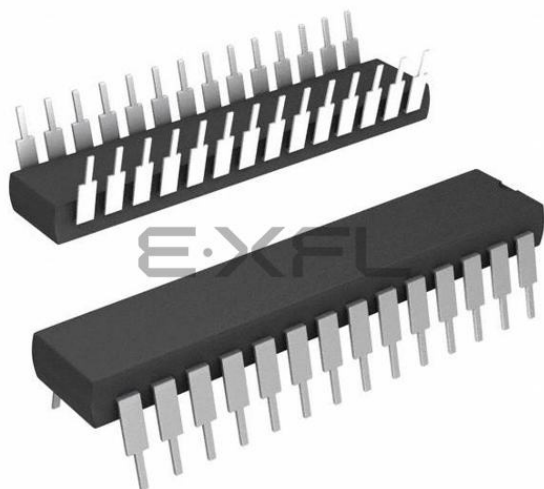




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Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I ² C, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	25
Program Memory Size	3.5KB (2K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 11x8b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Through Hole
Package / Case	28-DIP (0.300", 7.62mm)
Supplier Device Package	28-SPDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f722a-e-sp

PIC16(L)F722A/723A

TABLE 3-4: INITIALIZATION CONDITION FOR REGISTERS

Register	Address	Power-on Reset/ Brown-out Reset ⁽¹⁾	MCLR Reset/ WDT Reset	Wake-up from Sleep through Interrupt/Time out
W	—	xxxx xxxx	uuuu uuuu	uuuu uuuu
INDF	00h/80h/ 100h/180h	xxxx xxxx	xxxx xxxx	uuuu uuuu
TMR0	01h/101h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	02h/82h/ 102h/182h	0000 0000	0000 0000	PC + 1 ⁽³⁾
STATUS	03h/83h/ 103h/183h	0001 1xxx	000q quuu ⁽⁴⁾	uuuq quuu ⁽⁴⁾
FSR	04h/84h/ 104h/184h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	05h	xxxx xxxx	xxxx xxxx	uuuu uuuu
PORTB	06h	xxxx xxxx	xxxx xxxx	uuuu uuuu
PORTC	07h	xxxx xxxx	xxxx xxxx	uuuu uuuu
PORTE	09h	---- x---	---- x---	---- u---
PCLATH	0Ah/8Ah/ 10Ah/18Ah	---0 0000	---0 0000	---u uuuu
INTCON	0Bh/8Bh/ 10Bh/18Bh	0000 000x	0000 000x	uuuu uuuu ⁽²⁾
PIR1	0Ch	0000 0000	0000 0000	uuuu uuuu ⁽²⁾
PIR2	0Dh	---- ---0	---- ---0	---- ---u
TMR1L	0Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
TMR1H	0Fh	xxxx xxxx	uuuu uuuu	uuuu uuuu
T1CON	10h	0000 00-0	uuuu uu-u	uuuu uu-u
TMR2	11h	0000 0000	0000 0000	uuuu uuuu
T2CON	12h	-000 0000	-000 0000	-uuu uuuu
SSPBUF	13h	xxxx xxxx	xxxx xxxx	uuuu uuuu
SSPCON	14h	0000 0000	0000 0000	uuuu uuuu
CCPR1L	15h	xxxx xxxx	xxxx xxxx	uuuu uuuu
CCPR1H	16h	xxxx xxxx	xxxx xxxx	uuuu uuuu
CCP1CON	17h	--00 0000	--00 0000	--uu uuuu
RCSTA	18h	0000 000x	0000 000x	uuuu uuuu
TXREG	19h	0000 0000	0000 0000	uuuu uuuu
RCREG	1Ah	0000 0000	0000 0000	uuuu uuuu
CCPR2L	1Bh	xxxx xxxx	xxxx xxxx	uuuu uuuu
CCPR2H	1Ch	xxxx xxxx	xxxx xxxx	uuuu uuuu
CCP2CON	1Dh	--00 0000	--00 0000	--uu uuuu
ADRES	1Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADCON0	1Fh	--00 0000	--00 0000	--uu uuuu
OPTION_REG	81h/181h	1111 1111	1111 1111	uuuu uuuu
TRISA	85h	1111 1111	1111 1111	uuuu uuuu
TRISB	86h	1111 1111	1111 1111	uuuu uuuu
TRISC	87h	1111 1111	1111 1111	uuuu uuuu
TRISE	89h	---- 1---	---- 1---	---- u---

Legend: u = unchanged, x = unknown, - = unimplemented bit, reads as '0', q = value depends on condition.

Note 1: If VDD goes too low, Power-on Reset will be activated and registers will be affected differently.

2: One or more bits in INTCON and/or PIR1 and PIR2 will be affected (to cause wake-up).

3: When the wake-up is due to an interrupt and the GIE bit is set, the PC is loaded with the interrupt vector (0004h).

4: See Table 3-5 for Reset value for specific condition.

5: If Reset was due to brown-out, then bit 0 = 0. All other Resets will cause bit 0 = u.

4.5.4 PIR1 REGISTER

The PIR1 register contains the interrupt flag bits, as shown in Register 4-4.

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

REGISTER 4-4: PIR1: PERIPHERAL INTERRUPT REQUEST REGISTER 1

R/W-0	R/W-0	R-0	R-0	R/W-0	R/W-0	R/W-0	R/W-0
TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF
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	TMR1GIF: Timer1 Gate Interrupt Flag bit 1 = Timer1 gate is inactive 0 = Timer1 gate is active
bit 6	ADIF: A/D Converter Interrupt Flag bit 1 = A/D conversion complete (must be cleared in software) 0 = A/D conversion has not completed or has not been started
bit 5	RCIF: USART Receive Interrupt Flag bit 1 = The USART receive buffer is full (cleared by reading RCREG) 0 = The USART receive buffer is not full
bit 4	TXIF: USART Transmit Interrupt Flag bit 1 = The USART transmit buffer is empty (cleared by writing to TXREG) 0 = The USART transmit buffer is full
bit 3	SSPIF: Synchronous Serial Port (SSP) Interrupt Flag bit 1 = The Transmission/Reception is complete (must be cleared in software) 0 = Waiting to Transmit/Receive
bit 2	CCP1IF: CCP1 Interrupt Flag bit <u>Capture mode:</u> 1 = A TMR1 register capture occurred (must be cleared in software) 0 = No TMR1 register capture occurred <u>Compare mode:</u> 1 = A TMR1 register compare match occurred (must be cleared in software) 0 = No TMR1 register compare match occurred <u>PWM mode:</u> Unused in this mode
bit 1	TMR2IF: Timer2 to PR2 Interrupt Flag bit 1 = A Timer2 to PR2 match occurred (must be cleared in software) 0 = No Timer2 to PR2 match occurred
bit 0	TMR1IF: Timer1 Overflow Interrupt Flag bit 1 = The TMR1 register overflowed (must be cleared in software) 0 = The TMR1 register did not overflow

5.0 LOW DROPOUT (LDO) VOLTAGE REGULATOR

The PIC16F722A/723A devices differ from the PIC16LF722A/723A devices due to an internal Low Dropout (LDO) voltage regulator. The PIC16F722A/723A devices contain an internal LDO, while the PIC16LF722A/723A ones do not.

