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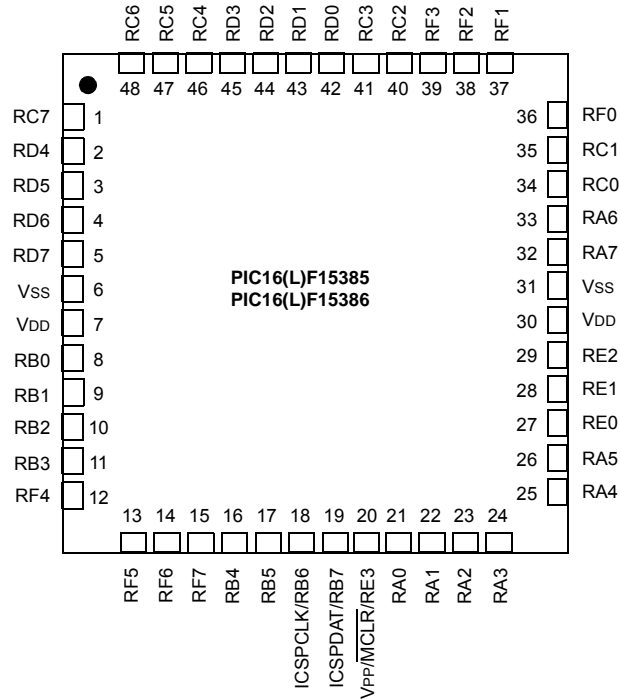
### Applications of "[Embedded - Microcontrollers](#)"

#### Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I <sup>2</sup> C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	36
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	224 x 8
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 35x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Through Hole
Package / Case	40-DIP (0.600", 15.24mm)
Supplier Device Package	40-PDIP
Purchase URL	<a href="https://www.e-xfl.com/product-detail/microchip-technology/pic16lf15375-i-p">https://www.e-xfl.com/product-detail/microchip-technology/pic16lf15375-i-p</a>

# PIC16(L)F15356/75/76/85/86

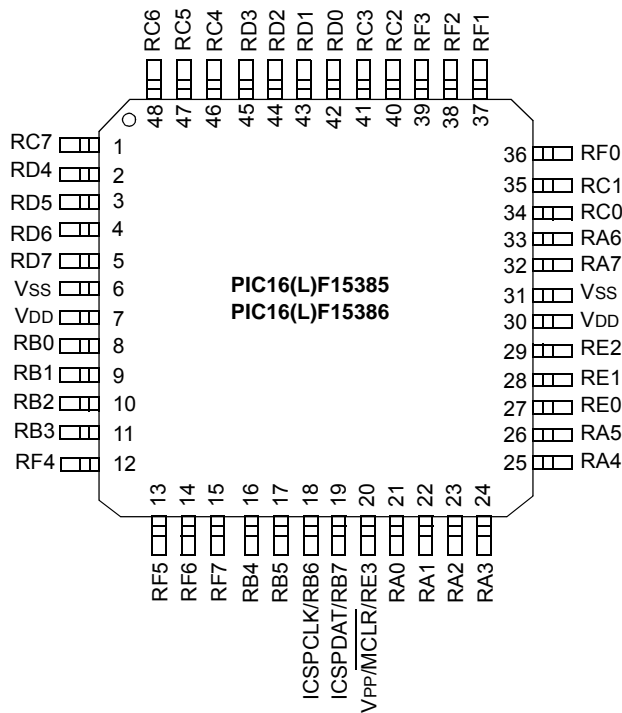
48-PIN UQFN (6x6)



**Note 1:** See Table 5 for location of all peripheral functions.

**2:** The bottom pad of the QFN/UQFN package should be connected to Vss as the circuit board level.

48-PIN TQFP (7x7)



**Note:** See Table 5 for location of all peripheral functions.

# PIC16(L)F15356/75/76/85/86

## REGISTER 5-4: CONFIGURATION WORD 4: MEMORY

R/W-1	U-1	R/W-1	U-1	R/W-1	R/W-1
LVP	—	WRTSAF <sup>(1)</sup>	—	WRTC <sup>(1)</sup>	WRTB <sup>(1)</sup>
bit 13	12	11	10	9	bit 8

R/W-1	U-1	U-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
WRTAPP <sup>(1)</sup>	—	—	SAFEN <sup>(1)</sup>	BBEN <sup>(1)</sup>	BBSIZE2	BBSIZE1	BBSIZE0
bit 7	6	5	4	3	2	1	bit 0

### Legend:

R = Readable bit	P = Programmable bit	x = Bit is unknown	U = Unimplemented bit, read as '1'
'0' = Bit is cleared	'1' = Bit is set	W = Writable bit	n = Value when blank or after Bulk Erase

- bit 13 **LVP:** Low Voltage Programming Enable bit  
 1 = Low voltage programming enabled. MCLR/VPP pin function is MCLR. MCLRE Configuration bit is ignored.  
 0 = HV on MCLR/VPP must be used for programming.  
 The LVP bit cannot be written (to zero) while operating from the LVP programming interface. The purpose of this rule is to prevent the user from dropping out of LVP mode while programming from LVP mode, or accidentally eliminating LVP mode from the configuration state.  
 The preconditioned (erased) state for this bit is critical.
- bit 12 **Unimplemented:** Read as '1'
- bit 11 **WRTSAF:** Storage Area Flash Write Protection bit  
 1 = SAF NOT write-protected  
 0 = SAF write-protected  
 Unimplemented, if SAF is not supported in the device family and only applicable if SAFEN = 0.
- bit 10 **Unimplemented:** Read as '1'
- bit 9 **WRTC:** Configuration Register Write Protection bit  
 1 = Configuration Register NOT write-protected  
 0 = Configuration Register write-protected
- bit 8 **WRTB:** Boot Block Write Protection bit  
 1 = Boot Block NOT write-protected  
 0 = Boot Block write-protected  
 Only applicable if BBEN = 0.
- bit 7 **WRTAPP:** Application Block Write Protection bit  
 1 = Application Block NOT write-protected  
 0 = Application Block write-protected
- bit 6-5 **Unimplemented:** Read as '1'
- bit 4 **SAFEN:** SAF Enable bit  
 1 = SAF disabled  
 0 = SAF enabled
- bit 3 **BBEN:** Boot Block Enable bit  
 1 = Boot Block disabled  
 0 = Boot Block enabled
- bit 2-0 **BBSIZE[2:0]:** Boot Block Size Selection bits  
 BBSIZE is used only when BBEN = 0  
 BBSIZ bits can only be written while BBEN = 1; after BBEN = 0, BBSIZ is write-protected.

