscillator Start-up Timer (OST) has expired. The OST is used after waking up from Sleep and after any type of Reset. The OST is not used with the EC or RC Clock modes so that the FSCM will be active as soon as the Reset or wake-up has completed. When the FSCM is enabled, the Two-Speed Start-up is also enabled. Therefore, the device will always be executing code while the OST is operating.

Note:	Due to the wide range of oscillator start-up times, the Fail-Safe circuit is not active during oscillator start-up (i.e., after exiting Reset or Sleep). After an appropriate amount of time, the user should check the Status bits in the OSCSTAT register to verify the oscillator start-up and that the system clock switchover has successfully completed.

TABLE 12-1: PPS INPUT REGISTER RESET VALUES

Peripheral	xxxPPS Register	Default Pin Selection	Reset Value (xxxPPS<5:0>)	Port Selection PIC16(L)F1777/9					Port Selection PIC16(L)F1778		
		PIC16(L)F1777/8/9	PIC16(L)F1777/8/9	A	B	C	D	E	A	B	C
Interrupt-on-change	INTPPS	RB0	001000	•	•				•	•	
Timer0clock	T0CKIPPS	RA4	000100	•	•				•	•	
Timer1clock	T1CKIPPS	RC0	010000	•		•			•		•
Timer1 gate	T1GPPS	RB5	001101		•	•				•	•
Timer3 clock	T3CKIPPS	RC0	010000		•	•				•	•
Timer3 gate	T3GPPS	RC0	010000	•		•			•		•
Timer5 clock	T5CKIPPS	RC2	010010	•		•			•		•
Timer5 gate	T5GPPS	RB4	001100		•		•			•	•
Timer2 input	T2INPPS	RC3	010011	•		•			•		•
Timer4 input	T4INPPS	RC5	010101		•	•				•	•
Timer6 input	T6INPPS	RB7	001111		•		•			•	•
Timer8 input	T8INPPS	RC4	010100		•		•			•	•
CCP1	CCP1PPS	RC2	010010		•	•				•	•
CCP2	CCP2PPS	RC1	010001		•	•				•	•
CCP7	CCP7PPS	RB5	001101		•		•			•	•
CCP8(1)	CCP8PPS	RB0	001000		•		•			•	•
COG1	COG1INPPS	RB0	001000		•		•			•	•
COG2	COG2INPPS	RB1	001001		•		•			•	•
COG3	COG3INPPS	RB2	001010		•		•			•	•
COG4(1)	COG4INPPS	RB3	001011		•		•				
DSM1 low carrier	MD1CLPPS	RA3	000011	•			•		•		•
DSM1 high carrier	MD1CHPPS	RA4	000100	•			•		•		•
DSM1 modulation	MD1MODPPS	RA5	000101	•			•		•		•
DSM2 low carrier	MD2CLPPS	RC3	010011	•			•		•		•
DSM2 high carrier	MD2CHPPS	RC4	010100	•			•		•		•
DSM2 modulation	MD2MODPPS	RC5	010101	•			•		•		•
DSM3 low carrier	MD3CLPPS	RB3	001011		•		•			•	•
DSM3 high carrier	MD3CHPPS	RB4	001100		•		•			•	•
DSM3 modulation	MD3MODPPS	RB5	001101		•		•			•	•
DSM4 low carrier(1)	MD4CLPPS	RB0	001000		•		•				
DSM4 high carrier(1)	MD4CHPPS	RB1	001001		•		•				
DSM4 modulation(1)	MD4MODPPS	RB2	001010		•		•				
PRG1 set rising	PRG1RPPS	RA4	000100	•			•		•		•
PRG1 set falling	PRG1FPPS	RA5	000101	•			•		•		•
PRG2 set rising	PRG2RPPS	RC1	010001	•			•		•		•
PRG2 set falling	PRG2FPPS	RC2	010010	•			•		•		•
PRG3 set rising	PRG3RPPS	RC4	010100		•		•			•	•
PRG3 set falling	PRG3FPPS	RC5	010101		•		•			•	•
PRG4 set rising(1)	PRG4RPPS	RB1	010100		•		•				
PRG4set falling(1)	PRG4FPPS	RB2	010101		•		•				
ADC trigger	ADCACTPPS	RB4	001100		•		•			•	•

Example: CCP1PPS = 0x13 selects RC3 as the CCP1 input.
Note 1: PIC16(L)F1777/9 only

REGISTER 13-7: IOCCP: INTERRUPT-ON-CHANGE PORTC POSITIVE EDGE REGISTER

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	R/W-0/0
IOCCP7	IOCCP6	IOCCP5	IOCCP4	IOCCP3	IOCCP2	IOCCP1	IOCCP0
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 7-0 **IOCCP<7:0>:** Interrupt-on-Change PORTC Positive Edge Enable bits
1 = Interrupt-on-Change enabled on the pin for a positive going edge. IOCCFx bit and IOCIF flag will be set upon detecting an edge.
0 = Interrupt-on-Change disabled for the associated pin.

