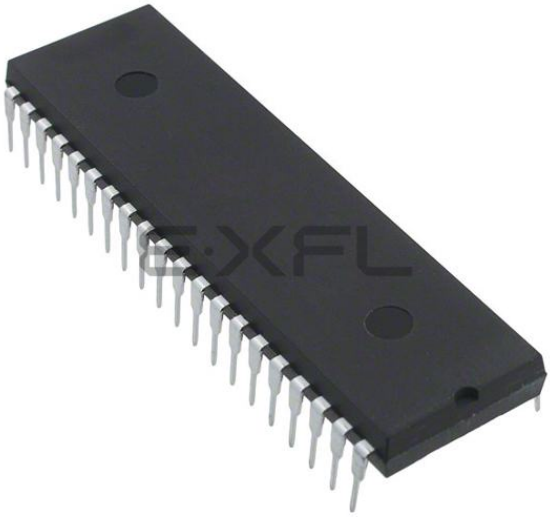

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Details	
Product Status	Active
Core Processor	PIC
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Speed	64MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, HLVD, POR, PWM, WDT
Number of I/O	36
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	1K x 8
RAM Size	4K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 5.5V
Data Converters	A/D 35x12b; 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	https://www.e-xfl.com/product-detail/microchip-technology/pic18f46k42-i-p

TABLE 3: 48-PIN ALLOCATION TABLE FOR PIC18(L)F5XK42 (CONTINUED)

I/O	48-Pin TQFP	48-Pin UQFN	ADC	Voltage Reference	DAC	Comparators	Zero Cross Detect	I^2C	SPI	UART	DSM	Timers/SMT	CCP and PWM	CWG	CLC	NCO	Clock Reference (CLKR)	Interrupt-on-Change	Basic
RC2	40	40	ANC2	—	-	—	—	—	—	—	—	T5CKI(1)	CCP1(1)	—	—	—	—	IOCC2	—
RC3	41	41	ANC3	—	-	—	—	SCL1(3,4)	SCK1(1)	—	—	T2IN(1)	-	—	—	—	—	IOCC3	—
RC4	46	46	ANC4	—	—	—	—	SDA1(3,4)	SDI1(1)	—	—	—	—	—	—	—	—	IOCC4	—
RC5	47	47	ANC5	—	—	—	—	—	—	—	—	T4IN(1)	—	—	—	—	—	IOCC5	—
RC6	48	48	ANC6	—	—	—	—	—	—	CTS1(1)	—	—	—	—	—	—	—	IOCC6	—
RC7	1	1	ANC7	—	—	—	—	—	—	RX1(1)	—	—	—	—	—	—	—	IOCC7	—
RD0	42	42	AND0	—	—	—	—	—(4)	—	—	—	—	—	—	—	—	—	—	—
RD1	43	43	AND1	—	—	—	—	—(4)	—	—	—	—	—	—	—	—	—	—	—
RD2	44	44	AND2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RD3	45	45	AND3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RD4	2	2	AND4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RD5	3	3	AND5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RD6	4	4	AND6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RD7	5	5	AND7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RE0	27	27	ANE0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RE1	28	28	ANE1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RE2	29	29	ANE2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RE3	20	20	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	IOCE3	$\overline{MCLR}$ V_{PP}
RF0	36	36	ANF0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RF1	37	37	ANF1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RF2	38	38	ANF2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RF3	39	39	ANF3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RF4	12	12	ANF4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RF5	13	13	ANF5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RF6	14	14	ANF6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
RF7	15	15	ANF7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Note 1: This is a PPS remappable input signal. The input function may be moved from the default location shown to one of several other PORTx pins.

2: All output signals shown in this row are PPS remappable.

3: This is a bidirectional signal. For normal module operation, the firmware should map this signal to the same pin in both the PPS input and PPS output registers.

4: These pins can be configured for I^2C and SMB™ 3.0/2.0 logic levels; The SCLx/SDAx signals may be assigned to any of the RB1/RB2/RC3/RC4/RD0/RD1 pins. PPS assignments to the other pins (e.g., RA5) will operate, but input logic levels will be standard TTL/ST as selected by the INLVL register, instead of the I^2C specific or SMBus input buffer thresholds.

4.5 Data Memory Organization

Data memory in PIC18F26/27/45/46/47/55/56/57K42 devices is implemented as static RAM. Each register in the data memory has a 14-bit address, allowing up to 16384 bytes of data memory. The memory space is divided into 64 banks that contain 256 bytes each. Figure 4-3 shows the data memory organization for the PIC18F26/27/45/46/47/55/56/57K42 devices in this data sheet.

The data memory contains Special Function Registers (SFRs) and General Purpose Registers (GPRs). The SFRs are used for control and status of the controller and peripheral functions, while GPRs are used for data storage and scratchpad operations in the user's application. Any read of an unimplemented location will read as '0's.

The instruction set and architecture allow operations across all banks. The entire data memory may be accessed by Direct, Indirect or Indexed Addressing modes. Addressing modes are discussed later in this subsection.

To ensure that commonly used registers (select SFRs and GPRs) can be accessed in a single cycle, PIC18 devices implement an Access Bank. This is a 256-byte memory space that provides fast access to some SFRs and the lower portion of GPR Bank 0 without using the Bank Select Register (BSR). **Section 4.5.4 "Access Bank"** provides a detailed description of the Access RAM.

4.5.1 BANK SELECT REGISTER (BSR)

Large areas of data memory require an efficient addressing scheme to make rapid access to any address possible. Ideally, this means that an entire address does not need to be provided for each read or write operation. For PIC18 devices, this is accomplished with a RAM banking scheme. This divides the memory space into 64 contiguous banks of 256 bytes. Depending on the instruction, each location can be addressed directly by its full 14-bit address, or an 8-bit low-order address and a 6-bit Bank Select Register.

This SFR holds the six Most Significant bits of a location address; the instruction itself includes the eight Least Significant bits. Only the six lower bits of the BSR are implemented (BSR<5:0>). The upper two bits are unused; they will always read '0' and cannot be written to. The BSR can be loaded directly by using the MOVLB instruction.

The value of the BSR indicates the bank in data memory; the eight bits in the instruction show the location in the bank and can be thought of as an offset from the bank's lower boundary. The relationship between the BSR's value and the bank division in data memory is shown in Figure 4-3.

Since up to 64 registers may share the same low-order address, the user must always be careful to ensure that the proper bank is selected before performing a data read or write. For example, writing what should be program data to an 8-bit address of F9h while the BSR is 3Fh will end up corrupting the program counter.

While any bank can be selected, only those banks that are actually implemented can be read or written to. Writes to unimplemented banks are ignored, while reads from unimplemented banks will return '0's. Even so, the STATUS register will still be affected as if the operation was successful. The data memory maps in Figure 4-3 indicate which banks are implemented.

