



Welcome to [E-XFL.COM](https://www.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	20MHz
Connectivity	UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	33
Program Memory Size	3.5KB (2K x 14)
Program Memory Type	FLASH
EEPROM Size	64 x 8
RAM Size	128 x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	External
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	44-LCC (J-Lead)
Supplier Device Package	44-PLCC (16.59x16.59)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16lf871-i-l

PIC16F870/871

Key Features PICmicro™ Mid-Range MCU Family Reference Manual (DS33023)	PIC16F870	PIC16F871
Operating Frequency	DC - 20 MHz	DC - 20 MHz
RESETS (and Delays)	POR, BOR (PWRT, OST)	POR, BOR (PWRT, OST)
FLASH Program Memory (14-bit words)	2K	2K
Data Memory (bytes)	128	128
EEPROM Data Memory	64	64
Interrupts	10	11
I/O Ports	Ports A,B,C	Ports A,B,C,D,E
Timers	3	3
Capture/Compare/PWM modules	1	1
Serial Communications	USART	USART
Parallel Communications	—	PSP
10-bit Analog-to-Digital Module	5 input channels	8 input channels
Instruction Set	35 Instructions	35 Instructions

TABLE 1-1: PIC16F870 PINOUT DESCRIPTION

Pin Name	DIP Pin#	SOIC Pin#	I/O/P Type	Buffer Type	Description
OSC1/CLKI	9	9	I	ST/CMOS ⁽³⁾	Oscillator crystal input/external clock source input.
OSC2/CLKO	10	10	O	—	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode. In RC mode, the OSC2 pin outputs CLKO, which has 1/4 the frequency of OSC1, and denotes the instruction cycle rate.
MCLR/VPP/THV	1	1	I/P	ST	Master Clear (Reset) input or programming voltage input or High Voltage Test mode control. This pin is an active low RESET to the device.
RA0/AN0	2	2	I/O	TTL	<p>PORTA is a bi-directional I/O port.</p> <p>RA0 can also be analog input 0.</p> <p>RA1 can also be analog input 1.</p> <p>RA2 can also be analog input 2 or negative analog reference voltage.</p> <p>RA3 can also be analog input 3 or positive analog reference voltage.</p> <p>RA4 can also be the clock input to the Timer0 module. Output is open drain type.</p> <p>RA5 can also be analog input 4.</p>
RA1/AN1	3	3	I/O	TTL	
RA2/AN2/VREF-	4	4	I/O	TTL	
RA3/AN3/VREF+	5	5	I/O	TTL	
RA4/T0CKI	6	6	I/O	ST/OD	
RA5/AN4	7	7	I/O	TTL	
RB0/INT	21	21	I/O	TTL/ST ⁽¹⁾	<p>PORTB is a bi-directional I/O port. PORTB can be software programmed for internal weak pull-up on all inputs.</p> <p>RB0 can also be the external interrupt pin.</p> <p>RB3 can also be the low voltage programming input.</p> <p>Interrupt-on-change pin.</p> <p>Interrupt-on-change pin.</p> <p>Interrupt-on-change pin or In-Circuit Debugger pin. Serial programming clock.</p> <p>Interrupt-on-change pin or In-Circuit Debugger pin. Serial programming data.</p>
RB1	22	22	I/O	TTL	
RB2	23	23	I/O	TTL	
RB3/PGM	24	24	I/O	TTL/ST ⁽¹⁾	
RB4	25	25	I/O	TTL	
RB5	26	26	I/O	TTL	
RB6/PGC	27	27	I/O	TTL/ST ⁽²⁾	
RB7/PGD	28	28	I/O	TTL/ST ⁽²⁾	
RC0/T1OSO/T1CKI	11	11	I/O	ST	<p>PORTC is a bi-directional I/O port.</p> <p>RC0 can also be the Timer1 oscillator output or Timer1 clock input.</p> <p>RC1 can also be the Timer1 oscillator input.</p> <p>RC2 can also be the Capture1 input/Compare1 output/PWM1 output.</p> <p>RC6 can also be the USART Asynchronous Transmit or Synchronous Clock.</p> <p>RC7 can also be the USART Asynchronous Receive or Synchronous Data.</p>
RC1/T1OSI	12	12	I/O	ST	
RC2/CCP1	13	13	I/O	ST	
RC3	14	14	I/O	ST	
RC4	15	15	I/O	ST	
RC5	16	16	I/O	ST	
RC6/TX/CK	17	17	I/O	ST	
RC7/RX/DT	18	18	I/O	ST	
VSS	8, 19	8, 19	P	—	Ground reference for logic and I/O pins.
VDD	20	20	P	—	Positive supply for logic and I/O pins.

Legend: I = input O = output I/O = input/output P = power
 OD = Open Drain — = Not used TTL = TTL input ST = Schmitt Trigger input

- Note** 1: This buffer is a Schmitt Trigger input when configured as the external interrupt or LVP mode.
 2: This buffer is a Schmitt Trigger input when used in Serial Programming mode.
 3: This buffer is a Schmitt Trigger input when configured in RC Oscillator mode and a CMOS input otherwise.

PIC16F870/871

TABLE 1-2: PIC16F871 PINOUT DESCRIPTION

Pin Name	DIP Pin#	PLCC Pin#	QFP Pin#	I/O/P Type	Buffer Type	Description
OSC1/CLKI	13	14	30	I	ST/CMOS ⁽⁴⁾	Oscillator crystal input/external clock source input.
OSC2/CLKO	14	15	31	O	—	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode. In RC mode, OSC2 pin outputs CLKO, which has 1/4 the frequency of OSC1, and denotes the instruction cycle rate.
MCLR/VPP/THV	1	2	18	I/P	ST	Master Clear (Reset) input or programming voltage input or High Voltage Test mode control. This pin is an active low RESET to the device.
RA0/AN0	2	3	19	I/O	TTL	<p>PORTA is a bi-directional I/O port.</p> <p>RA0 can also be analog input 0.</p> <p>RA1 can also be analog input 1.</p> <p>RA2 can also be analog input 2 or negative analog reference voltage.</p> <p>RA3 can also be analog input 3 or positive analog reference voltage.</p> <p>RA4 can also be the clock input to the Timer0 timer/counter. Output is open drain type.</p> <p>RA5 can also be analog input 4.</p>
RA1/AN1	3	4	20	I/O	TTL	
RA2/AN2/VREF-	4	5	21	I/O	TTL	
RA3/AN3/VREF+	5	6	22	I/O	TTL	
RA4/T0CKI	6	7	23	I/O	ST	
RA5/AN4	7	8	24	I/O	TTL	
RB0/INT	33	36	8	I/O	TTL/ST ⁽¹⁾	<p>PORTB is a bi-directional I/O port. PORTB can be software programmed for internal weak pull-up on all inputs.</p> <p>RB0 can also be the external interrupt pin.</p> <p>RB3 can also be the low voltage programming input.</p> <p>Interrupt-on-change pin.</p> <p>Interrupt-on-change pin.</p> <p>Interrupt-on-change pin or In-Circuit Debugger pin. Serial programming clock.</p> <p>Interrupt-on-change pin or In-Circuit Debugger pin. Serial programming data.</p>
RB1	34	37	9	I/O	TTL	
RB2	35	38	10	I/O	TTL	
RB3/PGM	36	39	11	I/O	TTL/ST ⁽¹⁾	
RB4	37	41	14	I/O	TTL	
RB5	38	42	15	I/O	TTL	
RB6/PGC	39	43	16	I/O	TTL/ST ⁽²⁾	
RB7/PGD	40	44	17	I/O	TTL/ST ⁽²⁾	
RC0/T1OSO/T1CKI	15	16	32	I/O	ST	<p>PORTC is a bi-directional I/O port.</p> <p>RC0 can also be the Timer1 oscillator output or a Timer1 clock input.</p> <p>RC1 can also be the Timer1 oscillator input.</p> <p>RC2 can also be the Capture1 input/Compare1 output/PWM1 output.</p> <p>RC6 can also be the USART Asynchronous Transmit or Synchronous Clock.</p> <p>RC7 can also be the USART Asynchronous Receive or Synchronous Data.</p>
RC1/T1OSI	16	18	35	I/O	ST	
RC2/CCP1	17	19	36	I/O	ST	
RC3	18	20	37	I/O	ST	
RC4	23	25	42	I/O	ST	
RC5	24	26	43	I/O	ST	
RC6/TX/CK	25	27	44	I/O	ST	
RC7/RX/DT	26	29	1	I/O	ST	

