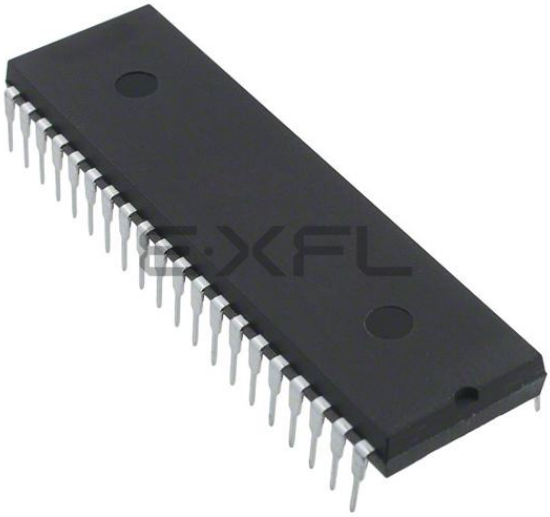

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Applications of "Embedded - Microcontrollers"

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	35
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 28x10b; D/A 1x5b, 1x8b
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	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1717-e-p

TABLE 1: 28-PIN ALLOCATION TABLE (PIC16(L)F1718) (CONTINUED)

I/O[2]	SPDIP,SOIC, SSOP	QFN, UQFN	ADC	Reference	Comparator		Op Amp	DAC	Zero Cross	Timers			CCP		NCO	PWM		COG				MSSP			EUSART		CLC				Interrupt	Pull-up	Basic
RC4	15	12	AN16																			SDI[1] SDA[1]									IOC	Y	
RC5	16	13	AN17																												IOC	Y	
RC6	17	14	AN18																						CK[3]						IOC	Y	
RC7	18	15	AN19																						RX[3]						IOC	Y	
RE3	1	26																													IOC	Y	$\overline{MCLR}$ V_{PP}
V_{DD}	20	17																															V_{DD}
V_{SS}	8	5																															V_{SS}
	19	16																															
OUT[4]					C1OUT	C2OUT							CCP1	CCP2	NCO1OUT	PWM3OUT	PWM4OUT	COG1A	COG1B	COG1C	COG1D	SDA[3]	SCK/SCL[3]	SDO	TX/CK	DT[3]	CLC4OUT	CLC3OUT	CLC2OUT	CLC1OUT			
IN[5]										T1G	T1CKI	T0CKI	CCP1	CCP2				COG1IN				SDI	SCK/SCL[3]	SS	RX[3]	CK	CLCIN0	CLCIN1	CLCIN2	CLCIN3	INT		

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.

4: Alternate outputs are excluded from solid shaded areas.

5: Alternate inputs are excluded from dot shaded areas.

TABLE 3-7: PIC16(L)F1717 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) C0Bh	C80h Core Registers (Table 3-2) C8Bh	D00h Core Registers (Table 3-2) D0Bh	D80h Core Registers (Table 3-2) D8Bh	E00h Core Registers (Table 3-2) E0Bh	E80h Core Registers (Table 3-2) E8Bh	F00h Core Registers (Table 3-2) F0Bh	F80h Core Registers (Table 3-2) F8Bh
C0Ch —	C8Ch —	D0Ch —	D8Ch —	E0Ch See Table 3-9 for register mapping details	E8Ch See Table 3-9 for register mapping details	F0Ch See Table 3-9 for register mapping details	F8Ch See Table 3-10 for register mapping details
C0Dh —	C8Dh —	D0Dh —	D8Dh —	E0Dh	E8Dh	F0Dh	F8Dh
C0Eh —	C8Eh —	D0Eh —	D8Eh —	E0Eh	E8Eh	F0Eh	F8Eh
C0Fh —	C8Fh —	D0Fh —	D8Fh —	E0Fh	E8Fh	F0Fh	F8Fh
C10h —	C90h —	D10h —	D90h —	E10h	E90h	F10h	F90h
C11h —	C91h —	D11h —	D91h —	E11h	E91h	F11h	F91h
C12h —	C92h —	D12h —	D92h —	E12h	E92h	F12h	F92h
C13h —	C93h —	D13h —	D93h —	E13h	E93h	F13h	F93h
C14h —	C94h —	D14h —	D94h —	E14h	E94h	F14h	F94h
C15h —	C95h —	D15h —	D95h —	E15h	E95h	F15h	F95h
C16h —	C96h —	D16h —	D96h —	E16h	E96h	F16h	F96h
C17h —	C97h —	D17h —	D97h —	E17h	E97h	F17h	F97h
C18h —	C98h —	D18h —	D98h —	E18h	E98h	F18h	F98h
C19h —	C99h —	D19h —	D99h —	E19h	E99h	F19h	F99h
C1Ah —	C9Ah —	D1Ah —	D9Ah —	E1Ah	E9Ah	F1Ah	F9Ah
C1Bh —	C9Bh —	D1Bh —	D9Bh —	E1Bh	E9Bh	F1Bh	F9Bh
C1Ch —	C9Ch —	D1Ch —	D9Ch —	E1Ch	E9Ch	F1Ch	F9Ch
C1Dh —	C9Dh —	D1Dh —	D9Dh —	E1Dh	E9Dh	F1Dh	F9Dh
C1Eh —	C9Eh —	D1Eh —	D9Eh —	E1Eh	E9Eh	F1Eh	F9Eh
C1Fh —	C9Fh —	D1Fh —	D9Fh —	E1Fh	E9Fh	F1Fh	F9Fh
C20h Unimplemented Read as '0' C6Fh	CA0h Unimplemented Read as '0' CEFh	D20h Unimplemented Read as '0' D6Fh	DA0h Unimplemented Read as '0' DEFh	E20h E6Fh	EA0h EEFh	F20h F6Fh	FA0h FEFh
C70h Accesses 70h – 7Fh CFFh	CF0h Accesses 70h – 7Fh CFFh	D70h Accesses 70h – 7Fh D7Fh	DF0h Accesses 70h – 7Fh DFFh	E70h Accesses 70h – 7Fh E7Fh	EF0h Accesses 70h – 7Fh EFFh	F70h Accesses 70h – 7Fh F7Fh	FF0h Accesses 70h – 7Fh FFFh

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

5.13 Power Control (PCON) Register

The Power Control (PCON) register contains flag bits to differentiate between a:

- Power-on Reset ($\overline{\text{POR}}$)
- Brown-out Reset ($\overline{\text{BOR}}$)
- Reset Instruction Reset ($\overline{\text{RI}}$)
- $\overline{\text{MCLR}}$ Reset ($\overline{\text{RMCLR}}$)
- Watchdog Timer Reset ($\overline{\text{RWDT}}$)
- Stack Underflow Reset (STKUNF)
- Stack Overflow Reset (STKOVF)

The PCON register bits are shown in Register 5-2.