REGISTER 8-2: CLKRCLK: CLOCK REFERENCE CLOCK SELECTION MUX

U-0	U-0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	—	—	CLK<3:0>			
bit 7							bit 0

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

bit 7-4 **Unimplemented:** Read as '0'

bit 3-0 **CLK<3:0>:** CLKR Clock Selection bits

1111 = Reserved
•
•
•
1011 = Reserved
1010 = CLC4 Output
1001 = CLC3 Output
1000 = CLC2 Output
0111 = CLC1 Output
0110 = NCO1 Output
0101 = SOSC
0100 = MFINTOSC (31.25 kHz)
0011 = MFINTOSC (500 kHz)
0010 = LFINTOSC (31 kHz)
0001 = HFINTOSC
0000 = FOSC

TABLE 8-1: SUMMARY OF REGISTERS ASSOCIATED WITH CLOCK REFERENCE OUTPUT

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
CLKRCON	EN	—	—	DC<1:0>		DIV<2:0>			113
CLKRCLK	—	—	—	—	—	CLK<2:0>			114

Legend: — = unimplemented, read as '0'. Shaded cells are not used by the CLKR module.

REGISTER 14-11: SCANCON0: SCANNER ACCESS CONTROL REGISTER 0

R/W-0/0	R/W-0/0	R/W/HC-0/0	U-0	U-0	R/W-0/0	R/W-0/0	R-0/0
EN	TRIGEN	SGO	—	—	MREG	BURSTMD	BUSY
bit 7							bit 0

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

bit 7 **EN:** Scanner Enable bit(1)
1 = Scanner is enabled
0 = Scanner is disabled

bit 6 **TRIGEN:** Scanner Trigger Enable bit(2)
1 = Scanner trigger is enabled
0 = Scanner trigger is disabled
Refer Table 14-1.

bit 5 **SGO:** Scanner GO bit(3, 4)
1 = When the CRC is ready, the Memory region set by the MREG bit will be accessed and data is passed to the CRC peripheral.
0 = Scanner operations will not occur

bit 4-3 **Unimplemented:** Read as '0'

bit 2 **MREG:** Scanner Memory Region Select bit(2)
1 = Scanner address points to Data EEPROM
0 = Scanner address points to Program Flash Memory

bit 1 **BURSTMD:** Scanner Burst Mode bit
1 = Memory access request to the CPU Arbiter is always true
0 = Memory access request to the CPU Arbiter is dependent on the CRC request and Trigger
Refer Table 14-1.

bit 0 **BUSY:** Scanner Busy Indicator bit
1 = Scanner cycle is in process
0 = Scanner cycle is compete (or never started)

Note 1: Setting EN = 1 (SCANCON0 register) does not affect any other register content.
2: Scanner trigger selection can be set using the SCANTRIG register.
3: This bit can be cleared in software. It is cleared in hardware when LADR>HADR (and a data cycle is not occurring) or when CRCGO = 0 (CRCCON0 register).
4: CRCEN and CRCGO bits (CRCCON0 register) must be set before setting the SGO bit.

TABLE 14-1: SCANNER OPERATING MODES(1)

TRIGEN	BURSTMD	Scanner Operation
0	0	Memory access is requested when the CRC module is ready to accept data; the request is granted if no other higher priority source request is pending.
1	0	Memory access is requested when the CRC module is ready to accept data and trigger selection is true; the request is granted if no other higher priority source request is pending.
x	1	Memory access is always requested, the request is granted if no other higher priority source request is pending.

Note 1: See **Section 3.1 "System Arbitration"** for Priority selection and **Section 3.2 "Memory Access Scheme"** for Memory Access Scheme.

REGISTER 14-12: SCANLADRU: SCAN LOW ADDRESS UPPER BYTE REGISTER

U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	LADR<21:16>(1,2)					
bit 7							bit 0

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

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

bit 5-0 **LADR<21:16>:** Scan Start/Current Address bits(1,2)
Upper bits of the current address to be fetched from, value increments on each fetch of memory.

Note 1: Registers SCANLADRU/H/L form a 22-bit value, but are not guarded for atomic or asynchronous access; registers should only be read or written while SGO = 0 (SCANCON0 register).
2: While SGO = 1 (SCANCON0 register), writing to this register is ignored.

REGISTER 14-13: SCANLADRH: SCAN LOW ADDRESS HIGH BYTE REGISTER

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
LADR<15:8>(1, 2)							
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 **LADR<15:8>**: Scan Start/Current Address bits(1, 2)
Most Significant bits of the current address to be fetched from, value increments on each fetch of memory.

Note 1: Registers SCANLADRU/H/L form a 22-bit value, but are not guarded for atomic or asynchronous access; registers should only be read or written while SGO = 0 (SCANCON0 register).
2: While SGO = 1 (SCANCON0 register), writing to this register is ignored.

REGISTER 15-3: DMAxBUF: DMAx DATA BUFFER REGISTER

R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
BUF7	BUF6	BUF5	BUF4	BUF3	BUF2	BUF1	BUF0
bit 7							bit 0

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

bit 7-0 **BUF<7:0>:** DMA Internal Data Buffer bits
DMABUF<7:0>
These bits reflect the content of the internal data buffer the DMA peripheral uses to hold the data being moved from the source to destination.

REGISTER 15-4: DMAxSSAL: DMAx SOURCE START ADDRESS LOW REGISTER

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
SSA<7:0>							
bit 7							bit 0

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

bit 7-0 **SSA<7:0>:** Source Start Address bits

REGISTER 15-5: DMAxSSAH: DMAx SOURCE START ADDRESS HIGH REGISTER

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
SSA<15:8>							
bit 7							bit 0

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

bit 7-0 **SSA<15:8>:** Source Start Address bits

REGISTER 15-18: DMAxDSZL: DMAx DESTINATION SIZE LOW REGISTER

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
DSZ<7:0>							
bit 7							bit 0

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

bit 7-0 **DSZ<7:0>:** Destination Message Size bits

REGISTER 15-19: DMAxDSZH: DMAx DESTINATION SIZE HIGH REGISTER

U-0	U-0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	—	—	DSZ<11:8>			
bit 7							bit 0

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

bit 7-4 **Unimplemented:** Read as '0'

bit 3-0 **DSZ<11:8>:** Destination Message Size bits

REGISTER 15-20: DMAxDCNTL: DMAx DESTINATION COUNT LOW REGISTER

R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
DCNT<7:0>							
bit 7							bit 0