The lithography of the die allows a maximum operating voltage of 3.6V on the internal digital logic. In order to continue to support 5.0V designs, a LDO voltage regulator is integrated on the die. The LDO voltage regulator allows for the internal digital logic to operate at 3.2V, while I/O's operate at 5.0V (V_{DD}).

The LDO voltage regulator requires an external bypass capacitor for stability. One of three pins, denoted as V_{CAP}, can be configured for the external bypass capacitor. It is recommended that the capacitor be a ceramic cap between 0.1 to 1.0 μ F. The V_{CAP} pin is not intended to supply power to external loads. An external voltage regulator should be used if this functionality is required. In addition, external devices should not supply power to the V_{CAP} pin.

On power-up, the external capacitor will look like a large load on the LDO voltage regulator. To prevent erroneous operation, the device is held in Reset while a constant current source charges the external capacitor. After the cap is fully charged, the device is released from Reset. For more information, refer to **Section 23.0 "Electrical Specifications"**.

See Configuration Word 2 register (Register 8-2) for V_{CAP} enable bits.

6.3 PORTB and TRISB Registers

PORTB is an 8-bit wide, bidirectional port. The corresponding data direction register is TRISB (Register 6-6). Setting a TRISB bit (= 1) will make the corresponding PORTB pin an input (i.e., put the corresponding output driver in a High-Impedance mode). Clearing a TRISB bit (= 0) will make the corresponding PORTB pin an output (i.e., enable the output driver and put the contents of the output latch on the selected pin). Example 6-2 shows how to initialize PORTB.

Reading the PORTB register (Register 6-5) reads the status of the pins, whereas writing to it will write to the PORT latch. All write operations are read-modify-write operations. Therefore, a write to a port implies that the port pins are read, this value is modified and then written to the PORT data latch.

The TRISB register (Register 6-6) controls the PORTB pin output drivers, even when they are being used as analog inputs. The user should ensure the bits in the TRISB register are maintained set when using them as analog inputs. I/O pins configured as analog input always read '0'. Example 6-2 shows how to initialize PORTB.

EXAMPLE 6-2: INITIALIZING PORTB

```
BANKSEL PORTB ;
CLRF PORTB ;Init PORTB
BANKSEL ANSELB
CLRF ANSELB ;Make RB<7:0> digital
BANKSEL TRISB ;
MOVLW B'11110000';Set RB<7:4> as inputs
;and RB<3:0> as outputs
MOVWF TRISB ;
```

Note: The ANSELB register must be initialized to configure an analog channel as a digital input. Pins configured as analog inputs will read '0'.

6.3.1 ANSELB REGISTER

The ANSELB register (Register 6-9) is used to configure the Input mode of an I/O pin to analog. Setting the appropriate ANSELB bit high will cause all digital reads on the pin to be read as '0' and allow analog functions on the pin to operate correctly.

The state of the ANSELB bits has no affect on digital output functions. A pin with TRIS clear and ANSELB set will still operate as a digital output, but the Input mode will be analog. This can cause unexpected behavior when executing read-modify-write instructions on the affected port.

6.3.2 WEAK PULL UPS

Each of the PORTB pins has an individually configurable internal weak pull up. Control bits WPUB<7:0> enable or disable each pull up (see Register 6-7). Each weak pull up is automatically turned off when the port pin is configured as an output. All pull ups are disabled on a Power-on Reset by the RBPU bit of the OPTION register.

6.3.3 INTERRUPT-ON-CHANGE

All of the PORTB pins are individually configurable as an interrupt-on-change pin. Control bits IOCB<7:0> enable or disable the interrupt function for each pin. Refer to Register 6-8. The interrupt-on-change feature is disabled on a Power-on Reset.

For enabled interrupt-on-change pins, the present value is compared with the old value latched on the last read of PORTB to determine which bits have changed or mismatched the old value. The 'mismatch' outputs of the last read are OR'd together to set the PORTB Change Interrupt flag bit (RBIF) in the INTCON register.

This interrupt can wake the device from Sleep. The user, in the Interrupt Service Routine, clears the interrupt by:

- Any read or write of PORTB. This will end the mismatch condition.
- Clear the flag bit RBIF.

A mismatch condition will continue to set flag bit RBIF. Reading or writing PORTB will end the mismatch condition and allow flag bit RBIF to be cleared. The latch holding the last read value is not affected by a MCLR nor Brown-out Reset. After these Resets, the RBIF flag will continue to be set if a mismatch is present.

Note: When a pin change occurs at the same time as a read operation on PORTB, the RBIF flag will always be set. If multiple PORTB pins are configured for the interrupt-on-change, the user may not be able to identify which pin changed state.