REGISTER 13-8: IOCCN: INTERRUPT-ON-CHANGE PORTC NEGATIVE EDGE REGISTER

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	R/W-0/0
IOCCN7	IOCCN6	IOCCN5	IOCCN4	IOCCN3	IOCCN2	IOCCN1	IOCCN0
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 7-0 **IOCCN<7:0>:** Interrupt-on-Change PORTC Negative Edge Enable bits
1 = Interrupt-on-Change enabled on the pin for a negative going edge. IOCCFx bit and IOCIF flag will be set upon detecting an edge.
0 = Interrupt-on-Change disabled for the associated pin.

REGISTER 13-9: IOCCF: INTERRUPT-ON-CHANGE PORTC FLAG REGISTER

R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0
IOCCF7	IOCCF6	IOCCF5	IOCCF4	IOCCF3	IOCCF2	IOCCF1	IOCCF0
bit 7							bit 0

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

bit 7-0 **IOCCF<7:0>:** Interrupt-on-Change PORTC Flag bits
1 = An enabled change was detected on the associated pin.
Set when IOCCPx = 1 and a rising edge was detected on RCx, or when IOCCNx = 1 and a falling edge was detected on RCx.
0 = No change was detected, or the user cleared the detected change.

19.2 Comparator Control

Each comparator has two control registers: CMxCON0 and CMxCON1.

The CMxCON0 register (see Register 19-1) contains Control and Status bits for the following:

- Enable
- Output
- Output polarity
- Zero latency filter
- Speed/Power selection
- Hysteresis enable
- Output synchronization

The CMxCON1 register (see Register 19-2) contains Control bits for the following:

- Interrupt enable
- Interrupt edge polarity
- Positive input channel selection
- Negative input channel selection

19.2.1 COMPARATOR ENABLE

Setting the ON bit of the CMxCON0 register enables the comparator for operation. Clearing the ON bit disables the comparator resulting in minimum current consumption.

19.2.2 COMPARATOR OUTPUT SELECTION

The output of the comparator can be monitored by reading either the OUT bit of the CMxCON0 register or the MCxOUT bit of the CMOUT register. In order to make the output available for an external connection, the following conditions must be true:

- Desired pin PPS control
- Corresponding TRIS bit must be cleared
- ON bit of the CMxCON0 register must be set

Note 1:	The internal output of the comparator is latched with each instruction cycle. Unless otherwise specified, external outputs are not latched.

19.2.3 COMPARATOR OUTPUT POLARITY

Inverting the output of the comparator is functionally equivalent to swapping the comparator inputs. The polarity of the comparator output can be inverted by setting the POL bit of the CMxCON0 register. Clearing the POL bit results in a non-inverted output.

Table 19-2 shows the output state versus input conditions, including polarity control.

TABLE 19-2: COMPARATOR OUTPUT STATE VS. INPUT CONDITIONS

Input Condition	CxPOL	CxOUT
CxVN > CxVP	0	0
CxVN < CxVP	0	1
CxVN > CxVP	1	1
CxVN < CxVP	1	0

21.2 Register Definitions: Option Register

REGISTER 21-1: OPTION_REG: OPTION REGISTER

R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
$\overline{\text{WPUEN}}$	INTEDG	TMR0CS	TMR0SE	PSA	PS<2:0>		
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 **$\overline{\text{WPUEN}}$:** Weak Pull-Up Enable bit
1 = All weak pull-ups are disabled (except $\overline{\text{MCLR}}$, if it is enabled)
0 = Weak pull-ups are enabled by individual WPUx latch values

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

bit 5 **TMR0CS:** Timer0 Clock Source Select bit
1 = Transition on T0CKI pin
0 = Internal instruction cycle clock (FOSC/4)

bit 4 **TMR0SE:** Timer0 Source Edge Select bit
1 = Increment on high-to-low transition on T0CKI pin
0 = Increment on low-to-high transition on T0CKI pin

bit 3 **PSA:** Prescaler Assignment bit
1 = Prescaler is not assigned to the Timer0 module
0 = Prescaler is assigned to the Timer0 module

bit 2-0 **PS<2:0>:** Prescaler Rate Select bits

Bit Value	Timer0 Rate
000	1 : 2
001	1 : 4
010	1 : 8
011	1 : 16
100	1 : 32
101	1 : 64
110	1 : 128
111	1 : 256

TABLE 21-1: SUMMARY OF REGISTERS ASSOCIATED WITH TIMER0

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	132
OPTION_REG	$\overline{\text{WPUEN}}$	INTEDG	TMR0CS	TMR0SE	PSA	PS<2:0>			274
TMR0	Timer0 Module Register								272*
TRISA	TRISA7	TRISA6	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	176

Legend: — = Unimplemented location, read as '0'. Shaded cells are not used by the Timer0 module.
* Page provides register information.

