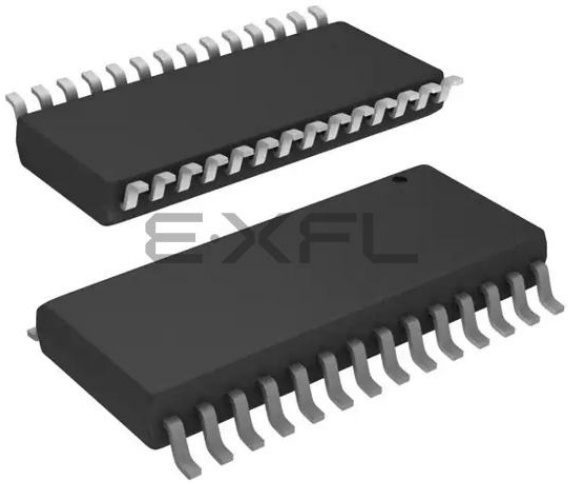


Welcome to E-XFL.COM

What is "Embedded - Microcontrollers"?

"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	64MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, LVD, POR, PWM, WDT
Number of I/O	25
Program Memory Size	32KB (16K x 16)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 35x10b; D/A 1x5b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SOIC (0.295", 7.50mm Width)
Supplier Device Package	28-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic18lf25k40t-i-so

REGISTER 3-9: Configuration Word 5L (30 0008h): Code Protection

U-1	U-1	U-1	U-1	U-1	U-1	R/W-1	R/W-1
—	—	—	—	—	—	$\overline{CPD}$	$\overline{CP}$
bit 7							bit 0

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

bit 7-2 **Unimplemented:** Read as ‘1’

bit 1 **$\overline{CPD}$:** Data NVM Memory Code Protection bit
- 1 = Data NVM code protection disabled
- 0 = Data NVM code protection enabled

bit 0 **$\overline{CP}$:** User NVM Program Memory Code Protection bit
- 1 = User NVM code protection disabled
- 0 = User NVM code protection enabled

REGISTER 3-10: Configuration Word 6L (30 000Ah): Memory Read Protection

U-1	U-1	U-1	U-1	R/W-1	R/W-1	R/W-1	R/W-1
—	—	—	—	EBTR3	EBTR2	EBTR1	EBTR0
bit 7							bit 0

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

bit 7-4 **Unimplemented:** Read as ‘1’

bit 3-0 **EBTR<3:0>:** Table Read Protection bits(1)
- 1 = Corresponding Memory Block NOT protected from table reads executed in other blocks
- 0 = Corresponding Memory Block protected from table reads executed in other blocks

Note 1: Refer to Table 10-2 for details on implementation of the individual EBTR bits.

REGISTER 3-11: Configuration Word 6H (30 000Bh): Memory Read Protection

U-1	U-1	U-1	U-1	U-1	U-1	R/W-1	U-1
—	—	—	—	—	—	EBTRB	—
bit 7							bit 0

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

bit 7-2 **Unimplemented:** Read as ‘1’

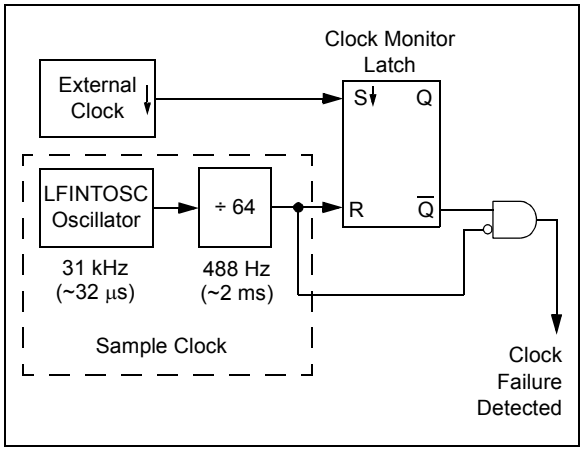
bit 1 **EBTRB:** Table Read Protection bit
- 1 = Memory Boot Block NOT protected from table reads executed in other blocks
- 0 = Memory Boot Block protected from table reads executed in other blocks

bit 0 **Unimplemented:** Read as ‘1’

4.5 Fail-Safe Clock Monitor

The Fail-Safe Clock Monitor (FSCM) allows the device to continue operating should the external oscillator fail. The FSCM is enabled by setting the FCMEN bit in the Configuration Words. The FSCM is applicable to all external Oscillator modes (LP, XT, HS, ECL/M/H and Secondary Oscillator).

FIGURE 4-9: FSCM BLOCK DIAGRAM



4.5.1 FAIL-SAFE DETECTION

The FSCM module detects a failed oscillator by comparing the external oscillator to the FSCM sample clock. The sample clock is generated by dividing the LFINTOSC by 64. See Figure 4-9. Inside the fail detector block is a latch. The external clock sets the latch on each falling edge of the external clock. The sample clock clears the latch on each rising edge of the sample clock. A failure is detected when an entire half-cycle of the sample clock elapses before the external clock goes low.

4.5.2 FAIL-SAFE OPERATION

When the external clock fails, the FSCM overwrites the COSC bits to select HFINTOSC (`3'b110`). The frequency of HFINTOSC would be determined by the previous state of the HFFRQ bits and the NDIV/CDIV bits. The bit flag OSCFIF of the PIR1 register is set. Setting this flag will generate an interrupt if the OSCFIE bit of the PIE1 register is also set. The device firmware can then take steps to mitigate the problems that may arise from a failed clock. The system clock will continue to be sourced from the internal clock source until the device firmware successfully restarts the external oscillator and switches back to external operation, by writing to the NOSC and NDIV bits of the OSCCON1 register.

4.5.3 FAIL-SAFE CONDITION CLEARING

The Fail-Safe condition is cleared after a Reset, executing a SLEEP instruction or changing the NOSC and NDIV bits of the OSCCON1 register. When switching to the external oscillator or PLL, the OST is restarted. While the OST is running, the device continues to operate from the INTOSC selected in OSCCON1. When the OST times out, the Fail-Safe condition is cleared after successfully switching to the external clock source. The OSCFIF bit should be cleared prior to switching to the external clock source. If the Fail-Safe condition still exists, the OSCFIF flag will again become set by hardware.

6.2.3.2 Peripheral Usage in Sleep

Some peripherals that can operate in Sleep mode will not operate properly with the Low-Power Sleep mode selected. The Low-Power Sleep mode is intended for use with these peripherals:

- Brown-out Reset (BOR)
- Windowed Watchdog Timer (WWDT)
- External interrupt pin/Interrupt-On-Change pins
- Peripherals that run off external secondary clock source

It is the responsibility of the end user to determine what is acceptable for their application when setting the VREGPM settings in order to ensure operation in Sleep.

Note:	The PIC18LF2x/4xK40 devices do not have a configurable Low-Power Sleep mode. PIC18LF2x/4xK40 devices are unregulated and are always in the lowest power state when in Sleep, with no wake-up time penalty. These devices have a lower maximum VDD and I/O voltage than the PIC18F2x/4xK40. See **Section 37.0 "Electrical Specifications"** for more information.