5.14 Register Definitions: Power Control

REGISTER 5-2: PCON: POWER CONTROL REGISTER

R/W/HS-0/q	R/W/HS-0/q	U-0	R/W/HC-1/q	R/W/HC-1/q	R/W/HC-1/q	R/W/HC-q/u	R/W/HC-q/u
STKOVF	STKUNF	—	$\overline{\text{RWDT}}$	$\overline{\text{RMCLR}}$	$\overline{\text{RI}}$	$\overline{\text{POR}}$	$\overline{\text{BOR}}$
bit 7							bit 0

Legend:		
HC = Bit is cleared by hardware		HS = Bit is set by hardware
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’
u = Bit is unchanged	x = Bit is unknown	-m/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 **STKOVF:** Stack Overflow Flag bit
1 = A Stack Overflow occurred
0 = A Stack Overflow has not occurred or cleared by firmware

bit 6 **STKUNF:** Stack Underflow Flag bit
1 = A Stack Underflow occurred
0 = A Stack Underflow has not occurred or cleared by firmware

bit 5 **Unimplemented:** Read as ‘0’

bit 4 **$\overline{\text{RWDT}}$:** Watchdog Timer Reset Flag bit
1 = A Watchdog Timer Reset has not occurred or set to ‘1’ by firmware
0 = A Watchdog Timer Reset has occurred (cleared by hardware)

bit 3 **$\overline{\text{RMCLR}}$:** $\overline{\text{MCLR}}$ Reset Flag bit
1 = A $\overline{\text{MCLR}}$ Reset has not occurred or set to ‘1’ by firmware
0 = A $\overline{\text{MCLR}}$ Reset has occurred (cleared by hardware)

bit 2 **$\overline{\text{RI}}$:** RESET Instruction Flag bit
1 = A RESET instruction has not been executed or set to ‘1’ by firmware
0 = A RESET instruction has been executed (cleared by hardware)

bit 1 **$\overline{\text{POR}}$:** Power-on Reset Status bit
1 = No Power-on Reset occurred
0 = A Power-on Reset occurred (must be set in software after a Power-on Reset occurs)

bit 0 **$\overline{\text{BOR}}$:** Brown-out Reset Status bit
1 = No Brown-out Reset occurred
0 = A Brown-out Reset occurred (must be set in software after a Power-on Reset or Brown-out Reset occurs)

FIGURE 7-2: INTERRUPT LATENCY

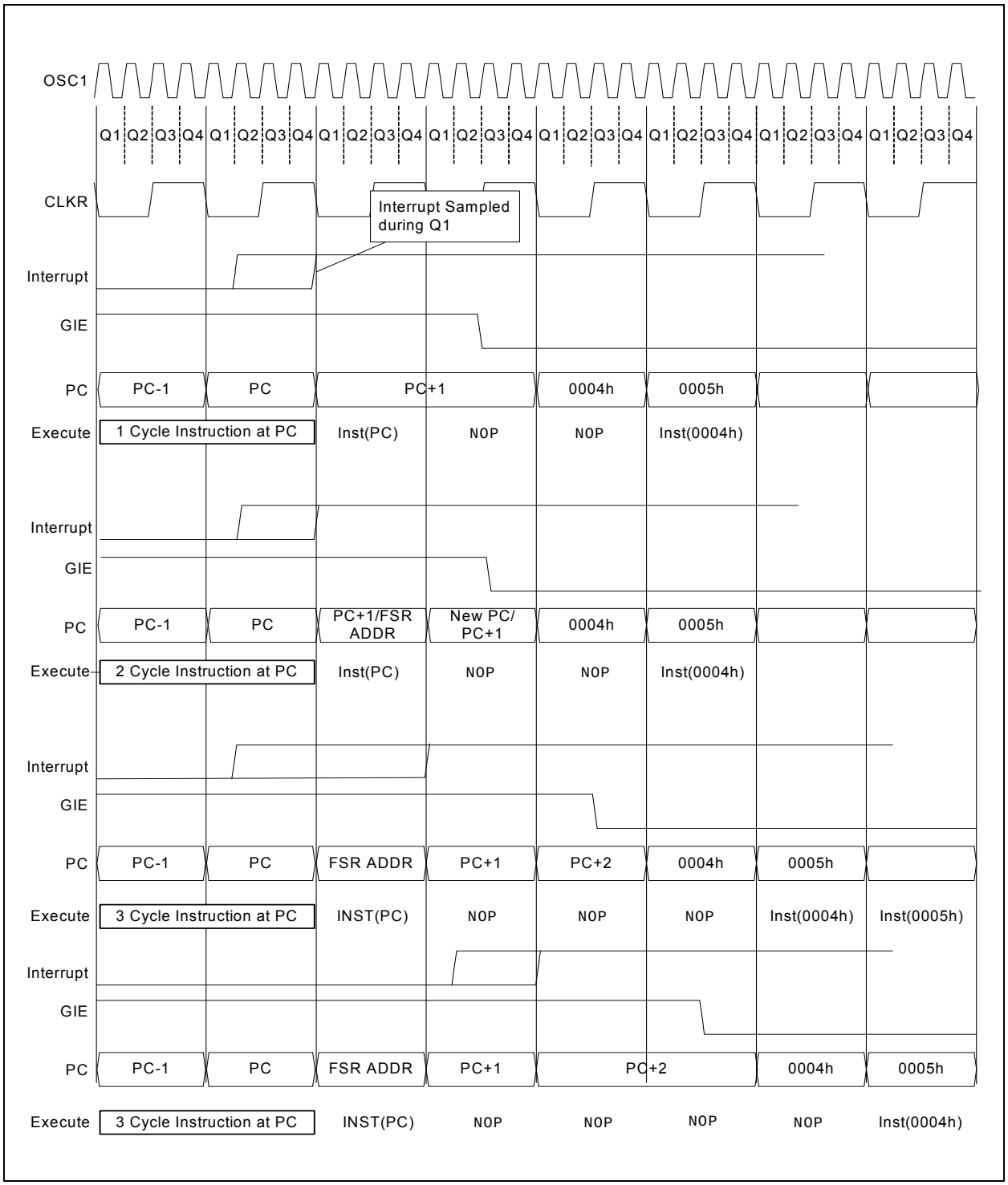
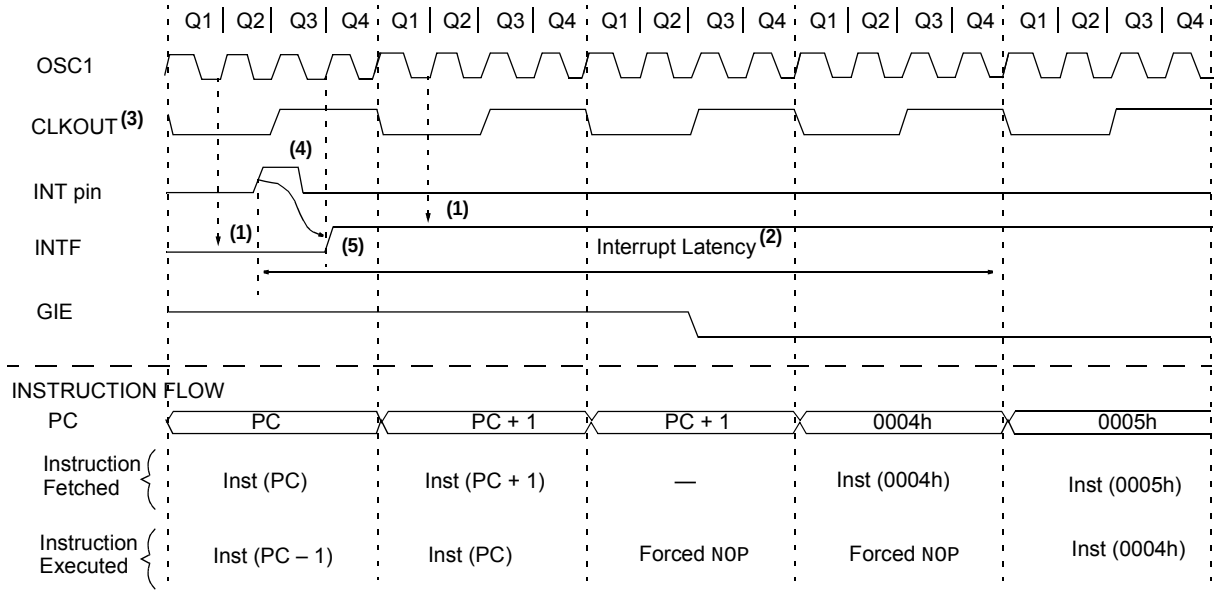


