

11.3.4 OPERATION IN SLEEP MODE

In Sleep mode, the TMR2 register will not increment and the state of the module will not change. If the CCP1 pin is driving a value, it will continue to drive that value. When the device wakes up, TMR2 will continue from its previous state.

11.3.5 CHANGES IN SYSTEM CLOCK FREQUENCY

The PWM frequency is derived from the system clock frequency. Any changes in the system clock frequency will result in changes to the PWM frequency. See [Section 3.0 “Oscillator Module \(With Fail-Safe Clock Monitor\)”](#) for additional details.

11.3.6 EFFECTS OF RESET

Any Reset will force all ports to Input mode and the CCP registers to their Reset states.

11.3.7 SETUP FOR PWM OPERATION

The following steps should be taken when configuring the CCP module for PWM operation:

1. Disable the PWM pin (CCP1) output driver by setting the associated TRIS bit.
2. Set the PWM period by loading the PR2 register.
3. Configure the CCP module for the PWM mode by loading the CCP1CON register with the appropriate values.
4. Set the PWM duty cycle by loading the CCPR1L register and DC1B<1:0> bits of the CCP1CON register.
5. Configure and start Timer2:
 - Clear the TMR2IF interrupt flag bit of the PIR1 register.
 - Set the Timer2 prescale value by loading the T2CKPS bits of the T2CON register.
 - Enable Timer2 by setting the TMR2ON bit of the T2CON register.
6. Enable PWM output after a new PWM cycle has started:
 - Wait until Timer2 overflows (TMR2IF bit of the PIR1 register is set).
 - Enable the CCP1 pin output driver by clearing the associated TRIS bit.

11.4 PWM (Enhanced Mode)

The Enhanced PWM Mode can generate a PWM signal on up to four different output pins with up to ten bits of resolution. It can do this through four different PWM Output modes:

- Single PWM
- Half-Bridge PWM
- Full-Bridge PWM, Forward mode
- Full-Bridge PWM, Reverse mode

To select an Enhanced PWM mode, the P1M bits of the CCP1CON register must be set appropriately.

The PWM outputs are multiplexed with I/O pins and are designated P1A, P1B, P1C and P1D. The polarity of the PWM pins is configurable and is selected by setting the CCP1M bits in the CCP1CON register appropriately.

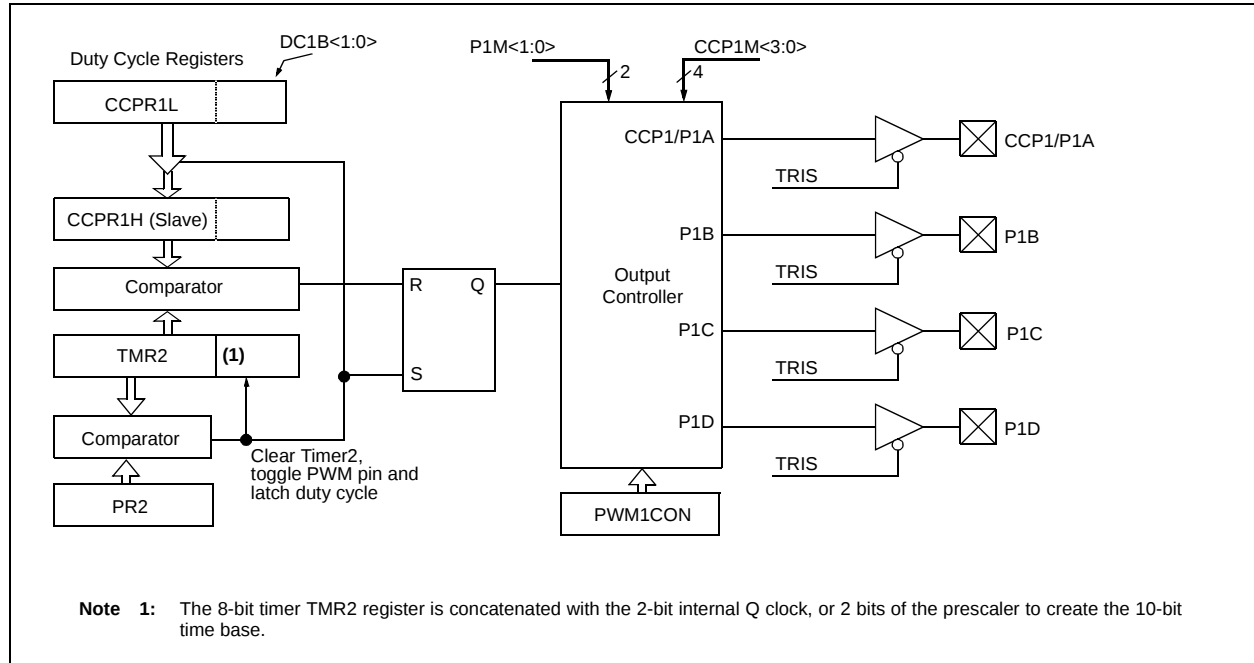
[Table 11-4](#) shows the pin assignments for each Enhanced PWM mode.

[Figure 11-5](#) shows an example of a simplified block diagram of the Enhanced PWM module.

Note: To prevent the generation of an incomplete waveform when the PWM is first enabled, the ECCP module waits until the start of a new PWM period before generating a PWM signal.

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FIGURE 11-5: EXAMPLE SIMPLIFIED BLOCK DIAGRAM OF THE ENHANCED PWM MODE



Note 1: The TRIS register value for each PWM output must be configured appropriately.

2: Clearing the CCP1CON register will relinquish ECCP control of all PWM output pins.

3: Any pin not used by an Enhanced PWM mode is available for alternate pin functions

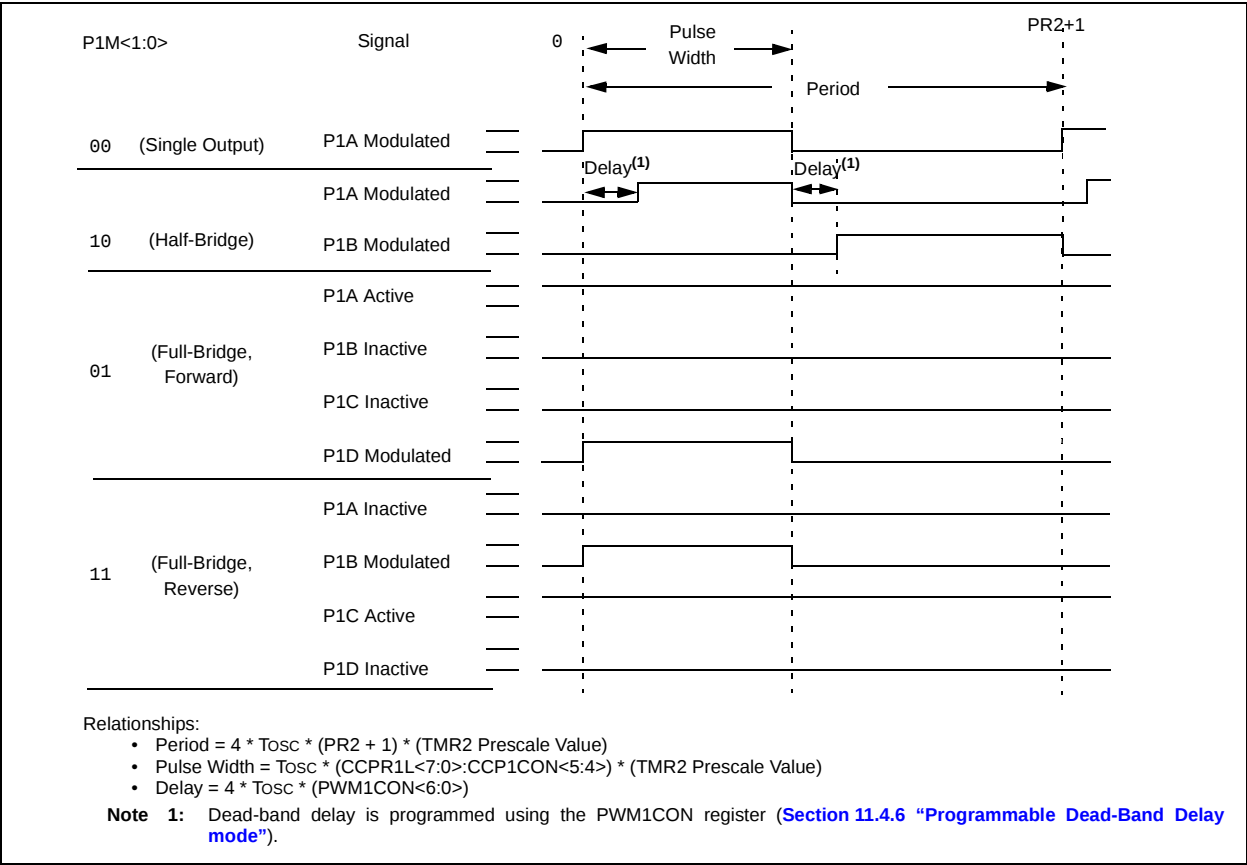
TABLE 11-4: EXAMPLE PIN ASSIGNMENTS FOR VARIOUS PWM ENHANCED MODES

ECCP Mode	P1M<1:0>	CCP1/P1A	P1B	P1C	P1D
Single	00	Yes ⁽¹⁾	Yes ⁽¹⁾	Yes ⁽¹⁾	Yes ⁽¹⁾
Half-Bridge	10	Yes	Yes	No	No
Full-Bridge, Forward	01	Yes	Yes	Yes	Yes
Full-Bridge, Reverse	11	Yes	Yes	Yes	Yes

Note 1: Pulse Steering enables outputs in Single mode.

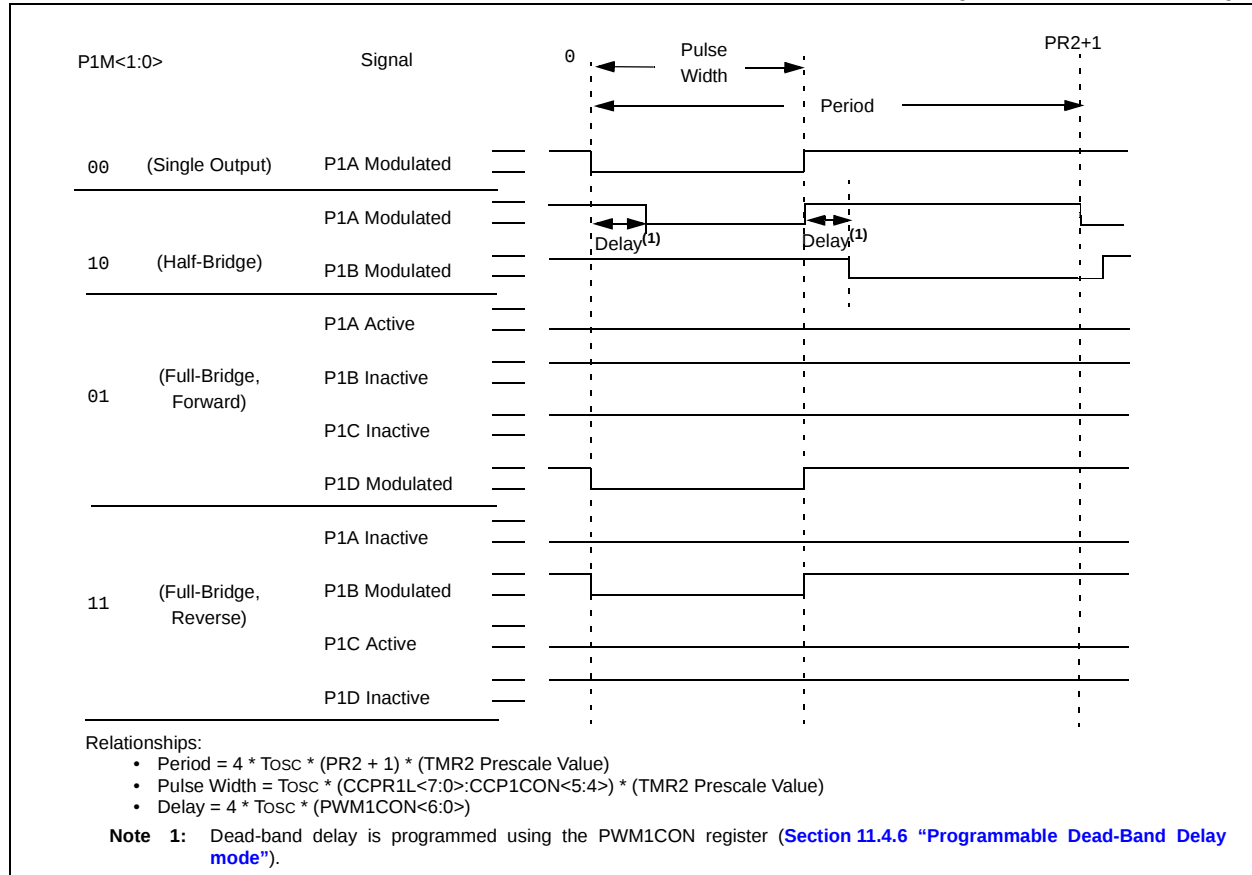
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FIGURE 11-6: EXAMPLE PWM (ENHANCED MODE) OUTPUT RELATIONSHIPS (ACTIVE-HIGH STATE)



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FIGURE 11-7: EXAMPLE ENHANCED PWM OUTPUT RELATIONSHIPS (ACTIVE-LOW STATE)



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11.4.1 HALF-BRIDGE MODE

In Half-Bridge mode, two pins are used as outputs to drive push-pull loads. The PWM output signal is output on the CCP1/P1A pin, while the complementary PWM output signal is output on the P1B pin (see [Figure 11-6](#)). This mode can be used for Half-Bridge applications, as shown in [Figure 11-9](#), or for Full-Bridge applications, where four power switches are being modulated with two PWM signals.

In Half-Bridge mode, the programmable dead-band delay can be used to prevent shoot-through current in Half-Bridge power devices. The value of the PDC<6:0> bits of the PWM1CON register sets the number of instruction cycles before the output is driven active. If the value is greater than the duty cycle, the corresponding output remains inactive during the entire cycle. See [Section 11.4.6 “Programmable Dead-Band Delay mode”](#) for more details of the dead-band delay operations.

Since the P1A and P1B outputs are multiplexed with the PORT data latches, the associated TRIS bits must be cleared to configure P1A and P1B as outputs.

