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Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	64MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	17
Program Memory Size	8KB (4K x 16)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18lf13k22t-i-ss

2.7.1 OSCTUNE REGISTER

The HFINTOSC is factory-calibrated, but can be adjusted in software by writing to the TUN<5:0> bits of the OSCTUNE register (Register 2-3).

The default value of the TUN<5:0> is '000000'. The value is a 6-bit two's complement number.

When the OSCTUNE register is modified, the HFINTOSC frequency will begin shifting to the new frequency. Code execution continues during this shift, while giving no indication that the shift has occurred.

OSCTUNE does not affect the LFINTOSC frequency. The operation of features that depend on the LFINTOSC clock source frequency, such as the Power-up Timer (PWRT), Watchdog Timer (WDT), Fail-Safe Clock Monitor (FSCM) and peripherals, are *not* affected by the change in frequency.

The OSCTUNE register also implements the INTSRC and PLLEN bits, which control certain features of the internal oscillator block.

The INTSRC bit allows users to select which internal oscillator provides the clock source when the 31 kHz frequency option is selected. This is covered in greater detail in **Section 2.6.1 "LFINTOSC"**.

The PLLEN bit controls the operation of the frequency multiplier. For more details about the function of the PLLEN bit see **Section 2.10 "4x Phase Lock Loop Frequency Multiplier"**.

REGISTER 2-3: OSCTUNE: OSCILLATOR TUNING REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
INTSRC	PLLEN	TUN5	TUN4	TUN3	TUN2	TUN1	TUN0
bit 7							bit 0

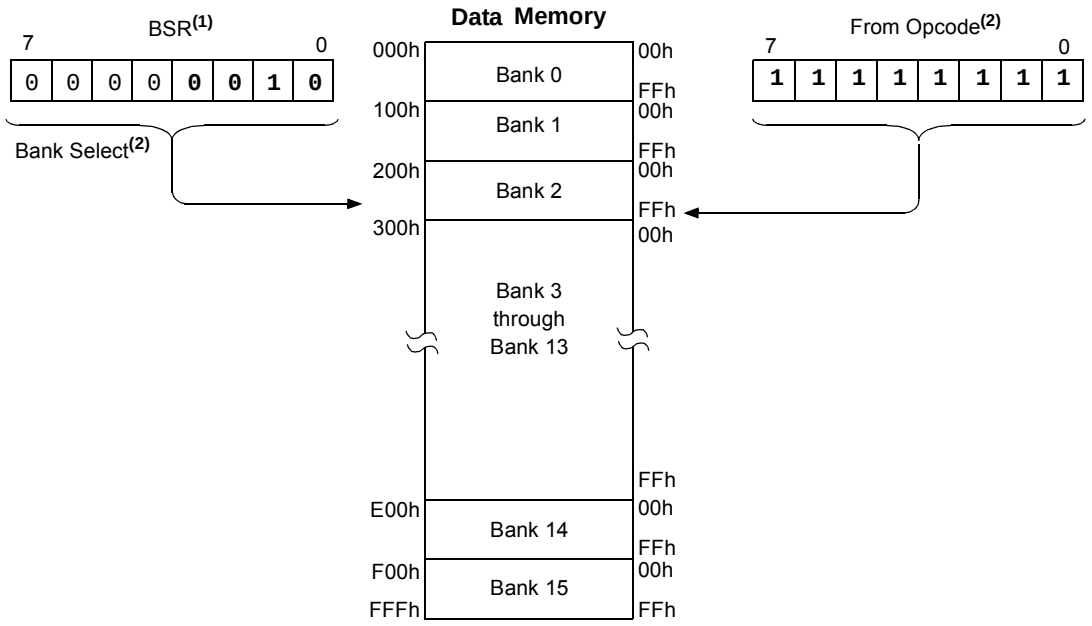
Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 7 **INTSRC:** Internal Oscillator Low-Frequency Source Select bit
1 = 31.25 kHz device clock derived from 16 MHz HFINTOSC source (divide-by-512 enabled)
0 = 31 kHz device clock derived directly from LFINTOSC internal oscillator

bit 6 **PLLEN:** Frequency Multiplier PLL bit
1 = PLL enabled (for HFINTOSC 8 MHz and 16 MHz only)
0 = PLL disabled

bit 5-0 **TUN<5:0>:** Frequency Tuning bits
011111 = Maximum frequency
011110 =
• • •
000001 =
000000 = Oscillator module is running at the factory-calibrated frequency.
111111 =
• • •
100000 = Minimum frequency

FIGURE 3-7: USE OF THE BANK SELECT REGISTER (DIRECT ADDRESSING)



Note 1: The Access RAM bit of the instruction can be used to force an override of the selected bank (BSR<3:0>) to the registers of the Access Bank.

2: The `MOVFF` instruction embeds the entire 12-bit address in the instruction.

5.3 Reading the Data EEPROM Memory

To read a data memory location, the user must write the address to the EEADR register, clear the EEPGD control bit of the EECON1 register and then set control bit, RD. The data is available on the very next instruction cycle; therefore, the EEDATA register can be read by the next instruction. EEDATA will hold this value until another read operation, or until it is written to by the user (during a write operation).

The basic process is shown in Example 5-1.

5.4 Writing to the Data EEPROM Memory

To write an EEPROM data location, the address must first be written to the EEADR register and the data written to the EEDATA register. The sequence in Example 5-2 must be followed to initiate the write cycle.

The write will not begin if this sequence is not exactly followed (write 55h to EECON2, write 0AAh to EECON2, then set WR bit) for each byte. It is strongly recommended that interrupts be disabled during this code segment.

Additionally, the WREN bit in EECON1 must be set to enable writes. This mechanism prevents accidental writes to data EEPROM due to unexpected code execution (i.e., runaway programs). The WREN bit should be kept clear at all times, except when updating the EEPROM. The WREN bit is not cleared by hardware.

After a write sequence has been initiated, EECON1, EEADR and EEDATA cannot be modified. The WR bit will be inhibited from being set unless the WREN bit is set. Both WR and WREN cannot be set with the same instruction.

At the completion of the write cycle, the WR bit is cleared by hardware and the EEPROM Interrupt Flag bit, EEIF, is set. The user may either enable this interrupt or poll this bit. EEIF must be cleared by software.

5.5 Write Verify

Depending on the application, good programming practice may dictate that the value written to the memory should be verified against the original value. This should be used in applications where excessive writes can stress bits near the specification limit.

