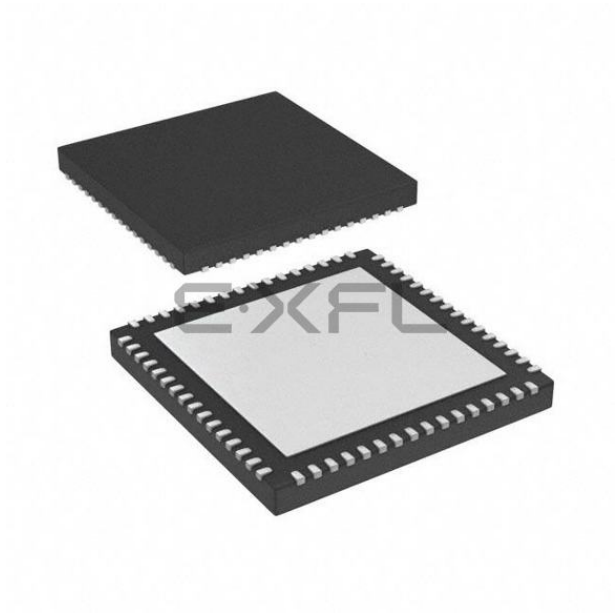

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	8-Bit
Speed	32MHz
Connectivity	I²C, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, LCD, POR, PWM, WDT
Number of I/O	54
Program Memory Size	28KB (16K x 14)
Program Memory Type	FLASH
EEPROM Size	256 x 8
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 5.5V
Data Converters	A/D 17x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-VFQFN Exposed Pad
Supplier Device Package	64-QFN (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic16f1947-i-mr

Peripheral Features (Continued)

- Two Master Synchronous Serial Ports (MSSPs) with SPI and I^2C with:
  - 7-bit address masking
  - SMBus/PMBus™ compatibility
  - Auto-wake-up on start
- Two Enhanced Universal Synchronous: Asynchronous Receiver Transmitters (EUSARTs)
  - RS-232, RS-485 and LIN compatible
  - Auto-Baud Detect
- SR Latch (555 Timer):
  - Multiple Set/Reset input options
  - Emulates 555 Timer applications
- Three Comparators:
  - Rail-to-rail inputs/outputs
  - Power mode control
  - Software enable hysteresis
- Voltage Reference Module:
  - Fixed Voltage Reference (FVR) with 1.024V, 2.048V and 4.096V output levels
  - 5-bit rail-to-rail resistive DAC with positive and negative reference selection

PIC16(L)F193X/194X Family Types

Device	Data Sheet Index	Program Memory Flash (words)	Data EEPROM (bytes)	Data SRAM (bytes)	I/Os(2)	10-bit ADC (ch)	CapSense (ch)	Comparators	Timers (8/16-bit)	EUSART	MSSP (I^2C/SPI)	ECCP	CCP	LCD (Com/Seg/Total)	Debug(1)	XLP
PIC16(L)F1933	(1)	4096	256	256	25	11	8	2	4/1	1	1	3	2	4/16/60(3)	I/H	Y
PIC16(L)F1934	(2)	4096	256	256	36	14	16	2	4/1	1	1	3	2	4/24/96	I/H	Y
PIC16(L)F1936	(2)	8192	256	512	25	11	8	2	4/1	1	1	3	2	4/16/60(3)	I/H	Y
PIC16(L)F1937	(2)	8192	256	512	36	14	16	2	4/1	1	1	3	2	4/24/96	I/H	Y
PIC16(L)F1938	(3)	16384	256	1024	25	11	8	2	4/1	1	1	3	2	4/16/60(3)	I/H	Y
PIC16(L)F1939	(3)	16384	256	1024	36	14	16	2	4/1	1	1	3	2	4/24/96	I/H	Y
PIC16(L)F1946	(4)	8192	256	512	54	17	17	3	4/1	2	2	3	2	4/46/184	I	Y
PIC16(L)F1947	(4)	16384	256	1024	54	17	17	3	4/1	2	2	3	2	4/46/184	I	Y

Note 1: I – Debugging, Integrated on Chip; H – Debugging, Requires Debug Header.

2: One pin is input-only.

3: COM3 and SEG15 share the same physical pin, therefore SEG15 is not available when using 1/4 multiplex displays.

Data Sheet Index: (Unshaded devices are described in this document.)

1: DS41575 PIC16(L)F1933 Data Sheet, 28-Pin Flash, 8-bit Microcontrollers.

2: DS41364 PIC16(L)F1934/6/7 Data Sheet, 28/40/44-Pin Flash, 8-bit Microcontrollers.

3: DS40001574 PIC16(L)F1938/9 Data Sheet, 28/40/44-Pin Flash, 8-bit Microcontrollers.

4: DS41414 PIC16(L)F1946/1947 Data Sheet, 64-Pin Flash, 8-bit Microcontrollers.

TABLE 3-10: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

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
Bank 2											
100h(2)	INDF0	Addressing this location uses contents of FSR0H/FSR0L to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
101h(2)	INDF1	Addressing this location uses contents of FSR1H/FSR1L to address data memory (not a physical register)								xxxx xxxx	xxxx xxxx
102h(2)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	0000 0000
103h(2)	STATUS	—	—	—	$\overline{TO}$	$\overline{PD}$	Z	DC	C	---1 1000	---q quuu
104h(2)	FSR0L	Indirect Data Memory Address 0 Low Pointer								0000 0000	uuuu uuuu
105h(2)	FSR0H	Indirect Data Memory Address 0 High Pointer								0000 0000	0000 0000
106h(2)	FSR1L	Indirect Data Memory Address 1 Low Pointer								0000 0000	uuuu uuuu
107h(2)	FSR1H	Indirect Data Memory Address 1 High Pointer								0000 0000	0000 0000
108h(2)	BSR	—	—	—	BSR<4:0>					---0 0000	---0 0000
109h(2)	WREG	Working Register								0000 0000	uuuu uuuu
10Ah(1, 2)	PCLATH	—	Write Buffer for the upper 7 bits of the Program Counter							-000 0000	-000 0000
10Bh(2)	INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	0000 000x	0000 000u
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	PORTD Data Latch								xxxx xxxx	uuuu uuuu
110h	LATE	PORTE Data Latch								xxxx xxxx	uuuu uuuu
111h	CM1CON0	C1ON	C1OUT	C1OE	C1POL	—	C1SP	C1HYS	C1SYNC	0000 -100	0000 -100
112h	CM1CON1	C1INTP	C1INTN	C1PCH1	C1PCH0	—	—	C1NCH<1:0>		0000 --00	0000 --00
113h	CM2CON0	C2ON	C2OUT	C2OE	C2POL	—	C2SP	C2HYS	C2SYNC	0000 -100	0000 -100
114h	CM2CON1	C2INTP	C2INTN	C2PCH1	C2PCH0	—	—	C2NCH<1:0>		0000 --00	0000 --00
115h	CMOUT	—	—	—	—	—	MC3OUT	MC2OUT	MC1OUT	---- -000	---- -000
116h	BORCON	SBOREN	—	—	—	—	—	—	BORRDY	1--- ---q	u--- ---u
117h	FVRCON	FVREN	FVRRDY	TSEN	TSRNG	CDAFVR1	CDAFVR0	ADFVR<1:0>		0q00 0000	0q00 0000
118h	DACCON0	DACEN	DACLPS	DACOE	—	DACPSS<1:0>		—	DACNSS	000- 00-0	000- 00-0
119h	DACCON1	—	—	—	DACR<4:0>					---0 0000	---0 0000
11Ah	SRCON0	SRLEN	SRCLK2	SRCLK1	SRCLK0	SRQEN	SRNQEN	SRPS	SRPR	0000 0000	0000 0000
11Bh	SRCON1	SRSPE	SRSCKE	SRSC2E	SRSC1E	SRRPE	SRRCKE	SRRC2E	SRRC1E	0000 0000	0000 0000
11Ch	—	Unimplemented								—	—
11Dh	APFCON	P3CSEL	P3BSEL	P2DSEL	P2CSEL	P2BSEL	CCP2SEL	P1CSEL	P1BSEL	0000 0000	0000 0000
11Eh	CM3CON0	C3ON	C3OUT	C3OE	C3POL	—	C3SP	C3HYS	C3SYNC	0000 -100	0000 -100
11Fh	CM3CON1	C3INTP	C3INTN	C3PCH1	C3PCH0	—	—	C3NCH<1:0>		0000 --00	0000 --00