FIGURE 7-3: INT PIN INTERRUPT TIMING



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 34.0 "Electrical Specifications"**".

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

7.3 Interrupts During Sleep

Some interrupts can be used to wake from Sleep. To wake from Sleep, the peripheral must be able to operate without the system clock. The interrupt source must have the appropriate Interrupt Enable bit(s) set prior to entering Sleep.

On waking from Sleep, if the GIE bit is also set, the processor will branch to the interrupt vector. Otherwise, the processor will continue executing instructions after the SLEEP instruction. The instruction directly after the SLEEP instruction will always be executed before branching to the ISR. Refer to **Section 8.0 "Power-Down Mode (Sleep)"** for more details.

7.4 INT Pin

The INT pin can be used to generate an asynchronous edge-triggered interrupt. This interrupt is enabled by setting the INTE bit of the INTCON register. The INTEDG bit of the OPTION_REG register determines on which edge the interrupt will occur. When the INTEDG bit is set, the rising edge will cause the interrupt. When the INTEDG bit is clear, the falling edge will cause the interrupt. The INTF bit of the INTCON register will be set when a valid edge appears on the INT pin. If the GIE and INTE bits are also set, the processor will redirect program execution to the interrupt vector.

7.5 Automatic Context Saving

Upon entering an interrupt, the return PC address is saved on the stack. Additionally, the following registers are automatically saved in the shadow registers:

- W register
- STATUS register (except for $\overline{TO}$ and $\overline{PD}$)
- BSR register
- FSR registers
- PCLATH register

Upon exiting the Interrupt Service Routine, these registers are automatically restored. Any modifications to these registers during the ISR will be lost. If modifications to any of these registers are desired, the corresponding shadow register should be modified and the value will be restored when exiting the ISR. The shadow registers are available in Bank 31 and are readable and writable. Depending on the user's application, other registers may also need to be saved.

TABLE 9-3: SUMMARY OF REGISTERS ASSOCIATED WITH WATCHDOG TIMER

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>		83
STATUS	—	—	—	$\overline{TO}$	$\overline{PD}$	Z	DC	C	28
WDTCON	—	—	WDTPS<4:0>					SWDTEN	104

Legend: x = unknown, u = unchanged, – = unimplemented locations read as '0'. Shaded cells are not used by Watchdog Timer.

TABLE 9-4: SUMMARY OF CONFIGURATION WORD WITH WATCHDOG TIMER

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	$\overline{CLKOUTEN}$	BOREN<1:0>		—	55
	7:0	$\overline{CP}$	MCLRE	$\overline{PWRTE}$	WDTE<1:0>		FOSC<2:0>			

Legend: — = unimplemented location, read as '0'. Shaded cells are not used by Watchdog Timer.

10.2.4 WRITING TO FLASH PROGRAM MEMORY

Program memory is programmed using the following steps:

1. Load the address in PMADRH:PMADRL of the row to be programmed.
2. Load each write latch with data.
3. Initiate a programming operation.
4. Repeat steps 1 through 3 until all data is written.

Before writing to program memory, the word(s) to be written must be erased or previously unwritten. Program memory can only be erased one row at a time. No automatic erase occurs upon the initiation of the write.

Program memory can be written one or more words at a time. The maximum number of words written at one time is equal to the number of write latches. See Figure 10-5 (row writes to program memory with 32 write latches) for more details.

The write latches are aligned to the Flash row address boundary defined by the upper ten bits of PMADRH:PMADRL, (PMADRH<6:0>:PMADRL<7:5>) with the lower five bits of PMADRL, (PMADRL<4:0>) determining the write latch being loaded. Write operations do not cross these boundaries. At the completion of a program memory write operation, the data in the write latches is reset to contain 0x3FFF.

The following steps should be completed to load the write latches and program a row of program memory. These steps are divided into two parts. First, each write latch is loaded with data from the PMDATH:PMDATL using the unlock sequence with LWLO = 1. When the last word to be loaded into the write latch is ready, the LWLO bit is cleared and the unlock sequence executed. This initiates the programming operation, writing all the latches into Flash program memory.

Note:	The special unlock sequence is required to load a write latch with data or initiate a Flash programming operation. If the unlock sequence is interrupted, writing to the latches or program memory will not be initiated.

1. Set the WREN bit of the PMCON1 register.
2. Clear the CFGS bit of the PMCON1 register.
3. Set the LWLO bit of the PMCON1 register. When the LWLO bit of the PMCON1 register is '1', the write sequence will only load the write latches and will not initiate the write to Flash program memory.
4. Load the PMADRH:PMADRL register pair with the address of the location to be written.
5. Load the PMDATH:PMDATL register pair with the program memory data to be written.
6. Execute the unlock sequence (**Section 10.2.2 "Flash Memory Unlock Sequence"**). The write latch is now loaded.
7. Increment the PMADRH:PMADRL register pair to point to the next location.
8. Repeat steps 5 through 7 until all but the last write latch has been loaded.
9. Clear the LWLO bit of the PMCON1 register. When the LWLO bit of the PMCON1 register is '0', the write sequence will initiate the write to Flash program memory.
10. Load the PMDATH:PMDATL register pair with the program memory data to be written.
11. Execute the unlock sequence (**Section 10.2.2 "Flash Memory Unlock Sequence"**). The entire program memory latch content is now written to Flash program memory.

Note:	The program memory write latches are reset to the blank state (0x3FFF) at the completion of every write or erase operation. As a result, it is not necessary to load all the program memory write latches. Unloaded latches will remain in the blank state.