Legend: I = input O = output I/O = input/output P = power
 — = Not used TTL = TTL input ST = Schmitt Trigger input

- Note** 1: This buffer is a Schmitt Trigger input when configured as an external interrupt or LVP mode.
 2: This buffer is a Schmitt Trigger input when used in Serial Programming mode.
 3: This buffer is a Schmitt Trigger input when configured as general purpose I/O and a TTL input when used in the Parallel Slave Port mode (for interfacing to a microprocessor bus).
 4: This buffer is a Schmitt Trigger input when configured in RC Oscillator mode and a CMOS input otherwise.

PIC16F870/871

2.2.2.5 PIR1 Register

The PIR1 register contains the individual flag bits for the peripheral interrupts.

Note: Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit, GIE (INTCON<7>). User software should ensure the appropriate interrupt bits are clear prior to enabling an interrupt.

REGISTER 2-5: PIR1 REGISTER (ADDRESS: 0Ch)

R/W-0	R/W-0	R-0	R-0	U-0	R/W-0	R/W-0	R/W-0
PSPIF ⁽¹⁾	ADIF	RCIF	TXIF	—	CCP1IF	TMR2IF	TMR1IF
bit 7							bit 0

- bit 7 **PSPIF⁽¹⁾**: Parallel Slave Port Read/Write Interrupt Flag bit
1 = A read or a write operation has taken place (must be cleared in software)
0 = No read or write has occurred
- bit 6 **ADIF**: A/D Converter Interrupt Flag bit
1 = An A/D conversion completed
0 = The A/D conversion is not complete
- bit 5 **RCIF**: USART Receive Interrupt Flag bit
1 = The USART receive buffer is full
0 = The USART receive buffer is empty
- bit 4 **TXIF**: USART Transmit Interrupt Flag bit
1 = The USART transmit buffer is empty
0 = The USART transmit buffer is full
- bit 3 **Unimplemented**: Read as '0'
- bit 2 **CCP1IF**: CCP1 Interrupt Flag bit
Capture mode:
1 = A TMR1 register capture occurred (must be cleared in software)
0 = No TMR1 register capture occurred
Compare mode:
1 = A TMR1 register compare match occurred (must be cleared in software)
0 = No TMR1 register compare match occurred
PWM mode:
Unused in this mode.
- bit 1 **TMR2IF**: TMR2 to PR2 Match Interrupt Flag bit
1 = TMR2 to PR2 match occurred (must be cleared in software)
0 = No TMR2 to PR2 match occurred
- bit 0 **TMR1IF**: TMR1 Overflow Interrupt Flag bit
1 = TMR1 register overflowed (must be cleared in software)
0 = TMR1 register did not overflow

Note 1: PSPIF is reserved on the PIC16F870; always maintain this bit clear.

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

2.2.2.6 PIE2 Register

The PIE2 register contains the individual enable bit for the EEPROM write operation interrupt.

REGISTER 2-6: **PIE2 REGISTER (ADDRESS: 8Dh)**

U-0	U-0	U-0	R/W-0	U-0	U-0	U-0	U-0
—	—	—	EEIE	—	—	—	—
bit 7							bit 0

- bit 7-5 **Unimplemented:** Read as '0'
- bit 4 **EEIE:** EEPROM Write Operation Interrupt Enable bit
1 = Enable EE write interrupt
0 = Disable EE write interrupt
- bit 3-0 **Unimplemented:** Read as '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

2.2.2.8 PCON Register

The Power Control (PCON) register contains flag bits to allow differentiation between a Power-on Reset (POR), a Brown-out Reset (BOR), a Watchdog Reset (WDT) and an external MCLR Reset.

Note: $\overline{\text{BOR}}$ is unknown on POR. It must be set by the user and checked on subsequent RESETS to see if BOR is clear, indicating a brown-out has occurred. The BOR status bit is a don't care and is not predictable if the brown-out circuit is disabled (by clearing the BOREN bit in the configuration word).

REGISTER 2-8: PCON REGISTER (ADDRESS: 8Eh)

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-1
—	—	—	—	—	—	POR	$\overline{\text{BOR}}$
bit 7						bit 0	

bit 7-2 **Unimplemented:** Read as '0'

bit 1 **POR:** Power-on Reset Status bit

1 = No Power-on Reset occurred

0 = A Power-on Reset occurred (must be set in software after a Power-on Reset occurs)

bit 0 **$\overline{\text{BOR}}$:** Brown-out Reset Status bit

1 = No Brown-out Reset occurred

0 = A Brown-out Reset occurred (must be set in software after a Brown-out Reset occurs)

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

PIC16F870/871

8.2 Capture Mode

In Capture mode, CCPR1H:CCPR1L captures the 16-bit value of the TMR1 register when an event occurs on pin RC2/CCP1. An event is defined as one of the following:

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

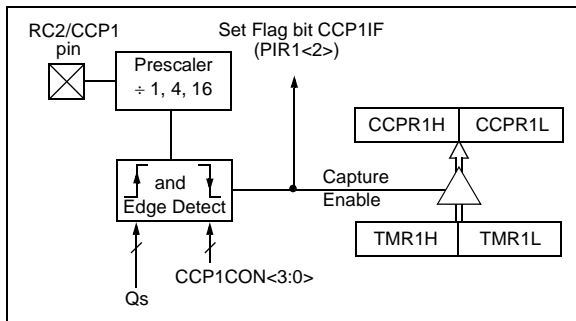
The type of event is configured by control bits CCP1M3:CCP1M0 (CCP1CON<3:0>). When a capture is made, the interrupt request flag bit CCP1IF (PIR1<2>) is set. The interrupt flag must be cleared in software. If another capture occurs before the value in register CCPR1 is read, the old captured value is overwritten by the new value.

8.2.1 CCP PIN CONFIGURATION

In Capture mode, the RC2/CCP1 pin should be configured as an input by setting the TRISC<2> bit.

Note: If the RC2/CCP1 pin is configured as an output, a write to the port can cause a capture condition.

FIGURE 8-1: CAPTURE MODE OPERATION BLOCK DIAGRAM



8.2.2 TIMER1 MODE SELECTION

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

8.2.3 SOFTWARE INTERRUPT

When the Capture mode is changed, a false capture interrupt may be generated. The user should keep bit CCP1IE (PIE1<2>) clear to avoid false interrupts and should clear the flag bit, CCP1IF, following any such change in Operating mode.

8.2.4 CCP PRESCALER

There are four prescaler settings, specified by bits CCP1M3:CCP1M0. Whenever the CCP module is turned off, or the CCP module is not in Capture mode, the prescaler counter is cleared. Any RESET will clear the prescaler counter.

Switching from one capture prescaler to another may generate an interrupt. Also, the prescaler counter will not be cleared, therefore, the first capture may be from a non-zero prescaler. Example 8-1 shows the recommended method for switching between capture prescalers. This example also clears the prescaler counter and will not generate the "false" interrupt.