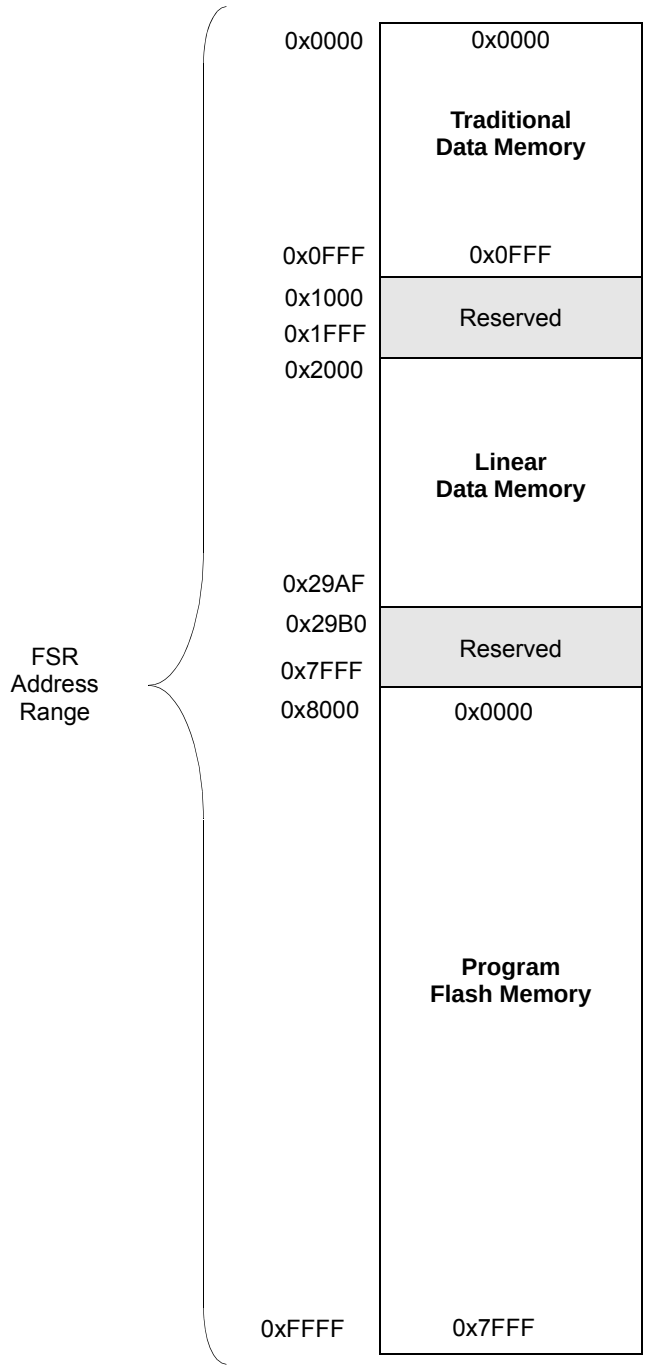
Legend: x = unknown, u = unchanged, q = value depends on condition, - = unimplemented, read as '0', r = reserved. Shaded locations are unimplemented, read as '0'.

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<14:8>, whose contents are transferred to the upper byte of the program counter.

2: These registers can be addressed from any bank.

3: Unimplemented, read as '1'.

FIGURE 3-9: INDIRECT ADDRESSING



Note: Not all memory regions are completely implemented. Consult device memory tables for memory limits.

8.0 LOW DROPOUT (LDO) VOLTAGE REGULATOR

The PIC16F1946/47 has an internal Low Dropout Regulator (LDO) which provides operation above 3.6V. The LDO regulates a voltage for the internal device logic while permitting the VDD and I/O pins to operate at a higher voltage. There is no user enable/disable control available for the LDO, it is always active. The PIC16LF1946/47 operates at a maximum VDD of 3.6V and does not incorporate an LDO.

A device I/O pin may be configured as the LDO voltage output, identified as the VCAP pin. Although not required, an external low-ESR capacitor may be connected to the VCAP pin for additional regulator stability.

The VCAPEN bit of Configuration Words enables or disables the VCAP pin. Refer to Table 8-1.

TABLE 8-1: VCAPEN SELECT BIT

VCAPEN	Pin
0	RF0
1	No VCAP

On power-up, the external capacitor will load the LDO voltage regulator. To prevent erroneous operation, the device is held in Reset while a constant current source charges the external capacitor. After the cap is fully charged, the device is released from Reset. For more information on the constant current rate, refer to the LDO Regulator Characteristics Table in **Section 30.0 "Electrical Specifications"**.

TABLE 8-2: SUMMARY OF CONFIGURATION WORD WITH LDO

Name	Bits	Bit -/7	Bit -/6	Bit 13/5	Bit 12/4	Bit 11/3	Bit 10/2	Bit 9/1	Bit 8/0	Register on Page
CONFIG2	13:8	—	—	LVP	$\overline{\text{DEBUG}}$	—	BORV	STVREN	PLLEN	56
	7:0	—	—	—	VCAPEN	—	—	WRT1	WRT0	

Legend: — = unimplemented locations read as '0'. Shaded cells are not used by LDO.