An example of the complete write sequence is shown in Example 10-3. The initial address is loaded into the PMADRH:PMADRL register pair; the data is loaded using indirect addressing.

REGISTER 11-39: SLRCONE: PORTE SLEW RATE CONTROL REGISTER(1)

U-0	U-0	U-0	U-0	U-0	R/W-1/1	R/W-1/1	R/W-1/1
—	—	—	—	—	SLRE2	SLRE1	SLRE0
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 7-3 **Unimplemented:** Read as '0'

bit 2-0 **SLRE<2:0>:** PORTE Slew Rate Enable bits
For RE<2:0> pins, respectively
1 = Port pin slew rate is limited
0 = Port pin slews at maximum rate

Note 1: PIC16(L)F1717/9 only.

REGISTER 11-40: INLVLE: PORTE INPUT LEVEL CONTROL REGISTER(1)

U-0	U-0	U-0	U-0	R/W-1/1	R/W-1/1	R/W-1/1	R/W-1/1
—	—	—	—	INLVLE3	INLVLE2	INLVLE1	INLVLE0
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 **INLVLE<3:0>:** PORTE Input Level Select bits
For RE<3:0> pins, respectively
1 = Port pin digital input operates with ST thresholds
0 = Port pin digital input operates with TTL thresholds

Note 1: PIC16(L)F1717/9 only.

FIGURE 14-1: VOLTAGE REFERENCE BLOCK DIAGRAM

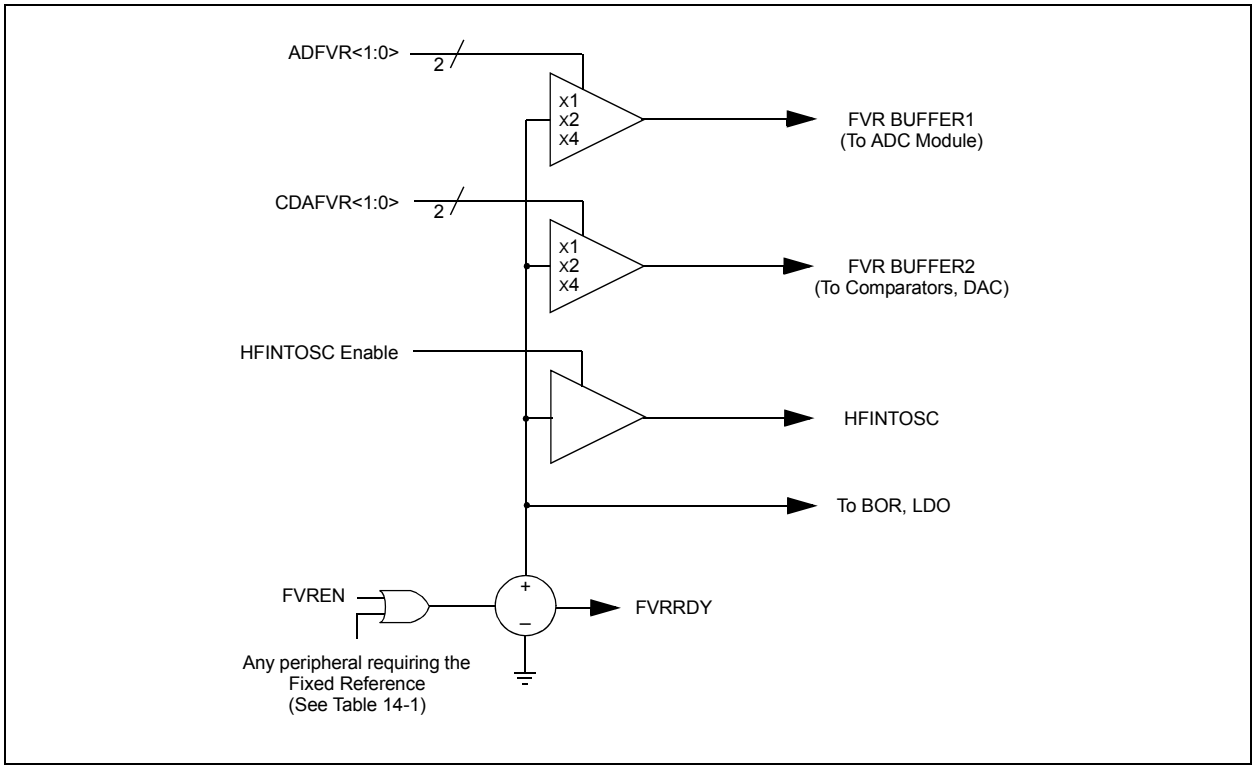


TABLE 14-1: PERIPHERALS REQUIRING THE FIXED VOLTAGE REFERENCE (FVR)

Peripheral	Conditions	Description
HFINTOSC	FOSC<2:0> = 100 and IRCF<3:0> ≠ 000x	INTOSC is active and device is not in Sleep
BOR	BOREN<1:0> = 11	BOR always enabled
	BOREN<1:0> = 10 and BORFS = 1	BOR disabled in Sleep mode, BOR Fast Start enabled
	BOREN<1:0> = 01 and BORFS = 1	BOR under software control, BOR Fast Start enabled
LDO	All PIC16F1717/8/9 devices, when VREGPM = 1 and not in Sleep	The device runs off of the ULP regulator when in Sleep mode

18.2 Clock Sources

The COG_clock is used as the reference clock to the various timers in the peripheral. Timers that use the COG_clock include:

- Rising and falling dead-band time
- Rising and falling blanking time
- Rising and falling event phase delay

Clock sources available for selection include:

- 8 MHz HFINTOSC (active during Sleep)
- Instruction clock (FOSC/4)
- System clock (FOSC)

The clock source is selected with the GxCS<1:0> bits of the COGxCON0 register (Register 18-1).

18.3 Selectable Event Sources

The COG uses any combination of independently selectable event sources to generate the complementary waveform. Sources fall into two categories:

- Rising event sources
- Falling event sources

The rising event sources are selected by setting bits in the COGxRIS register (Register 18-3). The falling event sources are selected by setting bits in the COGxFIS register (Register 18-5). All selected sources are 'OR'd together to generate the corresponding event signal. Refer to Figure 18-7.