EXAMPLE 5-1: DATA EEPROM READ

```
        MOVLW   DATA_EE_ADDR    ;
        MOVWF   EEADR           ; Data Memory Address to read
        BCF     EECON1, EEPGD   ; Point to DATA memory
        BCF     EECON1, CFGS    ; Access EEPROM
        BSF     EECON1, RD      ; EEPROM Read
        MOVF    EEDATA, W       ; W = EEDATA
```

EXAMPLE 5-2: DATA EEPROM WRITE

```
                MOVLW   DATA_EE_ADDR_LOW    ;
                MOVWF   EEADR               ; Data Memory Address to write
                MOVLW   DATA_EE_DATA        ;
                MOVWF   EEDATA              ; Data Memory Value to write
                BCF     EECON1, EEPGD       ; Point to DATA memory
                BCF     EECON1, CFGS        ; Access EEPROM
                BSF     EECON1, WREN        ; Enable writes
                BCF     INTCON, GIE         ; Disable Interrupts
                MOVLW   55h                 ;
   Required     MOVWF   EECON2              ; Write 55h
   Sequence     MOVLW   0AAh                ;
                MOVWF   EECON2              ; Write 0AAh
                BSF     EECON1, WR          ; Set WR bit to begin write
                BSF     INTCON, GIE         ; Enable Interrupts

                                            ; User code execution
                BCF     EECON1, WREN        ; Disable writes on write complete (EEIF set)
```

5.6 Operation During Code-Protect

Data EEPROM memory has its own code-protect bits in Configuration Words. External read and write operations are disabled if code protection is enabled.

The microcontroller itself can both read and write to the internal data EEPROM, regardless of the state of the code-protect Configuration bit. Refer to **Section 23.0 "Special Features of the CPU"** for additional information.

5.7 Protection Against Spurious Write

There are conditions when the user may not want to write to the data EEPROM memory. To protect against spurious EEPROM writes, various mechanisms have been implemented. On power-up, the WREN bit is cleared. In addition, writes to the EEPROM are blocked during the Power-up Timer period (TPWRT, parameter 33).

The write initiate sequence and the WREN bit together help prevent an accidental write during brown-out, power glitch or software malfunction.

5.8 Using the Data EEPROM

The data EEPROM is a high-endurance, byte addressable array that has been optimized for the storage of frequently changing information (e.g., program variables or other data that are updated often). When variables in one section change frequently, while variables in another section do not change, it is possible to exceed the total number of write cycles to the EEPROM without exceeding the total number of write cycles to a single byte. If this is the case, then an array refresh must be performed. For this reason, variables that change infrequently (such as constants, IDs, calibration, etc.) should be stored in Flash program memory.

A simple data EEPROM refresh routine is shown in Example 5-3.

Note:	If data EEPROM is only used to store constants and/or data that changes rarely, an array refresh is likely not required. See specification.

EXAMPLE 5-3: DATA EEPROM REFRESH ROUTINE

```
        CLRF    EEADR               ; Start at address 0
        BCF     EECON1, CFGS        ; Set for memory
        BCF     EECON1, EEPGD       ; Set for Data EEPROM
        BCF     INTCON, GIE         ; Disable interrupts
        BSF     EECON1, WREN        ; Enable writes
Loop                                ; Loop to refresh array
        BSF     EECON1, RD          ; Read current address
        MOVLW   55h                 ;
        MOVWF   EECON2              ; Write 55h
        MOVLW   0AAh                ;
        MOVWF   EECON2              ; Write 0AAh
        BSF     EECON1, WR          ; Set WR bit to begin write
        BTFSC   EECON1, WR          ; Wait for write to complete
        BRA     $-2
        INCFSZ  EEADR, F            ; Increment address
        BRA     LOOP                ; Not zero, do it again

        BCF     EECON1, WREN        ; Disable writes
        BSF     INTCON, GIE         ; Enable interrupts
```

TABLE 5-1: REGISTERS ASSOCIATED WITH DATA EEPROM MEMORY

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
EEADR	EEADR7	EEADR6	EEADR5	EEADR4	EEADR3	EEADR2	EEADR1	EEADR0	247
EECON1	EEPGD	CFGS	—	FREE	WRERR	WREN	WR	RD	247
EECON2	EEPROM Control Register 2 (not a physical register)								247
EEDATA	EEPROM Data Register								247
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RABIE	TMR0IF	INT0IF	RABIF	245
IPR2	OSCFIP	C1IP	C2IP	EEIP	BCLIP	—	TMR3IP	—	248
PIE2	OSCFIE	C1IE	C2IE	EEIE	BCLIE	—	TMR3IE	—	248
PIR2	OSCFIF	C1IF	C2IF	EEIF	BCLIF	—	TMR3IF	—	248

Legend: — = unimplemented, read as '0'. Shaded cells are not used during Flash/EEPROM access.

6.0 8 x 8 HARDWARE MULTIPLIER

6.1 Introduction

All PIC18 devices include an 8 x 8 hardware multiplier as part of the ALU. The multiplier performs an unsigned operation and yields a 16-bit result that is stored in the product register pair, PRODH:PRODL. The multiplier's operation does not affect any flags in the STATUS register.

Making multiplication a hardware operation allows it to be completed in a single instruction cycle. This has the advantages of higher computational throughput and reduced code size for multiplication algorithms and allows the PIC18 devices to be used in many applications previously reserved for digital signal processors. A comparison of various hardware and software multiply operations, along with the savings in memory and execution time, is shown in Table 6-1.

6.2 Operation

Example 6-1 shows the instruction sequence for an 8 x 8 unsigned multiplication. Only one instruction is required when one of the arguments is already loaded in the WREG register.

Example 6-2 shows the sequence to do an 8 x 8 signed multiplication. To account for the sign bits of the arguments, each argument's Most Significant bit (MSb) is tested and the appropriate subtractions are done.