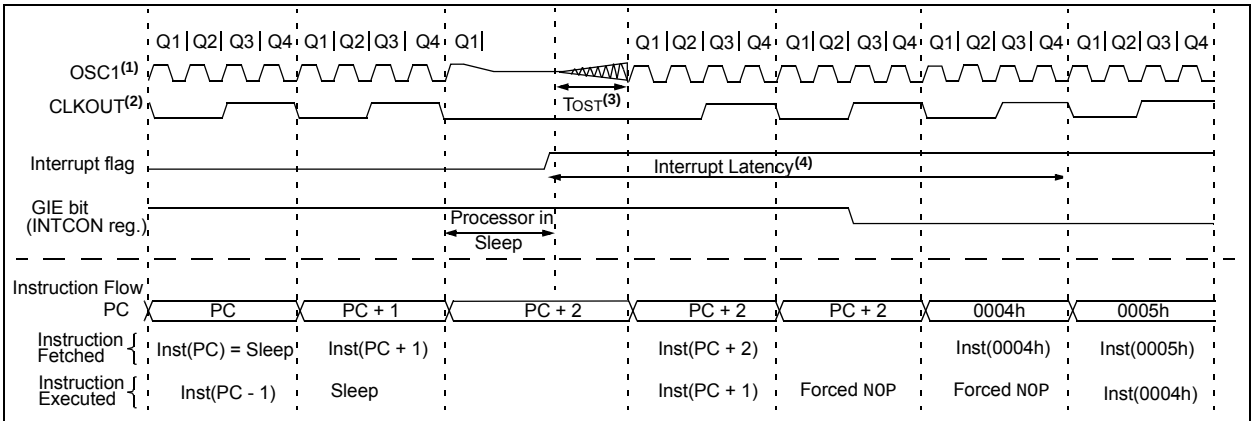
9.1.1 WAKE-UP USING INTERRUPTS

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
  - SLEEP instruction will execute as a NOP.
  - WDT and WDT prescaler will not be cleared
  - $\overline{TO}$ bit of the STATUS register will not be set
  - $\overline{PD}$ bit of the STATUS register will not be cleared.
- If the interrupt occurs **during or after** the execution of a SLEEP instruction
  - SLEEP instruction will be completely executed
  - Device will immediately wake-up from Sleep
  - WDT and WDT prescaler will be cleared
  - $\overline{TO}$ bit of the STATUS register will be set
  - $\overline{PD}$ bit of the STATUS register 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 is executed, test the $\overline{PD}$ bit. If the $\overline{PD}$ bit is set, the SLEEP instruction was executed as a NOP.

FIGURE 9-1: WAKE-UP FROM SLEEP THROUGH INTERRUPT



Note 1: XT, HS or LP Oscillator mode assumed.
2: CLKOUT is not available in XT, HS, or LP Oscillator modes, but shown here for timing reference.
3: TOST = 1024 TOSC (drawing not to scale). This delay applies only to XT, HS or LP Oscillator modes.
4: GIE = 1 assumed. In this case after wake-up, the processor calls the ISR at 0004h. If GIE = 0, execution will continue in-line.

TABLE 9-1: SUMMARY OF REGISTERS ASSOCIATED WITH POWER-DOWN MODE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	90
IOCBF	IOCBF7	IOCBF6	IOCBF5	IOCBF4	IOCBF3	IOCBF2	IOCBF1	IOCBF0	148
IOCBN	IOCBN7	IOCBN6	IOCBN5	IOCBN4	IOCBN3	IOCBN2	IOCBN1	IOCBN0	148
IOCBP	IOCBP7	IOCBP6	IOCBP5	IOCBP4	IOCBP3	IOCBP2	IOCBP1	IOCBP0	148
PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	91
PIE2	OSFIE	C2IE	C1IE	EEIE	BCLIE	LCDIE	C3IE	CCP2IE	92
PIE3	—	CCP5IE	CCP4IE	CCP3IE	TMR6IE	—	TMR4IE	—	93
PIE4	—	—	RC2IE	TX2IE	—	—	BCL2IE	SSP2IE	94
PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	95
PIR2	OSFIF	C2IF	C1IF	EEIF	BCLIF	LCDIF	C3IF	CCP2IF	96
PIR3	—	CCP5IF	CCP4IF	CCP3IF	TMR6IF	—	TMR4IF	—	97
PIR4	—	—	RC2IF	TX2IF	—	—	BCL2IF	SSP2IF	98
STATUS	—	—	—	$\overline{TO}$	$\overline{PD}$	Z	DC	C	22
WDTCON	—	—	WDTPS<4:0>					SWDTEN	104

Legend: — = unimplemented location, read as '0'. Shaded cells are not used in Power-Down mode.

10.1 Independent Clock Source

The WDT derives its time base from the 31 kHz LFINTOSC internal oscillator. Time intervals in this chapter are based on a nominal interval of 1 ms. See **Section 30.0 "Electrical Specifications"** for the LFINTOSC tolerances.

10.2 WDT Operating Modes

The Watchdog Timer module has four operating modes controlled by the WDTE<1:0> bits in Configuration Words. See Table 10-1.

10.2.1 WDT IS ALWAYS ON

When the WDTE bits of Configuration Words are set to '11', the WDT is always on.

WDT protection is active during Sleep.

10.2.2 WDT IS OFF IN SLEEP

When the WDTE bits of Configuration Words are set to '10', the WDT is on, except in Sleep.

WDT protection is not active during Sleep.

10.2.3 WDT CONTROLLED BY SOFTWARE

When the WDTE bits of Configuration Words are set to '01', the WDT is controlled by the SWDTEN bit of the WDTCON register.

WDT protection is unchanged by Sleep. See Table 10-1 for more details.

TABLE 10-1: WDT OPERATING MODES

WDTE<1:0>	SWDTEN	Device Mode	WDT Mode
11	X	X	Active
10	X	Awake	Active
		Sleep	Disabled
01	1	X	Active
	0		Disabled
00	X	X	Disabled

10.3 Time-Out Period

The WDTPS bits of the WDTCON register set the time-out period from 1 ms to 256 seconds (nominal). After a Reset, the default time-out period is two seconds.

10.4 Clearing the WDT

The WDT is cleared when any of the following conditions occur:

- Any Reset
- CLRWDT instruction is executed
- Device enters Sleep
- Device wakes up from Sleep
- Oscillator fail
- WDT is disabled
- Oscillator Start-up Timer (OST) is running

See Table 10-2 for more information.

10.5 Operation During Sleep

When the device enters Sleep, the WDT is cleared. If the WDT is enabled during Sleep, the WDT resumes counting.

When the device exits Sleep, the WDT is cleared again. The WDT remains clear until the OST, if enabled, completes. See **Section 5.0 "Oscillator Module (With Fail-Safe Clock Monitor)"** for more information on the OST.

When a WDT time-out occurs while the device is in Sleep, no Reset is generated. Instead, the device wakes up and resumes operation. The $\overline{TO}$ and $\overline{PD}$ bits in the STATUS register are changed to indicate the event. See **Section 3.0 "Memory Organization"** and STATUS register (**Register 3-1)** for more information.