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

bit 7-0 **DCNT<7:0>:** Current Destination Byte Count

TABLE 15-3: SUMMARY OF REGISTERS ASSOCIATED WITH DMA

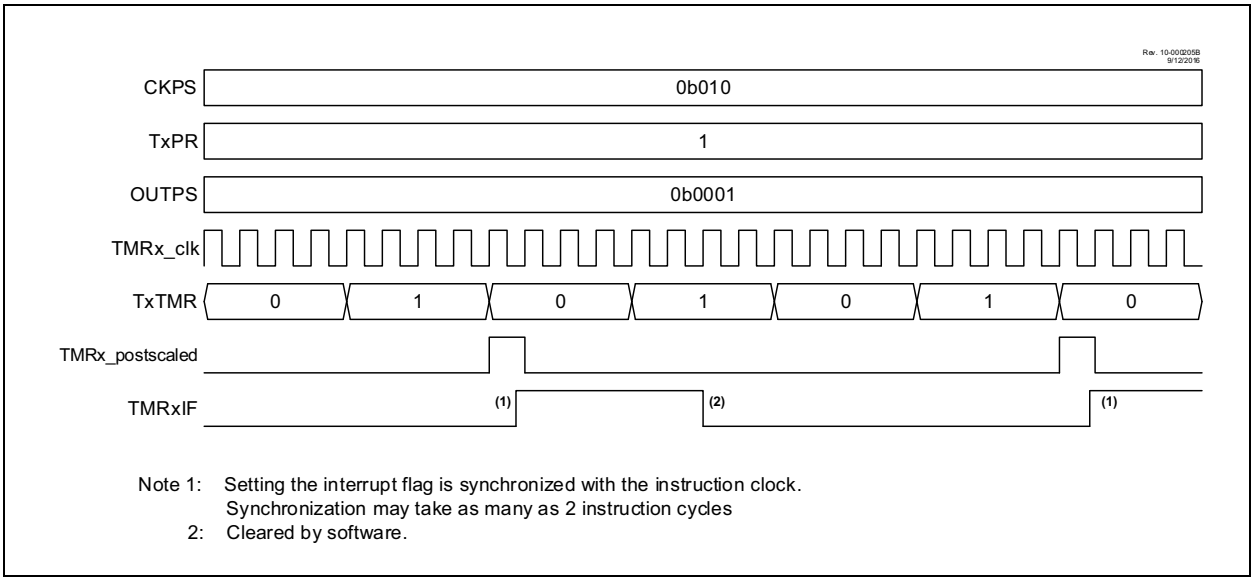
Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
DMAxCON0	EN	SIRQEN	DGO	—	—	AIRQEN	—	XIP	248
DMAxCON1	DMODE<1:0>		DSTP	SMR<1:0>		SMODE<1:0>		SSTP	249
DMAxBUF	DBUF7	DBUF6	DBUF5	DBUF4	DBUF3	DBUF2	DBUF1	DBUF0	250
DMAxSSAL	SSA<7:0>								250
DMAxSSAH	SSA<15:8>								250
DMAxSSAU	—	—	SSA<21:16>						251
DMAxSPTRL	SPTR<7:0>								251
DMAxSPTRH	SPTR<15:8>								251
DMAxSPTRU	—	—	SPTR<21:16>						252
DMAxSSZL	SSZ<7:0>								252
DMAxSSZH	—	—	—	—	SSZ<11:8>				252
DMAxSCNTL	SCNT<7:0>								253
DMAxSCNTH	—	—	—	—	SCNT<11:8>				253
DMAxDSAL	DSA<7:0>								253
DMAxDSAH	DSA<15:8>								254
DMAxDPTRL	DPTR<7:0>								254
DMAxDPTRH	DPTR<15:8>								254
DMAxDSZL	DSZ<7:0>								255
DMAxDSZH	—	—	—	—	DSZ<11:8>				255
DMAxDCNTL	DCNT<7:0>								255
DMAxDCNTH	—	—	—	—	DCNT<11:8>				256
DMAxSIRQ	—	SIRQ<6:0>							256
DMAxAIRQ	—	AIRQ<6:0>							256

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

22.4 Timer2 Interrupt

Timer2 can also generate a device interrupt. The interrupt is generated when the postscaler counter matches one of 16 postscale options (from 1:1 through 1:16), which is selected with the postscaler control bits, OUTPS of the T2CON register. The interrupt is enabled by setting the T2TMR Interrupt Enable bit, TMR2IE, of the respective PIE register. The interrupt timing is illustrated in Figure 22-3.

FIGURE 22-3: TIMER2 PRESCALER, POSTSCALER, AND INTERRUPT TIMING DIAGRAM



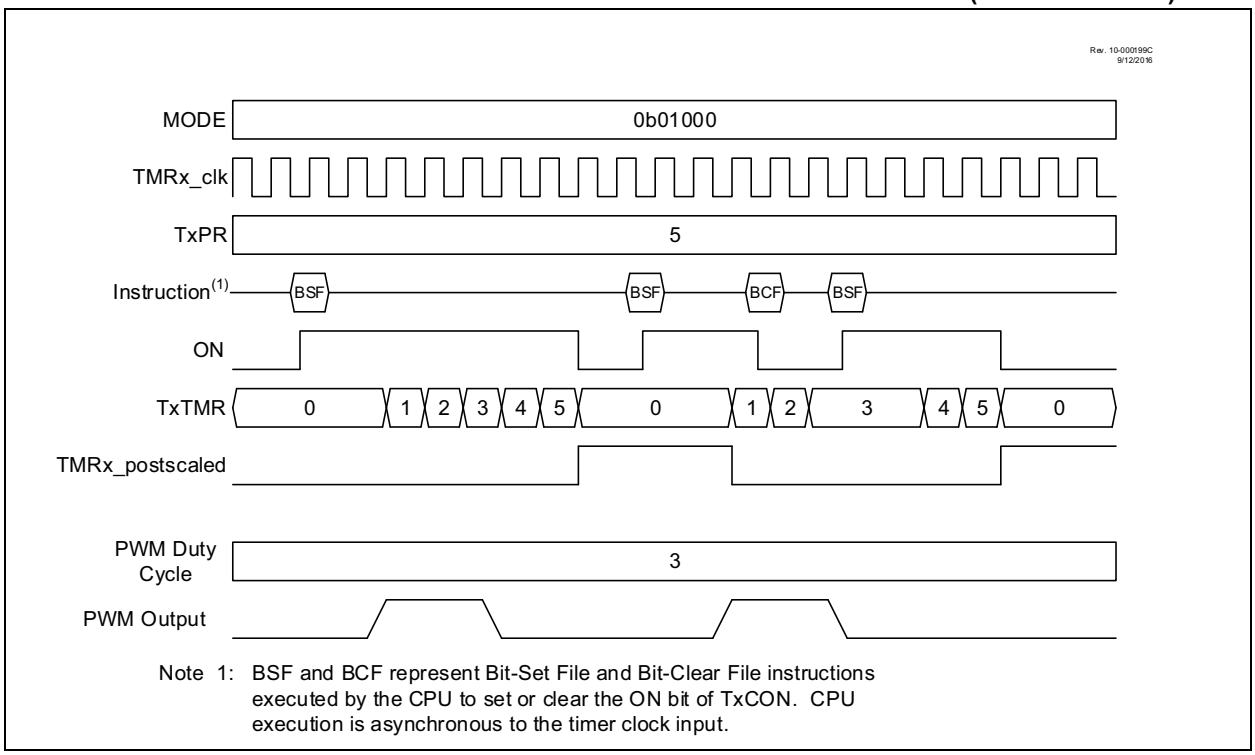
Note 1: Setting the interrupt flag is synchronized with the instruction clock. Synchronization may take as many as 2 instruction cycles
2: Cleared by software.

