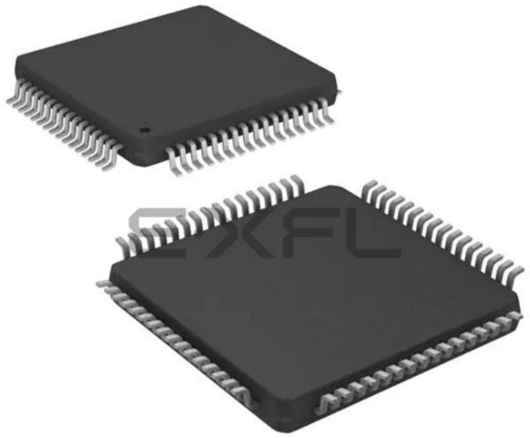
Microchip Technology - PIC18F65J15-I/PT Datasheet



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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	40MHz
Connectivity	I²C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	50
Program Memory Size	48KB (24K x 16)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	A/D 11x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-TQFP
Supplier Device Package	64-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18f65j15-i-pt

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PIC18F87J10 FAMILY

64/80-Pin, High-Performance, 1-Mbit Flash Microcontrollers with nanoWatt Technology

Special Microcontroller Features:

- Operating Voltage Range: 2.0V to 3.6V
- 5.5V Tolerant Input (digital pins only)
- On-Chip 2.5V Regulator
- Low-Power, High-Speed CMOS Flash Technology
- C Compiler Optimized Architecture:
  - Optional extended instruction set designed to optimize re-entrant code
- Priority Levels for Interrupts
- 8 x 8 Single-Cycle Hardware Multiplier
- Extended Watchdog Timer (WDT):
  - Programmable period from 4 ms to 131s
- Single-Supply In-Circuit Serial Programming™ (ICSP™) via Two Pins
- In-Circuit Debug (ICD) with Three Break points via Two Pins
- Power-Managed modes:
  - Run: CPU on, peripherals on
  - Idle: CPU off, peripherals on
  - Sleep: CPU off, peripherals off
- Flash Program Memory:
  - 1000 erase/write cycle endurance typical
  - 20 year retention minimum
  - Self-write capability during normal operation

Flexible Oscillator Structure:

- Two Crystal modes, up to 40 MHz
- 4x Phase Lock Loop (PLL)
- Two External Clock modes, up to 40 MHz
- Internal 31 kHz Oscillator
- Secondary Oscillator using Timer1 @ 32 kHz
- Two-Speed Oscillator Start-up
- Fail-Safe Clock Monitor:
  - Allows for safe shutdown if peripheral clock stops

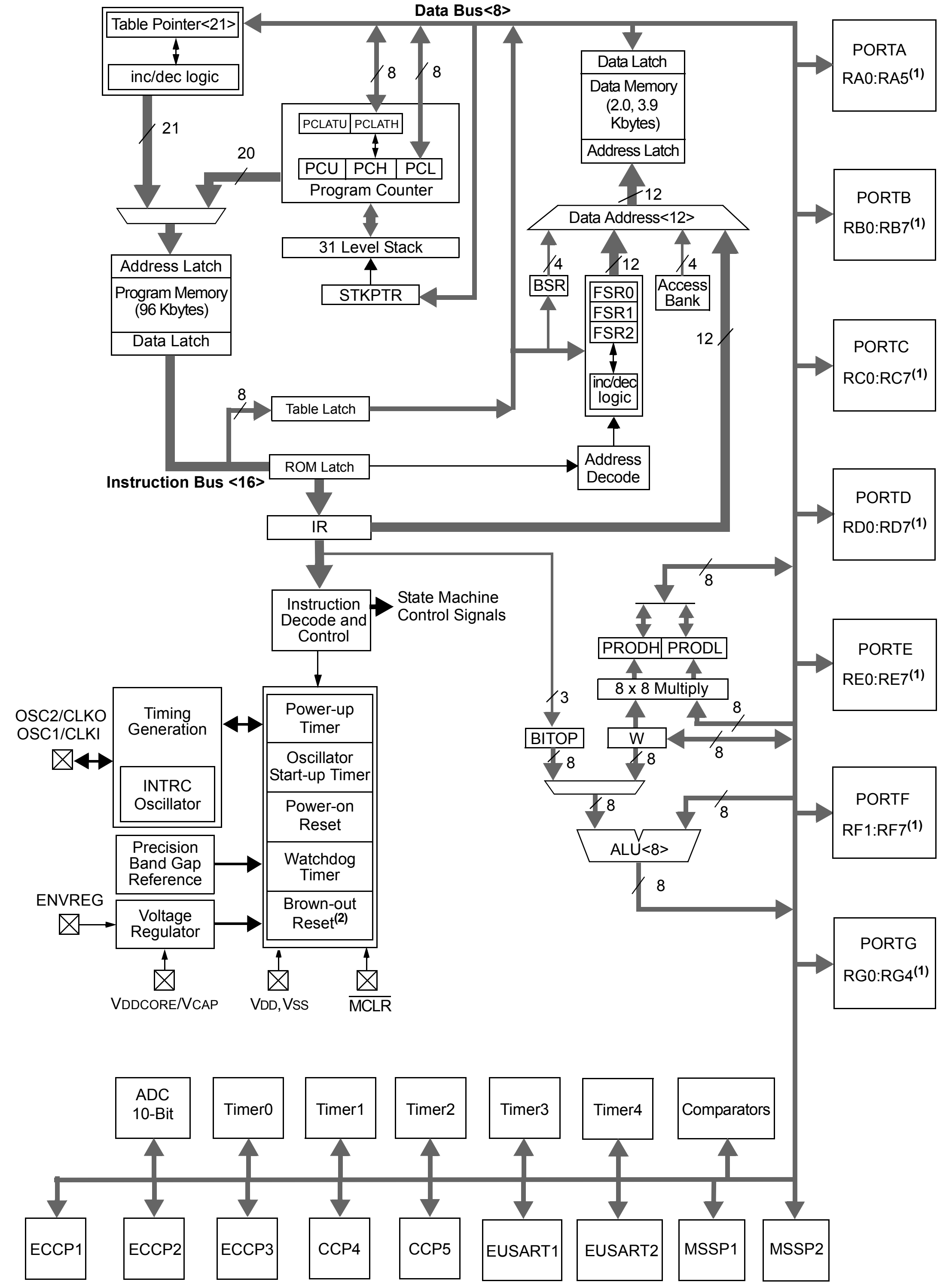
Peripheral Highlights:

- High-Current Sink/Source 25 mA/25 mA (PORTB and PORTC)
- Four Programmable External Interrupts
- Four Input Change Interrupts
- Two Capture/Compare/PWM (CCP) modules
- Three Enhanced Capture/Compare/PWM (ECCP) modules:
  - One, two or four PWM outputs
  - Selectable polarity
  - Programmable dead time
  - Auto-shutdown and auto-restart
- Two Master Synchronous Serial Port (MSSP) modules Supporting 3-Wire SPI (all 4 modes) and I^2C™ Master and Slave modes
- Two Enhanced Addressable USART modules:
  - Supports RS-485, RS-232 and LIN/2602
  - Auto-wake-up on Start bit
  - Auto-Baud Detect (ABD)
- 10-Bit, up to 15-Channel Analog-to-Digital Converter module (A/D):
  - Auto-acquisition capability
  - Conversion available during Sleep
  - Self-calibration feature
- Dual Analog Comparators with Input Multiplexing

External Memory Bus (PIC18F8XJ10/8XJ15 only):

- Address Capability of up to 2 Mbytes
- 8-Bit or 16-Bit Interface
- 12-Bit, 16-Bit and 20-Bit Addressing modes

FIGURE 1-1: PIC18F6XJ10/6XJ15 (64-PIN) BLOCK DIAGRAM



Note 1: See Table 1-3 for I/O port pin descriptions.

2: BOR functionality is provided when the on-board voltage regulator is enabled.

2.0 GUIDELINES FOR GETTING STARTED WITH PIC18FJ MICROCONTROLLERS

2.1 Basic Connection Requirements

Getting started with the PIC18F87J10 family of 8-bit microcontrollers requires attention to a minimal set of device pin connections before proceeding with development.