**Note 1:** Bits are implemented as sticky bits. Once protection is enabled, it can only be reset through a Bulk Erase.

## 9.0 OSCILLATOR MODULE (WITH FAIL-SAFE CLOCK MONITOR)

### 9.1 Overview

The oscillator module has a wide variety of clock sources and selection features that allow it to be used in a wide range of applications while maximizing performance and minimizing power consumption. Figure 9-1 illustrates a block diagram of the oscillator module.

Clock sources can be supplied from external oscillators, quartz-crystal resonators. In addition, the system clock source can be supplied from one of two internal oscillators and PLL circuits, with a choice of speeds selectable via software. Additional clock features include:

- Selectable system clock source between external or internal sources via software.
- Fail-Safe Clock Monitor (FSCM) designed to detect a failure of the external clock source (LP, XT, HS, ECH, ECM, ECL) and switch automatically to the internal oscillator.
- Oscillator Start-up Timer (OST) ensures stability of crystal oscillator sources.

The RSTOSC bits of Configuration Word 1 determine the type of oscillator that will be used when the device reset, including when it is first powered up.

The internal clock modes, LFINTOSC, HFINTOSC (set at 1 MHz), or HFINTOSC (set at 32 MHz) can be set through the RSTOSC bits.

If an external clock source is selected, the FEXTOSC bits of Configuration Word 1 must be used to select the external clock mode.

The external oscillator module can be configured in one of the following clock modes, by setting the FEXTOSC<2:0> bits of Configuration Word 1:

1. ECL – External Clock Low-Power mode  
ECL ≤ 500 kHz
2. ECM – External Clock Medium Power mode  
ECM ≤ 8 MHz
3. ECH – External Clock High-Power mode  
ECH ≤ 32 MHz
4. LP – 32 kHz Low-Power Crystal mode.
5. XT – Medium Gain Crystal or Ceramic Resonator Oscillator mode (between 100 kHz and 4 MHz)
6. HS – High Gain Crystal or Ceramic Resonator mode (above 4 MHz)

The ECH, ECM, and ECL clock modes rely on an external logic level signal as the device clock source. The LP, XT, and HS clock modes require an external crystal or resonator to be connected to the device. Each mode is optimized for a different frequency range. The INTOSC internal oscillator block produces low and high-frequency clock sources, designated LFINTOSC and HFINTOSC. (see Internal Oscillator Block, Figure 9-1). A wide selection of device clock frequencies may be derived from these clock sources.

# PIC16(L)F15356/75/76/85/86

## REGISTER 10-7: PIE5: PERIPHERAL INTERRUPT ENABLE REGISTER 5

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	U-0	U-0	R/W-0/0
CLC4IE	CLC3IE	CLC2IE	CLC1IE	—	—	—	TMR1GIE
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 = Hardware set

- bit 7      **CLC4IE:** CLC4 Interrupt Enable bit  
             1 = CLC4 interrupt enabled  
             0 = CLC4 interrupt disabled
- bit 6      **CLC3IE:** CLC3 Interrupt Enable bit  
             1 = CLC3 interrupt enabled  
             0 = CLC3 interrupt disabled
- bit 5      **CLC2IE:** CLC2 Interrupt Enable bit  
             1 = CLC2 interrupt enabled  
             0 = CLC2 interrupt disabled
- bit 4      **CLC1IE:** CLC1 Interrupt Enable bit  
             1 = CLC1 interrupt enabled  
             0 = CLC1 interrupt disabled
- bit 3-1    **Unimplemented:** Read as '0'
- bit 0      **TMR1GIE:** Timer1 Gate Interrupt Enable bit  
             1 = Enables the Timer1 gate acquisition interrupt  
             0 = Disables the Timer1 gate acquisition interrupt

**Note:** Bit PEIE of the INTCON register must be set to enable any peripheral interrupt controlled by registers PIE1-PIE7.

# PIC16(L)F15356/75/76/85/86

## REGISTER 10-16: PIR6: PERIPHERAL INTERRUPT REQUEST REGISTER 6

U-0	U-0	U-0	U-0	U-0	U-0	R/W/HS-0/0	R/W/HS-0/0
—	—	—	—	—	—	CCP2IF	CCP1IF
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 = Hardware set

bit 7-2

**Unimplemented:** Read as '0'

bit 1

**CCP2IF:** CCP2 Interrupt Flag bit

Value	CCPM Mode		
	Capture	Compare	PWM
1	Capture occurred (must be cleared in software)	Compare match occurred (must be cleared in software)	Output trailing edge occurred (must be cleared in software)
0	Capture did not occur	Compare match did not occur	Output trailing edge did not occur

bit 0

**CCP1IF:** CCP1 Interrupt Flag bit

Value	CCPM Mode		
	Capture	Compare	PWM
1	Capture occurred (must be cleared in software)	Compare match occurred (must be cleared in software)	Output trailing edge occurred (must be cleared in software)
0	Capture did not occur	Compare match did not occur	Output trailing edge did not occur

**Note:** Interrupt flag bits are set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the Global Enable bit, GIE, of the INTCON register. User software should ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.

**TABLE 14-8: SUMMARY OF REGISTERS ASSOCIATED WITH PORTF**

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
PORTF	RF7	RF6	RF5	RF4	RF3	RF2	RF1	RF0	216
TRISF	TRISF7	TRISF6	TRISF5	TRISF4	TRISF3	TRISF2	TRISF1	TRISF0	216
LATF	LATF7	LATF6	LATF5	LATF4	LATF3	LATF2	LATF1	LATF0	216
ANSELF	ANSF7	ANSF6	ANSF5	ANSF4	ANSF3	ANSF2	ANSF1	ANSF0	217
WPUF	WPUF7	WPUF6	WPUF5	WPUF4	WPUF3	WPUF2	WPUF1	WPUF0	217
ODCONF	ODCF7	ODCF6	ODCF5	ODCF4	ODCF3	ODCF2	ODCF1	ODCF0	218
SLRCONF	SLRF7	SLRF6	SLRF5	SLRF4	SLRF3	SLRF2	SLRF1	SLRF0	218
INLVLF	INLVLF7	INLVLF6	INLVLF5	INLVLF4	INLVLF3	INLVLF2	INLVLF1	INLVLF0	218