EXAMPLE 8-1: CHANGING BETWEEN CAPTURE PRESCALERS

```
CLRF    CCP1CON    ; Turn CCP module off
MOVLW   NEW_CAPT_PS ; Load the W reg with
                        ; the new prescaler
MOVWF   CCP1CON    ; move value and CCP ON
                        ; Load CCP1CON with this
                        ; value
```


TABLE 9-4: BAUD RATES FOR ASYNCHRONOUS MODE (BRGH = 1)

BAUD RATE (K)	Fosc = 20 MHz			Fosc = 16 MHz			Fosc = 10 MHz		
	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)
0.3	-	-	-	-	-	-	-	-	-
1.2	-	-	-	-	-	-	-	-	-
2.4	-	-	-	-	-	-	2.441	1.71	255
9.6	9.615	0.16	129	9.615	0.16	103	9.615	0.16	64
19.2	19.231	0.16	64	19.231	0.16	51	19.531	1.72	31
28.8	29.070	0.94	42	29.412	2.13	33	28.409	1.36	21
33.6	33.784	0.55	36	33.333	0.79	29	32.895	2.10	18
57.6	59.524	3.34	20	58.824	2.13	16	56.818	1.36	10
HIGH	4.883	-	255	3.906	-	255	2.441	-	255
LOW	1250.000	-	0	1000.000	-	0	625.000	-	0

BAUD RATE (K)	Fosc = 4 MHz			Fosc = 3.6864 MHz		
	KBAUD	% ERROR	SPBRG value (decimal)	KBAUD	% ERROR	SPBRG value (decimal)
0.3	-	-	-	-	-	-
1.2	1.202	0.17	207	1.2	0	191
2.4	2.404	0.17	103	2.4	0	95
9.6	9.615	0.16	25	9.6	0	23
19.2	19.231	0.16	12	19.2	0	11
28.8	27.798	3.55	8	28.8	0	7
33.6	35.714	6.29	6	32.9	2.04	6
57.6	62.500	8.51	3	57.6	0	3
HIGH	0.977	-	255	0.9	-	255
LOW	250.000	-	0	230.4	-	0

When setting up an Asynchronous Transmission, follow these steps:

1. Initialize the SPBRG register for the appropriate baud rate. If a high speed baud rate is desired, set bit BRGH (Section 9.1).
2. Enable the asynchronous serial port by clearing bit SYNC and setting bit SPEN.
3. If interrupts are desired, then set enable bit TXIE.
4. If 9-bit transmission is desired, then set transmit bit TX9.
5. Enable the transmission by setting bit TXEN, which will also set bit TXIF.
6. If 9-bit transmission is selected, the ninth bit should be loaded in bit TX9D.
7. Load data to the TXREG register (starts transmission).
8. If using interrupts, ensure that GIE and PEIE (bits 7 and 6) of the INTCON register are set.

FIGURE 9-2: ASYNCHRONOUS MASTER TRANSMISSION

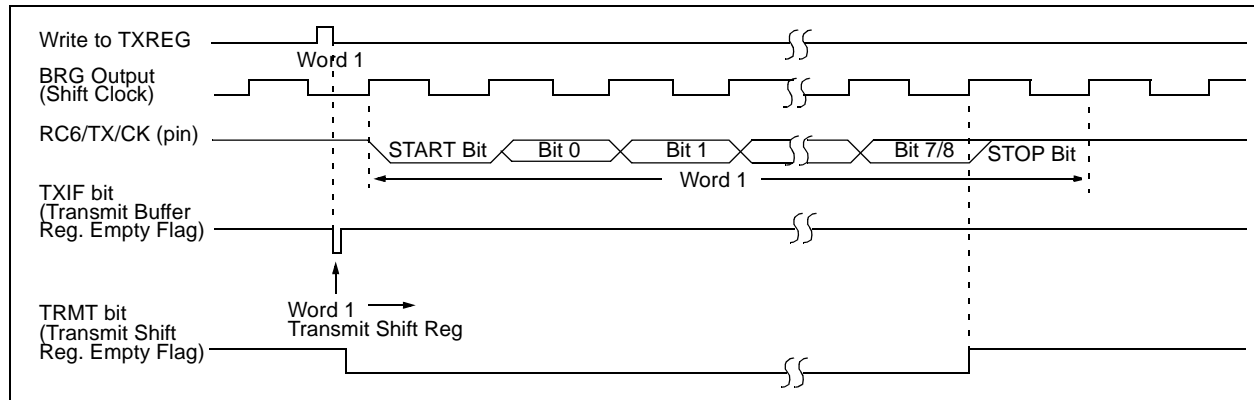


FIGURE 9-3: ASYNCHRONOUS MASTER TRANSMISSION (BACK TO BACK)

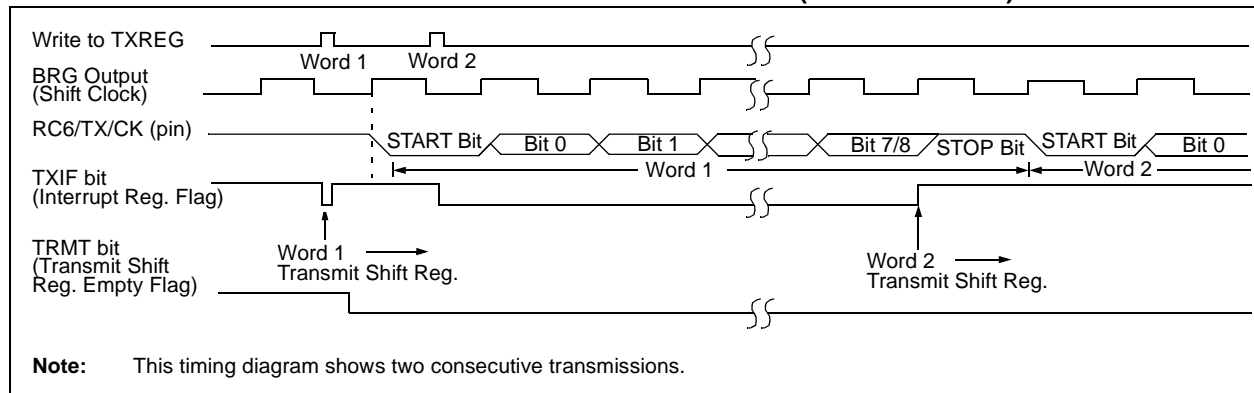


TABLE 9-5: REGISTERS ASSOCIATED WITH ASYNCHRONOUS TRANSMISSION

Address	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
0Bh, 8Bh, 10Bh, 18Bh	INTCON	GIE	PEIE	TOIE	INTE	RBIE	TOIF	INTF	ROIF	0000 000x	0000 000u
0Ch	PIR1	PSPIF ⁽¹⁾	ADIF	RCIF	TXIF	—	CCP1IF	TMR2IF	TMR1IF	0000 -000	0000 -000
18h	RCSTA	SPEN	RX9	SREN	CREN	—	FERR	OERR	RX9D	0000 -00x	0000 -00x
19h	TXREG	USART Transmit Register								0000 0000	0000 0000
8Ch	PIE1	PSPIE ⁽¹⁾	ADIE	RCIE	TXIE	—	CCP1IE	TMR2IE	TMR1IE	0000 -000	0000 -000
98h	TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	0000 -010
99h	SPBRG	Baud Rate Generator Register								0000 0000	0000 0000

Legend: x = unknown, - = unimplemented locations read as '0'. Shaded cells are not used for asynchronous transmission.

Note 1: Bits PSPIE and PSPIF are reserved on the PIC16F870; always maintain these bits clear.

