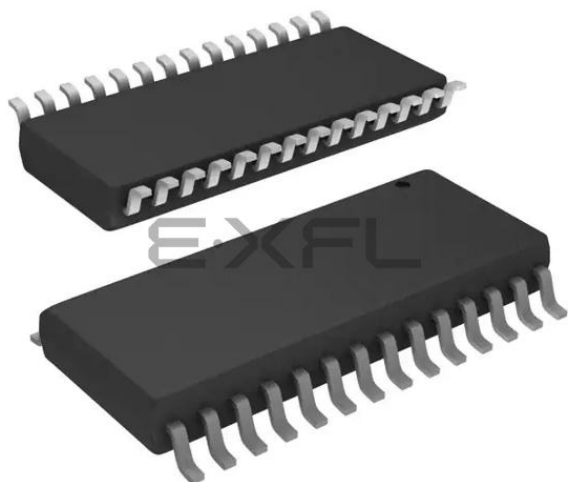




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Details

Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	20MHz
Connectivity	I ² C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	25
Program Memory Size	14KB (8K x 14)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 17x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°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/pic16lf1516-e-so

TABLE 3-4: PIC16(L)F1518/9 MEMORY MAP

BANK 0		BANK 1		BANK 2		BANK 3		BANK 4		BANK 5		BANK 6		BANK 7	
000h	Core Registers (Table 3-2)	080h	Core Registers (Table 3-2)	100h	Core Registers (Table 3-2)	180h	Core Registers (Table 3-2)	200h	Core Registers (Table 3-2)	280h	Core Registers (Table 3-2)	300h	Core Registers (Table 3-2)	380h	Core Registers (Table 3-2)
00Bh		08Bh		10Bh		18Bh		20Bh		28Bh		30Bh		38Bh	
00Ch	PORTA	08Ch	TRISA	10Ch	LATA	18Ch	ANSELA	20Ch	—	28Ch	—	30Ch	—	38Ch	—
00Dh	PORTB	08Dh	TRISB	10Dh	LATB	18Dh	ANSELB	20Dh	WPUB	28Dh	—	30Dh	—	38Dh	—
00Eh	PORTC	08Eh	TRISC	10Eh	LATC	18Eh	ANSELC	20Eh	—	28Eh	—	30Eh	—	38Eh	—
00Fh	PORTD ⁽¹⁾	08Fh	TRISD ⁽¹⁾	10Fh	LATD ⁽¹⁾	18Fh	ANSELD ⁽¹⁾	20Fh	—	28Fh	—	30Fh	—	38Fh	—
010h	PORTE	090h	TRISE	110h	LATE ⁽¹⁾	190h	ANSELE ⁽¹⁾	210h	WPUE	290h	—	310h	—	390h	—
011h	PIR1	091h	PIE1	111h	—	191h	PMADRL	211h	SSPBUF	291h	CCPR1L	311h	—	391h	—
012h	PIR2	092h	PIE2	112h	—	192h	PMADRH	212h	SSPADD	292h	CCPR1H	312h	—	392h	—
013h	—	093h	—	113h	—	193h	PMDATL	213h	SSPMSK	293h	CCP1CON	313h	—	393h	—
014h	—	094h	—	114h	—	194h	PMDATH	214h	SSPSTAT	294h	—	314h	—	394h	IOCBP
015h	TMR0	095h	OPTION_REG	115h	—	195h	PMCON1	215h	SSPCON1	295h	—	315h	—	395h	IOCBN
016h	TMR1L	096h	PCON	116h	BORCON	196h	PMCON2	216h	SSPCON2	296h	—	316h	—	396h	IOCBF
017h	TMR1H	097h	WDTCON	117h	FVRCON	197h	VREGCON ⁽²⁾	217h	SSPCON3	297h	—	317h	—	397h	—
018h	T1CON	098h	—	118h	—	198h	—	218h	—	298h	CCPR2L	318h	—	398h	—
019h	T1GCON	099h	OSCCON	119h	—	199h	RCREG	219h	—	299h	CCPR2H	319h	—	399h	—
01Ah	TMR2	09Ah	OSCSTAT	11Ah	—	19Ah	TXREG	21Ah	—	29Ah	CCP2CON	31Ah	—	39Ah	—
01Bh	PR2	09Bh	ADRESL	11Bh	—	19Bh	SPBRG	21Bh	—	29Bh	—	31Bh	—	39Bh	—
01Ch	T2CON	09Ch	ADRESH	11Ch	—	19Ch	SPBRGH	21Ch	—	29Ch	—	31Ch	—	39Ch	—
01Dh	—	09Dh	ADCON0	11Dh	APFCON	19Dh	RCSTA	21Dh	—	29Dh	—	31Dh	—	39Dh	—
01Eh	—	09Eh	ADCON1	11Eh	—	19Eh	TXSTA	21Eh	—	29Eh	—	31Eh	—	39Eh	—
01Fh	—	09Fh	—	11Fh	—	19Fh	BAUDCON	21Fh	—	29Fh	—	31Fh	—	39Fh	—
020h	General Purpose Register 80 Bytes	0A0h	General Purpose Register 80 Bytes	120h	General Purpose Register 80 Bytes	1A0h	General Purpose Register 80 Bytes	220h	General Purpose Register 80 Bytes	2A0h	General Purpose Register 80 Bytes	320h	General Purpose Register 80 Bytes	3A0h	General Purpose Register 80 Bytes
06Fh	Common RAM	0EFh	Accesses 70h – 7Fh	16Fh	Accesses 70h – 7Fh	1EFh	Accesses 70h – 7Fh	26Fh	Accesses 70h – 7Fh	2EFh	Accesses 70h – 7Fh	36Fh	Accesses 70h – 7Fh	3EFh	Accesses 70h – 7Fh
070h		0F0h		170h		1F0h		270h		2F0h		370h		3F0h	
07Fh		0FFh		17Fh		1FFh		27Fh		2FFh		37Fh		3FFh	

Legend: = Unimplemented data memory locations, read as '0'.

- Note** 1: DSTEMP only.
2: PIC16F1518/9 only.