**Legend:** – = unimplemented locations read as '0'. Shaded cells are not used by PORTF.

## 15.3 Bidirectional Pins

PPS selections for peripherals with bidirectional signals on a single pin must be made so that the PPS input and PPS output select the same pin. Peripherals that have bidirectional signals include:

- EUSART (synchronous operation)
- MSSP (I<sup>2</sup>C)

**Note:** The I<sup>2</sup>C SCLx and SDAx functions can be remapped through PPS. However, only the RB1, RB2, RC3 and RC4 pins have the I<sup>2</sup>C and SMBus specific input buffers implemented (I<sup>2</sup>C mode disables INLVL and sets thresholds that are specific for I<sup>2</sup>C). If the SCLx or SDAx functions are mapped to some other pin (other than RB1, RB2, RC3 or RC4), the general purpose TTL or ST input buffers (as configured based on INLVL register setting) will be used instead. In most applications, it is therefore recommended only to map the SCLx and SDAx pin functions to the RB1, RB2, RC3 or RC4 pins.

## 15.4 PPS Lock

The PPS includes a mode in which all input and output selections can be locked to prevent inadvertent changes. PPS selections are locked by setting the PPSLOCKED bit of the PPSLOCK register. Setting and clearing this bit requires a special sequence as an extra precaution against inadvertent changes. Examples of setting and clearing the PPSLOCKED bit are shown in Example 15-1.

### EXAMPLE 15-1: PPS LOCK/UNLOCK SEQUENCE

```
; suspend interrupts
    BCF    INTCON,GIE
; BANKSEL PPSLOCK    ; set bank
; required sequence, next 5 instructions
    MOVLW  0x55
    MOVWF  PPSLOCK
    MOVLW  0xAA
    MOVWF  PPSLOCK
; Set PPSLOCKED bit to disable writes or
; Clear PPSLOCKED bit to enable writes
    BSF    PPSLOCK,PPSLOCKED
; restore interrupts
    BSF    INTCON,GIE
```

## 15.5 PPS Permanent Lock

The PPS can be permanently locked by setting the PPS1WAY Configuration bit. When this bit is set, the PPSLOCKED bit can only be cleared and set one time after a device Reset. This allows for clearing the PPSLOCKED bit so that the input and output selections can be made during initialization. When the PPSLOCKED bit is set after all selections have been made, it will remain set and cannot be cleared until after the next device Reset event.

## 15.6 Operation During Sleep

PPS input and output selections are unaffected by Sleep.

## 15.7 Effects of a Reset

A device Power-on-Reset (POR) clears all PPS input and output selections to their default values (Permanent Lock Removed). All other Resets leave the selections unchanged. Default input selections are shown in Table 15-1 through Table 15-3.



# PIC16(L)F15356/75/76/85/86

## REGISTER 17-3: IOCAF: INTERRUPT-ON-CHANGE PORTA FLAG REGISTER

U-0	U-0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0	R/W/HS-0/0
—	—	IOCAF5	IOCAF4	IOCAF3	IOCAF2	IOCAF1 <sup>(1)</sup>	IOCAF0 <sup>(1)</sup>
bit 7							bit 0

### Legend:

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

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

bit 5-0      **IOCAF<5:0>:** Interrupt-on-Change PORTA Flag bits

1 = An enabled change was detected on the associated pin.

Set when IOCAPx = 1 and a rising edge was detected on RAX, or when IOCANx = 1 and a falling edge was detected on RAX.

0 = No change was detected, or the user cleared the detected change.

**Note 1:** If the debugger is enabled, these bits are not available for use.

# PIC16(L)F15356/75/76/85/86

## 20.4 Register Definitions: ADC Control

### REGISTER 20-1: ADCON0: ADC CONTROL REGISTER 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	R/W-0/0
CHS<5:0>						GO/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 7-2

**CHS<5:0>**: Analog Channel Select bits

111111 = FVR Buffer 2 reference voltage<sup>(2)</sup>  
 111110 = FVR 1 Buffer 1 reference voltage<sup>(2)</sup>  
 111101 = DAC1 output voltage<sup>(1)</sup>  
 111100 = Temperature sensor output<sup>(3)</sup>  
 111011 = AVss (Analog Ground)  
 111010-100000 = Reserved. No channel connected  
 101111 = RF7  
 101110 = RF6  
 101101 = RF5  
 101100 = RF4  
 101011 = RF3  
 101010 = RF2  
 101001 = RF1  
 101000 = RF0  
 100010 = RE2  
 100001 = RE1  
 100000 = RE0  
 011111 = RD7  
 011110 = RD6  
 011101 = RD5  
 011100 = RD4  
 011011 = RD3  
 011010 = RD2  
 011001 = RD1  
 011000 = RD0  
 010111 = RC7<sup>(4)</sup>  
 010110 = RC6<sup>(4)</sup>  
 010101 = RC5  
 010100 = RC4  
 010011 = RC3  
 010010 = RC2  
 010001 = RC1  
 010000 = RC0  
 001111 = RB7<sup>(4)</sup>  
 001110 = RB6<sup>(4)</sup>  
 001101 = RB5<sup>(4)</sup>  
 001100 = RB4<sup>(4)</sup>  
 001011-000110 = Reserved  
 000101 = RA5  
 000100 = RA4  
 000011 = RA3  
 000010 = RA2  
 000001 = RA1  
 000000 = RA0