The following pins must always be connected:

- All VDD and VSS pins
  (see **Section 2.2 “Power Supply Pins”**)
- All AVDD and AVSS pins, regardless of whether or not the analog device features are used
  (see **Section 2.2 “Power Supply Pins”**)
- $\overline{\text{MCLR}}$ pin
  (see **Section 2.3 “Master Clear (MCLR) Pin”**)
- ENVREG (if implemented) and VCAP/VDDCORE pins
  (see **Section 2.4 “Voltage Regulator Pins (ENVREG and VCAP/VDDCORE)”**)

These pins must also be connected if they are being used in the end application:

- PGC/PGD pins used for In-Circuit Serial Programming™ (ICSP™) and debugging purposes
  (see **Section 2.5 “ICSP Pins”**)
- OSCI and OSCO pins when an external oscillator source is used
  (see **Section 2.6 “External Oscillator Pins”**)

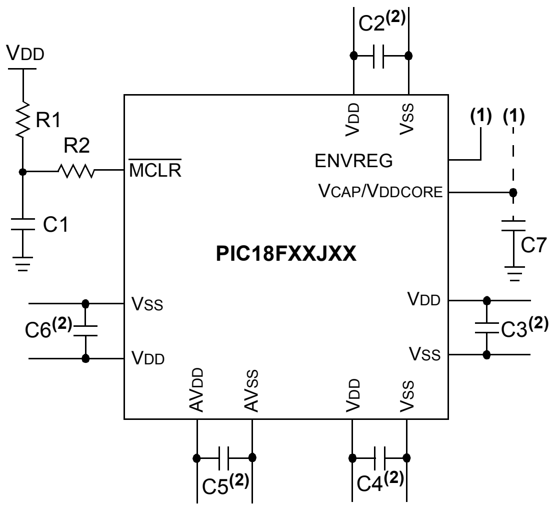
Additionally, the following pins may be required:

- VREF+/VREF- pins used when external voltage reference for analog modules is implemented

Note:	The AVDD and AVSS pins must always be connected, regardless of whether any of the analog modules are being used.

The minimum mandatory connections are shown in Figure 2-1.

FIGURE 2-1: RECOMMENDED MINIMUM CONNECTIONS



Key (all values are recommendations):

C1 through C6: 0.1 μF, 20V ceramic

C7: 10 μF, 6.3V or greater, tantalum or ceramic

R1: 10 kΩ

R2: 100Ω to 470Ω

Note 1: See **Section 2.4 “Voltage Regulator Pins (ENVREG and VCAP/VDDCORE)”** for explanation of ENVREG pin connections.

2: The example shown is for a PIC18FJ device with five VDD/VSS and AVDD/AVSS pairs. Other devices may have more or less pairs; adjust the number of decoupling capacitors appropriately.

NOTES:

TABLE 5-2: INITIALIZATION CONDITIONS FOR ALL REGISTERS (CONTINUED)

Register	Applicable Devices		Power-on Reset, Brown-out Reset	$\overline{\text{MCLR}}$ Resets WDT Reset RESET Instruction Stack Resets	Wake-up via WDT or Interrupt
TRISJ	PIC18F6XJ1X	PIC18F8XJ1X	1111 1111	1111 1111	uuuu uuuu
TRISH	PIC18F6XJ1X	PIC18F8XJ1X	1111 1111	1111 1111	uuuu uuuu
TRISG	PIC18F6XJ1X	PIC18F8XJ1X	---1 1111	---1 1111	---u uuuu
TRISF	PIC18F6XJ1X	PIC18F8XJ1X	1111 111-	1111 111-	uuuu uuu-
TRISE	PIC18F6XJ1X	PIC18F8XJ1X	1111 1111	1111 1111	uuuu uuuu
TRISD	PIC18F6XJ1X	PIC18F8XJ1X	1111 1111	1111 1111	uuuu uuuu
TRISC	PIC18F6XJ1X	PIC18F8XJ1X	1111 1111	1111 1111	uuuu uuuu
TRISB	PIC18F6XJ1X	PIC18F8XJ1X	1111 1111	1111 1111	uuuu uuuu
TRISA	PIC18F6XJ1X	PIC18F8XJ1X	--11 1111	--11 1111	--uu uuuu
LATJ	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
LATH	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
LATG	PIC18F6XJ1X	PIC18F8XJ1X	---x xxxx	---u uuuu	---u uuuu
LATF	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxx-	uuuu uuu-	uuuu uuu-
LATE	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
LATD	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
LATC	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
LATB	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
LATA	PIC18F6XJ1X	PIC18F8XJ1X	--xx xxxx	--uu uuuu	--uu uuuu
PORTJ	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTH	PIC18F6XJ1X	PIC18F8XJ1X	0000 xxxx	uuuu uuuu	uuuu uuuu
PORTG	PIC18F6XJ1X	PIC18F8XJ1X	111x xxxx	111u uuuu	uuuu uuuu
PORTF	PIC18F6XJ1X	PIC18F8XJ1X	x000 000-	x000 000-	uuuu uuu-
PORTE	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTD	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTC	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTB	PIC18F6XJ1X	PIC18F8XJ1X	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	PIC18F6XJ1X	PIC18F8XJ1X	--0x 0000	--0u 0000	--uu uuuu
SPBRGH1	PIC18F6XJ1X	PIC18F8XJ1X	0000 0000	0000 0000	uuuu uuuu
BAUDCON1	PIC18F6XJ1X	PIC18F8XJ1X	01-0 0-00	01-0 0-00	uu-u u-uu
SPBRG2	PIC18F6XJ1X	PIC18F8XJ1X	0000 0000	0000 0000	uuuu uuuu
BAUDCON2	PIC18F6XJ1X	PIC18F8XJ1X	01-0 0-00	01-0 0-00	uu-u u-uu

Legend: u = unchanged, x = unknown, - = unimplemented bit, read as '0', q = value depends on condition. Shaded cells indicate conditions do not apply for the designated device.

Note 1: When the wake-up is due to an interrupt and the GIEL or GIEH bit is set, the TOSU, TOSH and TOSL are updated with the current value of the PC. The STKPTR is modified to point to the next location in the hardware stack.

2: When the wake-up is due to an interrupt and the GIEL or GIEH bit is set, the PC is loaded with the interrupt vector (0008h or 0018h).

3: One or more bits in the INTCONx or PIRx registers will be affected (to cause wake-up).

4: See Table 5-1 for Reset value for specific condition.

6.1.3 PIC18F8XJ10/8XJ15 PROGRAM MEMORY MODES

The 80-pin devices in this family can address up to a total of 2 Mbytes of program memory. This is achieved through the external memory bus. There are two distinct operating modes available to the controllers:

- Microcontroller (MC)
- Extended Microcontroller (EMC)

The program memory mode is determined by setting the EMB Configuration bits (CONFIG3L<5:4>), as shown in Register 6-1. (See also **Section 24.1 "Configuration Bits"** for additional details on the device Configuration bits.)

The program memory modes operate as follows:

- The **Microcontroller Mode** accesses only on-chip Flash memory. Attempts to read above the top of on-chip memory causes a read of all '0's (a NOP instruction).

  The Microcontroller mode is also the only operating mode available to 64-pin devices.
- The **Extended Microcontroller Mode** allows access to both internal and external program memories as a single block. The device can access its entire on-chip program memory; above this, the device accesses external program memory up to the 2-Mbyte program space limit. Execution automatically switches between the two memories as required.

The setting of the EMB Configuration bits also controls the address bus width of the external memory bus. This is covered in more detail in **Section 8.0 "External Memory Bus"**.

In all modes, the microcontroller has complete access to data RAM.

Figure 6-3 compares the memory maps of the different program memory modes. The differences between on-chip and external memory access limitations are more fully explained in Table 6-2.