PIC16(L)F1516/7/8/9

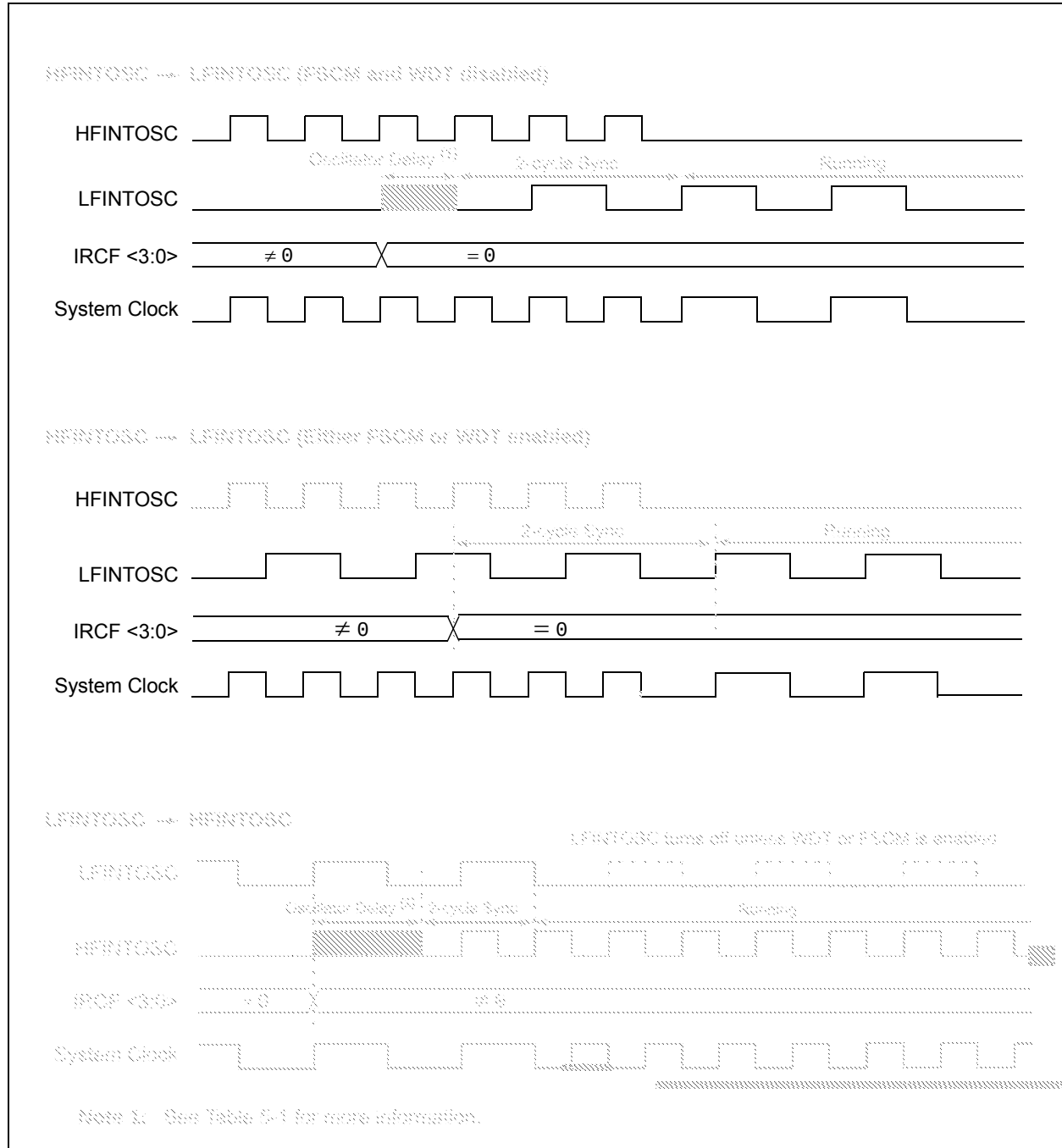
TABLE 3-8: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Addr	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	
Bank 2												
10Ch	LATA	PORTA Data Latch								xxxx xxxx	uuuu uuuu	
10Dh	LATB	PORTB Data Latch								xxxx xxxx	uuuu uuuu	
10Eh	LATC	PORTC Data Latch								xxxx xxxx	uuuu uuuu	
10Fh	LATD ⁽²⁾	PORTD Data Latch								xxxx xxxx	uuuu uuuu	
110h	LATE ⁽²⁾	—	—	—	—	—	LATE2	LATE1	LATE0	---- -xxx	---- -uuu	
111h to 115h	—	Unimplemented								—	—	
116h	BORCON	SBOREN	BORFS	—	—	—	—	—	BORRDY	10-- ---q	uu-- ---u	
117h	FVRCON	FVREN	FVRDLY	TSEN	TSRNG	—	—	ADFVR<1:0>		0q00 --00	0q00 --00	
118h to 11Ch	—	Unimplemented								—	—	
11Dh	APFCON	—	—	—	—	—	—	SSSEL	CCP2SEL	---- --00	---- --00	
11Eh	—	Unimplemented								—	—	
11Fh	—	Unimplemented								—	—	
Bank 3												
18Ch	ANSELA	—	—	ANSA5	—	ANSA3	ANSA2	ANSA1	ANSA0	--1- 1111	--1- 1111	
18Dh	ANSELB	—	—	ANSB5	ANSB4	ANSB3	ANSB2	ANSB1	ANSB0	--11 1111	--11 1111	
18Eh	ANSELC	ANSC7	ANSC6	ANSC5	ANSC4	ANSC3	ANSC2	—	—	1111 11--	1111 11--	
18Fh	ANSELD ⁽²⁾	ANS7	ANS6	ANS5	ANS4	ANS3	ANS2	ANS1	ANS0	1111 1111	1111 1111	
190h	ANSELE ⁽²⁾	—	—	—	—	—	ANSE2	ANSE1	ANSE0	---- -111	---- -111	
191h	PMADRL	Program Memory Address Register Low Byte								0000 0000	0000 0000	
192h	PMADRH	— ⁽³⁾	Program Memory Address Register High Byte								1000 0000	1000 0000
193h	PMDATL	Program Memory Data Register Low Byte								xxxx xxxx	uuuu uuuu	
194h	PMDATH	—	—	Program Memory Data Register High Byte						--xx xxxx	--uu uuuu	
195h	PMCON1	— ⁽³⁾	CFG5	LWLO	FREE	WRERR	WREN	WR	RD	1000 x000	1000 q000	
196h	PMCON2	Program Memory control register 2								0000 0000	0000 0000	
197h	VREGCON ⁽¹⁾	—	—	—	—	—	—	VREGPM	Reserved	---- --01	---- --01	
198h	—	Unimplemented								—	—	
199h	RCREG	USART Receive Data Register								0000 0000	0000 0000	
19Ah	TXREG	USART Transmit Data Register								0000 0000	0000 0000	
19Bh	SPBRG	BRG<7:0>								0000 0000	0000 0000	
19Ch	SPBRGH	BRG<15:8>								0000 0000	0000 0000	
19Dh	RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x	
19Eh	TXSTA	CSRC	TX9	TXEN	SYNC	SEnDB	BRGH	TRMT	TX9D	0000 0010	0000 0010	
19Fh	BAUDCON	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00	

Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as '0', r = reserved.
Shaded locations are unimplemented, read as '0'.

Note 1: PIC16F1516/7/8/9 only.
2: PIC16(L)F1517/9 only.
3: Unimplemented, read as '1'.

FIGURE 5-7: INTERNAL OSCILLATOR SWITCH TIMING



7.0 INTERRUPTS

The interrupt feature allows certain events to preempt normal program flow. Firmware is used to determine the source of the interrupt and act accordingly. Some interrupts can be configured to wake the MCU from Sleep mode.

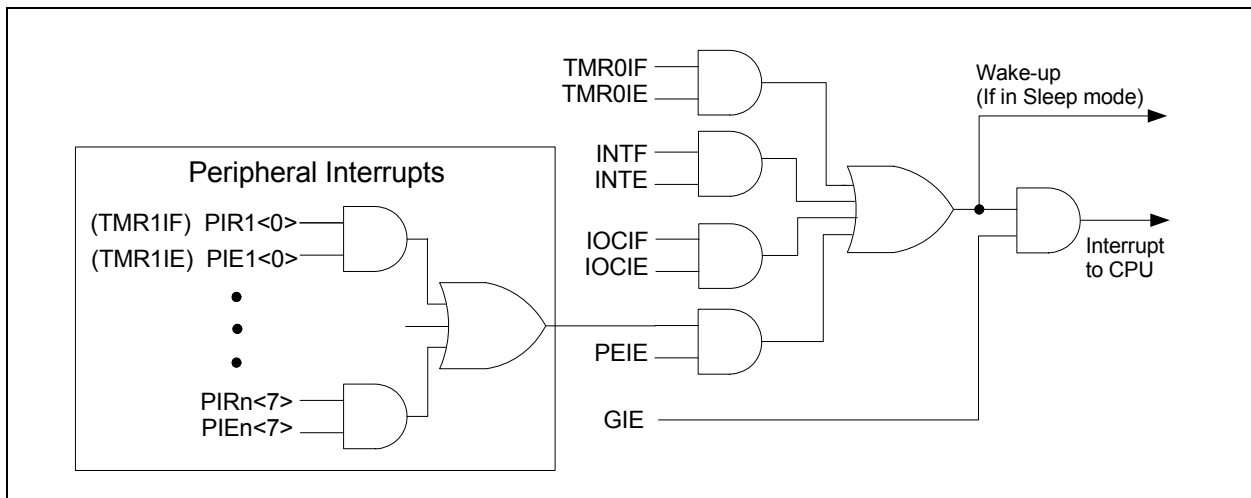
This chapter contains the following information for Interrupts:

- Operation
- Interrupt Latency
- Interrupts During Sleep
- INT Pin
- Automatic Context Saving

Many peripherals produce interrupts. Refer to the corresponding chapters for details.

A block diagram of the interrupt logic is shown in Figure 7-1.

FIGURE 7-1: INTERRUPT LOGIC



PIC16(L)F1516/7/8/9

REGISTER 16-2: ADCON1: ADC CONTROL REGISTER 1

R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	U-0	U-0	R/W-0/0	R/W-0/0
ADFM	ADCS<2:0>			—	—	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 **ADFM:** ADC Result Format Select bit
1 = Right justified. Six Most Significant bits of ADRESH are set to '0' when the conversion result is loaded.
0 = Left justified. Six Least Significant bits of ADRESL are set to '0' when the conversion result is loaded.
- bit 6-4 **ADCS<2:0>:** ADC Conversion Clock Select bits
000 = FOSC/2
001 = FOSC/8
010 = FOSC/32
011 = FRC (clock supplied from a dedicated FRC oscillator)
100 = FOSC/4
101 = FOSC/16
110 = FOSC/64
111 = FRC (clock supplied from a dedicated FRC oscillator)
- bit 3-2 **Unimplemented:** Read as '0'
- bit 1-0 **ADPREF<1:0>:** ADC Positive Voltage Reference Configuration bits
00 = VREF is connected to VDD
01 = Reserved
10 = VREF is connected to external VREF+ pin⁽¹⁾
11 = VREF is connected to internal Fixed Voltage Reference (FVR) module⁽¹⁾

Note 1: When selecting the FVR or the VREF+ pin as the source of the positive reference, be aware that a minimum voltage specification exists. See **Section 25.0 "Electrical Specifications"** for details.

PIC16(L)F1516/7/8/9

18.1 Timer1 Operation

The Timer1 module is a 16-bit incrementing counter which is accessed through the TMR1H:TMR1L register pair. Writes to TMR1H or TMR1L 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 is enabled by configuring the TMR1ON and TMR1GE bits in the T1CON and T1GCON registers, respectively. Table 18-1 displays the Timer1 enable selections.

TABLE 18-1: TIMER1 ENABLE SELECTIONS

TMR1ON	TMR1GE	Timer1 Operation
0	0	Off
0	1	Off
1	0	Always On
1	1	Count Enabled

18.2 Clock Source Selection

The TMR1CS<1:0> and T1OSCEN bits of the T1CON register are used to select the clock source for Timer1. Table 18-2 displays the clock source selections.

18.2.1 INTERNAL CLOCK SOURCE

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

When the Fosc internal clock source is selected, the Timer1 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 value. To utilize the full resolution of Timer1, an asynchronous input signal must be used to gate the Timer1 clock input.

The following asynchronous source may be used:

- Asynchronous event on the T1G pin to Timer1 gate

18.2.2 EXTERNAL CLOCK SOURCE

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

When enabled to count, Timer1 is incremented on the rising edge of the external clock input T1CKI. This external clock source can be synchronized to the microcontroller system clock and run asynchronously.

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

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 enabled after POR
- Write to TMR1H or TMR1L
- Timer1 is disabled
- Timer1 is disabled (TMR1ON =0) when T1CKI is high then Timer1 is enabled (TMR1ON=1) when T1CKI is low.

