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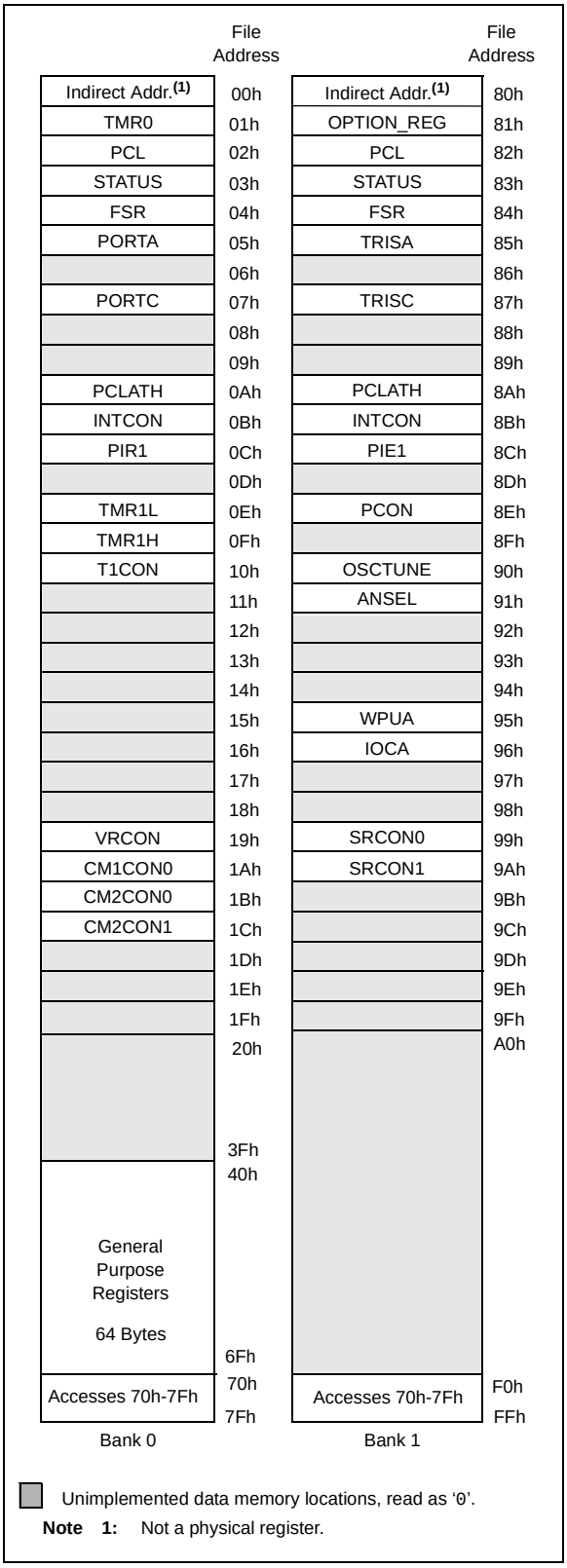
Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	-
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	11
Program Memory Size	1.75KB (1K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	64 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	14-SOIC (0.154", 3.90mm Width)
Supplier Device Package	14-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f610t-i-sl

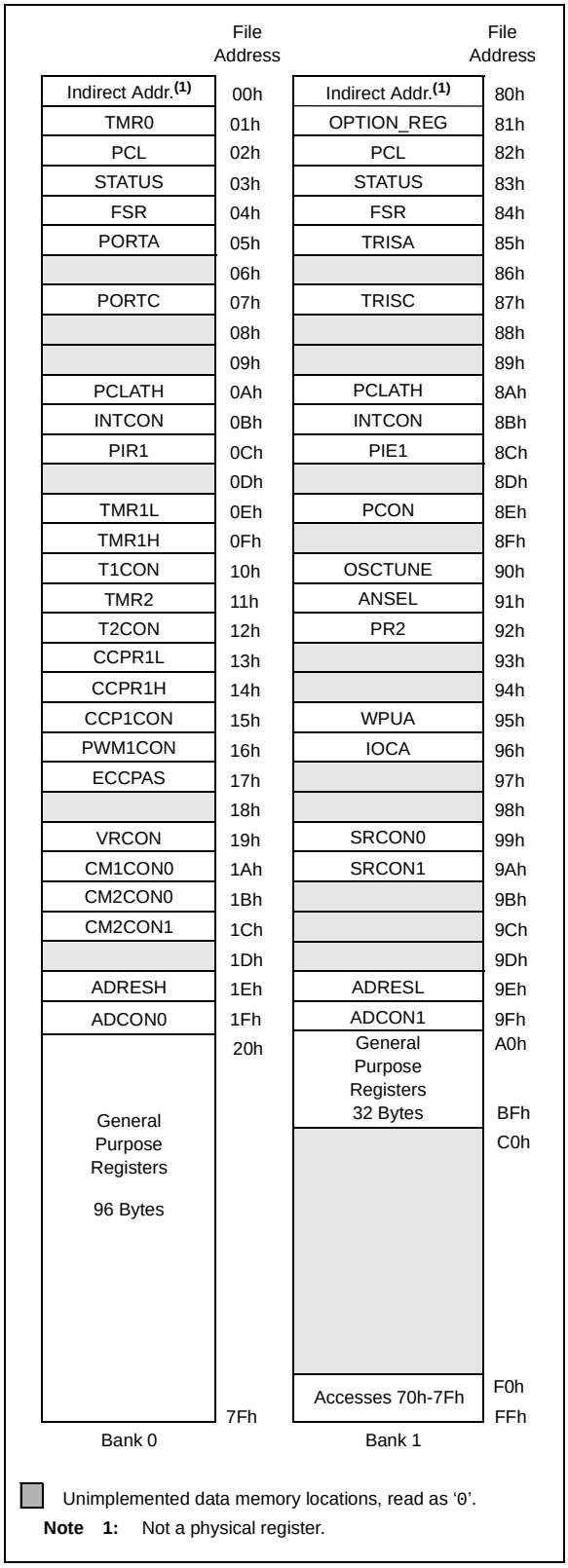
FIGURE 2-3: DATA MEMORY MAP OF THE PIC16F610/16HV610



Unimplemented data memory locations, read as '0'.

Note 1: Not a physical register.

FIGURE 2-4: DATA MEMORY MAP OF THE PIC16F616/16HV616



Unimplemented data memory locations, read as '0'.

Note 1: Not a physical register.