22.5.5 SOFTWARE START ONE-SHOT MODE

In One-Shot mode, the timer resets and the ON bit is cleared when the timer value matches the T2PR period value. The ON bit must be set by software to start another timer cycle. Setting MODE<4:0> = 01000 selects One-Shot mode which is illustrated in Figure 22-8. In the example, ON is controlled by BSF and BCF instructions. In the first case, a BSF instruction sets ON and the counter runs to completion and clears ON. In the second case, a BSF instruction starts the cycle, BCF/BSF instructions turn the counter off and on during the cycle, and then it runs to completion.

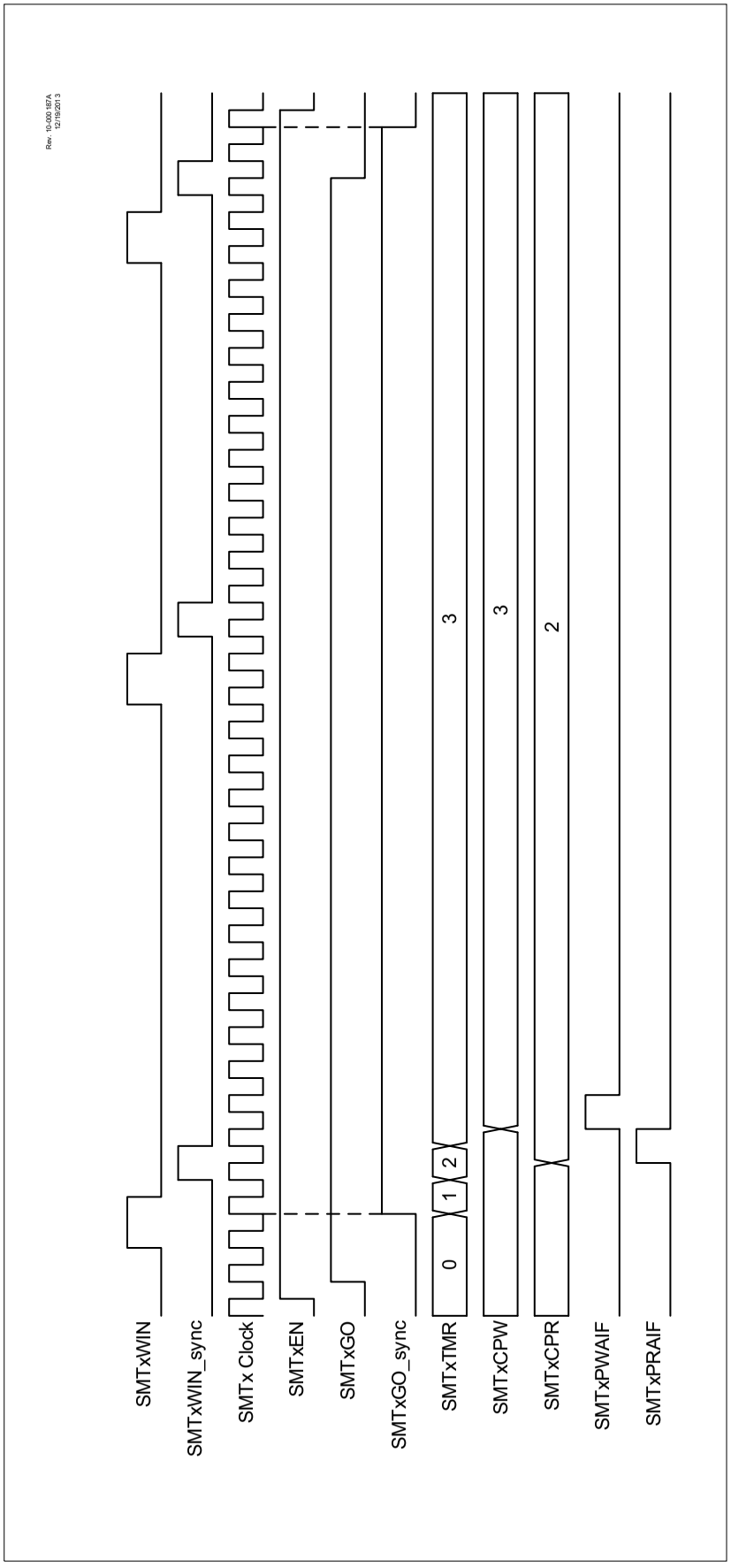
When One-Shot mode is used in conjunction with the CCP PWM operation, the PWM pulse drive starts concurrent with setting the ON bit. Clearing the ON bit while the PWM drive is active will extend the PWM drive. The PWM drive will terminate when the timer value matches the CCPRx pulse width value. The PWM drive will remain off until software sets the ON bit to start another cycle. If software clears the ON bit after the CCPRx match but before the T2PR match then the PWM drive will be extended by the length of time the ON bit remains cleared. Another timing cycle can only be initiated by setting the ON bit after it has been cleared by a T2PR period count match.

FIGURE 22-8: SOFTWARE START ONE-SHOT MODE TIMING DIAGRAM (MODE = 01000)



Note 1: BSF and BCF represent Bit-Set File and Bit-Clear File instructions executed by the CPU to set or clear the ON bit of TxCON. CPU execution is asynchronous to the timer clock input.

FIGURE 25-17: CAPTURE MODE SINGLE ACQUISITION TIMING DIAGRAM



29.4 ZCD Interrupts

An interrupt will be generated upon a change in the ZCD logic output when the appropriate interrupt enables are set. A rising edge detector and a falling edge detector are present in the ZCD for this purpose.

The ZCDIF bit of the respective PIR register will be set when either edge detector is triggered and its associated enable bit is set. The INTP enables rising edge interrupts and the INTN bit enables falling edge interrupts. Both are located in the ZCDCON register. Priority of the interrupt can be changed if the IPEN bit of the INTCON register is set. The ZCD interrupt can be made high or low priority by setting or clearing the ZCDIP bit of the respective IPR register.

To fully enable the interrupt, the following bits must be set:

- ZCDIE bit of the respective PIE register
- INTP bit of the ZCDCON register (for a rising edge detection)
- INTN bit of the ZCDCON register (for a falling edge detection)
- GIE bits of the INTCON0 register

Changing the POL bit can cause an interrupt, regardless of the level of the SEN bit.

The ZCDIF bit of the respective PIR register must be cleared in software as part of the interrupt service. If another edge is detected while this flag is being cleared, the flag will still be set at the end of the sequence.

29.5 Correcting for VCPINV offset

The actual voltage at which the ZCD switches is the reference voltage at the noninverting input of the ZCD op amp. For external voltage source waveforms other than square waves, this voltage offset from zero causes the zero-cross event to occur either too early or too late. When the waveform is varying relative to VSS, then the zero cross is detected too early as the waveform falls and too late as the waveform rises. When the waveform is varying relative to VDD, then the zero cross is detected too late as the waveform rises and too early as the waveform falls. The actual offset time can be determined for sinusoidal waveforms with the corresponding equations shown in Equation 29-2.