TABLE 18-2: CLOCK SOURCE SELECTIONS

TMR1CS1	TMR1CS0	T1OSCEN	Clock Source
1	1	x	LFINTOSC
1	0	1	Secondary Oscillator Circuit on SOSC1/SOSCO Pins
1	0	0	External Clocking on T1CKI Pin
0	1	x	System Clock (Fosc)
0	0	x	Instruction Clock (Fosc/4)

PIC16(L)F1516/7/8/9

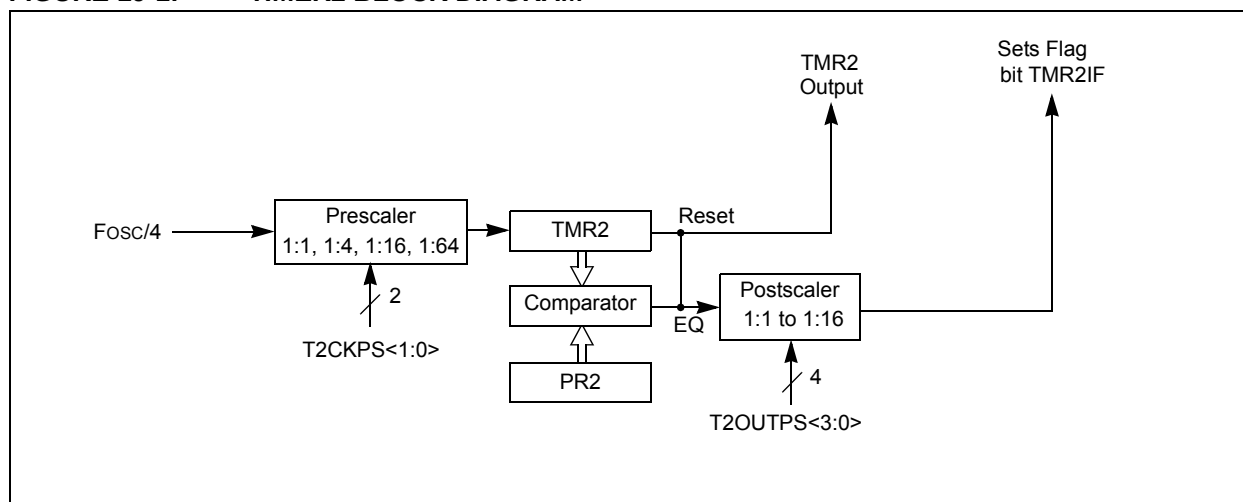
19.0 TIMER2 MODULE

The Timer2 module incorporates the following features:

- 8-bit Timer and Period registers (TMR2 and PR2, respectively)
- Readable and writable (both registers)
- Software programmable prescaler (1:1, 1:4, 1:16, and 1:64)
- Software programmable postscaler (1:1 to 1:16)
- Interrupt on TMR2 match with PR2, respectively
- Optional use as the shift clock for the MSSP modules

See Figure 19-1 for a block diagram of Timer2.

FIGURE 19-1: TIMER2 BLOCK DIAGRAM



PIC16(L)F1516/7/8/9

21.2.3 SPI MASTER MODE

The master can initiate the data transfer at any time because it controls the SCK line. The master determines when the slave (Processor 2, Figure 21-5) is to broadcast data by the software protocol.

In Master mode, the data is transmitted/received as soon as the SSPBUF register is written to. If the SPI is only going to receive, the SDO output could be disabled (programmed as an input). The SSPSR register will continue to shift in the signal present on the SDI pin at the programmed clock rate. As each byte is received, it will be loaded into the SSPBUF register as if a normal received byte (interrupts and Status bits appropriately set).

The clock polarity is selected by appropriately programming the CKP bit of the SSPCON1 register and the CKE bit of the SSPSTAT register. This then, would give waveforms for SPI communication as shown in Figure 21-6, Figure 21-8, Figure 21-9 and Figure 21-10, where the MSB is transmitted first. In Master mode, the SPI clock rate (bit rate) is user programmable to be one of the following:

- $F_{osc}/4$ (or T_{CY})
- $F_{osc}/16$ (or $4 * T_{CY}$)
- $F_{osc}/64$ (or $16 * T_{CY}$)
- Timer2 output/2
- $F_{osc}/(4 * (SSPADD + 1))$

Figure 21-6 shows the waveforms for Master mode.

When the CKE bit is set, the SDO data is valid before there is a clock edge on SCK. The change of the input sample is shown based on the state of the SMP bit. The time when the SSPBUF is loaded with the received data is shown.

FIGURE 21-6: SPI MODE WAVEFORM (MASTER MODE)

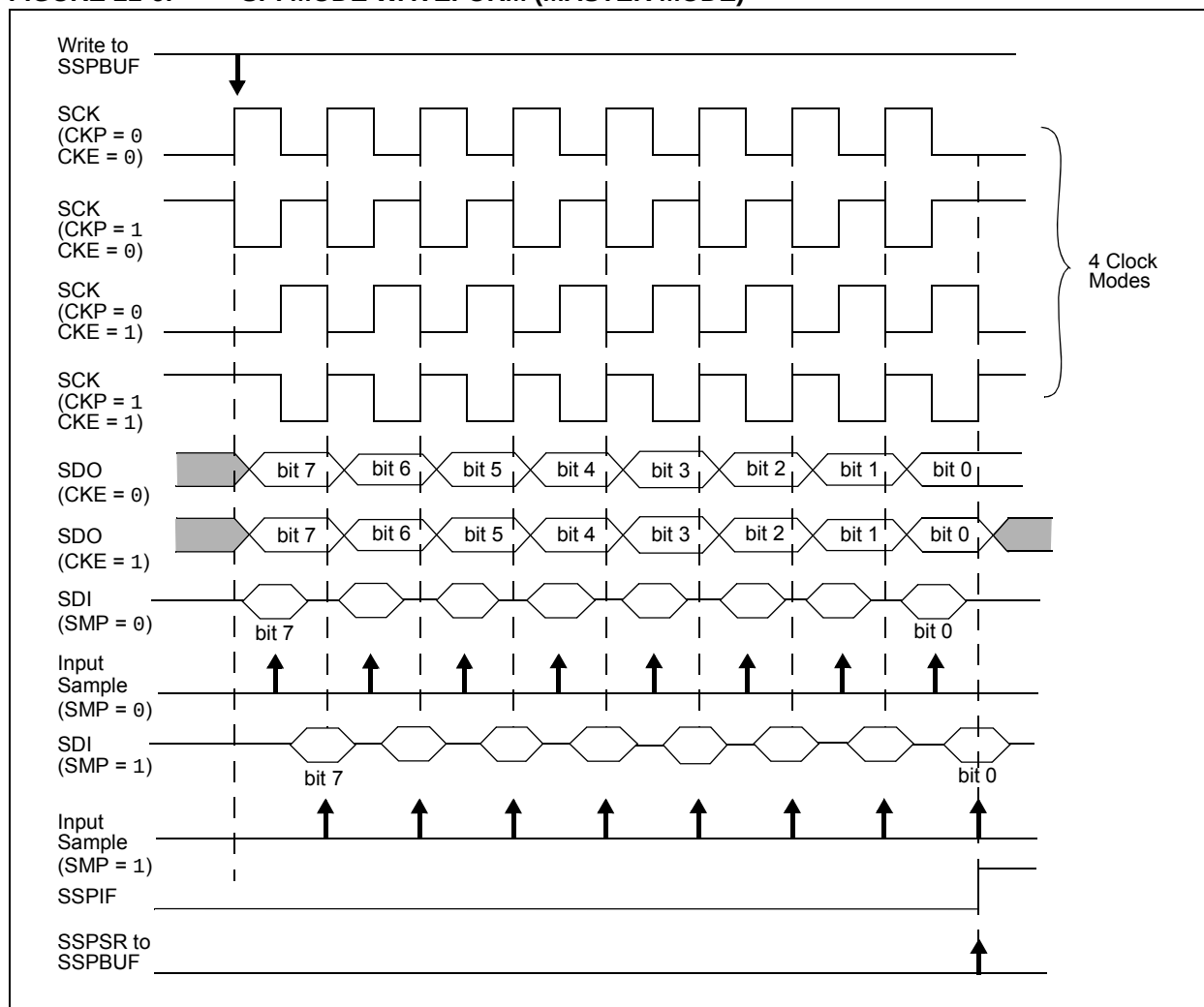
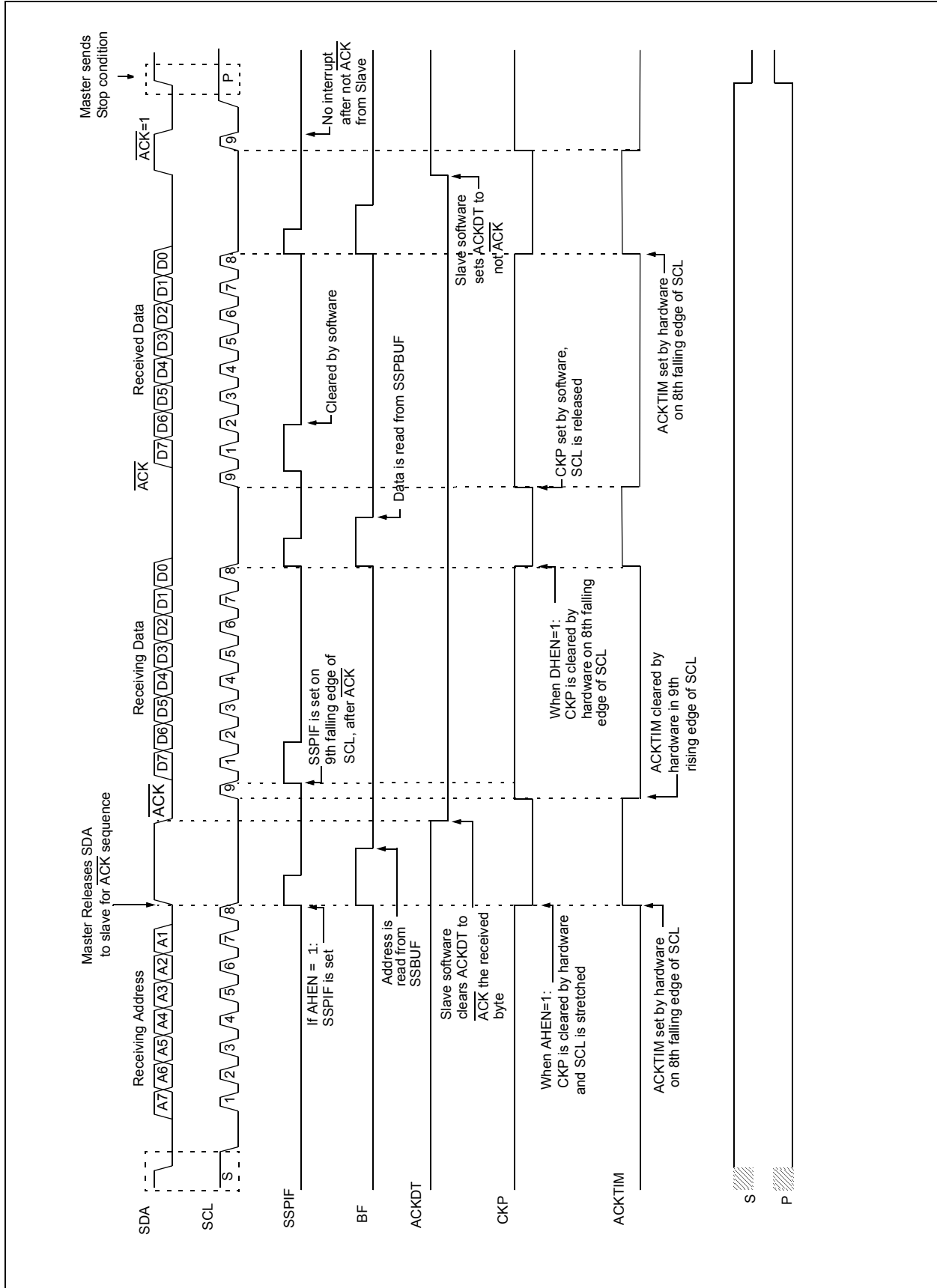