PIC16(L)F722A/723A

FIGURE 6-8: BLOCK DIAGRAM OF RB4, RB<2:1>

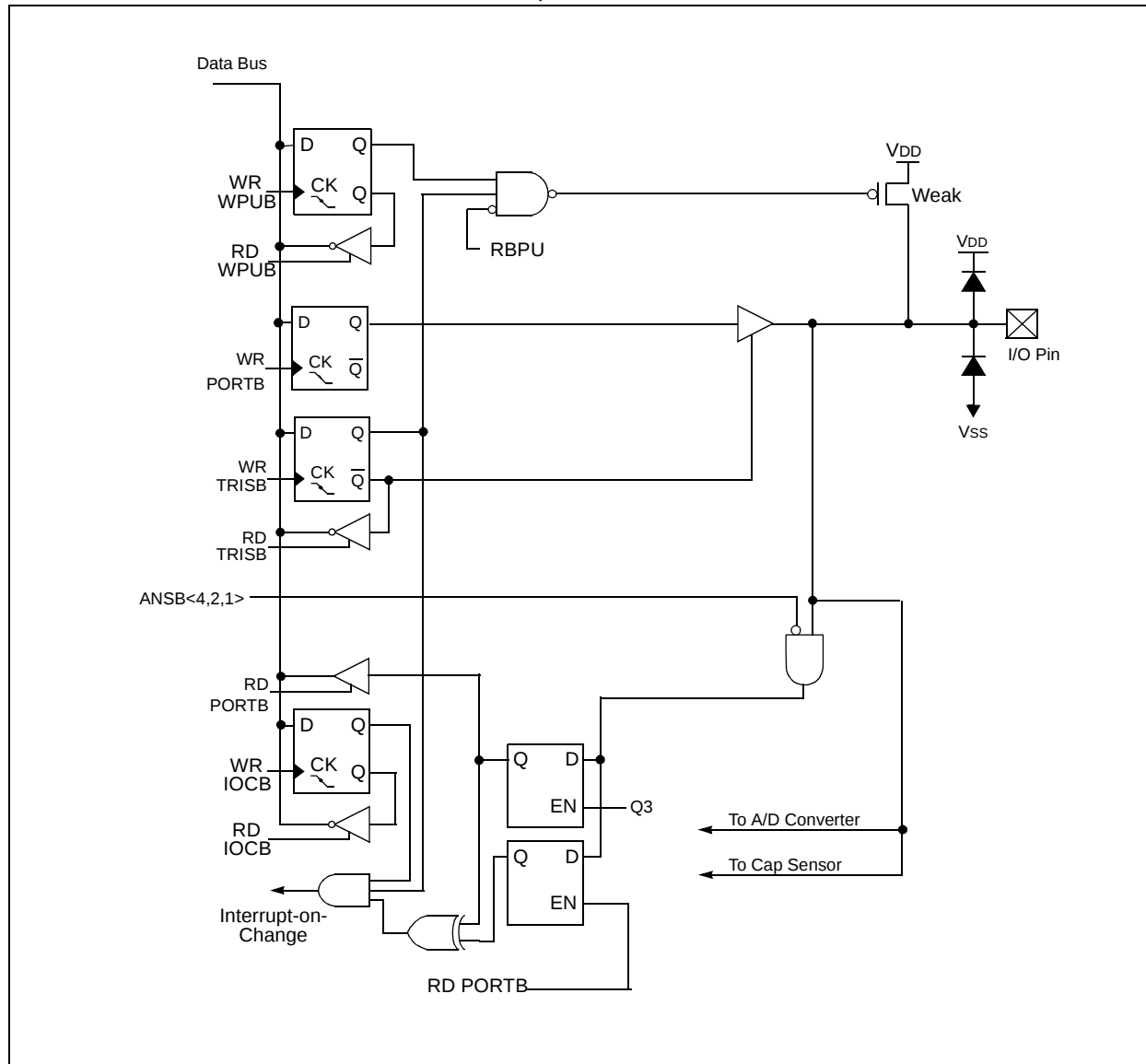


FIGURE 6-19: BLOCK DIAGRAM OF RC6

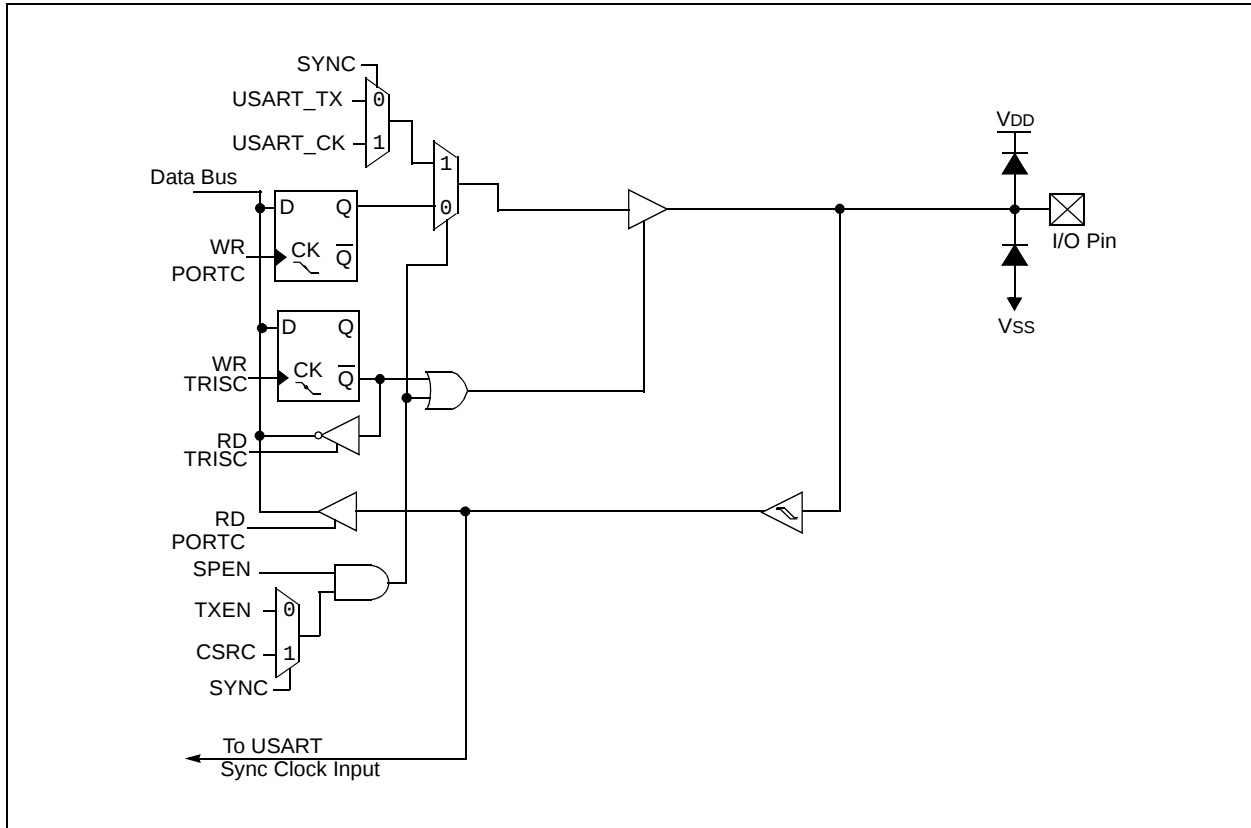
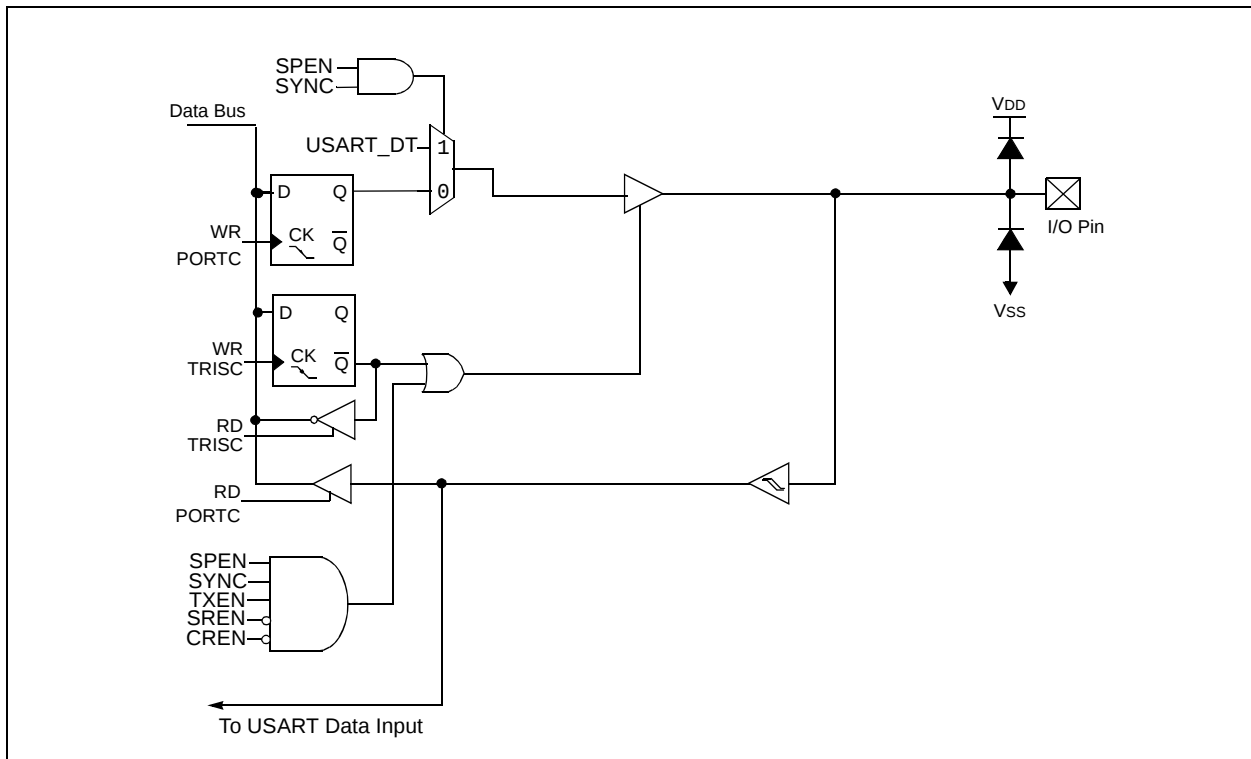


FIGURE 6-20: BLOCK DIAGRAM OF RC7



6.5 PORTE and TRISE Registers

PORTE⁽¹⁾ is an 1-bit wide, input-only port. RE3 is input-only and its TRIS bit will always read as '1'.