EQUATION 29-2: ZCD EVENT OFFSET

When External Voltage Source is relative to VSS:

$$T_{OFFSET} = \frac{\text{asin}\left(\frac{V_{CPINV}}{V_{PEAK}}\right)}{2\pi \bullet Freq}$$

When External Voltage Source is relative to VDD:

$$T_{OFFSET} = \frac{\text{asin}\left(\frac{V_{DD}-V_{CPINV}}{V_{PEAK}}\right)}{2\pi \bullet Freq}$$

This offset time can be compensated for by adding a pull-up or pull-down biasing resistor to the ZCD pin. A pull-up resistor is used when the external voltage source is varying relative to VSS. A pull-down resistor is used when the voltage is varying relative to VDD. The resistor adds a bias to the ZCD pin so that the target external voltage source must go to zero to pull the pin voltage to the VCPINV switching voltage. The pull-up or pull-down value can be determined with the equations shown in Equation 29-3 or Equation 29-4.

EQUATION 29-3: ZCD PULL-UP/DOWN

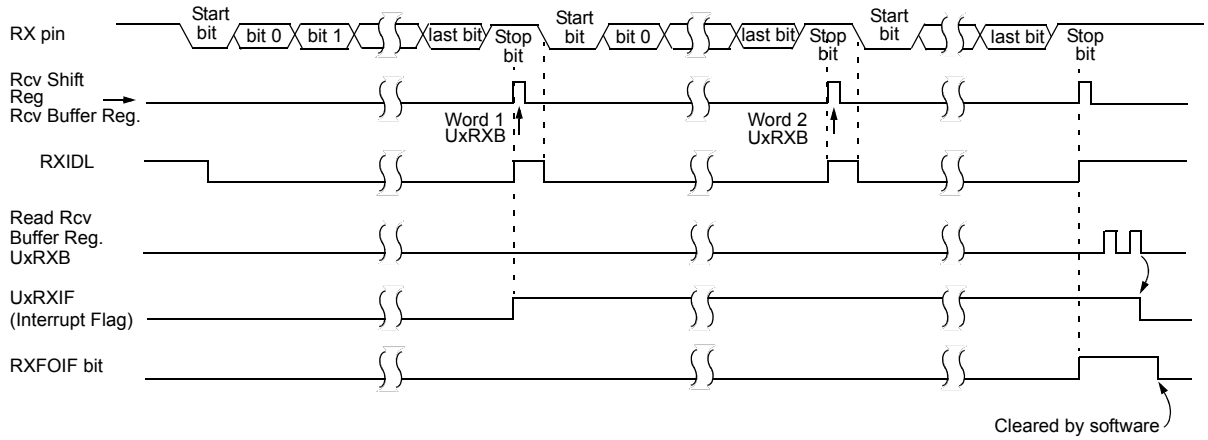
When External Signal is relative to Vss:

$$R_{PULLUP} = \frac{R_{SERIES}(V_{PULLUP} - V_{CPINV})}{V_{CPINV}}$$

When External Signal is relative to VDD:

$$R_{PULLDOWN} = \frac{R_{SERIES}(V_{CPINV})}{(V_{DD} - V_{CPINV})}$$

FIGURE 31-5: ASYNCHRONOUS RECEPTION



Note: This timing diagram shows three words appearing on the RX input. The UxRXB (receive buffer) is not read before the third word is received, causing the RXFOIF (FIFO overrun) bit to be set. STPMD = 0, STP<1:0> = 00.

REGISTER 33-6: I2CxSTAT0: I²C STATUS REGISTER 0

R-0	R-0	R-0	R-0	R-0	U-0	U-0	U-0
BFRE(3)	SMA	MMA	R(1, 2)	D	—	—	—
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 HC = Hardware clear

bit 7 **BFRE:** Bus Free Status bit(3)
- 1 = Indicates the I²C bus is idle
  Both SCL and SDA have been high for time-out selected by I2CCON2<BFRET<1:0>> bits.
  I2CCLK must select a valid clock source for this bit to function.
- 0 = Bus not idle (When no I2CCLK is selected, this bit remains clear)

bit 6 **SMA:** Slave Module Active Status bit
- 1 = Set after the 8th falling SCL edge of a received matching 7-bit slave address
  Set after the 8th falling SCL edge of a received matching 10-bit slave **low** address
  Set after the 8th falling SCL edge of a received matching 10-bit slave **high** w/ read address, only after a previous matching high and low w/ write.
- 0 = Cleared by any Restart/Stop detected on the bus
  Cleared by BTOIF and BCLIF conditions

bit 5 **MMA:** Master Module Active Status bit
- 1 = Master Mode state machine is active
  Set when master state machine asserts a Start on bus
- 0 = Master state machine is idle
  Cleared when BCLIF is set
  Cleared when Stop is shifted out by master.
  Cleared for BTOIF condition, after the master successfully shifts out a Stop condition.

bit 4 **R:** Read Information bit (1, 2)
- 1 = Indicates the last matching received (high) address was a Read request
- 0 = Indicates the last matching received (high) address was a Write

bit 3 **D:** Data bit
- 1 = Indicates the last byte received or transmitted was data
- 0 = Indicates the last byte received or transmitted was an address

bit 2-0 **Unimplemented:** Read as 1'b0

Note 1: This bit holds the R bit information following the last received address match. Addresses transmitted by the Master or appearing on the bus without a match do not affect this bit.

2: Clock requests and input from I2CxCLK register are disabled in Slave modes.

3: Software must use the EN bit to force Master or Slave hardware to idle.

REGISTER 33-10: I2CxPIR: I2CxIF INTERRUPT FLAG REGISTER

R/W/HS-0	R/W/HS-0	U-0	R/W/HS-0	R/W/HS-0	R/W/HS-0	R/W/HS-0	R/W/HS-0
CNTIF	ACKTIF	—	WRIF	ADRIF	PCIF	RSCIF	SCIF
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 HC = Hardware clear

bit 7 **CNTIF:** Byte Count Interrupt Flag bit
1 = When I2CCNT = 0, set by the 9th falling edge of SCL.
0 = I2CCNT condition has not occurred.

bit 6 **ACKTIF:** Acknowledge Status Time Interrupt Flag bit **(2)** (MODE<2:0> = 0xx OR 11x)
1 = Set by the 9th falling edge of SCL for any byte when addressed as a Slave
0 = Acknowledge condition not detected.

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

bit 4 **WRIF:** Data Write Interrupt Flag bit (MODE<2:0> = 0xx OR 11x)
1 = Set the 8th falling edge of SCL for a received data byte.
0 = Data Write condition not detected

bit 3 **ADRIF:** Address Interrupt Flag bit (MODE<2:0> = 0xx OR 11x)
1 = Set the 8th falling edge of SCL for a matching received (high/low) address byte
0 = Address condition not detected

bit 2 **PCIF:** Stop Condition Interrupt Flag
1 = Set on detection of Stop condition
0 = No Stop condition detected

bit 1 **RSCIF:** Restart Condition Interrupt Flag
1 = Set on detection of Restart condition
0 = No Restart condition detected

bit 0 **SCIF:** Start Condition Interrupt Flag
1 = Set on detection of Start condition
0 = No Start condition detected

Note 1: Enabled interrupt flags are OR'd to produce the PIRx<I2CxIF> bit.
2: ACKTIF is not set by a matching, 10-bit, high address byte with the R/W bit clear. It is only set after the matching low address byte is shifted in.