REGISTER 23-2: TxCON: TIMERx CONTROL REGISTER

R/W/HC-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	R/W-0/0
ON(1)	CKPS<2:0>			OUTPS<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	HC = Bit is cleared by hardware

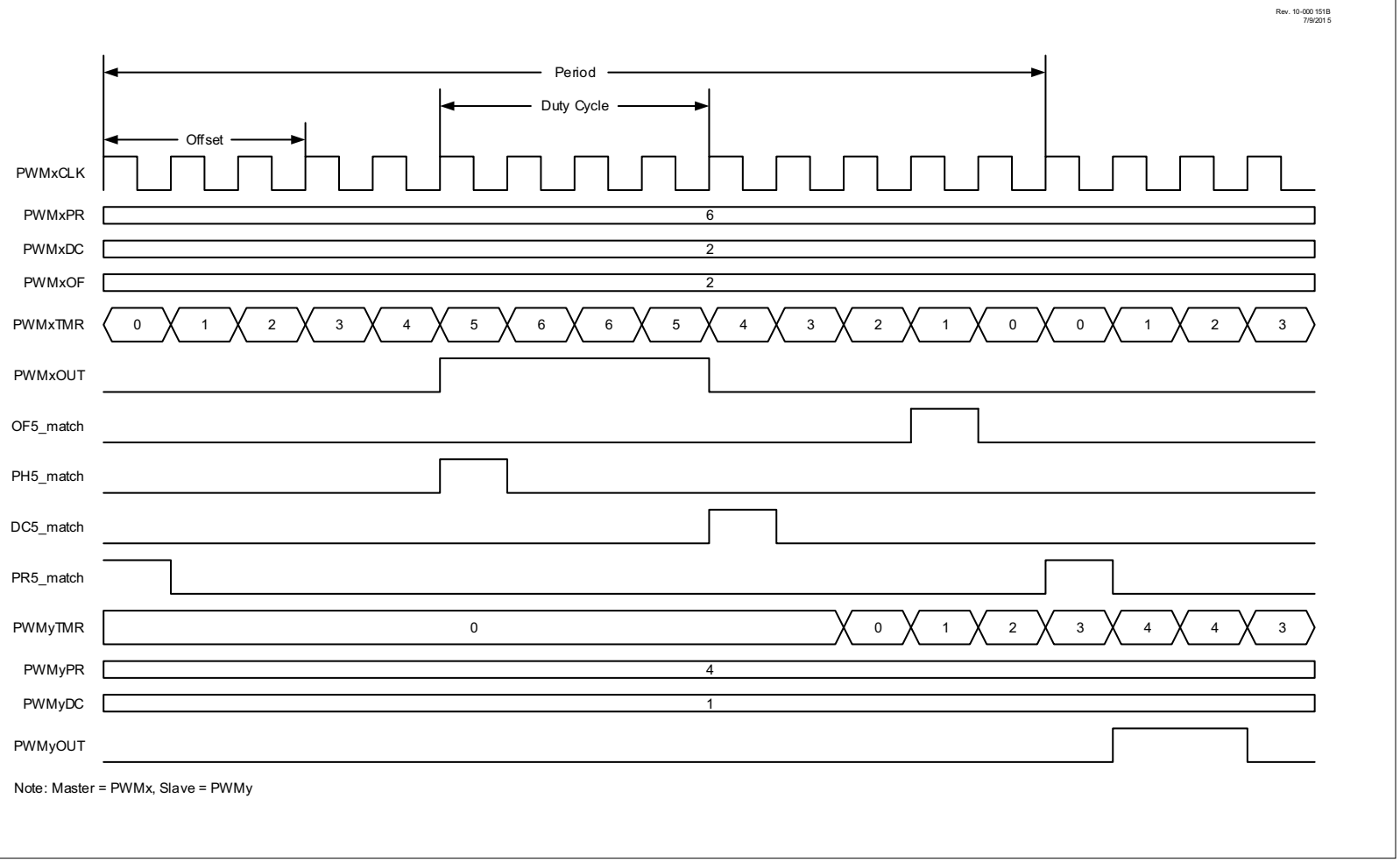
bit 7 **ON:** Timerx On bit
- 1 = Timerx is on
- 0 = Timerx is off: all counters and state machines are reset

bit 6-4 **CKPS<2:0>:** Timer2-type Clock Prescale Select bits
- 111 = 1:128 Prescaler
- 110 = 1:64 Prescaler
- 101 = 1:32 Prescaler
- 100 = 1:16 Prescaler
- 011 = 1:8 Prescaler
- 010 = 1:4 Prescaler
- 001 = 1:2 Prescaler
- 000 = 1:1 Prescaler

bit 3-0 **OUTPS<3:0>:** Timerx Output Postscaler Select bits
- 1111 = 1:16 Postscaler
- 1110 = 1:15 Postscaler
- 1101 = 1:14 Postscaler
- 1100 = 1:13 Postscaler
- 1011 = 1:12 Postscaler
- 1010 = 1:11 Postscaler
- 1001 = 1:10 Postscaler
- 1000 = 1:9 Postscaler
- 0111 = 1:8 Postscaler
- 0110 = 1:7 Postscaler
- 0101 = 1:6 Postscaler
- 0100 = 1:5 Postscaler
- 0011 = 1:4 Postscaler
- 0010 = 1:3 Postscaler
- 0001 = 1:2 Postscaler
- 0000 = 1:1 Postscaler

Note 1: In certain modes, the ON bit will be auto-cleared by hardware. See **Section 23.6 "Operation Examples"**.