EXAMPLE 6-1: 8 x 8 UNSIGNED MULTIPLY ROUTINE

```
MOVF    ARG1, W     ;
MULWF   ARG2        ; ARG1 * ARG2 ->
                    ; PRODH:PRODL
```

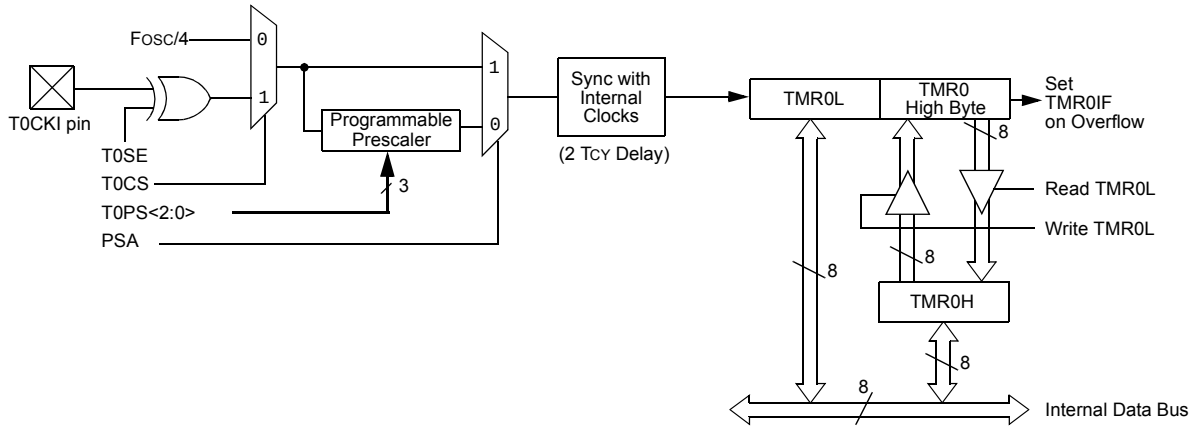
EXAMPLE 6-2: 8 x 8 SIGNED MULTIPLY ROUTINE

```
MOVF    ARG1, W
MULWF   ARG2        ; ARG1 * ARG2 ->
                    ; PRODH:PRODL
BTFSC   ARG2, SB    ; Test Sign Bit
SUBWF   PRODH, F    ; PRODH = PRODH
                    ;         - ARG1
MOVF    ARG2, W
BTFSC   ARG1, SB    ; Test Sign Bit
SUBWF   PRODH, F    ; PRODH = PRODH
                    ;         - ARG2
```

TABLE 6-1: PERFORMANCE COMPARISON FOR VARIOUS MULTIPLY OPERATIONS

Routine	Multiply Method	Program Memory (Words)	Cycles (Max)	Time		
				@ 40 MHz	@ 10 MHz	@ 4 MHz
8 x 8 unsigned	Without hardware multiply	13	69	6.9 μs	27.6 μs	69 μs
	Hardware multiply	1	1	100 ns	400 ns	1 μs
8 x 8 signed	Without hardware multiply	33	91	9.1 μs	36.4 μs	91 μs
	Hardware multiply	6	6	600 ns	2.4 μs	6 μs
16 x 16 unsigned	Without hardware multiply	21	242	24.2 μs	96.8 μs	242 μs
	Hardware multiply	28	28	2.8 μs	11.2 μs	28 μs
16 x 16 signed	Without hardware multiply	52	254	25.4 μs	102.6 μs	254 μs
	Hardware multiply	35	40	4.0 μs	16.0 μs	40 μs

FIGURE 9-2: TIMER0 BLOCK DIAGRAM (16-BIT MODE)



Note: Upon Reset, Timer0 is enabled in 8-bit mode with clock input from T0CKI. TMR0 Prescaler is set to maximum (1:256), but on Reset is not assigned to the timer.

9.3 Prescaler

An 8-bit counter is available as a prescaler for the Timer0 module. The prescaler is not directly readable or writable; its value is set by the PSA and T0PS<2:0> bits of the T0CON register which determine the prescaler assignment and prescale ratio.

Clearing the PSA bit assigns the prescaler to the Timer0 module. When the prescaler is assigned, prescale values from 1:2 through 1:256 in integer power-of-2 increments are selectable.

When assigned to the Timer0 module, all instructions writing to the TMR0 register (e.g., `CLRF TMR0`, `MOVWF TMR0`, `BSF TMR0`, etc.) clear the prescaler count.

Note:	Writing to TMR0 when the prescaler is assigned to Timer0 will clear the prescaler count but will not change the prescaler assignment.

9.3.1 SWITCHING PRESCALER ASSIGNMENT

The prescaler assignment is fully under software control and can be changed “on-the-fly” during program execution.

9.4 Timer0 Interrupt

The TMR0 interrupt is generated when the TMR0 register overflows from FFh to 00h in 8-bit mode, or from FFFFh to 0000h in 16-bit mode. This overflow sets the TMR0IF flag bit. The interrupt can be masked by clearing the TMR0IE bit of the INTCON register. Before re-enabling the interrupt, the TMR0IF bit must be cleared by software in the Interrupt Service Routine.

Since Timer0 is shut down in Sleep mode, the TMR0 interrupt cannot awaken the processor from Sleep.

TABLE 9-1: REGISTERS ASSOCIATED WITH TIMER0

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on page
INTCON	GIE/GIEH	PEIE/GIEL	TMR0IE	INT0IE	RABIE	TMR0IF	INT0IF	RABIF	245
PORTA	RA7	RA6	RA5	RA4	RA3	RA2	RA1	RA0	248
TMR0H	Timer0 Register, High Byte								246
TMR0L	Timer0 Register, Low Byte								246
TRISA	—	—	TRISA5	TRISA4	—(1)	TRISA2	TRISA1	TRISA0	248
T0CON	TMR0ON	T08BIT	T0CS	T0SE	PSA	T0PS2	T0PS1	T0PS0	246

Legend: Shaded cells are not used by Timer0.

Note: Unimplemented, read as’1’.

13.4.4 ENHANCED PWM AUTO-SHUTDOWN MODE

The PWM mode supports an Auto-Shutdown mode that will disable the PWM outputs when an external shutdown event occurs. Auto-Shutdown mode places the PWM output pins into a predetermined state. This mode is used to help prevent the PWM from damaging the application.

The auto-shutdown sources are selected using the ECCPAS<2:0> bits of the ECCPAS register. A shutdown event may be generated by:

- A logic '0' on the INT0 pin
- A logic '1' on a comparator (Cx) output

A shutdown condition is indicated by the ECCPASE (Auto-Shutdown Event Status) bit of the ECCPAS register. If the bit is a '0', the PWM pins are operating normally. If the bit is a '1', the PWM outputs are in the shutdown state.