34.0 FIXED VOLTAGE REFERENCE (FVR)

The Fixed Voltage Reference, or FVR, is a stable voltage reference, independent of VDD, with 1.024V, 2.048V or 4.096V selectable output levels. The output of the FVR can be configured to supply a reference voltage to the following:

- ADC input channel
- ADC positive reference
- Comparator input
- Digital-to-Analog Converter (DAC)

The FVR can be enabled by setting the EN bit of the FVRCON register.

Note:	Fixed Voltage Reference output cannot exceed VDD.

34.1 Independent Gain Amplifiers

The output of the FVR, which is connected to the ADC, Comparators, and DAC, is routed through two independent programmable gain amplifiers. Each amplifier can be programmed for a gain of 1x, 2x or 4x, to produce the three possible voltage levels.

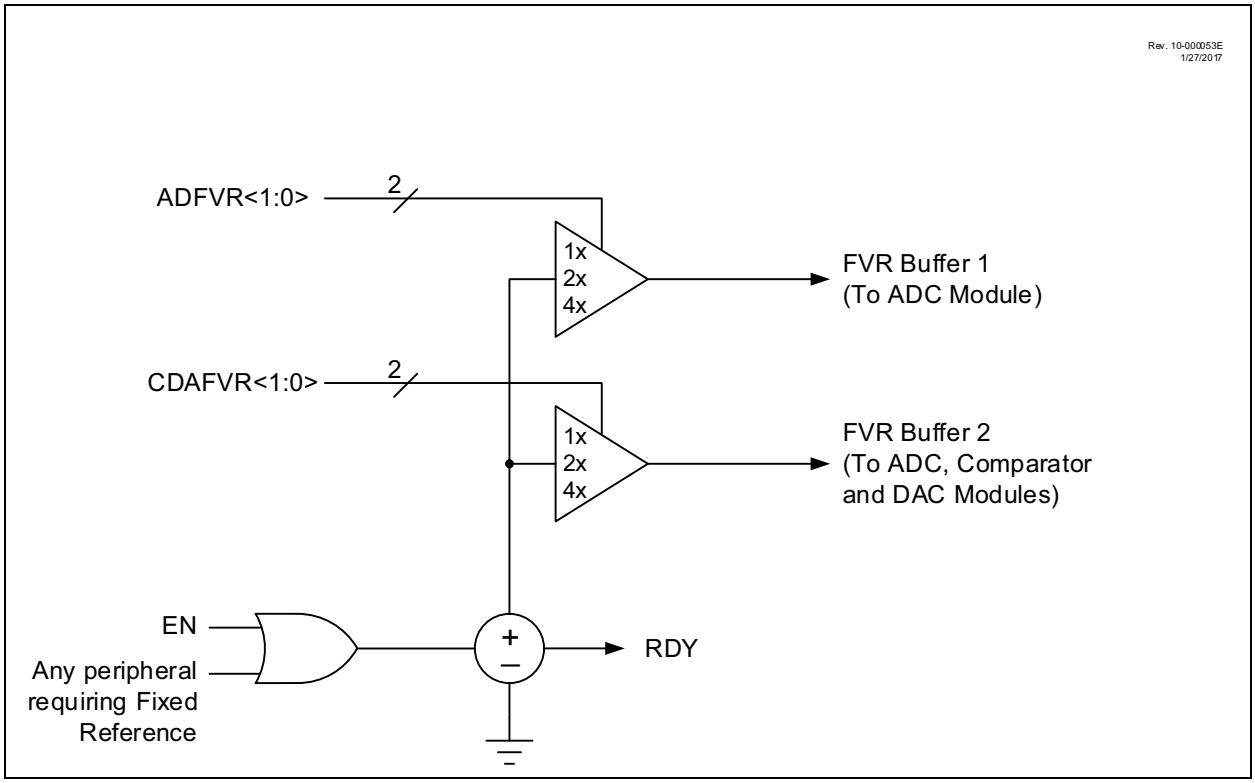
The ADFVR<1:0> bits of the FVRCON register are used to enable and configure the gain amplifier settings for the reference supplied to the ADC module. Reference **Section 36.0 "Analog-to-Digital Converter with Computation (ADC2) Module"** for additional information.

The CDAFVR<1:0> bits of the FVRCON register are used to enable and configure the gain amplifier settings for the reference supplied to the DAC and comparator module. Reference **Section 37.0 "5-Bit Digital-to-Analog Converter (DAC) Module"** and **Section 38.0 "Comparator Module"** for additional information.

34.2 FVR Stabilization Period

When the Fixed Voltage Reference module is enabled, it requires time for the reference and amplifier circuits to stabilize. Once the circuits stabilize and are ready for use, the RDY bit of the FVRCON register will be set.

FIGURE 34-1: VOLTAGE REFERENCE BLOCK DIAGRAM



REGISTER 38-2: CMxCON1: COMPARATOR x CONTROL REGISTER 1

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0/0	R/W-0/0
—	—	—	—	—	—	INTP	INTN
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 7-2 Unimplemented: Read as '0'

bit 1 **INTP**: Comparator Interrupt on Positive-Going Edge Enable bit
- 1 = The CxIF interrupt flag will be set upon a positive-going edge of the CxOUT bit
- 0 = No interrupt flag will be set on a positive-going edge of the CxOUT bit

bit 0 **INTN**: Comparator Interrupt on Negative-Going Edge Enable bit
- 1 = The CxIF interrupt flag will be set upon a negative-going edge of the CxOUT bit
- 0 = No interrupt flag will be set on a negative-going edge of the CxOUT bit

REGISTER 38-3: CMxNCH: COMPARATOR x INVERTING CHANNEL SELECT REGISTER

U-0	U-0	U-0	U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	—	—	—	NCH<2:0>		
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 7-3 **Unimplemented:** Read as '0'

bit 2-0 **NCH<2:0>:** Comparator Inverting Input Channel Select bits
- 111 = Vss
- 110 = FVR_Buffer2
- 101 = NCH not connected
- 100 = NCH not connected
- 011 = CxIN3-
- 010 = CxIN2-
- 001 = CxIN1-
- 000 = CxIN0-