Reading the PORTE register (Register 6-12) reads the status of the pins. RE3 reads '0' when MCLRE = 1.

REGISTER 6-12: PORTE: PORTE REGISTER

U-0	U-0	U-0	U-0	R-x	U-0	U-0	U-0
—	—	—	—	RE3	—	—	—
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 7-4 **Unimplemented:** Read as '0'

bit 3 **RE3:** PORTE I/O Pin bits⁽¹⁾

1 = Port pin is > V_{IH}

0 = Port pin is < V_{IL}

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

REGISTER 6-13: TRISE: PORTE TRI-STATE REGISTER

U-0	U-0	U-0	U-0	R-1	U-0	U-0	U-0
—	—	—	—	TRISE3	—	—	—
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 7-4 **Unimplemented:** Read as '0'

bit 3 **TRISE3:** RE3 Port Tri-state Control bit

This bit is always '1' as RE3 is an input-only

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

TABLE 6-5: SUMMARY OF REGISTERS ASSOCIATED WITH PORTE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
PORTE	—	—	—	—	RE3	—	—	—	69
TRISE	—	—	—	—	TRISE3 ⁽¹⁾	—	—	—	69

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

Note 1: This bit is always '1' as RE3 is input-only.

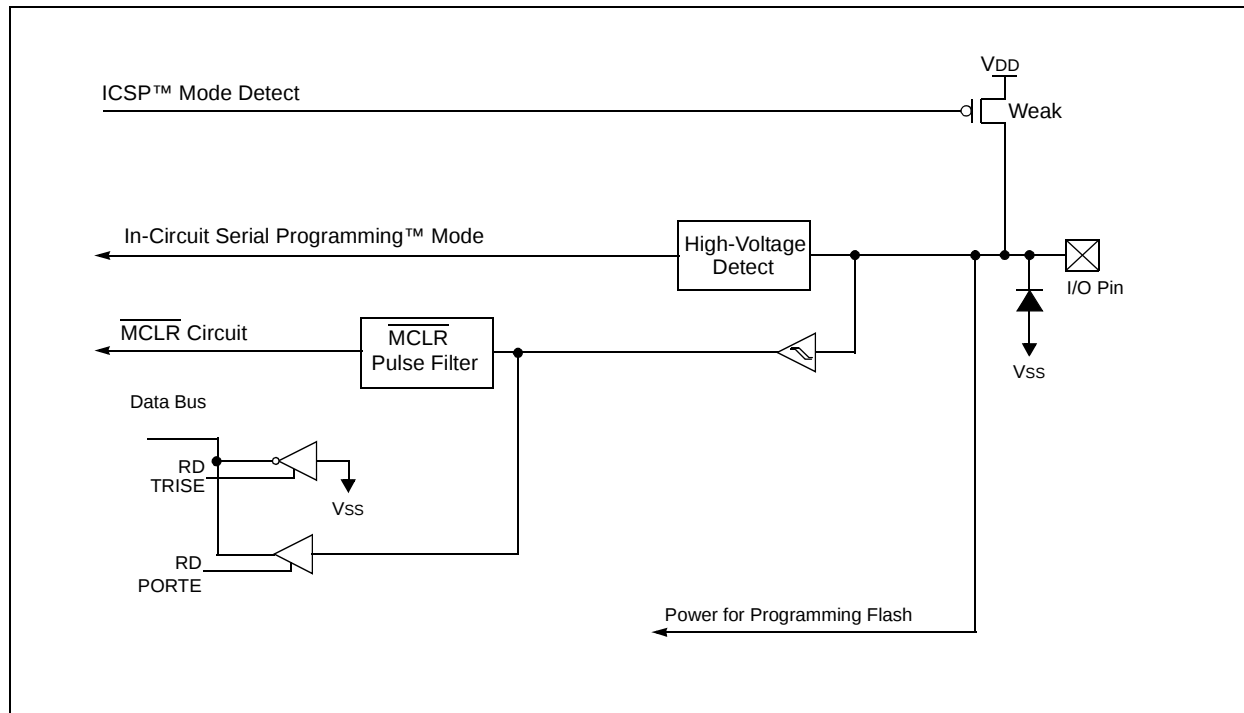
PIC16(L)F722A/723A

6.5.1 RE3/MCLR/VPP

Figure 6-21 shows the diagram for this pin. This pin is configurable to function as one of the following:

- General purpose input
- Master Clear Reset with weak pull up
- Programming voltage reference input

FIGURE 6-21: BLOCK DIAGRAM OF RE3



PIC16(L)F722A/723A

TABLE 12-1: SUMMARY OF REGISTERS ASSOCIATED WITH TIMER1

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ANSELB	—	—	ANSB5	ANSB4	ANSB3	ANSB2	ANSB1	ANSB0	53
CCP1CON	—	—	DC1B1	DC1B0	CCP1M3	CCP1M2	CCP1M1	CCP1M0	115
CCP2CON	—	—	DC2B1	DC2B0	CCP2M3	CCP2M2	CCP2M1	CCP2M0	115
INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	36
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	37
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	39
PORTB	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	52
TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								99
TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								99
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	52
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	62
T1CON	TMR1CS1	TMR1CS0	T1CKPS1	T1CKPS0	T1OSCEN	T1SYN C	—	TMR1ON	103
T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/ DONE	T1GVAL	T1GSS1	T1GSS0	104

Legend: x = unknown, u = unchanged, — = unimplemented, read as '0'. Shaded cells are not used by the Timer1 module.

PIC16(L)F722A/723A

15.0 CAPTURE/COMPARE/PWM (CCP) MODULE

The Capture/Compare/PWM module is a peripheral which allows the user to time and control different events. In Capture mode, the peripheral allows the timing of the duration of an event. The Compare mode allows the user to trigger an external event when a predetermined amount of time has expired. The PWM mode can generate a Pulse-Width Modulated signal of varying frequency and duty cycle.

The timer resources used by the module are shown in Table 15-1.

Additional information on CCP modules is available in the Application Note *AN594, Using the CCP Modules* (DS00594).

TABLE 15-1: CCP MODE – TIMER RESOURCES REQUIRED

CCP Mode	Timer Resource
Capture	Timer1
Compare	Timer1
PWM	Timer2

TABLE 15-2: INTERACTION OF TWO CCP MODULES

CCP1 Mode	CCP2 Mode	Interaction
Capture	Capture	Same TMR1 time base
Capture	Compare	Same TMR1 time base ^(1, 2)
Compare	Compare	Same TMR1 time base ^(1, 2)
PWM	PWM	The PWMs will have the same frequency and update rate (TMR2 interrupt). The rising edges will be aligned.
PWM	Capture	None
PWM	Compare	None

Note 1: If CCP2 is configured as a Special Event Trigger, CCP1 will clear Timer1, affecting the value captured on the CCP2 pin.