6.2.4 IDLE MODE

When IDLEN is set (IDLEN = 1), the SLEEP instruction will put the device into Idle mode. In Idle mode, the CPU and memory operations are halted, but the peripheral clocks continue to run. This mode is similar to Doze mode, except that in IDLE both the CPU and PFM are shut off.

Note:	If $\overline{\text{CLKOUTEN}}$ is enabled ($\overline{\text{CLKOUTEN}}$ = 0, Configuration Word 1H), the output will continue operating while in Idle.

6.2.4.1 Idle and Interrupts

IDLE mode ends when an interrupt occurs (even if GIE = 0), but IDLEN is not changed. The device can re-enter IDLE by executing the SLEEP instruction.

If Recover-On-Interrupt is enabled (ROI = 1), the interrupt that brings the device out of Idle also restores full-speed CPU execution when doze is also enabled.

6.2.4.2 Idle and WWDT

When in Idle, the WWDT Reset is blocked and will instead wake the device. The WWDT wake-up is not an interrupt, therefore ROI does not apply.

Note:	The WDT can bring the device out of Idle, in the same way it brings the device out of Sleep. The DOZEN bit is not affected.

6.3 Peripheral Operation in Power Saving Modes

All selected clock sources and the peripherals running off them are active in both IDLE and DOZE mode. Only in Sleep mode, both the FOSC and FOSC/4 clocks are unavailable. All the other clock sources are active, if enabled manually or through peripheral clock selection before the part enters Sleep.

16.0 INTERRUPT-ON-CHANGE

PORTA, PORTB, PORTC and pin RE3 of PORTE can be configured to operate as Interrupt-on-Change (IOC) pins on PIC18(L)F2x/4xK40 family devices. An interrupt can be generated by detecting a signal that has either a rising edge or a falling edge. Any individual port pin, or combination of port pins, can be configured to generate an interrupt. The interrupt-on-change module has the following features:

- Interrupt-on-Change enable (Master Switch)
- Individual pin configuration
- Rising and falling edge detection
- Individual pin interrupt flags

Figure 16-1 is a block diagram of the IOC module.

16.1 Enabling the Module

To allow individual port pins to generate an interrupt, the IOCIE bit of the PIE0 register must be set. If the IOCIE bit is disabled, the edge detection on the pin will still occur, but an interrupt will not be generated.

16.2 Individual Pin Configuration

For each port pin, a rising edge detector and a falling edge detector are present. To enable a pin to detect a rising edge, the associated bit of the IOCxP register is set. To enable a pin to detect a falling edge, the associated bit of the IOCxN register is set.

A pin can be configured to detect rising and falling edges simultaneously by setting both associated bits of the IOCxP and IOCxN registers, respectively.

16.3 Interrupt Flags

The IOCAFx, IOCBFx, IOCCFx and IOCEF3 bits located in the IOCAF, IOCBF, IOCCF and IOCEF registers respectively, are status flags that correspond to the interrupt-on-change pins of the associated port. If an expected edge is detected on an appropriately enabled pin, then the status flag for that pin will be set, and an interrupt will be generated if the IOCIE bit is set. The IOCIF bit of the PIR0 register reflects the status of all IOCAFx, IOCBFx, IOCCFx and IOCEF3 bits.

16.4 Clearing Interrupt Flags

The individual status flags, (IOCAFx, IOCBFx, IOCCFx and IOCEF3 bits), can be cleared by resetting them to zero. If another edge is detected during this clearing operation, the associated status flag will be set at the end of the sequence, regardless of the value actually being written.

In order to ensure that no detected edge is lost while clearing flags, only AND operations masking out known changed bits should be performed. The following sequence is an example of what should be performed.

EXAMPLE 16-1: CLEARING INTERRUPT FLAGS (PORTA EXAMPLE)

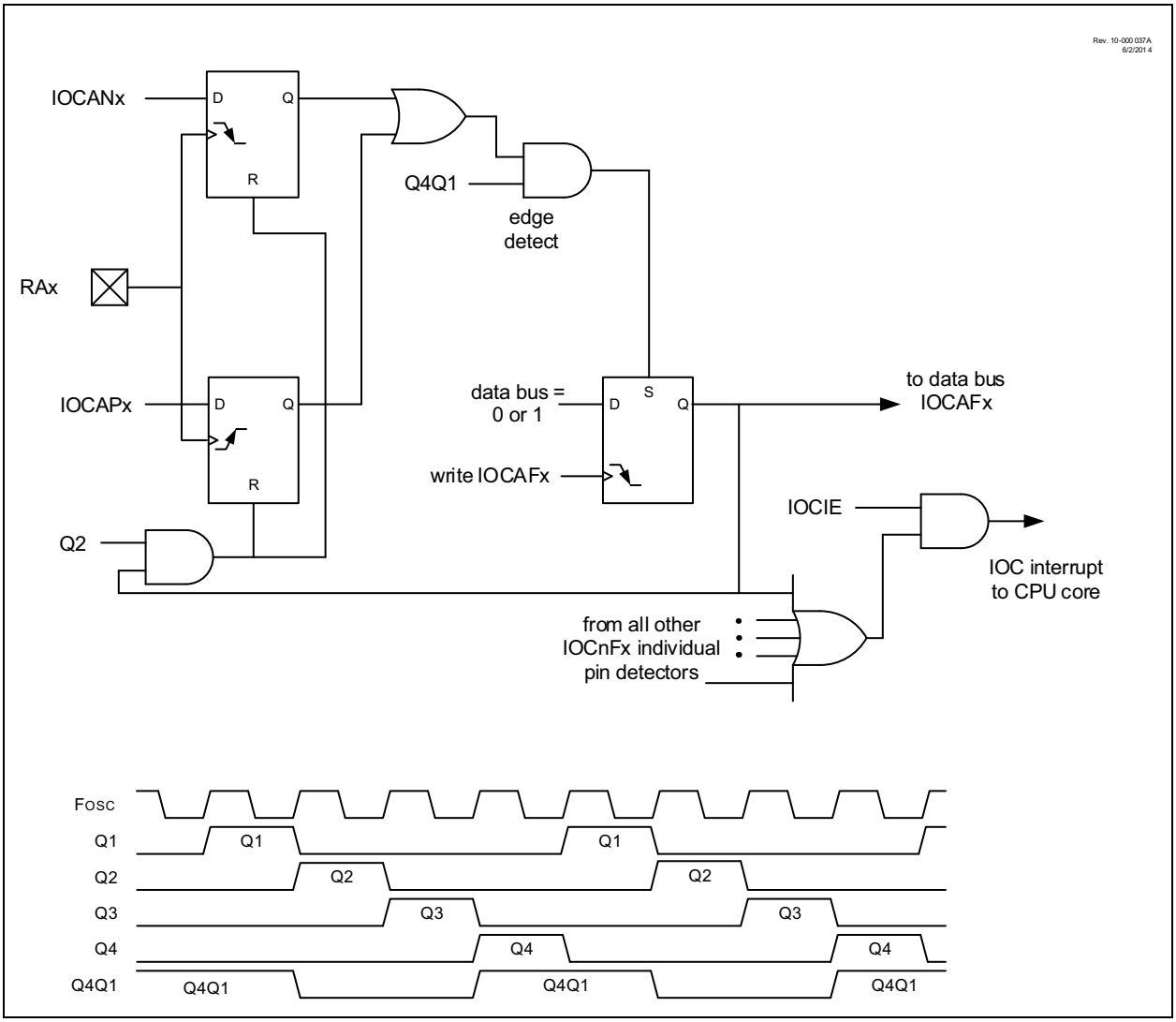
```
MOVLW   0xff
XORWF   IOCAF, W
ANDWF   IOCAF, F
```

16.5 Operation in Sleep

The interrupt-on-change interrupt sequence will wake the device from Sleep mode, if the IOCIE bit is set.