bit 1

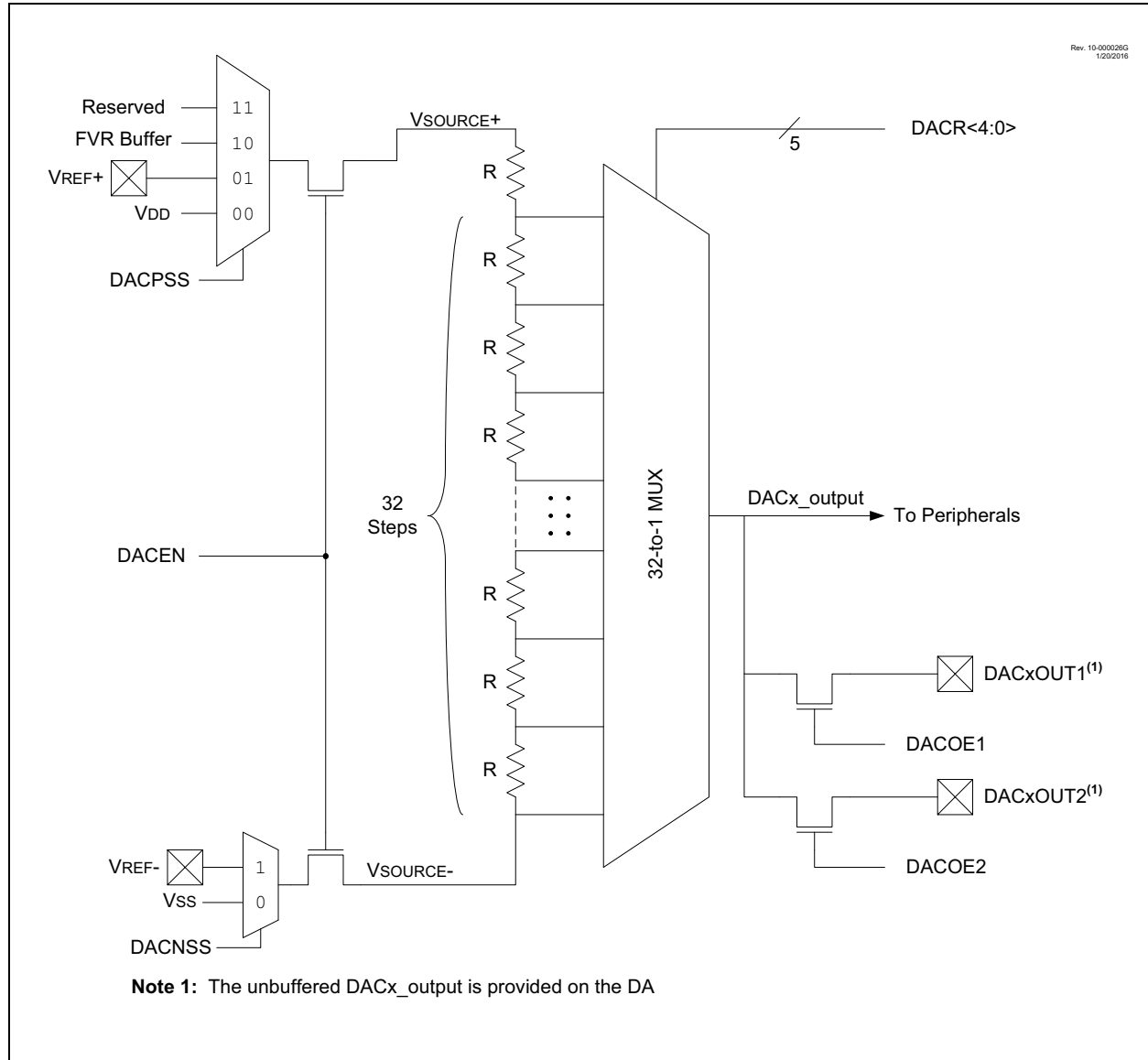
**GO/DONE**: ADC Conversion Status bit

1 = ADC conversion cycle in progress. Setting this bit starts an ADC conversion cycle.

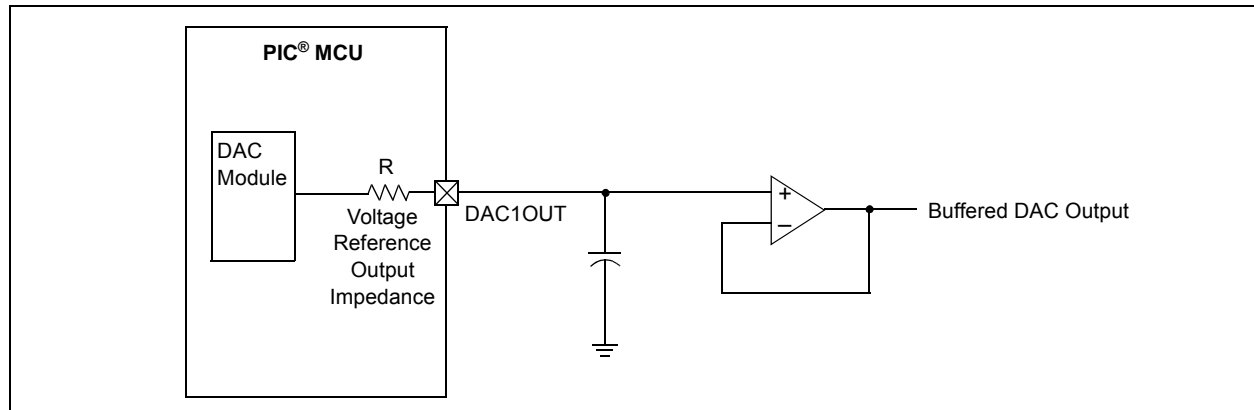
This bit is automatically cleared by hardware when the ADC conversion has completed.

0 = ADC conversion completed/not in progress

**FIGURE 21-1: DIGITAL-TO-ANALOG CONVERTER BLOCK DIAGRAM**



**FIGURE 21-2: VOLTAGE REFERENCE OUTPUT BUFFER EXAMPLE**



## 26.7 Timer1 Interrupts

The timer register pair (TMR1H:TMR1L) increments to FFFFh and rolls over to 0000h. When the timer rolls over, the respective timer interrupt flag bit of the PIR5 register is set. To enable the interrupt on rollover, you must set these bits:

- ON bit of the T1CON register
- TMR1IE bit of the PIE4 register
- PEIE bit of the INTCON register
- GIE bit of the INTCON register

The interrupt is cleared by clearing the TMR1IF bit in the Interrupt Service Routine.

<p><b>Note:</b> To avoid immediate interrupt vectoring, the TMR1H:TMR1L register pair should be preloaded with a value that is not imminently about to rollover, and the TMR1IF flag should be cleared prior to enabling the timer interrupts.</p>
--

## 26.8 Timer1 Operation During Sleep

Timer1 can only operate during Sleep when setup in Asynchronous Counter mode. In this mode, an external crystal or clock source can be used to increment the counter. To set up the timer to wake the device:

- ON bit of the T1CON register must be set
- TMR1IE bit of the PIE4 register must be set
- PEIE bit of the INTCON register must be set
- SYNC bit of the T1CON register must be set
- CS bits of the T1CLK register must be configured
- The timer clock source must be enabled and continue operation during sleep. When the SOSC is used for this purpose, the SOSCEN bit of the OSCEN register must be set.

The device will wake-up on an overflow and execute the next instructions. If the GIE bit of the INTCON register is set, the device will call the Interrupt Service Routine.