PIC16F870/871

10.4 A/D Conversions

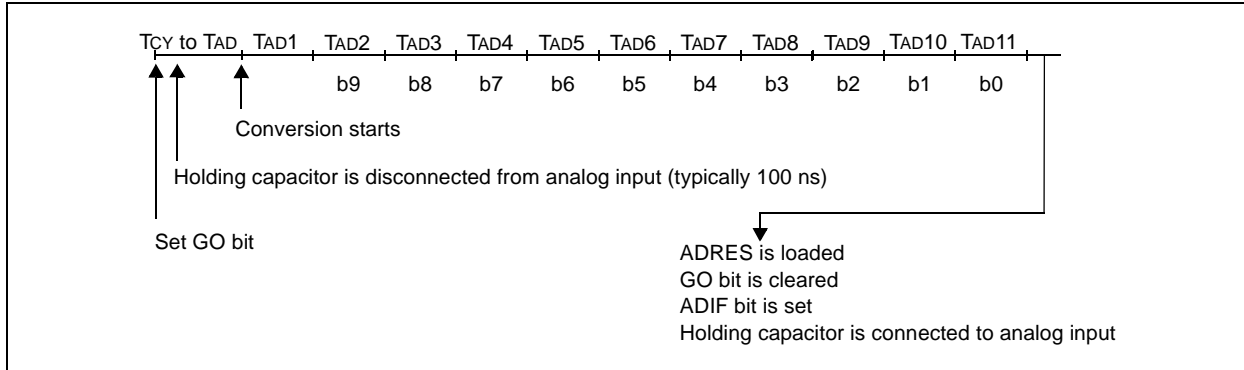
Clearing the $\overline{\text{GO/DONE}}$ bit during a conversion will abort the current conversion. The A/D result register pair will NOT be updated with the partially completed A/D conversion sample. That is, the ADRESH:ADRESL registers will continue to contain the value of the last completed conversion (or the last value written to the ADRESH:ADRESL registers). After the A/D conversion is aborted, a 2 TAD wait is required before the next

acquisition is started. After this 2 TAD wait, acquisition on the selected channel is automatically started. The $\overline{\text{GO/DONE}}$ bit can then be set to start the conversion.

In Figure 10-3, after the GO bit is set, the first time segment has a minimum of TCY and a maximum of TAD.

Note: The $\overline{\text{GO/DONE}}$ bit should **NOT** be set in the same instruction that turns on the A/D.

FIGURE 10-3: A/D CONVERSION TAD CYCLES



10.4.1 A/D RESULT REGISTERS

The ADRESH:ADRESL register pair is the location where the 10-bit A/D result is loaded at the completion of the A/D conversion. This register pair is 16-bits wide. The A/D module gives the flexibility to left or right justify the 10-bit result in the 16-bit result register. The A/D For-

mat Select bit (ADFM) controls this justification. Figure 10-4 shows the operation of the A/D result justification. The extra bits are loaded with '0'. When an A/D result will not overwrite these locations (A/D disable), these registers may be used as two general purpose 8-bit registers.

FIGURE 10-4: A/D RESULT JUSTIFICATION

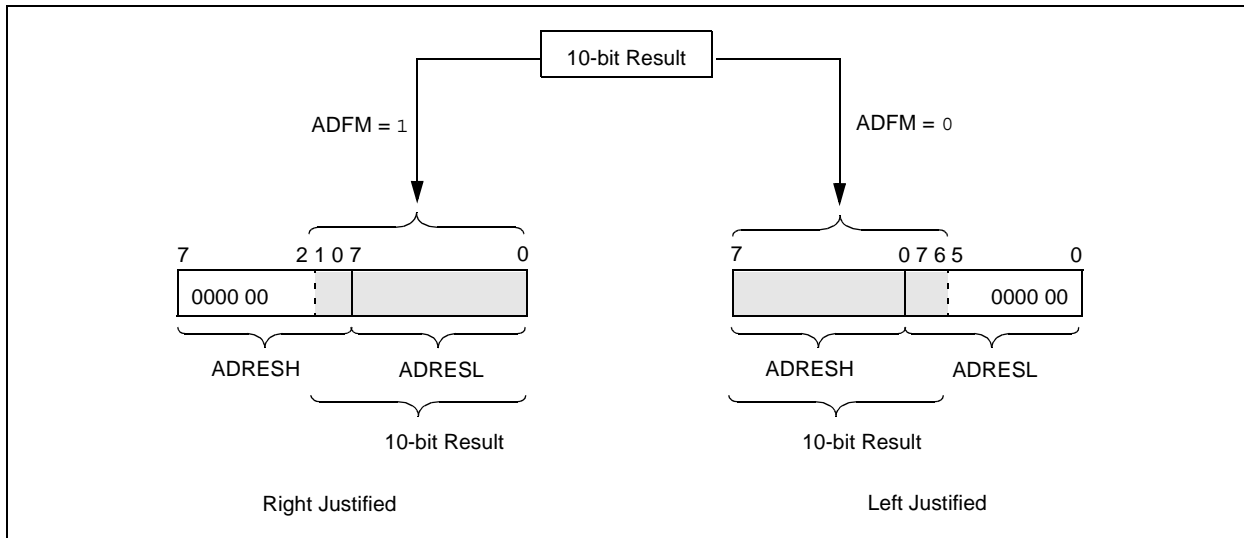


TABLE 11-4: STATUS BITS AND THEIR SIGNIFICANCE

POR	BOR	TO	PD	
0	x	1	1	Power-on Reset
0	x	0	x	Illegal, \overline{TO} is set on \overline{POR}
0	x	x	0	Illegal, \overline{PD} is set on \overline{POR}
1	0	1	1	Brown-out Reset
1	1	0	1	WDT Reset
1	1	0	0	WDT Wake-up
1	1	u	u	MCLR Reset during normal operation
1	1	1	0	MCLR Reset during SLEEP or interrupt wake-up from SLEEP

Legend: x = don't care, u = unchanged

TABLE 11-5: RESET CONDITION FOR SPECIAL REGISTERS

Condition	Program Counter	STATUS Register	PCON Register
Power-on Reset	000h	0001 1xxx	---- --0x
MCLR Reset during normal operation	000h	000u uuuu	---- --uu
MCLR Reset during SLEEP	000h	0001 0uuu	---- --uu
WDT Reset	000h	0000 1uuu	---- --uu
WDT Wake-up	PC + 1	uuu0 0uuu	---- --uu
Brown-out Reset	000h	0001 1uuu	---- --u0
Interrupt wake-up from SLEEP	PC + 1 ⁽¹⁾	uuu1 0uuu	---- --uu

Legend: u = unchanged, x = unknown, - = unimplemented bit, read as '0'

Note 1: When the wake-up is due to an interrupt and the GIE bit is set, the PC is loaded with the interrupt vector (0004h).

TABLE 11-6: INITIALIZATION CONDITIONS FOR ALL REGISTERS

Register	Devices		Power-on Reset, Brown-out Reset	MCLR Resets WDT Reset	Wake-up via WDT or Interrupt
W	PIC16F870	PIC16F871	xxxx xxxx	uuuu uuuu	uuuu uuuu
INDF	PIC16F870	PIC16F871	N/A	N/A	N/A
TMR0	PIC16F870	PIC16F871	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	PIC16F870	PIC16F871	0000h	0000h	PC + 1 ⁽²⁾
STATUS	PIC16F870	PIC16F871	0001 1xxx	000q quuu ⁽³⁾	uuuq quuu ⁽³⁾
FSR	PIC16F870	PIC16F871	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	PIC16F870	PIC16F871	--0x 0000	--0u 0000	--uu uuuu
PORTB	PIC16F870	PIC16F871	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTC	PIC16F870	PIC16F871	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTD	PIC16F870	PIC16F871	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTE	PIC16F870	PIC16F871	---- -xxx	---- -uuu	---- -uuu
PCLATH	PIC16F870	PIC16F871	---0 0000	---0 0000	---u uuuu
INTCON	PIC16F870	PIC16F871	0000 000x	0000 000u	uuuu uuuu ⁽¹⁾

Legend: u = unchanged, x = unknown, - = unimplemented bit, read as '0', q = value depends on condition, r = reserved, maintain clear

Note 1: One or more bits in INTCON, PIR1 and/or PIR2 will be affected (to cause wake-up).