When a shutdown event occurs, two things happen:

The ECCPASE bit is set to '1'. The ECCPASE will remain set until cleared in firmware or an auto-restart occurs (see **Section 13.4.5 "Auto-Restart Mode"**).

The enabled PWM pins are asynchronously placed in their shutdown states. The PWM output pins are grouped into pairs [P1A/P1C] and [P1B/P1D]. The state of each pin pair is determined by the PSSAC and PSSBD bits of the ECCPAS register. Each pin pair may be placed into one of three states:

- Drive logic '1'
- Drive logic '0'
- Tri-state (high-impedance)

REGISTER 13-2: ECCP1AS: ENHANCED CAPTURE/COMPARE/PWM AUTO-SHUTDOWN CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
ECCPASE	ECCPAS2	ECCPAS1	ECCPAS0	PSSAC1	PSSAC0	PSSBD1	PSSBD0
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 **ECCPASE:** ECCP Auto-Shutdown Event Status bit
1 = A shutdown event has occurred; ECCP outputs are in shutdown state
0 = ECCP outputs are operating

bit 6-4 **ECCPAS<2:0>:** ECCP Auto-shutdown Source Select bits
000 = Auto-Shutdown is disabled
001 = Comparator C1OUT output is high
010 = Comparator C2OUT output is high
011 = Either Comparator C1OUT or C2OUT is high
100 = VIL on INT0 pin
101 = VIL on INT0 pin or Comparator C1OUT output is high
110 = VIL on INT0 pin or Comparator C2OUT output is high
111 = VIL on INT0 pin or Comparator C1OUT or Comparator C2OUT is high

bit 3-2 **PSSACn:** Pins P1A and P1C Shutdown State Control bits
00 = Drive pins P1A and P1C to '0'
01 = Drive pins P1A and P1C to '1'
10 = Pins 1A and P1C tri-state
11 = Reserved, do not use

bit 1-0 **PSSBDn:** Pins P1B and P1D Shutdown State Control bits
00 = Drive pins P1B and P1D to '0'
01 = Drive pins P1B and P1D to '1'
10 = Pins P1B and P1D tri-state
11 = Reserved, do not use

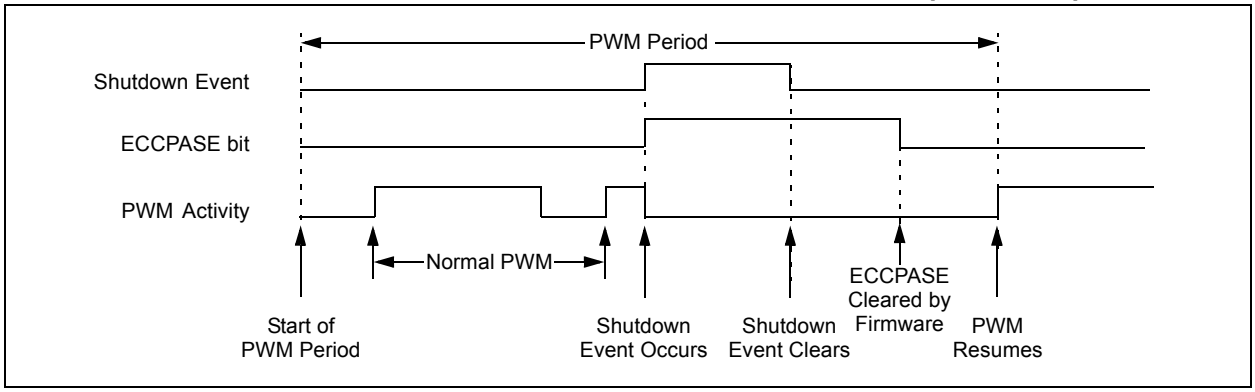
Note 1: The auto-shutdown condition is a level-based signal, not an edge-based signal. As long as the level is present, the auto-shutdown will persist.

2: Writing to the ECCPASE bit is disabled while an auto-shutdown condition persists.

3: Once the auto-shutdown condition has been removed and the PWM restarted (either through firmware or auto-restart) the PWM signal will always restart at the beginning of the next PWM period.

4: Prior to an auto-shutdown event caused by a comparator output or INT pin event, a software shutdown can be triggered in firmware by setting the CCPxASE bit to a '1'. The Auto-Restart feature tracks the active status of a shutdown caused by a comparator output or INT pin event only, so if it is enabled at this time, it will immediately clear this bit and restart the ECCP module at the beginning of the next PWM period.

FIGURE 13-12: PWM AUTO-SHUTDOWN WITH FIRMWARE RESTART (PRSEN = 0)

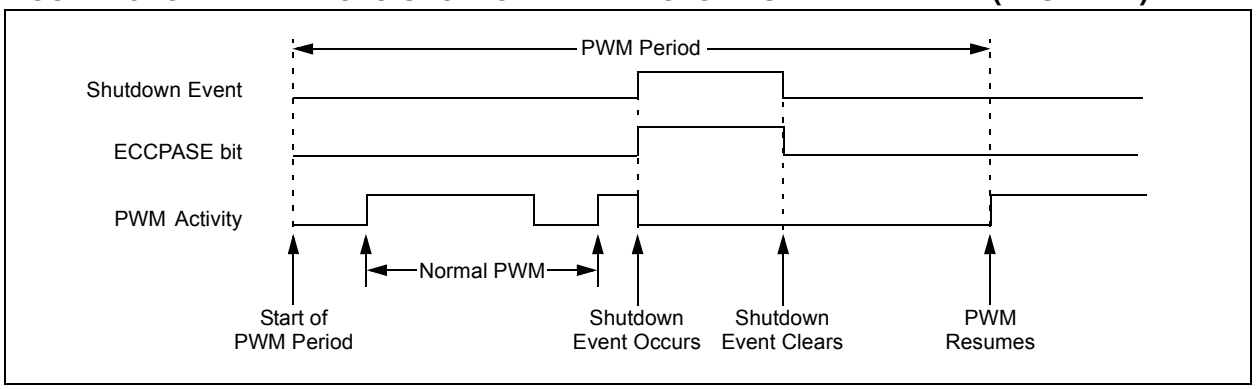


13.4.5 AUTO-RESTART MODE

The Enhanced PWM can be configured to automatically restart the PWM signal once the auto-shutdown condition has been removed. Auto-restart is enabled by setting the PRSEN bit in the PWM1CON register.

If auto-restart is enabled, the ECCPASE bit will remain set as long as the auto-shutdown condition is active. When the auto-shutdown condition is removed, the ECCPASE bit will be cleared via hardware and normal operation will resume.