Secondary oscillator will continue to operate in Sleep regardless of the SYNC bit setting.

## 26.9 CCP Capture/Compare Time Base

The CCP modules use the TMR1H:TMR1L register pair as the time base when operating in Capture or Compare mode.

In Capture mode, the value in the TMR1H:TMR1L register pair is copied into the CCPRxH:CCPRxL register pair on a configured event.

In Compare mode, an event is triggered when the value CCPRxH:CCPRxL register pair matches the value in the TMR1H:TMR1L register pair. This event can be an Auto-conversion Trigger.

For more information, see **Section 28.0 “Capture/Compare/PWM Modules”**.

## 26.10 CCP Auto-Conversion Trigger

When any of the CCP's are configured to trigger an auto-conversion, the trigger will clear the TMR1H:TMR1L register pair. This auto-conversion does not cause a timer interrupt. The CCP module may still be configured to generate a CCP interrupt.

In this mode of operation, the CCPRxH:CCPRxL register pair becomes the period register for Timer1.

The timer should be synchronized and FOSC/4 should be selected as the clock source in order to utilize the Auto-conversion Trigger. Asynchronous operation of the timer can cause an Auto-conversion Trigger to be missed.

In the event that a write to TMR1H or TMR1L coincides with an Auto-conversion Trigger from the CCP, the write will take precedence.

For more information, see **Section 28.2.4 “Compare During Sleep”**.

## 30.0 COMPLEMENTARY WAVEFORM GENERATOR (CWG) MODULE

The Complementary Waveform Generator (CWG) produces half-bridge, full-bridge, and steering of PWM waveforms. It is backwards compatible with previous ECCP functions.

The CWG has the following features:

- Six operating modes:
  - Synchronous Steering mode
  - Asynchronous Steering mode
  - Full-Bridge mode, Forward
  - Full-Bridge mode, Reverse
  - Half-Bridge mode
  - Push-Pull mode
- Output polarity control
- Output steering
  - Synchronized to rising event
  - Immediate effect
- Independent 6-bit rising and falling event dead-band timers
  - Clocked dead band
  - Independent rising and falling dead-band enables
- Auto-shutdown control with:
  - Selectable shutdown sources
  - Auto-restart enable
  - Auto-shutdown pin override control

The CWG modules available are shown in Table 30-1.

**TABLE 30-1: AVAILABLE CWG MODULES**

Device	CWG1
PIC16(L)F15356/75/76/85/86	•

## 30.1 Fundamental Operation

The CWG module can operate in six different modes, as specified by MODE of the CWG1CON0 register:

- Half-Bridge mode (Figure 30-9)
- Push-Pull mode (Figure 30-2)
  - Full-Bridge mode, Forward (Figure 30-3)
  - Full-Bridge mode, Reverse (Figure 30-3)
- Steering mode (Figure 30-10)
- Synchronous Steering mode (Figure 30-11)

It may be necessary to guard against the possibility of circuit faults or a feedback event arriving too late or not at all. In this case, the active drive must be terminated before the Fault condition causes damage. Thus, all output modes support auto-shutdown, which is covered in **Section 30.10 “Auto-Shutdown”**.

### 30.1.1 HALF-BRIDGE MODE

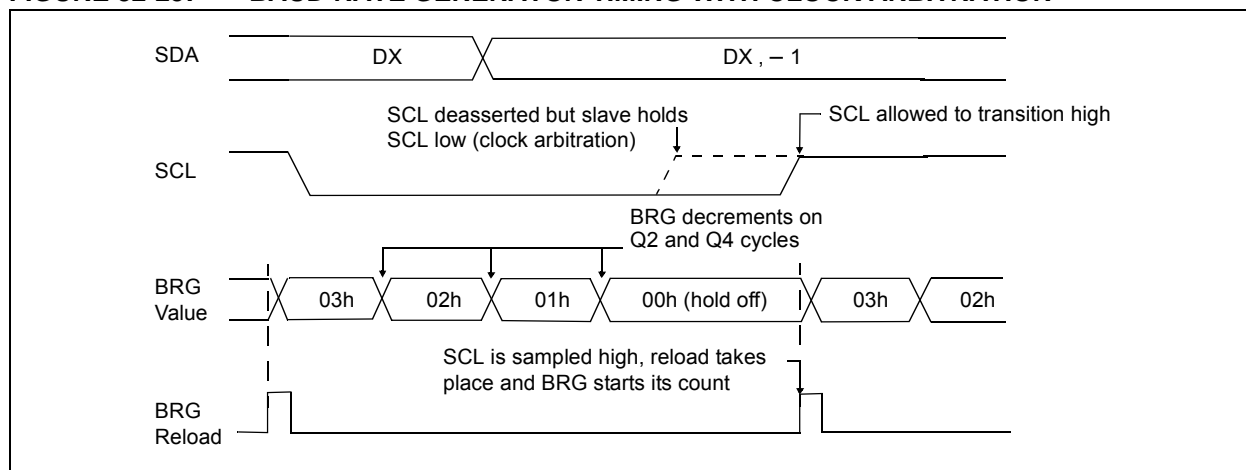
In Half-Bridge mode, two output signals are generated as true and inverted versions of the input as illustrated in Figure 30-9. A non-overlap (dead-band) time is inserted between the two outputs as described in **Section 30.5 “Dead-Band Control”**.

The unused outputs CWG1C and CWG1D drive similar signals, with polarity independently controlled by the POLC and POLD bits of the CWG1CON1 register, respectively.

## 32.6.2 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 SSPxADD<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 32-25).