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

3: See Table 11-5 for RESET value for specific condition.

11.13 Power-down Mode (SLEEP)

Power-down mode is entered by executing a `SLEEP` instruction.

If enabled, the Watchdog Timer will be cleared but keeps running, the `PD` bit (`STATUS<3>`) is cleared, the `TO` (`STATUS<4>`) bit is set, and the oscillator driver is turned off. The I/O ports maintain the status they had before the `SLEEP` instruction was executed (driving high, low, or hi-impedance).

For lowest current consumption in this mode, place all I/O pins at either `VDD` or `VSS`, ensure no external circuitry is drawing current from the I/O pin, power-down the A/D and disable external clocks. Pull all I/O pins that are hi-impedance inputs, 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 `PORTB` should also be considered.

The `MCLR` pin must be at a logic high level (`VIHMC`).

11.13.1 WAKE-UP FROM SLEEP

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

1. External `RESET` input on `MCLR` pin.
2. Watchdog Timer Wake-up (if `WDT` was enabled).
3. Interrupt from `INT` pin, `RB` port change or peripheral interrupt.

External `MCLR` Reset will cause a device `RESET`. All other events are considered a continuation of program execution and cause a “wake-up”. The `TO` and `PD` bits in the `STATUS` register can be used to determine the cause of device `RESET`. The `PD` bit, which is set on power-up, is cleared when `SLEEP` is invoked. The `TO` bit is cleared if a `WDT` time-out occurred and caused wake-up.

The following peripheral interrupts can wake the device from `SLEEP`:

1. `PSP` read or write (PIC16F874/877 only).
2. `TMR1` interrupt. `Timer1` must be operating as an asynchronous counter.
3. `CCP` Capture mode interrupt.
4. Special event trigger (`Timer1` in Asynchronous mode using an external clock).
5. `SSP` (`START/STOP`) bit detect interrupt.
6. `SSP` transmit or receive in Slave mode (`SPI/I2C`).
7. `USART` `RX` or `TX` (Synchronous Slave mode).
8. A/D conversion (when A/D clock source is `RC`).
9. `EEPROM` write operation completion

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 pre-fetched. 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 and 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.

11.13.2 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` postscaler will not be cleared, the `TO` bit will not be set and `PD` bits 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 will be completely executed before the wake-up. Therefore, the `WDT` and `WDT` postscaler will be cleared, the `TO` bit will be set and the `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 `PD` bit. If the `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.

PIC16F870/871

TABLE 12-2: PIC16F870/871 INSTRUCTION SET

Mnemonic, Operands	Description	Cycles	14-Bit Opcode				Status Affected	Notes	
			MSb		LSb				
BYTE-ORIENTED FILE REGISTER OPERATIONS									
ADDWF	f, d	Add W and f	1	00	0111	dfff	ffff	C,DC,Z	1,2
ANDWF	f, d	AND W with f	1	00	0101	dfff	ffff	Z	1,2
CLRF	f	Clear f	1	00	0001	1fff	ffff	Z	2
CLRWF	-	Clear W	1	00	0001	0xxx	xxxx	Z	
COMF	f, d	Complement f	1	00	1001	dfff	ffff	Z	1,2
DECf	f, d	Decrement f	1	00	0011	dfff	ffff	Z	1,2
DECFSZ	f, d	Decrement f, Skip if 0	1(2)	00	1011	dfff	ffff		1,2,3
INCF	f, d	Increment f	1	00	1010	dfff	ffff	Z	1,2
INCFSZ	f, d	Increment f, Skip if 0	1(2)	00	1111	dfff	ffff		1,2,3
IORWF	f, d	Inclusive OR W with f	1	00	0100	dfff	ffff	Z	1,2
MOVF	f, d	Move f	1	00	1000	dfff	ffff	Z	1,2
MOVWF	f	Move W to f	1	00	0000	1fff	ffff		
NOP	-	No Operation	1	00	0000	0xx0	0000		
RLF	f, d	Rotate Left f through Carry	1	00	1101	dfff	ffff	C	1,2
RRF	f, d	Rotate Right f through Carry	1	00	1100	dfff	ffff	C	1,2
SUBWF	f, d	Subtract W from f	1	00	0010	dfff	ffff	C,DC,Z	1,2
SWAPF	f, d	Swap nibbles in f	1	00	1110	dfff	ffff		1,2
XORWF	f, d	Exclusive OR W with f	1	00	0110	dfff	ffff	Z	1,2
BIT-ORIENTED FILE REGISTER OPERATIONS									
BCF	f, b	Bit Clear f	1	01	00bb	bfff	ffff		1,2
BSF	f, b	Bit Set f	1	01	01bb	bfff	ffff		1,2
BTFSC	f, b	Bit Test f, Skip if Clear	1 (2)	01	10bb	bfff	ffff		3
BTFSS	f, b	Bit Test f, Skip if Set	1 (2)	01	11bb	bfff	ffff		3
LITERAL AND CONTROL OPERATIONS									
ADDLW	k	Add literal and W	1	11	111x	kkkk	kkkk	C,DC,Z	
ANDLW	k	AND literal with W	1	11	1001	kkkk	kkkk	Z	
CALL	k	Call subroutine	2	10	0kkk	kkkk	kkkk		
CLRWDT	-	Clear Watchdog Timer	1	00	0000	0110	0100	$\overline{TO}, \overline{PD}$	
GOTO	k	Go to address	2	10	1kkk	kkkk	kkkk		
IORLW	k	Inclusive OR literal with W	1	11	1000	kkkk	kkkk	Z	
MOVLW	k	Move literal to W	1	11	00xx	kkkk	kkkk		
RETFIE	-	Return from interrupt	2	00	0000	0000	1001		
RETLW	k	Return with literal in W	2	11	01xx	kkkk	kkkk		
RETURN	-	Return from Subroutine	2	00	0000	0000	1000		
SLEEP	-	Go into Standby mode	1	00	0000	0110	0011	$\overline{TO}, \overline{PD}$	
SUBLW	k	Subtract W from literal	1	11	110x	kkkk	kkkk	C,DC,Z	
XORLW	k	Exclusive OR literal with W	1	11	1010	kkkk	kkkk	Z	

- Note 1:** When an I/O register is modified as a function of itself (e.g., `MOVF PORTB, 1`), the value used will be that value present on the pins themselves. For example, if the data latch is '1' for a pin configured as input and is driven low by an external device, the data will be written back with a '0'.
- 2:** If this instruction is executed on the TMR0 register (and, where applicable, d = 1), the prescaler will be cleared if assigned to the Timer0 module.
- 3:** If Program Counter (PC) is modified, or a conditional test is true, the instruction requires two cycles. The second cycle is executed as a `NOB`.

Note: Additional information on the mid-range instruction set is available in the PIC[®] Mid-Range MCU Family Reference Manual (DS33023).

13.3 MPLAB C17 and MPLAB C18 C Compilers

The MPLAB C17 and MPLAB C18 Code Development Systems are complete ANSI C compilers for Microchip's PIC17CXXX and PIC18CXXX family of microcontrollers. These compilers provide powerful integration capabilities, superior code optimization and ease of use not found with other compilers.