TABLE 2-1: PIC16F610/616/16HV610/616 SPECIAL FUNCTION REGISTERS SUMMARY BANK 0

Addr	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Page
Bank 0											
00h	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	24, 116
01h	TMR0	Timer0 Module's Register								xxxx xxxx	45, 116
02h	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	24, 116
03h	STATUS	IRP(1)	RP1(1)	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	18, 116
04h	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	24, 116
05h	PORTA	—	—	RA5	RA4	RA3	RA2	RA1	RA0	--x0 x000	33, 116
06h	—	Unimplemented								—	—
07h	PORTC	—	—	RC5	RC4	RC3	RC2	RC1	RC0	--xx 00xx	42, 116
08h	—	Unimplemented								—	—
09h	—	Unimplemented								—	—
0Ah	PCLATH	—	—	—	Write Buffer for upper 5 bits of Program Counter					---0 0000	24, 116
0Bh	INTCON	GIE	PEIE	T0IE	INTE	RAIE	T0IF	INTF	RAIF	0000 0000	20, 116
0Ch	PIR1	—	ADIF(2)	CCP1IF(2)	C2IF	C1IF	—	TMR2IF(2)	TMR1IF	-000 0-00	22, 116
0Dh	—	Unimplemented								—	—
0Eh	TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	49, 116
0Fh	TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	49, 116
10h	T1CON	T1GINV	TMR1GE	T1CKPS1	T1CKPS0	T1OSCEN	$\overline{T1SYNC}$	TMR1CS	TMR1ON	0000 0000	52, 116
11h	TMR2(2)	Timer2 Module Register								0000 0000	55, 116
12h	T2CON(2)	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	56, 116
13h	CCPR1L(2)	Capture/Compare/PWM Register 1 Low Byte								xxxx xxxx	86, 116
14h	CCPR1H(2)	Capture/Compare/PWM Register 1 High Byte								xxxx xxxx	86, 116
15h	CCP1CON(2)	P1M1	P1M0	DC1B1	DC1B0	CCP1M3	CCP1M2	CCP1M1	CCP1M0	0000 0000	85, 116
16h	PWM1CON(2)	PRSEN	PDC6	PDC5	PDC4	PDC3	PDC2	PDC1	PDC0	0000 0000	85, 116
17h	ECCPAS(2)	ECCPASE	ECCPAS2	ECCPAS1	ECCPAS0	PSSAC1	PSSAC0	PSSBD1	PSSBD0	0000 0000	102, 116
18h	—	Unimplemented								—	—
19h	VRCON	C1VREN	C2VREN	VRR	FVREN	VR3	VR2	VR1	VR0	0000 0000	72, 116
1Ah	CM1CON0	C1ON	C1OUT	C1OE	C1POL	—	C1R	C1CH1	C1CH0	0000 -000	62, 116
1Bh	CM2CON0	C2ON	C2OUT	C2OE	C2POL	—	C2R	C2CH1	C2CH0	0000 -000	63, 116
1Ch	CM2CON1	MC1OUT	MC2OUT	—	T1ACS	C1HYS	C2HYS	T1GSS	C2SYNC	00-0 0010	65, 116
1Dh	—	Unimplemented								—	—
1Eh	ADRESH(2,3)	Most Significant 8 bits of the left shifted A/D result or 2 bits of right shifted result								xxxx xxxx	80, 116
1Fh	ADCON0(2)	ADFM	VCFG	CHS3	CHS2	CHS1	CHS0	GO/$\overline{DONE}$	ADON	0000 0000	78, 116

Legend: – = Unimplemented locations read as '0', u = unchanged, x = unknown, q = value depends on condition, shaded = unimplemented

Note 1: IRP and RP1 bits are reserved, always maintain these bits clear.

2: PIC16F616/16HV616 only.

3: Read-only register.

TABLE 2-2: PIC16F610/616/16HV610/616 SPECIAL FUNCTION REGISTERS SUMMARY BANK 1

Addr	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Page
Bank 1											
80h	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	24, 116
81h	OPTION_REG	$\overline{RAPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	19, 116
82h	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	24, 116
83h	STATUS	IRP(1)	RP1(1)	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	18, 116
84h	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	24, 116
85h	TRISA	—	—	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	--11 1111	33, 116
86h	—	Unimplemented								—	—
87h	TRISC	—	—	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	--11 1111	42, 116
88h	—	Unimplemented								—	—
89h	—	Unimplemented								—	—
8Ah	PCLATH	—	—	—	Write Buffer for upper 5 bits of Program Counter					---0 0000	24, 116
8Bh	INTCON	GIE	PEIE	T0IE	INTE	RAIE	T0IF	INTF	RAIF	0000 0000	20, 116
8Ch	PIE1	—	ADIE(3)	CCP1IE(3)	C2IE	C1IE	—	TMR2IE(3)	TMR1IE	-000 0-00	21, 116
8Dh	—	Unimplemented								—	—
8Eh	PCON	—	—	—	—	—	—	$\overline{POR}$	$\overline{BOR}$	---- --qq	23, 116
8Fh	—	Unimplemented								—	—
90h	OSCTUNE	—	—	—	TUN4	TUN3	TUN2	TUN1	TUN0	---0 0000	31, 117
91h	ANSEL	ANS7	ANS6	ANS5	ANS4	ANS3(3)	ANS2(3)	ANS1	ANS0	1111 1111	34, 117
92h	PR2(3)	Timer2 Module Period Register								1111 1111	55, 117
93h	—	Unimplemented								—	—
94h	—	Unimplemented								—	—
95h	WPUA	—	—	WPUA5	WPUA4	—	WPUA2	WPUA1	WPUA0	--11 -111	35, 117
96h	IOCA	—	—	IOCA5	IOCA4	IOCA3	IOCA2	IOCA1	IOCA0	--00 0000	35, 117
97h	—	Unimplemented								—	—
98h	—	Unimplemented								—	—
99h	SRCON0	SR1	SR0	C1SEN	C2REN	PULSS	PULSR	—	SRCLKEN	0000 00-0	69, 117
9Ah	SRCON1	SRCS1	SRCS0	—	—	—	—	—	—	00-- ----	69, 117
9Bh	—	Unimplemented								—	—
9Ch	—	Unimplemented								—	—
9Dh	—	Unimplemented								—	—
9Eh	ADRESL(3,4)	Least Significant 2 bits of the left shifted result or 8 bits of the right shifted result								xxxx xxxx	80, 117
9Fh	ADCON1(3)	—	ADCS2	ADCS1	ADCS0	—	—	—	—	-000 ----	79, 117

Legend: – = Unimplemented locations read as '0', u = unchanged, x = unknown, q = value depends on condition, shaded = unimplemented

Note 1: IRP and RP1 bits are reserved, always maintain these bits clear.

2: RA3 pull-up is enabled when MCLRE is '1' in the Configuration Word register.

3: PIC16F616/16HV616 only.

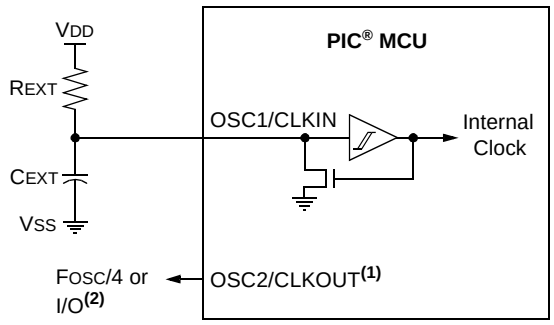
4: Read-only Register.

3.3.4 EXTERNAL RC MODES

The external Resistor-Capacitor (RC) modes support the use of an external RC circuit. This allows the designer maximum flexibility in frequency choice while keeping costs to a minimum when clock accuracy is not required. There are two modes: RC and RCIO.

In RC mode, the RC circuit connects to OSC1. OSC2/CLKOUT outputs the RC oscillator frequency divided by 4. This signal may be used to provide a clock for external circuitry, synchronization, calibration, test or other application requirements. Figure 3-5 shows the external RC mode connections.

FIGURE 3-5: EXTERNAL RC MODES



Recommended values: 10 kΩ ≤ REXT ≤ 100 kΩ, <3V
3 kΩ ≤ REXT ≤ 100 kΩ, 3-5V
CEXT > 20 pF, 2-5V

Note 1: Alternate pin functions are listed in **Section 1.0 "Device Overview"**.

2: Output depends upon RC or RCIO Clock mode.

In RCIO mode, the RC circuit is connected to OSC1. OSC2 becomes an additional general purpose I/O pin.

The RC oscillator frequency is a function of the supply voltage, the resistor (REXT) and capacitor (CEXT) values and the operating temperature. Other factors affecting the oscillator frequency are:

- threshold voltage variation
- component tolerances
- packaging variations in capacitance

The user also needs to take into account variation due to tolerance of external RC components used.

3.4 Internal Clock Modes

The Oscillator module provides a selectable system clock source of either 4 MHz or 8 MHz. The selectable frequency is configured through the IOSCFS bit of the Configuration Word.

The frequency of the internal oscillator can be can be user-adjusted via software using the OSCTUNE register.

3.4.1 INTOSC AND INTOSCIO MODES

The INTOSC and INTOSCIO modes configure the internal oscillators as the system clock source when the device is programmed using the oscillator selection or the FOSC<2:0> bits in the Configuration Word register (CONFIG). See **Section 12.0 "Special Features of the CPU"** for more information.