TABLE 10-2: WDT CLEARING CONDITIONS

Conditions	WDT
WDTE<1:0> = 00	Cleared
WDTE<1:0> = 01 and SWDTEN = 0	
WDTE<1:0> = 10 and enter Sleep	
CLRWDT Command	
Oscillator Fail Detected	
Exit Sleep + System Clock = T1OSC, EXTRC, INTOSC, EXTCLK	
Exit Sleep + System Clock = XT, HS, LP	Cleared until the end of OST
Change INTOSC divider (IRCF bits)	Unaffected

12.2 Register Definitions: Alternate Pin Function Control

REGISTER 12-1: APFCON: ALTERNATE PIN FUNCTION CONTROL REGISTER

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	R/W-0/0
P3CSEL	P3BSEL	P2DSEL	P2CSEL	P2BSEL	CCP2SEL	P1CSEL	P1BSEL
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 **P3CSEL:** CCP3 PWM C Output Pin Selection bit
0 = P3C function is on RE3/P3C/COM0
1 = P3C function is on RD3/P3C/SEG3

bit 6 **P3BSEL:** CCP3 PWM B Output Pin Selection bit
0 = P3B function is on RE4/P3B/COM1
1 = P3B function is on RD4/P3B/SEG4

bit 5 **P2DSEL:** CCP2 PWM D Output Pin Selection bit
0 = P2D function is on RE0/P2D/VLCD1
1 = P2D function is on RD0/P2D/SEG0

bit 4 **P2CSEL:** CCP2 PWM C Output Pin Selection bit
0 = P2C function is on RE1/P2C/VLCD2
1 = P2C function is on RD1/P2C/SEG1

bit 3 **P2BSEL:** CCP2 PWM B Output Pin Selection bit
0 = P2B function is on RE2/P2B/VLCD3
1 = P2B function is on RD2/P2B/SEG2

bit 2 **CCP2SEL:** CCP2 Input/Output Pin Selection bit
0 = CCP2/P2A function is on RC1/CCP2/P2A/T1OSI/SEG32
1 = CCP2/P2A function is on RE7/CCP2/P2A/SEG31

bit 1 **P1CSEL:** CCP1 PWM C Output Pin Selection bit
0 = P1C function is on RE5/P1C/COM2
1 = P1C function is on RD5/P1C/SEG5

bit 0 **P1BSEL:** CCP1 PWM B Output Pin Selection bit
0 = P1B function is on RE6/P1B/COM3
1 = P1B function is on RD6/P1B/SEG6

TABLE 12-17: SUMMARY OF REGISTERS ASSOCIATED WITH PORTG

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ADCON0	—	CHS<4:0>					GO/$\overline{\text{DONE}}$	ADON	161
ANSELG	—	—	—	ANSG4	ANSG3	ANSG2	ANSG1	—	144
CCPxCON	PxM<1:0>(1)		DCxB<1:0>		CCPxM<3:0>				227
CMOUT	—	—	—	—	—	MC3OUT	MC2OUT	MC1OUT	179
CM1CON1	C1INTP	C1INTN	C1PCH1	C1PCH0	—	—	C1NCH<1:0>		179
CM2CON1	C2INTP	C2INTN	C2PCH1	C2PCH0	—	—	C2NCH<1:0>		179
CPSCON0	CPSON	CPSRM	—	—	CPSRNG<1:0>		CPSOUT	T0XCS	322
CPSCON1	—	—	—	—	CPSCH<3:0>				323
LATG	—	—	—	LATG4	LATG3	LATG2	LATG1	LATG0	143
LCDCON	LCDEN	SLPEN	WERR	—	CS<1:0>		LMUX<1:0>		326
LCDSE3	SE31	SE30	SE29	SE28	SE27	SE26	SE25	SE24	330
LCDSE5	—	—	SE45	SE44	SE43	SE42	SE41	SE40	330
PORTG	—	—	RG5	RG4	RG3	RG2	RG1	RG0	143
TRISG	—	—	TRISG5	TRISG4	TRISG3	TRISG2	TRISG1	TRISG0	143
WPUG	—	—	WPUG5	—	—	—	—	—	144

Legend: x = unknown, u = unchanged, – = unimplemented locations read as '0'. Shaded cells are not used by PORTG.

Note 1: Applies to ECCP modules only.

13.0 INTERRUPT-ON-CHANGE

The PORTB pins can be configured to operate as Interrupt-On-Change (IOC) pins. An interrupt can be generated by detecting a signal that has either a rising edge or a falling edge. Any individual PORTB pin, or combination of PORTB 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 13-1 is a block diagram of the IOC module.

13.1 Enabling the Module

To allow individual PORTB pins to generate an interrupt, the IOCIE bit of the INTCON 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.

13.2 Individual Pin Configuration

For each PORTB pin, a rising edge detector and a falling edge detector are present. To enable a pin to detect a rising edge, the associated IOCBPx bit of the IOCBP register is set. To enable a pin to detect a falling edge, the associated IOCBNx bit of the IOCBN register is set.

A pin can be configured to detect rising and falling edges simultaneously by setting both the IOCBPx bit and the IOCBNx bit of the IOCBP and IOCBN registers, respectively.

13.3 Interrupt Flags

The IOCBFx bits located in the IOCBF register are status flags that correspond to the interrupt-on-change pins of PORTB. 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 INTCON register reflects the status of all IOCBFx bits.

13.4 Clearing Interrupt Flags

The individual status flags, (IOCBFx 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 13-1: CLEARING INTERRUPT FLAGS (PORTA EXAMPLE)

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

13.5 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 IOCBF register will be updated prior to the first instruction executed out of Sleep.

18.11 Register Definitions: Comparator Control

REGISTER 18-1: CMxCON0: COMPARATOR Cx CONTROL REGISTER 0

R/W-0/0	R-0/0	R/W-0/0	R/W-0/0	U-0	R/W-1/1	R/W-0/0	R/W-0/0
CxON	CxOUT	CxOE	CxPOL	—	CxSP	CxHYS	CxSYNC
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 **CxON:** Comparator Enable bit
1 = Comparator is enabled
0 = Comparator is disabled and consumes no active power

bit 6 **CxOUT:** Comparator Output bit
If CxPOL = 1 (inverted polarity):
1 = CxVP < CxVN
0 = CxVP > CxVN
If CxPOL = 0 (non-inverted polarity):
1 = CxVP > CxVN
0 = CxVP < CxVN

bit 5 **CxOE:** Comparator Output Enable bit
1 = CxOUT is present on the CxOUT pin. Requires that the associated TRIS bit be cleared to actually drive the pin. Not affected by CxON.
0 = CxOUT is internal only

bit 4 **CxPOL:** Comparator Output Polarity Select bit
1 = Comparator output is inverted
0 = Comparator output is not inverted

bit 3 **Unimplemented:** Read as ‘0’

bit 2 **CxSP:** Comparator Speed/Power Select bit
1 = Comparator operates in normal power, higher speed mode
0 = Comparator operates in low-power, low-speed mode

bit 1 **CxHYS:** Comparator Hysteresis Enable bit
1 = Comparator hysteresis enabled
0 = Comparator hysteresis disabled

bit 0 **CxSYNC:** Comparator Output Synchronous Mode bit
1 = Comparator output to Timer1 and I/O pin is synchronous to changes on Timer1 clock source. Output updated on the falling edge of Timer1 clock source.
0 = Comparator output to Timer1 and I/O pin is asynchronous.