18.3.1 EDGE VS. LEVEL SENSING

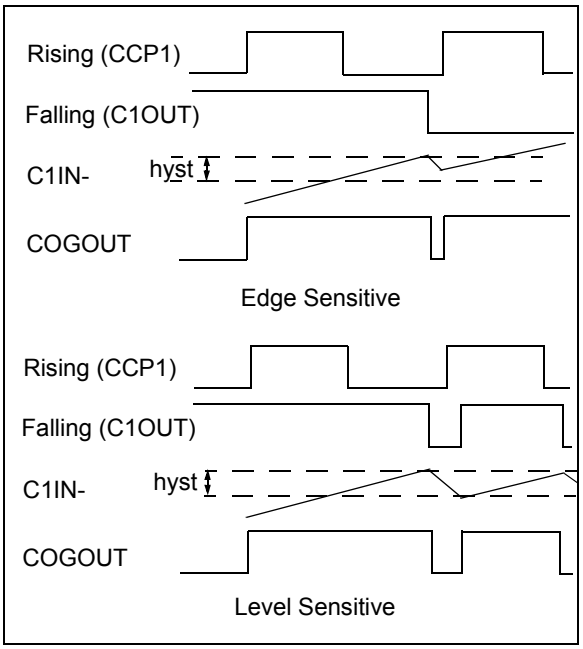
Event input detection may be selected as level or edge sensitive. The detection mode is individually selectable for every source. Rising source detection modes are selected with the COGxRSIM register (Register 18-4). Falling source detection modes are selected with the COGxFSIM register (Register 18-6). A set bit enables edge detection for the corresponding event source. A cleared bit enables level detection.

In general, events that are driven from a periodic source should be edge detected and events that are derived from voltage thresholds at the target circuit should be level sensitive. Consider the following two examples:

1. The first example is an application in which the period is determined by a 50% duty cycle clock and the COG output duty cycle is determined by a voltage level fed back through a comparator. If the clock input is level sensitive, duty cycles less than 50% will exhibit erratic operation.

2. The second example is similar to the first except that the duty cycle is close to 100%. The feedback comparator high-to-low transition trips the COG drive off, but almost immediately the period source turns the drive back on. If the off cycle is short enough, the comparator input may not reach the low side of the hysteresis band precluding an output change. The comparator output stays low and without a high-to-low transition to trigger the edge sense, the drive of the COG output will be stuck in a constant drive-on condition. See Figure 18-14.

FIGURE 18-14: EDGE VS LEVEL SENSE



18.3.2 RISING EVENT

The rising event starts the PWM output active duty cycle period. The rising event is the low-to-high transition of the rising_event output. When the rising event phase delay and dead-band time values are zero, the primary output starts immediately. Otherwise, the primary output is delayed. The rising event source causes all the following actions:

- Start rising event phase delay counter (if enabled).
- Clear complementary output after phase delay.
- Start falling event input blanking (if enabled).
- Start dead-band delay (if enabled).
- Set primary output after dead-band delay expires.

18.3.3 FALLING EVENT

The falling event terminates the PWM output active duty cycle period. The falling event is the high-to-low transition of the falling_event output. When the falling event phase delay and dead-band time values are zero, the complementary output starts immediately. Otherwise, the complementary output is delayed. The falling event source causes all the following actions:

- Start falling event phase delay counter (if enabled).
- Clear primary output.
- Start rising event input blanking (if enabled).
- Start falling event dead-band delay (if enabled).
- Set complementary output after dead-band delay expires.

REGISTER 18-14: COGxPHR: COG RISING EDGE PHASE DELAY COUNT REGISTER

U-0	U-0	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
—	—	GxPHR<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	q = Value depends on condition

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-0 **GxPHR<5:0>:** Rising Edge Phase Delay Count Value bits
= Number of COGx clock periods to delay rising edge event

REGISTER 18-15: COGxPHF: COG FALLING EDGE PHASE DELAY COUNT REGISTER

U-0	U-0	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u	R/W-x/u
—	—	GxPHF<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	q = Value depends on condition

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-0 **GxPHF<5:0>:** Falling Edge Phase Delay Count Value bits
= Number of COGx clock periods to delay falling edge event

26.1.3 SOFTWARE PROGRAMMABLE PRESCALER

A software programmable prescaler is available for exclusive use with Timer0. The prescaler is enabled by clearing the PSA bit of the OPTION_REG register.

Note:	The Watchdog Timer (WDT) uses its own independent prescaler.

There are eight prescaler options for the Timer0 module ranging from 1:2 to 1:256. The prescale values are selectable via the PS<2:0> bits of the OPTION_REG register. In order to have a 1:1 prescaler value for the Timer0 module, the prescaler must be disabled by setting the PSA bit of the OPTION_REG register.

The prescaler is not readable or writable. All instructions writing to the TMR0 register will clear the prescaler.

26.1.4 TIMER0 INTERRUPT

Timer0 will generate an interrupt when the TMR0 register overflows from FFh to 00h. The TMR0IF interrupt flag bit of the INTCON register is set every time the TMR0 register overflows, regardless of whether or not the Timer0 interrupt is enabled. The TMR0IF bit can only be cleared in software. The Timer0 interrupt enable is the TMR0IE bit of the INTCON register.

Note:	The Timer0 interrupt cannot wake the processor from Sleep since the timer is frozen during Sleep.

26.1.5 8-BIT COUNTER MODE SYNCHRONIZATION

When in 8-Bit Counter mode, the incrementing edge on the T0CKI pin must be synchronized to the instruction clock. Synchronization can be accomplished by sampling the prescaler output on the Q2 and Q4 cycles of the instruction clock. The high and low periods of the external clocking source must meet the timing requirements as shown in Table 34-12: Timer0 and Timer1 External Clock Requirements.

26.1.6 OPERATION DURING SLEEP

Timer0 cannot operate while the processor is in Sleep mode. The contents of the TMR0 register will remain unchanged while the processor is in Sleep mode.

30.7 BAUD RATE GENERATOR

The MSSP 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 30-6). 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.

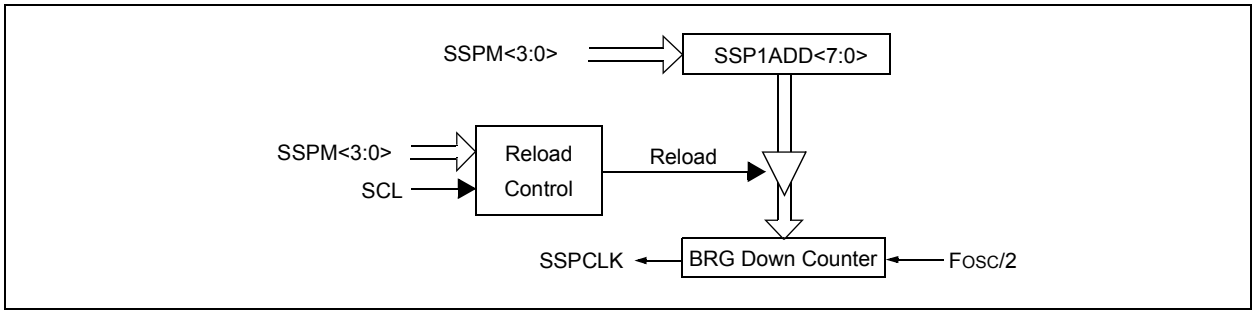
An internal signal “Reload” in Figure 30-40 triggers the value from SSP1ADD to be loaded into the BRG counter. This occurs twice for each oscillation of the module clock line. The logic dictating when the reload signal is asserted depends on the mode the MSSP is being operated in.

Table 30-4 demonstrates clock rates based on instruction cycles and the BRG value loaded into SSP1ADD.