FIGURE 26-13: OFFSET MATCH ON DECREMENTING TIMER TIMING DIAGRAM



27.11 Buffer Updates

Changes to the phase, dead-band, and blanking count registers need to occur simultaneously during COG operation to avoid unintended operation that may occur as a result of delays between each register write. This is accomplished with the LD bit of the COGxCON0 register and double buffering of the phase, blanking and dead-band count registers.

Before the COG module is enabled, writing the count registers loads the count buffers without need of the LD bit. However, when the COG is enabled, the count buffer updates are suspended after writing the count registers until after the LD bit is set. When the LD bit is set, the phase, dead-band and blanking register values are transferred to the corresponding buffers synchronous with COG operation. The LD bit is cleared by hardware when the transfer is complete.

27.12 Input and Output Pin Selection

The COG has one selection for an input from a device pin. That one input can be used as rising and falling event source or a fault source. The COGxINPPS register is used to select the pin. Refer to registers xxxPPS (Register 12-1) and RxyPPS (Register 12-2).

The pin PPS control registers are used to enable the COG outputs. Any combination of outputs to pins is possible including multiple pins for the same output. See the RxyPPS control register and **Section 12.2 "PPS Outputs"** for more details.

27.13 Operation During Sleep

The COG continues to operate in Sleep provided that the COG_clock, rising event, and falling event sources remain active.

The HFINTSOC remains active during Sleep when the COG is enabled and the HFINTOSC is selected as the COG_clock source.

27.14 Configuring the COG

The following steps illustrate how to properly configure the COG to ensure a synchronous start with the rising event input:

1. If a pin is to be used for the COG fault or event input, use the COGxINPPS register to configure the desired pin.
2. Clear all ANSEL register bits associated with pins that are used for COG functions.
3. Ensure that the TRIS control bits corresponding to the COG outputs to be used are set so that all are configured as inputs. The COG module will enable the output drivers as needed later.
4. Clear the EN bit, if not already cleared.
5. Set desired dead-band times with the COGxDBR and COGxDBF registers and select the source with the RDBS and FDBS bits of the COGxCON1 register.
6. Set desired blanking times with the COGxBLKR and COGxBLKF registers.
7. Set desired phase delay with the COGxPHR and COGxPHF registers.
8. Select the desired shutdown sources with the COGxASD1 register.
9. Setup the following controls in COGxASD0 auto-shutdown register:
   - Select both output override controls to the desired levels (this is necessary, even if not using auto-shutdown because start-up will be from a shutdown state).
   - Set the ASE bit and clear the ARSEN bit.
10. Select the desired rising and falling event sources with the COGxRIS0, COGxRIS1, COGxFIS0, and COGxFIS1 registers.
11. Select the desired rising and falling event modes with the COGxRSIM0, COGxRSIMI1, COGxFSIM0, and COGxFSIM1 registers.
12. Configure the following controls in the COGxCON1 register:
    - Set the polarity for each output
    - Select the desired dead-band timing sources
13. Configure the following controls in the COGxCON0 register:
    - Set the desired operating mode
    - Select the desired clock source
14. If one of the steering modes is selected then configure the following controls in the COGxSTR register:
    - Set the steering bits of the outputs to be used.
    - Set the desired static levels.
15. Set the EN bit.
16. Set the pin PPS controls to direct the COG outputs to the desired pins.
17. If auto-restart is to be used, set the ARSEN bit and the ASE will be cleared automatically. Otherwise, clear the ASE bit to start the COG.

27.15 Register Definitions: COG Control

Long bit name prefixes for the COG peripherals are shown in Table 27-4. Refer to **Section 1.1 "Register and Bit naming conventions"** for more information

TABLE 27-4:

Peripheral	Bit Name Prefix
COG1	G1
COG2	G2
COG3	G3
COG4(1)	G4

Note 1: PIC16(L)F1777/9 only.

REGISTER 27-1: COGxCON0: COG CONTROL REGISTER 0

R/W-0/0	R/W-0/0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
EN	LD	—	CS<1:0>		MD<2:0>		
bit 7							bit 0