FIGURE 11-8: EXAMPLE OF HALF-BRIDGE PWM OUTPUT

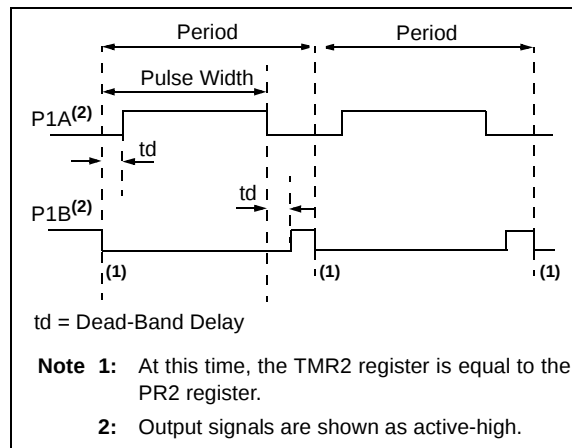
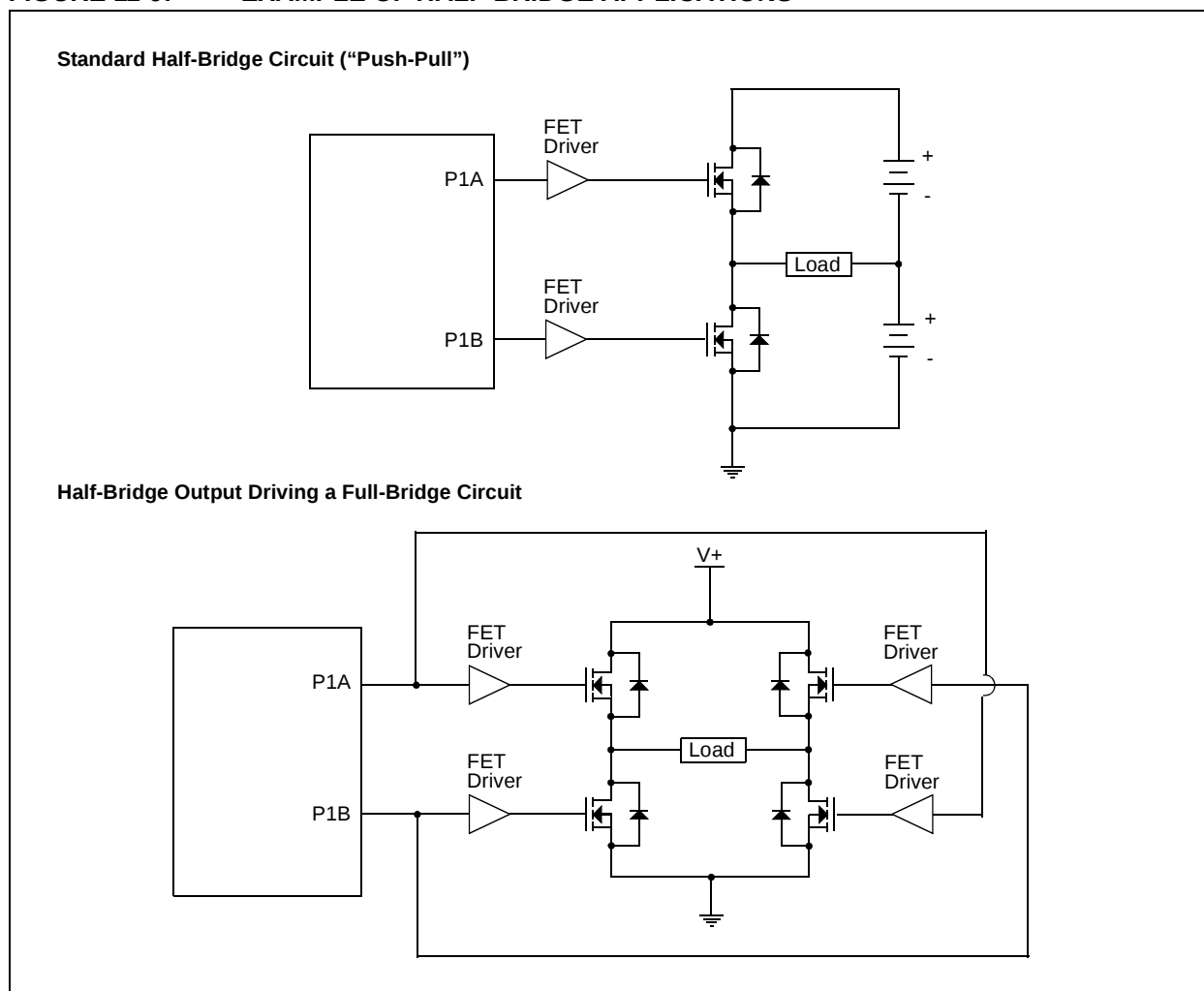


FIGURE 11-9: EXAMPLE OF HALF-BRIDGE APPLICATIONS



11.4.2 FULL-BRIDGE MODE

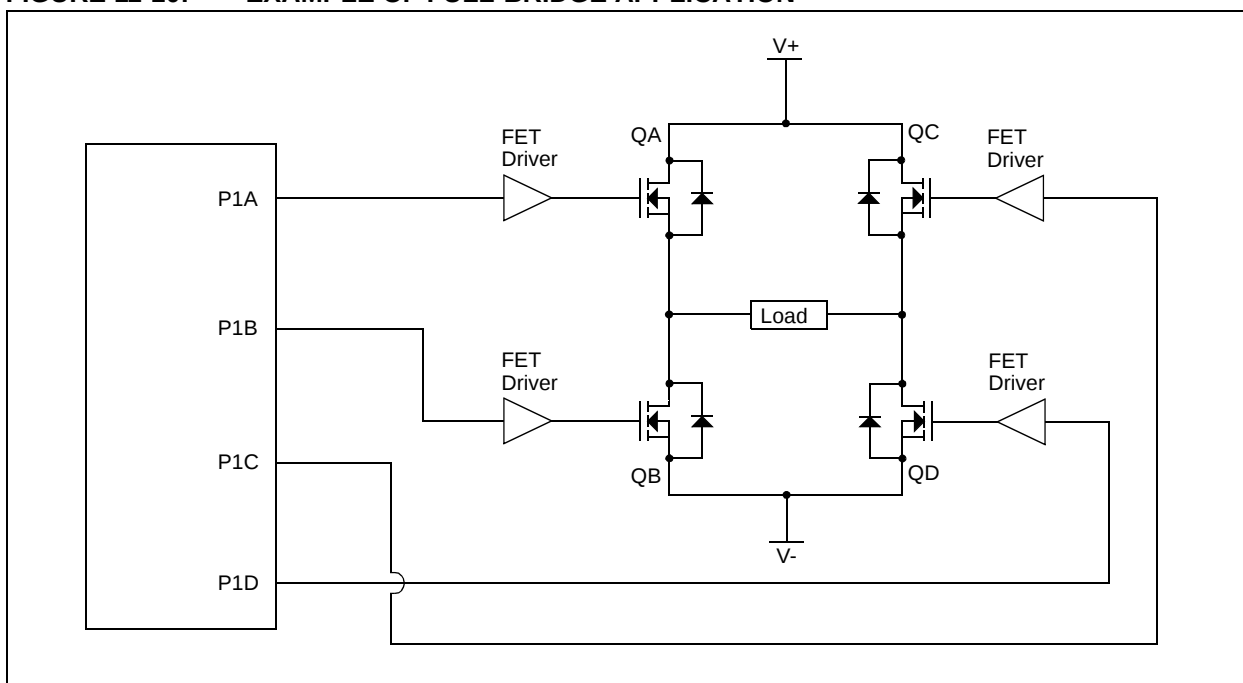
In Full-Bridge mode, all four pins are used as outputs. An example of Full-Bridge application is shown in [Figure 11-10](#).

In the Forward mode, pin CCP1/P1A is driven to its active state, pin P1D is modulated, while P1B and P1C will be driven to their inactive state as shown in [Figure 11-11](#).

In the Reverse mode, P1C is driven to its active state, pin P1B is modulated, while P1A and P1D will be driven to their inactive state as shown [Figure 11-11](#).

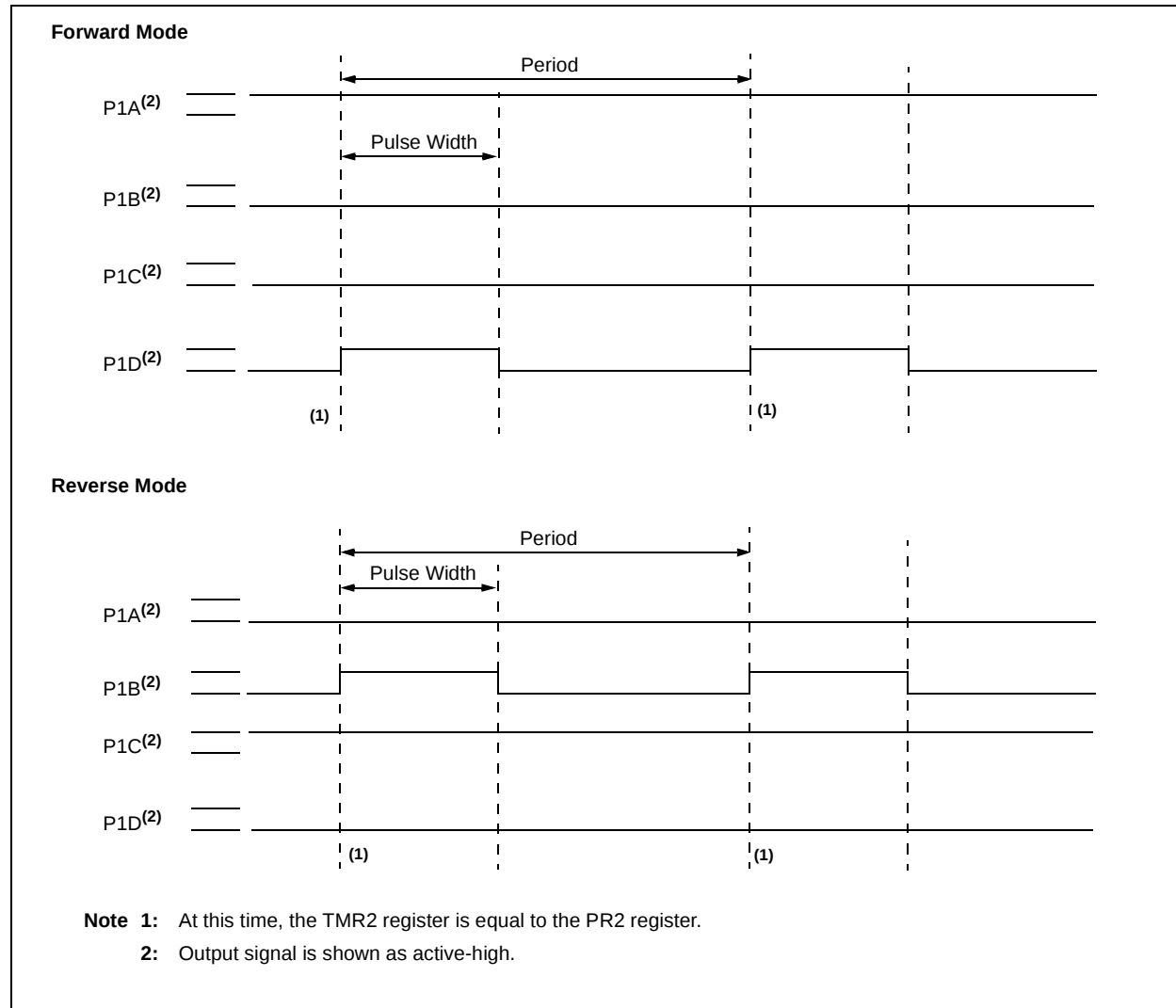
P1A, P1B, P1C and P1D outputs are multiplexed with the PORT data latches. The associated TRIS bits must be cleared to configure the P1A, P1B, P1C and P1D pins as outputs.

FIGURE 11-10: EXAMPLE OF FULL-BRIDGE APPLICATION



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FIGURE 11-11: EXAMPLE OF FULL-BRIDGE PWM OUTPUT



11.4.2.1 Direction Change in Full-Bridge Mode

In the Full-Bridge mode, the P1M1 bit in the CCP1CON register allows users to control the forward/reverse direction. When the application firmware changes this direction control bit, the module will change to the new direction on the next PWM cycle.

A direction change is initiated in software by changing the P1M1 bit of the CCP1CON register. The following sequence occurs prior to the end of the current PWM period:

- The modulated outputs (P1B and P1D) are placed in their inactive state.
- The associated unmodulated outputs (P1A and P1C) are switched to drive in the opposite direction.
- PWM modulation resumes at the beginning of the next period.

See [Figure 11-12](#) for an illustration of this sequence.

The Full-Bridge mode does not provide dead-band delay. As one output is modulated at a time, dead-band delay is generally not required. There is a situation where dead-band delay is required. This situation occurs when both of the following conditions are true:

1. The direction of the PWM output changes when the duty cycle of the output is at or near 100%.
2. The turn-off time of the power switch, including the power device and driver circuit, is greater than the turn-on time.

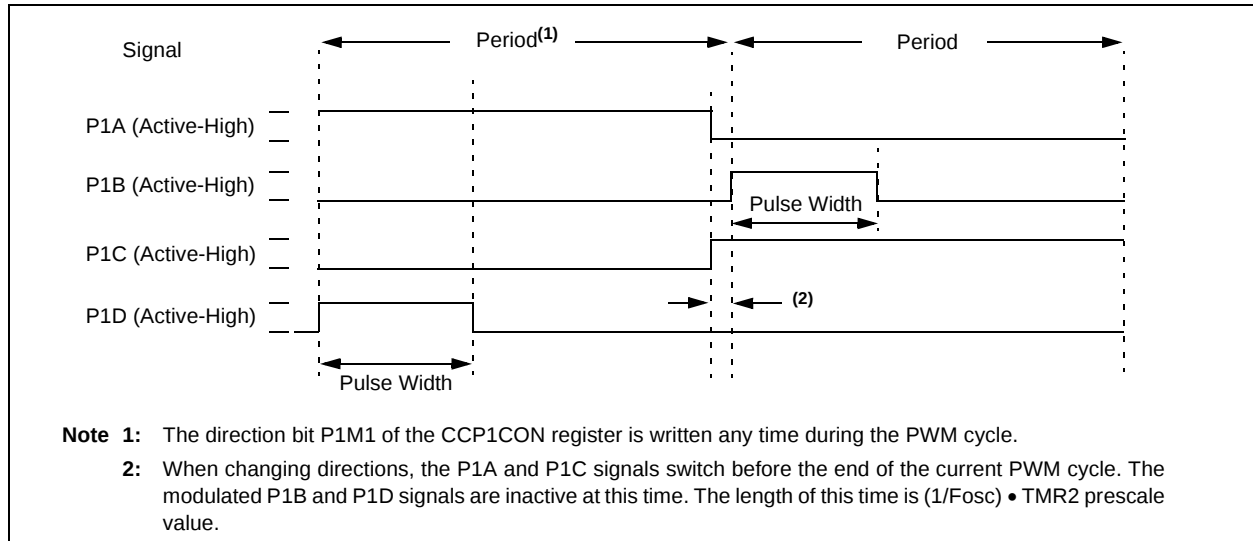
[Figure 11-13](#) shows an example of the PWM direction changing from forward to reverse, at a near 100% duty cycle. In this example, at time t1, the output P1A and P1D become inactive, while output P1C becomes active. Since the turn-off time of the power devices is longer than the turn-on time, a shoot-through current will flow through power devices QC and QD (see [Figure 11-10](#)) for the duration of 't'. The same phenomenon will occur to power devices QA and QB for PWM direction change from reverse to forward.