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

13.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK object linker combines relocatable objects created by the MPASM assembler and the MPLAB C17 and MPLAB C18 C compilers. It can link relocatable objects from pre-compiled libraries, using directives from a linker script.

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

The object linker/library features include:

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

13.5 MPLAB C30 C Compiler

The MPLAB C30 C compiler is a full-featured, ANSI compliant, optimizing compiler that translates standard ANSI C programs into dsPIC30F assembly language source. The compiler also supports many command-line options and language extensions to take full advantage of the dsPIC30F device hardware capabilities, and afford fine control of the compiler code generator.

MPLAB C30 is distributed with a complete ANSI C standard library. All library functions have been validated and conform to the ANSI C library standard. The library includes functions for string manipulation, dynamic memory allocation, data conversion, time-keeping, and math functions (trigonometric, exponential and hyperbolic). The compiler provides symbolic information for high level source debugging with the MPLAB IDE.

13.6 MPLAB ASM30 Assembler, Linker, and Librarian

MPLAB ASM30 assembler produces relocatable machine code from symbolic assembly language for dsPIC30F devices. MPLAB C30 compiler uses the assembler to produce its object file. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. Notable features of the assembler include:

- Support for the entire dsPIC30F instruction set
- Support for fixed-point and floating-point data
- Command line interface
- Rich directive set
- Flexible macro language
- MPLAB IDE compatibility

13.7 MPLAB SIM Software Simulator

The MPLAB SIM software simulator allows code development in a PC hosted environment by simulating the PIC series microcontrollers on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a file, or user defined key press, to any pin. The execution can be performed in Single-Step, Execute Until Break, or Trace mode.

The MPLAB SIM simulator fully supports symbolic debugging using the MPLAB C17 and MPLAB C18 C Compilers, as well as the MPASM assembler. The software simulator offers the flexibility to develop and debug code outside of the laboratory environment, making it an excellent, economical software development tool.

13.8 MPLAB SIM30 Software Simulator

The MPLAB SIM30 software simulator allows code development in a PC hosted environment by simulating the dsPIC30F series microcontrollers on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a file, or user defined key press, to any of the pins.

The MPLAB SIM30 simulator fully supports symbolic debugging using the MPLAB C30 C Compiler and MPLAB ASM30 assembler. The simulator runs in either a Command Line mode for automated tasks, or from MPLAB IDE. This high speed simulator is designed to debug, analyze and optimize time intensive DSP routines.

14.3 DC Characteristics: PIC16F870/871 (Extended)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ Operating voltage V_{DD} range as described in DC specification (Section)				
Param No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
D030 D030A D031 D032 D033 D034 D034A	V _{IL}	Input Low Voltage I/O ports: with TTL buffer	V _{SS}	—	0.15 V _{DD}	V	For entire V _{DD} range
			V _{SS}	—	0.8V	V	4.5V ≤ V _{DD} ≤ 5.5V
		with Schmitt Trigger buffer	V _{SS}	—	0.2 V _{DD}	V	
		$\overline{\text{MCLR}}$, OSC1 (in RC mode)	V _{SS}	—	0.2 V _{DD}	V	
		OSC1 (in XT, HS and LP)	V _{SS}	—	0.3 V _{DD}	V	(Note 1)
		Ports RC3 and RC4: with Schmitt Trigger buffer	V _{SS}	—	0.3 V _{DD}	V	For entire V _{DD} range
		with SMBus	-0.5	—	0.6	V	For V _{DD} = 4.5 to 5.5V
D040 D040A D041 D042 D042A D043 D044 D044A	V _{IH}	Input High Voltage I/O ports: with TTL buffer	2.0	—	V _{DD}	V	4.5V ≤ V _{DD} ≤ 5.5V
			0.25 V _{DD} + 0.8V	—	V _{DD}	V	For entire V _{DD} range
		with Schmitt Trigger buffer	0.8 V _{DD}	—	V _{DD}	V	For entire V _{DD} range
		$\overline{\text{MCLR}}$	0.8 V _{DD}	—	V _{DD}	V	
		OSC1 (XT, HS and LP)	0.7 V _{DD}	—	V _{DD}	V	(Note 1)
		OSC1 (in RC mode)	0.9 V _{DD}	—	V _{DD}	V	
		Ports RC3 and RC4: with Schmitt Trigger buffer	0.7 V _{DD}	—	V _{DD}	V	For entire V _{DD} range
		with SMBus	1.4	—	5.5	V	For V _{DD} = 4.5 to 5.5V
D070A	I _{PURB}	PORTB Weak Pull-up Current	50	250	400	μA	V _{DD} = 5V, V _{PIN} = V _{SS}
D060 D061 D063	I _{IL}	Input Leakage Current^(2,3) I/O ports	—	—	±1	μA	V _{SS} ≤ V _{PIN} ≤ V _{DD} , Pin at hi-impedance
		$\overline{\text{MCLR}}$, RA4/T0CKI	—	—	±5	μA	V _{SS} ≤ V _{PIN} ≤ V _{DD}
		OSC1	—	—	±5	μA	V _{SS} ≤ V _{PIN} ≤ V _{DD} , XT, HS and LP osc configuration

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: In RC oscillator configuration, the OSC1/CLKI pin is a Schmitt Trigger input. It is not recommended that the PIC16F87X be driven with external clock in RC mode.

2: The leakage current on the $\overline{\text{MCLR}}$ pin is strongly dependent on the applied voltage level. The specified levels represent normal operating conditions. Higher leakage current may be measured at different input voltages.

3: Negative current is defined as current sourced by the pin.

TABLE 14-1: EXTERNAL CLOCK TIMING REQUIREMENTS

Param No.	Sym	Characteristic	Min	Typ†	Max	Units	Conditions
	FOSC	External CLKI Frequency (Note 1)	DC	—	4	MHz	XT and RC Osc mode
			DC	—	4	MHz	HS Osc mode (-04)
			DC	—	20	MHz	HS Osc mode (-20)
			DC	—	200	kHz	LP Osc mode
		Oscillator Frequency (Note 1)	DC	—	4	MHz	RC Osc mode
			0.1	—	4	MHz	XT Osc mode
			4	—	20	MHz	HS Osc mode
			5	—	200	kHz	LP Osc mode
1	TOSC	External CLKI Period (Note 1)	250	—	—	ns	XT and RC Osc mode
			250	—	—	ns	HS Osc mode (-04)
			50	—	—	ns	HS Osc mode (-20)
			5	—	—	μs	LP Osc mode
		Oscillator Period (Note 1)	250	—	—	ns	RC Osc mode
			250	—	10,000	ns	XT Osc mode
			250	—	250	ns	HS Osc mode (-04)
			50	—	250	ns	HS Osc mode (-20)
2	TCY	Instruction Cycle Time (Note 1)	200	—	—	μs	LP Osc mode
			—	—	—	μs	LP Osc mode
			—	—	—	μs	LP Osc mode
			—	—	—	μs	LP Osc mode
3	TosL, TosH	External Clock in (OSC1) High or Low Time	100	—	—	ns	XT oscillator
			2.5	—	—	μs	LP oscillator
			15	—	—	ns	HS oscillator
4	TosR, TosF	External Clock in (OSC1) Rise or Fall Time	—	—	25	ns	XT oscillator
			—	—	50	ns	LP oscillator
			—	—	15	ns	HS oscillator

† Data in "Typ" column is at 5V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Instruction cycle period (TCY) equals four times the input oscillator time base period. All specified values are based on characterization data for that particular oscillator type under standard operating conditions with the device executing code. Exceeding these specified limits may result in an unstable oscillator operation and/or higher than expected current consumption. All devices are tested to operate at "min." values with an external clock applied to the OSC1/CLKI pin. When an external clock input is used, the "Max." cycle time limit is "DC" (no clock) for all devices.