If an edge is detected while in Sleep mode, the IOCxF register will be updated prior to the first instruction executed out of Sleep.

FIGURE 16-1: INTERRUPT-ON-CHANGE BLOCK DIAGRAM (PORTA EXAMPLE)



19.2 Timer1/3/5 Operation

The Timer1/3/5 module is a 16-bit incrementing counter which is accessed through the TMRxH:TMRxL register pair. Writes to TMRxH or TMRxL directly update the counter.

When used with an internal clock source, the module is a timer and increments on every instruction cycle. When used with an external clock source, the module can be used as either a timer or counter and increments on every selected edge of the external source.

Timer1/3/5 is enabled by configuring the ON and GE bits in the TxCON and TxGCON registers, respectively. Table 19-2 displays the Timer1/3/5 enable selections.

TABLE 19-2: TIMER1/3/5 ENABLE SELECTIONS

ON	GE	Timer1/3/5 Operation
1	1	Count Enabled
1	0	Always On
0	1	Off
0	0	Off

19.3 Clock Source Selection

The CS<3:0> bits of the TMRxCLK register (Register 19-3) are used to select the clock source for Timer1/3/5. The four TMRxCLK bits allow the selection of several possible synchronous and asynchronous clock sources. Register 19-3 displays the clock source selections.

19.3.1 INTERNAL CLOCK SOURCE

When the internal clock source is selected the TMRxH:TMRxL register pair will increment on multiples of FOSC as determined by the Timer1/3/5 prescaler.

When the FOSC internal clock source is selected, the Timer1/3/5 register value will increment by four counts every instruction clock cycle. Due to this condition, a 2 LSB error in resolution will occur when reading the Timer1/3/5 value. To utilize the full resolution of Timer1/3/5, an asynchronous input signal must be used to gate the Timer1/3/5 clock input.

The following asynchronous sources may be used at the Timer1/3/5 gate:

- Asynchronous event on the TxGPPS pin
- TMR0OUT
- TMR1/3/5OUT (excluding the TMR for which it is being used)
- TMR 2/4/6OUT (post-scaled)
- CCP1/2OUT
- PWM3/4OUT
- CMP1/2OUT
- ZCDOUT

Note: In Counter mode, a falling edge must be registered by the counter prior to the first incrementing rising edge after any one or more of the following conditions:

- Timer1/3/5 enabled after POR
- Write to TMRxH or TMRxL
- Timer1/3/5 is disabled
- Timer1/3/5 is disabled (TMRxON = 0) when TxCKI is high then Timer1/3/5 is enabled (TMRxON = 1) when TxCKI is low.

19.3.2 EXTERNAL CLOCK SOURCE

When the external clock source is selected, the Timer1/3/5 module may work as a timer or a counter.

When enabled to count, Timer1/3/5 is incremented on the rising edge of the external clock input of the TxCKIPPS pin. This external clock source can be synchronized to the microcontroller system clock or it can run asynchronously.

When used as a timer with a clock oscillator, an external 32.768 kHz crystal can be used in conjunction with the dedicated secondary internal oscillator circuit.

20.5 Operation Examples

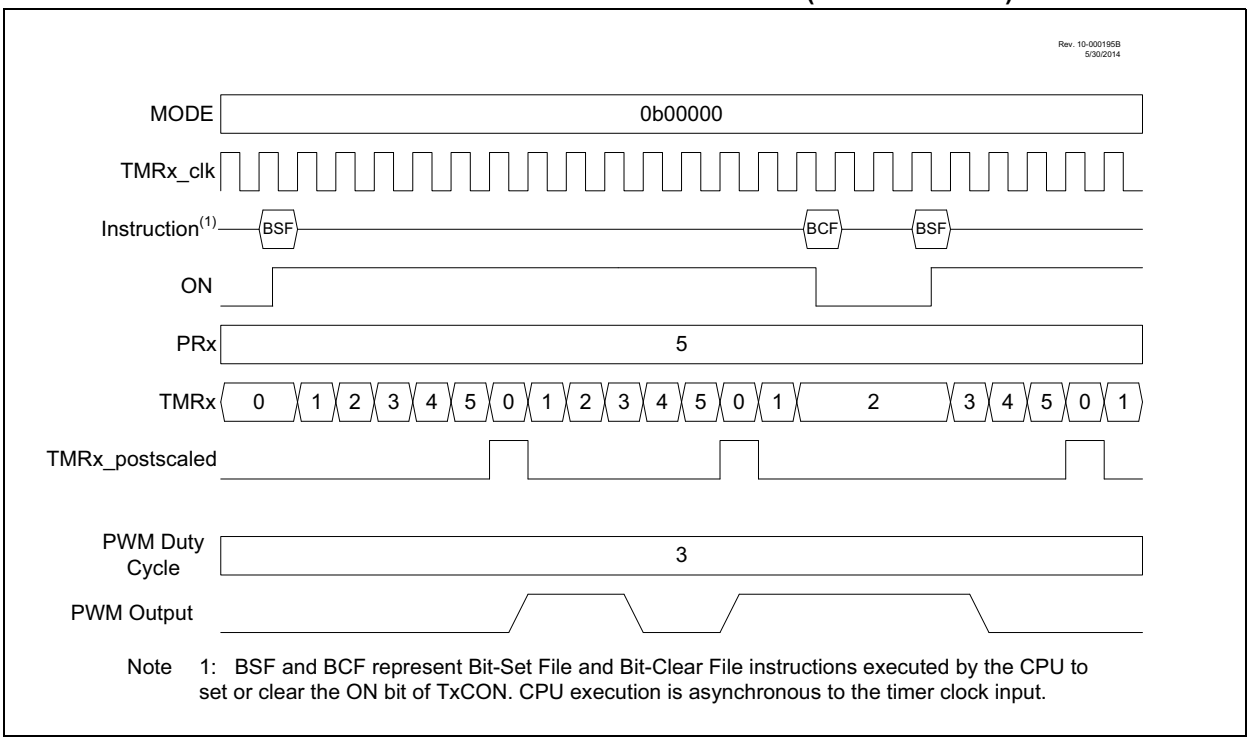
Unless otherwise specified, the following notes apply to the following timing diagrams:

- Both the prescaler and postscaler are set to 1:1 (both the CKPS and OUTPS bits in the TxCON register are cleared).
- The diagrams illustrate any clock except Fosc/4 and show clock-sync delays of at least two full cycles for both ON and Timer2_ers. When using Fosc/4, the clock-sync delay is at least one instruction period for Timer2_ers; ON applies in the next instruction period.
- The PWM Duty Cycle and PWM output are illustrated assuming that the timer is used for the PWM function of the CCP module as described in **Section 21.0 "Capture/Compare/PWM Module"**. The signals are not a part of the Timer2 module.