2: If CCP1 is in Capture mode and CCP2 is configured as a Special Event Trigger, CCP2 will clear Timer1, affecting the value captured on the CCP1 pin.

Note: CCPRx and CCPx throughout this document refer to CCPR1 or CCPR2 and CCP1 or CCP2, respectively.

PIC16(L)F722A/723A

15.1 Capture Mode

In Capture mode, CCPRxH:CCPRxL captures the 16-bit value of the TMR1 register when an event occurs on pin CCPx. An event is defined as one of the following and is configured by the CCPxM<3:0> bits of the CCPxCON register:

- Every falling edge
- Every rising edge
- Every 4th rising edge
- Every 16th rising edge

When a capture is made, the Interrupt Request Flag bit CCPxIF of the PIRx register is set. The interrupt flag must be cleared in software. If another capture occurs before the value in the CCPRxH, CCPRxL register pair is read, the old captured value is overwritten by the new captured value (refer to Figure 15-1).

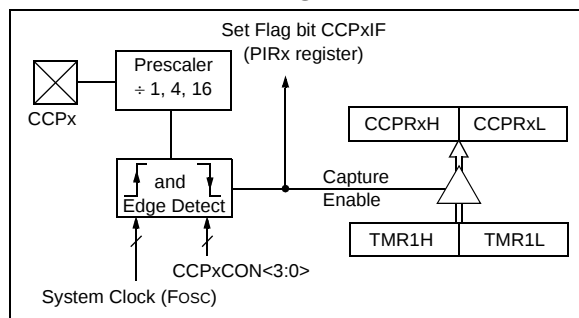
15.1.1 CCPx PIN CONFIGURATION

In Capture mode, the CCPx pin should be configured as an input by setting the associated TRIS control bit.

Either RC1 or RB3 can be selected as the CCP2 pin. Refer to **Section 6.1 “Alternate Pin Function”** for more information.

Note: If the CCPx pin is configured as an output, a write to the port can cause a capture condition.

FIGURE 15-1: CAPTURE MODE OPERATION BLOCK DIAGRAM



15.1.2 TIMER1 MODE SELECTION

Timer1 must be running in Timer mode or Synchronized Counter mode for the CCP module to use the capture feature. In Asynchronous Counter mode or when Timer1 is clocked at Fosc, the capture operation may not work.

15.1.3 SOFTWARE INTERRUPT

When the Capture mode is changed, a false capture interrupt may be generated. The user should keep the CCPxIE interrupt enable bit of the PIRx register clear to avoid false interrupts. Additionally, the user should clear the CCPxIF interrupt flag bit of the PIRx register following any change in operating mode.

Note: Clocking Timer1 from the system clock (Fosc) should not be used in Capture mode. In order for Capture mode to recognize the trigger event on the CCPx pin, Timer1 must be clocked from the instruction clock (Fosc/4) or from an external clock source.

15.1.4 CCP PRESCALER

There are four prescaler settings specified by the CCPxM<3:0> bits of the CCPxCON register. Whenever the CCP module is turned off, or the CCP module is not in Capture mode, the prescaler counter is cleared. Any Reset will clear the prescaler counter.

Switching from one capture prescaler to another does not clear the prescaler and may generate a false interrupt. To avoid this unexpected operation, turn the module off by clearing the CCPxCON register before changing the prescaler (refer to Example 15-1).

EXAMPLE 15-1: CHANGING BETWEEN CAPTURE PRESCALERS

```
BANKSEL CCP1CON    ;Set Bank bits to point
                    ;to CCP1CON
CLRF    CCP1CON     ;Turn CCP module off
MOVLW   NEW_CAPT_PS ;Load the W reg with
                    ; the new prescaler
MOVWF   CCP1CON     ; move value and CCP ON
                    ;Load CCP1CON with this
                    ; value
```

15.1.5 CAPTURE DURING SLEEP

Capture mode depends upon the Timer1 module for proper operation. There are two options for driving the Timer1 module in Capture mode. It can be driven by the instruction clock (Fosc/4), or by an external clock source.

If Timer1 is clocked by Fosc/4, then Timer1 will not increment during Sleep. When the device wakes from Sleep, Timer1 will continue from its previous state.

If Timer1 is clocked by an external clock source, then Capture mode will operate as defined in **Section 15.1 “Capture Mode”**.

PIC16(L)F722A/723A

15.2 Compare Mode

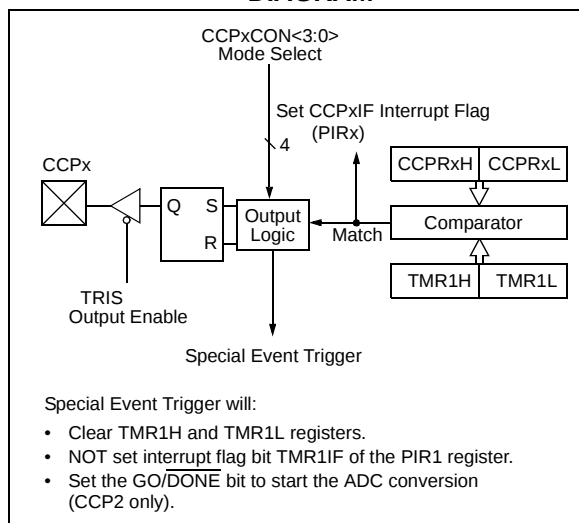
In Compare mode, the 16-bit CCPRx register value is constantly compared against the TMR1 register pair value. When a match occurs, the CCPx module may:

- Toggle the CCPx output
- Set the CCPx output
- Clear the CCPx output
- Generate a Special Event Trigger
- Generate a Software Interrupt

The action on the pin is based on the value of the CCPxM<3:0> control bits of the CCPxCON register.

All Compare modes can generate an interrupt.

FIGURE 15-2: COMPARE MODE OPERATION BLOCK DIAGRAM



15.2.1 CCPx PIN CONFIGURATION

The user must configure the CCPx pin as an output by clearing the associated TRIS bit.

Either RC1 or RB3 can be selected as the CCP2 pin. Refer to **Section 6.1 “Alternate Pin Function”** for more information.

Note: Clearing the CCPxCON register will force the CCPx compare output latch to the default low level. This is not the PORT I/O data latch.

15.2.2 TIMER1 MODE SELECTION

In Compare mode, Timer1 must be running in either Timer mode or Synchronized Counter mode. The compare operation may not work in Asynchronous Counter mode.

Note: Clocking Timer1 from the system clock (Fosc) should not be used in Compare mode. For the Compare operation of the TMR1 register to the CCPRx register to occur, Timer1 must be clocked from the instruction clock (Fosc/4) or from an external clock source.

15.2.3 SOFTWARE INTERRUPT MODE

When Software Interrupt mode is chosen (CCPxM<3:0> = 1010), the CCPxIF bit in the PIRx register is set and the CCPx module does not assert control of the CCPx pin (refer to the CCPxCON register).