FIGURE 21-16: I²C SLAVE, 7-BIT ADDRESS, RECEPTION (SEN = 0, AHEN = 1, DHEN = 1)



PIC16(L)F1516/7/8/9

FIGURE 21-34: BUS COLLISION DURING START CONDITION (SCL = 0)

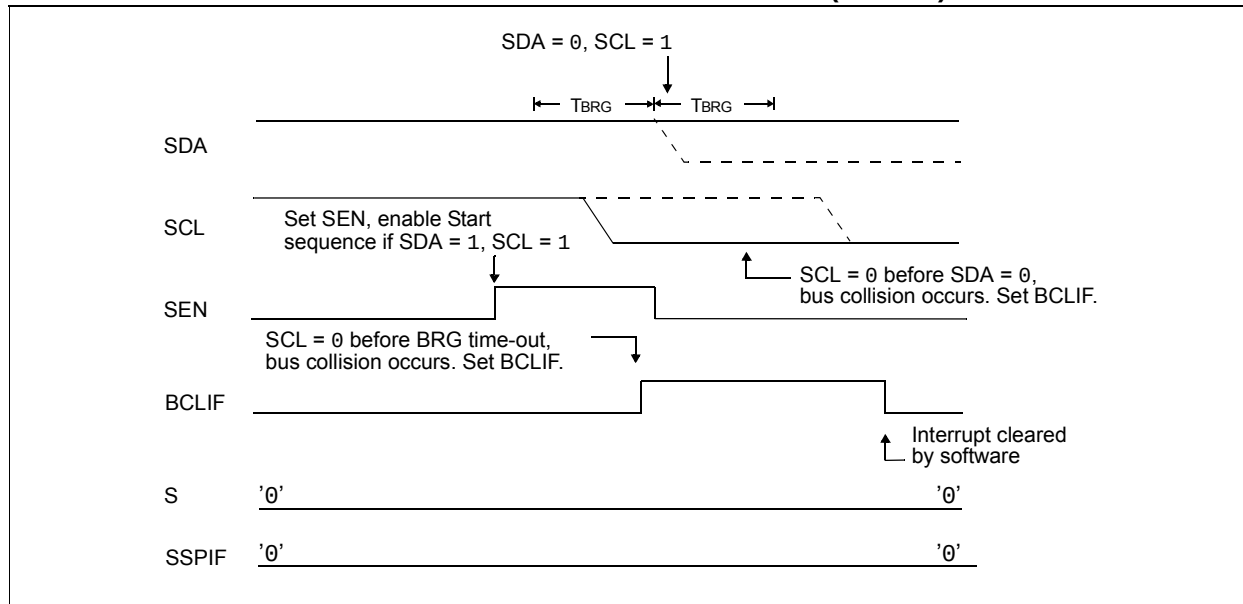
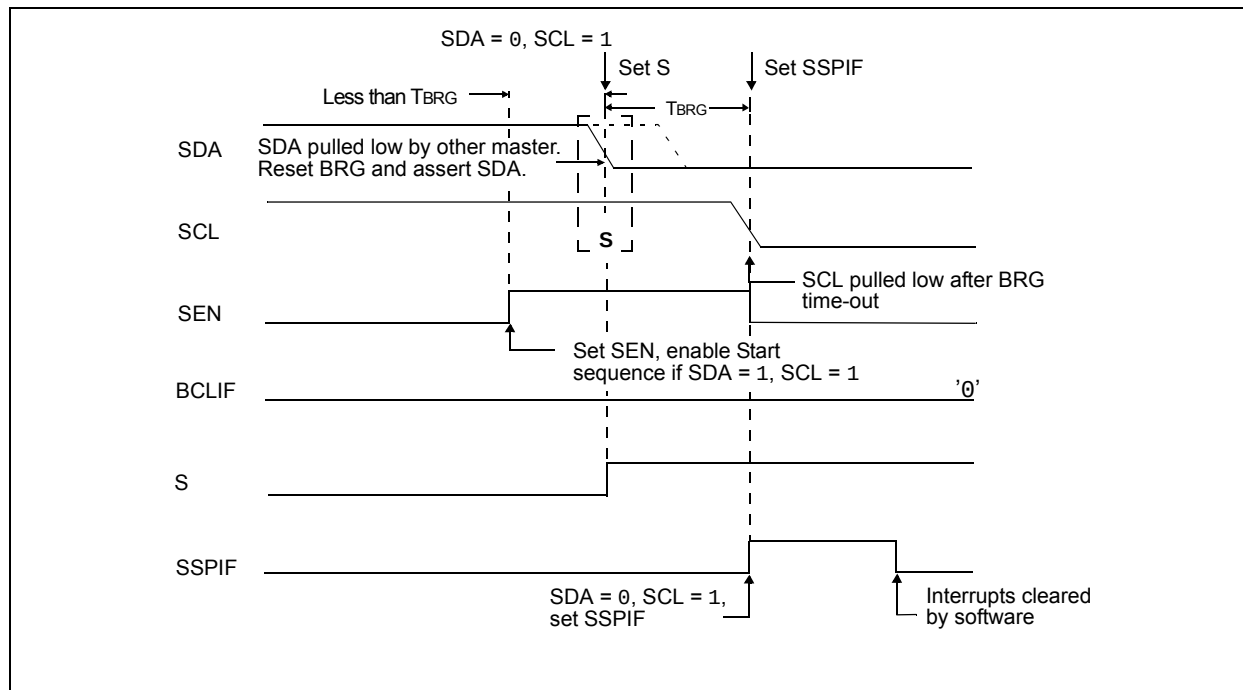