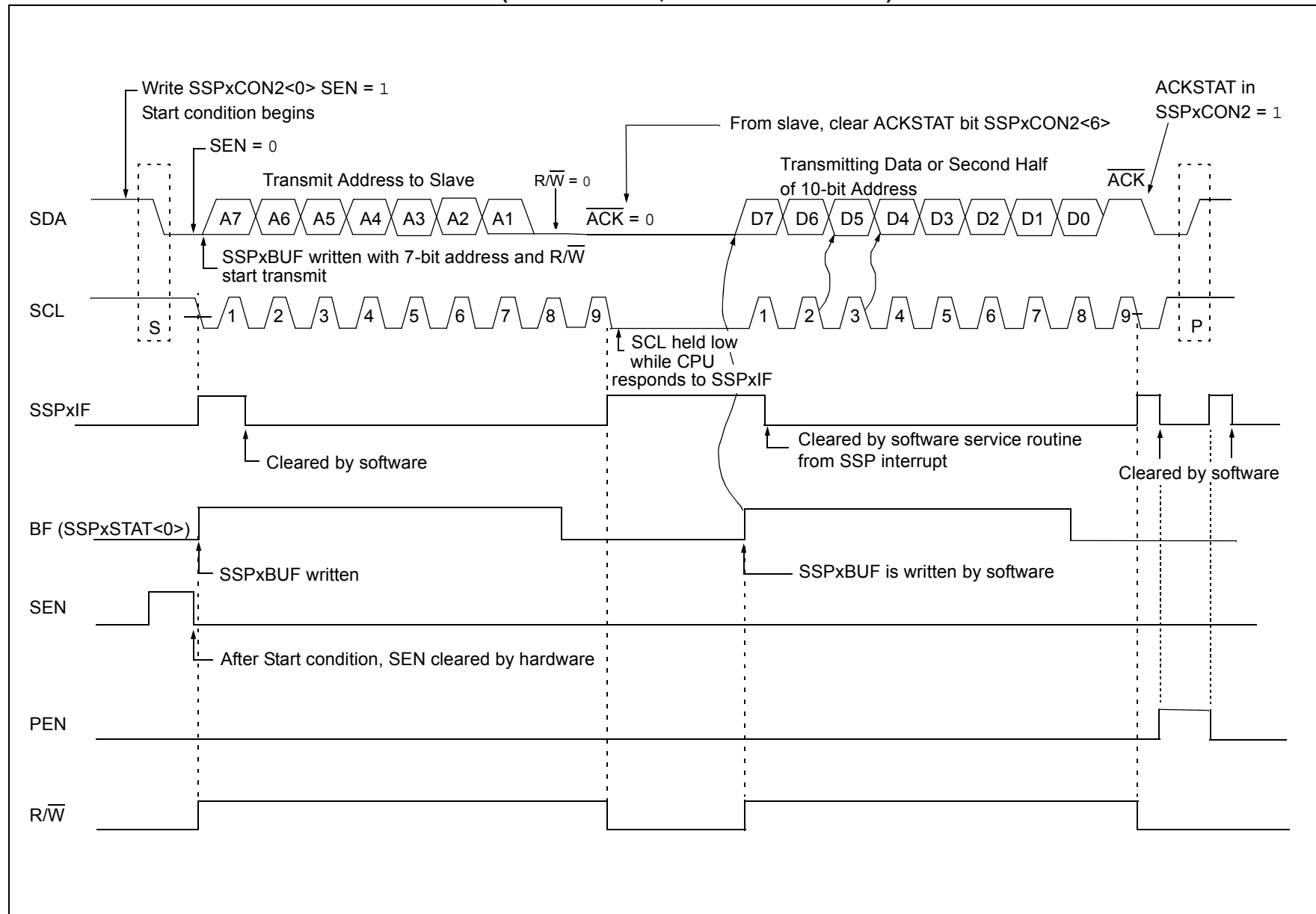
**FIGURE 32-25: BAUD RATE GENERATOR TIMING WITH CLOCK ARBITRATION**



## 32.6.3 WCOL STATUS FLAG

If the user writes the SSPxBUF when a Start, Restart, Stop, Receive or Transmit sequence is in progress, the WCOL is set and the contents of the buffer are unchanged (the write does not occur). Any time the WCOL bit is set it indicates that an action on SSPxBUF was attempted while the module was not idle.

**Note:** Because queuing of events is not allowed, writing to the lower five bits of SSPxCON2 is disabled until the Start condition is complete.

**FIGURE 32-28: I<sup>2</sup>C MASTER MODE WAVEFORM (TRANSMISSION, 7 OR 10-BIT ADDRESS)**

# PIC16(L)F15356/75/76/85/86

## REGISTER 32-4: SSPxCON3: SSPx CONTROL REGISTER 3

R-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
ACKTIM <sup>(3)</sup>	PCIE	SCIE	BOEN	SDAHT	SBCDE	AHEN	DHEN
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 **ACKTIM:** Acknowledge Time Status bit (I<sup>2</sup>C mode only)<sup>(3)</sup>  
1 = Indicates the I<sup>2</sup>C bus is in an Acknowledge sequence, set on 8<sup>th</sup> falling edge of SCL clock  
0 = Not an Acknowledge sequence, cleared on 9<sup>th</sup> rising edge of SCL clock
- bit 6 **PCIE:** Stop Condition Interrupt Enable bit (I<sup>2</sup>C mode only)  
1 = Enable interrupt on detection of Stop condition  
0 = Stop detection interrupts are disabled<sup>(2)</sup>
- bit 5 **SCIE:** Start Condition Interrupt Enable bit (I<sup>2</sup>C mode only)  
1 = Enable interrupt on detection of Start or Restart conditions  
0 = Start detection interrupts are disabled<sup>(2)</sup>
- bit 4 **BOEN:** Buffer Overwrite Enable bit  
In SPI Slave mode:<sup>(1)</sup>  
1 = SSPxBUF updates every time that a new data byte is shifted in ignoring the BF bit  
0 = If new byte is received with BF bit of the SSPxSTAT register already set, SSPOV bit of the SSPxCON1 register is set, and the buffer is not updated  
In I<sup>2</sup>C Master mode and SPI Master mode:  
This bit is ignored.  
In I<sup>2</sup>C Slave mode:  
1 = SSPxBUF is updated and ACK is generated for a received address/data byte, ignoring the state of the SSPOV bit only if the BF bit = 0.  
0 = SSPxBUF is only updated when SSPOV is clear
- bit 3 **SDAHT:** SDA Hold Time Selection bit (I<sup>2</sup>C mode only)  
1 = Minimum of 300 ns hold time on SDA after the falling edge of SCL  
0 = Minimum of 100 ns hold time on SDA after the falling edge of SCL
- bit 2 **SBCDE:** Slave Mode Bus Collision Detect Enable bit (I<sup>2</sup>C Slave mode only)  
If, on the rising edge of SCL, SDA is sampled low when the module is outputting a high state, the BCL1IF bit of the PIR3 register is set, and bus goes idle  
1 = Enable slave bus collision interrupts  
0 = Slave bus collision interrupts are disabled
- bit 1 **AHEN:** Address Hold Enable bit (I<sup>2</sup>C Slave mode only)  
1 = Following the eighth falling edge of SCL for a matching received address byte; CKP bit of the SSPxCON1 register will be cleared and the SCL will be held low.  
0 = Address holding is disabled
- bit 0 **DHEN:** Data Hold Enable bit (I<sup>2</sup>C Slave mode only)  
1 = Following the eighth falling edge of SCL for a received data byte; slave hardware clears the CKP bit of the SSPxCON1 register and SCL is held low.  
0 = Data holding is disabled

- Note 1:** For daisy-chained SPI operation; allows the user to ignore all but the last received byte. SSPOV is still set when a new byte is received and BF = 1, but hardware continues to write the most recent byte to SSPxBUF.
- 2:** This bit has no effect in Slave modes that Start and Stop condition detection is explicitly listed as enabled.
- 3:** The ACKTIM Status bit is only active when the AHEN bit or DHEN bit is set.