20.5.1 SOFTWARE GATE MODE

This mode corresponds to legacy Timer2 operation. The timer increments with each clock input when ON = 1 and does not increment when ON = 0. When the TMRx count equals the PRx period count the timer resets on the next clock and continues counting from 0. Operation with the ON bit software controlled is illustrated in Figure 20-4. With PRx = 5, the counter advances until TMRx = 5, and goes to zero with the next clock.

FIGURE 20-4: SOFTWARE GATE MODE TIMING DIAGRAM (MODE = 00000)



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

21.0 CAPTURE/COMPARE/PWM MODULE

The Capture/Compare/PWM module is a peripheral that allows the user to time and control different events, and to generate Pulse-Width Modulation (PWM) signals. 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 Pulse-Width Modulated signals of varying frequency and duty cycle.

This family of devices contains two standard Capture/Compare/PWM modules (CCP1 and CCP2). Each individual CCP module can select the timer source that controls the module. Each module has an independent timer selection which can be accessed using the CxTSEL bits in the CCPTMRS register (Register 21-2). The default timer selection is TMR1 when using Capture/Compare mode and TMR2 when using PWM mode in the CCPx module.

Please note that the Capture/Compare mode operation is described with respect to TMR1 and the PWM mode operation is described with respect to TMR2 in the following sections.

The Capture and Compare functions are identical for all CCP modules.

Note 1: In devices with more than one CCP module, it is very important to pay close attention to the register names used. A number placed after the module acronym is used to distinguish between separate modules. For example, the CCP1CON and CCP2CON control the same operational aspects of two completely different CCP modules.

2: Throughout this section, generic references to a CCP module in any of its operating modes may be interpreted as being equally applicable to CCPx module. Register names, module signals, I/O pins, and bit names may use the generic designator ‘x’ to indicate the use of a numeral to distinguish a particular module, when required.

21.1 CCP Module Configuration

Each Capture/Compare/PWM module is associated with a control register (CCPxCON), a capture input selection register (CCPxCAP) and a data register (CCPRx). The data register, in turn, is comprised of two 8-bit registers: CCPRxL (low byte) and CCPRxH (high byte).

21.1.1 CCP MODULES AND TIMER RESOURCES

The CCP modules utilize Timers 1 through 6 that vary with the selected mode. Various timers are available to the CCP modules in Capture, Compare or PWM modes, as shown in Table 21-1.

TABLE 21-1: CCP MODE – TIMER RESOURCE

CCP Mode	Timer Resource
Capture	Timer1, Timer3 or Timer5
Compare	
PWM	Timer2, Timer4 or Timer6

The assignment of a particular timer to a module is determined by the timer to CCP enable bits in the CCPTMRS register (see Register 21-2) All of the modules may be active at once and may share the same timer resource if they are configured to operate in the same mode (Capture/Compare or PWM) at the same time.

21.1.2 OPEN-DRAIN OUTPUT OPTION

When operating in Output mode (the Compare or PWM modes), the drivers for the CCPx pins can be optionally configured as open-drain outputs. This feature allows the voltage level on the pin to be pulled to a higher level through an external pull-up resistor and allows the output to communicate with external circuits without the need for additional level shifters.

FIGURE 24-12: DEAD-BAND OPERATION, CWG1DBR = 0x01, CWG1DBF = 0x02

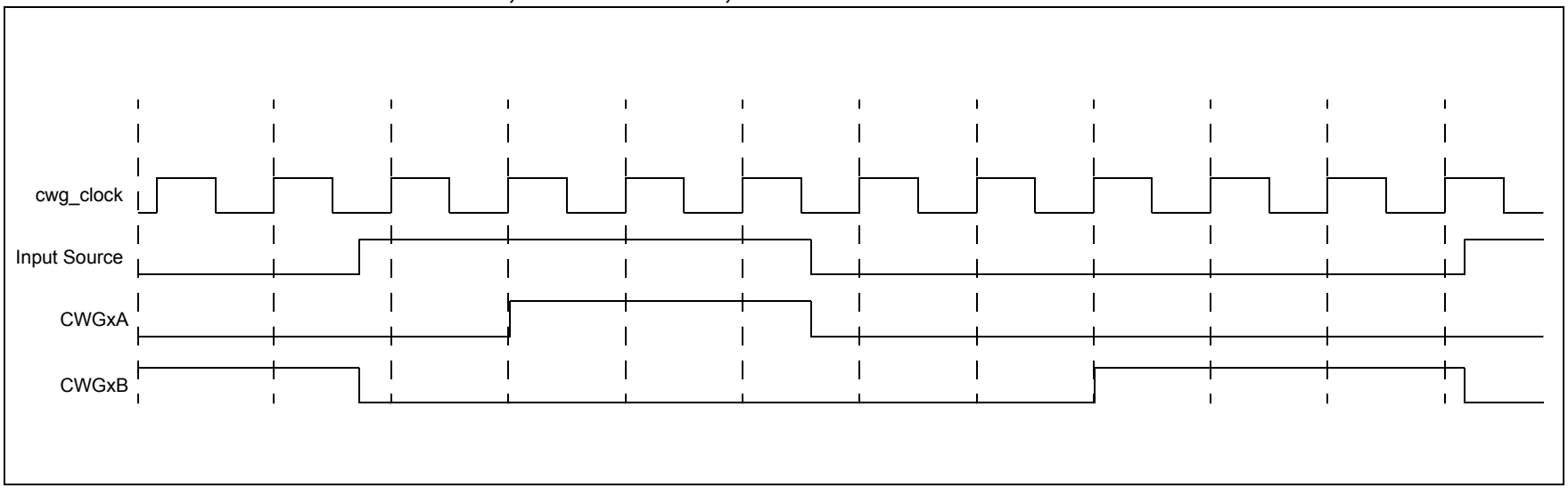
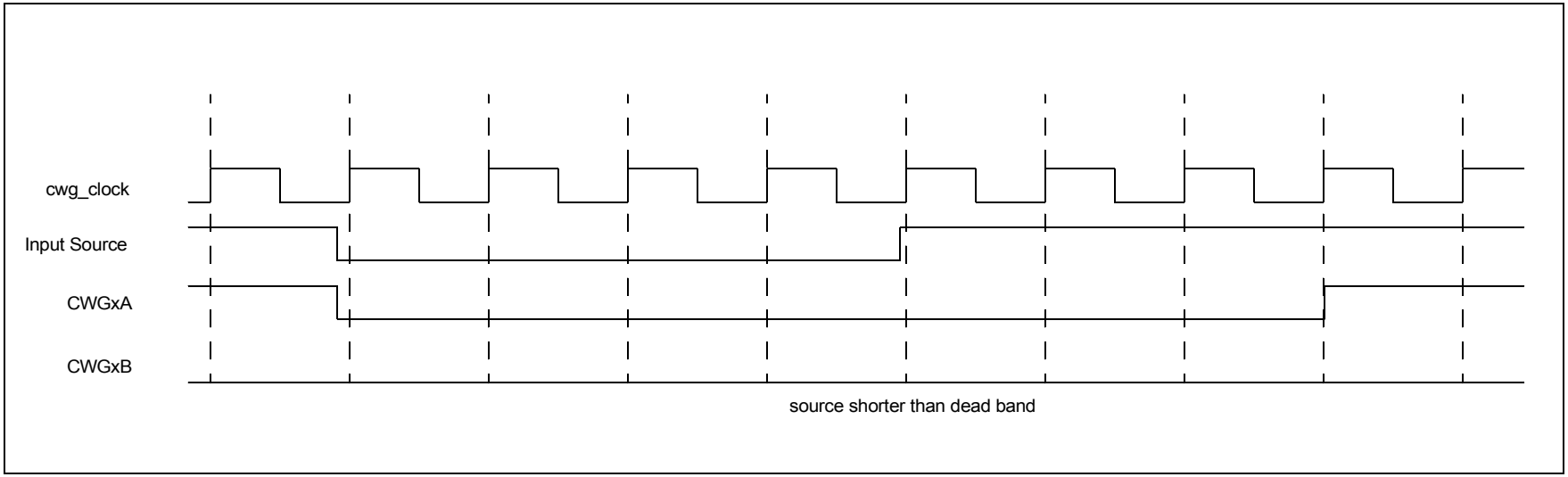