If changing PWM direction at high duty cycle is required for an application, two possible solutions for eliminating the shoot-through current are:

1. Reduce PWM duty cycle for one PWM period before changing directions.
2. Use switch drivers that can drive the switches off faster than they can drive them on.

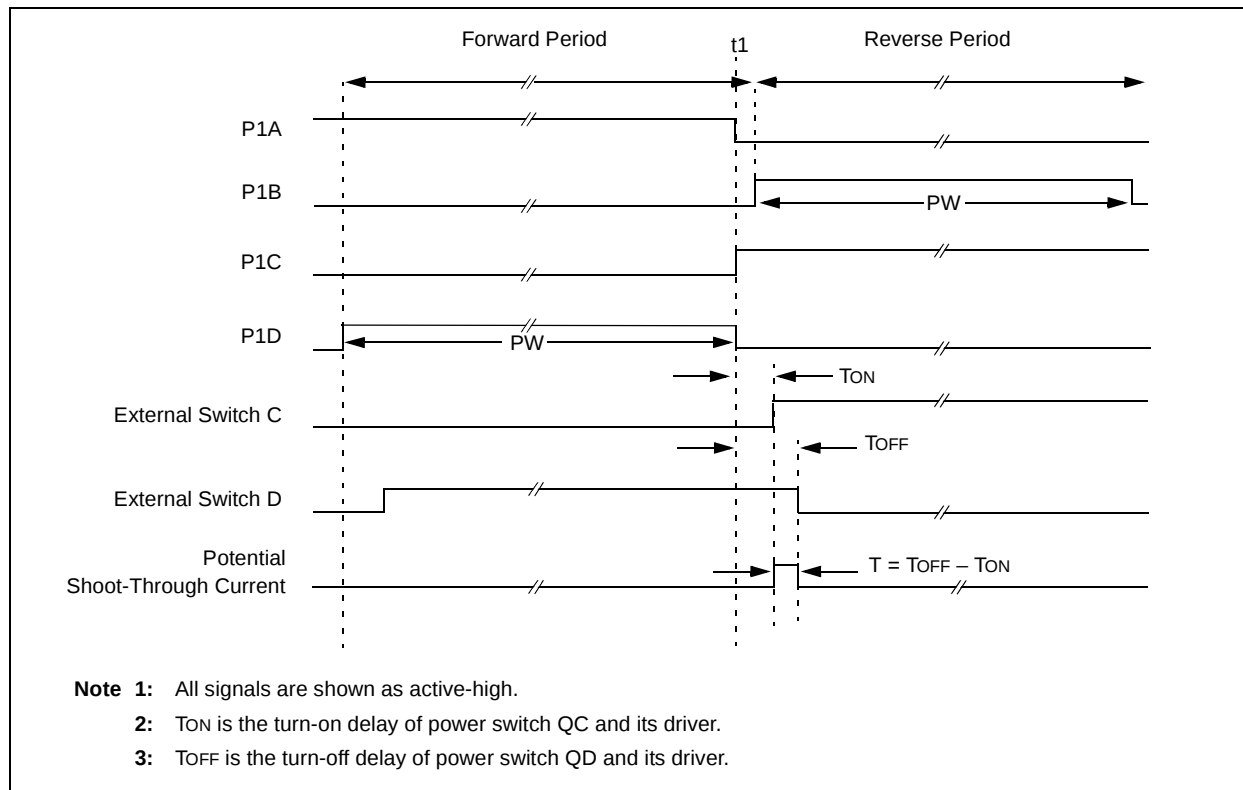
Other options to prevent shoot-through current may exist.

FIGURE 11-12: EXAMPLE OF PWM DIRECTION CHANGE



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FIGURE 11-13: EXAMPLE OF PWM DIRECTION CHANGE AT NEAR 100% DUTY CYCLE



11.4.3 START-UP CONSIDERATIONS

When any PWM mode is used, the application hardware must use the proper external pull-up and/or pull-down resistors on the PWM output pins.

Note: When the microcontroller is released from Reset, all of the I/O pins are in the high-impedance state. The external circuits must keep the power switch devices in the OFF state until the microcontroller drives the I/O pins with the proper signal levels or activates the PWM output(s).

The CCP1M<1:0> bits of the CCP1CON register allow the user to choose whether the PWM output signals are active-high or active-low for each pair of PWM output pins (P1A/P1C and P1B/P1D). The PWM output polarities must be selected before the PWM pin output drivers are enabled. Changing the polarity configuration while the PWM pin output drivers are enabled is not recommended since it may result in damage to the application circuits.

The P1A, P1B, P1C and P1D output latches may not be in the proper states when the PWM module is initialized. Enabling the PWM pin output drivers at the same time as the Enhanced PWM modes may cause damage to the application circuit. The Enhanced PWM modes must be enabled in the proper Output mode and complete a full PWM cycle before enabling the PWM pin output drivers. The completion of a full PWM cycle is indicated by the TMR2IF bit of the PIR1 register being set as the second PWM period begins.

11.4.4 ENHANCED PWM AUTO-SHUTDOWN MODE

The PWM mode supports an Auto-Shutdown mode that will disable the PWM outputs when an external shutdown event occurs. Auto-Shutdown mode places the PWM output pins into a predetermined state. This mode is used to help prevent the PWM from damaging the application.

The auto-shutdown sources are selected using the ECCPASx bits of the ECCPAS register. A shutdown event may be generated by:

- A logic '0' on the INT pin
- Comparator C1
- Comparator C2
- Setting the ECCPASE bit in firmware

A shutdown condition is indicated by the ECCPASE (Auto-Shutdown Event Status) bit of the ECCPAS register. If the bit is a '0', the PWM pins are operating normally. If the bit is a '1', the PWM outputs are in the shutdown state.

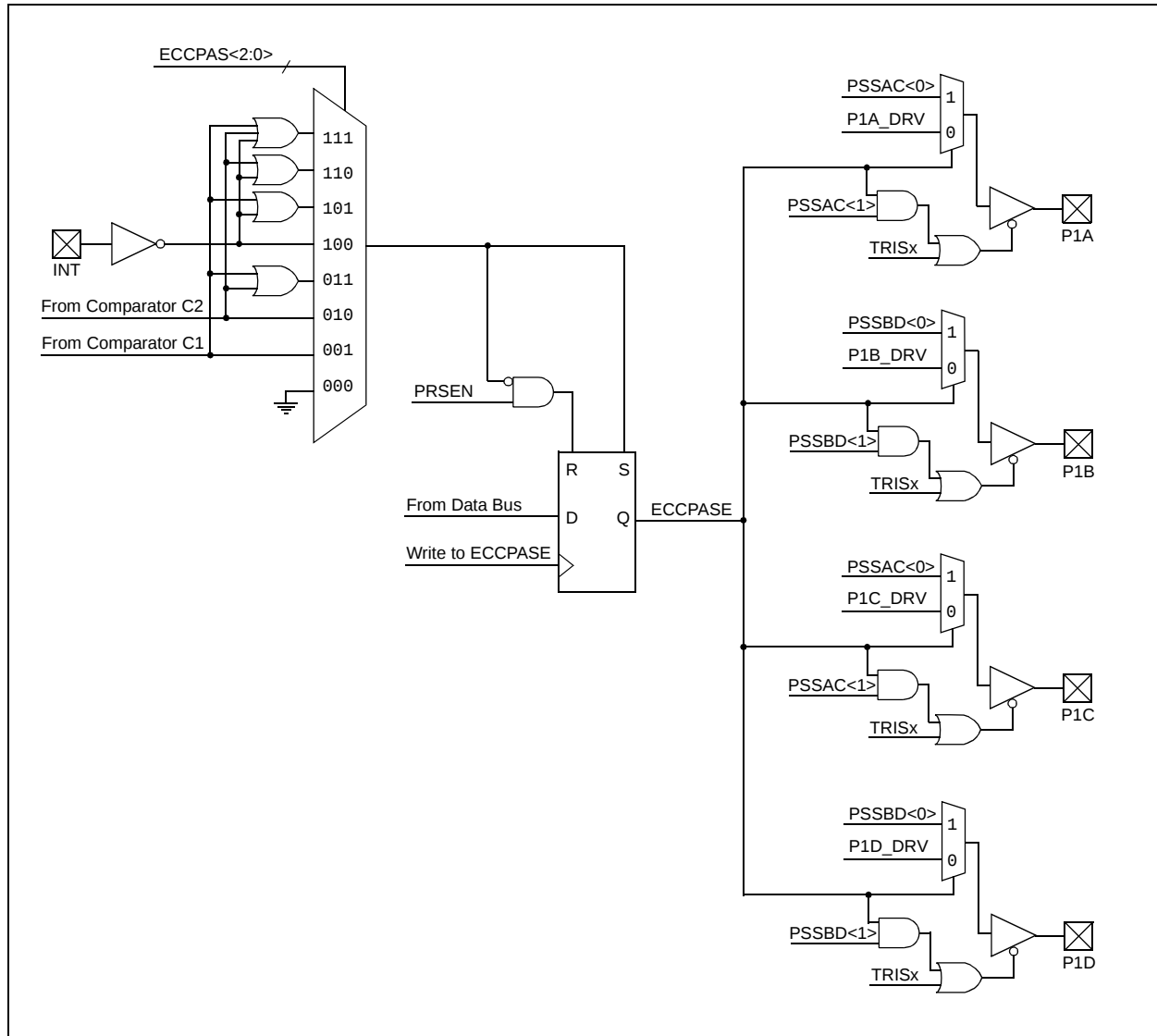
When a shutdown event occurs, two things happen:

The ECCPASE bit is set to '1'. The ECCPASE will remain set until cleared in firmware or an auto-restart occurs (see [Section 11.4.5 "Auto-Restart Mode"](#)).

The enabled PWM pins are asynchronously placed in their shutdown states. The PWM output pins are grouped into pairs [P1A/P1C] and [P1B/P1D]. The state of each pin pair is determined by the PSSAC and PSSBD bits of the ECCPAS register. Each pin pair may be placed into one of three states:

- Drive logic '1'
- Drive logic '0'
- Tri-state (high-impedance)

FIGURE 11-14: AUTO-SHUTDOWN BLOCK DIAGRAM



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REGISTER 11-2: ECCPAS: ENHANCED CAPTURE/COMPARE/PWM AUTO-SHUTDOWN CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
ECCPASE	ECCPAS2	ECCPAS1	ECCPAS0	PSSAC1	PSSAC0	PSSBD1	PSSBD0
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

- bit 7 **ECCPASE:** ECCP Auto-Shutdown Event Status bit
1 = A shutdown event has occurred; ECCP outputs are in shutdown state
0 = ECCP outputs are operating
- bit 6-4 **ECCPAS<2:0>:** ECCP Auto-shutdown Source Select bits
000 = Auto-Shutdown is disabled
001 = Comparator C1 output high
010 = Comparator C2 output high⁽¹⁾
011 = Either Comparators output is high
100 = V_{IL} on INT pin
101 = V_{IL} on INT pin or Comparator C1 output high
110 = V_{IL} on INT pin or Comparator C2 output high
111 = V_{IL} on INT pin or either Comparators output is high
- bit 3-2 **PSSACn:** Pins P1A and P1C Shutdown State Control bits
00 = Drive pins P1A and P1C to '0'
01 = Drive pins P1A and P1C to '1'
1x = Pins P1A and P1C tri-state
- bit 1-0 **PSSBDn:** Pins P1B and P1D Shutdown State Control bits
00 = Drive pins P1B and P1D to '0'
01 = Drive pins P1B and P1D to '1'
1x = Pins P1B and P1D tri-state

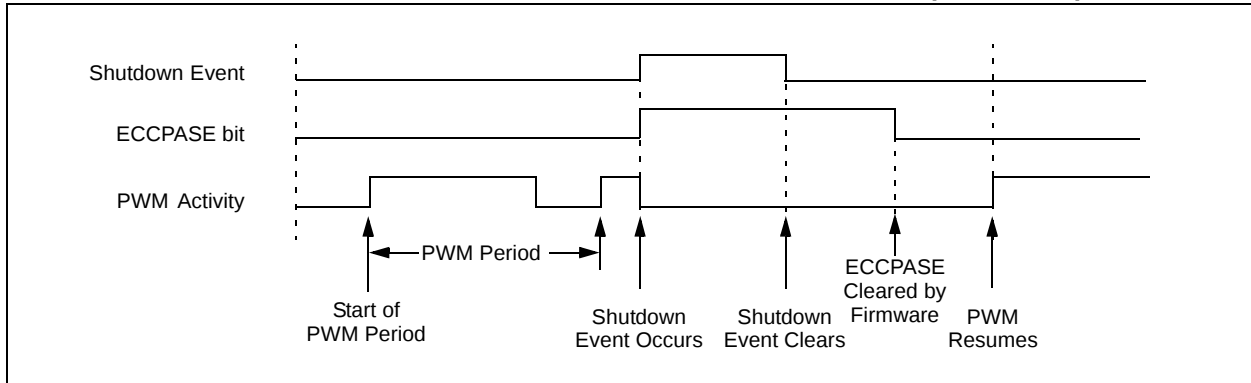
Note 1: If C2SYNC is enabled, the shutdown will be delayed by Timer1.

Note 1: The auto-shutdown condition is a level-based signal, not an edge-based signal. As long as the level is present, the auto-shutdown will persist.

2: Writing to the ECCPASE bit is disabled while an auto-shutdown condition persists.

3: Once the auto-shutdown condition has been removed and the PWM restarted (either through firmware or auto-restart) the PWM signal will always restart at the beginning of the next PWM period.