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

bit 7 **EN:** COGx Enable bit
- 1 = Module is enabled
- 0 = Module is disabled

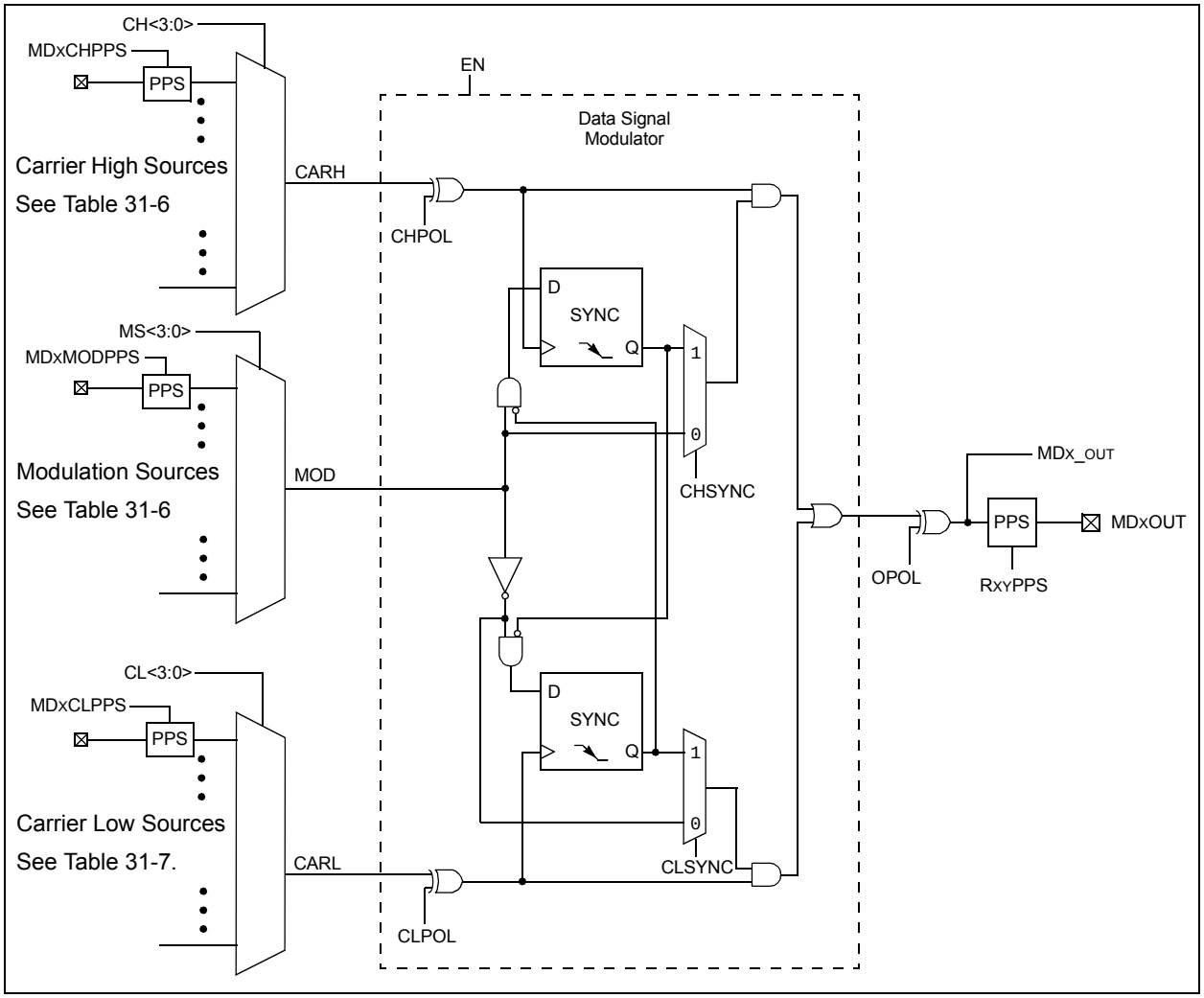
bit 6 **LD:** COGx Load Buffers bit
- 1 = Phase, blanking, and dead-band buffers to be loaded with register values on next input events
- 0 = Register to buffer transfer is complete

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

bit 4-3 **CS<1:0>:** COGx Clock Selection bits
- 11 = Reserved. Do not use.
- 10 = COG_clock is HFINTOSC (stays active during Sleep)
- 01 = COG_clock is FOSC
- 00 = COG_clock is FOSC/4

bit 2-0 **MD<2:0>:** COGx Mode Selection bits
- 11x = Reserved. Do not use.
- 101 = COG outputs operate in Push-Pull mode
- 100 = COG outputs operate in Half-Bridge mode
- 011 = COG outputs operate in Reverse Full-Bridge mode
- 010 = COG outputs operate in Forward Full-Bridge mode
- 001 = COG outputs operate in synchronous steered PWM mode
- 000 = COG outputs operate in steered PWM mode

FIGURE 31-1: SIMPLIFIED BLOCK DIAGRAM OF THE DATA SIGNAL MODULATOR



32.6.6 I²C MASTER MODE TRANSMISSION

Transmission of a data byte, a 7-bit address or the other half of a 10-bit address is accomplished by simply writing a value to the SSPxBUF register. This action will set the Buffer Full flag bit, BF, and allow the Baud Rate Generator to begin counting and start the next transmission. Each bit of address/data will be shifted out onto the SDA pin after the falling edge of SCL is asserted. SCL is held low for one Baud Rate Generator rollover count (TBRG). Data should be valid before SCL is released high. When the SCL pin is released high, it is held that way for TBRG. The data on the SDA pin must remain stable for that duration and some hold time after the next falling edge of SCL. After the eighth bit is shifted out (the falling edge of the eighth clock), the BF flag is cleared and the master releases SDA. This allows the slave device being addressed to respond with an $\overline{ACK}$ bit during the ninth bit time if an address match occurred, or if data was received properly. The status of $\overline{ACK}$ is written into the ACKSTAT bit on the rising edge of the ninth clock. If the master receives an Acknowledge, the Acknowledge Status bit, ACKSTAT, is cleared. If not, the bit is set. After the ninth clock, the SSPxIF bit is set and the master clock (Baud Rate Generator) is suspended until the next data byte is loaded into the SSPxBUF, leaving SCL low and SDA unchanged (Figure 32-28).