EQUATION 30-1:

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

FIGURE 30-40: 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 30-4: MSSP 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: Refer to the I/O port electrical and timing specifications in Table 34-10 and Figure 34-7 to ensure the system is designed to support IOL requirements.

31.0 ENHANCED UNIVERSAL SYNCHRONOUS ASYNCHRONOUS RECEIVER TRANSMITTER (EUSART)

The Enhanced Universal Synchronous Asynchronous Receiver Transmitter (EUSART) module is a serial I/O communications peripheral. It contains all the clock generators, shift registers and data buffers necessary to perform an input or output serial data transfer independent of device program execution. The EUSART, also known as a Serial Communications Interface (SCI), can be configured as a full-duplex asynchronous system or half-duplex synchronous system. Full-Duplex mode is useful for communications with peripheral systems, such as CRT terminals and personal computers. Half-Duplex Synchronous mode is intended for communications with peripheral devices, such as A/D or D/A integrated circuits, serial EEPROMs or other microcontrollers. These devices typically do not have internal clocks for baud rate generation and require the external clock signal provided by a master synchronous device.

The EUSART module includes the following capabilities:

- Full-duplex asynchronous transmit and receive
- Two-character input buffer
- One-character output buffer
- Programmable 8-bit or 9-bit character length
- Address detection in 9-bit mode
- Input buffer overrun error detection
- Received character framing error detection
- Half-duplex synchronous master
- Half-duplex synchronous slave
- Programmable clock polarity in synchronous modes
- Sleep operation

The EUSART module implements the following additional features, making it ideally suited for use in Local Interconnect Network (LIN) bus systems:

- Automatic detection and calibration of the baud rate
- Wake-up on Break reception
- 13-bit Break character transmit

Block diagrams of the EUSART transmitter and receiver are shown in Figure 31-1 and Figure 31-2.

The EUSART transmit output (TX_out) is available to the TX/CK pin and internally to the following peripherals:

- Configurable Logic Cell (CLC)

FIGURE 31-1: EUSART TRANSMIT BLOCK DIAGRAM

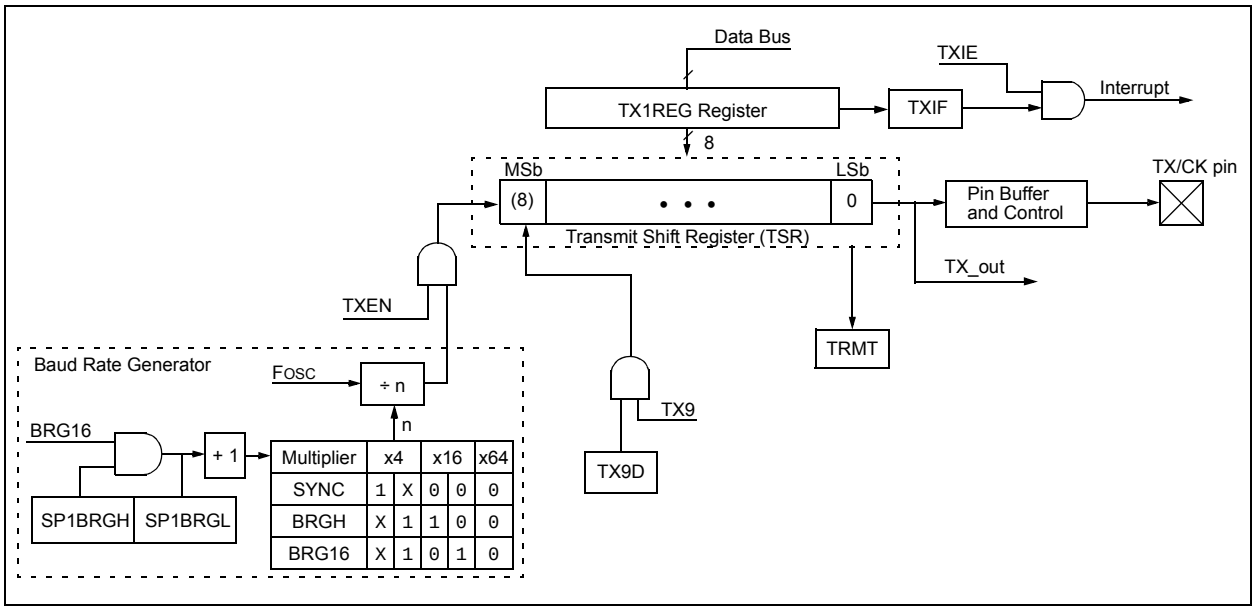


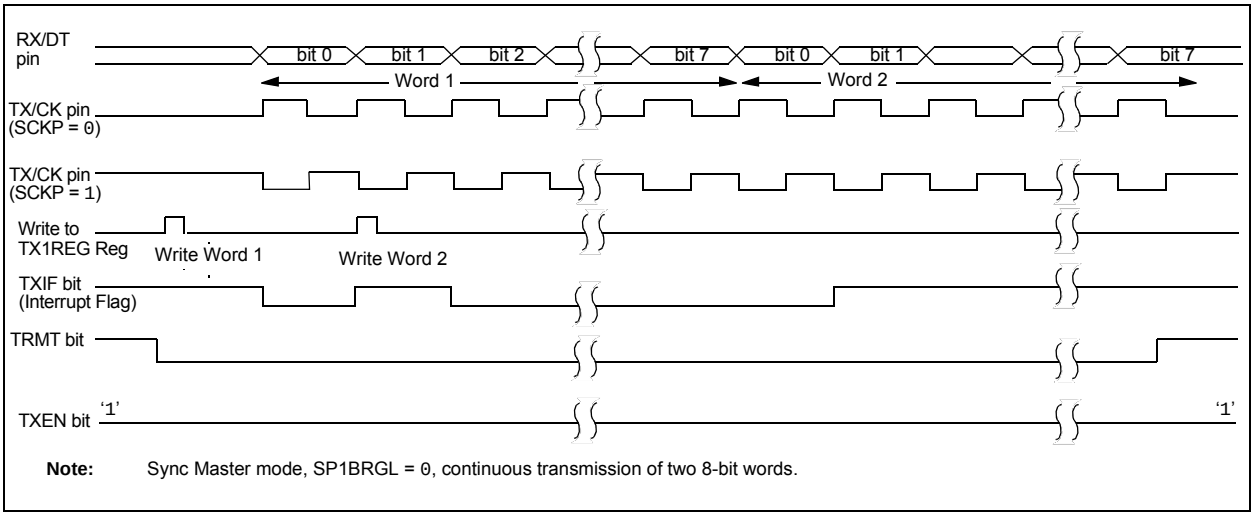
TABLE 31-5: BAUD RATES FOR ASYNCHRONOUS MODES (CONTINUED)