FIGURE 21-35: BRG RESET DUE TO SDA ARBITRATION DURING START CONDITION



PIC16(L)F1516/7/8/9

REGISTER 21-6: SSPCON3: SSP CONTROL REGISTER 3

R-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0	R/W-0/0
ACKTIM	PCIE	SCIE	BOEN	SDAHT	SBCDE	AHEN	DHEN
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 **ACKTIM:** Acknowledge Time Status bit (I²C mode only)⁽³⁾
1 = Indicates the I²C bus is in an Acknowledge sequence, set on 8TH falling edge of SCL clock
0 = Not an Acknowledge sequence, cleared on 9TH rising edge of SCL clock
- bit 6 **PCIE:** Stop Condition Interrupt Enable bit (I²C mode only)
1 = Enable interrupt on detection of Stop condition
0 = Stop detection interrupts are disabled⁽²⁾
- bit 5 **SCIE:** Start Condition Interrupt Enable bit (I²C mode only)
1 = Enable interrupt on detection of Start or Restart conditions
0 = Start detection interrupts are disabled⁽²⁾
- bit 4 **BOEN:** Buffer Overwrite Enable bit
In SPI Slave mode:⁽¹⁾
1 = SSPBUF updates every time that a new data byte is shifted in ignoring the BF bit
0 = If new byte is received with BF bit of the SSPSTAT register already set, SSPOV bit of the SSPCON1 register is set, and the buffer is not updated
In I²C Master mode and SPI Master mode:
This bit is ignored.
In I²C Slave mode:
1 = SSPBUF is updated and ACK is generated for a received address/data byte, ignoring the state of the SSPOV bit only if the BF bit = 0.
0 = SSPBUF is only updated when SSPOV is clear
- bit 3 **SDAHT:** SDA Hold Time Selection bit (I²C mode only)
1 = Minimum of 300 ns hold time on SDA after the falling edge of SCL
0 = Minimum of 100 ns hold time on SDA after the falling edge of SCL
- bit 2 **SBCDE:** Slave Mode Bus Collision Detect Enable bit (I²C Slave mode only)
If on the rising edge of SCL, SDA is sampled low when the module is outputting a high state, the BCLIF bit of the PIR2 register is set, and bus goes idle
1 = Enable slave bus collision interrupts
0 = Slave bus collision interrupts are disabled
- bit 1 **AHEN:** Address Hold Enable bit (I²C Slave mode only)
1 = Following the 8th falling edge of SCL for a matching received address byte; CKP bit of the SSPCON1 register will be cleared and the SCL will be held low.
0 = Address holding is disabled
- bit 0 **DHEN:** Data Hold Enable bit (I²C Slave mode only)
1 = Following the 8th falling edge of SCL for a received data byte; slave hardware clears the CKP bit of the SSPCON1 register and SCL is held low.
0 = Data holding is disabled

- Note 1:** For daisy-chained SPI operation; allows the user to ignore all but the last received byte. SSPOV is still set when a new byte is received and BF = 1, but hardware continues to write the most recent byte to SSPBUF.
- 2:** This bit has no effect in Slave modes that Start and Stop condition detection is explicitly listed as enabled.
- 3:** The ACKTIM Status bit is only active when the AHEN bit or DHEN bit is set.

22.1 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 22-4 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 9th data bit.

22.1.1 EUSART ASYNCHRONOUS TRANSMITTER

The EUSART transmitter block diagram is shown in Figure 22-1. 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 TXREG register.

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

Note 1: The TXIF Transmitter Interrupt flag is set when the TXEN enable bit is set.

22.1.1.2 Transmitting Data

A transmission is initiated by writing a character to the TXREG register. If this is the first character, or the previous character has been completely flushed from the TSR, the data in the TXREG 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 TXREG until the Stop bit of the previous character has been transmitted. The pending character in the TXREG 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 TXREG.

22.1.1.3 Transmit Data Polarity

The polarity of the transmit data can be controlled with the SCKP bit of the BAUDCON 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 22.5.1.2 "Clock Polarity".

22.1.1.4 Transmit Interrupt Flag

The TXIF interrupt flag bit of the PIR1 register is set whenever the EUSART transmitter is enabled and no character is being held for transmission in the TXREG. In other words, the TXIF bit is only clear when the TSR is busy with a character and a new character has been queued for transmission in the TXREG. The TXIF flag bit is not cleared immediately upon writing TXREG. TXIF becomes valid in the second instruction cycle following the write execution. Polling TXIF immediately following the TXREG write will return invalid results. The TXIF bit is read-only, it cannot be set or cleared by software.

The TXIF interrupt can be enabled by setting the TXIE interrupt enable bit of the PIE1 register. However, the TXIF flag bit will be set whenever the TXREG is empty, regardless of the state of TXIE enable bit.

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

FIGURE 22-10: SYNCHRONOUS TRANSMISSION

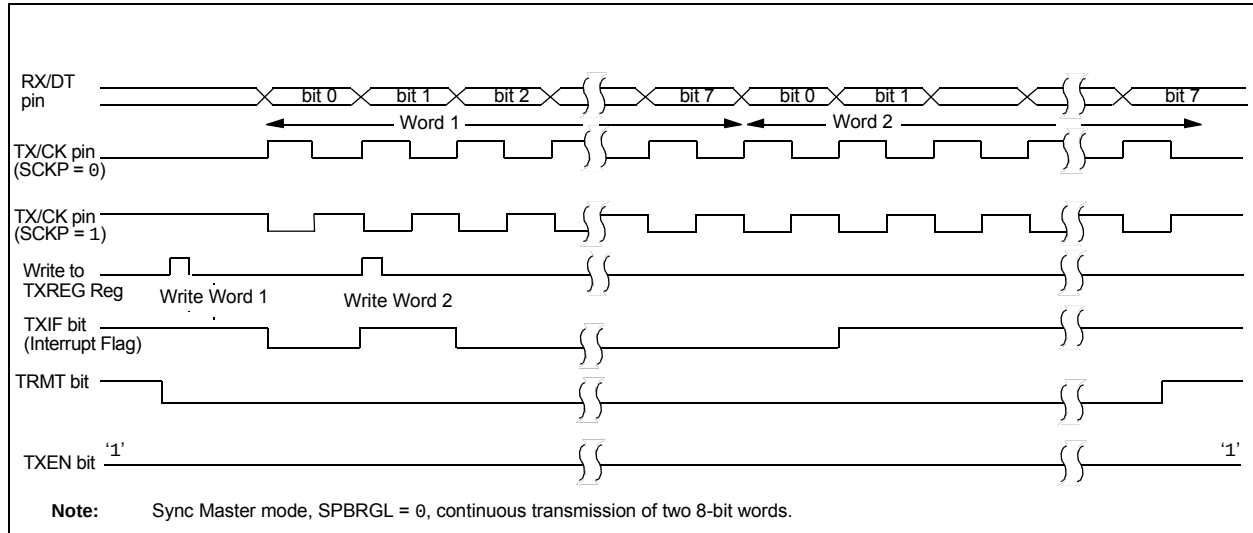


FIGURE 22-11: SYNCHRONOUS TRANSMISSION (THROUGH TXEN)

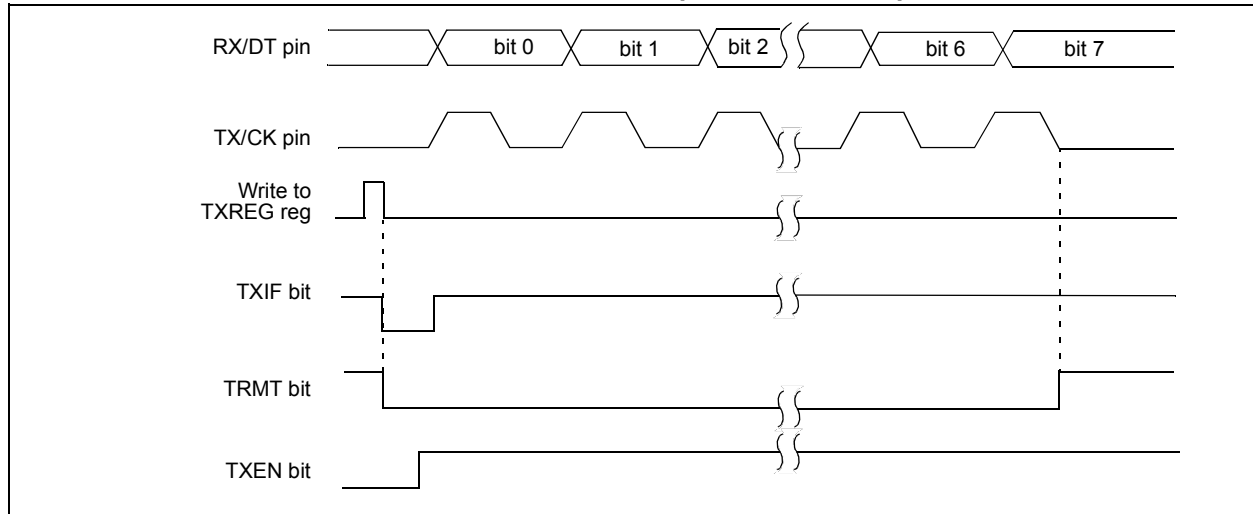


TABLE 22-5: SUMMARY OF REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER TRANSMISSION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
BAUDCON	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	232
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	74
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	75
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	77
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	231
SPBRGL	BRG<7:0>								233*
SPBRGH	BRG<15:8>								233*
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	114
TXREG	EUSART Transmit Data Register								222*
TXSTA	CSRC	TX9	TXEN	SYNC	SEnDB	BRGH	TRMT	TX9D	230

Legend: — = unimplemented, read as '0'. Shaded cells are not used for synchronous master transmission.

* Page provides register information.