FIGURE 11-15: PWM AUTO-SHUTDOWN WITH FIRMWARE RESTART (PRSEN = 0)

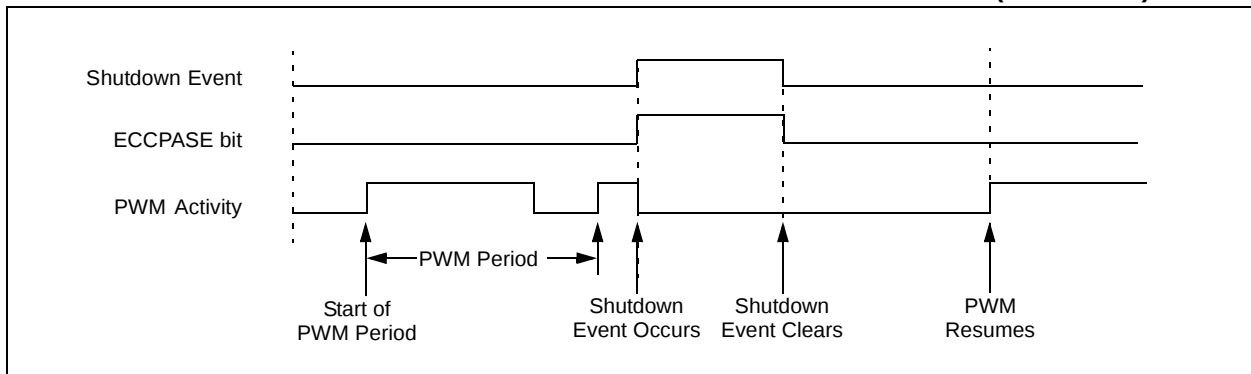


11.4.5 AUTO-RESTART MODE

The Enhanced PWM can be configured to automatically restart the PWM signal once the auto-shutdown condition has been removed. Auto-restart is enabled by setting the PRSEN bit in the PWM1CON register.

If auto-restart is enabled, the ECCPASE bit will remain set as long as the auto-shutdown condition is active. When the auto-shutdown condition is removed, the ECCPASE bit will be cleared via hardware and normal operation will resume.

FIGURE 11-16: PWM AUTO-SHUTDOWN WITH AUTO-RESTART ENABLED (PRSEN = 1)



11.4.6 PROGRAMMABLE DEAD-BAND
DELAY MODE

In Half-Bridge applications where all power switches are modulated at the PWM frequency, the power switches normally require more time to turn off than to turn on. If both the upper and lower power switches are switched at the same time (one turned on, and the other turned off), both switches may be on for a short period of time until one switch completely turns off. During this brief interval, a very high current (*shoot-through current*) will flow through both power switches, shorting the bridge supply. To avoid this potentially destructive shoot-through current from flowing during switching, turning on either of the power switches is normally delayed to allow the other switch to completely turn off. In Half-Bridge mode, a digitally programmable dead-band delay is available to avoid shoot-through current from destroying the bridge power switches. The delay occurs at the signal transition from the non-active state to the active state. See Figure 11-8 for illustration. The lower seven bits of the associated PWM1CON register (Register 11-3) sets the delay period in terms of microcontroller instruction cycles (T_{CY} or $4 T_{OSC}$).

FIGURE 11-17: EXAMPLE OF HALF-BRIDGE PWM OUTPUT

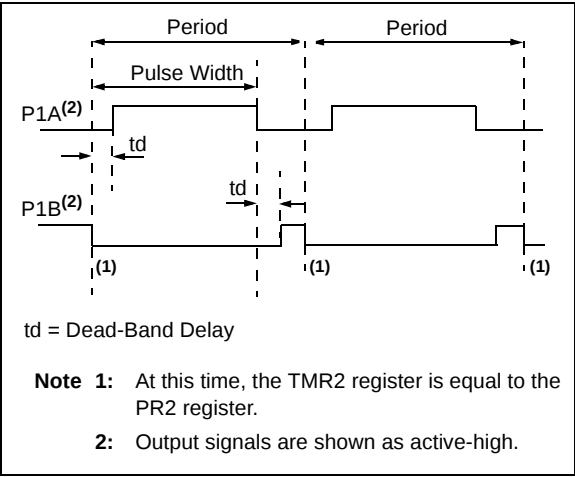
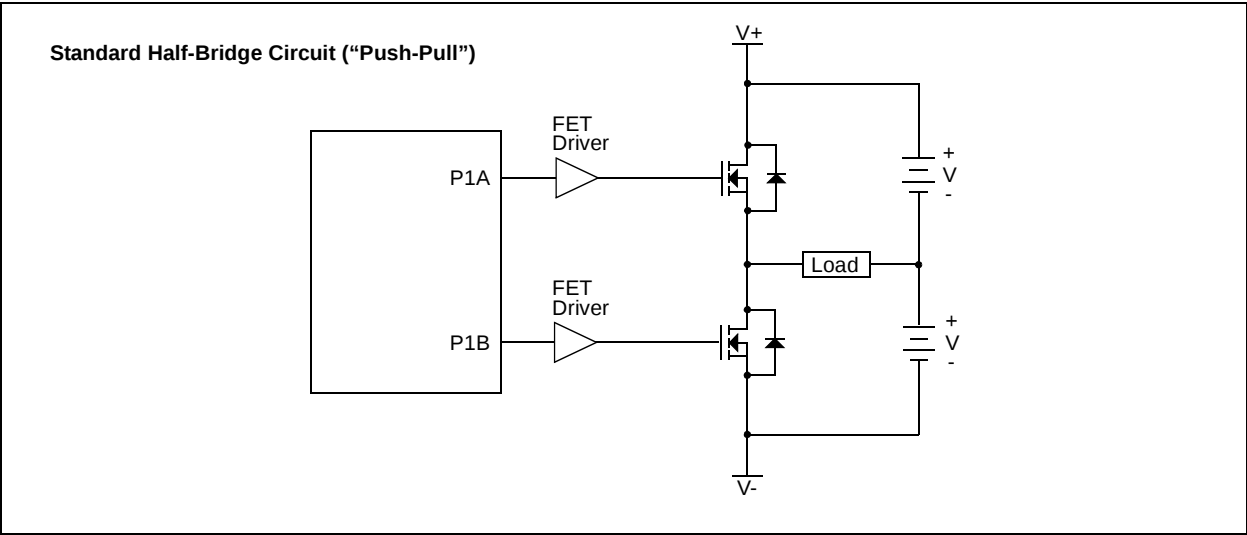


FIGURE 11-18: EXAMPLE OF HALF-BRIDGE APPLICATIONS



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REGISTER 11-3: PWM1CON: ENHANCED PWM CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PRSEN	PDC6	PDC5	PDC4	PDC3	PDC2	PDC1	PDC0
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 7

PRSEN: PWM Restart Enable bit

1 = Upon auto-shutdown, the ECCPASE bit clears automatically once the shutdown event goes away; the PWM restarts automatically

0 = Upon auto-shutdown, ECCPASE must be cleared in software to restart the PWM

bit 6-0

PDC<6:0>: PWM Delay Count bits

PDCn = Number of $F_{osc}/4$ ($4 * T_{osc}$) cycles between the scheduled time when a PWM signal **should** transition active and the **actual** time it transitions active

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11.4.7 PULSE STEERING MODE

In Single Output mode, pulse steering allows any of the PWM pins to be the modulated signal. Additionally, the same PWM signal can be simultaneously available on multiple pins.

Once the Single Output mode is selected (CCP1M<3:2> = 11 and P1M<1:0> = 00 of the CCP1CON register), the user firmware can bring out the same PWM signal to one, two, three or four output pins by setting the appropriate STR<D:A> bits of the PSTRCON register, as shown in [Figure 11-19](#).

Note: The associated TRIS bits must be set to output ('0') to enable the pin output driver in order to see the PWM signal on the pin.

While the PWM Steering mode is active, CCP1M<1:0> bits of the CCP1CON register select the PWM output polarity for the P1<D:A> pins.

The PWM auto-shutdown operation also applies to PWM Steering mode as described in [Section 11.4.4 “Enhanced PWM Auto-shutdown mode”](#). An auto-shutdown event will only affect pins that have PWM outputs enabled.

REGISTER 11-4: PSTRCON: PULSE STEERING CONTROL REGISTER⁽¹⁾

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-1
—	—	—	STRSYNC	STRD	STRC	STRB	STRA
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 7-5 **Unimplemented:** Read as '0'

bit 4 **STRSYNC:** Steering Sync bit

1 = Output steering update occurs on next PWM period

0 = Output steering update occurs at the beginning of the instruction cycle boundary

bit 3 **STRD:** Steering Enable bit D

1 = P1D pin has the PWM waveform with polarity control from CCP1M<1:0>

0 = P1D pin is assigned to port pin

bit 2 **STRC:** Steering Enable bit C

1 = P1C pin has the PWM waveform with polarity control from CCP1M<1:0>

0 = P1C pin is assigned to port pin

bit 1 **STRB:** Steering Enable bit B

1 = P1B pin has the PWM waveform with polarity control from CCP1M<1:0>

0 = P1B pin is assigned to port pin

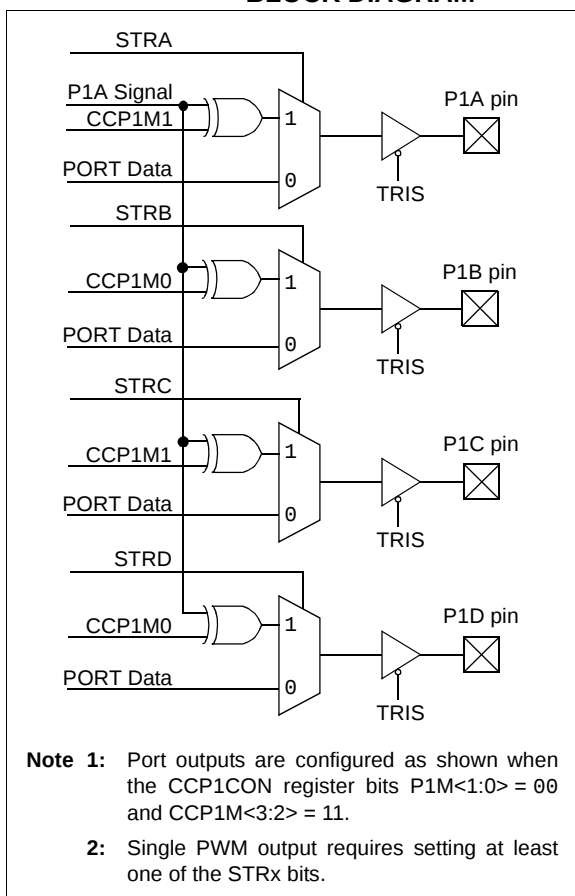
bit 0 **STRA:** Steering Enable bit A

1 = P1A pin has the PWM waveform with polarity control from CCP1M<1:0>

0 = P1A pin is assigned to port pin

Note 1: The PWM Steering mode is available only when the CCP1CON register bits CCP1M<3:2> = 11 and P1M<1:0> = 00.

FIGURE 11-19: SIMPLIFIED STEERING BLOCK DIAGRAM



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11.4.7.1 Steering Synchronization

The STRSYNC bit of the PSTRCON register gives the user two selections of when the steering event will happen. When the STRSYNC bit is '0', the steering event will happen at the end of the instruction that writes to the PSTRCON register. In this case, the output signal at the P1<D:A> pins may be an incomplete PWM waveform. This operation is useful when the user firmware needs to immediately remove a PWM signal from the pin.

When the STRSYNC bit is '1', the effective steering update will happen at the beginning of the next PWM period. In this case, steering on/off the PWM output will always produce a complete PWM waveform.

Figures 11-20 and 11-21 illustrate the timing diagrams of the PWM steering depending on the STRSYNC setting.

FIGURE 11-20: EXAMPLE OF STEERING EVENT AT END OF INSTRUCTION (STRSYNC = 0)

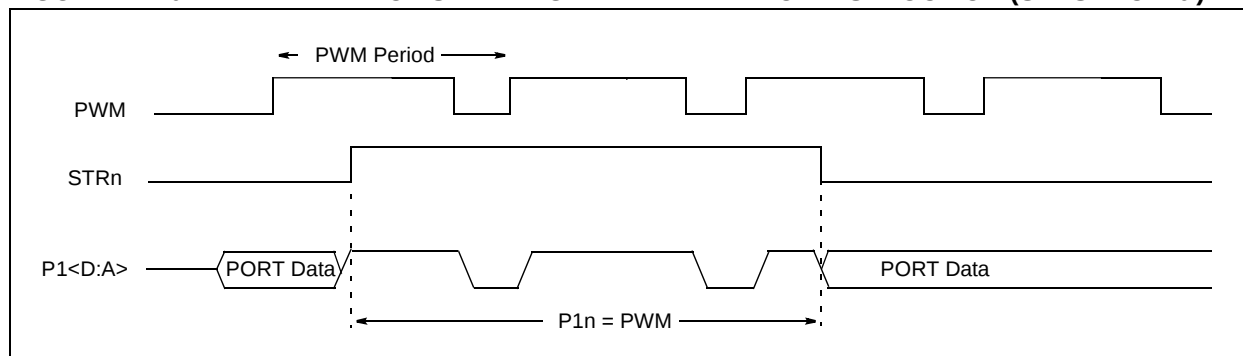
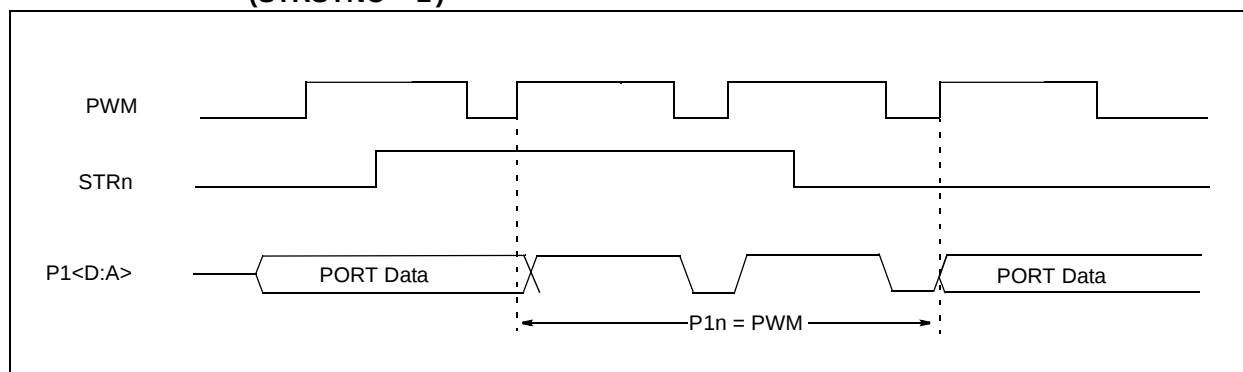


FIGURE 11-21: EXAMPLE OF STEERING EVENT AT BEGINNING OF INSTRUCTION (STRSYNC = 1)



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TABLE 11-5: SUMMARY OF REGISTERS ASSOCIATED WITH CAPTURE, COMPARE AND PWM

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
CCP1CON	P1M1	P1M0	DC1B1	DC1B0	CCP1M3	CCP1M2	CCP1M1	CCP1M0	0000 0000	0000 0000
CM1CON0	C1ON	C1OUT	C1OE	C1POL	—	C1R	C1CH1	C1CH0	0000 -000	0000 -000
CM2CON0	C2ON	C2OUT	C2OE	C2POL	—	C2R	C2CH1	C2CH0	0000 -000	0000 -000
CM2CON1	MC1OUT	MC2OUT	—	—	—	—	T1GSS	C2SYN	00-- --10	00-- --10
CCPR1L	Capture/Compare/PWM Register 1 Low Byte								xxxx xxxx	uuuu uuuu
CCPR1H	Capture/Compare/PWM Register 1 High Byte								xxxx xxxx	uuuu uuuu
ECCPAS	ECCPASE	ECCPAS2	ECCPAS1	ECCPAS0	PSSAC1	PSSAC0	PSSBD1	PSSBD0	0000 0000	0000 0000
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 0000	0000 0000
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
PSTRCON	—	—	—	STRSYNC	STRD	STRC	STRB	STRA	---0 0001	---0 0001
PWM1CON	PRSEN	PDC6	PDC5	PDC4	PDC3	PDC2	PDC1	PDC0	0000 0000	0000 0000
T1CON	T1GINV	TMR1GE	T1CKPS1	T1CKPS0	T1OSCEN	T1SYN	TMR1CS	TMR1ON	0000 0000	uuuu uuuu
T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	-000 0000
TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	uuuu uuuu
TMR2	Timer2 Module Register								0000 0000	0000 0000
TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111

Legend: — = Unimplemented locations, read as '0', u = unchanged, x = unknown. Shaded cells are not used by the Capture, Compare and PWM.