REGISTER 6-1: CONFIG3L: CONFIGURATION REGISTER 3 LOW

R/WO-1	R/WO-1	R/WO-1	R/WO-1	R/WO-1	U-0	U-0	U-0
WAIT	BW	EMB1	EMB0	EASHFT	—	—	—
bit 7							bit 0

Legend:			
R = Readable bit	WO = Write-Once bit	U = Unimplemented bit, read as '0'	
-n = Value after erase	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **Wait:** External Bus Wait Enable bit
1 = Wait states on the external bus are disabled
0 = Wait states on the external bus are enabled and selected by MEMCON<5:4>

bit 6 **BW:** Data Bus Width Select bit
1 = 16-Bit Data Width modes
0 = 8-Bit Data Width modes

bit 5-4 **EMB<1:0>:** External Memory Bus Configuration bits
11 = Microcontroller mode, external bus disabled
10 = Extended Microcontroller mode, 12-bit address width for external bus
01 = Extended Microcontroller mode, 16-bit address width for external bus
00 = Extended Microcontroller mode, 20-bit address width for external bus

bit 3 **EASHFT:** External Address Bus Shift Enable bit
1 = Address shifting enabled – external address bus is shifted to start at 000000h
0 = Address shifting disabled – external address bus reflects the PC value

bit 2-0 **Unimplemented:** Read as '0'

6.3.4 SPECIAL FUNCTION REGISTERS

The Special Function Registers (SFRs) are registers used by the CPU and peripheral modules for controlling the desired operation of the device. These registers are implemented as static RAM. SFRs start at the top of data memory (FFFh) and extend downward to occupy more than the top half of Bank 15 (F60h to FFFh). A list of these registers is given in Table 6-3 and Table 6-4.

The SFRs can be classified into two sets: those associated with the "core" device functionality (ALU, Resets and interrupts) and those related to the peripheral functions. The Reset and Interrupt registers are described in their respective chapters, while the ALU's STATUS register is described later in this section. Registers related to the operation of the peripheral features are described in the chapter for that peripheral.

The SFRs are typically distributed among the peripherals whose functions they control. Unused SFR locations are unimplemented and read as '0's.

TABLE 6-3: SPECIAL FUNCTION REGISTER MAP FOR PIC18F87J10 FAMILY DEVICES

Address	Name	Address	Name	Address	Name	Address	Name	Address	Name
FFFh	TOSU	FDFh	INDF2(1)	FBFh	CCPR1H	F9Fh	IPR1	F7Fh	SPBRGH1
FFEh	TOSH	FDEh	POSTINC2(1)	FBEh	CCPR1L	F9Eh	PIR1	F7Eh	BAUDCON1
FFDh	TOSL	FDDh	POSTDEC2(1)	FBDh	CCP1CON	F9Dh	PIE1	F7Dh	SPBRGH2
FFCh	STKPTR	FDCh	PREINC2(1)	FBCh	CCPR2H	F9Ch	MEMCON(3)	F7Ch	BAUDCON2
FFBh	PCLATU	FDBh	PLUSW2(1)	FBBh	CCPR2L	F9Bh	OSCTUNE	F7Bh	—(2)
FFAh	PCLATH	FDAh	FSR2H	FBAh	CCP2CON	F9Ah	TRISJ(3)	F7Ah	—(2)
FF9h	PCL	FD9h	FSR2L	FB9h	CCPR3H	F99h	TRISH(3)	F79h	ECCP1DEL
FF8h	TBLPTRU	FD8h	STATUS	FB8h	CCPR3L	F98h	TRISG	F78h	TMR4
FF7h	TBLPTRH	FD7h	TMR0H	FB7h	CCP3CON	F97h	TRISF	F77h	PR4
FF6h	TBLPTRL	FD6h	TMR0L	FB6h	ECCP1AS	F96h	TRISE	F76h	T4CON
FF5h	TABLAT	FD5h	T0CON	FB5h	CVRCON	F95h	TRISD	F75h	CCPR4H
FF4h	PRODH	FD4h	—(2)	FB4h	CMCON	F94h	TRISC	F74h	CCPR4L
FF3h	PRODL	FD3h	OSCCON	FB3h	TMR3H	F93h	TRISB	F73h	CCP4CON
FF2h	INTCON	FD2h	—(2)	FB2h	TMR3L	F92h	TRISA	F72h	CCPR5H
FF1h	INTCON2	FD1h	WDTCON	FB1h	T3CON	F91h	LATJ(3)	F71h	CCPR5L
FF0h	INTCON3	FD0h	RCON	FB0h	PSPCON	F90h	LATH(3)	F70h	CCP5CON
FEFh	INDF0(1)	FCFh	TMR1H	FAFh	SPBRG1	F8Fh	LATG	F6Fh	SPBRG2
FEEh	POSTINC0(1)	FCEh	TMR1L	FAEh	RCREG1	F8Eh	LATF	F6Eh	RCREG2
FEDh	POSTDEC0(1)	FCDh	T1CON	FADh	TXREG1	F8Dh	LATE	F6Dh	TXREG2
FECh	PREINC0(1)	FCCh	TMR2	FACh	TXSTA1	F8Ch	LATD	F6Ch	TXSTA2
FEBh	PLUSW0(1)	FCBh	PR2	FABh	RCSTA1	F8Bh	LATC	F6Bh	RCSTA2
FEAh	FSR0H	FCAh	T2CON	FAAh	—(2)	F8Ah	LATB	F6Ah	ECCP3AS
FE9h	FSR0L	FC9h	SSP1BUF	FA9h	—(2)	F89h	LATA	F69h	ECCP3DEL
FE8h	WREG	FC8h	SSP1ADD	FA8h	—(2)	F88h	PORTJ(3)	F68h	ECCP2AS
FE7h	INDF1(1)	FC7h	SSP1STAT	FA7h	EECON2	F87h	PORTH(3)	F67h	ECCP2DEL
FE6h	POSTINC1(1)	FC6h	SSP1CON1	FA6h	EECON1	F86h	PORTG	F66h	SSP2BUF
FE5h	POSTDEC1(1)	FC5h	SSP1CON2	FA5h	IPR3	F85h	PORTF	F65h	SSP2ADD
FE4h	PREINC1(1)	FC4h	ADRESH	FA4h	PIR3	F84h	PORTE	F64h	SSP2STAT
FE3h	PLUSW1(1)	FC3h	ADRESL	FA3h	PIE3	F83h	PORTD	F63h	SSP2CON1
FE2h	FSR1H	FC2h	ADCON0	FA2h	IPR2	F82h	PORTC	F62h	SSP2CON2
FE1h	FSR1L	FC1h	ADCON1	FA1h	PIR2	F81h	PORTB	F61h	—(2)
FE0h	BSR	FC0h	ADCON2	FA0h	PIE2	F80h	PORTA	F60h	—(2)

Note 1: This is not a physical register.
2: Unimplemented registers are read as '0'.
3: This register is not available on 64-pin devices.

TABLE 6-4: REGISTER FILE SUMMARY (PIC18F87J10 FAMILY)

File Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Details on page:
TOSU	—	—	—	Top-of-Stack Upper Byte (TOS<20:16>)					---0 0000	53, 63
TOSH	Top-of-Stack High Byte (TOS<15:8>)								0000 0000	53, 63
TOSL	Top-of-Stack Low Byte (TOS<7:0>)								0000 0000	53, 63
STKPTR	STKFUL	STKUNF	—	SP4	SP3	SP2	SP1	SP0	00-0 0000	53, 64
PCLATU	—	—	bit 21[1]	Holding Register for PC<20:16>					---0 0000	53, 63
PCLATH	Holding Register for PC<15:8>								0000 0000	53, 63
PCL	PC Low Byte (PC<7:0>)								0000 0000	53, 63
TBLPTRU	—	—	bit 21	Program Memory Table Pointer Upper Byte (TBLPTR<20:16>)					--00 0000	53, 93
TBLPTRH	Program Memory Table Pointer High Byte (TBLPTR<15:8>)								0000 0000	53, 93
TBLPTRL	Program Memory Table Pointer Low Byte (TBLPTR<7:0>)								0000 0000	53, 93
TABLAT	Program Memory Table Latch								0000 0000	53, 93
PRODH	Product Register High Byte								xxxx xxxx	53, 107
PRODL	Product Register Low Byte								xxxx xxxx	53, 107
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RBIE	TMR0IF	INT0IF	RBIF	0000 000x	53, 111
INTCON2	$\overline{\text{RBPU}}$	INTEDG0	INTEDG1	INTEDG2	INTEDG3	TMR0IP	INT3IP	RBIP	1111 1111	53, 112
INTCON3	INT2IP	INT1IP	INT3IE	INT2IE	INT1IE	INT3IF	INT2IF	INT1IF	1100 0000	53, 113
INDF0	Uses contents of FSR0 to address data memory – value of FSR0 not changed (not a physical register)								N/A	53, 79
POSTINC0	Uses contents of FSR0 to address data memory – value of FSR0 post-incremented (not a physical register)								N/A	53, 80
POSTDEC0	Uses contents of FSR0 to address data memory – value of FSR0 post-decremented (not a physical register)								N/A	53, 80
PREINC0	Uses contents of FSR0 to address data memory – value of FSR0 pre-incremented (not a physical register)								N/A	53, 80
PLUSW0	Uses contents of FSR0 to address data memory – value of FSR0 pre-incremented (not a physical register) – value of FSR0 offset by W								N/A	53, 80
FSR0H	—	—	—	—	Indirect Data Memory Address Pointer 0 High Byte				---- xxxx	53, 79
FSR0L	Indirect Data Memory Address Pointer 0 Low Byte								xxxx xxxx	53, 79
WREG	Working Register								xxxx xxxx	53
INDF1	Uses contents of FSR1 to address data memory – value of FSR1 not changed (not a physical register)								N/A	53, 79
POSTINC1	Uses contents of FSR1 to address data memory – value of FSR1 post-incremented (not a physical register)								N/A	53, 80
POSTDEC1	Uses contents of FSR1 to address data memory – value of FSR1 post-decremented (not a physical register)								N/A	53, 80
PREINC1	Uses contents of FSR1 to address data memory – value of FSR1 pre-incremented (not a physical register)								N/A	53, 80
PLUSW1	Uses contents of FSR1 to address data memory – value of FSR1 pre-incremented (not a physical register) – value of FSR1 offset by W								N/A	53, 80
FSR1H	—	—	—	—	Indirect Data Memory Address Pointer 1 High Byte				---- xxxx	53, 79
FSR1L	Indirect Data Memory Address Pointer 1 Low Byte								xxxx xxxx	53, 79
BSR	—	—	—	—	Bank Select Register				---- 0000	53, 68
INDF2	Uses contents of FSR2 to address data memory – value of FSR2 not changed (not a physical register)								N/A	54, 79
POSTINC2	Uses contents of FSR2 to address data memory – value of FSR2 post-incremented (not a physical register)								N/A	54, 80
POSTDEC2	Uses contents of FSR2 to address data memory – value of FSR2 post-decremented (not a physical register)								N/A	54, 80
PREINC2	Uses contents of FSR2 to address data memory – value of FSR2 pre-incremented (not a physical register)								N/A	54, 80
PLUSW2	Uses contents of FSR2 to address data memory – value of FSR2 pre-incremented (not a physical register) – value of FSR2 offset by W								N/A	54, 80
FSR2H	—	—	—	—	Indirect Data Memory Address Pointer 2 High Byte				---- xxxx	54, 79
FSR2L	Indirect Data Memory Address Pointer 2 Low Byte								xxxx xxxx	54, 79
STATUS	—	—	—	N	OV	Z	DC	C	---x xxxx	54, 78

Legend: x = unknown, u = unchanged, - = unimplemented, q = value depends on condition

Note 1: Bit 21 of the PC is only available in Serial Programming modes.

2: These bits and/or registers are only available in 80-pin devices; otherwise, they are unimplemented and read as '0'. Reset values are shown for 80-pin devices.

3: This register and its bits are not implemented in 64-pin devices. In 80-pin devices, the bits are unwritable and read as '0' in Microcontroller mode.

4: The PLLEN bit is available only when either ECPLL or HSPLL Oscillator modes are selected; otherwise, the bit is read as '0'.

5: Reset value is '0' when Two-Speed Start-up is enabled and '1' if disabled.

REGISTER 10-3: INTCON3: INTERRUPT CONTROL REGISTER 3

R/W-1	R/W-1	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
INT2IP	INT1IP	INT3IE	INT2IE	INT1IE	INT3IF	INT2IF	INT1IF
bit 7							bit 0

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

bit 7 **INT2IP:** INT2 External Interrupt Priority bit
1 = High priority
0 = Low priority

bit 6 **INT1IP:** INT1 External Interrupt Priority bit
1 = High priority
0 = Low priority

bit 5 **INT3IE:** INT3 External Interrupt Enable bit
1 = Enables the INT3 external interrupt
0 = Disables the INT3 external interrupt

bit 4 **INT2IE:** INT2 External Interrupt Enable bit
1 = Enables the INT2 external interrupt
0 = Disables the INT2 external interrupt

bit 3 **INT1IE:** INT1 External Interrupt Enable bit
1 = Enables the INT1 external interrupt
0 = Disables the INT1 external interrupt

bit 2 **INT3IF:** INT3 External Interrupt Flag bit
1 = The INT3 external interrupt occurred (must be cleared in software)
0 = The INT3 external interrupt did not occur

bit 1 **INT2IF:** INT2 External Interrupt Flag bit
1 = The INT2 external interrupt occurred (must be cleared in software)
0 = The INT2 external interrupt did not occur

bit 0 **INT1IF:** INT1 External Interrupt Flag bit
1 = The INT1 external interrupt occurred (must be cleared in software)
0 = The INT1 external interrupt 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 interrupt enable bit. User software should ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt. This feature allows for software polling.

19.4.3.3 Reception

When the R/$\overline{\text{W}}$ bit of the address byte is clear and an address match occurs, the R/$\overline{\text{W}}$ bit of the SSPxSTAT register is cleared. The received address is loaded into the SSPxBUF register and the SDAx line is held low ($\overline{\text{ACK}}$).

When the address byte overflow condition exists, then the no Acknowledge ($\overline{\text{ACK}}$) pulse is given. An overflow condition is defined as either bit, BF (SSPxSTAT<0>), is set, or bit, SSPOV (SSPxCON1<6>), is set.

An MSSP interrupt is generated for each data transfer byte. The interrupt flag bit, SSPxIF, must be cleared in software. The SSPxSTAT register is used to determine the status of the byte.

If SEN is enabled (SSPxCON2<0> = `1`), SCLx will be held low (clock stretch) following each data transfer. The clock must be released by setting bit, CKP (SSPxCON1<4>). See **Section 19.4.4 "Clock Stretching"** for more detail.

19.4.3.4 Transmission

When the R/$\overline{\text{W}}$ bit of the incoming address byte is set and an address match occurs, the R/$\overline{\text{W}}$ bit of the SSPxSTAT register is set. The received address is loaded into the SSPxBUF register. The $\overline{\text{ACK}}$ pulse will be sent on the ninth bit and the SCLx pin is held low regardless of SEN (see **Section 19.4.4 "Clock Stretching"** for more detail). By stretching the clock, the master will be unable to assert another clock pulse until the slave is done preparing the transmit data. The transmit data must be loaded into the SSPxBUF register which also loads the SSPxSR register. Then pin, SCLx, should be enabled by setting bit, CKP (SSPxCON1<4>). The eight data bits are shifted out on the falling edge of the SCLx input. This ensures that the SDAx signal is valid during the SCLx high time (Figure 19-10).

The $\overline{\text{ACK}}$ pulse from the master-receiver is latched on the rising edge of the ninth SCLx input pulse. If the SDAx line is high (not $\overline{\text{ACK}}$), then the data transfer is complete. In this case, when the $\overline{\text{ACK}}$ is latched by the slave, the slave logic is reset and the slave monitors for another occurrence of the Start bit. If the SDAx line was low ($\overline{\text{ACK}}$), the next transmit data must be loaded into the SSPxBUF register. Again, pin, SCLx, must be enabled by setting bit, CKP.

An MSSP interrupt is generated for each data transfer byte. The SSPxIF bit must be cleared in software and the SSPxSTAT register is used to determine the status of the byte. The SSPxIF bit is set on the falling edge of the ninth clock pulse.

19.4.5 GENERAL CALL ADDRESS SUPPORT

The addressing procedure for the I^{2}C bus is such that the first byte after the Start condition usually determines which device will be the slave addressed by the master. The exception is the general call address which can address all devices. When this address is used, all devices should, in theory, respond with an Acknowledge.

The general call address is one of eight addresses reserved for specific purposes by the I^{2}C protocol. It consists of all '0's with R/$\overline{W}$ = 0.

The general call address is recognized when the General Call Enable bit, GCEN, is enabled (SSPxCON2<7> set). Following a Start bit detect, 8 bits are shifted into the SSPxSR and the address is compared against the SSPxADD. It is also compared to the general call address and fixed in hardware.

If the general call address matches, the SSPxSR is transferred to the SSPxBUF, the BF flag bit is set (eighth bit) and on the falling edge of the ninth bit ($\overline{ACK}$ bit), the SSPxIF interrupt flag bit is set.