After the write to the SSPxBUF, each bit of the address will be shifted out on the falling edge of SCL until all seven address bits and the R/$\overline{W}$ bit are completed. On the falling edge of the eighth clock, the master will release the SDA pin, allowing the slave to respond with an Acknowledge. On the falling edge of the ninth clock, the master will sample the SDA pin to see if the address was recognized by a slave. The status of the $\overline{ACK}$ bit is loaded into the ACKSTAT Status bit of the SSPxCON2 register. Following the falling edge of the ninth clock transmission of the address, the SSPxIF is set, the BF flag is cleared and the Baud Rate Generator is turned off until another write to the SSPxBUF takes place, holding SCL low and allowing SDA to float.

32.6.6.1 BF Status Flag

In Transmit mode, the BF bit of the SSPxSTAT register is set when the CPU writes to SSPxBUF and is cleared when all eight bits are shifted out.

32.6.6.2 WCOL Status Flag

If the user writes the SSPxBUF when a transmit is already in progress (i.e., SSPSR is still shifting out a data byte), the WCOL bit is set and the contents of the buffer are unchanged (the write does not occur).

WCOL must be cleared by software before the next transmission.

32.6.6.3 ACKSTAT Status Flag

In Transmit mode, the ACKSTAT bit of the SSPxCON2 register is cleared when the slave has sent an Acknowledge ($\overline{ACK}$ = 0) and is set when the slave does not Acknowledge ($\overline{ACK}$ = 1). A slave sends an Acknowledge when it has recognized its address (including a general call), or when the slave has properly received its data.

32.6.6.4 Typical Transmit Sequence:

1. The user generates a Start condition by setting the SEN bit of the SSPxCON2 register.
2. SSPxIF is set by hardware on completion of the Start.
3. SSPxIF is cleared by software.
4. The MSSP module will wait the required start time before any other operation takes place.
5. The user loads the SSPxBUF with the slave address to transmit.
6. Address is shifted out the SDA pin until all eight bits are transmitted. Transmission begins as soon as SSPxBUF is written to.
7. The MSSP module shifts in the $\overline{ACK}$ bit from the slave device and writes its value into the ACKSTAT bit of the SSPxCON2 register.
8. The MSSP module generates an interrupt at the end of the ninth clock cycle by setting the SSPxIF bit.
9. The user loads the SSPxBUF with eight bits of data.
10. Data is shifted out the SDA pin until all eight bits are transmitted.
11. The MSSP module shifts in the $\overline{ACK}$ bit from the slave device and writes its value into the ACKSTAT bit of the SSPxCON2 register.
12. Steps 8-11 are repeated for all transmitted data bytes.
13. The user generates a Stop or Restart condition by setting the PEN or RSEN bits of the SSPxCON2 register. Interrupt is generated once the Stop/Restart condition is complete.

33.4 EUSART Baud Rate Generator (BRG)

The Baud Rate Generator (BRG) is an 8-bit or 16-bit timer that is dedicated to the support of both the asynchronous and synchronous EUSART operation. By default, the BRG operates in 8-bit mode. Setting the BRG16 bit of the BAUDxCON register selects 16-bit mode.

The SPxBRGH:SPxBRGL register pair determines the period of the free running baud rate timer. In Asynchronous mode the multiplier of the baud rate period is determined by both the BRGH bit of the TXxSTA register and the BRG16 bit of the BAUDxCON register. In Synchronous mode, the BRGH bit is ignored.

Table 33-3 contains the formulas for determining the baud rate. Example 33-1 provides a sample calculation for determining the baud rate and baud rate error.

Typical baud rates and error values for various Asynchronous modes have been computed for your convenience and are shown in Table 33-5. It may be advantageous to use the high baud rate (BRGH = 1), or the 16-bit BRG (BRG16 = 1) to reduce the baud rate error. The 16-bit BRG mode is used to achieve slow baud rates for fast oscillator frequencies.

Writing a new value to the SPxBRGH:SPxBRGL register pair causes the BRG timer to be reset (or cleared). This ensures that the BRG does not wait for a timer overflow before outputting the new baud rate.

If the system clock is changed during an active receive operation, a receive error or data loss may result. To avoid this problem, check the status of the RCIDL bit to make sure that the receive operation is idle before changing the system clock.