FIGURE 13-13: PWM AUTO-SHUTDOWN WITH AUTO-RESTART ENABLED (PRSEN = 1)



13.4.7 PULSE STEERING MODE

In Single Output mode, pulse steering allows any of the PWM pins to be the modulated signal. Additionally, the same PWM signal can be simultaneously available on multiple pins.

Once the Single Output mode is selected (CCP1M<3:2> = 11 and P1M<1:0> = 00 of the CCP1CON register), the user firmware can bring out the same PWM signal to one, two, three or four output pins by setting the appropriate STR<D:A> bits of the PSTRCON register, as shown in Table 13-2.

Note:	The associated TRIS bits must be set to output ('0') to enable the pin output driver in order to see the PWM signal on the pin.

While the PWM Steering mode is active, CCP1M<1:0> bits of the CCP1CON register select the PWM output polarity for the P1<D:A> pins.

The PWM auto-shutdown operation also applies to PWM Steering mode as described in **Section 13.4.4 "Enhanced PWM Auto-shutdown mode"**. An auto-shutdown event will only affect pins that have PWM outputs enabled.

REGISTER 13-4: PSTRCON: PULSE STEERING CONTROL REGISTER(1)

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-1
—	—	—	STRSYNC	STRD	STRC	STRB	STRA
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 7-5 **Unimplemented:** Read as '0'

bit 4 **STRSYNC:** Steering Sync bit
1 = Output steering update occurs on next PWM period
0 = Output steering update occurs at the beginning of the instruction cycle boundary

bit 3 **STRD:** Steering Enable bit D
1 = P1D pin has the PWM waveform with polarity control from CCP1M<1:0>
0 = P1D pin is assigned to port pin

bit 2 **STRC:** Steering Enable bit C
1 = P1C pin has the PWM waveform with polarity control from CCP1M<1:0>
0 = P1C pin is assigned to port pin

bit 1 **STRB:** Steering Enable bit B
1 = P1B pin has the PWM waveform with polarity control from CCP1M<1:0>
0 = P1B pin is assigned to port pin

bit 0 **STRA:** Steering Enable bit A
1 = P1A pin has the PWM waveform with polarity control from CCP1M<1:0>
0 = P1A pin is assigned to port pin

Note 1: The PWM Steering mode is available only when the CCP1CON register bits CCP1M<3:2> = 11 and P1M<1:0> = 00.

REGISTER 17-1: CM1CON0: COMPARATOR 1 CONTROL REGISTER 0

R/W-0	R-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
C1ON	C1OUT	C1OE	C1POL	C1SP	C1R	C1CH1	C1CH0
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 **C1ON:** Comparator C1 Enable bit
1 = Comparator C1 is enabled
0 = Comparator C1 is disabled

bit 6 **C1OUT:** Comparator C1 Output bit
If C1POL = 1 (inverted polarity):
C1OUT = 0 when C1VIN+ > C1VIN-
C1OUT = 1 when C1VIN+ < C1VIN-
If C1POL = 0 (non-inverted polarity):
C1OUT = 1 when C1VIN+ > C1VIN-
C1OUT = 0 when C1VIN+ < C1VIN-

bit 5 **C1OE:** Comparator C1 Output Enable bit
1 = C1OUT is present on the C1OUT pin(1)
0 = C1OUT is internal only

bit 4 **C1POL:** Comparator C1 Output Polarity Select bit
1 = C1OUT logic is inverted
0 = C1OUT logic is not inverted

bit 3 **C1SP:** Comparator C1 Speed/Power Select bit
1 = C1 operates in normal power, higher speed mode
0 = C1 operates in low-power, low-speed mode

bit 2 **C1R:** Comparator C1 Reference Select bit (noninverting input)
1 = C1VIN+ connects to C1VREF output
0 = C1VIN+ connects to C12IN+ pin

bit 1-0 **C1CH<1:0>:** Comparator C1 Channel Select bit
00 = C12IN0- pin of C1 connects to C1VIN-
01 = C12IN1- pin of C1 connects to C1VIN-
10 = C12IN2- pin of C1 connects to C1VIN-
11 = C12IN3- pin of C1 connects to C1VIN-

Note 1: Comparator output requires the following three conditions: C1OE = 1, C1ON = 1 and corresponding port TRIS bit = 0.

18.0 POWER-MANAGED MODES

PIC18(L)F1XK22 devices offer a total of seven operating modes for more efficient power management. These modes provide a variety of options for selective power conservation in applications where resources may be limited (i.e., battery-powered devices).

There are three categories of power-managed modes:

- Run modes
- Idle modes
- Sleep mode

These categories define which portions of the device are clocked and sometimes, what speed. The Run and Idle modes may use any of the three available clock sources (primary, secondary or internal oscillator block); the Sleep mode does not use a clock source.

The power-managed modes include several power-saving features offered on previous PIC® microcontroller devices. One is the clock switching feature which allows the controller to use the Timer1 oscillator in place of the primary oscillator. Also included is the Sleep mode, offered by all PIC microcontroller devices, where all device clocks are stopped.

18.1 Selecting Power-Managed Modes

Selecting a power-managed mode requires two decisions:

- Whether or not the CPU is to be clocked
- The selection of a clock source

The IDLEN bit of the OSCCON register controls CPU clocking, while the SCS<1:0> bits of the OSCCON register select the clock source. The individual modes, bit settings, clock sources and affected modules are summarized in Table 18-1.

18.1.1 CLOCK SOURCES

The SCS<1:0> bits allow the selection of one of three clock sources for power-managed modes. They are:

- The primary clock, as defined by the FOSC<3:0> Configuration bits
- The secondary clock (the Timer1 oscillator)
- The internal oscillator block

18.1.2 ENTERING POWER-MANAGED MODES

Switching from one power-managed mode to another begins by loading the OSCCON register. The SCS<1:0> bits select the clock source and determine which Run or Idle mode is to be used. Changing these bits causes an immediate switch to the new clock source, assuming that it is running. The switch may also be subject to clock transition delays. Refer to **Section 2.9 “Clock Switching”** for more information.

Entry to the power-managed Idle or Sleep modes is triggered by the execution of a SLEEP instruction. The actual mode that results depends on the status of the IDLEN bit of the OSCCON register.