PIC16(L)F1516/7/8/9

FIGURE 25-16: SPI MASTER MODE TIMING (CKE = 0, SMP = 0)

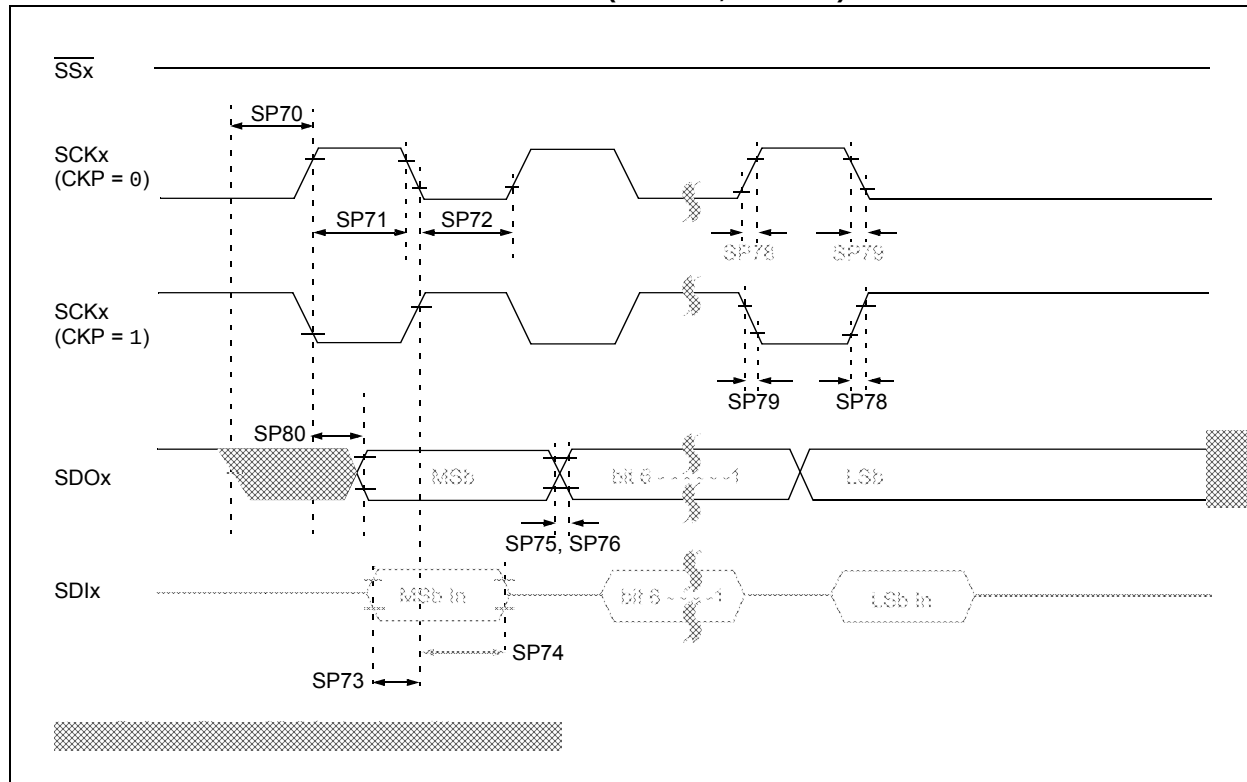
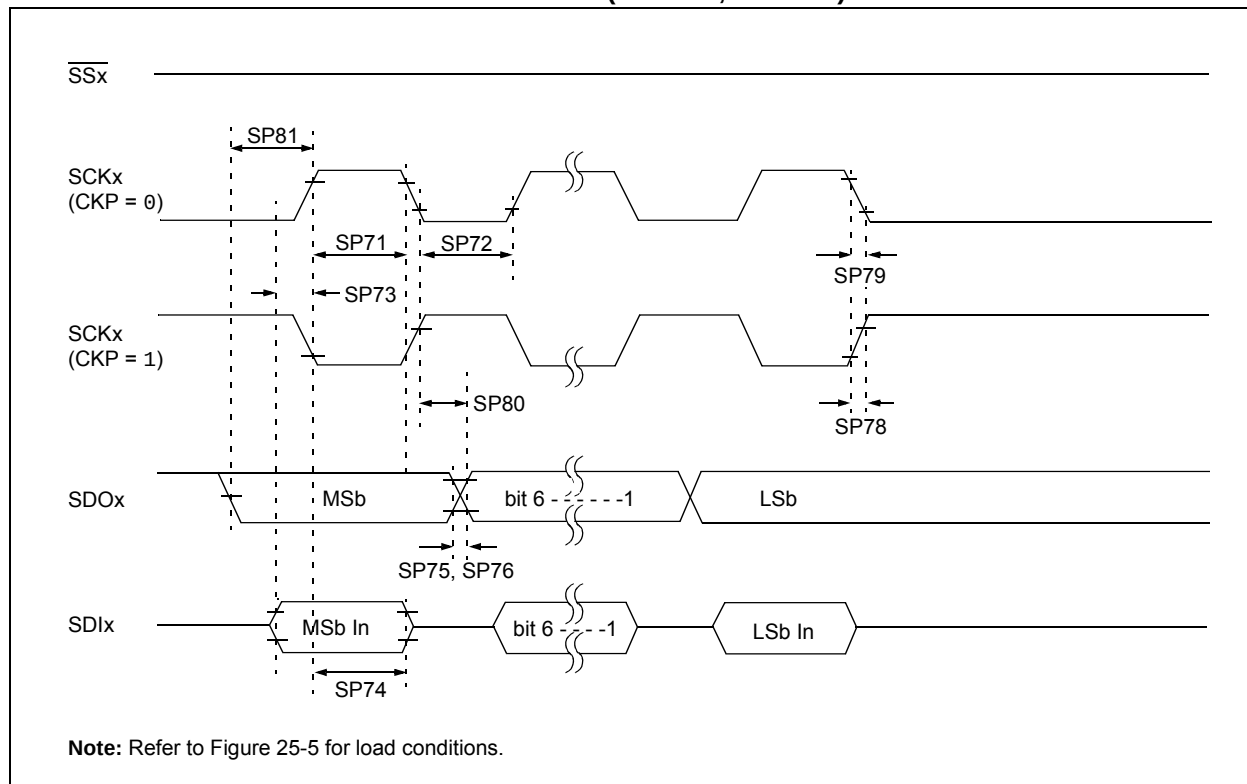


FIGURE 25-17: SPI MASTER MODE TIMING (CKE = 1, SMP = 1)



PIC16(L)F1516/7/8/9

FIGURE 26-29: I_{DD} TYPICAL, HS OSCILLATOR, PIC16F1516/7/8/9 ONLY

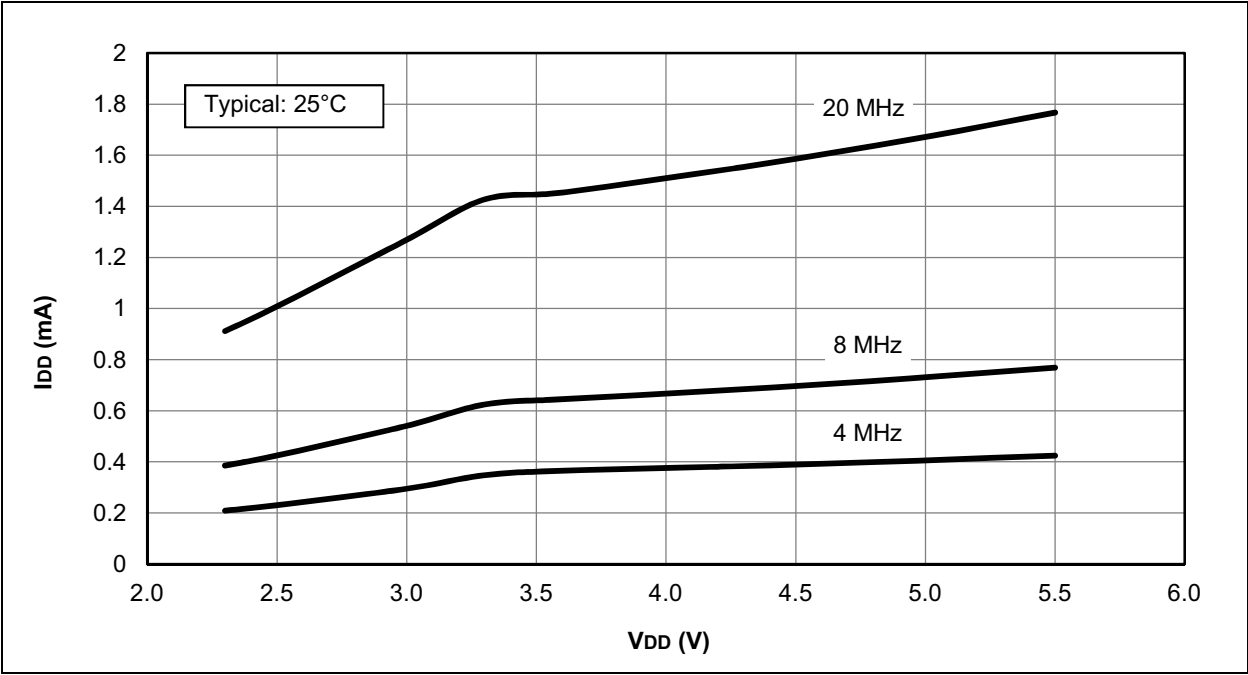
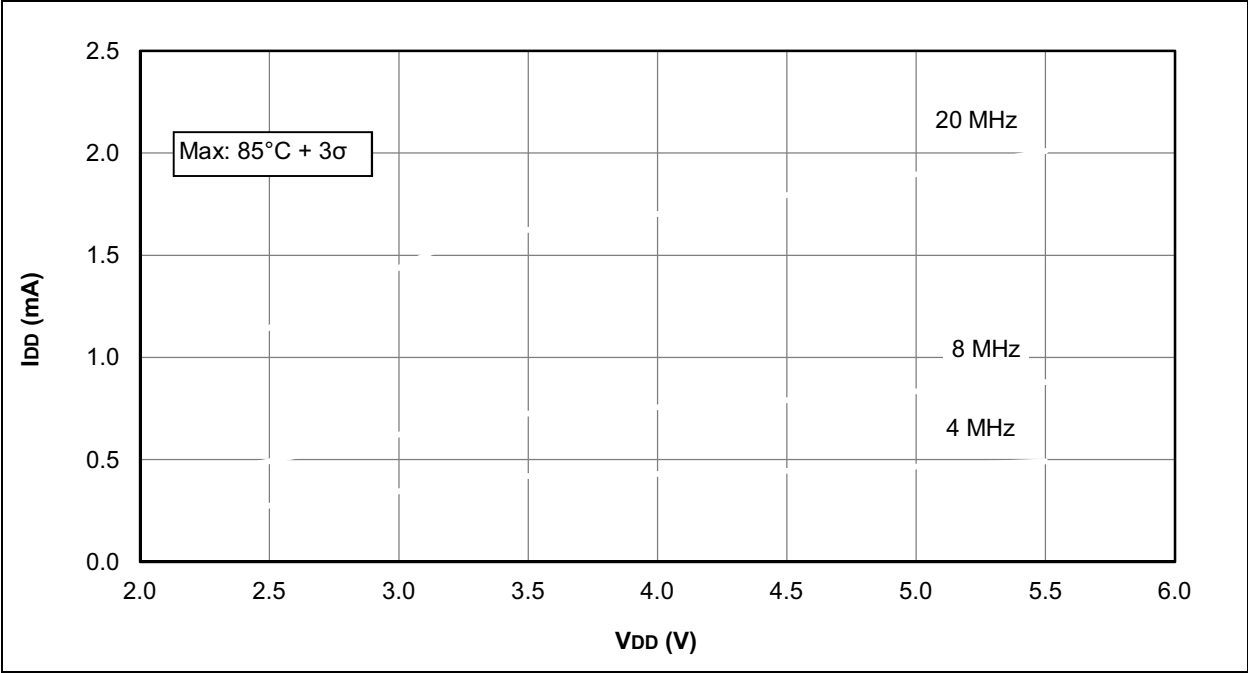