EXAMPLE 33-1: CALCULATING BAUD RATE ERROR

For a device with FOSC of 16 MHz, desired baud rate of 9600, Asynchronous mode, 8-bit BRG:

$$Desired\ Baud\ Rate = \frac{FOSC}{64([SPBRGH:SPBRGL] + 1)}$$

Solving for SPxBRGH:SPxBRGL:

$$X = \frac{\frac{FOSC}{Desired\ Baud\ Rate}}{64} - 1$$

$$= \frac{\frac{16000000}{9600}}{64} - 1$$

$$= [25.042] = 25$$

$$Calculated\ Baud\ Rate = \frac{16000000}{64(25 + 1)}$$

$$= 9615$$

$$Error = \frac{Calc.\ Baud\ Rate - Desired\ Baud\ Rate}{Desired\ Baud\ Rate}$$

$$= \frac{(9615 - 9600)}{9600} = 0.16\%$$

34.0 IN-CIRCUIT SERIAL PROGRAMMING™ (ICSP™)

ICSP™ programming allows customers to manufacture circuit boards with unprogrammed devices. Programming can be done after the assembly process, allowing the device to be programmed with the most recent firmware or a custom firmware. Five pins are needed for ICSP™ programming:

- ICSPCLK
- ICSPDAT
- $\overline{MCLR}$/VPP
- VDD
- VSS

In Program/Verify mode the program memory, User IDs and the Configuration Words are programmed through serial communications. The ICSPDAT pin is a bidirectional I/O used for transferring the serial data and the ICSPCLK pin is the clock input. For more information on ICSP™ refer to the **"***PIC16(L)F177X Memory Programming Specification***"** (DS40001792).

34.1 High-Voltage Programming Entry Mode

The device is placed into High-Voltage Programming Entry mode by holding the ICSPCLK and ICSPDAT pins low then raising the voltage on $\overline{MCLR}$/VPP to VIHH.

34.2 Low-Voltage Programming Entry Mode

The Low-Voltage Programming Entry mode allows the PIC® Flash MCUs to be programmed using VDD only, without high voltage. When the LVP bit of Configuration Words is set to '1', the low-voltage ICSP programming entry is enabled. To disable the Low-Voltage ICSP mode, the LVP bit must be programmed to '0'.

Entry into the Low-Voltage Programming Entry mode requires the following steps:

1. $\overline{MCLR}$ is brought to VIL.
2. A 32-bit key sequence is presented on ICSPDAT, while clocking ICSPCLK.

Once the key sequence is complete, $\overline{MCLR}$ must be held at VIL for as long as Program/Verify mode is to be maintained.

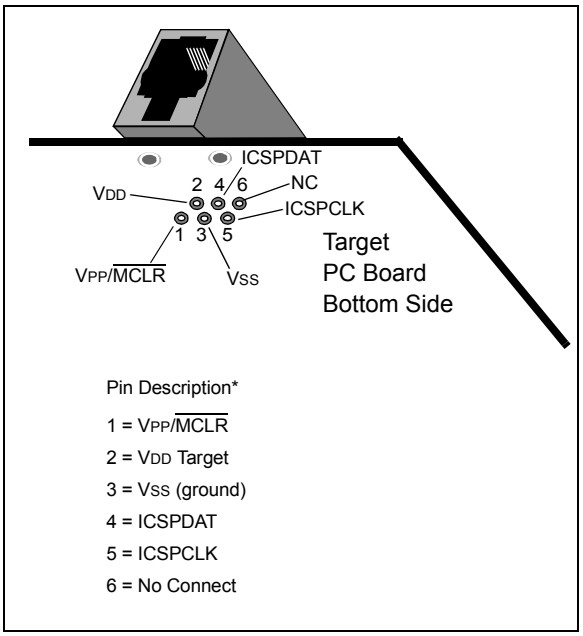
If low-voltage programming is enabled (LVP = 1), the $\overline{MCLR}$ Reset function is automatically enabled and cannot be disabled. See **Section 6.5 "MCLR"** for more information.

The LVP bit can only be reprogrammed to '0' by using the High-Voltage Programming mode.

34.3 Common Programming Interfaces

Connection to a target device is typically done through an ICSP™ header. A commonly found connector on development tools is the RJ-11 in the 6P6C (6-pin, 6-connector) configuration. See Figure 34-1.

FIGURE 34-1: ICD RJ-11 STYLE CONNECTOR INTERFACE



Another connector often found in use with the PICkit™ programmers is a standard 6-pin header with 0.1 inch spacing. Refer to Figure 34-2.

For additional interface recommendations, refer to your specific device programmer manual prior to PCB design.

It is recommended that isolation devices be used to separate the programming pins from other circuitry. The type of isolation is highly dependent on the specific application and may include devices such as resistors, diodes, or even jumpers. See Figure 34-3 for more information.