Depending on the current mode and the mode being switched to, a change to a power-managed mode does not always require setting all of these bits. Many transitions may be done by changing the oscillator select bits, or changing the IDLEN bit, prior to issuing a SLEEP instruction. If the IDLEN bit is already configured correctly, it may only be necessary to perform a SLEEP instruction to switch to the desired mode.

TABLE 18-1: POWER-MANAGED MODES

Mode	OSCCON Bits		Module Clocking		Available Clock and Oscillator Source
	IDLEN(1)	SCS<1:0>	CPU	Peripherals	
Sleep	0	N/A	Off	Off	None – All clocks are disabled
PRI_RUN	N/A	00	Clocked	Clocked	Primary – LP, XT, HS, RC, EC and Internal Oscillator Block(2). This is the normal full power execution mode.
SEC_RUN	N/A	01	Clocked	Clocked	Secondary – Timer1 Oscillator
RC_RUN	N/A	1x	Clocked	Clocked	Internal Oscillator Block(2)
PRI_IDLE	1	00	Off	Clocked	Primary – LP, XT, HS, HSPLL, RC, EC
SEC_IDLE	1	01	Off	Clocked	Secondary – Timer1 Oscillator
RC_IDLE	1	1x	Off	Clocked	Internal Oscillator Block(2)

Note 1: IDLEN reflects its value when the SLEEP instruction is executed.

2: Includes HFINTOSC and HFINTOSC postscaler, as well as the LFINTOSC source.

18.1.3 MULTIPLE FUNCTIONS OF THE SLEEP COMMAND

The power-managed mode that is invoked with the SLEEP instruction is determined by the setting of the IDLEN bit of the OSCCON register at the time the instruction is executed. All clocks stop and minimum power is consumed when SLEEP is executed with the IDLEN bit cleared. The system clock continues to supply a clock to the peripherals but is disconnected from the CPU when SLEEP is executed with the IDLEN bit set.

18.2 Run Modes

In the Run modes, clocks to both the core and peripherals are active. The difference between these modes is the clock source.

18.2.1 PRI_RUN MODE

The PRI_RUN mode is the normal, full power execution mode of the microcontroller. This is also the default mode upon a device Reset, unless Two-Speed Start-up is enabled (see **Section 2.11 "Two-Speed Start-up Mode"** for details). In this mode, the device operated off the oscillator defined by the FOSC bits of the CONFIGH Configuration register.

18.2.2 SEC_RUN MODE

In SEC_RUN mode, the CPU and peripherals are clocked from the secondary external oscillator. This gives users the option of lower power consumption while still using a high accuracy clock source.

SEC_RUN mode is entered by setting the SCS<1:0> bits of the OSCCON register to '01'. When SEC_RUN mode is active all of the following are true:

- The main clock source is switched to the secondary external oscillator
- Primary external oscillator is shut down
- T1RUN bit of the T1CON register is set
- OSTS bit is cleared.

Note:	The secondary external oscillator should already be running prior to entering SEC_RUN mode. If the T1OSCEN bit is not set when the SCS<1:0> bits are set to '01', entry to SEC_RUN mode will not occur until T1OSCEN bit is set and secondary external oscillator is ready.

18.2.3 RC_RUN MODE

In RC_RUN mode, the CPU and peripherals are clocked from the internal oscillator. In this mode, the primary external oscillator is shut down. RC_RUN mode provides the best power conservation of all the Run modes when the LFINTOSC is the system clock.

RC_RUN mode is entered by setting the SCS1 bit. When the clock source is switched from the primary oscillator to the internal oscillator, the primary oscillator is shut down and the OSTS bit is cleared. The IRCF bits may be modified at any time to immediately change the clock speed.

19.0 SR LATCH

The module consists of a single SR latch with multiple Set and Reset inputs as well as selectable latch output. The SR latch module includes the following features:

- Programmable input selection
- SR latch output is available internally/externally
- Selectable Q and $\overline{Q}$ output
- Firmware Set and Reset
- SR Latch

19.1 Latch Operation

The latch is a Set-Reset latch that does not depend on a clock source. Each of the Set and Reset inputs are active-high. The latch can be Set or Reset by CxOUT, INT1 pin, or variable clock. Additionally the SRPS and the SRPR bits of the SRCON0 register may be used to Set or Reset the SR latch, respectively. The latch is reset-dominant, therefore, if both Set and Reset inputs are high the latch will go to the Reset state. Both the SRPS and SRPR bits are self resetting which means that a single write to either of the bits is all that is necessary to complete a latch Set or Reset operation.

19.2 Latch Output

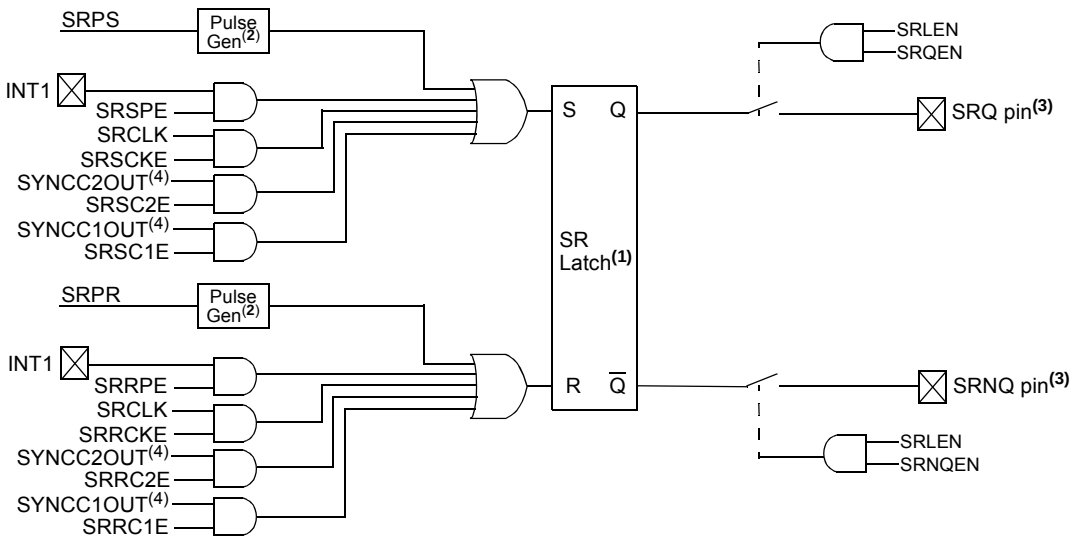
The SRQEN and SRNQEN bits of the SRCON0 register control the latch output selection. Both of the SR latch's outputs may be directly output to an independent I/O pin. Control is determined by the state of bits SRQEN and SRNQEN in registers SRCON0.