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 0											
	Fosc = 8.000 MHz			Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	300	0.16	207
1200	—	—	—	1202	0.16	207	1200	0.00	191	1202	0.16	51
2400	2404	0.16	207	2404	0.16	103	2400	0.00	95	2404	0.16	25
9600	9615	0.16	51	9615	0.16	25	9600	0.00	23	—	—	—
10417	10417	0.00	47	10417	0.00	23	10473	0.53	21	10417	0.00	5
19.2k	19231	0.16	25	19.23k	0.16	12	19.2k	0.00	11	—	—	—
57.6k	55556	-3.55	8	—	—	—	57.60k	0.00	3	—	—	—
115.2k	—	—	—	—	—	—	115.2k	0.00	1	—	—	—

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 1											
	Fosc = 32.000 MHz			Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 11.0592 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	300.0	0.00	6666	300.0	-0.01	4166	300.0	0.00	3839	300.0	0.00	2303
1200	1200	-0.02	3332	1200	-0.03	1041	1200	0.00	959	1200	0.00	575
2400	2401	-0.04	832	2399	-0.03	520	2400	0.00	479	2400	0.00	287
9600	9615	0.16	207	9615	0.16	129	9600	0.00	119	9600	0.00	71
10417	10417	0.00	191	10417	0.00	119	10378	-0.37	110	10473	0.53	65
19.2k	19.23k	0.16	103	19.23k	0.16	64	19.20k	0.00	59	19.20k	0.00	35
57.6k	57.14k	-0.79	34	56.818	-1.36	21	57.60k	0.00	19	57.60k	0.00	11
115.2k	117.6k	2.12	16	113.636	-1.36	10	115.2k	0.00	9	115.2k	0.00	5

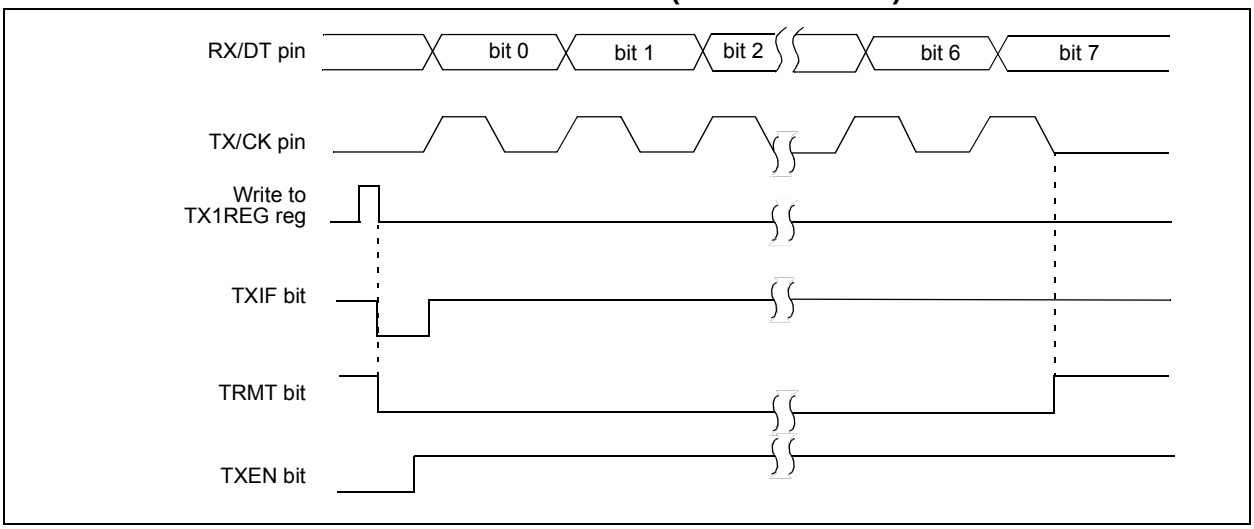
BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 1											
	Fosc = 8.000 MHz			Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	299.9	-0.02	1666	300.1	0.04	832	300.0	0.00	767	300.5	0.16	207
1200	1199	-0.08	416	1202	0.16	207	1200	0.00	191	1202	0.16	51
2400	2404	0.16	207	2404	0.16	103	2400	0.00	95	2404	0.16	25
9600	9615	0.16	51	9615	0.16	25	9600	0.00	23	—	—	—
10417	10417	0.00	47	10417	0.00	23	10473	0.53	21	10417	0.00	5
19.2k	19.23k	0.16	25	19.23k	0.16	12	19.20k	0.00	11	—	—	—
57.6k	55556	-3.55	8	—	—	—	57.60k	0.00	3	—	—	—
115.2k	—	—	—	—	—	—	115.2k	0.00	1	—	—	—

FIGURE 31-10: SYNCHRONOUS TRANSMISSION



Note: Sync Master mode, SP1BRGL = 0, continuous transmission of two 8-bit words.

FIGURE 31-11: SYNCHRONOUS TRANSMISSION (THROUGH TXEN)



33.0 INSTRUCTION SET SUMMARY

Each instruction is a 14-bit word containing the operation code (opcode) and all required operands. The opcodes are broken into three broad categories.

- Byte Oriented
- Bit Oriented
- Literal and Control

The literal and control category contains the most varied instruction word format.

Table 33-3 lists the instructions recognized by the MPASM™ assembler.

All instructions are executed within a single instruction cycle, with the following exceptions, which may take two or three cycles:

- Subroutine takes two cycles (CALL, CALLW)
- Returns from interrupts or subroutines take two cycles (RETURN, RETLW, RETFIE)
- Program branching takes two cycles (GOTO, BRA, BRW, BTFSS, BTFSC, DECFSZ, INCSFZ)
- One additional instruction cycle will be used when any instruction references an indirect file register and the file select register is pointing to program memory.

One instruction cycle consists of four oscillator cycles; for an oscillator frequency of 4 MHz, this gives a nominal instruction execution rate of 1 MHz.

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

33.1 Read-Modify-Write Operations

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

TABLE 33-1: OPCODE FIELD DESCRIPTIONS

Field	Description
f	Register file address (0x00 to 0x7F)
W	Working register (accumulator)
b	Bit address within an 8-bit file register
k	Literal field, constant data or label
x	Don't care location (= 0 or 1). The assembler will generate code with x = 0. It is the recommended form of use for compatibility with all Microchip software tools.
d	Destination select; d = 0: store result in W, d = 1: store result in file register f. Default is d = 1.
n	FSR or INDF number. (0-1)
mm	Pre-post increment-decrement mode selection

TABLE 33-2: ABBREVIATION DESCRIPTIONS

Field	Description
PC	Program Counter
$\overline{TO}$	Time-Out bit
C	Carry bit
DC	Digit Carry bit
Z	Zero bit
PD	Power-Down bit

TABLE 33-3: PIC16(L)F1717/8/9 INSTRUCTION SET (CONTINUED)