FIGURE 24-13: DEAD-BAND OPERATION, CWG1DBR = 0x03, CWG1DBF = 0x06, SOURCE SHORTER THAN DEAD BAND



26.0 MASTER SYNCHRONOUS SERIAL PORT (MSSP1)MODULE

26.1 MSSP Module Overview

The Master Synchronous Serial Port (MSSP) module is a serial interface useful for communicating with other peripheral or microcontroller devices. These peripheral devices may be serial EEPROMs, shift registers, display drivers, A/D converters, etc. The PIC18(L)F24/25K40 devices have one MSSP module that can operate in one of two modes:

- Serial Peripheral Interface (SPI)
- Inter-Integrated Circuit (I^2C)

The SPI interface supports the following modes and features:

- Master mode
- Slave mode
- Clock Parity
- Slave Select Synchronization (Slave mode only)
- Daisy-chain connection of slave devices

The I^2C interface supports the following modes and features:

- Master mode
- Slave mode
- Byte NACKing (Slave mode)
- Limited multi-master support
- 7-bit and 10-bit addressing
- Start and Stop interrupts
- Interrupt masking
- Clock stretching
- Bus collision detection
- General call address matching
- Address masking
- Address Hold and Data Hold modes
- Selectable SDA hold times

26.2 SPI Mode Overview

The Serial Peripheral Interface (SPI) bus is a synchronous serial data communication bus that operates in Full-Duplex mode. Devices communicate in a master/slave environment where the master device initiates the communication. A slave device is controlled through a Chip Select known as Slave Select.

The SPI bus specifies four signal connections:

- Serial Clock (SCK)
- Serial Data Out (SDO)
- Serial Data In (SDI)
- Slave Select ($\overline{SS}$)

Figure 26-1 shows the block diagram of the MSSP module when operating in SPI mode.

REGISTER 26-2: SSPxCON1: MSSPx CONTROL REGISTER 1 (SPI MODE)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
WCOL	SSPOV(1)	SSPEN(2)	CKP	SSPM3(4)	SSPM2(4)	SSPM1(4)	SSPM0(4)
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 **WCOL:** Write Collision Detect bit
- 1 = The SSPxBUF register is written while it is still transmitting the previous word (must be cleared in software)
- 0 = No collision

bit 6 **SSPOV:** Receive Overflow Indicator bit(1)

SPI Slave mode:
- 1 = A new byte is received while the SSPxBUF register is still holding the previous data. In case of overflow, the data in SSPxSR is lost. Overflow can only occur in Slave mode. The user must read the SSPxBUF, even if only transmitting data, to avoid setting overflow (must be cleared in software).
- 0 = No overflow

bit 5 **SSPEN:** Master Synchronous Serial Port Enable bit(2)
- 1 = Enables serial port and configures SCKx, SDOx, SDIx and $\overline{SSx}$ as serial port pins
- 0 = Disables serial port and configures these pins as I/O port pins

bit 4 **CKP:** Clock Polarity Select bit
- 1 = Idle state for the clock is a high level
- 0 = Idle state for the clock is a low level

bit 3-0 **SSPM<3:0>:** Master Synchronous Serial Port Mode Select bits(4)
- 1010 = SPI Master mode: Clock = FOSC/(4 * (SSPxADD + 1))(3)
- 0101 = SPI Slave mode: Clock = SCKx pin; $\overline{SSx}$ pin control is disabled; $\overline{SSx}$ can be used as I/O pin
- 0100 = SPI Slave mode: Clock = SCKx pin; $\overline{SSx}$ pin control is enabled
- 0011 = SPI Master mode: Clock = TMR2 output/2
- 0010 = SPI Master mode: Clock = FOSC/64
- 0001 = SPI Master mode: Clock = FOSC/16
- 0000 = SPI Master mode: Clock = FOSC/4