15.2.4 SPECIAL EVENT TRIGGER

When Special Event Trigger mode is chosen (CCPxM<3:0> = 1011), the CCPx module does the following:

- Resets Timer1
- Starts an ADC conversion if ADC is enabled (CCP2 only)

The CCPx module does not assert control of the CCPx pin in this mode (refer to the CCPxCON register).

The Special Event Trigger output of the CCP occurs immediately upon a match between the TMR1H, TMR1L register pair and the CCPRxH, CCPRxL register pair. The TMR1H, TMR1L register pair is not reset until the next rising edge of the Timer1 clock. This allows the CCPRxH, CCPRxL register pair to effectively provide a 16-bit programmable period register for Timer1.

Note 1: The Special Event Trigger from the CCP module does not set interrupt flag bit TMR1IF of the PIR1 register.

- 2:** Removing the match condition by changing the contents of the CCPRxH and CCPRxL register pair, between the clock edge that generates the Special Event Trigger and the clock edge that generates the Timer1 Reset, will preclude the Reset from occurring.

15.2.5 COMPARE DURING SLEEP

The Compare mode is dependent upon the system clock (Fosc) for proper operation. Since Fosc is shut down during Sleep mode, the Compare mode will not function properly during Sleep.

PIC16(L)F722A/723A

15.3.4 PWM RESOLUTION

The resolution determines the number of available duty cycles for a given period. For example, a 10-bit resolution will result in 1024 discrete duty cycles, whereas an 8-bit resolution will result in 256 discrete duty cycles.

The maximum PWM resolution is ten bits when PR2 is 255. The resolution is a function of the PR2 register value as shown by Equation 15-4.

EQUATION 15-4: PWM RESOLUTION

$$Resolution = \frac{\log[4(PR2 + 1)]}{\log(2)} \text{ bits}$$

Note: If the pulse-width value is greater than the period, the assigned PWM pin(s) will remain unchanged.

TABLE 15-5: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (Fosc = 20 MHz)

PWM Frequency	1.22 kHz	4.88 kHz	19.53 kHz	78.12 kHz	156.3 kHz	208.3 kHz
Timer Prescale (1, 4, 16)	16	4	1	1	1	1
PR2 Value	0xFF	0xFF	0xFF	0x3F	0x1F	0x17
Maximum Resolution (bits)	10	10	10	8	7	6.6

TABLE 15-6: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS (Fosc = 8 MHz)

PWM Frequency	1.22 kHz	4.90 kHz	19.61 kHz	76.92 kHz	153.85 kHz	200.0 kHz
Timer Prescale (1, 4, 16)	16	4	1	1	1	1
PR2 Value	0x65	0x65	0x65	0x19	0x0C	0x09
Maximum Resolution (bits)	8	8	8	6	5	5

15.3.5 OPERATION IN SLEEP MODE

In Sleep mode, the TMR2 register will not increment and the state of the module will not change. If the CCPx pin is driving a value, it will continue to drive that value. When the device wakes up, TMR2 will continue from its previous state.

15.3.6 CHANGES IN SYSTEM CLOCK FREQUENCY

The PWM frequency is derived from the system clock frequency (Fosc). Any changes in the system clock frequency will result in changes to the PWM frequency. Refer to **Section 7.0 “Oscillator Module”** for additional details.

15.3.7 EFFECTS OF RESET

Any Reset will force all ports to Input mode and the CCP registers to their Reset states.

15.3.8 SETUP FOR PWM OPERATION

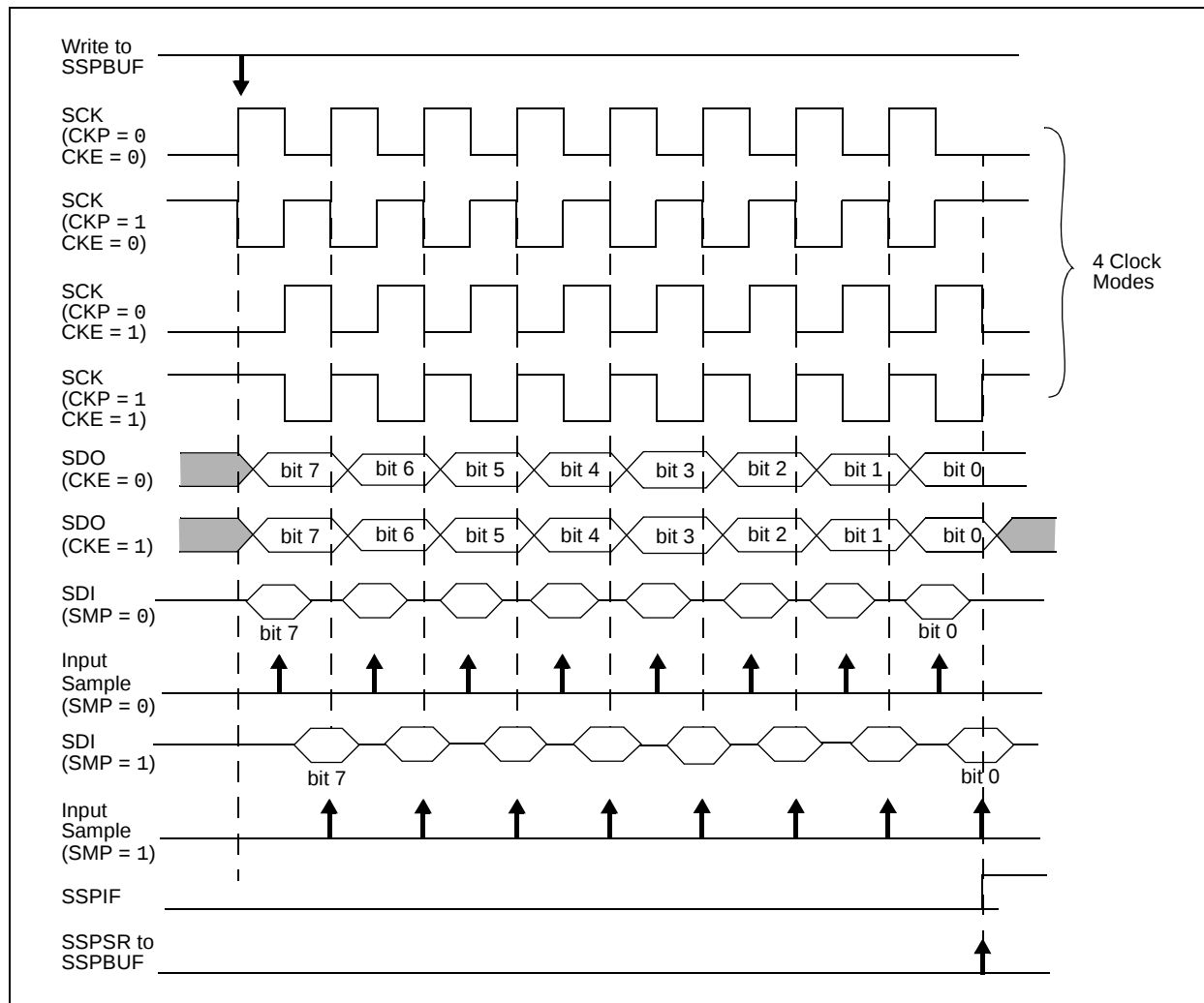
The following steps should be taken when configuring the CCP module for PWM operation:

1. Disable the PWM pin (CCPx) output driver(s) by setting the associated TRIS bit(s).
2. Load the PR2 register with the PWM period value.
3. Configure the CCP module for the PWM mode by loading the CCPxCON register with the appropriate values.
4. Load the CCPRxL register and the DCxBx bits of the CCPxCON register, with the PWM duty cycle value.
5. Configure and start Timer2:
 - Clear the TMR2IF interrupt flag bit of the PIR1 register. See Note below.
 - Configure the T2CKPS bits of the T2CON register with the Timer2 prescale value.
 - Enable Timer2 by setting the TMR2ON bit of the T2CON register.
6. Enable PWM output pin:
 - Wait until Timer2 overflows, TMR2IF bit of the PIR1 register is set. See Note below.
 - Enable the PWM pin (CCPx) output driver(s) by clearing the associated TRIS bit(s).