12.0 ENHANCED UNIVERSAL SYNCHRONOUS ASYNCHRONOUS RECEIVER TRANSMITTER (EUSART)

The Enhanced Universal Synchronous Asynchronous Receiver Transmitter (EUSART) module is a serial I/O communications peripheral. It contains all the clock generators, shift registers and data buffers necessary to perform an input or output serial data transfer independent of device program execution. The EUSART, also known as a Serial Communications Interface (SCI), can be configured as a full-duplex asynchronous system or half-duplex synchronous system. Full-Duplex mode is useful for communications with peripheral systems, such as CRT terminals and personal computers. Half-Duplex Synchronous mode is intended for communications with peripheral devices, such as A/D or D/A integrated circuits, serial EEPROMs or other microcontrollers. These devices typically do not have internal clocks for baud rate generation and require the external clock signal provided by a master synchronous device.

The EUSART module includes the following capabilities:

- Full-duplex asynchronous transmit and receive
- Two-character input buffer
- One-character output buffer
- Programmable 8-bit or 9-bit character length
- Address detection in 9-bit mode
- Input buffer overrun error detection
- Received character framing error detection
- Half-duplex synchronous master
- Half-duplex synchronous slave
- Programmable clock polarity in synchronous modes
- Sleep operation

The EUSART module implements the following additional features, making it ideally suited for use in Local Interconnect Network (LIN) bus systems:

- Automatic detection and calibration of the baud rate
- Wake-up on Break reception
- 13-bit Break character transmit

Block diagrams of the EUSART transmitter and receiver are shown in [Figure 12-1](#) and [Figure 12-2](#).

FIGURE 12-1: EUSART TRANSMIT BLOCK DIAGRAM

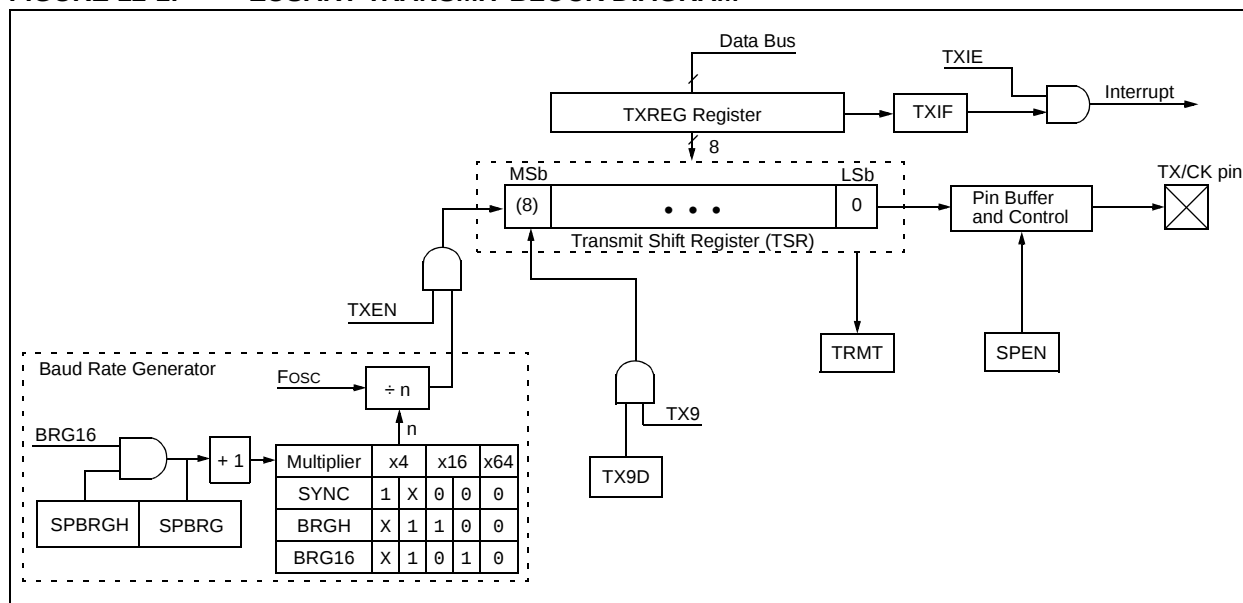
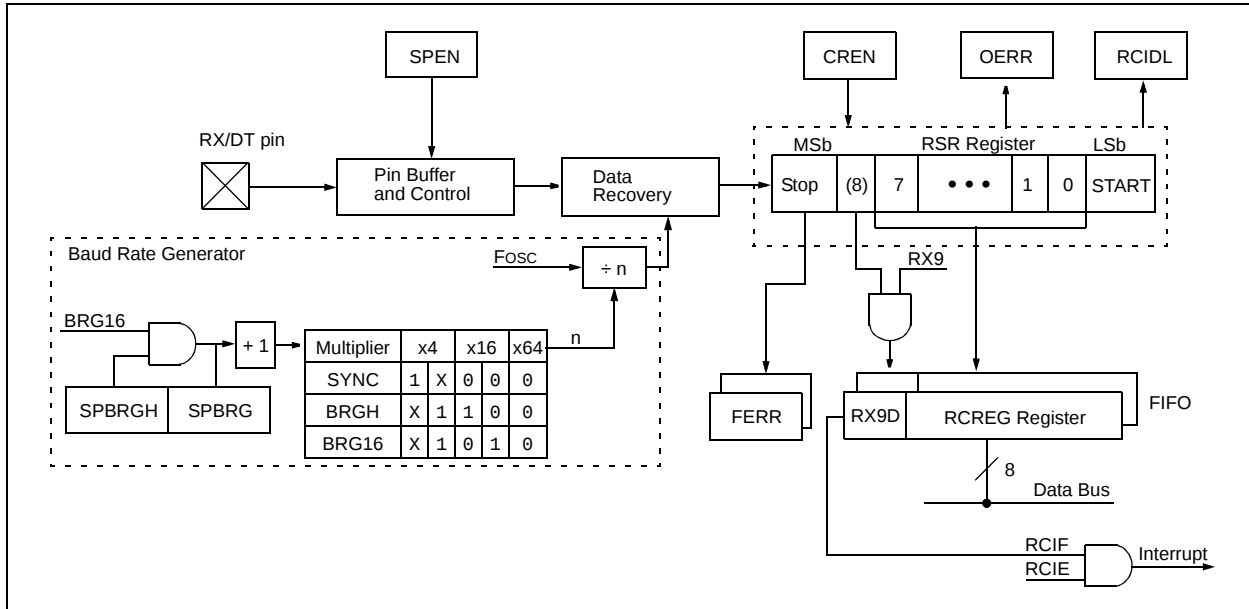


FIGURE 12-2: EUSART RECEIVE BLOCK DIAGRAM



The operation of the EUSART module is controlled through three registers:

- Transmit Status and Control (TXSTA)
- Receive Status and Control (RCSTA)
- Baud Rate Control (BAUDCTL)

These registers are detailed in [Register 12-1](#), [Register 12-2](#) and [Register 12-3](#), respectively.

12.1 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 8 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 12-5](#) for examples of baud rate configurations.

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

12.1.1 EUSART ASYNCHRONOUS TRANSMITTER

The EUSART transmitter block diagram is shown in [Figure 12-1](#). 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.

12.1.1.1 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: When the SPEN bit is set the RX/DT I/O pin is automatically configured as an input, regardless of the state of the corresponding TRIS bit and whether or not the EUSART receiver is enabled. The RX/DT pin data can be read via a normal PORT read but PORT latch data output is precluded.

- 2:** The TXIF transmitter interrupt flag is set when the TXEN enable bit is set.

12.1.1.2 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.

12.1.1.3 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.

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12.1.1.4 TSR Status

The TRMT bit of the TXSTA register indicates the status of the TSR register. This is a read-only bit. The TRMT bit is set when the TSR register is empty and is cleared when a character is transferred to the TSR register from the TXREG. The TRMT bit remains clear until all bits have been shifted out of the TSR register. No interrupt logic is tied to this bit, so the user has to poll this bit to determine the TSR status.

Note: The TSR register is not mapped in data memory, so it is not available to the user.

12.1.1.5 Transmitting 9-Bit Characters

The EUSART supports 9-bit character transmissions. When the TX9 bit of the TXSTA register is set the EUSART will shift nine bits out for each character transmitted. The TX9D bit of the TXSTA register is the ninth, and Most Significant, data bit. When transmitting 9-bit data, the TX9D data bit must be written before writing the eight Least Significant bits into the TXREG. All nine bits of data will be transferred to the TSR shift register immediately after the TXREG is written.

A special 9-bit Address mode is available for use with multiple receivers. See [Section 12.1.2.7 "Address Detection"](#) for more information on the Address mode.

12.1.1.6 Asynchronous Transmission Set-up:

1. Initialize the SPBRGH, SPBRG register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see [Section 12.3 "EUSART Baud Rate Generator \(BRG\)"](#)).
2. Enable the asynchronous serial port by clearing the SYNC bit and setting the SPEN bit.
3. If 9-bit transmission is desired, set the TX9 control bit. A set ninth data bit will indicate that the eight Least Significant data bits are an address when the receiver is set for address detection.
4. Enable the transmission by setting the TXEN control bit. This will cause the TXIF interrupt bit to be set.
5. If interrupts are desired, set the TXIE interrupt enable bit of the PIE1 register. An interrupt will occur immediately provided that the GIE and PEIE bits of the INTCON register are also set.
6. If 9-bit transmission is selected, the ninth bit should be loaded into the TX9D data bit.
7. Load 8-bit data into the TXREG register. This will start the transmission.

FIGURE 12-3: ASYNCHRONOUS TRANSMISSION

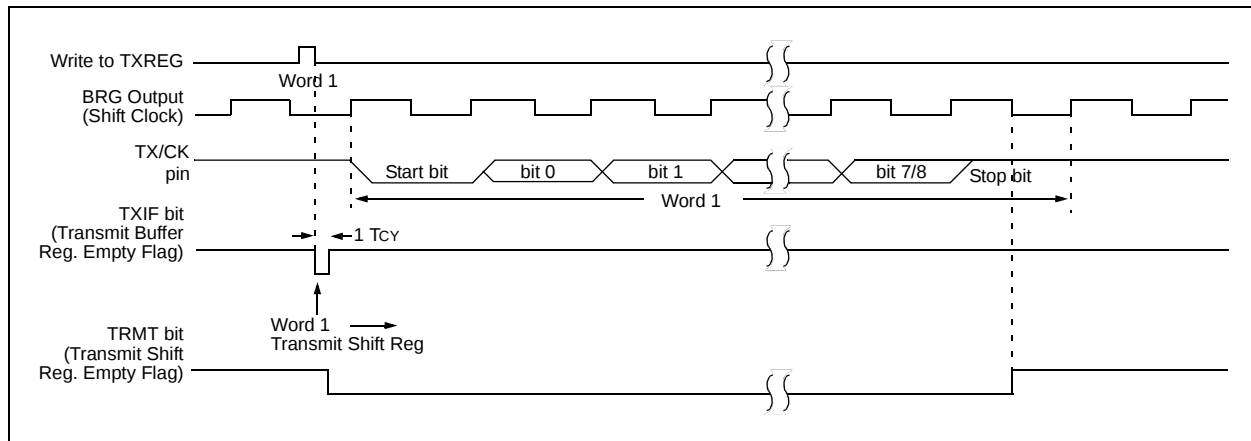
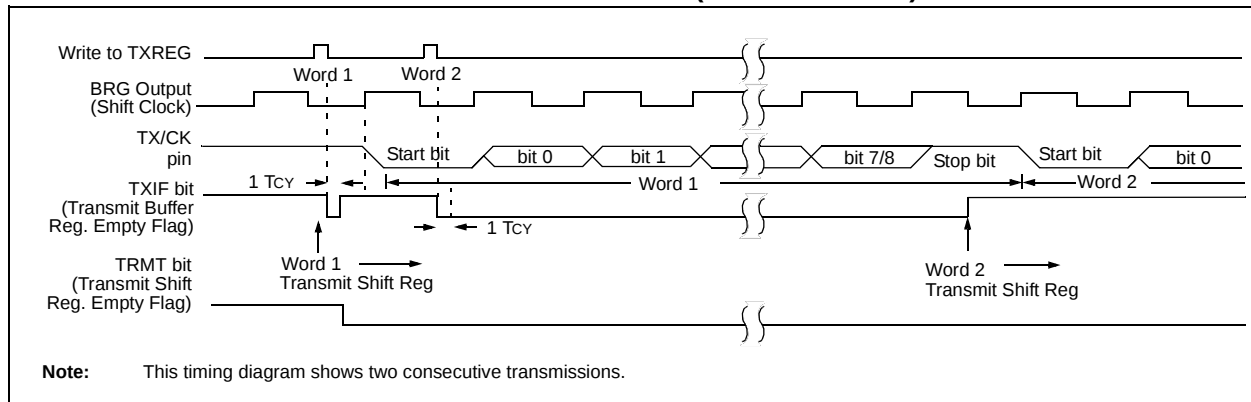


FIGURE 12-4: ASYNCHRONOUS TRANSMISSION (BACK TO BACK)



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TABLE 12-1: REGISTERS ASSOCIATED WITH ASYNCHRONOUS TRANSMISSION

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
RCREG	EUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4					1111 ----	1111 ----
TXREG	EUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SEnDB	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, – = unimplemented read as '0'. Shaded cells are not used for Asynchronous Transmission.

12.1.2 EUSART ASYNCHRONOUS RECEIVER

The Asynchronous mode is typically used in RS-232 systems. The receiver block diagram is shown in [Figure 12-2](#). The data is received on the RX/DT pin and drives the data recovery block. The data recovery block is actually a high-speed shifter operating at 16 times the baud rate, whereas the serial Receive Shift Register (RSR) operates at the bit rate. When all eight or nine bits of the character have been shifted in, they are immediately transferred to a two character First-In-First-Out (FIFO) memory. The FIFO buffering allows reception of two complete characters and the start of a third character before software must start servicing the EUSART receiver. The FIFO and RSR registers are not directly accessible by software. Access to the received data is via the RCREG register.