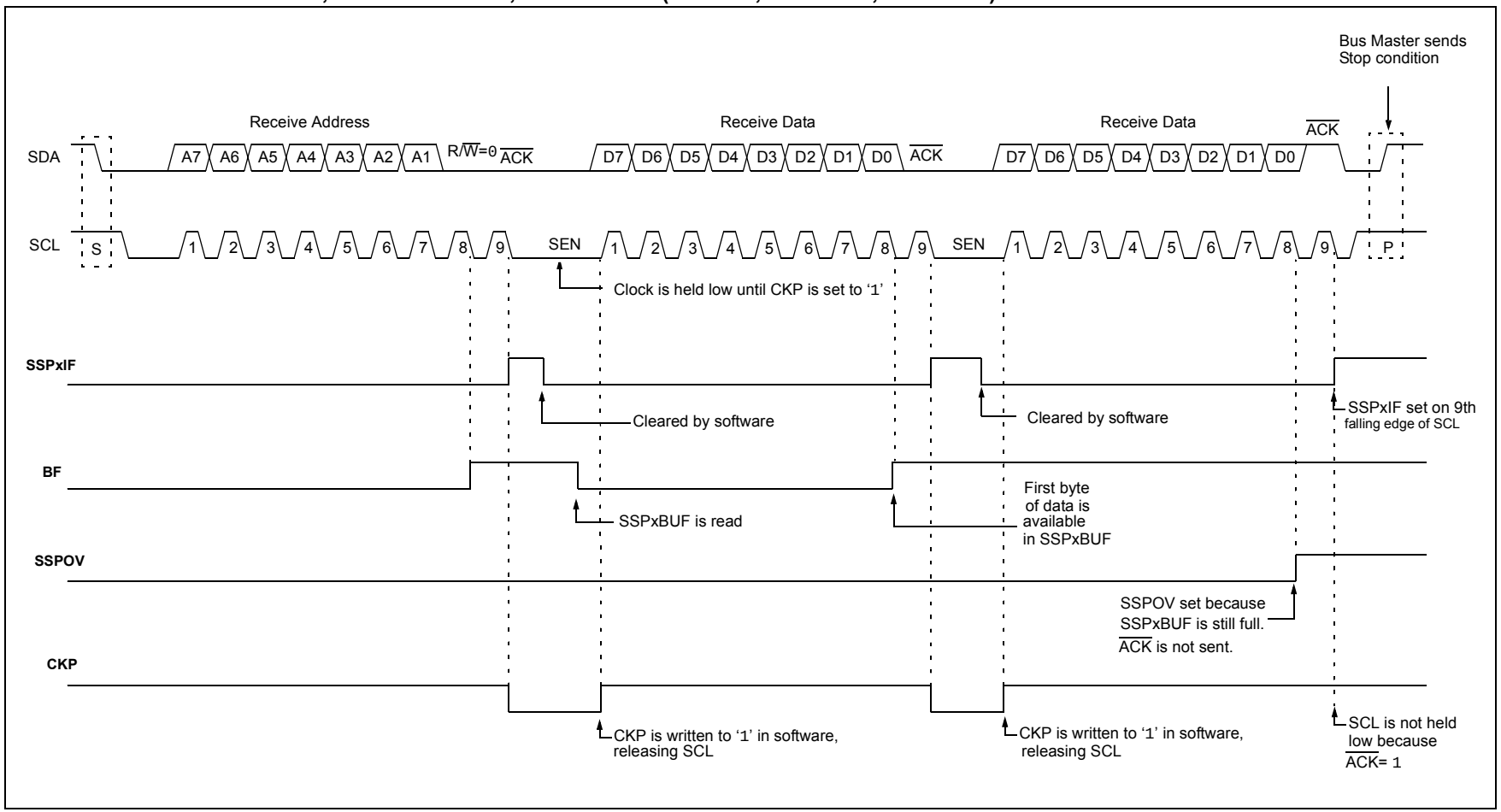
Note 1: In Master mode, the overflow bit is not set since each new reception (and transmission) is initiated by writing to the SSPxBUF register.

2: When enabled, these pins must be properly configured as inputs or outputs.

3: SSPxADD = 0 is not supported.

4: Bit combinations not specifically listed here are either reserved or implemented in I^2C mode only.

FIGURE 26-15: I²C SLAVE, 7-BIT ADDRESS, RECEPTION (SEN = 1, AHEN = 0, DHEN = 0)



27.2 EUSART Asynchronous Mode

The EUSART transmits and receives data using the standard non-return-to-zero (NRZ) format. NRZ is implemented with two levels: a VOH Mark state which represents a '1' data bit, and a VOL Space state which represents a '0' data bit. NRZ refers to the fact that consecutively transmitted data bits of the same value stay at the output level of that bit without returning to a neutral level between each bit transmission. An NRZ transmission port idles in the Mark state. Each character transmission consists of one Start bit followed by eight or nine data bits and is always terminated by one or more Stop bits. The Start bit is always a space and the Stop bits are always marks. The most common data format is eight bits. Each transmitted bit persists for a period of 1/(Baud Rate). An on-chip dedicated 8-bit/16-bit Baud Rate Generator is used to derive standard baud rate frequencies from the system oscillator. See Table 27-5 for examples of baud rate configurations.

The EUSART transmits and receives the LSb first. The EUSART's transmitter and receiver are functionally independent, but share the same data format and baud rate. Parity is not supported by the hardware, but can be implemented in software and stored as the ninth data bit.

27.2.1 EUSART ASYNCHRONOUS TRANSMITTER

The EUSART transmitter block diagram is shown in Figure 27-1. The heart of the transmitter is the serial Transmit Shift Register (TSR), which is not directly accessible by software. The TSR obtains its data from the transmit buffer, which is the TXxREG register.

27.2.1.1 Enabling the Transmitter

The EUSART transmitter is enabled for asynchronous operations by configuring the following three control bits:

- TXEN = 1
- SYNC = 0
- SPEN = 1

All other EUSART control bits are assumed to be in their default state.

Setting the TXEN bit of the TXxSTA register enables the transmitter circuitry of the EUSART. Clearing the SYNC bit of the TXxSTA register configures the EUSART for asynchronous operation. Setting the SPEN bit of the RCxSTA register enables the EUSART and automatically configures the TXx/CKx I/O pin as an output. If the TXx/CKx pin is shared with an analog peripheral, the analog I/O function must be disabled by clearing the corresponding ANSEL bit.

Note:	The TXxIF Transmitter Interrupt flag is set when the TXEN enable bit is set.

27.2.1.2 Transmitting Data

A transmission is initiated by writing a character to the TXxREG register. If this is the first character, or the previous character has been completely flushed from the TSR, the data in the TXxREG is immediately transferred to the TSR register. If the TSR still contains all or part of a previous character, the new character data is held in the TXxREG until the Stop bit of the previous character has been transmitted. The pending character in the TXxREG is then transferred to the TSR in one TCY immediately following the Stop bit transmission. The transmission of the Start bit, data bits and Stop bit sequence commences immediately following the transfer of the data to the TSR from the TXxREG.

27.2.1.3 Transmit Data Polarity

The polarity of the transmit data can be controlled with the SCKP bit of the BAUDxCON register. The default state of this bit is '0' which selects high true transmit idle and data bits. Setting the SCKP bit to '1' will invert the transmit data resulting in low true idle and data bits. The SCKP bit controls transmit data polarity in Asynchronous mode only. In Synchronous mode, the SCKP bit has a different function. See **Section 27.5.1.2 "Clock Polarity"**.

27.2.1.4 Transmit Interrupt Flag

The TXxIF interrupt flag bit of the PIR3 register is set whenever the EUSART transmitter is enabled and no character is being held for transmission in the TXxREG. In other words, the TXxIF bit is only clear when the TSR is busy with a character and a new character has been queued for transmission in the TXxREG. The TXxIF flag bit is not cleared immediately upon writing TXxREG. TXxIF becomes valid in the second instruction cycle following the write execution. Polling TXxIF immediately following the TXxREG write will return invalid results. The TXxIF bit is read-only, it cannot be set or cleared by software.

The TXxIF interrupt can be enabled by setting the TXxIE interrupt enable bit of the PIE3 register. However, the TXxIF flag bit will be set whenever the TXxREG is empty, regardless of the state of TXxIE enable bit.

To use interrupts when transmitting data, set the TXxIE bit only when there is more data to send. Clear the TXxIE interrupt enable bit upon writing the last character of the transmission to the TXxREG.

29.4 ADC Acquisition Time

To ensure accurate temperature measurements, the user must wait at least 200 μs after the ADC input multiplexer is connected to the temperature indicator output before the conversion is performed. In addition, the user must wait 200 μs between consecutive conversions of the temperature indicator output.