Note: In order to send a complete duty cycle and period on the first PWM output, the above steps must be included in the setup sequence. If it is not critical to start with a complete PWM signal on the first output, then step 6 may be ignored.

PIC16(L)F722A/723A

FIGURE 17-3: SPI MASTER MODE WAVEFORM



EXAMPLE 17-1: LOADING THE SSPBUF (SSPSR) REGISTER

```

BANKSEL  SSPSTAT    ;
LOOP     BTFSS      SSPSTAT, BF ;Has data been received(transmit complete)?
        GOTO        LOOP      ;No
BANKSEL  SSPBUF      ;
        MOVF        SSPBUF, W  ;WREG reg = contents of SSPBUF
        MOVWF       RXDATA     ;Save in user RAM, if data is meaningful
        MOVF        TXDATA, W  ;W reg = contents of TXDATA
        MOVWF       SSPBUF     ;New data to xmit
    
```

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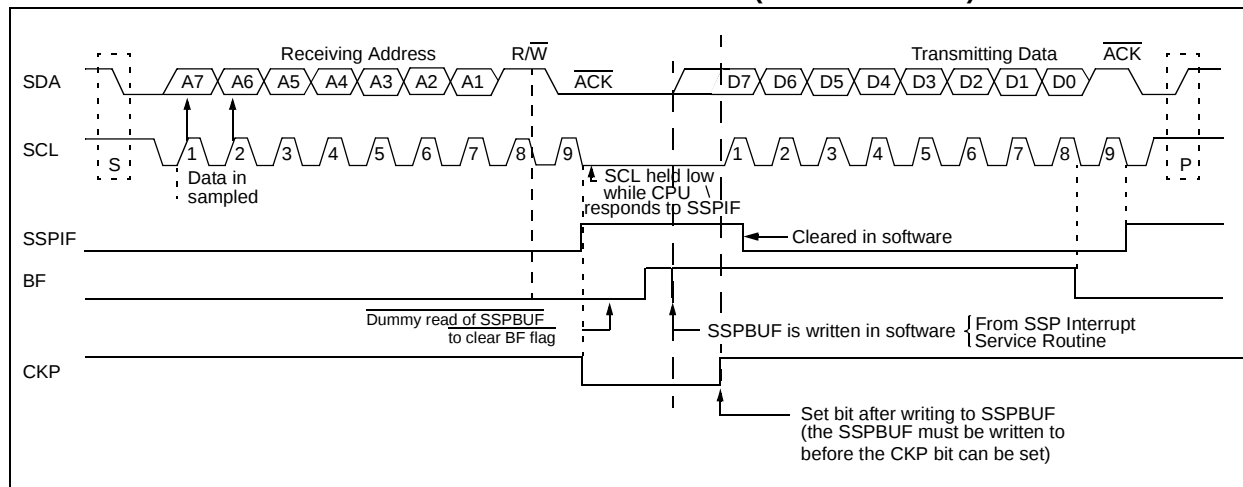
17.2.6 TRANSMISSION

When the $\overline{R/W}$ bit of the received address byte is set and an address match occurs, the $\overline{R/W}$ bit of the SSPSTAT register is set and the slave will respond to the master by reading out data. After the address match, an $\overline{ACK}$ pulse is generated by the slave hardware and the SCL pin is held low (clock is automatically stretched) until the slave is ready to respond. See **Section 17.2.7 “Clock Stretching”**. The data the slave will transmit must be loaded into the SSPBUF register, which sets the BF bit. The SCL line is released by setting the CKP bit of the SSPCON register.

An SSP interrupt is generated for each transferred data byte. The SSPIF flag bit of the PIR1 register initiates an SSP interrupt, and must be cleared by software before the next byte is transmitted. The BF bit of the SSPSTAT register is cleared on the falling edge of the eighth received clock pulse. The SSPIF flag bit is set on the falling edge of the ninth clock pulse.

Following the eighth falling clock edge, control of the SDA line is released back to the master so that the master can acknowledge or not acknowledge the response. If the master sends a not acknowledge, the slave's transmission is complete and the slave must monitor for the next Start condition. If the master acknowledges, control of the bus is returned to the slave to transmit another byte of data. Just as with the previous byte, the clock is stretched by the slave, data must be loaded into the SSPBUF and CKP must be set to release the clock line (SCL).

FIGURE 17-12: I²C WAVEFORMS FOR TRANSMISSION (7-BIT ADDRESS)



DECFSZ Decrement f, Skip if 0

Syntax: `[label] DECFSZ f,d`

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) - 1 \rightarrow (\text{destination});$
skip if result = 0

Status Affected: None

Description: The contents of register 'f' are decremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.
If the result is '1', the next instruction is executed. If the result is '0', then a NOP is executed instead, making it a 2-cycle instruction.

INCFSZ Increment f, Skip if 0

Syntax: `[label] INCFSZ f,d`

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) + 1 \rightarrow (\text{destination});$
skip if result = 0

Status Affected: None

Description: The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.
If the result is '1', the next instruction is executed. If the result is '0', a NOP is executed instead, making it a 2-cycle instruction.

GOTO Unconditional Branch

Syntax: `[label] GOTO k`

Operands: $0 \leq k \leq 2047$

Operation: $k \rightarrow \text{PC}<10:0>$
 $\text{PCLATH}<4:3> \rightarrow \text{PC}<12:11>$

Status Affected: None

Description: GOTO is an unconditional branch. The 11-bit immediate value is loaded into PC bits <10:0>. The upper bits of PC are loaded from PCLATH<4:3>. GOTO is a 2-cycle instruction.

IORLW Inclusive OR literal with W

Syntax: `[label] IORLW k`

Operands: $0 \leq k \leq 255$

Operation: $(W) .\text{OR. } k \rightarrow (W)$

Status Affected: Z

Description: The contents of the W register are OR'ed with the 8-bit literal 'k'. The result is placed in the W register.

INCF Increment f

Syntax: `[label] INCF f,d`

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) + 1 \rightarrow (\text{destination})$

Status Affected: Z

Description: The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.

IORWF Inclusive OR W with f

Syntax: `[label] IORWF f,d`

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(W) .\text{OR. } (f) \rightarrow (\text{destination})$

Status Affected: Z

Description: Inclusive OR the W register with register 'f'. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.

22.2 MPLAB XC Compilers

The MPLAB XC Compilers are complete ANSI C compilers for all of Microchip's 8, 16, and 32-bit MCU and DSC devices. These compilers provide powerful integration capabilities, superior code optimization and ease of use. MPLAB XC Compilers run on Windows, Linux or MAC OS X.