TABLE 42-1: REGISTER FILE SUMMARY FOR PIC18(L)F26/27/45/46/47/55/56/57K42 DEVICES

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on page
3A98h	—	Reserved, maintain as '0'								
3A97h-3A95h	—	Unimplemented								
3A94h	INLVLF(3)	INLVLF7	INLVLF6	INLVLF5	INLVLF4	INLVLF3	INLVLF2	INLVLF1	INLVLF0	270
3A93h	SLRCONF(3)	SLRCONF7	SLRCONF6	SLRCONF5	SLRCONF4	SLRCONF3	SLRCONF2	SLRCONF1	SLRCONF0	269
3A92h	ODCONF(3)	ODCONF7	ODCONF6	ODCONF5	ODCONF4	ODCONF3	ODCONF2	ODCONF1	ODCONF0	268
3A91h	WPUF(3)	WPUF7	WPUF6	WPUF5	WPUF4	WPUF3	WPUF2	WPUF1	WPUF0	267
3A90h	ANSELF(3)	ANSELF7	ANSELF6	ANSELF5	ANSELF4	ANSELF3	ANSELF2	ANSELF1	ANSELF0	266
3A8Fh-3A8Ah	—	Unimplemented								
3A89h	—	Reserved, maintain as '0'								
3A88h	—	Reserved, maintain as '0'								
3A87h	IOCEF	—	—	—	—	IOCEF3	—	—	—	287
3A86h	IOCEN	—	—	—	—	IOCEN3	—	—	—	287
3A85h	IOCEP	—	—	—	—	IOCEP3	—	—	—	287
3A84h	INLVLE	—	—	—	—	INLVLE3	INLVLE2(2)	INLVLE1(2)	INLVLE0(2)	270
3A83h	SLRCONE(2)	—	—	—	—	—	SRLE2(2)	SRLE1(2)	SRLE0(2)	269
3A82h	ODCONE(2)	—	—	—	—	—	ODCE2(2)	ODCE1(2)	ODCE0(2)	268
3A81h	WPUE	—	—	—	—	WPUE3	WPUE2(2)	WPUE1(2)	WPUE0(2)	267
3A80h	ANSELE(2)	ANSELE7	ANSELE6	ANSELE5	ANSELE4	ANSELE3	ANSELE2	ANSELE1	ANSELE0	266
3A7Fh-3A7CH	—	Unimplemented								
3A7Bh	RD1I2C(2)	—	IOCEN3	PU		—	—	TH		263
3A7Ah	RD0I2C(2)	—	IOCEN3	PU		—	—	TH		263
3A79h	—	Reserved, maintain as '0'								
3A78h	—	Reserved, maintain as '0'								
3A77h-3A75h	—	Unimplemented								
3A74h	INLVLD(2)	INLVLD7	INLVLD6	INLVLD5	INLVLD4	INLVLD3	INLVLD2	INLVLD1	INLVLD0	270
3A73h	SLRCOND(2)	SRLD7	SRLD6	SRLD5	SRLD4	SRLD3	SRLD2	SRLD1	SRLD0	269
3A72h	ODCOND(2)	ODCD7	ODCD6	ODCD5	ODCD4	ODCD3	ODCD2	ODCD1	ODCD0	268
3A71h	WPUD(2)	WPUD7	WPUD6	WPUD5	WPUD4	WPUD3	WPUD2	WPUD1	WPUD0	267
3A70h	ANSELD(2)	ANSELD7	ANSELD6	ANSELD5	ANSELD4	ANSELD3	ANSELD2	ANSELD1	ANSELD0	266
3A6Fh-3A6Ch	—	Unimplemented								
3A6Bh	RC4I2C	—	SLEW	PU		—	—	TH		263
3A6Ah	RC3I2C	—	SLEW	PU		—	—	TH		263
3A69h	—	Reserved, maintain as '0'								
3A68h	—	Reserved, maintain as '0'								
3A67h	IOCCF	IOCCF7	IOCCF6	IOCCF5	IOCCF4	IOCCF3	IOCCF2	IOCCF1	IOCCF0	287
3A66h	IOCCN	IOCCN7	IOCCN6	IOCCN5	IOCCN4	IOCCN3	IOCCN2	IOCCN1	IOCCN0	287
3A65h	IOCCP	IOCCP7	IOCCP6	IOCCP5	IOCCP4	IOCCP3	IOCCP2	IOCCP1	IOCCP0	287
3A64h	INLVLC	INLVLC7	INLVLC6	INLVLC5	INLVLC4	INLVLC3	INLVLC2	INLVLC1	INLVLC0	270
3A63h	SLRCONC	SLRC7	SLRC6	SLRC5	SLRC4	SLRC3	SLRC2	SLRC1	SLRC0	269
3A62h	ODCONC	ODCC7	ODCC6	ODCC5	ODCC4	ODCC3	ODCC2	ODCC1	ODCC0	268
3A61h	WPUC	WPUC7	WPUC6	WPUC5	WPUC4	WPUC3	WPUC2	WPUC1	WPUC0	267
3A60h	ANSELC	ANSELC7	ANSELC6	ANSELC5	ANSELC4	ANSELC3	ANSELC2	ANSELC1	ANSELC0	266
3A5Fh - 3A5Ch	—	Unimplemented								

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

Note 1: Unimplemented in LF devices.
2: Unimplemented in PIC18(L)F26/27K42.
3: Unimplemented on PIC18(L)F26/27/45/46/47K42 devices.
4: Unimplemented in PIC18(L)F45/55K42.