TABLE 29-2: SUMMARY OF REGISTERS ASSOCIATED WITH THE TEMPERATURE INDICATOR

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on page
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDFVR<1:0>		ADFVR<1:0>		417

Legend: — = Unimplemented location, read as '0'. Shaded cells are unused by the temperature indicator module.

REGISTER 31-6: ADCLK: ADC CLOCK SELECTION REGISTER

U-0	U-0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
—	—	ADCS<5:0>					
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 7-6 **Unimplemented**: Read as '0'

bit 5-0 **ADCS<5:0>**: ADC Conversion Clock Select bits
111111 = FOSC/128
111110 = FOSC/126
111101 = FOSC/124
•
•
•
000000 = FOSC/2

REGISTER 31-7: ADREF: ADC REFERENCE SELECTION REGISTER

U-0	U-0	U-0	R/W-0/0	U-0	U-0	R/W-0/0	R/W-0/0
—	—	—	ADNREF	—	—	ADPREF<1:0>	
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 **ADNREF**: ADC Negative Voltage Reference Selection bit
1 = VREF- is connected to external VREF-
0 = VREF- is connected to AVSS

bit 3-2 **Unimplemented**: Read as '0'

bit 1-0 **ADPREF**: ADC Positive Voltage Reference Selection bits
11 = VREF+ is connected to internal Fixed Voltage Reference (FVR) module
10 = VREF+ is connected to external VREF+
01 = Reserved
00 = VREF+ is connected to VDD

TABLE 31-5: SUMMARY OF REGISTERS ASSOCIATED WITH ADC

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
INTCON	GIE/GIEH	PEIE/GIEL	IPEN	—	—	INT2EDG	INT1EDG	INT0EDG	166
PIE1	OSCFIE	CSWIE	—	—	—	—	ADTIE	ADIE	176
PIR1	OSCFIF	CSWIF	—	—	—	—	ADTIF	ADIF	168
ADCON0	ADON	ADCON	—	ADCS	—	ADFM	—	ADGO	441
ADCON1	ADPPOL	ADIPEN	ADGPOL	—	—	—	—	ADDSEN	442
ADCON2	ADPSIS	ADCRS<2:0>			ADACLR	ADMD<2:0>			443
ADCON3	—	ADCALC<2:0>			ADSOI	ADTMD<2:0>			444
ADACT	—	—	—	—	ADACT<4:0>				443
ADRESH	ADRESH<7:0>								451, 451
ADRESL	ADRESL<7:0>								451, 452
ADPREVH	ADPREV<15:8>								452
ADPREVL	ADPREV<7:0>								453
ADACCH	ADACC<15:8>								453
ADACCL	ADACC<7:0>								453
ADSTPTH	ADSTPT<15:8>								454
ADSTPT	ADSTPT<7:0>								454
ADERRL	ADERR<7:0>								455
ADLTHH	ADLTH<15:8>								455
ADLTHL	ADLTH<7:0>								455
ADUTHH	ADUTH<15:8>								456
ADUTHL	ADUTH<7:0>								456
ADSTAT	ADAOV	ADUTHR	ADLTHR	ADMATH	ADSTAT<3:0>				445
ADCLK	—	—	ADCS<5:0>						446
ADREF	—	—	—	ADNREF	—	—	ADPREF<1:0>		446
ADPCH	—	—	ADPCH<5:0>						447
ADPRE	ADPRE<7:0>								448
ADACQ	ADACQ<7:0>								448
ADCAP	—	—	—	ADCAP<4:0>					449
ADRPT	ADRPT<7:0>								449
ADCNT	ADCNT<7:0>								450
ADFLTRH	ADFLTR<15:8>								450
ADFLTRL	ADFLTR<7:0>								450
FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR<1:0>		ADFVR<1:0>		417
DAC1CON1	—	—	—	DAC1R<4:0>					423
OSCSTAT	EXTOR	HFOR	MFOR	LFOR	SOR	ADOR	—	PLLR	35

Legend: – = unimplemented read as '0'. Shaded cells are not used for the ADC module.

REGISTER 33-2: HLVDCON0: HIGH/LOW-VOLTAGE DETECT CONTROL REGISTER 0

R/W-0/0	U-0	R-x	R-x	U-0	U-0	R/W-0/0	R/W-0/0
EN	—	OUT	RDY	—	—	INTH	INTL
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 **EN:** High/Low-voltage Detect Power Enable bit
- 1 = Enables HLVD, powers up HLVD circuit and supporting reference circuitry
- 0 = Disables HLVD, powers down HLVD and supporting circuitry

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

bit 5 **OUT:** HLVD Comparator Output bit
- 1 = Voltage ≤ selected detection limit (HLVDL<3:0>)
- 0 = Voltage ≥ selected detection limit (HLVDL<3:0>)

bit 4 **RDY:** Band Gap Reference Voltages Stable Status Flag bit
- 1 = Indicates HLVD Module is ready and output is stable
- 0 = Indicates HLVD Module is not ready

bit 3-2 **Unimplemented:** Read as '0'

bit 1 **INTH:** HLVD Positive going (High Voltage) Interrupt Enable
- 1 = HLVDIF will be set when voltage ≥ selected detection limit (HLVDSEL<3:0>)
- 0 = HLVDIF will not be set

bit 0 **INTL:** HLVD Negative going (Low Voltage) Interrupt Enable
- 1 = HLVDIF will be set when voltage ≤ selected detection limit (HLVDSEL<3:0>)
- 0 = HLVDIF will not be set

TABLE 33-2: REGISTERS ASSOCIATED WITH HIGH/LOW-VOLTAGE DETECT MODULE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
HLVDCON0	EN	—	OUT	RDY	—	—	INTH	INTL	476
HLVDCON1	—	—	—	—	SEL<3:0>				475
INTCON	GIE/GIEH	PEIE/GIEL	IPEN	—	—	INT2EDG	INT1EDG	INT0EDG	166
PIR2	HLVDIF	ZCDIF	—	—	—	—	C2IF	C1IF	169
PIE2	HLVDIE	ZCDIE	—	—	—	—	C2IE	C1IE	177
IPR2	HLVDIP	ZCDIP	—	—	—	—	C2IP	C1IP	185
PMD0	SYSCMD	FVRMD	HLVDMD	CRCMD	SCANMD	NVMMD	CLKRMD	IOCMD	64

Legend: — = unimplemented, read as '0'. Shaded cells are unused by the HLVD module.

Note 1: PORTA<7:6> and their direction bits are individually configured as port pins based on various primary oscillator modes. When disabled, these bits read as '0'.

DAW **Decimal Adjust W Register**

Syntax: DAW

Operands: None

Operation: If [W<3:0> > 9] or [DC = 1] then
(W<3:0>) + 6 → W<3:0>;
else
(W<3:0>) → W<3:0>;

If [W<7:4> + DC > 9] or [C = 1] then
(W<7:4>) + 6 + DC → W<7:4> ;
else
(W<7:4>) + DC → W<7:4>

Status Affected: C

Encoding:

0000	0000	0000	0111

Description: DAW adjusts the 8-bit value in W, resulting from the earlier addition of two variables (each in packed BCD format) and produces a correct packed BCD result.