FIGURE 26-30: I_{DD} MAXIMUM, HS OSCILLATOR, PIC16F1516/7/8/9 ONLY



PIC16(L)F1516/7/8/9

FIGURE 26-33: I_{PD}, WATCHDOG TIMER (WDT), PIC16LF1516/7/8/9 ONLY

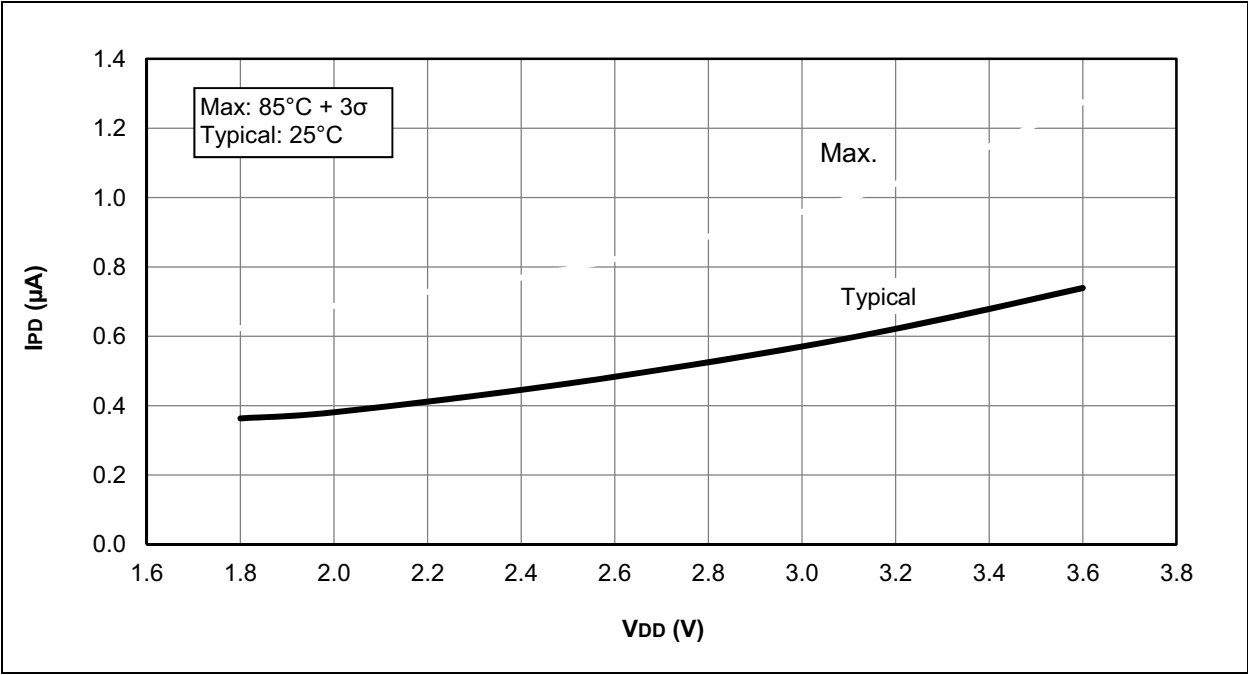
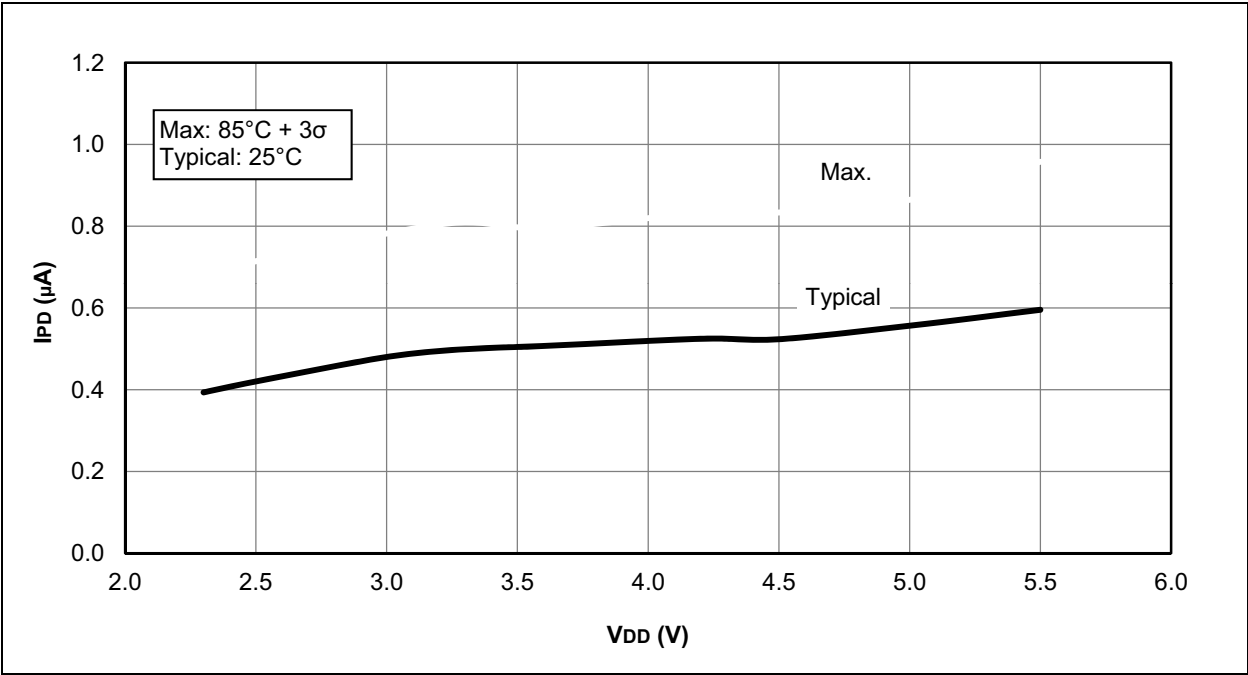