In **INTOSC** mode, OSC1/CLKIN is available for general purpose I/O. OSC2/CLKOUT outputs the selected internal oscillator frequency divided by 4. The CLKOUT signal may be used to provide a clock for external circuitry, synchronization, calibration, test or other application requirements.

In **INTOSCIO** mode, OSC1/CLKIN and OSC2/CLKOUT are available for general purpose I/O.

REGISTER 4-4: WPUA: WEAK PULL-UP PORTA REGISTER

U-0	U-0	R/W-1	R/W-1	U-0	R/W-1	R/W-1	R/W-1
—	—	WPUA5	WPUA4	—	WPUA2	WPUA1	WPUA0
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 7-6 **Unimplemented**: Read as '0'

bit 5-4 **WPUA<5:4>:** Weak Pull-up Control bits
1 = Pull-up enabled
0 = Pull-up disabled

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

bit 2-0 **WPUA<2:0>:** Weak Pull-up Control bits
1 = Pull-up enabled
0 = Pull-up disabled

Note 1: Global $\overline{\text{RAPU}}$ must be enabled for individual pull-ups to be enabled.
2: The weak pull-up device is automatically disabled if the pin is in Output mode (TRISA = 0).
3: The RA3 pull-up is enabled when configured as $\overline{\text{MCLR}}$ and disabled as an input in the Configuration Word.
4: WPUA<5:4> always reads '1' in XT, HS and LP Oscillator modes.

REGISTER 4-5: IOCA: INTERRUPT-ON-CHANGE PORTA REGISTER

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	IOCA5	IOCA4	IOCA3	IOCA2	IOCA1	IOCA0
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 7-6 **Unimplemented**: Read as '0'

bit 5-0 **IOCA<5:0>:** Interrupt-on-change PORTA Control bit
1 = Interrupt-on-change enabled
0 = Interrupt-on-change disabled

Note 1: Global Interrupt Enable (GIE) must be enabled for individual interrupts to be recognized.
2: IOCA<5:4> always reads '1' in XT, HS and LP Oscillator modes.

6.2.1 INTERNAL CLOCK SOURCE

When the internal clock source is selected the TMR1H:TMR1L register pair will increment on multiples of TCY as determined by the Timer1 prescaler.

6.2.2 EXTERNAL CLOCK SOURCE

When the external clock source is selected, the Timer1 module may work as a timer or a counter.

When counting, Timer1 is incremented on the rising edge of the external clock input T1CKI. In addition, the Counter mode clock can be synchronized to the microcontroller system clock or run asynchronously.

If an external clock oscillator is needed (and the microcontroller is using the INTOSC without CLKOUT), Timer1 can use the LP oscillator as a clock source.

Note:	In Counter mode, a falling edge must be registered by the counter prior to the first incrementing rising edge.

6.3 Timer1 Prescaler

Timer1 has four prescaler options allowing 1, 2, 4 or 8 divisions of the clock input. The T1CKPS bits of the T1CON register control the prescale counter. The prescale counter is not directly readable or writable; however, the prescaler counter is cleared upon a write to TMR1H or TMR1L.

6.4 Timer1 Oscillator

A low-power 32.768 kHz crystal oscillator is built-in between pins OSC1 (input) and OSC2 (output). The oscillator is enabled by setting the T1OSCEN control bit of the T1CON register. The oscillator will continue to run during Sleep.

The Timer1 oscillator is shared with the system LP oscillator. Thus, Timer1 can use this mode only when the primary system clock is derived from the internal oscillator or when the oscillator is in the LP Oscillator mode. The user must provide a software time delay to ensure proper oscillator start-up.

TRISA5 and TRISA4 bits are set when the Timer1 oscillator is enabled. RA5 and RA4 bits read as '0' and TRISA5 and TRISA4 bits read as '1'.

Note:	The oscillator requires a start-up and stabilization time before use. Thus, T1OSCEN should be set and a suitable delay observed prior to enabling Timer1.

6.5 Timer1 Operation in Asynchronous Counter Mode

If control bit $\overline{\text{T1SYNC}}$ of the T1CON register is set, the external clock input is not synchronized. The timer continues to increment asynchronous to the internal phase clocks. The timer will continue to run during Sleep and can generate an interrupt on overflow, which will wake-up the processor. However, special precautions in software are needed to read/write the timer (see **Section 6.5.1 "Reading and Writing Timer1 in Asynchronous Counter Mode"**).

Note:	When switching from synchronous to asynchronous operation, it is possible to skip an increment. When switching from asynchronous to synchronous operation, it is possible to produce an additional increment.

Note:	In asynchronous counter mode or when using the internal oscillator and T1ACS=1, Timer1 can not be used as a time base for the capture or compare modes of the ECCP module (for PIC16F616/HV616 only).

6.5.1 READING AND WRITING TIMER1 IN ASYNCHRONOUS COUNTER MODE

Reading TMR1H or TMR1L while the timer is running from an external asynchronous clock will ensure a valid read (taken care of in hardware). However, the user should keep in mind that reading the 16-bit timer in two 8-bit values itself, poses certain problems, since the timer may overflow between the reads.

For writes, it is recommended that the user simply stop the timer and write the desired values. A write contention may occur by writing to the timer registers, while the register is incrementing. This may produce an unpredictable value in the TMR1H:TMR1L register pair.

6.6 Timer1 Gate

Timer1 gate source is software configurable to be the $\overline{\text{T1G}}$ pin or the output of Comparator C2. This allows the device to directly time external events using $\overline{\text{T1G}}$ or analog events using Comparator C2. See the CM2CON1 register (Register 8-3) for selecting the Timer1 gate source. This feature can simplify the software for a Delta-Sigma A/D converter and many

7.0 TIMER2 MODULE (PIC16F616/16HV616 ONLY)

The Timer2 module is an 8-bit timer with the following features:

- 8-bit timer register (TMR2)
- 8-bit period register (PR2)
- Interrupt on TMR2 match with PR2
- Software programmable prescaler (1:1, 1:4, 1:16)
- Software programmable postscaler (1:1 to 1:16)

See Figure 7-1 for a block diagram of Timer2.

7.1 Timer2 Operation

The clock input to the Timer2 module is the system instruction clock (FOSC/4). The clock is fed into the Timer2 prescaler, which has prescale options of 1:1, 1:4 or 1:16. The output of the prescaler is then used to increment the TMR2 register.

The values of TMR2 and PR2 are constantly compared to determine when they match. TMR2 will increment from 00h until it matches the value in PR2. When a match occurs, two things happen:

- TMR2 is reset to 00h on the next increment cycle.
- The Timer2 postscaler is incremented

The match output of the Timer2/PR2 comparator is then fed into the Timer2 postscaler. The postscaler has postscale options of 1:1 to 1:16 inclusive. The output of the Timer2 postscaler is used to set the TMR2IF interrupt flag bit in the PIR1 register.

The TMR2 and PR2 registers are both fully readable and writable. On any Reset, the TMR2 register is set to 00h and the PR2 register is set to FFh.