Mnemonic, Operands		Description	Cycles	14-Bit Opcode MSb LSb	Status Affected	Notes
INHERENT OPERATIONS						
CLRWDT	–	Clear Watchdog Timer	1	00 0000 0110 0100	$\overline{TO}$, $\overline{PD}$	
NOP	–	No Operation	1	00 0000 0000 0000		
OPTION	–	Load OPTION_REG register with W	1	00 0000 0110 0010		
RESET	–	Software device Reset	1	00 0000 0000 0001		
SLEEP	–	Go into Standby mode	1	00 0000 0110 0011	$\overline{TO}$, $\overline{PD}$	
TRIS	f	Load TRIS register with W	1	00 0000 0110 0fff		
C-COMPILER OPTIMIZED						
ADDFSR	n, k	Add Literal k to FSRn	1	11 0001 0nkk kkkk		
MOVIW	n mm	Move Indirect FSRn to W with pre/post inc/dec modifier, mm	1	00 0000 0001 0nmm	Z	**2, 3**
	k[n]	Move INDFn to W, Indexed Indirect.	1	11 1111 0nkk kkkk	Z	**2**
MOVWI	n mm	Move W to Indirect FSRn with pre/post inc/dec modifier, mm	1	00 0000 0001 1nmm		**2, 3**
	k[n]	Move W to INDFn, Indexed Indirect.	1	11 1111 1nkk kkkk		**2**

Note 1: If the Program Counter (PC) is modified, or a conditional test is true, the instruction requires two cycles. The second cycle is executed as a NOP.

2: If this instruction addresses an INDF register and the MSb of the corresponding FSR is set, this instruction will require one additional instruction cycle.

MOVWI **Move W to INDFn**

Syntax: [*label*] MOVWI ++FSRn
[*label*] MOVWI --FSRn
[*label*] MOVWI FSRn++
[*label*] MOVWI FSRn--
[*label*] MOVWI k[FSRn]

Operands: $n \in [0,1]$
$mm \in [00,01, 10, 11]$
$-32 \leq k \leq 31$

Operation: $W \rightarrow INDFn$
Effective address is determined by
- FSR + 1 (preincrement)
- FSR - 1 (predecrement)
- FSR + k (relative offset)

After the Move, the FSR value will be either:
- FSR + 1 (all increments)
- FSR - 1 (all decrements)

Unchanged

Status Affected: None

Mode	Syntax	mm
Preincrement	++FSRn	00
Predecrement	--FSRn	01
Postincrement	FSRn++	10
Postdecrement	FSRn--	11

Description: This instruction is used to move data between W and one of the indirect registers (INDFn). Before/after this move, the pointer (FSRn) is updated by pre/post incrementing/decrementing it.

Note: The INDFn registers are not physical registers. Any instruction that accesses an INDFn register actually accesses the register at the address specified by the FSRn.

FSRn is limited to the range 0000h-FFFFh. Incrementing/decrementing it beyond these bounds will cause it to wrap-around.

The increment/decrement operation on FSRn WILL NOT affect any Status bits.

NOP **No Operation**

Syntax: [*label*] NOP

Operands: None

Operation: No operation

Status Affected: None

Description: No operation

Words: 1

Cycles: 1

Example:
```
NOP
```

OPTION **Load OPTION_REG Register with W**

Syntax: [*label*] OPTION

Operands: None

Operation: $(W) \rightarrow OPTION\_REG$

Status Affected: None

Description: Move data from W register to OPTION_REG register.

Words: 1

Cycles: 1

Example:
```
OPTION
```
Before Instruction
OPTION_REG = 0xFF
W = 0x4F
After Instruction
OPTION_REG = 0x4F
W = 0x4F

RESET **Software Reset**

Syntax: [*label*] RESET

Operands: None

Operation: Execute a device Reset. Resets the $\overline{RI}$ flag of the PCON register.

Status Affected: None

Description: This instruction provides a way to execute a hardware Reset by software.

FIGURE 34-19: SPI SLAVE MODE TIMING (CKE = 0)

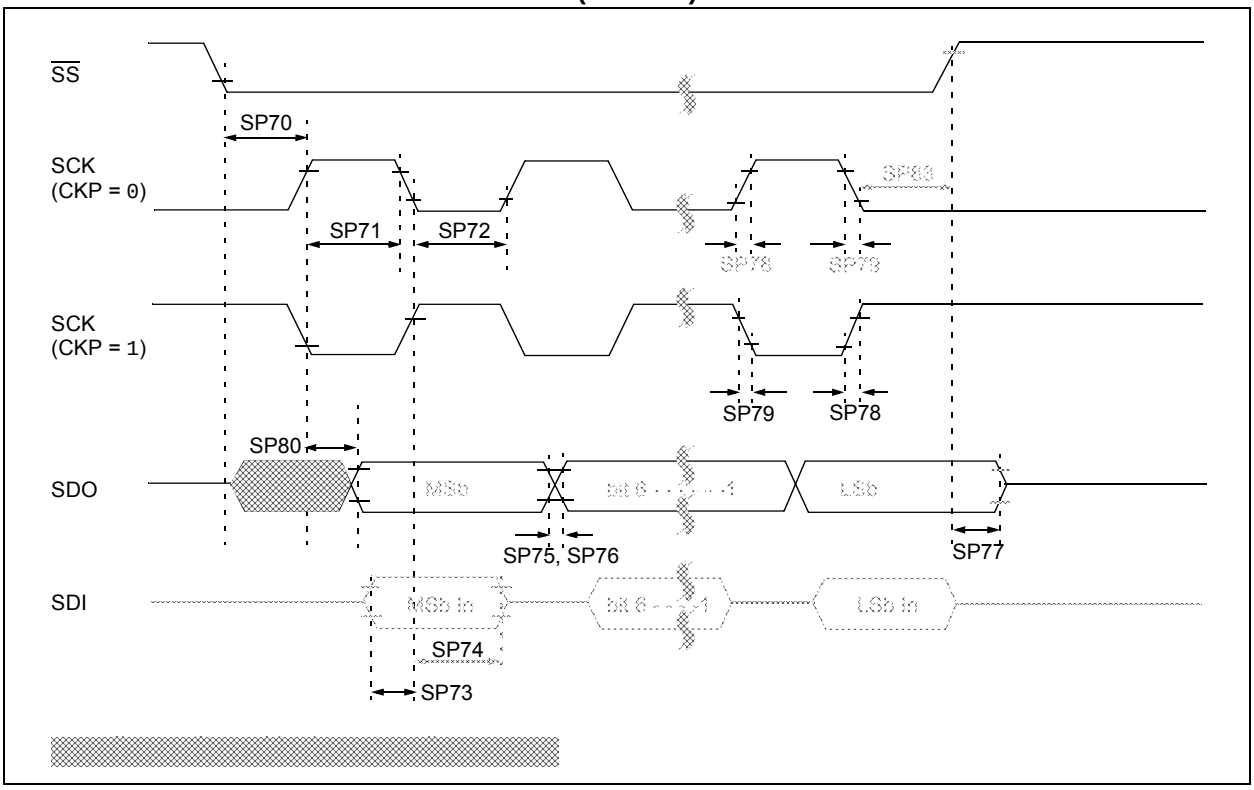


FIGURE 34-20: SPI SLAVE MODE TIMING (CKE = 1)