FIGURE 26-34: I_{PD}, WATCHDOG TIMER (WDT), PIC16F1516/7/8/9 ONLY



PIC16(L)F1516/7/8/9

FIGURE 26-37: I_{PD}, BROWN-OUT RESET (BOR), BORV = 1, PIC16LF1516/7/8/9 ONLY

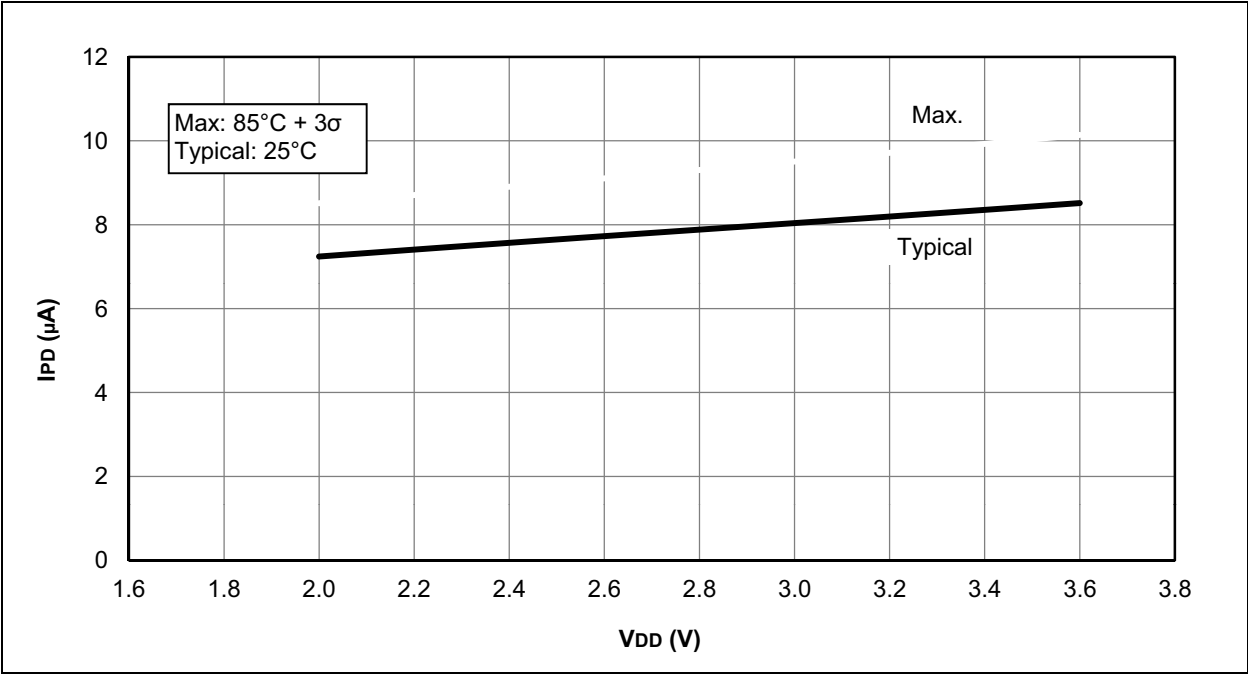


FIGURE 26-38: I_{PD}, BROWN-OUT RESET (BOR), BORV = 1, PIC16F1516/7/8/9 ONLY

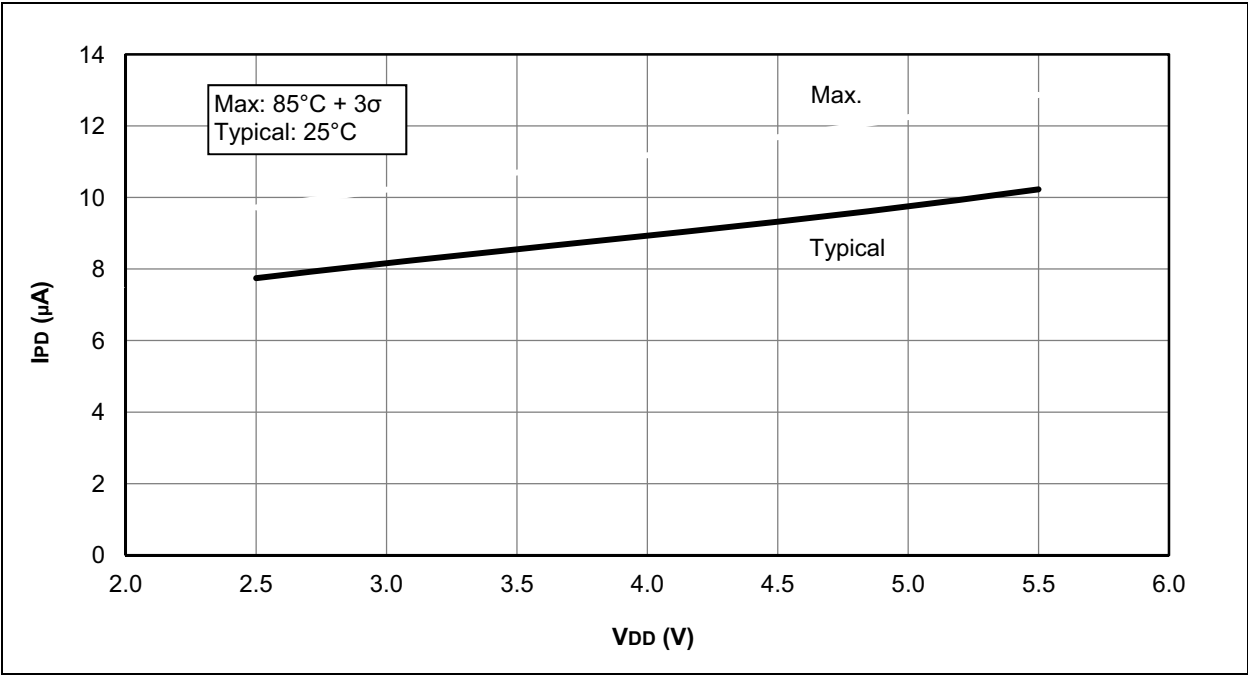


FIGURE 26-43: V_{OH} VS. I_{OH} OVER TEMPERATURE, $V_{DD} = 3.0V$

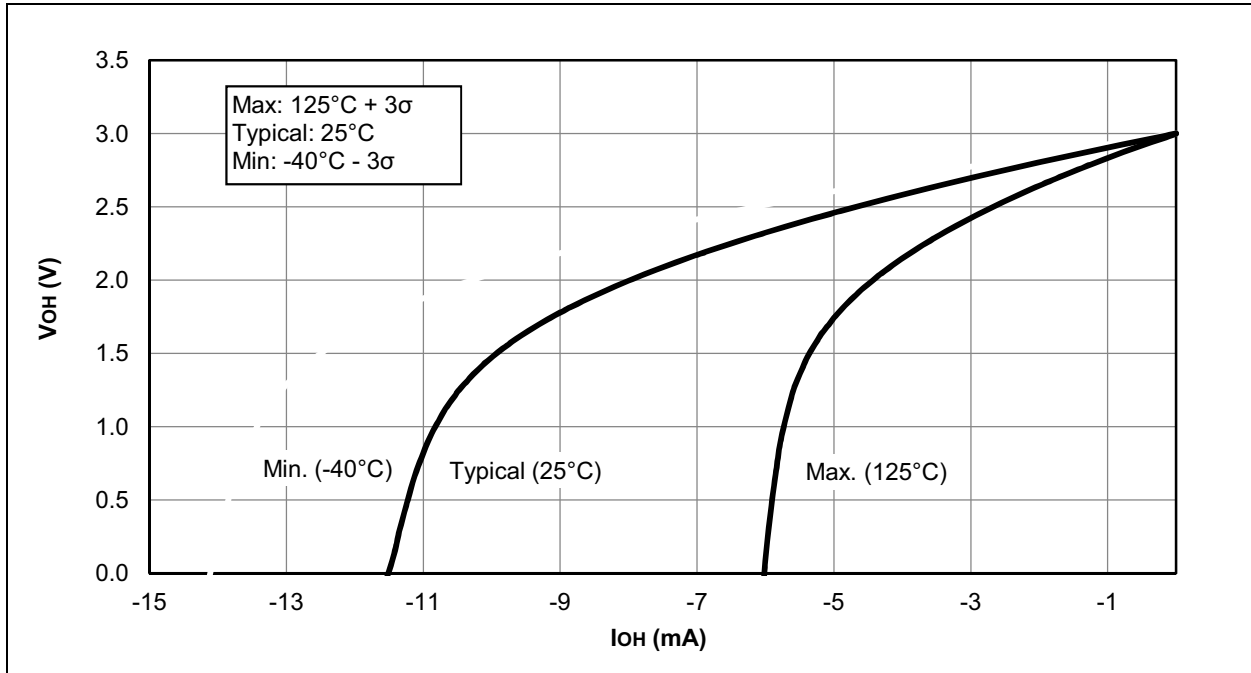
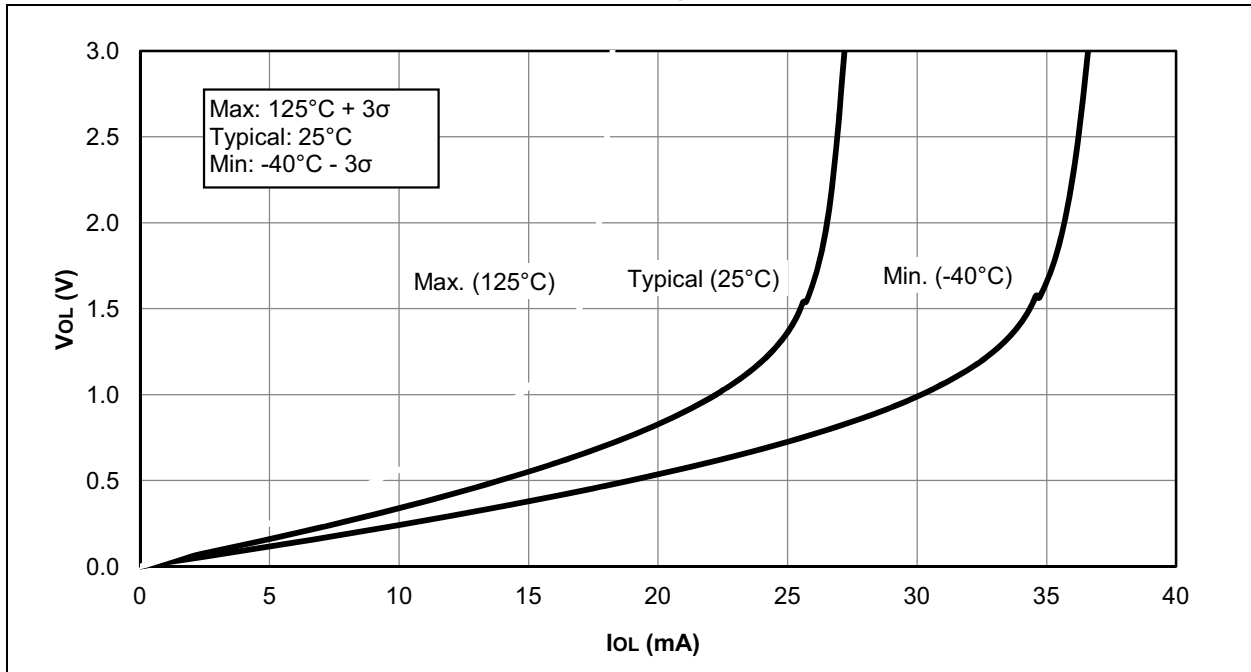


FIGURE 26-44: V_{OL} VS. I_{OL} OVER TEMPERATURE, $V_{DD} = 3.0V$



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