The applicable TRIS bit of the corresponding port must be cleared to enable the port pin output driver.

19.3 Effects of a Reset

Upon any device Reset, the SR latch is not initialized. The user's firmware is responsible to initialize the latch output before enabling it to the output pins.

FIGURE 19-1: SR LATCH SIMPLIFIED BLOCK DIAGRAM



Note 1: If R = 1 and S = 1 simultaneously, Q = 0, $\overline{Q}$ = 1
2: Pulse generator causes a 2 Q-state pulse width.
3: Output shown for reference only. See I/O port pin block diagram for more detail.
4: Name denotes the source of connection at the comparator output.

REGISTER 21-2: VREFCON2: VOLTAGE REFERENCE CONTROL REGISTER 1

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	DAC1R<4:0>				
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 7-5 **Unimplemented:** Read as '0'

bit 4-0 **DAC1R<4:0>:** DAC Voltage Output Select bits

$V_{OUT} = ((V_{SRC}+) - (V_{SRC}-))*(DAC1R<4:0>/(2^5)) + V_{SRC}-$

TABLE 21-1: REGISTERS ASSOCIATED WITH DAC MODULE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Reset Values on Page
VREFCON0	FVR1EN	FVR1ST	FVR1S<1:0>		—	—	—	—	232
VREFCON1	D1EN	D1LPS	DAC1OE	—	D1PSS<1:0>		—	D1NSS	235
VREFCON2	—	—	—	DAC1R<4:0>					236

Legend: — = Unimplemented locations, read as '0'. Shaded bits are not used by the DAC module.

COMF **Complement f**

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

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

Operation: $(\bar{f}) \rightarrow$ dest

Status Affected: N, Z

Encoding:

0001	11da	ffff	ffff

Description: The contents of register 'f' are complemented. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in register 'f' (default).
If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank (default).
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 24.2.3 "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: `COMF REG, 0, 0`

Before Instruction
REG = 13h
After Instruction
REG = 13h
W = ECh

CPFSEQ **Compare f with W, skip if f = W**

Syntax: CPFSEQ f {,a}

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

Operation: (f) – (W),
skip if (f) = (W)
(unsigned comparison)

Status Affected: None

Encoding:

0110	001a	ffff	ffff

Description: Compares the contents of data memory location 'f' to the contents of W by performing an unsigned subtraction.
If 'f' = W, then the fetched instruction is discarded and a NOP is executed instead, making this a 2-cycle instruction.
If 'a' is '0', the Access Bank is selected. If 'a' is '1', the BSR is used to select the GPR bank (default).
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 24.2.3 "Byte-Oriented and Bit-Oriented Instructions in Indexed Literal Offset Mode"** for details.

Words: 1

Cycles: 1(2)
Note: 3 cycles if skip and followed by a 2-word instruction.

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register 'f'	Process Data	No operation

If skip:

Q1	Q2	Q3	Q4
No operation	No operation	No operation	No operation

If skip and followed by 2-word instruction:

Q1	Q2	Q3	Q4
No operation	No operation	No operation	No operation
No operation	No operation	No operation	No operation

Example:
```
HERE    CPFSEQ REG, 0
NEQUAL  :
EQUAL   :
```

Before Instruction
PC Address = HERE
W = ?
REG = ?
After Instruction
If REG = W;
PC = Address (EQUAL)
If REG ≠ W;
PC = Address (NEQUAL)

26.2 Standard Operating Conditions

The standard operating conditions for any device are defined as:

Operating Voltage: $V_{DDMIN} \leq V_{DD} \leq V_{DDMAX}$
Operating Temperature: $T_{A\_MIN} \leq T_A \leq T_{A\_MAX}$

V_{DD} — Operating Supply Voltage(1)

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V_{DDMIN} (Fosc ≤ 16 MHz) ..... +1.8V
V_{DDMIN} (Fosc ≤ 20 MHz) ..... +2.0V
V_{DDMIN} (Fosc ≤ 64 MHz) ..... +3.0V
V_{DDMAX} ..... +3.6V

PIC18F1XK22

V_{DDMIN} (Fosc ≤ 20 MHz) ..... +2.3V
V_{DDMIN} (Fosc ≤ 64 MHz) ..... +3.0V
V_{DDMAX} ..... +5.5V

T_A — Operating Ambient Temperature Range

Industrial Temperature

T_{A_MIN} ..... -40°C
T_{A_MAX} ..... +85°C

Extended Temperature

T_{A_MIN} ..... -40°C
T_{A_MAX} ..... +125°C

Note 1: See Parameter D001, DC Characteristics: Supply Voltage.

26.4 Timing Parameter Symbology

The timing parameter symbols have been created with one of the following formats:

1. TppS2ppS
2. TppS

T			
F	Frequency	T	Time

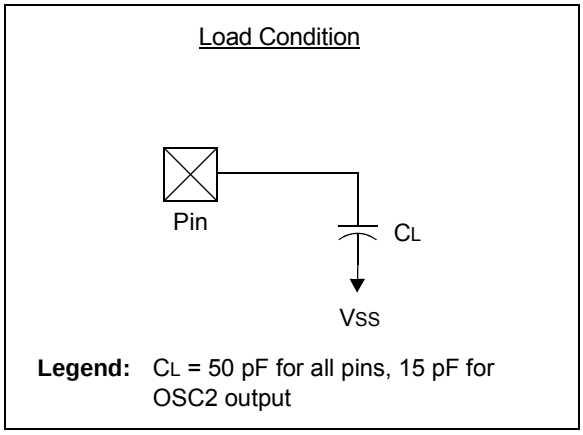
Lowercase letters (pp) and their meanings:

pp			
cc	CCP1	osc	OSC1
ck	CLKOUT	rd	$\overline{RD}$
cs	$\overline{CS}$	rw	$\overline{RD}$ or $\overline{WR}$
di	SDI	sc	SCK
do	SDO	ss	$\overline{SS}$
dt	Data in	t0	T0CKI
io	I/O PORT	t1	T1CKI
mc	$\overline{MCLR}$	wr	$\overline{WR}$

Uppercase letters and their meanings:

S			
F	Fall	P	Period
H	High	R	Rise
I	Invalid (High-impedance)	V	Valid
L	Low	Z	High-impedance

FIGURE 26-7: LOAD CONDITIONS



Legend: CL = 50 pF for all pins, 15 pF for OSC2 output

FIGURE 27-5: PIC18LF1XK22 ICOMP – TYPICAL IPD FOR COMPARATOR IN LOW-POWER MODE

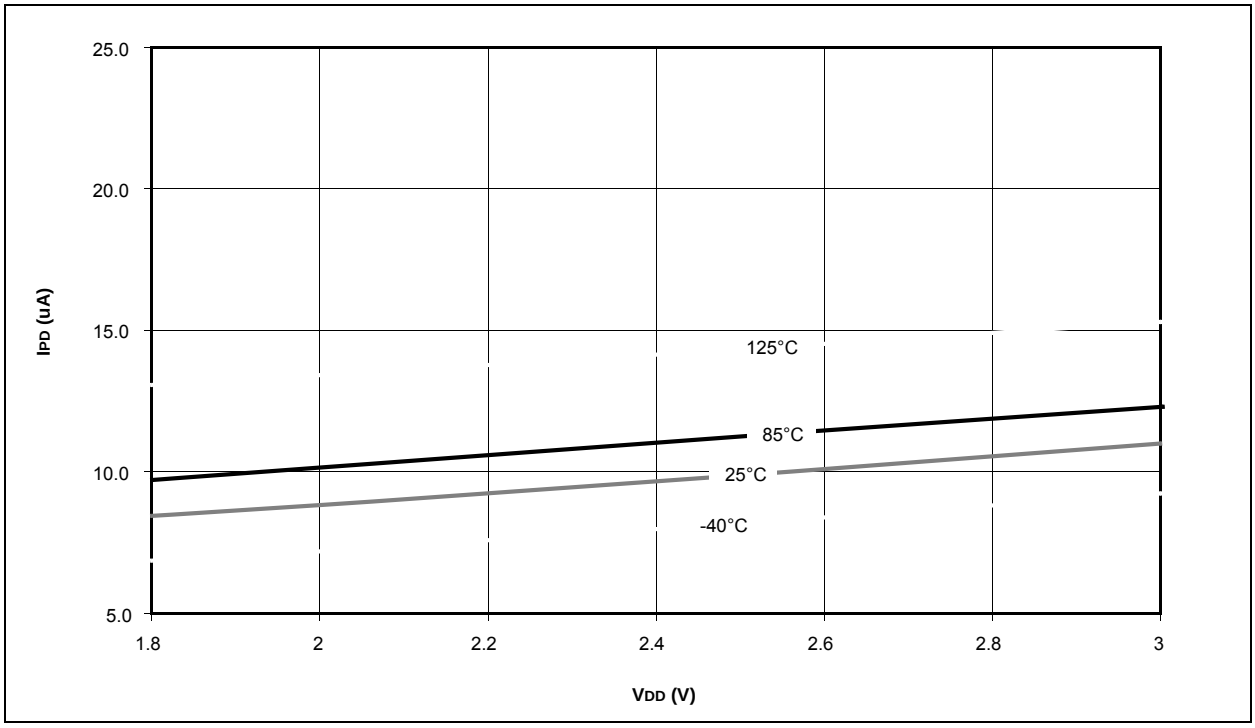
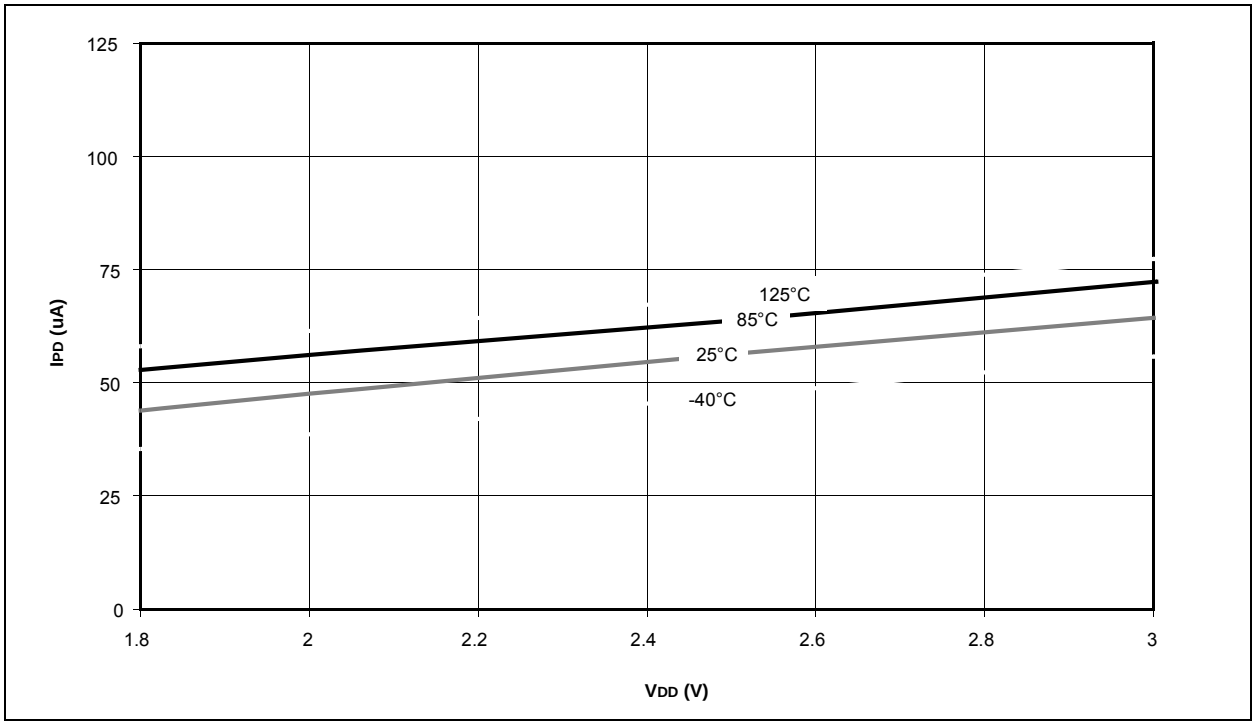


FIGURE 27-6: PIC18LF1XK22 ICOMP – TYPICAL IPD FOR COMPARATOR IN HIGH-POWER MODE



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