REGISTER 19-3: SRCON1: SR LATCH CONTROL 1 REGISTER

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	R/W-0/0
SRSPE	SRSCKE	SRSC2E	SRSC1E	SRRPE	SRRCKE	SRRC2E	SRRC1E
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 **SRSPE:** SR Latch Peripheral Set Enable bit
1 = SR Latch is set when the SRI pin is high
0 = SRI pin has no effect on the set input of the SR Latch

bit 6 **SRSCKE:** SR Latch Set Clock Enable bit
1 = Set input of SR Latch is pulsed with SRCLK
0 = SRCLK has no effect on the set input of the SR Latch

bit 5 **SRSC2E:** SR Latch C2 Set Enable bit
1 = SR Latch is set when the C2 Comparator output is high
0 = C2 Comparator output has no effect on the set input of the SR Latch

bit 4 **SRSC1E:** SR Latch C1 Set Enable bit
1 = SR Latch is set when the C1 Comparator output is high
0 = C1 Comparator output has no effect on the set input of the SR Latch

bit 3 **SRRPE:** SR Latch Peripheral Reset Enable bit
1 = SR Latch is reset when the SRI pin is high
0 = SRI pin has no effect on the Reset input of the SR Latch

bit 2 **SRRCKE:** SR Latch Reset Clock Enable bit
1 = Reset input of SR Latch is pulsed with SRCLK
0 = SRCLK has no effect on the Reset input of the SR Latch

bit 1 **SRRC2E:** SR Latch C2 Reset Enable bit
1 = SR Latch is reset when the C2 Comparator output is high
0 = C2 Comparator output has no effect on the Reset input of the SR Latch

bit 0 **SRRC1E:** SR Latch C1 Reset Enable bit
1 = SR Latch is reset when the C1 Comparator output is high
0 = C1 Comparator output has no effect on the Reset input of the SR Latch

TABLE 19-2: SUMMARY OF REGISTERS ASSOCIATED WITH SR LATCH MODULE

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
ANSELF	ANSELF7	ANSELF6	ANSELF5	ANSELF4	ANSELF3	ANSELF2	ANSELF1	ANSELF0	126
SRCON0	SRLEN	SRCLK<2:0>			SRQEN	SRNQEN	SRPS	SRPR	184
SRCON1	SRSPE	SRSCKE	SRSC2E	SRSC1E	SRRPE	SRRCKE	SRRC2E	SRRC1E	185
TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	125
TRISF	TRISF7	TRISF6	TRISF5	TRISF4	TRISF3	TRISF2	TRISF1	TRISF0	125

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

REGISTER 21-2: T1GCON: TIMER1 GATE CONTROL REGISTER

R/W-0/u	R/W-0/u	R/W-0/u	R/W-0/u	R/W/HC-0/u	R-x/x	R/W-0/u	R/W-0/u
TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO/$\overline{\text{DONE}}$	T1GVAL	T1GSS<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	HC = Bit is cleared by hardware

bit 7 **TMR1GE:** Timer1 Gate Enable bit

If TMR1ON = 0:
This bit is ignored
If TMR1ON = 1:
1 = Timer1 counting is controlled by the Timer1 gate function
0 = Timer1 counts regardless of Timer1 gate function

bit 6 **T1GPOL:** Timer1 Gate Polarity bit

1 = Timer1 gate is active-high (Timer1 counts when gate is high)
0 = Timer1 gate is active-low (Timer1 counts when gate is low)

bit 5 **T1GTM:** Timer1 Gate Toggle Mode bit

1 = Timer1 Gate Toggle mode is enabled
0 = Timer1 Gate Toggle mode is disabled and toggle flip-flop is cleared
Timer1 gate flip-flop toggles on every rising edge.

bit 4 **T1GSPM:** Timer1 Gate Single-Pulse Mode bit

1 = Timer1 Gate Single-Pulse mode is enabled and is controlling Timer1 gate
0 = Timer1 Gate Single-Pulse mode is disabled

bit 3 **T1GGO/$\overline{\text{DONE}}$:** Timer1 Gate Single-Pulse Acquisition Status bit

1 = Timer1 gate single-pulse acquisition is ready, waiting for an edge
0 = Timer1 gate single-pulse acquisition has completed or has not been started

bit 2 **T1GVAL:** Timer1 Gate Current State bit

Indicates the current state of the Timer1 gate that could be provided to TMR1H:TMR1L.
Unaffected by Timer1 Gate Enable (TMR1GE).

bit 1-0 **T1GSS<1:0>:** Timer1 Gate Source Select bits

11 = Comparator 2 optionally synchronized output (sync_C2OUT)
10 = Comparator 1 optionally synchronized output (sync_C1OUT)
01 = Timer0 overflow output
00 = Timer1 gate pin

24.4.9 ACKNOWLEDGE SEQUENCE

The 9th SCLx pulse for any transferred byte in I^2C is dedicated as an Acknowledge. It allows receiving devices to respond back to the transmitter by pulling the SDAx line low. The transmitter must release control of the line during this time to shift in the response. The Acknowledge ($\overline{ACK}$) is an active-low signal, pulling the SDAx line low indicated to the transmitter that the device has received the transmitted data and is ready to receive more.

The result of an $\overline{ACK}$ is placed in the ACKSTAT bit of the SSPxCON2 register.

Slave software, when the AHEN and DHEN bits are set, allows the user to set the $\overline{ACK}$ value sent back to the transmitter. The ACKDT bit of the SSPxCON2 register is set/cleared to determine the response.

Slave hardware will generate an $\overline{ACK}$ response if the AHEN and DHEN bits of the SSPxCON3 register are clear.

An $\overline{ACK}$ will not be sent by the slave when an overflow condition is detected. An overflow condition is defined by either the SSPxSTAT register bit BF being set, or by the SSPxCON1 register bit SSPOV being set.

When the module is addressed, after the eighth falling edge of SCLx on the bus, the ACKTIM bit of the SSPxCON3 register is set. The ACKTIM bit indicates the acknowledge time of the active bus. The ACKTIM Status bit is only active when the AHEN bit or DHEN bit is enabled.

24.5 I^2C SLAVE MODE OPERATION

The MSSPx Slave mode operates in one of four modes selected in the SSPM bits of SSPxCON1 register. The modes can be divided into 7-bit and 10-bit Addressing mode. 10-bit Addressing modes operate the same as 7-bit with some additional overhead for handling the larger addresses.

Modes with Start and Stop bit interrupts operated the same as the other modes with SSPxIF additionally getting set upon detection of a Start, Restart, or Stop condition.

24.5.1 SLAVE MODE ADDRESSES

The SSPxADD register (Register 24-6) contains the Slave mode address. The first byte received after a Start or Restart condition is compared against the value stored in this register. If the byte matches, the value is loaded into the SSPxBUF register and an interrupt is generated. If the value does not match, the module goes idle and no indication is given to the software that anything happened.

The SSPx Mask register (Register 24-5) affects the address matching process. See **Section 24.5.9 "SSPx Mask Register"** for more information.

24.5.1.1 I^2C Slave 7-bit Addressing Mode

In 7-bit Addressing mode, the LSb of the received data byte is ignored when determining if there is an address match.