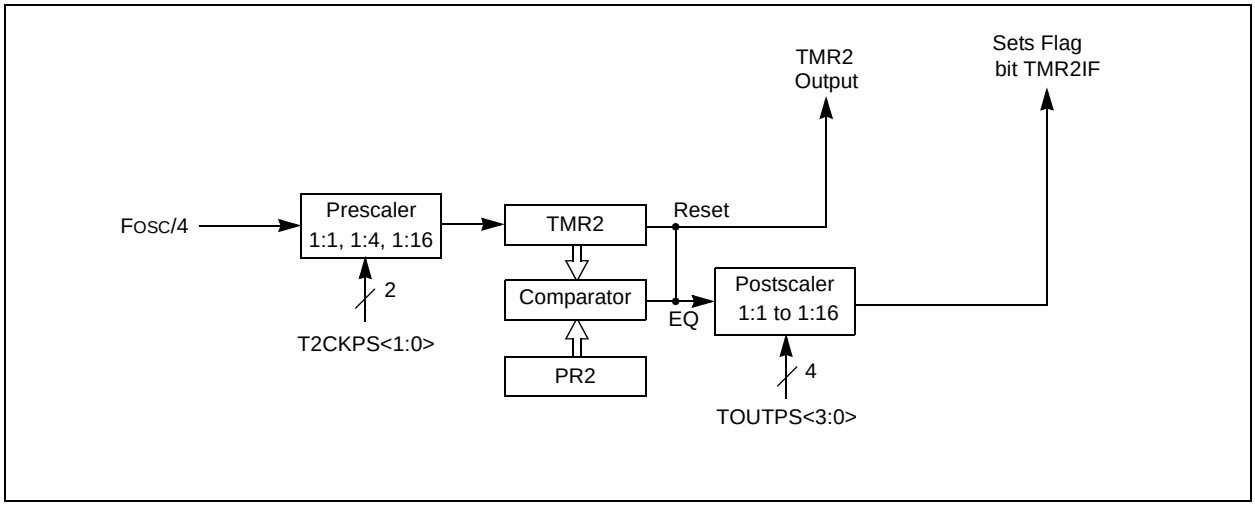
Timer2 is turned on by setting the TMR2ON bit in the T2CON register to a '1'. Timer2 is turned off by setting the TMR2ON bit to a '0'.

The Timer2 prescaler is controlled by the T2CKPS bits in the T2CON register. The Timer2 postscaler is controlled by the TOUTPS bits in the T2CON register. The prescaler and postscaler counters are cleared when:

- A write to TMR2 occurs.
- A write to T2CON occurs.
- Any device Reset occurs (Power-on Reset, $\overline{\text{MCLR}}$ Reset, Watchdog Timer Reset, or Brown-out Reset).

Note:	TMR2 is not cleared when T2CON is written.

FIGURE 7-1: TIMER2 BLOCK DIAGRAM



REGISTER 8-1: CM1CON0: COMPARATOR 1 CONTROL REGISTER 0

R/W-0	R-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0
C1ON	C1OUT	C1OE	C1POL	—	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 **Unimplemented:** Read as '0'

bit 2 **C1R:** Comparator C1 Reference Select bit (non-inverting input)
1 = C1VIN+ connects to C1VREF output
0 = C1VIN+ connects to C1IN+ 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.

REGISTER 8-6: VRCON: VOLTAGE REFERENCE 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
C1VREN	C2VREN	VRR	FVREN	VR3	VR2	VR1	VR0
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 **C1VREN:** Comparator 1 Voltage Reference Enable bit
1 = CV_{REF} circuit powered on and routed to $C1V_{REF}$ input of Comparator C1
0 = 0.6 Volt constant reference routed to $C1V_{REF}$ input of Comparator C1

bit 6 **C2VREN:** Comparator 2 Voltage Reference Enable bit
1 = CV_{REF} circuit powered on and routed to $C2V_{REF}$ input of Comparator C2
0 = 0.6 Volt constant reference routed to $C2V_{REF}$ input of Comparator C2

bit 5 **VRR:** CV_{REF} Range Selection bit
1 = Low range
0 = High range

bit 4 **FVREN:** Fixed Voltage Reference (0.6V) Enable bit
1 = Enabled
0 = Disabled

bit 3-0 **VR<3:0>:** Comparator Voltage Reference CV_{REF} Value Selection bits ($0 \leq$ VR<3:0> ≤ 15)
When VRR = 1: $CV_{REF} = (VR<3:0>/24) * V_{DD}$
When VRR = 0: $CV_{REF} = V_{DD}/4 + (VR<3:0>/32) * V_{DD}$

9.0 ANALOG-TO-DIGITAL CONVERTER (ADC) MODULE (PIC16F616/16HV616 ONLY)

The Analog-to-Digital Converter (ADC) allows conversion of an analog input signal to a 10-bit binary representation of that signal. This device uses analog inputs, which are multiplexed into a single sample and hold circuit. The output of the sample and hold is connected to the input of the converter. The converter generates a 10-bit binary result via successive approximation and stores the conversion result into the ADC result registers (ADRESL and ADRESH).

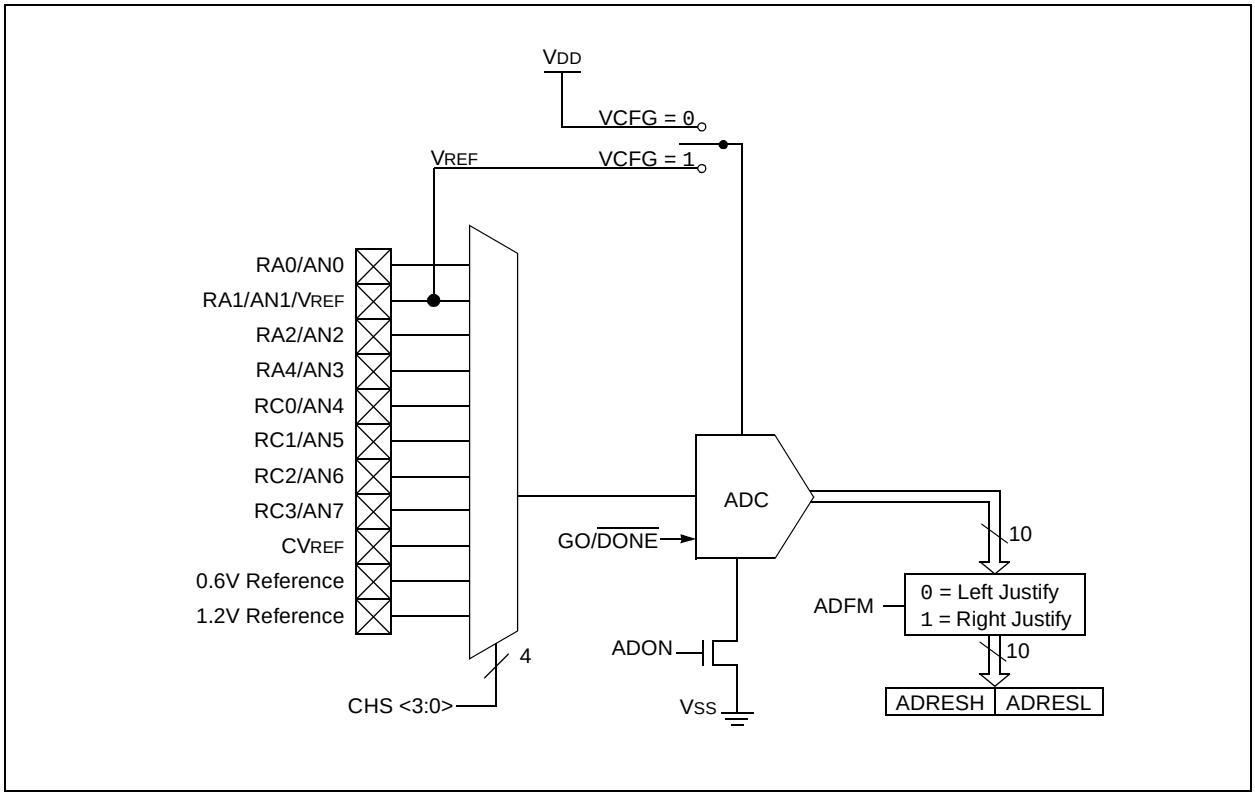
The ADC voltage reference is software selectable to either VDD or a voltage applied to the external reference pins.

The ADC can generate an interrupt upon completion of a conversion. This interrupt can be used to wake-up the device from Sleep.

Figure 9-1 shows the block diagram of the ADC.

Note:	The ADRESL and ADRESH registers are read-only.