TABLE 36-25: SPI MODE REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)							
Param No.	**Symbol**	**Characteristic**	**Min.**	**Typ†**	**Max.**	**Units**	**Conditions**
SP70*	TssL2scH, TssL2scL	$\overline{SS}\downarrow$ to SCK↓ or SCK↑ input	2.25 Tcy	—	—	ns	
SP71*	TscH	SCK input high time (Slave mode)	Tcy + 20	—	—	ns	
SP72*	TscL	SCK input low time (Slave mode)	Tcy + 20	—	—	ns	
SP73*	TdiV2scH, TdiV2scL	Setup time of SDI data input to SCK edge	100	—	—	ns	
SP74*	TscH2diL, TscL2diL	Hold time of SDI data input to SCK edge	100	—	—	ns	
SP75*	TdoR	SDO data output rise time	—	10	25	ns	3.0V ≤ VDD ≤ 5.5V
			—	25	50	ns	1.8V ≤ VDD ≤ 5.5V
SP76*	TdoF	SDO data output fall time	—	10	25	ns	
SP77*	TssH2doZ	$\overline{SS}\uparrow$ to SDO output high-impedance	10	—	50	ns	
SP78*	TscR	SCK output rise time (Master mode)	—	10	25	ns	3.0V ≤ VDD ≤ 5.5V
			—	25	50	ns	1.8V ≤ VDD ≤ 5.5V
SP79*	TscF	SCK output fall time (Master mode)	—	10	25	ns	
SP80*	TscH2doV, TscL2doV	SDO data output valid after SCK edge	—	—	50	ns	3.0V ≤ VDD ≤ 5.5V
			—	—	145	ns	1.8V ≤ VDD ≤ 5.5V
SP81*	TdoV2scH, TdoV2scL	SDO data output setup to SCK edge	1 Tcy	—	—	ns	
SP82*	TssL2doV	SDO data output valid after $\overline{SS}\downarrow$ edge	—	—	50	ns	
SP83*	TscH2ssH, TscL2ssH	$\overline{SS}\uparrow$ after SCK edge	1.5 Tcy + 40	—	—	ns	

* These parameters are characterized but not tested.

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

38.0 DEVELOPMENT SUPPORT

The PIC® microcontrollers (MCU) and dsPIC® digital signal controllers (DSC) are supported with a full range of software and hardware development tools:

- Integrated Development Environment
  - MPLAB® X IDE Software
- Compilers/Assemblers/Linkers
  - MPLAB XC Compiler
  - MPASM™ Assembler
  - MPLINK™ Object Linker/ MPLIB™ Object Librarian
  - MPLAB Assembler/Linker/Librarian for Various Device Families
- Simulators
  - MPLAB X SIM Software Simulator
- Emulators
  - MPLAB REAL ICE™ In-Circuit Emulator
- In-Circuit Debuggers/Programmers
  - MPLAB ICD 3
  - PICkit™ 3
- Device Programmers
  - MPLAB PM3 Device Programmer
- Low-Cost Demonstration/Development Boards, Evaluation Kits and Starter Kits
- Third-party development tools

38.1 MPLAB X Integrated Development Environment Software

The MPLAB X IDE is a single, unified graphical user interface for Microchip and third-party software, and hardware development tool that runs on Windows®, Linux and Mac OS® X. Based on the NetBeans IDE, MPLAB X IDE is an entirely new IDE with a host of free software components and plug-ins for high-performance application development and debugging. Moving between tools and upgrading from software simulators to hardware debugging and programming tools is simple with the seamless user interface.

With complete project management, visual call graphs, a configurable watch window and a feature-rich editor that includes code completion and context menus, MPLAB X IDE is flexible and friendly enough for new users. With the ability to support multiple tools on multiple projects with simultaneous debugging, MPLAB X IDE is also suitable for the needs of experienced users.

Feature-Rich Editor:

- Color syntax highlighting
- Smart code completion makes suggestions and provides hints as you type
- Automatic code formatting based on user-defined rules
- Live parsing

User-Friendly, Customizable Interface:

- Fully customizable interface: toolbars, toolbar buttons, windows, window placement, etc.
- Call graph window

Project-Based Workspaces:

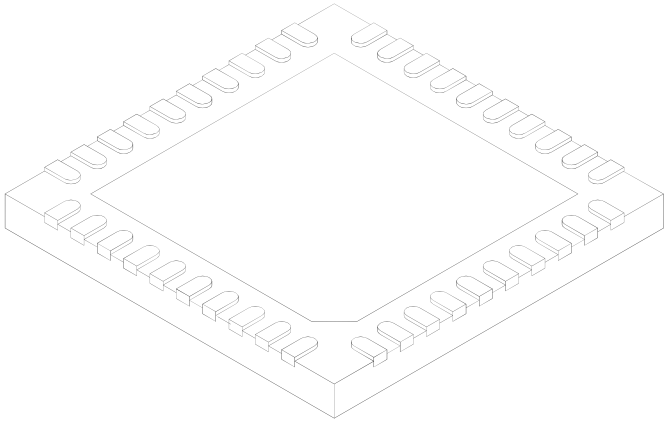
- Multiple projects
- Multiple tools
- Multiple configurations
- Simultaneous debugging sessions

File History and Bug Tracking:

- Local file history feature
- Built-in support for Bugzilla issue tracker

40-Lead Ultra Thin Plastic Quad Flat, No Lead Package (MV) – 5x5x0.5 mm Body [UQFN]

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		40	
Pitch	e		0.40 BSC	
Overall Height	A	0.45	0.50	0.55
Standoff	A1	0.00	0.02	0.05
Contact Thickness	A3		0.127 REF	
Overall Width	E		5.00 BSC	
Exposed Pad Width	E2	3.60	3.70	3.80
Overall Length	D		5.00 BSC	
Exposed Pad Length	D2	3.60	3.70	3.80
Contact Width	b	0.15	0.20	0.25
Contact Length	L	0.30	0.40	0.50
Contact-to-Exposed Pad	K	0.20	-	-

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Package is saw singulated.
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 C04-156A Sheet 2 of 2