FIGURE 15-9: AVERAGE F_{osc} vs. V_{DD} FOR VARIOUS VALUES OF R (RC MODE, C = 300 pF, 25°C)

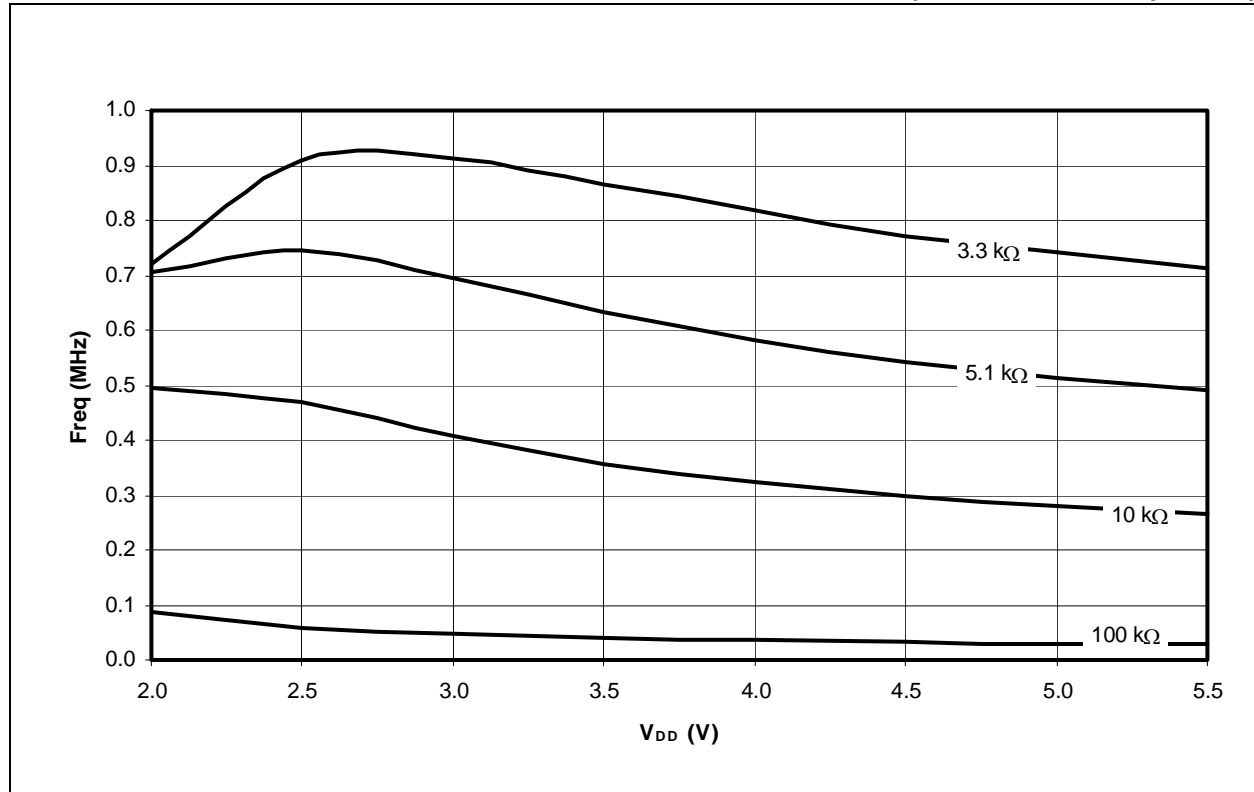
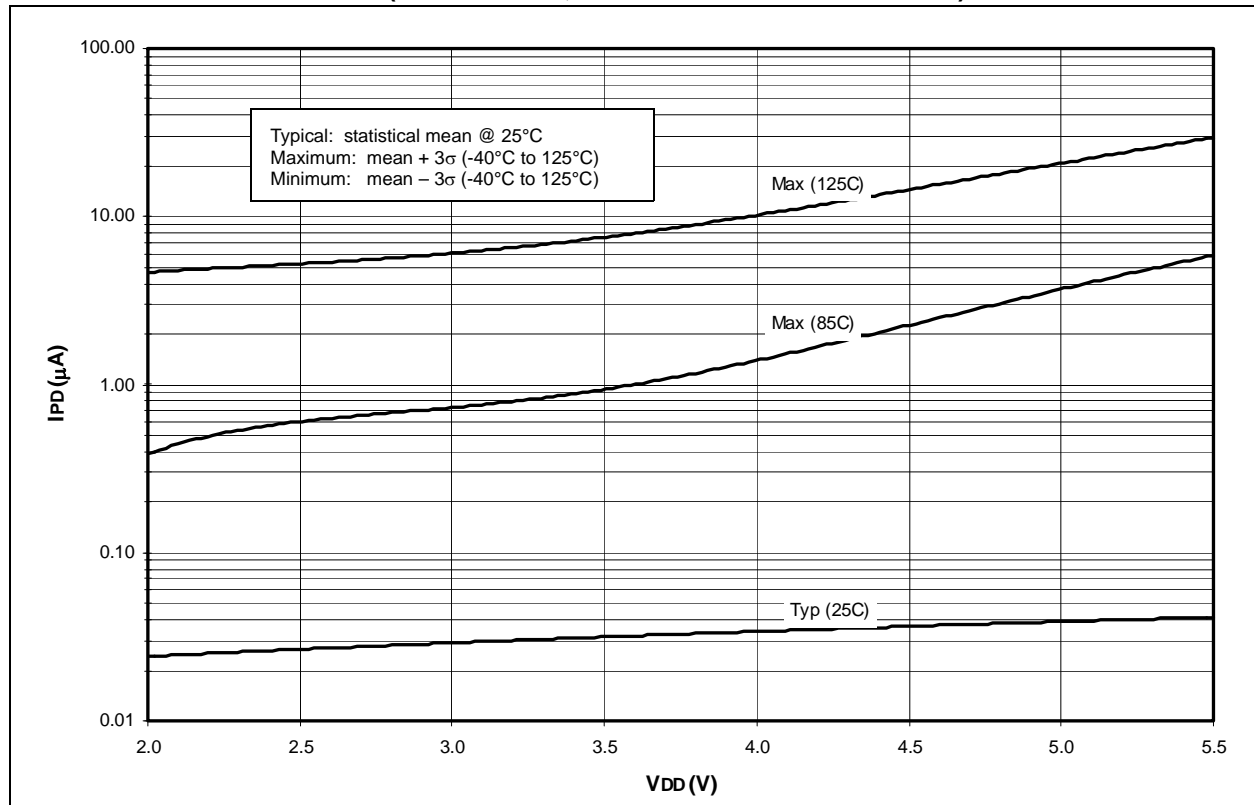