When the interrupt is serviced, the source for the interrupt can be checked by reading the contents of the SSPxBUF. The value can be used to determine if the address was device specific or a general call address.

In 10-bit mode, the SSPxADD is required to be updated for the second half of the address to match and the UA bit is set (SSPxSTAT<1>). If the general call address is sampled when the GCEN bit is set, while the slave is configured in 10-Bit Addressing mode, then the second half of the address is not necessary, the UA bit will not be set and the slave will begin receiving data after the Acknowledge (Figure 19-17).

FIGURE 19-17: SLAVE MODE GENERAL CALL ADDRESS SEQUENCE (7 OR 10-BIT ADDRESSING MODE)

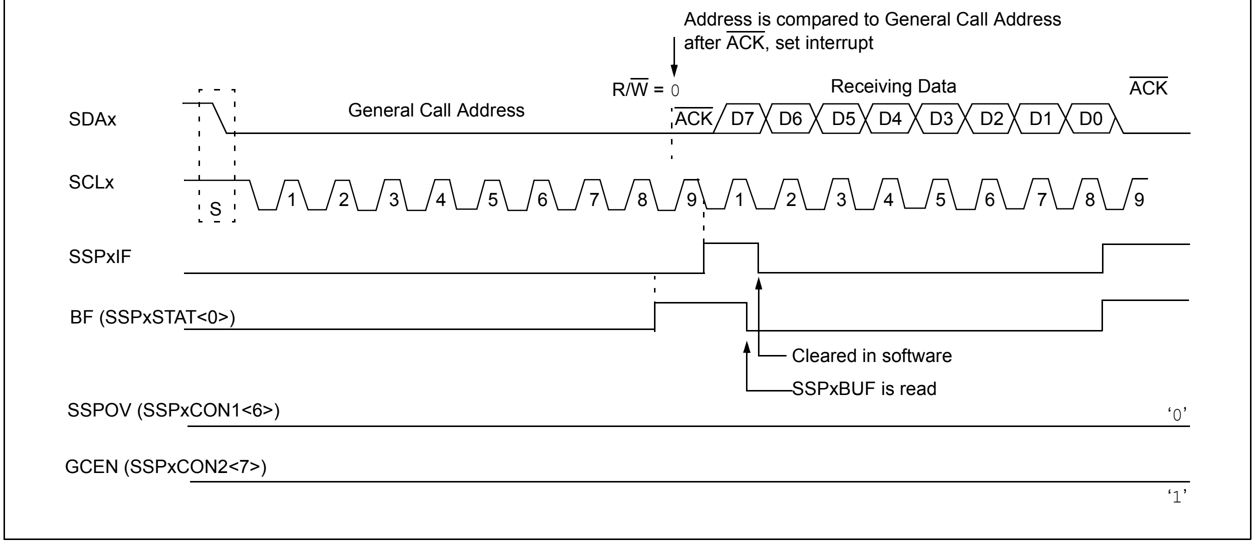
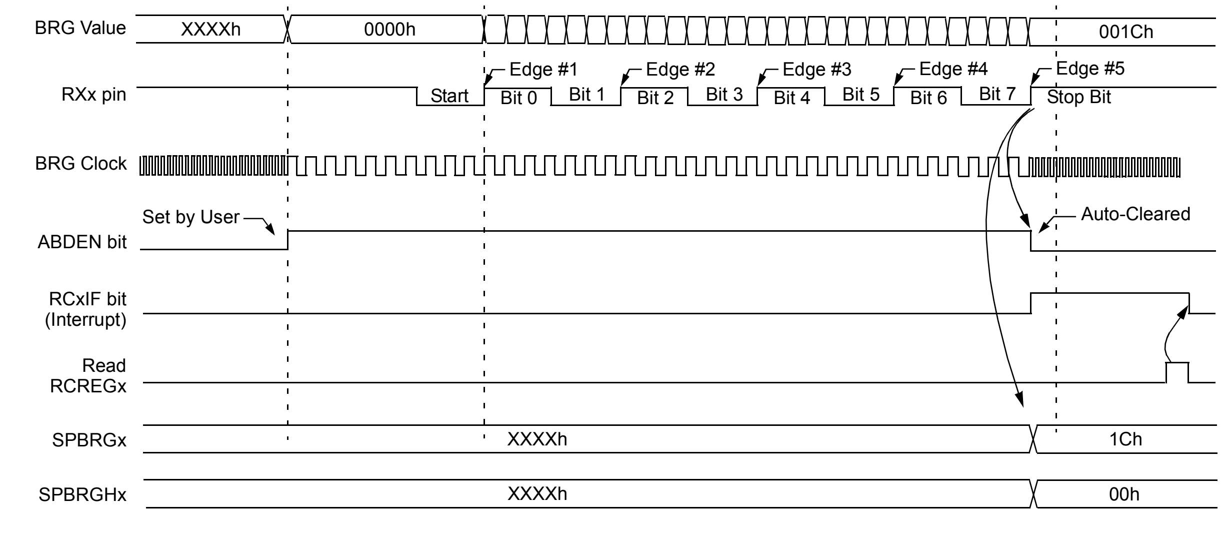
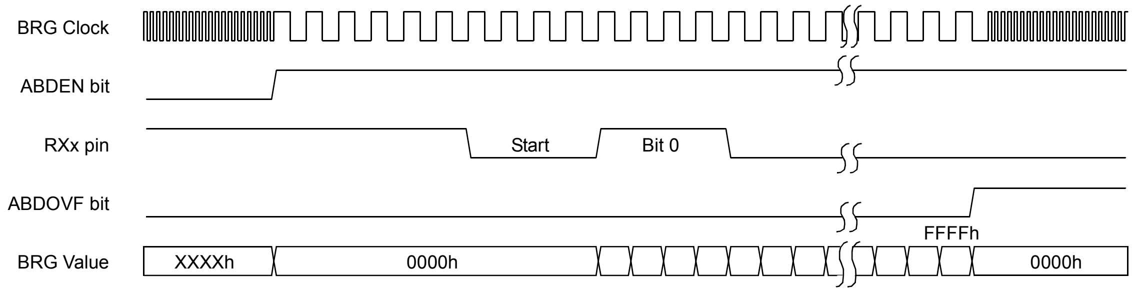


FIGURE 20-1: AUTOMATIC BAUD RATE CALCULATION



Note: The ABD sequence requires the EUSART module to be configured in Asynchronous mode and WUE = 0.

FIGURE 20-2: BRG OVERFLOW SEQUENCE



20.2 EUSART Asynchronous Mode

The Asynchronous mode of operation is selected by clearing the SYNC bit (TXSTAx<4>). In this mode, the EUSART uses standard Non-Return-to-Zero (NRZ) format (one Start bit, eight or nine data bits and one Stop bit). The most common data format is 8 bits. An on-chip dedicated 8-bit/16-bit Baud Rate Generator can be used to derive standard baud rate frequencies from the oscillator.

The EUSART transmits and receives the LSb first. The EUSART's transmitter and receiver are functionally independent but use the same data format and baud rate. The Baud Rate Generator produces a clock, either x16 or x64 of the bit shift rate, depending on the BRGH and BRG16 bits (TXSTAx<2> and BAUDCONx<3>). Parity is not supported by the hardware but can be implemented in software and stored as the 9th data bit.

When operating in Asynchronous mode, the EUSART module consists of the following important elements:

- Baud Rate Generator
- Sampling Circuit
- Asynchronous Transmitter
- Asynchronous Receiver
- Auto-Wake-up on Sync Break Character
- 12-Bit Break Character Transmit
- Auto-Baud Rate Detection

20.2.1 EUSART ASYNCHRONOUS TRANSMITTER

The EUSART transmitter block diagram is shown in Figure 20-3. The heart of the transmitter is the Transmit (Serial) Shift Register (TSR). The Shift register obtains its data from the Read/Write Transmit Buffer register, TXREGx. The TXREGx register is loaded with data in software. The TSR register is not loaded until the Stop bit has been transmitted from the previous load. As soon as the Stop bit is transmitted, the TSR is loaded with new data from the TXREGx register (if available).