FIGURE 9-1: ADC BLOCK DIAGRAM



9.1 ADC Configuration

When configuring and using the ADC, the following functions must be considered:

- Port configuration
- Channel selection
- ADC voltage reference selection
- ADC conversion clock source
- Interrupt control
- Results formatting

9.1.1 PORT CONFIGURATION

The ADC can be used to convert both analog and digital signals. When converting analog signals, the I/O pin should be configured for analog by setting the associated TRIS and ANSEL bits. See the corresponding Port section for more information.

Note:	Analog voltages on any pin that is defined as a digital input may cause the input buffer to conduct excess current.

9.1.2 CHANNEL SELECTION

The CHS bits of the ADCON0 register determine which channel is connected to the sample and hold circuit.

When changing channels, a delay is required before starting the next conversion. Refer to **Section 9.2 "ADC Operation"** for more information.

9.1.3 ADC VOLTAGE REFERENCE

The VCFG bit of the ADCON0 register provides control of the positive voltage reference. The positive voltage reference can be either VDD or an external voltage source. The negative voltage reference is always connected to the ground reference.

9.1.4 CONVERSION CLOCK

The source of the conversion clock is software selectable via the ADCS bits of the ADCON1 register. There are seven possible clock options:

- FOSC/2
- FOSC/4
- FOSC/8
- FOSC/16
- FOSC/32
- FOSC/64
- FRC (dedicated internal oscillator)

The time to complete one bit conversion is defined as TAD. One full 10-bit conversion requires 11 TAD periods as shown in Figure 9-3.

For correct conversion, the appropriate TAD specification must be met. See A/D conversion requirements in **Section 15.0 "Electrical Specifications"** for more information. Table 9-1 gives examples of appropriate ADC clock selections.

Note:	Unless using the FRC, any changes in the system clock frequency will change the ADC clock frequency, which may adversely affect the ADC result.

TABLE 9-1: ADC CLOCK PERIOD (TAD) VS. DEVICE OPERATING FREQUENCIES (VDD ≥ 3.0V)

ADC Clock Period (TAD)		Device Frequency (FOSC)			
ADC Clock Source	**ADCS<2:0>**	**20 MHz**	**8 MHz**	**4 MHz**	**1 MHz**
FOSC/2	000	100 ns(2)	250 ns(2)	500 ns(2)	2.0 μs
FOSC/4	100	200 ns(2)	500 ns(2)	1.0 μs(2)	4.0 μs
FOSC/8	001	400 ns(2)	1.0 μs(2)	2.0 μs	8.0 μs(3)
FOSC/16	101	800 ns(2)	2.0 μs	4.0 μs	16.0 μs(3)
FOSC/32	010	1.6 μs	4.0 μs	8.0 μs(3)	32.0 μs(3)
FOSC/64	110	3.2 μs	8.0 μs(3)	16.0 μs(3)	64.0 μs(3)
FRC	x11	2-6 μs(1,4)	2-6 μs(1,4)	2-6 μs(1,4)	2-6 μs(1,4)

Legend: Shaded cells are outside of recommended range.

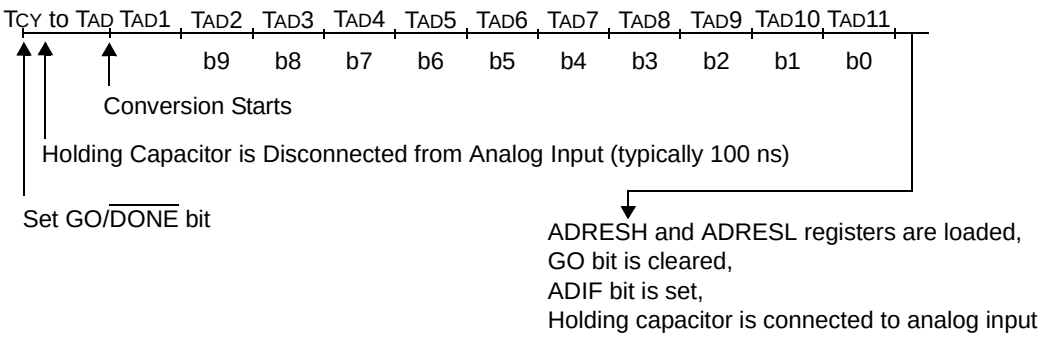
Note 1: The FRC source has a typical TAD time of 4 μs for VDD > 3.0V.

2: These values violate the minimum required TAD time.

3: For faster conversion times, the selection of another clock source is recommended.

4: When the device frequency is greater than 1 MHz, the FRC clock source is only recommended if the conversion will be performed during Sleep.

FIGURE 9-2: ANALOG-TO-DIGITAL CONVERSION TAD CYCLES



9.1.5 INTERRUPTS

The ADC module allows for the ability to generate an interrupt upon completion of an analog-to-digital conversion. The ADC interrupt flag is the ADIF bit in the PIR1 register. The ADC interrupt enable is the ADIE bit in the PIE1 register. The ADIF bit must be cleared in software.

Note:	The ADIF bit is set at the completion of every conversion, regardless of whether or not the ADC interrupt is enabled.

This interrupt can be generated while the device is operating or while in Sleep. If the device is in Sleep, the interrupt will wake-up the device. Upon waking from Sleep, the next instruction following the SLEEP instruction is always executed. If the user is attempting to wake-up from Sleep and resume in-line code execution, the global interrupt must be disabled. If the global interrupt is enabled, execution will switch to the interrupt service routine.

Please see **Section 9.1.5 "Interrupts"** for more information.

9.1.6 RESULT FORMATTING

The 10-bit A/D conversion result can be supplied in two formats, left justified or right justified. The ADFM bit of the ADCON0 register controls the output format.

Figure 9-4 shows the two output formats.

FIGURE 9-3: 10-BIT A/D CONVERSION RESULT FORMAT

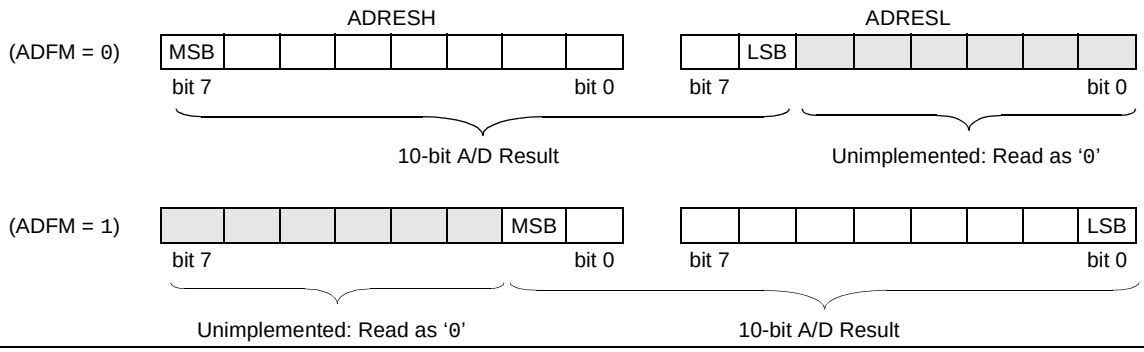
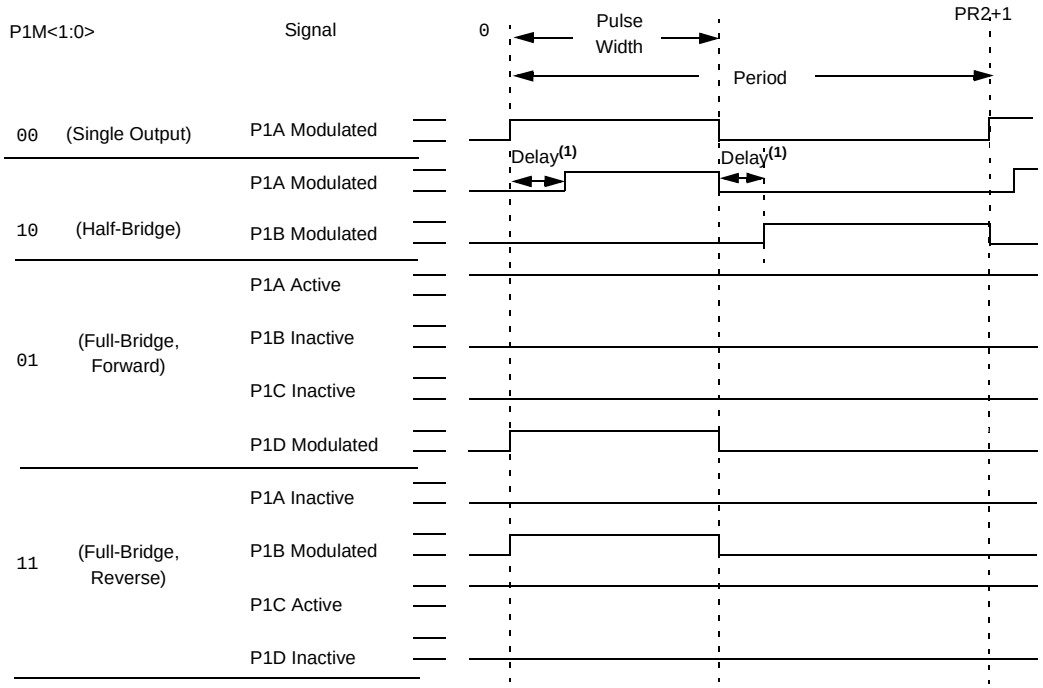