TABLE 42-1: REGISTER FILE SUMMARY FOR PIC18(L)F26/27/45/46/47/55/56/57K42 DEVICES

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on page
3A16h	RC6PPS	—	—	—	RC6PPS4	RC6PPS3	RC6PPS2	RC6PPS1	RC6PPS0	280
3A15h	RC5PPS	—	—	—	RC5PPS4	RC5PPS3	RC5PPS2	RC5PPS1	RC5PPS0	280
3A14h	RC4PPS	—	—	—	RC4PPS4	RC4PPS3	RC4PPS2	RC4PPS1	RC4PPS0	280
3A13h	RC3PPS	—	—	—	RC3PPS4	RC3PPS3	RC3PPS2	RC3PPS1	RC3PPS0	280
3A12h	RC2PPS	—	—	—	RC2PPS4	RC2PPS3	RC2PPS2	RC2PPS1	RC2PPS0	280
3A11h	RC1PPS	—	—	—	RC1PPS4	RC1PPS3	RC1PPS2	RC1PPS1	RC1PPS0	280
3A10h	RC0PPS	—	—	—	RC0PPS4	RC0PPS3	RC0PPS2	RC0PPS1	RC0PPS0	280
3A0Fh	RB7PPS	—	—	—	RB7PPS4	RB7PPS3	RB7PPS2	RB7PPS1	RB7PPS0	280
3A0Eh	RB6PPS	—	—	—	RB6PPS4	RB6PPS3	RB6PPS2	RB6PPS1	RB6PPS0	280
3A0Dh	RB5PPS	—	—	—	RB5PPS4	RB5PPS3	RB5PPS2	RB5PPS1	RB5PPS0	280
3A0Ch	RB4PPS	—	—	—	RB4PPS4	RB4PPS3	RB4PPS2	RB4PPS1	RB4PPS0	280
3A0Bh	RB3PPS	—	—	—	RB3PPS4	RB3PPS3	RB3PPS2	RB3PPS1	RB3PPS0	280
3A0Ah	RB2PPS	—	—	—	RB2PPS4	RB2PPS3	RB2PPS2	RB2PPS1	RB2PPS0	280
3A09h	RB1PPS	—	—	—	RB1PPS4	RB1PPS3	RB1PPS2	RB1PPS1	RB1PPS0	280
3A08h	RB0PPS	—	—	—	RB0PPS4	RB0PPS3	RB0PPS2	RB0PPS1	RB0PPS0	280
3A07h	RA7PPS	—	—	—	RA7PPS4	RA7PPS3	RA7PPS2	RA7PPS1	RA7PPS0	280
3A06h	RA6PPS	—	—	—	RA6PPS4	RA6PPS3	RA6PPS2	RA6PPS1	RA6PPS0	280
3A05h	RA5PPS	—	—	—	RA5PPS4	RA5PPS3	RA5PPS2	RA5PPS1	RA5PPS0	280
3A04h	RA4PPS	—	—	—	RA4PPS4	RA4PPS3	RA4PPS2	RA4PPS1	RA4PPS0	280
3A03h	RA3PPS	—	—	—	RA3PPS4	RA3PPS3	RA3PPS2	RA3PPS1	RA3PPS0	280
3A02h	RA2PPS	—	—	—	RA2PPS4	RA2PPS3	RA2PPS2	RA2PPS1	RA2PPS0	280
3A01h	RA1PPS	—	—	—	RA1PPS4	RA1PPS3	RA1PPS2	RA1PPS1	RA1PPS0	280
3A00h	RA0PPS	—	—	—	RA0PPS4	RA0PPS3	RA0PPS2	RA0PPS1	RA0PPS0	280
39FFh - 39F8h	—	Unimplemented								
39F7h	SCANPR	—	—	—	—	—	PR			31
39F6h - 39F5h	—	Unimplemented								
39F4h	DMA2PR	—	—	—	—	—	PR			31
39F3h	DMA1PR	—	—	—	—	—	PR			30
39F2h	MAINPR	—	—	—	—	—	PR			30
39F1h	ISRPR	—	—	—	—	—	PR			30
39F0h	—	Unimplemented								
39EFh	PRLOCK	—	—	—	—	—	—	—	PRLOCKED	31
39EEh - 39E7h	—	Unimplemented								
39E6h	NVMCON2	NVMCON2								211
39E5h	NVMCON1	REG		—	FREE	WRERR	WREN	WR	RD	210
39E4h	—	Unimplemented								
39E3h	NVMDAT	DAT								212
39E2h	—	Unimplemented								
39E1h	NVMADRH(4)	—	—	—	—	—	—	ADR		211
39E0h	NVMADRL	ADR								211
39DFh	OSCFRQ	—	—	—	—	FRQ				107
39DEh	OSCTUNE	—	—	TUN						108
39DDh	OSCEN	EXTOEN	HFOEN	MFOEN	LFOEN	SOSCEN	ADOEN	—	—	109
39DCh	OSCSTAT	EXTOR	HFOR	MFOR	LFOR	SOR	ADOR	—	PLLR	106
39DBh	OSCCON3	CSWHOLD	SOSCPWR	—	ORDY	NOSCR	—	—	—	105

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

Note 1: Unimplemented in LF devices.

2: Unimplemented in PIC18(L)F26/27K42.

3: Unimplemented on PIC18(L)F26/27/45/46/47K42 devices.

4: Unimplemented in PIC18(L)F45/55K42.

TABLE 44-3: SUPPLY CURRENT (I_{DD})(1,2,4)

PIC18LF27/47/57K42			Standard Operating Conditions (unless otherwise stated)					
PIC18F27/47/57K42								
Param. No.	Symbol	Device Characteristics	Min.	Typ.†	Max.	Units	Conditions	
							V_{DD}	Note
D100	$I_{DD_{XT4}}$	XT = 4 MHz	—	625	1200	µA	3.0V	
D100	$I_{DD_{XT4}}$	XT = 4 MHz	—	825	1400	µA	3.0V	
D100A	$I_{DD_{XT4}}$	XT = 4 MHz	—	425	—	µA	3.0V	PMD's all 1's
D100A	$I_{DD_{XT4}}$	XT = 4 MHz	—	665	—	µA	3.0V	PMD's all 1's
D101	$I_{DD_{HFO16}}$	HFINTOSC = 16 MHz	—	2.9	5	mA	3.0V	
D101	$I_{DD_{HFO16}}$	HFINTOSC = 16 MHz	—	3	5.1	mA	3.0V	
D101A	$I_{DD_{HFO16}}$	HFINTOSC = 16 MHz	—	2.0	—	mA	3.0V	PMD's all 1's
D101A	$I_{DD_{HFO16}}$	HFINTOSC = 16 MHz	—	2.1	—	mA	3.0V	PMD's all 1's
D102	$I_{DD_{HFOPLL}}$	HFINTOSC = 64 MHz	—	10.7	17.5	mA	3.0V	
D102	$I_{DD_{HFOPLL}}$	HFINTOSC = 64 MHz	—	11	18	mA	3.0V	
D102A	$I_{DD_{HFOPLL}}$	HFINTOSC = 64 MHz	—	6.7	—	mA	3.0V	PMD's all 1's
D102A	$I_{DD_{HFOPLL}}$	HFINTOSC = 64 MHz	—	6.9	—	mA	3.0V	PMD's all 1's
D103	$I_{DD_{HSPLL64}}$	HS+PLL = 64 MHz	—	10.7	17.5	mA	3.0V	
D103	$I_{DD_{HSPLL64}}$	HS+PLL = 64 MHz	—	11	18	mA	3.0V	
D103A	$I_{DD_{HSPLL64}}$	HS+PLL = 64 MHz	—	6.7	—	mA	3.0V	PMD's all 1's
D103A	$I_{DD_{HSPLL64}}$	HS+PLL = 64 MHz	—	6.9	—	mA	3.0V	PMD's all 1's
D104	$I_{DD_{IDLE}}$	IDLE mode, HFINTOSC = 16 MHz	—	2.0	—	mA	3.0V	
D104	$I_{DD_{IDLE}}$	IDLE mode, HFINTOSC = 16 MHz	—	2.1	—	mA	3.0V	
D105	$I_{DD_{DOZE}}$(3)	DOZE mode, HFINTOSC = 16 MHz, Doze Ratio = 16	—	2.0	—	mA	3.0V	
D105	$I_{DD_{DOZE}}$(3)	DOZE mode, HFINTOSC = 16 MHz, Doze Ratio = 16	—	2.1	—	mA	3.0V	

† 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: The test conditions for all I_{DD} measurements in active operation mode are: OSC1 = external square wave, from rail-to-rail; all I/O pins are outputs driven low; $\overline{MCLR}$ = V_{DD}; WDT disabled.

2: The supply current is mainly a function of the operating voltage and frequency. Other factors, such as I/O pin loading and switching rate, oscillator type, internal code execution pattern and temperature, also have an impact on the current consumption.

3: $I_{DD_{DOZE}}$ = [$I_{DD_{IDLE}}$*(N-1)/N] + $I_{DD_{HFO}}$16/N where N = DOZE Ratio (Register 10-2).

4: PMD bits are all in the default state, no modules are disabled.