12.1.2.1 Enabling the Receiver

The EUSART receiver is enabled for asynchronous operation by configuring the following three control bits:

- CREN = 1
- SYNC = 0
- SPEN = 1

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

Setting the CREN bit of the RCSTA register enables the receiver 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 RX/DT I/O pin as an input. If the RX/DT pin is shared with an analog peripheral the analog I/O function must be disabled by clearing the corresponding ANSEL bit.

Note: When the SPEN bit is set the TX/CK I/O pin is automatically configured as an output, regardless of the state of the corresponding TRIS bit and whether or not the EUSART transmitter is enabled. The PORT latch is disconnected from the output driver so it is not possible to use the TX/CK pin as a general purpose output.

12.1.2.2 Receiving Data

The receiver data recovery circuit initiates character reception on the falling edge of the first bit. The first bit, also known as the Start bit, is always a zero. The data recovery circuit counts one-half bit time to the center of the Start bit and verifies that the bit is still a zero. If it is not a zero then the data recovery circuit aborts character reception, without generating an error, and resumes looking for the falling edge of the Start bit. If the Start bit zero verification succeeds then the data recovery circuit counts a full bit time to the center of the next bit. The bit is then sampled by a majority detect circuit and the resulting '0' or '1' is shifted into the RSR. This repeats until all data bits have been sampled and shifted into the RSR. One final bit time is measured and the level sampled. This is the Stop bit, which is always a '1'. If the data recovery circuit samples a '0' in the Stop bit position then a framing error is set for this character, otherwise the framing error is cleared for this character. See [Section 12.1.2.4 "Receive Framing Error"](#) for more information on framing errors.

Immediately after all data bits and the Stop bit have been received, the character in the RSR is transferred to the EUSART receive FIFO and the RCIF interrupt flag bit of the PIR1 register is set. The top character in the FIFO is transferred out of the FIFO by reading the RCREG register.

Note: If the receive FIFO is overrun, no additional characters will be received until the overrun condition is cleared. See [Section 12.1.2.5 "Receive Overrun Error"](#) for more information on overrun errors.

12.1.2.3 Receive Interrupts

The RCIF interrupt flag bit of the PIR1 register is set whenever the EUSART receiver is enabled and there is an unread character in the receive FIFO. The RCIF interrupt flag bit is read-only, it cannot be set or cleared by software.

RCIF interrupts are enabled by setting all of the following bits:

- RCIE interrupt enable bit of the PIE1 register
- PEIE peripheral interrupt enable bit of the INTCON register
- GIE global interrupt enable bit of the INTCON register

The RCIF interrupt flag bit will be set when there is an unread character in the FIFO, regardless of the state of interrupt enable bits.

12.1.2.4 Receive Framing Error

Each character in the receive FIFO buffer has a corresponding framing error Status bit. A framing error indicates that a Stop bit was not seen at the expected time. The framing error status is accessed via the FERR bit of the RCSTA register. The FERR bit represents the status of the top unread character in the receive FIFO. Therefore, the FERR bit must be read before reading the RCREG.

The FERR bit is read-only and only applies to the top unread character in the receive FIFO. A framing error (FERR = 1) does not preclude reception of additional characters. It is not necessary to clear the FERR bit. Reading the next character from the FIFO buffer will advance the FIFO to the next character and the next corresponding framing error.

The FERR bit can be forced clear by clearing the SPEN bit of the RCSTA register which resets the EUSART. Clearing the CREN bit of the RCSTA register does not affect the FERR bit. A framing error by itself does not generate an interrupt.

Note: If all receive characters in the receive FIFO have framing errors, repeated reads of the RCREG will not clear the FERR bit.
--

12.1.2.5 Receive Overrun Error

The receive FIFO buffer can hold two characters. An overrun error will be generated if a third character, in its entirety, is received before the FIFO is accessed. When this happens the OERR bit of the RCSTA register is set. The characters already in the FIFO buffer can be read but no additional characters will be received until the error is cleared. The error must be cleared by either clearing the CREN bit of the RCSTA register or by resetting the EUSART by clearing the SPEN bit of the RCSTA register.

12.1.2.6 Receiving 9-bit Characters

The EUSART supports 9-bit character reception. When the RX9 bit of the RCSTA register is set the EUSART will shift nine bits into the RSR for each character received. The RX9D bit of the RCSTA register is the ninth and Most Significant data bit of the top unread character in the receive FIFO. When reading 9-bit data from the receive FIFO buffer, the RX9D data bit must be read before reading the eight Least Significant bits from the RCREG.

12.1.2.7 Address Detection

A special Address Detection mode is available for use when multiple receivers share the same transmission line, such as in RS-485 systems. Address detection is enabled by setting the ADDEN bit of the RCSTA register.

Address detection requires 9-bit character reception. When address detection is enabled, only characters with the ninth data bit set will be transferred to the receive FIFO buffer, thereby setting the RCIF interrupt bit. All other characters will be ignored.

Upon receiving an address character, user software determines if the address matches its own. Upon address match, user software must disable address detection by clearing the ADDEN bit before the next Stop bit occurs. When user software detects the end of the message, determined by the message protocol used, software places the receiver back into the Address Detection mode by setting the ADDEN bit.

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12.1.2.8 Asynchronous Reception Set-up:

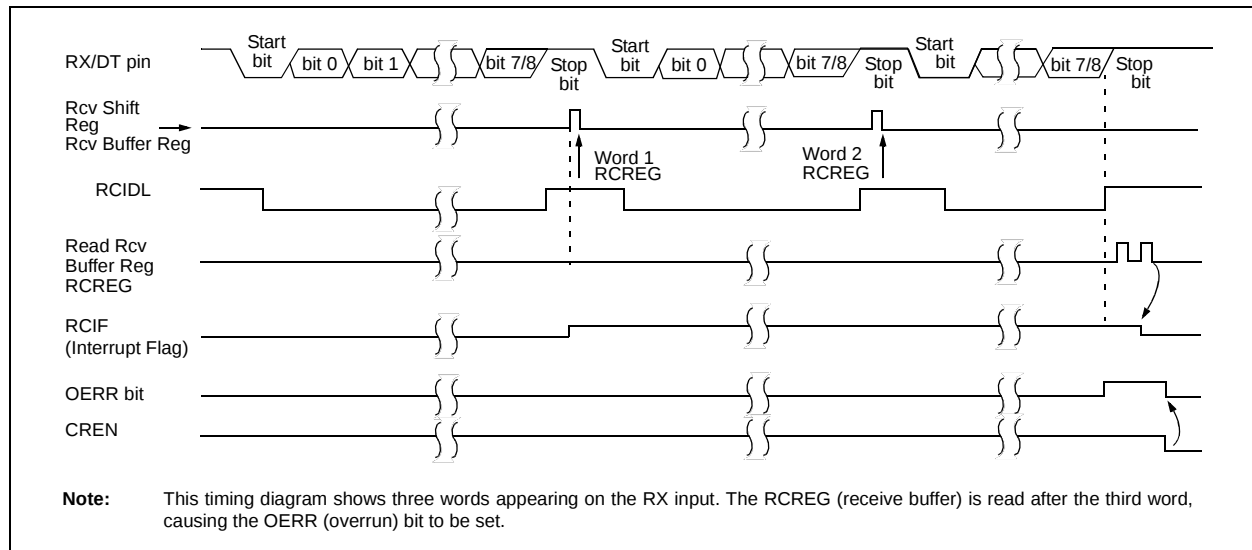
1. Initialize the SPBRGH, SPBRG register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see [Section 12.3 “EUSART Baud Rate Generator \(BRG\)”](#)).
2. Enable the serial port by setting the SPEN bit. The SYNC bit must be clear for asynchronous operation.
3. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. If 9-bit reception is desired, set the RX9 bit.
5. Enable reception by setting the CREN bit.
6. The RCIF interrupt flag bit will be set when a character is transferred from the RSR to the receive buffer. An interrupt will be generated if the RCIE interrupt enable bit was also set.
7. Read the RCSTA register to get the error flags and, if 9-bit data reception is enabled, the ninth data bit.
8. Get the received 8 Least Significant data bits from the receive buffer by reading the RCREG register.
9. If an overrun occurred, clear the OERR flag by clearing the CREN receiver enable bit.

12.1.2.9 9-bit Address Detection Mode Set-up

This mode would typically be used in RS-485 systems. To set up an Asynchronous Reception with Address Detect Enable:

1. Initialize the SPBRGH, SPBRG register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see [Section 12.3 “EUSART Baud Rate Generator \(BRG\)”](#)).
2. Enable the serial port by setting the SPEN bit. The SYNC bit must be clear for asynchronous operation.
3. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. Enable 9-bit reception by setting the RX9 bit.
5. Enable address detection by setting the ADDEN bit.
6. Enable reception by setting the CREN bit.
7. The RCIF interrupt flag bit will be set when a character with the ninth bit set is transferred from the RSR to the receive buffer. An interrupt will be generated if the RCIE interrupt enable bit was also set.
8. Read the RCSTA register to get the error flags. The ninth data bit will always be set.
9. Get the received eight Least Significant data bits from the receive buffer by reading the RCREG register. Software determines if this is the device's address.
10. If an overrun occurred, clear the OERR flag by clearing the CREN receiver enable bit.
11. If the device has been addressed, clear the ADDEN bit to allow all received data into the receive buffer and generate interrupts.

FIGURE 12-5: ASYNCHRONOUS RECEPTION



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TABLE 12-2: REGISTERS ASSOCIATED WITH ASYNCHRONOUS RECEPTION

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
RCREG	EUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4					1111 ----	1111 ----
TXREG	EUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SEnDB	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, – = unimplemented read as '0'. Shaded cells are not used for Asynchronous Reception.

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12.2 Clock Accuracy with Asynchronous Operation

The factory calibrates the internal oscillator block output (INTOSC). However, the INTOSC frequency may drift as V_{DD} or temperature changes, and this directly affects the asynchronous baud rate. Two methods may be used to adjust the baud rate clock, but both require a reference clock source of some kind.

The first (preferred) method uses the OSCTUNE register to adjust the INTOSC output. Adjusting the value in the OSCTUNE register allows for fine resolution changes to the system clock source. See [Section 3.5 “Internal Clock Modes”](#) for more information.

The other method adjusts the value in the Baud Rate Generator. This can be done automatically with the Auto-Baud Detect feature (see [Section 12.3.1 “Auto-Baud Detect”](#)). There may not be fine enough resolution when adjusting the Baud Rate Generator to compensate for a gradual change in the peripheral clock frequency.

REGISTER 12-1: TXSTA: TRANSMIT STATUS AND CONTROL REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-1	R/W-0
CSRC	TX9	TXEN ⁽¹⁾	SYNC	SENDB	BRGH	TRMT	TX9D
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 7	CSRC: Clock Source Select bit <u>Asynchronous mode:</u> Don't care <u>Synchronous mode:</u> 1 = Master mode (clock generated internally from BRG) 0 = Slave mode (clock from external source)
bit 6	TX9: 9-bit Transmit Enable bit 1 = Selects 9-bit transmission 0 = Selects 8-bit transmission
bit 5	TXEN: Transmit Enable bit ⁽¹⁾ 1 = Transmit enabled 0 = Transmit disabled
bit 4	SYNC: EUSART Mode Select bit 1 = Synchronous mode 0 = Asynchronous mode
bit 3	SENDB: Send Break Character bit <u>Asynchronous mode:</u> 1 = Send Sync Break on next transmission (cleared by hardware upon completion) 0 = Sync Break transmission completed <u>Synchronous mode:</u> Don't care
bit 2	BRGH: High Baud Rate Select bit <u>Asynchronous mode:</u> 1 = High speed 0 = Low speed <u>Synchronous mode:</u> Unused in this mode
bit 1	TRMT: Transmit Shift Register Status bit 1 = TSR empty 0 = TSR full
bit 0	TX9D: Ninth bit of Transmit Data Can be address/data bit or a parity bit.

Note 1: SREN/CREN overrides TXEN in Sync mode.

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REGISTER 12-2: RCSTA: RECEIVE STATUS AND CONTROL REGISTER⁽¹⁾

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-0	R-0	R-x
SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

- bit 7 **SPEN:** Serial Port Enable bit
1 = Serial port enabled (configures RX/DT and TX/CK pins as serial port pins)
0 = Serial port disabled (held in Reset)
- bit 6 **RX9:** 9-bit Receive Enable bit
1 = Selects 9-bit reception
0 = Selects 8-bit reception
- bit 5 **SREN:** Single Receive Enable bit
Asynchronous mode:
Don't care
Synchronous mode – Master:
1 = Enables single receive
0 = Disables single receive
This bit is cleared after reception is complete.
Synchronous mode – Slave
Don't care
- bit 4 **CREN:** Continuous Receive Enable bit
Asynchronous mode:
1 = Enables receiver
0 = Disables receiver
Synchronous mode:
1 = Enables continuous receive until enable bit CREN is cleared (CREN overrides SREN)
0 = Disables continuous receive
- bit 3 **ADDEN:** Address Detect Enable bit
Asynchronous mode 9-bit (RX9 = 1):
1 = Enables address detection, enable interrupt and load the receive buffer when RSR<8> is set
0 = Disables address detection, all bytes are received and ninth bit can be used as parity bit
Asynchronous mode 8-bit (RX9 = 0):
Don't care
- bit 2 **FERR:** Framing Error bit
1 = Framing error (can be updated by reading RCREG register and receive next valid byte)
0 = No framing error
- bit 1 **OERR:** Overrun Error bit
1 = Overrun error (can be cleared by clearing bit CREN)
0 = No overrun error
- bit 0 **RX9D:** Ninth bit of Received Data
This can be address/data bit or a parity bit and must be calculated by user firmware.

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REGISTER 12-3: BAUDCTL: BAUD RATE CONTROL REGISTER

R-0	R-1	U-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0
ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN
bit 7						bit 0	

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 7 **ABDOVF:** Auto-Baud Detect Overflow bit

Asynchronous mode:

1 = Auto-baud timer overflowed

0 = Auto-baud timer did not overflow

Synchronous mode:

Don't care

bit 6 **RCIDL:** Receive Idle Flag bit

Asynchronous mode:

1 = Receiver is Idle

0 = Start bit has been received and the receiver is receiving

Synchronous mode:

Don't care

bit 5 **Unimplemented:** Read as '0'

bit 4 **SCKP:** Synchronous Clock Polarity Select bit

Asynchronous mode:

1 = Transmit inverted data to the RB7/TX/CK pin

0 = Transmit non-inverted data to the RB7/TX/CK pin

Synchronous mode:

1 = Data is clocked on rising edge of the clock

0 = Data is clocked on falling edge of the clock

bit 3 **BRG16:** 16-bit Baud Rate Generator bit

1 = 16-bit Baud Rate Generator is used

0 = 8-bit Baud Rate Generator is used

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

bit 1 **WUE:** Wake-up Enable bit

Asynchronous mode:

1 = Receiver is waiting for a falling edge. No character will be received byte RCIF will be set. WUE will automatically clear after RCIF is set.