Once the TXREGx register transfers the data to the TSR register (occurs in one TCY), the TXREGx register is empty and the TXxIF flag bit is set. This interrupt can be enabled or disabled by setting or clearing the interrupt enable bit, TXxIE. TXxIF will be set regardless of the state of TXxIE; it cannot be cleared in software. TXxIF is also not cleared immediately upon loading TXREGx, but becomes valid in the second instruction cycle following the load instruction. Polling TX1IF immediately following a load of TXREGx will return invalid results.

While TXxIF indicates the status of the TXREGx register, another bit, TRMT (TXSTAx<1>), shows the status of the TSR register. TRMT is a read-only bit which is set when the TSR register is empty. No interrupt logic is tied to this bit so the user has to poll this bit in order to determine if the TSR register is empty.

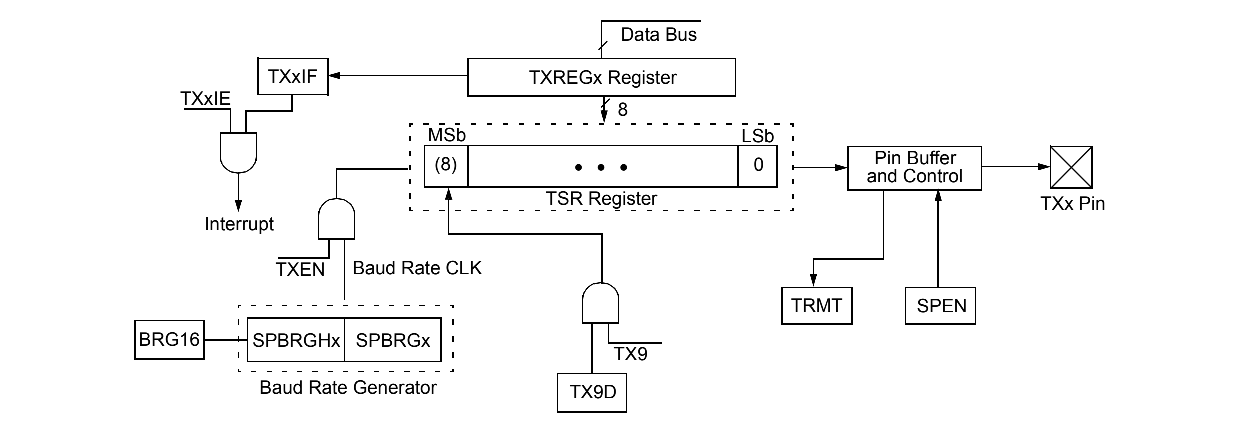
Note 1: The TSR register is not mapped in data memory, so it is not available to the user.

2: Flag bit, TX1IF, is set when enable bit TXEN is set.

To set up an Asynchronous Transmission:

1. Initialize the SPBRGHx:SPBRGx registers for the appropriate baud rate. Set or clear the BRGH and BRG16 bits, as required, to achieve the desired baud rate.
2. Enable the asynchronous serial port by clearing bit, SYNC, and setting bit, SPEN.
3. If interrupts are desired, set enable bit, TXxIE.
4. If 9-bit transmission is desired, set transmit bit, TX9; can be used as address/data bit.
5. Enable the transmission by setting bit, TXEN, which will also set bit, TXxIF.
6. If 9-bit transmission is selected, the ninth bit should be loaded in bit, TX9D.
7. Load data to the TXREGx register (starts transmission).
8. If using interrupts, ensure that the GIE and PEIE bits in the INTCON register (INTCON<7:6>) are set.

FIGURE 20-3: EUSART TRANSMIT BLOCK DIAGRAM



21.5 A/D Conversions

Figure 21-3 shows the operation of the A/D Converter after the GO/DONE bit has been set and the ACQT<2:0> bits are cleared. A conversion is started after the following instruction to allow entry into Sleep mode before the conversion begins.

Figure 21-4 shows the operation of the A/D Converter after the GO/DONE bit has been set, the ACQT<2:0> bits are set to '010' and a 4 TAD acquisition time has been selected before the conversion starts.

Clearing the GO/DONE bit during a conversion will abort the current conversion. The A/D Result register pair will NOT be updated with the partially completed A/D conversion sample. This means the ADRESH:ADRESL registers will continue to contain the value of the last completed conversion (or the last value written to the ADRESH:ADRESL registers).

After the A/D conversion is completed or aborted, a 2 TAD wait is required before the next acquisition can be started. After this wait, acquisition on the selected channel is automatically started.

Note:	The GO/DONE bit should **NOT** be set in the same instruction that turns on the A/D.

21.6 Use of the ECCP2 Trigger

An A/D conversion can be started by the "Special Event Trigger" of the ECCP2 module. This requires that the CCP2M<3:0> bits (CCP2CON<3:0>) be programmed as '1011' and that the A/D module is enabled (ADON bit is set). When the trigger occurs, the GO/DONE bit will be set, starting the A/D acquisition and conversion and the Timer1 (or Timer3) counter will be reset to zero. Timer1 (or Timer3) is reset to automatically repeat the A/D acquisition period with minimal software overhead (moving ADRESH/ADRESL to the desired location). The appropriate analog input channel must be selected and the minimum acquisition period is either timed by the user, or an appropriate TACQ time is selected before the Special Event Trigger sets the GO/DONE bit (starts a conversion).

If the A/D module is not enabled (ADON is cleared), the Special Event Trigger will be ignored by the A/D module but will still reset the Timer1 (or Timer3) counter.

FIGURE 21-3: A/D CONVERSION TAD CYCLES (ACQT<2:0> = 000, TACQ = 0)

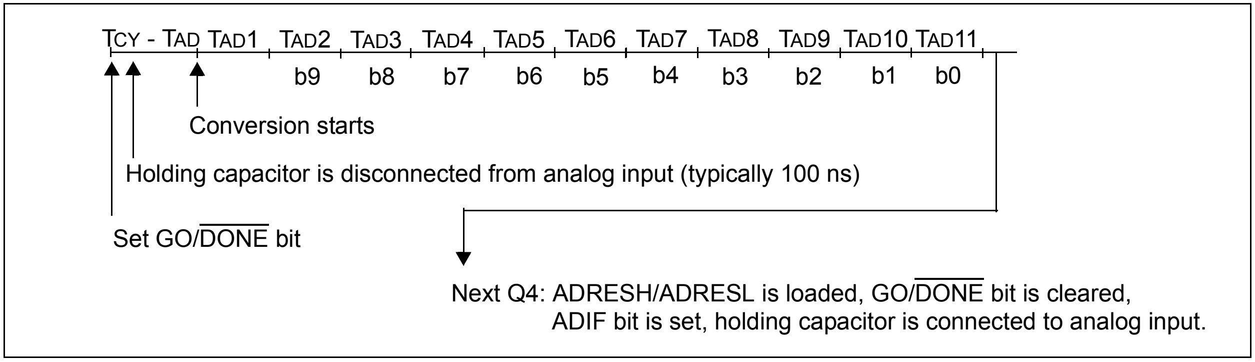
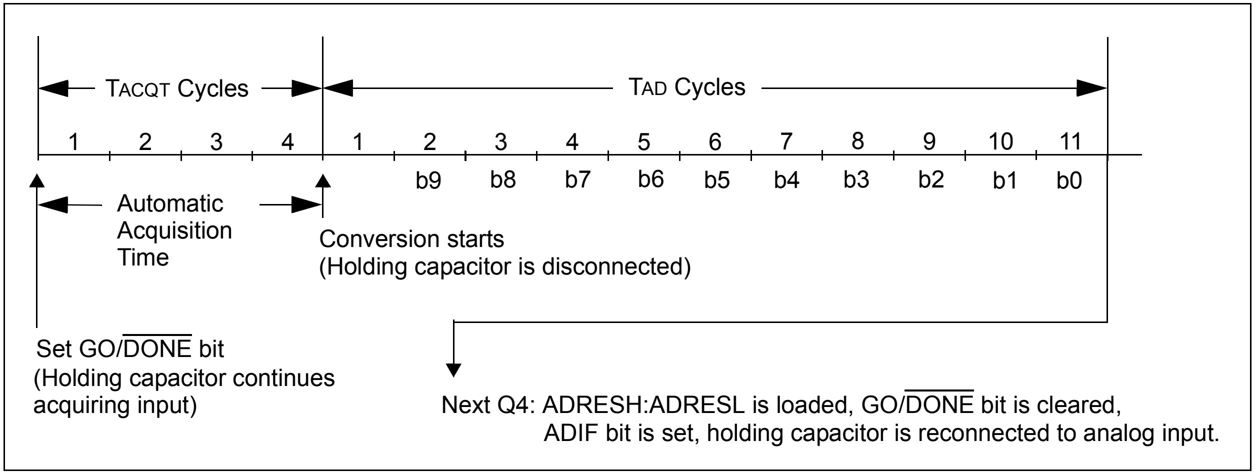

TCY - TAD
TAD1
TAD2
TAD3
TAD4
TAD5
TAD6
TAD7
TAD8
TAD9
TAD10
TAD11
b9
b8
b7
b6
b5
b4
b3
b2
b1
b0
Conversion starts
Holding capacitor is disconnected from analog input (typically 100 ns)
Set GO/DONE bit
Next Q4: ADRESH/ADRESL is loaded, GO/DONE bit is cleared,
ADIF bit is set, holding capacitor is connected to analog input.