FIGURE 10-6: EXAMPLE PWM (ENHANCED MODE) OUTPUT RELATIONSHIPS (ACTIVE-HIGH STATE)



Relationships:

- Period = 4 * Tosc * (PR2 + 1) * (TMR2 Prescale Value)
- Pulse Width = Tosc * (CCPR1L<7:0>:CCP1CON<5:4>) * (TMR2 Prescale Value)
- Delay = 4 * Tosc * (PWM1CON<6:0>)

Note 1: Dead-band delay is programmed using the PWM1CON register (**Section 10.4.6 "Programmable Dead-Band Delay mode"**).

REGISTER 12-1: CONFIG: CONFIGURATION WORD REGISTER

—	—	—	—	—	—	BOREN1(1)	BOREN0(1)
bit 15							bit 8

IOSCFS	$\overline{CP}$(2)	MCLRE(3)	$\overline{PWRTE}$	WDTE	FOSC2	FOSC1	FOSC0
bit 7							bit 0

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

bit 15-10 **Unimplemented**: Read as ‘1’

bit 9-8 **BOREN<1:0>:** Brown-out Reset Selection bits(1)
- 11 = BOR enabled
- 10 = BOR enabled during operation and disabled in Sleep
- 0x = BOR disabled

bit 7 **IOSCFS:** Internal Oscillator Frequency Select bit
- 1 = 8 MHz
- 0 = 4 MHz

bit 6 **$\overline{CP}$:** Code Protection bit(2)
- 1 = Program memory code protection is disabled
- 0 = Program memory code protection is enabled

bit 5 **MCLRE:** $\overline{MCLR}$ Pin Function Select bit(3)
- 1 = $\overline{MCLR}$ pin function is $\overline{MCLR}$
- 0 = $\overline{MCLR}$ pin function is digital input, $\overline{MCLR}$ internally tied to V_{DD}

bit 4 **$\overline{PWRTE}$:** Power-up Timer Enable bit
- 1 = PWRT disabled
- 0 = PWRT enabled

bit 3 **WDTE:** Watchdog Timer Enable bit
- 1 = WDT enabled
- 0 = WDT disabled

bit 2-0 **FOSC<2:0>:** Oscillator Selection bits
- 111 = RC oscillator: CLKOUT function on RA4/OSC2/CLKOUT pin, RC on RA5/OSC1/CLKIN
- 110 = RCIO oscillator: I/O function on RA4/OSC2/CLKOUT pin, RC on RA5/OSC1/CLKIN
- 101 = INTOSC oscillator: CLKOUT function on RA4/OSC2/CLKOUT pin, I/O function on RA5/OSC1/CLKIN
- 100 = INTOSCIO oscillator: I/O function on RA4/OSC2/CLKOUT pin, I/O function on RA5/OSC1/CLKIN
- 011 = EC: I/O function on RA4/OSC2/CLKOUT pin, CLKIN on RA5/OSC1/CLKIN
- 010 = HS oscillator: High-speed crystal/resonator on RA4/OSC2/CLKOUT and RA5/OSC1/CLKIN
- 001 = XT oscillator: Crystal/resonator on RA4/OSC2/CLKOUT and RA5/OSC1/CLKIN
- 000 = LP oscillator: Low-power crystal on RA4/OSC2/CLKOUT and RA5/OSC1/CLKIN

Note 1: Enabling Brown-out Reset does not automatically enable Power-up Timer.
2: The entire program memory will be erased when the code protection is turned off.
3: When $\overline{MCLR}$ is asserted in INTOSC or RC mode, the internal clock oscillator is disabled.

12.3.5 TIME-OUT SEQUENCE

On power-up, the time-out sequence is as follows:

- PWRT time-out is invoked after POR has expired.
- OST is activated after the PWRT time-out has expired.

The total time-out will vary based on oscillator configuration and $\overline{\text{PWRTE}}$ bit status. For example, in EC mode with $\overline{\text{PWRTE}}$ bit erased (PWRT disabled), there will be no time-out at all. Figure 12-4, Figure 12-5 and Figure 12-6 depict time-out sequences.

Since the time-outs occur from the POR pulse, if $\overline{\text{MCLR}}$ is kept low long enough, the time-outs will expire. Then, bringing $\overline{\text{MCLR}}$ high will begin execution immediately (see Figure 12-5). This is useful for testing purposes or to synchronize more than one PIC16F610/616/16HV610/616 device operating in parallel.

Table 12-5 shows the Reset conditions for some special registers, while Table 12-4 shows the Reset conditions for all the registers.

12.3.6 POWER CONTROL (PCON) REGISTER

The Power Control register PCON (address 8Eh) has two Status bits to indicate what type of Reset occurred last.

Bit 0 is $\overline{\text{BOR}}$ (Brown-out). $\overline{\text{BOR}}$ is unknown on Power-on Reset. It must then be set by the user and checked on subsequent Resets to see if $\overline{\text{BOR}}$ = 0, indicating that a Brown-out has occurred. The $\overline{\text{BOR}}$ Status bit is a "don't care" and is not necessarily predictable if the brown-out circuit is disabled (BOREN<1:0> = 00 in the Configuration Word register).

Bit 1 is $\overline{\text{POR}}$ (Power-on Reset). It is a '0' on Power-on Reset and unaffected otherwise. The user must write a '1' to this bit following a Power-on Reset. On a subsequent Reset, if $\overline{\text{POR}}$ is '0', it will indicate that a Power-on Reset has occurred (i.e., V_{DD} may have gone too low).

For more information, see **Section 12.3.4 "Brown-out Reset (BOR)"**.