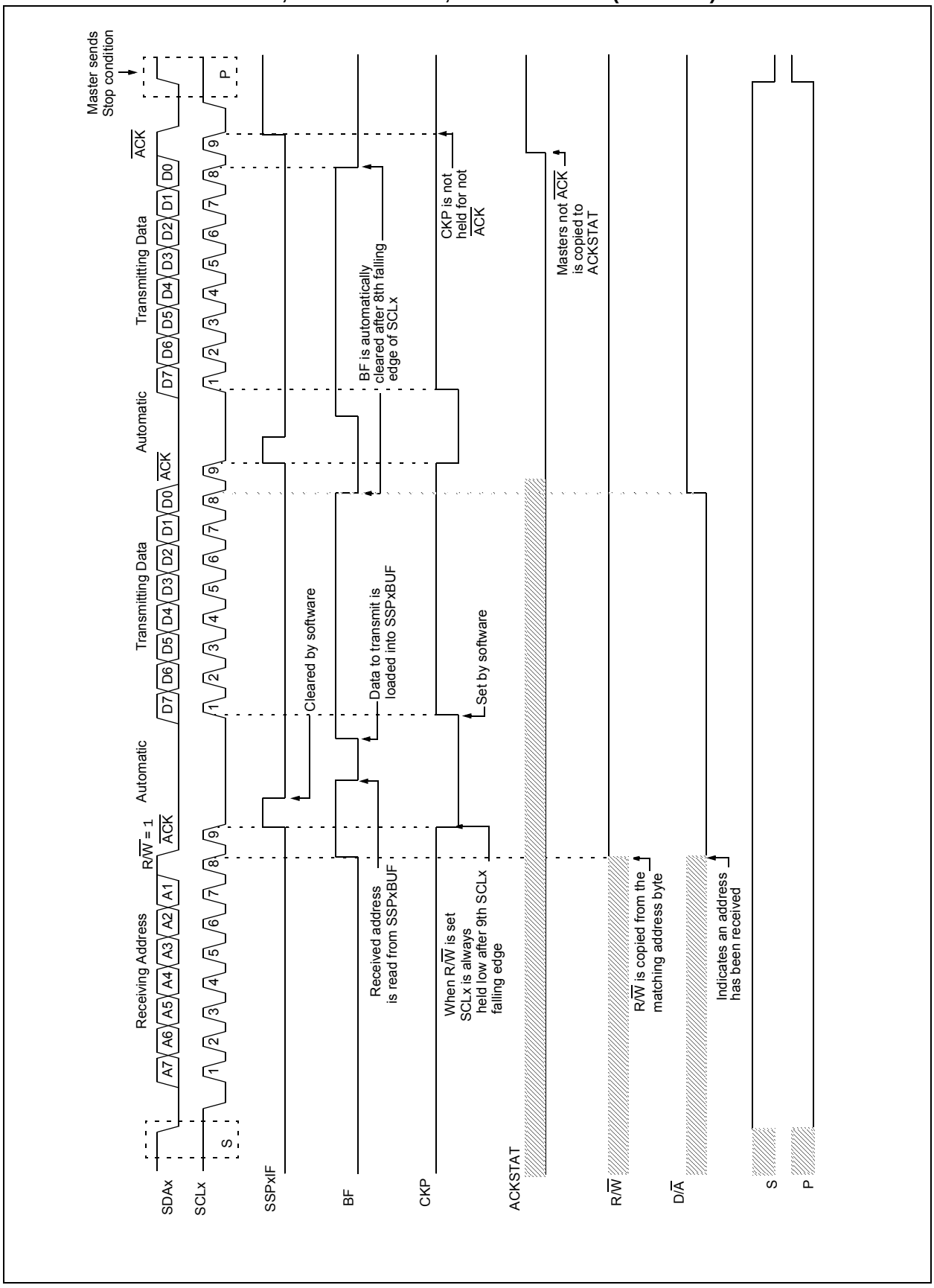
24.5.1.2 I^2C Slave 10-bit Addressing Mode

In 10-bit Addressing mode, the first received byte is compared to the binary value of '`1 1 1 1 0 A9 A8 0`'. A9 and A8 are the two MSb of the 10-bit address and stored in bits 2 and 1 of the SSPxADD register.

After the acknowledge of the high byte, the UA bit is set and SCLx is held low until the user updates SSPxADD with the low address. The low address byte is clocked in and all eight bits are compared to the low address value in SSPxADD. Even if there is not an address match, SSPxIF and UA are set, and SCLx is held low until SSPxADD is updated to receive a high byte again. When SSPxADD is updated, the UA bit is cleared. This ensures the module is ready to receive the high address byte on the next communication.

A high and low address match as a write request is required at the start of all 10-bit addressing communication. A transmission can be initiated by issuing a Restart once the slave is addressed, and clocking in the high address with the R/$\overline{W}$ bit set. The slave hardware will then acknowledge the read request and prepare to clock out data. This is only valid for a slave after it has received a complete high and low address byte match.

FIGURE 24-18: I²C SLAVE, 7-BIT ADDRESS, TRANSMISSION (AHEN = 0)



24.5.6 CLOCK STRETCHING

Clock stretching occurs when a device on the bus holds the SCLx line low effectively, pausing communication. The slave may stretch the clock to allow more time to handle data or prepare a response for the master device. A master device is not concerned with stretching as anytime it is active on the bus and not transferring data it is stretching. Any stretching done by a slave is invisible to the master software and by the hardware that generates SCLx.

The CKP bit of the SSPxCON1 register is used to control stretching in software. Any time the CKP bit is cleared, the module will wait for the SCLx line to go low and then hold it. Setting CKP will release SCLx and allow more communication.

24.5.6.1 Normal Clock Stretching

Following an $\overline{ACK}$, if the R/$\overline{W}$ bit of SSPxSTAT is set, the slave hardware will clear CKP. This allows the slave time to update SSPxBUF with data to transfer to the master. If the SEN bit of SSPxCON2 is set, the slave hardware will always stretch the clock after the $\overline{ACK}$ sequence. Once the slave is ready, CKP is set by software and communication resumes.

Note 1: The BF bit has no effect if the clock will be stretched or not. The previous version of the module did not stretch the clock if SSPxBUF was read before the 9th falling edge of SCLx.

2: The previous versions of the module did not stretch the clock for a transmission if SSPxBUF was loaded before the 9th falling edge of SCLx. It is now always cleared for read requests.

24.5.6.2 10-bit Addressing Mode

In 10-bit Addressing mode, when the UA bit is set, the clock is always stretched. This is the only time the SCLx is stretched without CKP being cleared. SCLx is released immediately after a write to SSPxADD.

Note: Previous versions of the module did not stretch the clock if the second address byte did not match.