FIGURE 21-4: A/D CONVERSION TAD CYCLES (ACQT<2:0> = 010, TACQ = 4 TAD)


TACQT Cycles
TAD Cycles
1
2
3
4
1
2
3
4
5
6
7
8
9
10
11
b9
b8
b7
b6
b5
b4
b3
b2
b1
b0
Automatic Acquisition Time
Conversion starts
(Holding capacitor is disconnected)
Set GO/DONE bit
(Holding capacitor continues acquiring input)
Next Q4: ADRESH:ADRESL is loaded, GO/DONE bit is cleared,
ADIF bit is set, holding capacitor is reconnected to analog input.

RRNCF Rotate Right f (No Carry)

Syntax: RRNCF f {,d {,a}}

Operands: $0 \le f \le 255$
d ∈ [0,1]
a ∈ [0,1]

Operation: (f<n>) → dest<n – 1>,
(f<0>) → dest<7>

Status Affected: N, Z

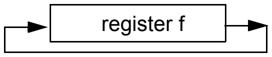
Encoding:

0100	00da	ffff	ffff

Description: The contents of register ‘f’ are rotated one bit to the right. If ‘d’ is ‘0’, the result is placed in W. If ‘d’ is ‘1’, the result is placed back in register ‘f’.

If ‘a’ is ‘0’, the Access Bank will be selected, overriding the BSR value. If ‘a’ is ‘1’, then the bank will be selected as per the BSR value.

If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever $f \le 95$ (5Fh). See **Section 25.2.3 “Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode”** for details.



Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write to destination

Example 1: RRNCF REG, 1, 0

Before Instruction
REG = 1101 0111
After Instruction
REG = 1110 1011

Example 2: RRNCF REG, 0, 0

Before Instruction
W = ?
REG = 1101 0111
After Instruction
W = 1110 1011
REG = 1101 0111

SETF Set f

Syntax: SETF f {,a}

Operands: $0 \le f \le 255$
a ∈ [0,1]

Operation: FFh → f

Status Affected: None

Encoding:

0110	100a	ffff	ffff

Description: The contents of the specified register are set to FFh.

If ‘a’ is ‘0’, the Access Bank is selected. If ‘a’ is ‘1’, the BSR is used to select the GPR bank.

If ‘a’ is ‘0’ and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever $f \le 95$ (5Fh). See **Section 25.2.3 “Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode”** for details.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register ‘f’	Process Data	Write register ‘f’

Example: SETF REG,1

Before Instruction
REG = 5Ah
After Instruction
REG = FFh

TBLRD Table Read

Syntax: TBLRD (*; *+; *-; +*)

Operands: None

Operation:

```
if TBLRD *,
(Prog Mem (TBLPTR)) → TABLAT,
TBLPTR – No Change;
if TBLRD *+,
(Prog Mem (TBLPTR)) → TABLAT,
(TBLPTR) + 1 → TBLPTR;
if TBLRD *-,
(Prog Mem (TBLPTR)) → TABLAT,
(TBLPTR) – 1 → TBLPTR;
if TBLRD +*,
(TBLPTR) + 1 → TBLPTR,
(Prog Mem (TBLPTR)) → TABLAT
```

Status Affected: None

Encoding:

0000	0000	0000	10nn nn=0 * =1 *+ =2 *- =3 +*

Description: This instruction is used to read the contents of Program Memory (P.M.). To address the program memory, a pointer called Table Pointer (TBLPTR) is used.

The TBLPTR (a 21-bit pointer) points to each byte in the program memory. TBLPTR has a 2-Mbyte address range.

TBLPTR[0] = 0:	Least Significant Byte of Program Memory Word
TBLPTR[0] = 1:	Most Significant Byte of Program Memory Word

The `TBLRD` instruction can modify the value of TBLPTR as follows:

- no change
- post-increment
- post-decrement
- pre-increment

Words: 1

Cycles: 2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	No operation	No operation	No operation
No operation	No operation (Read Program Memory)	No operation	No operation (Write TABLAT)

TBLRD Table Read (Continued)