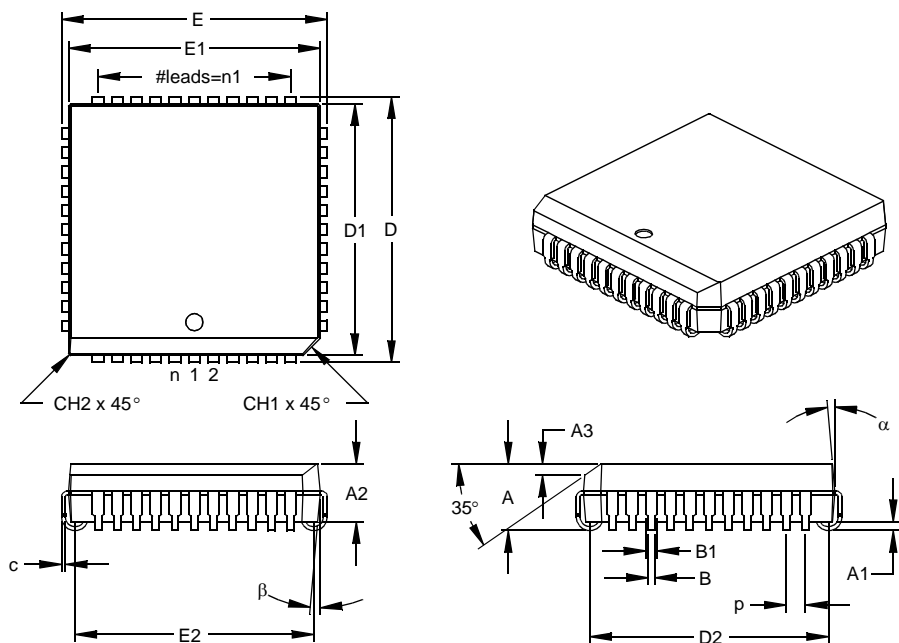
FIGURE 15-10: IPD vs. V_{DD} (SLEEP MODE, ALL PERIPHERALS DISABLED)



PIC16F870/871

44-Lead Plastic Leaded Chip Carrier (L) – Square (PLCC)

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



Units		INCHES*			MILLIMETERS		
Dimension Limits		MIN	NOM	MAX	MIN	NOM	MAX
Number of Pins	n		44			44	
Pitch	p		.050			1.27	
Pins per Side	n1		11			11	
Overall Height	A	.165	.173	.180	4.19	4.39	4.57
Molded Package Thickness	A2	.145	.153	.160	3.68	3.87	4.06
Standoff §	A1	.020	.028	.035	0.51	0.71	0.89
Side 1 Chamfer Height	A3	.024	.029	.034	0.61	0.74	0.86
Corner Chamfer 1	CH1	.040	.045	.050	1.02	1.14	1.27
Corner Chamfer (others)	CH2	.000	.005	.010	0.00	0.13	0.25
Overall Width	E	.685	.690	.695	17.40	17.53	17.65
Overall Length	D	.685	.690	.695	17.40	17.53	17.65
Molded Package Width	E1	.650	.653	.656	16.51	16.59	16.66
Molded Package Length	D1	.650	.653	.656	16.51	16.59	16.66
Footprint Width	E2	.590	.620	.630	14.99	15.75	16.00
Footprint Length	D2	.590	.620	.630	14.99	15.75	16.00
Lead Thickness	c	.008	.011	.013	0.20	0.27	0.33
Upper Lead Width	B1	.026	.029	.032	0.66	0.74	0.81
Lower Lead Width	B	.013	.020	.021	0.33	0.51	0.53
Mold Draft Angle Top	α	0	5	10	0	5	10
Mold Draft Angle Bottom	β	0	5	10	0	5	10

* Controlling Parameter

§ Significant Characteristic

Notes:

Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" (0.254mm) per side.

JEDEC Equivalent: MO-047

Drawing No. C04-048

APPENDIX C: CONVERSION CONSIDERATIONS

This appendix discusses the considerations for converting from previous versions of a device to the ones listed in this data sheet. Typically, these changes are due to the differences in the process technology used. An example of this type of conversion is from a PIC17C756 to a PIC18F8720.

Not Applicable

APPENDIX D: MIGRATION FROM MID-RANGE TO ENHANCED DEVICES

A detailed discussion of the differences between the mid-range MCU devices (i.e., PIC16CXXX) and the enhanced devices (i.e., PIC18FXXX) is provided in AN716, "Migrating Designs from PIC16C74A/74B to PIC18C442." The changes discussed, while device specific, are generally applicable to all mid-range to enhanced device migrations.

This Application Note is available as Literature Number DS00716.

STATUS Register	13, 15
PD Bit.....	91
TO Bit.....	91
Synchronous Master Reception	
Associated Registers	75
Synchronous Master Transmission	
Associated Registers	73
Synchronous Slave Reception	
Associated Registers	77
Synchronous Slave Transmission	
Associated Registers	76
T	
T1CKPS0 Bit.....	49
T1CKPS1 Bit.....	49
T1CON Register	13
T1OSCEN Bit.....	49
T1SYNC Bit.....	49
T2CKPS0 Bit.....	53
T2CKPS1 Bit.....	53
T2CON Register	13
TAD	83
Time-out Sequence.....	92
Timer0.....	45
Associated Registers	47
Clock Source Edge Select (T0SE Bit).....	17
Clock Source Select (T0CS Bit).....	17
External Clock.....	46
Interrupt.....	45
Overflow Enable (T0IE Bit)	18
Overflow Flag (T0IF Bit).....	97
Overflow Interrupt	97
Prescaler.....	46
T0CKI.....	46
Timer1.....	49
Associated Registers	52
Asynchronous Counter Mode	
Reading and Writing to	51
Counter Operation	50
Incrementing Edge (figure)	50
Operation in Asynchronous Counter Mode.....	51
Operation in Synchronized Counter Mode.....	50
Operation in Timer Mode	50
Oscillator	51
Capacitor Selection.....	51
Prescaler.....	52
Resetting of Timer1 Register Pair	
(TMR1H, TMR1L)	52
Resetting Timer1 Using a CCP Trigger Output.....	51
TMR1H.....	51
TMR1L	51
Timer2.....	53
Associated Registers	54
Output	54
Postscaler	53
Prescaler.....	53
Prescaler and Postscaler	54
Timing Diagrams	
A/D Conversion.....	135
Asynchronous Master Transmission.....	67
Asynchronous Master Transmission	
(Back to Back)	67
Asynchronous Reception with	
Address Byte First	71

Asynchronous Reception with	
Address Detect.....	71
Brown-out Reset.....	129
Capture/Compare/PWM (CCP1)	131
CLKO and I/O	128
External Clock	126
Parallel Slave Port (PSP) Read	43
Parallel Slave Port (PSP) Write	43
RESET, Watchdog Timer, Oscillator	
Start-up Timer and Power-up Timer.....	129
Slow Rise Time (MCLR Tied to VDD)	96
Time-out Sequence on Power-up	
(MCLR Not Tied to VDD)	
Case 1	95
Case 2	95
Time-out Sequence on Power-up	
(MCLR Tied to VDD)	95
Timer0 and Timer1 External Clock	130
USART Asynchronous Reception	68
USART Synchronous Receive (Master/Slave)	133
USART Synchronous Reception	
(Master Mode, SREN)	75
USART Synchronous Transmission	73
USART Synchronous Transmission	
(Master/Slave)	133
Wake-up from SLEEP via Interrupt	101
Timing Parameter Symbolology	125
TMR0 Register.....	13, 15
TMR1CS Bit.....	49
TMR1H Register.....	13
TMR1L Register.....	13
TMR1ON Bit	49
TMR2 Register.....	13
TMR2ON Bit	53
TOUTPS0 Bit.....	53
TOUTPS1 Bit.....	53
TOUTPS2 Bit.....	53
TOUTPS3 Bit.....	53
TRISA	15
TRISA Register.....	14
TRISB	15
TRISB Register.....	14, 15
TRISC	15
TRISC Register.....	14
TRISD	15
TRISD Register.....	14
TRISE	15
TRISE Register.....	14
IBF Bit.....	40
IBOV Bit.....	40
OBF Bit	40
PSPMODE Bit	38, 39, 40, 42
TXREG Register.....	13
TXSTA	15
TXSTA Register.....	14
BRGH Bit	61
CSRC Bit	61
TRMT Bit	61
TX9 Bit.....	61
TX9D Bit	61
TXEN Bit.....	61