# PIC16(L)F15356/75/76/85/86

## REGISTER 32-7: SSPxBUF: MSSPx BUFFER REGISTER

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
SSPxBUF<7:0>							
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 7-0      **SSPxBUF<7:0>**: MSSP Buffer bits

**TABLE 32-3: SUMMARY OF REGISTERS ASSOCIATED WITH MSSPx**

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
INTCON	GIE	PEIE	—	—	—	—	—	INTEDG	146
PIR1	OSFIF	CSWIF	—	—	—	—	—	ADIF	156
PIE1	OSFIE	CSWIE	—	—	—	—	—	ADIE	148
SSP1STAT	SMP	CKE	D/A	P	S	R/W	UA	BF	465
SSP1CON1	WCOL	SSPOV	SSPEN	CKP	SSPM<3:0>				466
SSP1CON2	GCEN	ACKSTAT	ACKDT	ACKEN	RCEN	PEN	RSEN	SEN	467
SSP1CON3	ACKTIM	PCIE	SCIE	BOEN	SDAHT	SBCDE	AHEN	DHEN	465
SSP1MSK	SSPMSK<7:0>								469
SSP1ADD	SSPADD<7:0>								469
SSP1BUF	SSPBUF<7:0>								470
SSP2STAT	SMP	CKE	D/A	P	S	R/W	UA	BF	465
SSP2CON1	WCOL	SSPOV	SSPEN	CKP	SSPM<3:0>				466
SSP2CON2	GCEN	ACKSTAT	ACKDT	ACKEN	RCEN	PEN	RSEN	SEN	467
SSP2CON3	ACKTIM	PCIE	SCIE	BOEN	SDAHT	SBCDE	AHEN	DHEN	465
SSP2MSK	SSPMSK<7:0>								469
SSP2ADD	SSPADD<7:0>								469
SSP2BUF	SSPBUF<7:0>								470
SSP1CLKPPS	—	—	SSP1CLKPPS<5:0>						241
SSP1DATPPS	—	—	SSP1DATPPS<5:0>						241
SSP1SSPPS	—	—	SSP1SSPPS<5:0>						241
SSP2CLKPPS	—	—	SSP2CLKPPS<5:0>						241
SSP2DATPPS	—	—	SSP2DATPPS<5:0>						241
SSP2SSPPS	—	—	SSP2SSPPS<5:0>						241
RxyPPS	—	—	—	RxyPPS<4:0>					242

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

**Note 1:** When using designated I<sup>2</sup>C pins, the associated pin values in INLV<sub>Lx</sub> will be ignored.

## 33.1.2.3 Receive Interrupts

The RXxIF interrupt flag bit of the PIR3 register is set whenever the EUSART receiver is enabled and there is an unread character in the receive FIFO. The RXxIF interrupt flag bit is read-only, it cannot be set or cleared by software.

RXxIF interrupts are enabled by setting all of the following bits:

- RXxIE, Interrupt Enable bit of the PIE3 register
- PEIE, Peripheral Interrupt Enable bit of the INTCON register
- GIE, Global Interrupt Enable bit of the INTCON register

The RXxIF interrupt flag bit will be set when there is an unread character in the FIFO, regardless of the state of interrupt enable bits.

## 33.1.2.4 Receive Framing Error

Each character in the receive FIFO buffer has a corresponding framing error Status bit. A framing error indicates that a Stop bit was not seen at the expected time. The framing error status is accessed via the FERR bit of the RCxSTA register. The FERR bit represents the status of the top unread character in the receive FIFO. Therefore, the FERR bit must be read before reading the RCxREG.

The FERR bit is read-only and only applies to the top unread character in the receive FIFO. A framing error (FERR = 1) does not preclude reception of additional characters. It is not necessary to clear the FERR bit. Reading the next character from the FIFO buffer will advance the FIFO to the next character and the next corresponding framing error.

The FERR bit can be forced clear by clearing the SPEN bit of the RCxSTA register which resets the EUSART. Clearing the CREN bit of the RCxSTA register does not affect the FERR bit. A framing error by itself does not generate an interrupt.

<b>Note:</b> If all receive characters in the receive FIFO have framing errors, repeated reads of the RCxREG will not clear the FERR bit.
---

## 33.1.2.5 Receive Overrun Error

The receive FIFO buffer can hold two characters. An overrun error will be generated if a third character, in its entirety, is received before the FIFO is accessed. When this happens the OERR bit of the RCxSTA register is set. The characters already in the FIFO buffer can be read but no additional characters will be received until the error is cleared. The error must be cleared by either clearing the CREN bit of the RCxSTA register or by resetting the EUSART by clearing the SPEN bit of the RCxSTA register.

## 33.1.2.6 Receiving 9-Bit Characters

The EUSART supports 9-bit character reception. When the RX9 bit of the RCxSTA register is set the EUSART will shift nine bits into the RSR for each character received. The RX9D bit of the RCxSTA register is the ninth and Most Significant data bit of the top unread character in the receive FIFO. When reading 9-bit data from the receive FIFO buffer, the RX9D data bit must be read before reading the eight Least Significant bits from the RCxREG.