Words: 1

Cycles: 1

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read register W	Process Data	Write W

Example1:

```
DAW
```

Before Instruction
W = A5h
C = 0
DC = 0
After Instruction
W = 05h
C = 1
DC = 0

Example 2:

Before Instruction
W = CEh
C = 0
DC = 0
After Instruction
W = 34h
C = 1
DC = 0

DECF **Decrement f**

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

Operands: 0 ≤ f ≤ 255
d ∈ [0,1]
a ∈ [0,1]

Operation: (f) – 1 → dest

Status Affected: C, DC, N, OV, Z

Encoding:

0000	01da	ffff	ffff

Description: Decrement register 'f'. 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.
If 'a' is '0' and the extended instruction set is enabled, this instruction operates in Indexed Literal Offset Addressing mode whenever f ≤ 95 (5Fh). See **Section 35.2.3 "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: DECF CNT, 1, 0

Before Instruction
CNT = 01h
Z = 0
After Instruction
CNT = 00h
Z = 1

CALLW **Subroutine Call Using WREG**

Syntax: CALLW

Operands: None

Operation: (PC + 2) → TOS,
(W) → PCL,
(PCLATH) → PCH,
(PCLATU) → PCU

Status Affected: None

Encoding:

0000	0000	0001	0100

Description: First, the return address (PC + 2) is pushed onto the return stack. Next, the contents of W are written to PCL; the existing value is discarded. Then, the contents of PCLATH and PCLATU are latched into PCH and PCU, respectively. The second cycle is executed as a NOP instruction while the new next instruction is fetched. Unlike CALL, there is no option to update W, Status or BSR.

Words: 1

Cycles: 2

Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Read WREG	PUSH PC to stack	No operation
No operation	No operation	No operation	No operation

Example:
```
HERE    CALLW
```
Before Instruction
```
PC      =   address (HERE)
PCLATH  =   10h
PCLATU  =   00h
W       =   06h
```
After Instruction
```
PC      =   001006h
TOS     =   address (HERE + 2)
PCLATH  =   10h
PCLATU  =   00h
W       =   06h
```

MOVSF **Move Indexed to f**

Syntax: MOVSF [z_s], f_d

Operands: $0 \le z_s \le 127$
$0 \le f_d \le 4095$

Operation: ((FSR2) + z_s) → f_d

Status Affected: None

Encoding:

1st word (source)	1110	1011	0zzz	$zzzz_s$
2nd word (destin.)	1111	ffff	ffff	$ffff_d$

Description: The contents of the source register are moved to destination register 'f_d'. The actual address of the source register is determined by adding the 7-bit literal offset 'z_s' in the first word to the value of FSR2. The address of the destination register is specified by the 12-bit literal 'f_d' in the second word. Both addresses can be anywhere in the 4096-byte data space (000h to FFFh).
The MOVSF instruction cannot use the PCL, TOSU, TOSH or TOSL as the destination register.
If the resultant source address points to an indirect addressing register, the value returned will be 00h.

Words: 2

Cycles: 2

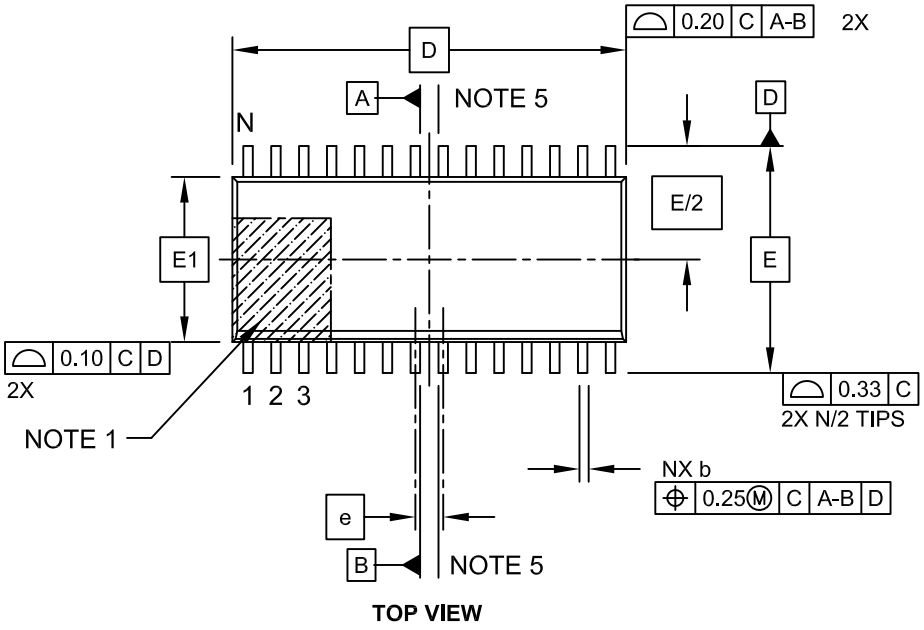
Q Cycle Activity:

Q1	Q2	Q3	Q4
Decode	Determine source addr	Determine source addr	Read source reg
Decode	No operation No dummy read	No operation	Write register 'f' (dest)

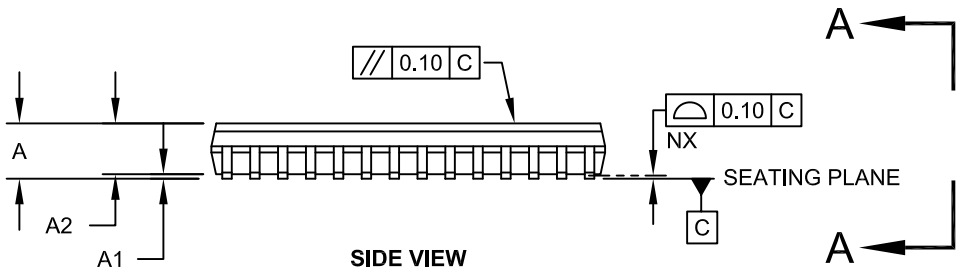
Example:
```
MOVSF   [05h], REG2
```
Before Instruction
```
FSR2        =   80h
Contents
of 85h      =   33h
REG2        =   11h
```
After Instruction
```
FSR2        =   80h
Contents
of 85h      =   33h
REG2        =   33h
```

28-Lead Plastic Small Outline (SO) - Wide, 7.50 mm Body [SOIC]

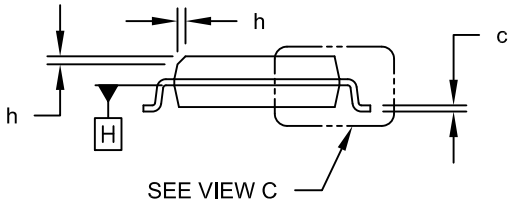
Note: For the most current package drawings, please see the Microchip Packaging Specification located at http://www.microchip.com/packaging



TOP VIEW



SIDE VIEW



VIEW A-A

Microchip Technology Drawing C04-052C Sheet 1 of 2