TABLE 12-1: TIME-OUT IN VARIOUS SITUATIONS

Oscillator Configuration	Power-up		Brown-out Reset		Wake-up from Sleep
	$\overline{\text{PWRTE}}$ = 0	$\overline{\text{PWRTE}}$ = 1	$\overline{\text{PWRTE}}$ = 0	$\overline{\text{PWRTE}}$ = 1	
XT, HS, LP	T_{PWRT} + 1024 • T_{OSC}	1024 • T_{OSC}	T_{PWRT} + 1024 • T_{OSC}	1024 • T_{OSC}	1024 • T_{OSC}
RC, EC, INTOSC	T_{PWRT}	—	T_{PWRT}	—	—

TABLE 12-2: STATUS/PCON BITS AND THEIR SIGNIFICANCE

$\overline{\text{POR}}$	$\overline{\text{BOR}}$	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Condition
0	x	1	1	Power-on Reset
u	0	1	1	Brown-out Reset
u	u	0	u	WDT Reset
u	u	0	0	WDT Wake-up
u	u	u	u	$\overline{\text{MCLR}}$ Reset during normal operation
u	u	1	0	$\overline{\text{MCLR}}$ Reset during Sleep

Legend: u = unchanged, x = unknown

TABLE 12-3: SUMMARY OF REGISTERS ASSOCIATED WITH BROWN-OUT RESET

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other Resets(1)
PCON	—	—	—	—	—	—	$\overline{\text{POR}}$	$\overline{\text{BOR}}$	---- --qq	---- --uu
STATUS	IRP	RP1	RP0	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC	C	0001 1xxx	000q quuu

Legend: u = unchanged, x = unknown, – = unimplemented bit, reads as '0', q = value depends on condition. Shaded cells are not used by BOR.

Note 1: Other (non Power-up) Resets include $\overline{\text{MCLR}}$ Reset and Watchdog Timer Reset during normal operation.

TABLE 12-4: INITIALIZATION CONDITION FOR REGISTERS (CONTINUED)

Register	Address	Power-on Reset	$\overline{\text{MCLR}}$ Reset WDT Reset (Continued) Brown-out Reset(1)	Wake-up from Sleep through Interrupt Wake-up from Sleep through WDT Time-out (Continued)
OSCTUNE	90h	---0 0000	---u uuuu	---u uuuu
ANSEL(7)	91h	1111 1111	1111 1111	uuuu uuuu
PR2(6)	92h	1111 1111	1111 1111	1111 1111
WPUA	95h	--11 -111	--11 -111	--uu -uuu
IOCA	96h	--00 0000	--00 0000	--uu uuuu
SRCON0	99h	0000 00-0	0000 00-0	uuuu uu-u
SRCON1	9Ah	00-- ----	00-- ----	uu-- ----
ADRESL(6)	9Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADCON1(6)	9Fh	-000 ----	-000 ----	-uuu ----

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 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 12-5 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.

6: PIC16F616/16HV616 only.

7: ANSEL <3:2> For PIC16F616/HV616 only.

TABLE 12-5: INITIALIZATION CONDITION FOR SPECIAL REGISTERS

Condition	Program Counter	Status Register	PCON Register
Power-on Reset	000h	0001 1xxx	---- --0x
$\overline{\text{MCLR}}$ Reset during normal operation	000h	000u uuuu	---- --uu
$\overline{\text{MCLR}}$ Reset during Sleep	000h	0001 0uuu	---- --uu
WDT Reset	000h	0000 uuuu	---- --uu
WDT Wake-up	PC + 1	uuu0 0uuu	---- --uu
Brown-out Reset	000h	0001 1uuu	---- --10
Interrupt Wake-up from Sleep	PC + 1(1)	uuu1 0uuu	---- --uu

Legend: u = unchanged, x = unknown, – = unimplemented bit, reads as '0'.

Note 1: When the wake-up is due to an interrupt and Global Interrupt Enable bit, GIE, is set, the PC is loaded with the interrupt vector (0004h) after execution of PC + 1.

12.7 Power-Down Mode (Sleep)

The Power-Down mode is entered by executing a SLEEP instruction.

If the Watchdog Timer is enabled:

- WDT will be cleared but keeps running.
- $\overline{PD}$ bit in the STATUS register is cleared.
- $\overline{TO}$ bit is set.
- Oscillator driver is turned off.
- I/O ports maintain the status they had before SLEEP was executed (driving high, low or high-impedance).

For lowest current consumption in this mode, all I/O pins should be either at VDD or VSS, with no external circuitry drawing current from the I/O pin and the comparators and CVREF should be disabled. I/O pins that are high-impedance inputs should be pulled high or low externally to avoid switching currents caused by floating inputs. The T0CKI input should also be at VDD or VSS for lowest current consumption. The contribution from on-chip pull-ups on PORTA should be considered.

The $\overline{MCLR}$ pin must be at a logic high level.

Note:	It should be noted that a Reset generated by a WDT time-out does not drive $\overline{MCLR}$ pin low.

12.7.1 WAKE-UP FROM SLEEP

The device can wake-up from Sleep through one of the following events:

1. External Reset input on $\overline{MCLR}$ pin.
2. Watchdog Timer wake-up (if WDT was enabled).
3. Interrupt from RA2/INT pin, PORTA change or a peripheral interrupt.

The first event will cause a device Reset. The two latter events are considered a continuation of program execution. The $\overline{TO}$ and $\overline{PD}$ bits in the STATUS register can be used to determine the cause of device Reset. The $\overline{PD}$ bit, which is set on power-up, is cleared when Sleep is invoked. $\overline{TO}$ bit is cleared if WDT wake-up occurred.

The following peripheral interrupts can wake the device from Sleep:

1. Timer1 interrupt. Timer1 must be operating as an asynchronous counter.
2. ECCP Capture mode interrupt.
3. A/D conversion (when A/D clock source is RC).
4. Comparator output changes state.
5. Interrupt-on-change.
6. External Interrupt from INT pin.

Other peripherals cannot generate interrupts since during Sleep, no on-chip clocks are present.

When the SLEEP instruction is being executed, the next instruction (PC + 1) is prefetched. For the device to wake-up through an interrupt event, the corresponding interrupt enable bit must be set (enabled). Wake-up is regardless of the state of the GIE bit. If the GIE bit is clear (disabled), the device continues execution at the instruction after the SLEEP instruction. If the GIE bit is set (enabled), the device executes the instruction after the SLEEP instruction, then branches to the interrupt address (0004h). In cases where the execution of the instruction following SLEEP is not desirable, the user should have a NOP after the SLEEP instruction.

Note:	If the global interrupts are disabled (GIE is cleared) and any interrupt source has both its interrupt enable bit and the corresponding interrupt flag bits set, the device will immediately wake-up from Sleep.

The WDT is cleared when the device wakes up from Sleep, regardless of the source of wake-up.

12.7.2 WAKE-UP USING INTERRUPTS

When global interrupts are disabled (GIE cleared) and any interrupt source has both its interrupt enable bit and interrupt flag bit set, one of the following will occur:

- If the interrupt occurs **before** the execution of a SLEEP instruction, the SLEEP instruction will complete as a NOP. Therefore, the WDT and WDT prescaler and postscaler (if enabled) will not be cleared, the $\overline{TO}$ bit will not be set and the $\overline{PD}$ bit will not be cleared.
- If the interrupt occurs **during or after** the execution of a SLEEP instruction, the device will Immediately wake-up from Sleep. The SLEEP instruction is executed. Therefore, the WDT and WDT prescaler and postscaler (if enabled) will be cleared, the $\overline{TO}$ bit will be set and the $\overline{PD}$ bit will be cleared.

Even if the flag bits were checked before executing a SLEEP instruction, it may be possible for flag bits to become set before the SLEEP instruction completes. To determine whether a SLEEP instruction executed, test the $\overline{PD}$ bit. If the $\overline{PD}$ bit is set, the SLEEP instruction was executed as a NOP.

To ensure that the WDT is cleared, a CLRWDT instruction should be executed before a SLEEP instruction. See Figure 12-9 for more details.