24.5.6.3 Byte NACKing

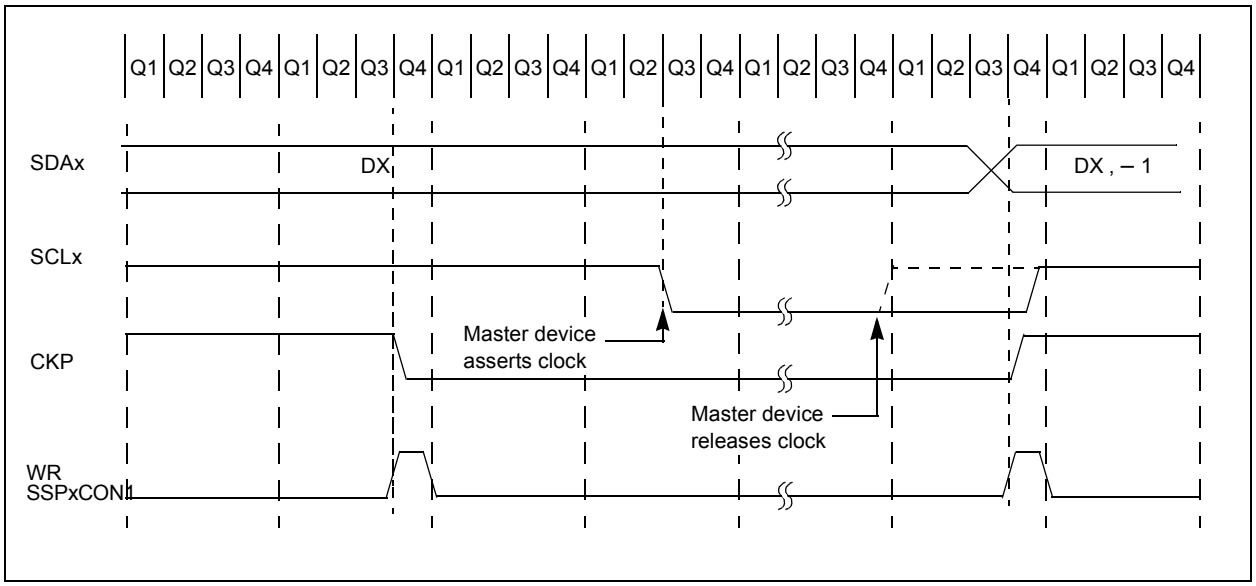
When AHEN bit of SSPxCON3 is set, CKP is cleared by hardware after the eighth falling edge of SCLx for a received matching address byte. When the DHEN bit of SSPxCON3 is set, CKP is cleared after the eighth falling edge of SCLx for received data.

Stretching after the eighth falling edge of SCLx allows the slave to look at the received address or data and decide if it wants to ACK the received data.

24.5.7 CLOCK SYNCHRONIZATION AND THE CKP BIT

Any time the CKP bit is cleared, the module will wait for the SCLx line to go low and then hold it. However, clearing the CKP bit will not assert the SCLx output low until the SCLx output is already sampled low. Therefore, the CKP bit will not assert the SCLx line until an external I^2C master device has already asserted the SCLx line. The SCLx output will remain low until the CKP bit is set and all other devices on the I^2C bus have released SCLx. This ensures that a write to the CKP bit will not violate the minimum high time requirement for SCLx (see Figure 24-23).

FIGURE 24-23: CLOCK SYNCHRONIZATION TIMING



25.5.2.3 EUSART Synchronous Slave Reception

The operation of the Synchronous Master and Slave modes is identical (**Section 25.5.1.5 "Synchronous Master Reception"**), with the following exceptions:

- Sleep
- CREN bit is always set, therefore the receiver is never Idle
- SREN bit, which is a "don't care" in Slave mode

A character may be received while in Sleep mode by setting the CREN bit prior to entering Sleep. Once the word is received, the RSR register will transfer the data to the RCxREG register. If the RCxIE enable bit is set, the interrupt generated will wake the device from Sleep and execute the next instruction. If the GIE bit is also set, the program will branch to the interrupt vector.

25.5.2.4 Synchronous Slave Reception Setup:

1. Set the SYNC and SPEN bits and clear the CSRC bit.
2. Set the RXx/DTx and TXx/CKx TRIS controls to '1'.
3. If using interrupts, ensure that the GIE and PEIE bits of the INTCON register are set and set the RCxIE bit.
4. If 9-bit reception is desired, set the RX9 bit.
5. Set the CREN bit to enable reception.
6. The RCxIF bit will be set when reception is complete. An interrupt will be generated if the RCxIE bit was set.
7. If 9-bit mode is enabled, retrieve the Most Significant bit from the RX9D bit of the RCxSTA register.
8. Retrieve the eight Least Significant bits from the receive FIFO by reading the RCxREG register.
9. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCxSTA register or by clearing the SPEN bit which resets the EUSART.

TABLE 25-10: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE RECEPTION

Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Register on Page
BAUD1CON	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	299
BAUD2CON	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	299
INTCON	GIE	PEIE	TMR0IE	INTE	IOCIE	TMR0IF	INTF	IOCIF	90
PIE1	—	ADIE	RC1IE	TX1IE	SSP1IE	CCP1IE	TMR2IE	TMR1IE	91
PIE4	—	—	RC2IE	TX2IE	—	—	BCL2IE	SSP2IE	94
PIR1	—	ADIF	RC1IF	TX1IF	SSP1IF	CCP1IF	TMR2IF	TMR1IF	95
PIR4	—	—	RC2IF	TX2IF	—	—	BCL2IF	SSP2IF	98
RC1REG	EUSART1 Receive Register								292*
RC1STA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	298
RC2REG	EUSART2 Receive Register								292*
RC2STA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	298
SP1BRGL	EUSART1 Baud Rate Generator, Low Byte								300*
SP1BRGH	EUSART1 Baud Rate Generator, High Byte								300*
SP2BRGL	EUSART2 Baud Rate Generator, Low Byte								300*
SP2BRGH	EUSART2 Baud Rate Generator, High Byte								300*
TX1STA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	297
TX2STA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	297

Legend: — = unimplemented locations, read as '0'. Shaded bits are not used for synchronous slave reception.

* Page provides register information.

REGISTER 27-2: LCDPS: LCD PHASE REGISTER

R/W-0/0	R/W-0/0	R-0/0	R-0/0	R/W-0/0	R/W-0/0	R/W-1/1	R/W-1/1
WFT	BIASMD	LCDA	WA	LP<3:0>			
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	C = Only clearable bit

bit 7 **WFT:** Waveform Type bit

1 = Type-B phase changes on each frame boundary
0 = Type-A phase changes within each common type

bit 6 **BIASMD:** Bias Mode Select bit

When LMUX<1:0> = 00:

0 = Static Bias mode (do not set this bit to '1')

When LMUX<1:0> = 01:

1 = 1/2 Bias mode
0 = 1/3 Bias mode

When LMUX<1:0> = 10:

1 = 1/2 Bias mode
0 = 1/3 Bias mode

When LMUX<1:0> = 11:

0 = 1/3 Bias mode (do not set this bit to '1')

bit 5 **LCDA:** LCD Active Status bit

1 = LCD driver module is active
0 = LCD driver module is inactive

bit 4 **WA:** LCD Write Allow Status bit

1 = Writing to the LCDDATAn registers is allowed
0 = Writing to the LCDDATAn registers is not allowed

bit 3-0 **LP<3:0>:** LCD Prescaler Selection bits

1111 = 1:16
1110 = 1:15
1101 = 1:14
1100 = 1:13
1011 = 1:12
1010 = 1:11
1001 = 1:10
1000 = 1:9
0111 = 1:8
0110 = 1:7
0101 = 1:6
0100 = 1:5
0011 = 1:4
0010 = 1:3
0001 = 1:2
0000 = 1:1

27.14 Configuring the LCD Module

The following is the sequence of steps to configure the LCD module.