Example 1: `TBLRD *+ ;`

Before Instruction

TABLAT	=	55h
TBLPTR	=	00A356h
MEMORY(00A356h)	=	34h

After Instruction

TABLAT	=	34h
TBLPTR	=	00A357h

Example 2: `TBLRD +* ;`

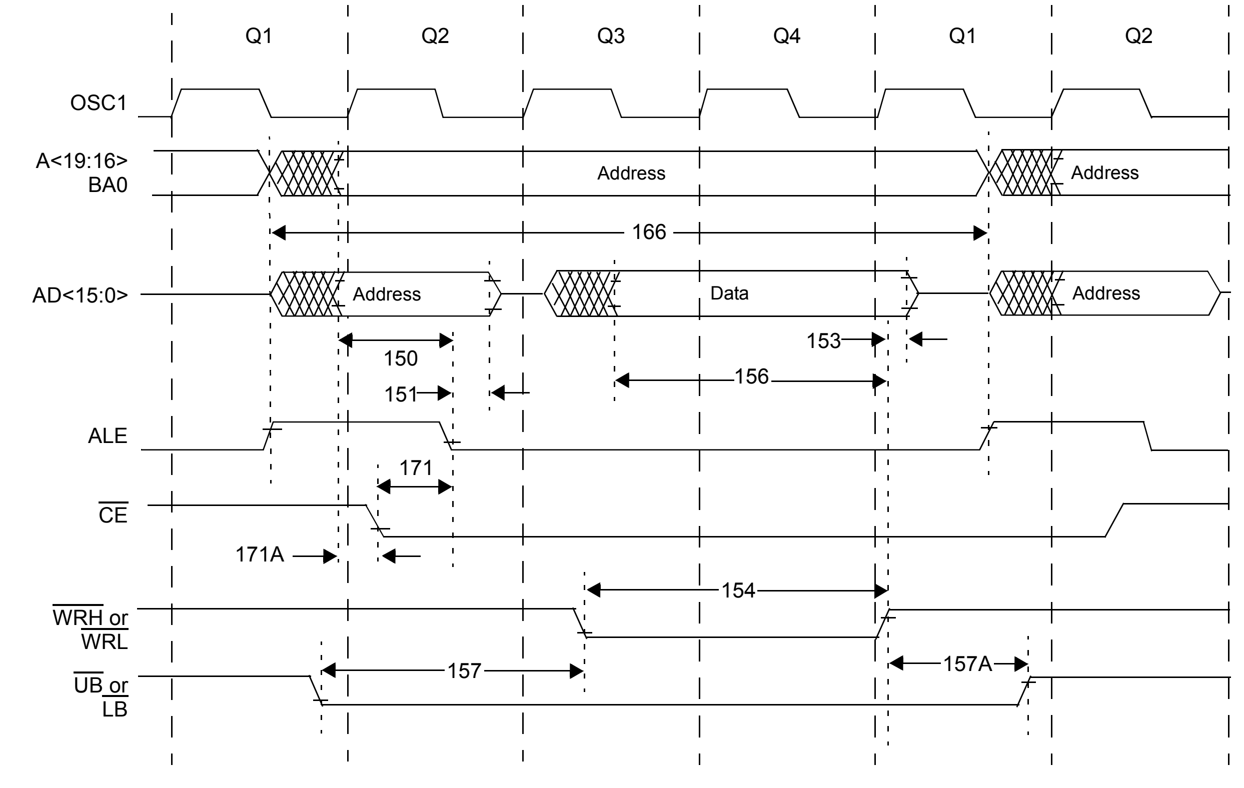
Before Instruction

TABLAT	=	AAh
TBLPTR	=	01A357h
MEMORY(01A357h)	=	12h
MEMORY(01A358h)	=	34h

After Instruction

TABLAT	=	34h
TBLPTR	=	01A358h

FIGURE 27-9: PROGRAM MEMORY WRITE TIMING DIAGRAM

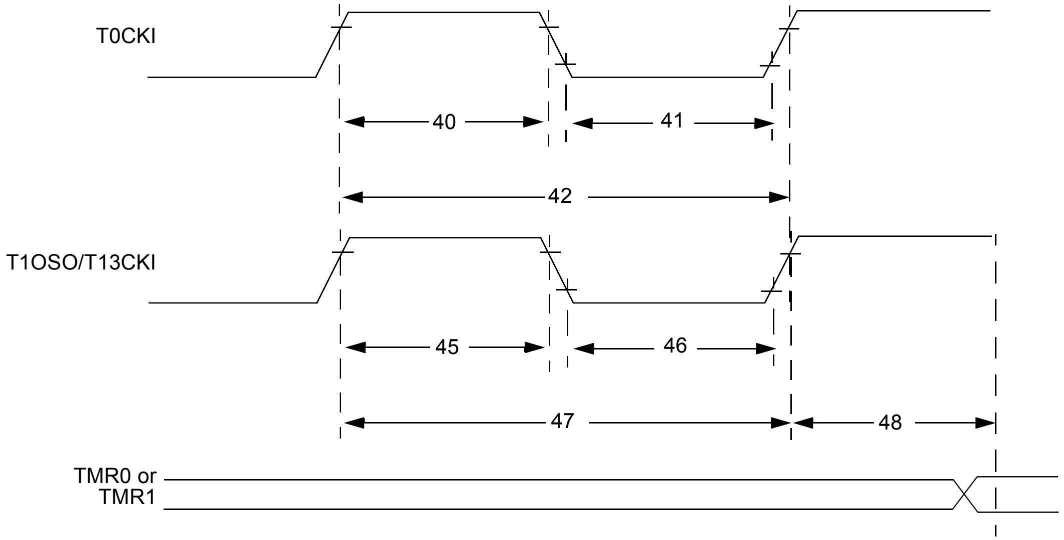


Operating Conditions: 2.0V < VCC < 3.6V, -40°C < TA < +125°C unless otherwise stated.

TABLE 27-11: PROGRAM MEMORY WRITE TIMING REQUIREMENTS

Param. No	Symbol	Characteristics	Min	Typ	Max	Units
150	TadV2alL	Address Out Valid to ALE ↓ (address setup time)	0.25 TCY – 10	—	—	ns
151	TalL2adl	ALE ↓ to Address Out Invalid (address hold time)	5	—	—	ns
153	TwrH2adl	WRn ↑ to Data Out Invalid (data hold time)	5	—	—	ns
154	TwrL	WRn Pulse Width	0.5 TCY – 5	0.5 TCY	—	ns
156	TadV2wrH	Data Valid before WRn ↑ (data setup time)	0.5 TCY – 10	—	—	ns
157	TbsV2wrL	Byte Select Valid before WRn ↓ (byte select setup time)	0.25 TCY	—	—	ns
157A	TwrH2bsI	WRn ↑ to Byte Select Invalid (byte select hold time)	0.125 TCY – 5	—	—	ns
166	TalH2alH	ALE ↑ to ALE ↑ (cycle time)	—	TCY	—	ns
171	TalH2csL	Chip Enable Active to ALE ↓	0.25 TCY – 20	—	—	ns
171A	TubL2oeH	AD Valid to Chip Enable Active	—	—	10	ns

FIGURE 27-11: TIMER0 AND TIMER1 EXTERNAL CLOCK TIMINGS



Note: Refer to Figure 27-3 for load conditions.

TABLE 27-13: TIMER0 AND TIMER1 EXTERNAL CLOCK REQUIREMENTS

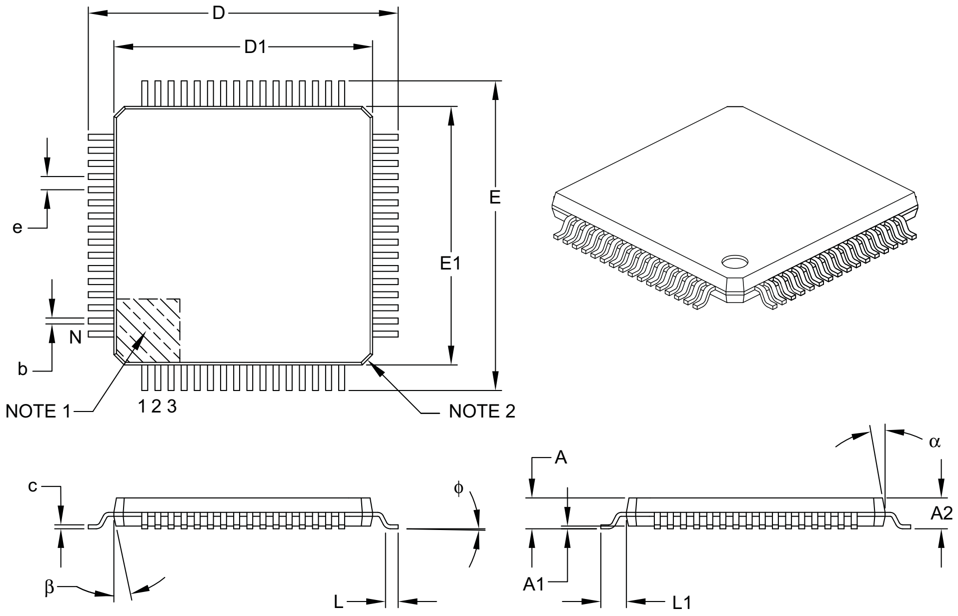
Param No.	Symbol	Characteristic		Min	Max	Units	Conditions
40	TT0H	T0CKI High Pulse Width	No prescaler	0.5 TCY + 20	—	ns	
			With prescaler	10	—	ns	
41	TT0L	T0CKI Low Pulse Width	No prescaler	0.5 TCY + 20	—	ns	
			With prescaler	10	—	ns	
42	TT0P	T0CKI Period	No prescaler	TCY + 10	—	ns	
			With prescaler	Greater of: 20 ns or (TCY + 40)/N	—	ns	N = prescale value (1, 2, 4,..., 256)
45	TT1H	T13CKI High Time	Synchronous, no prescaler	0.5 TCY + 20	—	ns	
			Synchronous, with prescaler	10	—	ns	
			Asynchronous	30	—	ns	
46	TT1L	T13CKI Low Time	Synchronous, no prescaler	0.5 TCY + 5	—	ns	
			Synchronous, with prescaler	10	—	ns	
			Asynchronous	30	—	ns	
47	TT1P	T13CKI Input Period	Synchronous	Greater of: 20 ns or (TCY + 40)/N	—	ns	N = prescale value (1, 2, 4, 8)
			Asynchronous	60	—	ns	
	FT1	T13CKI Oscillator Input Frequency Range		DC	50	kHz	
48	TCKE2TMRI	Delay from External T13CKI Clock Edge to Timer Increment		2 TOSC	7 TOSC	—	

28.2 Package Details

The following sections give the technical details of the packages.

64-Lead Plastic Thin Quad Flatpack (PT) – 10x10x1 mm Body, 2.00 mm [TQFP]

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 Leads	N	64		
Lead Pitch	e	0.50 BSC		
Overall Height	A	–	–	1.20
Molded Package Thickness	A2	0.95	1.00	1.05
Standoff	A1	0.05	–	0.15
Foot Length	L	0.45	0.60	0.75
Footprint	L1	1.00 REF		
Foot Angle	φ	0°	3.5°	7°
Overall Width	E	12.00 BSC		
Overall Length	D	12.00 BSC		
Molded Package Width	E1	10.00 BSC		
Molded Package Length	D1	10.00 BSC		
Lead Thickness	c	0.09	–	0.20
Lead Width	b	0.17	0.22	0.27
Mold Draft Angle Top	α	11°	12°	13°
Mold Draft Angle Bottom	β	11°	12°	13°

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Chamfers at corners are optional; size may vary.
3. Dimensions D1 and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.25 mm per side.
4. 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 C04-085B