15.11 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

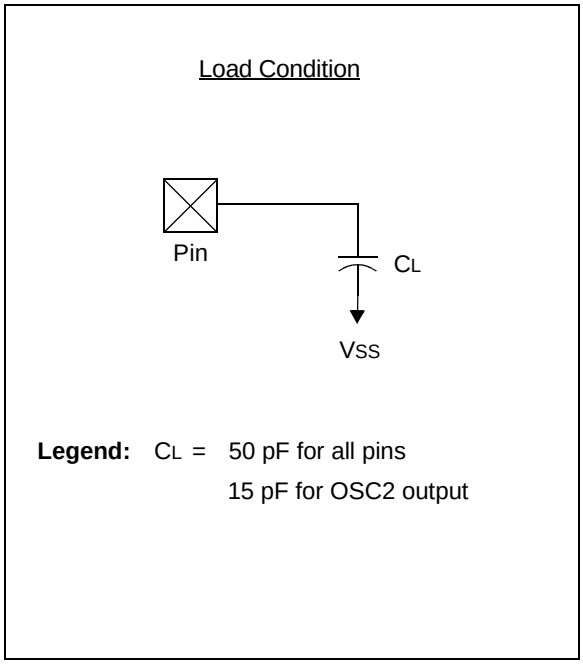
Lowercase letters (pp) and their meanings:

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 15-5: LOAD CONDITIONS



Legend: C_L = 50 pF for all pins
15 pF for OSC2 output

FIGURE 16-20: PIC16HV610/616 IDD EC (1 MHz) vs. VDD

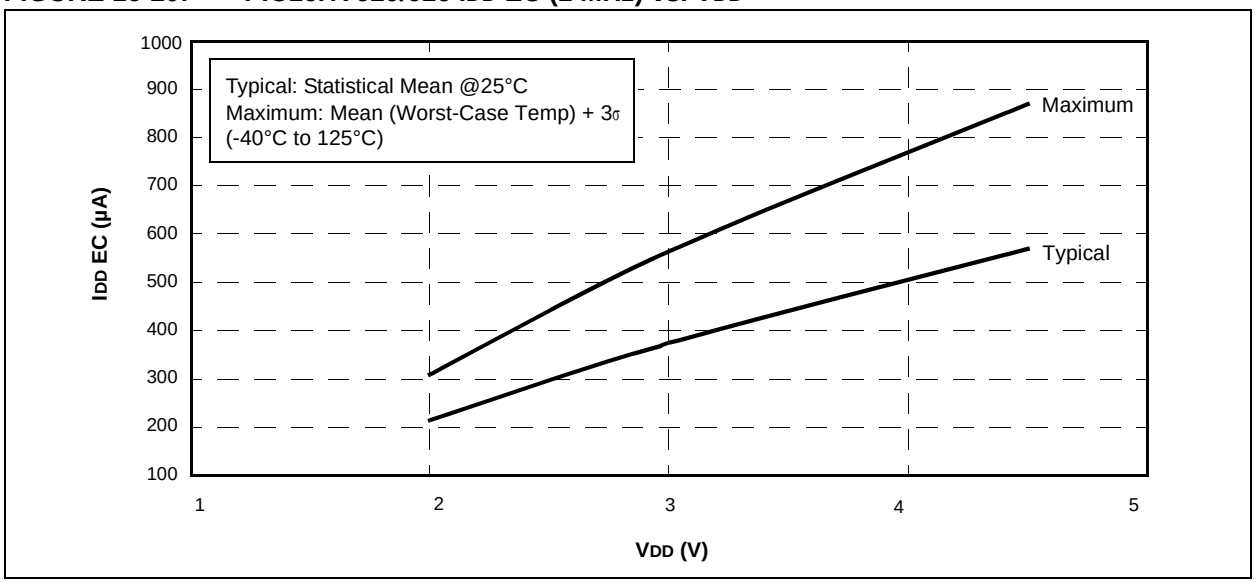


FIGURE 16-21: PIC16HV610/616 IDD EC (4 MHz) vs. VDD

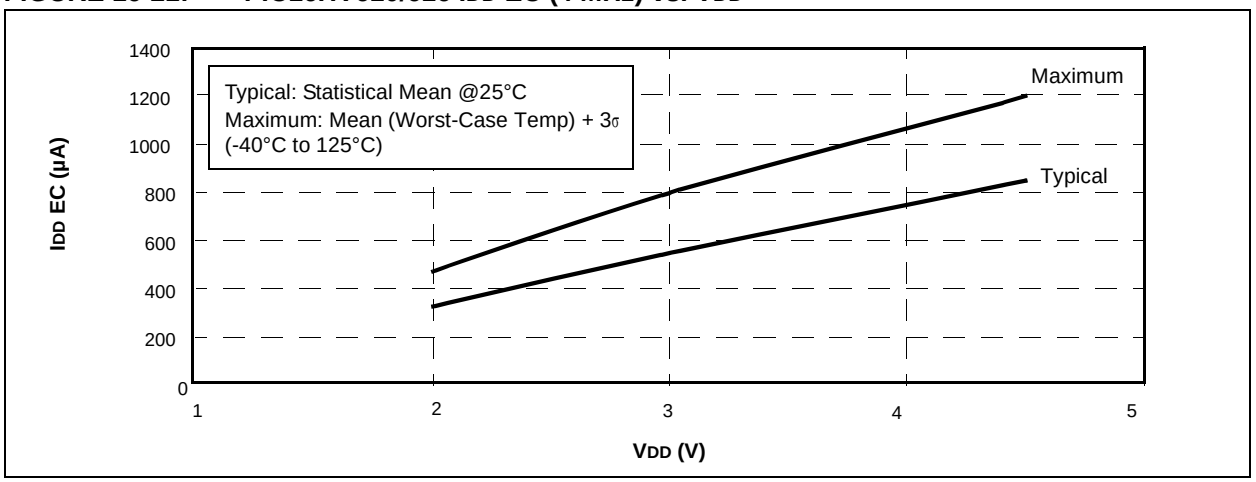
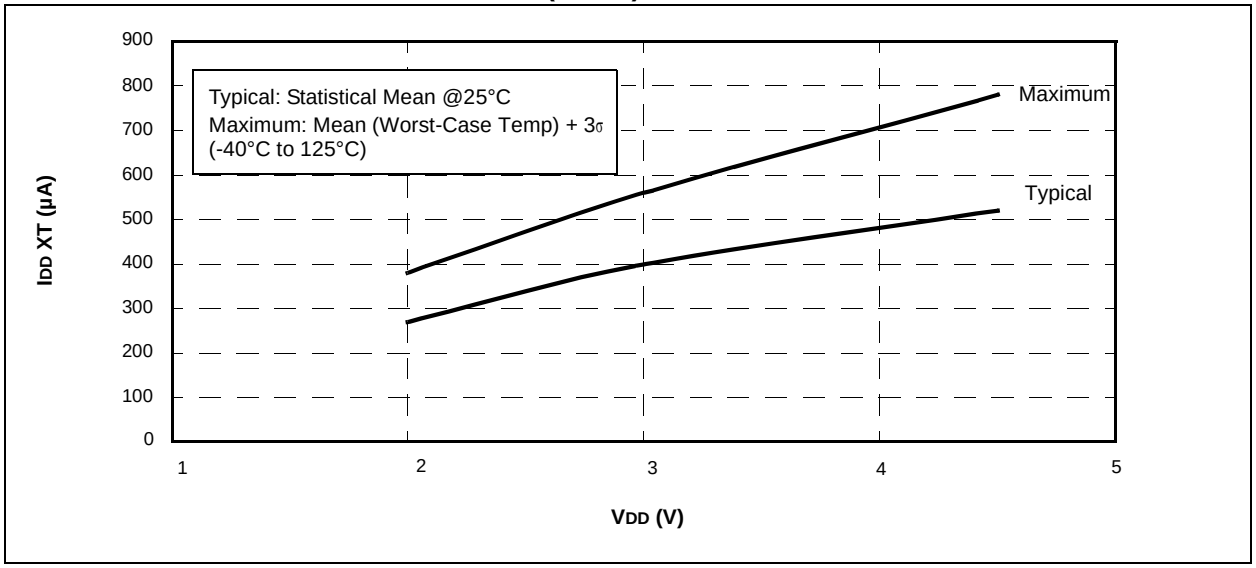


FIGURE 16-22: PIC16HV610/616 IDD XT (1 MHz) vs. VDD



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