1. Select the frame clock prescale using bits LP<3:0> of the LCDPS register.
2. Configure the appropriate pins to function as segment drivers using the LCDSEn registers.
3. Configure the LCD module for the following using the LCDCON register:
   - Multiplex and Bias mode, bits LMUX<1:0>
   - Timing source, bits CS<1:0>
   - Sleep mode, bit SLPEN
4. Write initial values to pixel data registers, LCDDATA0 through LCDDATA23.
5. Clear LCD Interrupt Flag, LCDIF bit of the PIR2 register and if desired, enable the interrupt by setting bit LCDIE of the PIE2 register.
6. Configure bias voltages by setting the LCDRL, LCDREF and the associated ANSELx registers as needed.
7. Enable the LCD module by setting bit LCDEN of the LCDCON register.

27.15 Disabling the LCD Module

To disable the LCD module, write all '0's to the LCDCON register.

27.16 LCD Current Consumption

When using the LCD module, the current consumption consists of the following three factors:

- Oscillator Selection
- LCD Bias Source
- Capacitance of the LCD segments

The current consumption of the LCD module only can be considered negligible compared to these other factors.

27.16.1 OSCILLATOR SELECTION

The current consumed by the clock source selected must be considered when using the LCD module. See **Section 30.0 "Electrical Specifications"** for oscillator current consumption information.

27.16.2 LCD BIAS SOURCE

The LCD bias source, internal or external, can contribute significantly to the current consumption. Use the highest possible resistor values while maintaining contrast to minimize current.

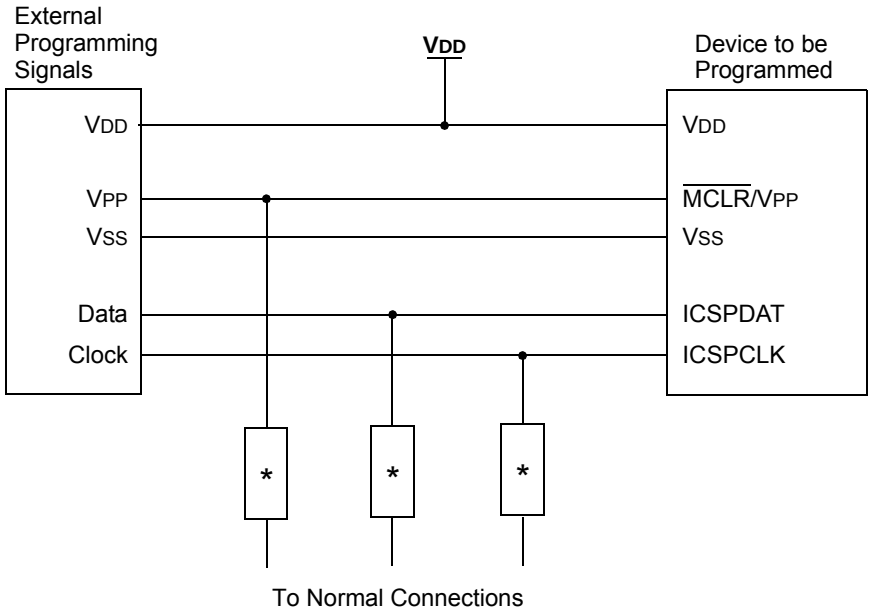
27.16.3 CAPACITANCE OF THE LCD SEGMENTS

The LCD segments which can be modeled as capacitors must be both charged and discharged every frame. The size of the LCD segment and its technology determine the segment's capacitance.

For additional interface recommendations, refer to your specific device programmer manual prior to PCB design.

It is recommended that isolation devices be used to separate the programming pins from other circuitry. The type of isolation is highly dependent on the specific application and may include devices such as resistors, diodes, or even jumpers. See Figure 28-4 for more information.

FIGURE 28-4: TYPICAL CONNECTION FOR ICSP™ PROGRAMMING



* Isolation devices (as required).

FIGURE 31-63: COMPARATOR RESPONSE TIME, HIGH-POWER MODE

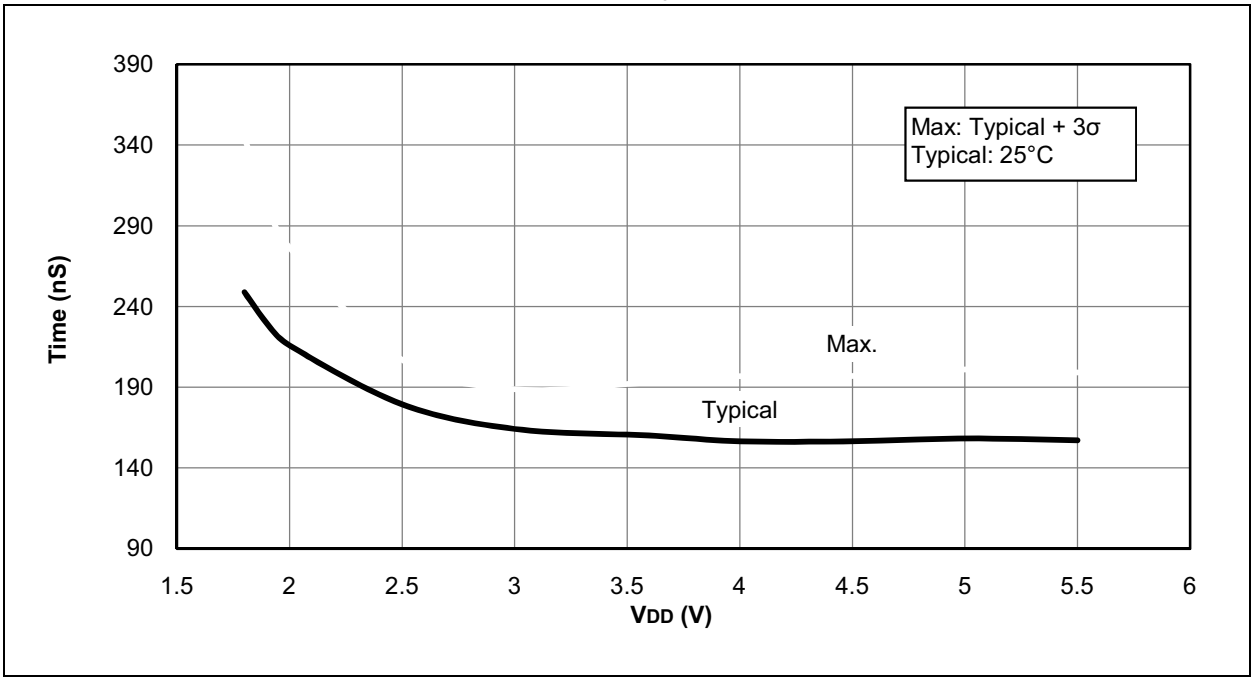


FIGURE 31-64: COMPARATOR RESPONSE TIME OVER TEMPERATURE, HIGH-POWER MODE