For easy source level debugging, the compilers provide debug information that is optimized to the MPLAB X IDE.

The free MPLAB XC Compiler editions support all devices and commands, with no time or memory restrictions, and offer sufficient code optimization for most applications.

MPLAB XC Compilers include an assembler, linker and utilities. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. MPLAB XC Compiler uses the assembler to produce its object file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

22.3 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for PIC10/12/16/18 MCUs.

The MPASM Assembler generates relocatable object files for the MPLINK Object Linker, Intel® standard HEX files, MAP files to detail memory usage and symbol reference, absolute LST files that contain source lines and generated machine code, and COFF files for debugging.

The MPASM Assembler features include:

- Integration into MPLAB X IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multipurpose source files
- Directives that allow complete control over the assembly process

22.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler. It can link relocatable objects from precompiled libraries, using directives from a linker script.

The MPLIB Object Librarian manages the creation and modification of library files of precompiled code. When a routine from a library is called from a source file, only the modules that contain that routine will be linked in with the application. This allows large libraries to be used efficiently in many different applications.

The object linker/librarian features include:

- Efficient linking of single libraries instead of many smaller files
- Enhanced code maintainability by grouping related modules together
- Flexible creation of libraries with easy module listing, replacement, deletion and extraction

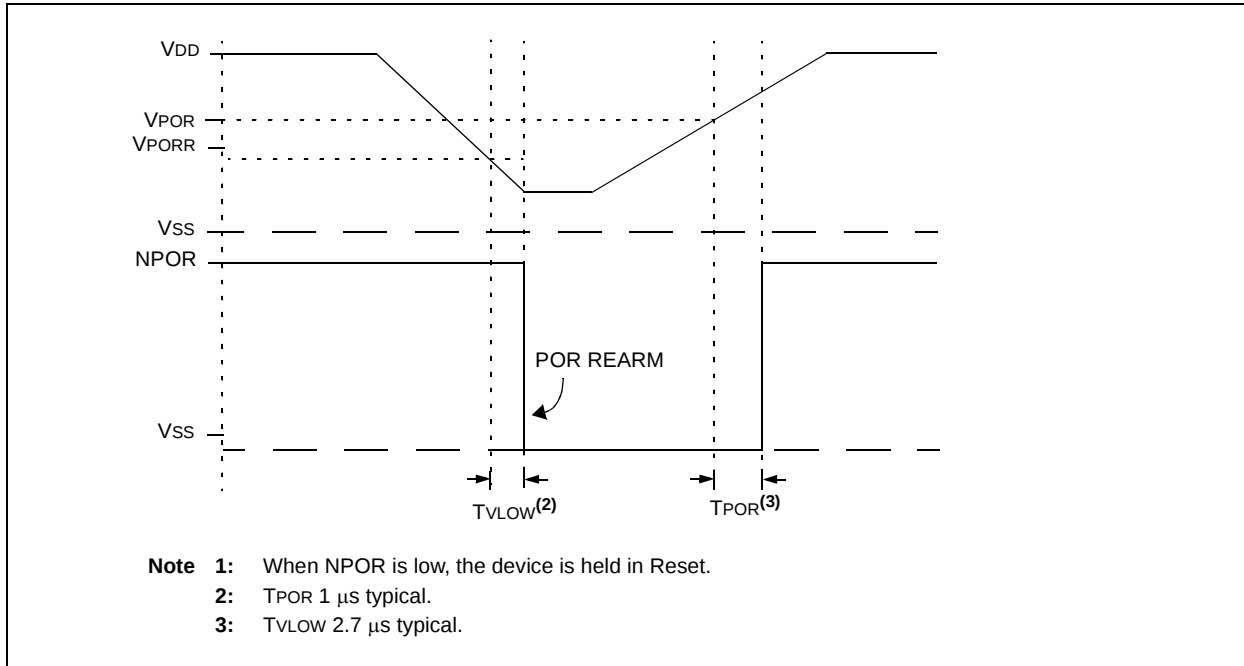
22.5 MPLAB Assembler, Linker and Librarian for Various Device Families

MPLAB Assembler produces relocatable machine code from symbolic assembly language for PIC24, PIC32 and dsPIC DSC devices. MPLAB XC Compiler uses the assembler to produce its object file. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

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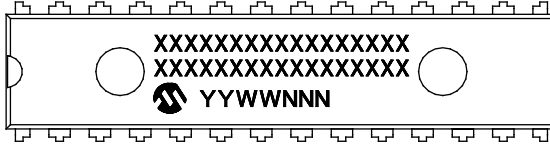
FIGURE 23-1: POR AND POR REARM WITH SLOW RISING V_{DD}



25.0 PACKAGING INFORMATION

25.1 Package Marking Information

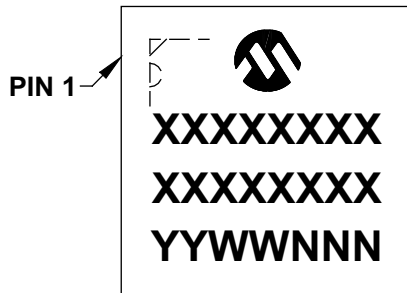
28-Lead SPDIP (.300")



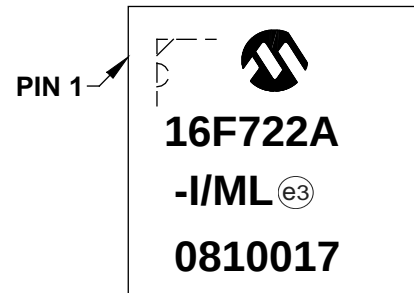
Example



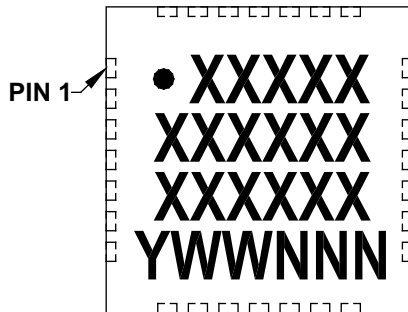
28-Lead QFN (6x6 mm)



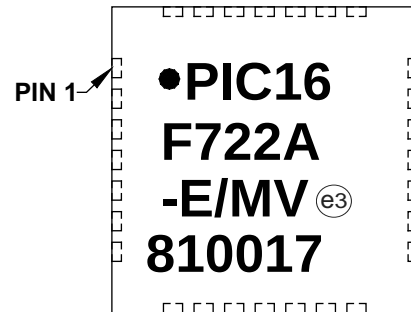
Example



28-Lead UQFN (4x4x0.5 mm)



Example



Legend:	XX...X	Customer-specific information
	Y	Year code (last digit of calendar year)
	YY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week '01')
	NNN	Alphanumeric traceability code
	(e3)	Pb-free JEDEC designator for Matte Tin (Sn)
	*	This package is Pb-free. The Pb-free JEDEC® designator ((e3)) can be found on the outer packaging for this package.

Note: In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line, thus limiting the number of available characters for customer-specific information.

- * Standard PICmicro® device marking consists of Microchip part number, year code, week code and traceability code. For PICmicro device marking beyond this, certain price adders apply. Please check with your Microchip Sales Office. For QTP devices, any special marking adders are included in QTP price.

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