0 = Receiver is operating normally

Synchronous mode:

Don't care

bit 0 **ABDEN:** Auto-Baud Detect Enable bit

Asynchronous mode:

1 = Auto-Baud Detect mode is enabled (clears when auto-baud is complete)

0 = Auto-Baud Detect mode is disabled

Synchronous mode:

Don't care

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12.3 EUSART Baud Rate Generator (BRG)

The Baud Rate Generator (BRG) is an 8-bit or 16-bit timer that is dedicated to the support of both the asynchronous and synchronous EUSART operation. By default, the BRG operates in 8-bit mode. Setting the BRG16 bit of the BAUDCTL register selects 16-bit mode.

The SPBRGH, SPBRG register pair determines the period of the free running baud rate timer. In Asynchronous mode the multiplier of the baud rate period is determined by both the BRGH bit of the TXSTA register and the BRG16 bit of the BAUDCTL register. In Synchronous mode, the BRGH bit is ignored.

Table 12-3 contains the formulas for determining the baud rate. Example 12-1 provides a sample calculation for determining the baud rate and baud rate error.

Typical baud rates and error values for various asynchronous modes have been computed for your convenience and are shown in Table 12-3. It may be advantageous to use the high baud rate (BRGH = 1), or the 16-bit BRG (BRG16 = 1) to reduce the baud rate error. The 16-bit BRG mode is used to achieve slow baud rates for fast oscillator frequencies.

Writing a new value to the SPBRGH, SPBRG register pair causes the BRG timer to be reset (or cleared). This ensures that the BRG does not wait for a timer overflow before outputting the new baud rate.

If the system clock is changed during an active receive operation, a receive error or data loss may result. To avoid this problem, check the status of the RCIDL bit to make sure that the receive operation is Idle before changing the system clock.

EXAMPLE 12-1: CALCULATING BAUD RATE ERROR

For a device with Fosc of 16 MHz, desired baud rate of 9600, Asynchronous mode, 8-bit BRG:

$$\text{Desired Baud Rate} = \frac{F_{\text{OSC}}}{64([SPBRGH:SPBRG] + 1)}$$

Solving for SPBRGH:SPBRG:

$$X = \frac{\frac{F_{\text{OSC}}}{\text{Desired Baud Rate}}}{64} - 1$$

$$= \frac{\frac{16000000}{9600}}{64} - 1$$

$$= [25.042] = 25 \text{ decimal}$$

$$\text{Calculated Baud Rate} = \frac{16000000}{64(25 + 1)}$$

$$= 9615$$

$$\text{Error} = \frac{\text{Calc. Baud Rate} - \text{Desired Baud Rate}}{\text{Desired Baud Rate}}$$

$$= \frac{(9615 - 9600)}{9600} = 0.16\%$$

TABLE 12-3: BAUD RATE FORMULAS

Configuration Bits			BRG/EUSART Mode	Baud Rate Formula
SYNC	BRG16	BRGH		
0	0	0	8-bit/Asynchronous	Fosc/[64 (n+1)]
0	0	1	8-bit/Asynchronous	Fosc/[16 (n+1)]
0	1	0	16-bit/Asynchronous	
0	1	1	16-bit/Asynchronous	Fosc/[4 (n+1)]
1	0	x	8-bit/Synchronous	
1	1	x	16-bit/Synchronous	

Legend: x = Don't care, n = value of SPBRGH, SPBRG register pair

TABLE 12-4: REGISTERS ASSOCIATED WITH THE BAUD RATE GENERATOR

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, - = unimplemented read as '0'. Shaded cells are not used for the Baud Rate Generator.

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TABLE 12-5: BAUD RATES FOR ASYNCHRONOUS MODES

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 0											
	Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 11.0592 MHz			Fosc = 8.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	—	—	—
1200	1221	1.73	255	1200	0.00	239	1200	0.00	143	1202	0.16	103
2400	2404	0.16	129	2400	0.00	119	2400	0.00	71	2404	0.16	51
9600	9470	-1.36	32	9600	0.00	29	9600	0.00	17	9615	0.16	12
10417	10417	0.00	29	10286	-1.26	27	10165	-2.42	16	10417	0.00	11
19.2k	19.53k	1.73	15	19.20k	0.00	14	19.20k	0.00	8	—	—	—
57.6k	—	—	—	57.60k	0.00	7	57.60k	0.00	2	—	—	—
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 0											
	Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 2.000 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	300	0.16	207	300	0.00	191	300	0.16	103	300	0.16	51
1200	1202	0.16	51	1200	0.00	47	1202	0.16	25	1202	0.16	12
2400	2404	0.16	25	2400	0.00	23	2404	0.16	12	—	—	—
9600	—	—	—	9600	0.00	5	—	—	—	—	—	—
10417	10417	0.00	5	—	—	—	10417	0.00	2	—	—	—
19.2k	—	—	—	19.20k	0.00	2	—	—	—	—	—	—
57.6k	—	—	—	57.60k	0.00	0	—	—	—	—	—	—
115.2k	—	—	—	—	—	—	—	—	—	—	—	—

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 0											
	Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 11.0592 MHz			Fosc = 8.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	—	—	—
1200	—	—	—	—	—	—	—	—	—	—	—	—
2400	—	—	—	—	—	—	—	—	—	2404	0.16	207
9600	9615	0.16	129	9600	0.00	119	9600	0.00	71	9615	0.16	51
10417	10417	0.00	119	10378	-0.37	110	10473	0.53	65	10417	0.00	47
19.2k	19.23k	0.16	64	19.20k	0.00	59	19.20k	0.00	35	19231	0.16	25
57.6k	56.82k	-1.36	21	57.60k	0.00	19	57.60k	0.00	11	55556	-3.55	8
115.2k	113.64k	-1.36	10	115.2k	0.00	9	115.2k	0.00	5	—	—	—

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TABLE 12-5: BAUD RATES FOR ASYNCHRONOUS MODES (CONTINUED)

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 0											
	Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 2.000 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	—	—	—	—	—	—	—	—	—	300	0.16	207
1200	1202	0.16	207	1200	0.00	191	1202	0.16	103	1202	0.16	51
2400	2404	0.16	103	2400	0.00	95	2404	0.16	51	2404	0.16	25
9600	9615	0.16	25	9600	0.00	23	9615	0.16	12	—	—	—
10417	10417	0.00	23	10473	0.53	21	10417	0.00	11	10417	0.00	5
19.2k	19.23k	0.16	12	19.2k	0.00	11	—	—	—	—	—	—
57.6k	—	—	—	57.60k	0.00	3	—	—	—	—	—	—
115.2k	—	—	—	115.2k	0.00	1	—	—	—	—	—	—

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 1											
	Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 11.0592 MHz			Fosc = 8.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	300.0	-0.01	4166	300.0	0.00	3839	300.0	0.00	2303	299.9	-0.02	1666
1200	1200	-0.03	1041	1200	0.00	959	1200	0.00	575	1199	-0.08	416
2400	2399	-0.03	520	2400	0.00	479	2400	0.00	287	2404	0.16	207
9600	9615	0.16	129	9600	0.00	119	9600	0.00	71	9615	0.16	51
10417	10417	0.00	119	10378	-0.37	110	10473	0.53	65	10417	0.00	47
19.2k	19.23k	0.16	64	19.20k	0.00	59	19.20k	0.00	35	19.23k	0.16	25
57.6k	56.818	-1.36	21	57.60k	0.00	19	57.60k	0.00	11	55556	-3.55	8
115.2k	113.636	-1.36	10	115.2k	0.00	9	115.2k	0.00	5	—	—	—

BAUD RATE	SYNC = 0, BRGH = 0, BRG16 = 1											
	Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 2.000 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	300.1	0.04	832	300.0	0.00	767	299.8	-0.108	416	300.5	0.16	207
1200	1202	0.16	207	1200	0.00	191	1202	0.16	103	1202	0.16	51
2400	2404	0.16	103	2400	0.00	95	2404	0.16	51	2404	0.16	25
9600	9615	0.16	25	9600	0.00	23	9615	0.16	12	—	—	—
10417	10417	0.00	23	10473	0.53	21	10417	0.00	11	10417	0.00	5
19.2k	19.23k	0.16	12	19.20k	0.00	11	—	—	—	—	—	—
57.6k	—	—	—	57.60k	0.00	3	—	—	—	—	—	—
115.2k	—	—	—	115.2k	0.00	1	—	—	—	—	—	—

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TABLE 12-5: BAUD RATES FOR ASYNCHRONOUS MODES (CONTINUED)

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 1 or SYNC = 1, BRG16 = 1											
	Fosc = 20.000 MHz			Fosc = 18.432 MHz			Fosc = 11.0592 MHz			Fosc = 8.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	300.0	0.00	16665	300.0	0.00	15359	300.0	0.00	9215	300.0	0.00	6666
1200	1200	-0.01	4166	1200	0.00	3839	1200	0.00	2303	1200	-0.02	1666
2400	2400	0.02	2082	2400	0.00	1919	2400	0.00	1151	2401	0.04	832
9600	9597	-0.03	520	9600	0.00	479	9600	0.00	287	9615	0.16	207
10417	10417	0.00	479	10425	0.08	441	10433	0.16	264	10417	0	191
19.2k	19.23k	0.16	259	19.20k	0.00	239	19.20k	0.00	143	19.23k	0.16	103
57.6k	57.47k	-0.22	86	57.60k	0.00	79	57.60k	0.00	47	57.14k	-0.79	34
115.2k	116.3k	0.94	42	115.2k	0.00	39	115.2k	0.00	23	117.6k	2.12	16

BAUD RATE	SYNC = 0, BRGH = 1, BRG16 = 1 or SYNC = 1, BRG16 = 1											
	Fosc = 4.000 MHz			Fosc = 3.6864 MHz			Fosc = 2.000 MHz			Fosc = 1.000 MHz		
	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)	Actual Rate	% Error	SPBRG value (decimal)
300	300.0	0.01	3332	300.0	0.00	3071	299.9	-0.02	1666	300.1	0.04	832
1200	1200	0.04	832	1200	0.00	767	1199	-0.08	416	1202	0.16	207
2400	2398	0.08	416	2400	0.00	383	2404	0.16	207	2404	0.16	103
9600	9615	0.16	103	9600	0.00	95	9615	0.16	51	9615	0.16	25
10417	10417	0.00	95	10473	0.53	87	10417	0.00	47	10417	0.00	23
19.2k	19.23k	0.16	51	19.20k	0.00	47	19.23k	0.16	25	19.23k	0.16	12
57.6k	58.82k	2.12	16	57.60k	0.00	15	55.56k	-3.55	8	—	—	—
115.2k	111.1k	-3.55	8	115.2k	0.00	7	—	—	—	—	—	—

12.3.1 AUTO-BAUD DETECT

The EUSART module supports automatic detection and calibration of the baud rate.

In the Auto-Baud Detect (ABD) mode, the clock to the BRG is reversed. Rather than the BRG clocking the incoming RX signal, the RX signal is timing the BRG. The Baud Rate Generator is used to time the period of a received 55h (ASCII “U”) which is the Sync character for the LIN bus. The unique feature of this character is that it has five rising edges including the Stop bit edge.

Setting the ABDEN bit of the BAUDCTL register starts the auto-baud calibration sequence (Figure 12-6). While the ABD sequence takes place, the EUSART state machine is held in Idle. On the first rising edge of the receive line, after the Start bit, the SPBRG begins counting up using the BRG counter clock as shown in Table 12-6. The fifth rising edge will occur on the RX pin at the end of the eighth bit period. At that time, an accumulated value totaling the proper BRG period is left in the SPBRGH, SPBRG register pair, the ABDEN bit is automatically cleared and the RCIF interrupt flag is set. The value in the RCREG needs to be read to clear the RCIF interrupt. RCREG content should be discarded. When calibrating for modes that do not use the SPBRGH register the user can verify that the SPBRG register did not overflow by checking for 00h in the SPBRGH register.

The BRG auto-baud clock is determined by the BRG16 and BRGH bits as shown in Table 12-6. During ABD, both the SPBRGH and SPBRG registers are used as a 16-bit counter, independent of the BRG16 bit setting. While calibrating the baud rate period, the SPBRGH

and SPBRG registers are clocked at 1/8th the BRG base clock rate. The resulting byte measurement is the average bit time when clocked at full speed.

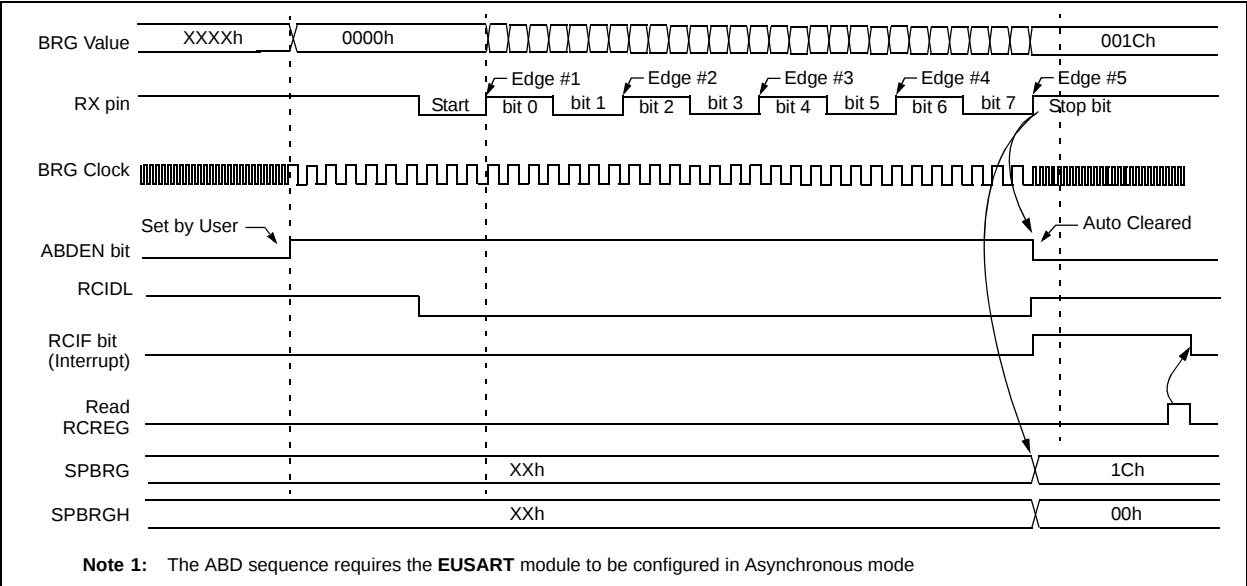
- Note 1: If the WUE bit is set with the ABDEN bit, auto-baud detection will occur on the byte following the Break character (see Section 12.3.2 “Auto-Wake-up on Break”).
- 2: It is up to the user to determine that the incoming character baud rate is within the range of the selected BRG clock source. Some combinations of oscillator frequency and EUSART baud rates are not possible.
- 3: During the auto-baud process, the auto-baud counter starts counting at 1. Upon completion of the auto-baud sequence, to achieve maximum accuracy, subtract 1 from the SPBRGH:SPBRG register pair.