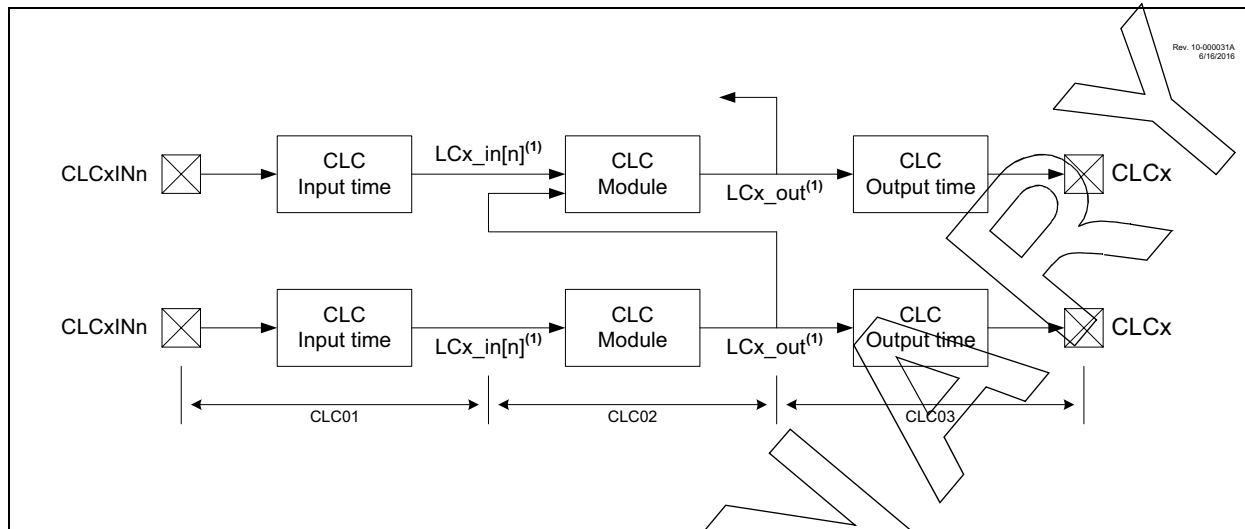
## 33.1.2.7 Address Detection

A special Address Detection mode is available for use when multiple receivers share the same transmission line, such as in RS-485 systems. Address detection is enabled by setting the ADDEN bit of the RCxSTA register.

Address detection requires 9-bit character reception. When address detection is enabled, only characters with the ninth data bit set will be transferred to the receive FIFO buffer, thereby setting the RXxIF interrupt bit. All other characters will be ignored.

Upon receiving an address character, user software determines if the address matches its own. Upon address match, user software must disable address detection by clearing the ADDEN bit before the next Stop bit occurs. When user software detects the end of the message, determined by the message protocol used, software places the receiver back into the Address Detection mode by setting the ADDEN bit.

**FIGURE 37-14: CLC PROPAGATION TIMING**



**TABLE 37-20: CONFIGURABLE LOGIC CELL (CLC) CHARACTERISTICS**

Standard Operating Conditions (unless otherwise stated)							
Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param. No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
CLC01*	TCLCIN	CLC input time	—	7	IO5	ns	(Note 1)
CLC02*	TCLC	CLC module input to output propagation time	—	24 12	— —	ns ns	VDD = 1.8V VDD > 3.6V
CLC03*	TCLCOUT	CLC output time	—	IO7	—	—	(Note 1)
		Rise Time					
		Fall Time	—	IO8	—	—	(Note 1)
CLC04*	FCLCMAX	CLC maximum switching frequency	—	32	Fosc	MHz	

\* These parameters are characterized but not tested.

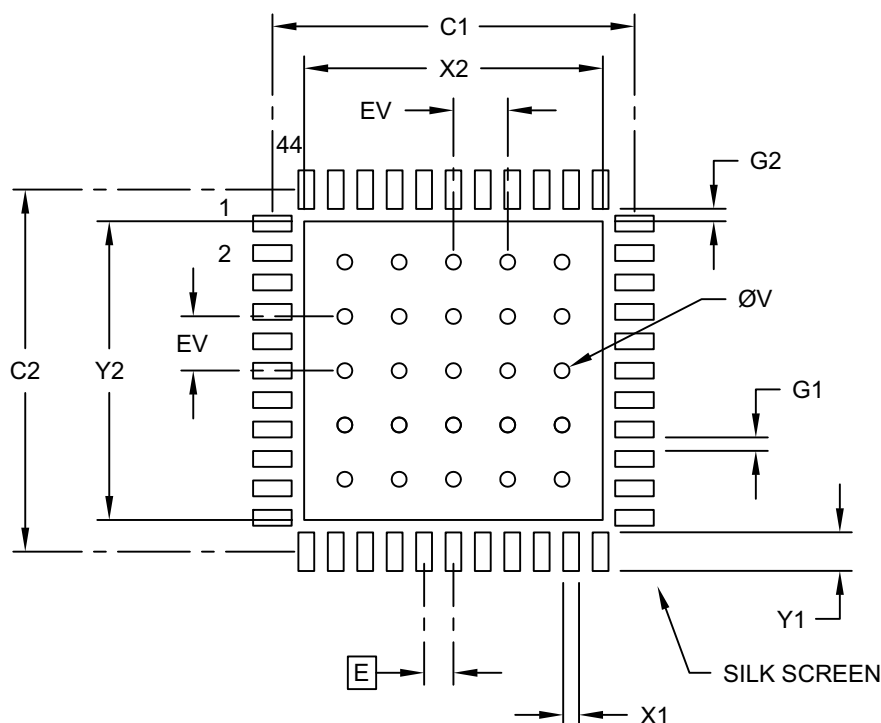
† Data in "Typ" column is at 3.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

**Note 1:** See Table 37-10 for IO5, IO7 and IO8 rise and fall times.

# PIC16(L)F15356/75/76/85/86

## 44-Lead Plastic Quad Flat, No Lead Package (ML) - 8x8 mm Body [QFN or VQFN]

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



### RECOMMENDED LAND PATTERN

Dimension Limits	Units	MILLIMETERS		
		MIN	NOM	MAX
Contact Pitch	E	0.65 BSC		
Optional Center Pad Width	X2			6.60
Optional Center Pad Length	Y2			6.60
Contact Pad Spacing	C1		8.00	
Contact Pad Spacing	C2		8.00	
Contact Pad Width (X44)	X1			0.35
Contact Pad Length (X44)	Y1			0.85
Contact Pad to Contact Pad (X40)	G1	0.30		
Contact Pad to Center Pad (X44)	G2	0.28		
Thermal Via Diameter	V		0.33	
Thermal Via Pitch	EV		1.20	

#### Notes:

- Dimensioning and tolerancing per ASME Y14.5M  
BSC: Basic Dimension. Theoretically exact value shown without tolerances.
- For best soldering results, thermal vias, if used, should be filled or tented to avoid solder loss during reflow process

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