TABLE 12-6: BRG COUNTER CLOCK RATES

BRG16	BRGH	BRG Base Clock	BRG ABD Clock
0	0	Fosc/64	Fosc/512
0	1	Fosc/16	Fosc/128
1	0	Fosc/16	Fosc/128
1	1	Fosc/4	Fosc/32

Note: During the ABD sequence, SPBRG and SPBRGH registers are both used as a 16-bit counter, independent of BRG16 setting.

FIGURE 12-6: AUTOMATIC BAUD RATE CALIBRATION



12.3.2 AUTO-WAKE-UP ON BREAK

During Sleep mode, all clocks to the EUSART are suspended. Because of this, the Baud Rate Generator is inactive and a proper character reception cannot be performed. The Auto-Wake-up feature allows the controller to wake-up due to activity on the RX/DT line. This feature is available only in Asynchronous mode.

The Auto-Wake-up feature is enabled by setting the WUE bit of the BAUDCTL register. Once set, the normal receive sequence on RX/DT is disabled, and the EUSART remains in an Idle state, monitoring for a wake-up event independent of the CPU mode. A wake-up event consists of a high-to-low transition on the RX/DT line. (This coincides with the start of a Sync Break or a wake-up signal character for the LIN protocol.)

The EUSART module generates an RCIF interrupt coincident with the wake-up event. The interrupt is generated synchronously to the Q clocks in normal CPU operating modes (Figure 12-7), and asynchronously if the device is in Sleep mode (Figure 12-8). The interrupt condition is cleared by reading the RCREG register.

The WUE bit is automatically cleared by the low-to-high transition on the RX line at the end of the Break. This signals to the user that the Break event is over. At this point, the EUSART module is in Idle mode waiting to receive the next character.

12.3.2.1 Special Considerations

Break Character

To avoid character errors or character fragments during a wake-up event, the wake-up character must be all zeros.

When the wake-up is enabled the function works independent of the low time on the data stream. If the WUE bit is set and a valid non-zero character is received, the low time from the Start bit to the first rising edge will be interpreted as the wake-up event. The remaining bits in the character will be received as a fragmented character and subsequent characters can result in framing or overrun errors.

Therefore, the initial character in the transmission must be all '0's. This must be ten or more bit times, 13-bit times recommended for LIN bus, or any number of bit times for standard RS-232 devices.

Oscillator Startup Time

Oscillator start-up time must be considered, especially in applications using oscillators with longer start-up intervals (i.e., LP, XT or HS/PLL mode). The Sync Break (or wake-up signal) character must be of sufficient length, and be followed by a sufficient interval, to allow enough time for the selected oscillator to start and provide proper initialization of the EUSART.

WUE Bit

The wake-up event causes a receive interrupt by setting the RCIF bit. The WUE bit is cleared in hardware by a rising edge on RX/DT. The interrupt condition is then cleared in software by reading the RCREG register and discarding its contents.

To ensure that no actual data is lost, check the RCIDL bit to verify that a receive operation is not in process before setting the WUE bit. If a receive operation is not occurring, the WUE bit may then be set just prior to entering the Sleep mode.

FIGURE 12-7: AUTO-WAKE-UP BIT (WUE) TIMING DURING NORMAL OPERATION

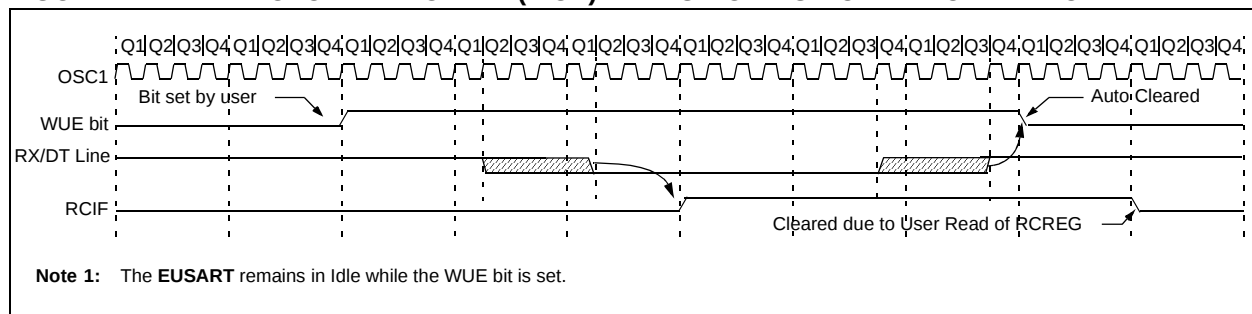
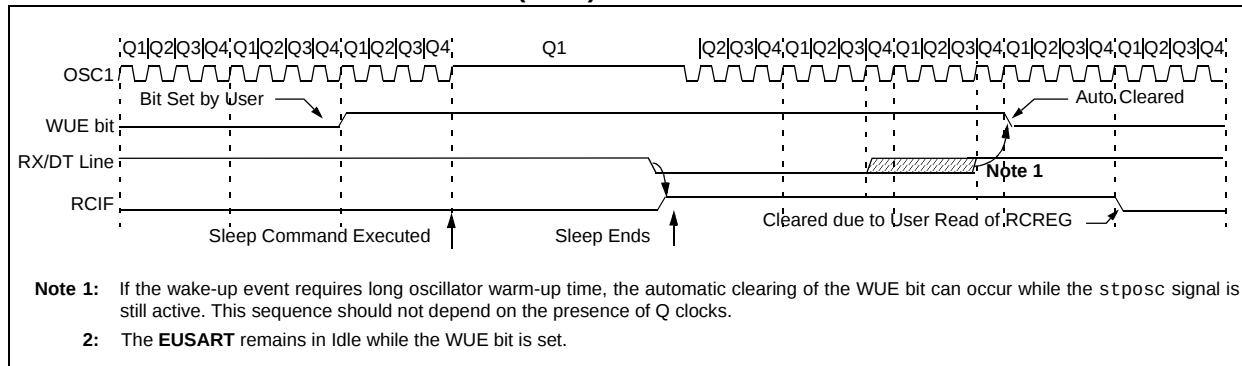


FIGURE 12-8: AUTO-WAKE-UP BIT (WUE) TIMINGS DURING SLEEP



12.3.3 BREAK CHARACTER SEQUENCE

The EUSART module has the capability of sending the special Break character sequences that are required by the LIN bus standard. A Break character consists of a Start bit, followed by 12 '0' bits and a Stop bit.

To send a Break character, set the SENDB and TXEN bits of the TXSTA register. The Break character transmission is then initiated by a write to the TXREG. The value of data written to TXREG will be ignored and all '0's will be transmitted.

The SENDB bit is automatically reset by hardware after the corresponding Stop bit is sent. This allows the user to preload the transmit FIFO with the next transmit byte following the Break character (typically, the Sync character in the LIN specification).

The TRMT bit of the TXSTA register indicates when the transmit operation is active or Idle, just as it does during normal transmission. See Figure 12-9 for the timing of the Break character sequence.

12.3.3.1 Break and Sync Transmit Sequence

The following sequence will start a message frame header made up of a Break, followed by an auto-baud Sync byte. This sequence is typical of a LIN bus master.

1. Configure the EUSART for the desired mode.
2. Set the TXEN and SENDB bits to enable the Break sequence.
3. Load the TXREG with a dummy character to initiate transmission (the value is ignored).
4. Write '55h' to TXREG to load the Sync character into the transmit FIFO buffer.
5. After the Break has been sent, the SENDB bit is reset by hardware and the Sync character is then transmitted.

When the TXREG becomes empty, as indicated by the TXIF, the next data byte can be written to TXREG.

12.3.4 RECEIVING A BREAK CHARACTER

The Enhanced EUSART module can receive a Break character in two ways.

The first method to detect a Break character uses the FERR bit of the RSTA register and the Received data as indicated by RCREG. The Baud Rate Generator is assumed to have been initialized to the expected baud rate.

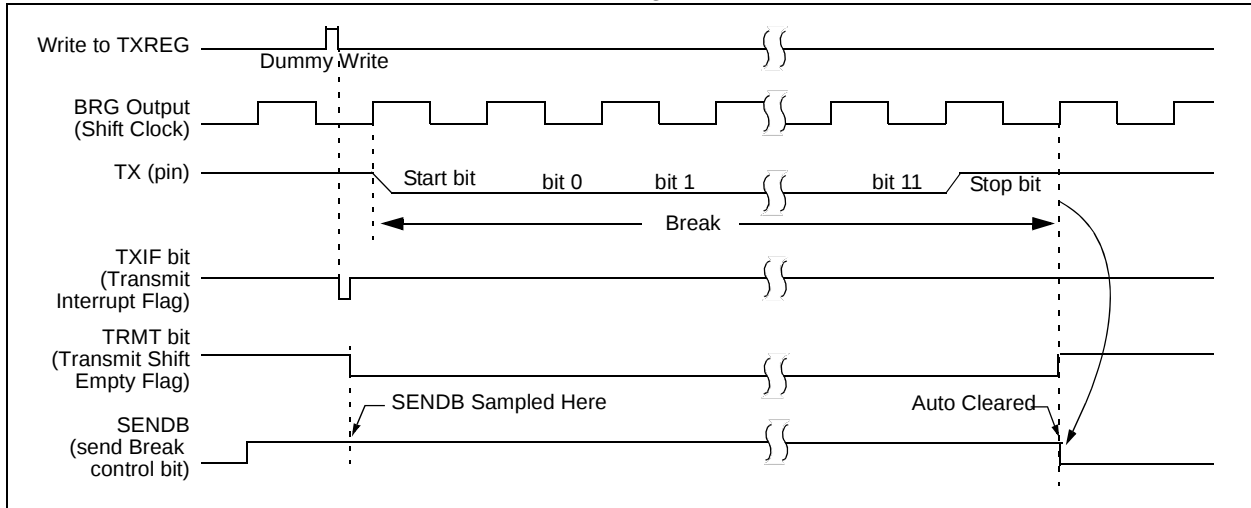
A Break character has been received when;

- RCIF bit is set
- FERR bit is set
- RCREG = 00h

The second method uses the Auto-Wake-up feature described in Section 12.3.2 "Auto-Wake-up on Break". By enabling this feature, the EUSART will sample the next two transitions on RX/DT, cause an RCIF interrupt, and receive the next data byte followed by another interrupt.

Note that following a Break character, the user will typically want to enable the Auto-Baud Detect feature. For both methods, the user can set the ABDEN bit of the BAUDCTL register before placing the EUSART in Sleep mode.

FIGURE 12-9: SEND BREAK CHARACTER SEQUENCE



12.4 EUSART Synchronous Mode

Synchronous serial communications are typically used in systems with a single master and one or more slaves. The master device contains the necessary circuitry for baud rate generation and supplies the clock for all devices in the system. Slave devices can take advantage of the master clock by eliminating the internal clock generation circuitry.

There are two signal lines in Synchronous mode: a bidirectional data line and a clock line. Slaves use the external clock supplied by the master to shift the serial data into and out of their respective receive and transmit shift registers. Since the data line is bidirectional, synchronous operation is half-duplex only. Half-duplex refers to the fact that master and slave devices can receive and transmit data but not both simultaneously. The EUSART can operate as either a master or slave device.

Start and Stop bits are not used in synchronous transmissions.

12.4.1 SYNCHRONOUS MASTER MODE

The following bits are used to configure the EUSART for Synchronous Master operation:

- SYNC = 1
- CSRC = 1
- SREN = 0 (for transmit); SREN = 1 (for receive)
- CREN = 0 (for transmit); CREN = 1 (for receive)
- SPEN = 1

Setting the SYNC bit of the TXSTA register configures the device for synchronous operation. Setting the CSRC bit of the TXSTA register configures the device as a master. Clearing the SREN and CREN bits of the RCSTA register ensures that the device is in the Transmit mode, otherwise the device will be configured to receive. Setting the SPEN bit of the RCSTA register enables the EUSART. If the RX/DT or TX/CK pins are shared with an analog peripheral the analog I/O functions must be disabled by clearing the corresponding ANSEL bits.

12.4.1.1 Master Clock

Synchronous data transfers use a separate clock line, which is synchronous with the data. A device configured as a master transmits the clock on the TX/CK line. The TX/CK pin output driver is automatically enabled when the EUSART is configured for synchronous transmit or receive operation. Serial data bits change on the leading edge to ensure they are valid at the trailing edge of each clock. One clock cycle is generated for each data bit. Only as many clock cycles are generated as there are data bits.

12.4.1.2 Clock Polarity

A clock polarity option is provided for Microwire compatibility. Clock polarity is selected with the SCKP bit of the BAUDCTL register. Setting the SCKP bit sets the clock Idle state as high. When the SCKP bit is set, the data changes on the falling edge of each clock. Clearing the SCKP bit sets the Idle state as low. When the SCKP bit is cleared, the data changes on the rising edge of each clock.

12.4.1.3 Synchronous Master Transmission

Data is transferred out of the device on the RX/DT pin. The RX/DT and TX/CK pin output drivers are automatically enabled when the EUSART is configured for synchronous master transmit operation.

A transmission is initiated by writing a character to the TXREG register. If the TSR still contains all or part of a previous character the new character data is held in the TXREG until the last bit of the previous character has been transmitted. 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. The transmission of the character commences immediately following the transfer of the data to the TSR from the TXREG.

Each data bit changes on the leading edge of the master clock and remains valid until the subsequent leading clock edge.

Note:	The TSR register is not mapped in data memory, so it is not available to the user.
--------------	--

12.4.1.4 Synchronous Master Transmission Set-up:

1. Initialize the SPBRGH, SPBRG register pair and the BRGH and BRG16 bits to achieve the desired baud rate (see [Section 12.3 “EUSART Baud Rate Generator \(BRG\)”](#)).
2. Enable the synchronous master serial port by setting bits SYNC, SPEN, and CSRC.
3. Disable Receive mode by clearing bits SREN and CREN.
4. Enable Transmit mode by setting the TXEN bit.
5. If 9-bit transmission is desired, set the TX9 bit.
6. If interrupts are desired, set the TXIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
7. If 9-bit transmission is selected, the ninth bit should be loaded in the TX9D bit.
8. Start transmission by loading data to the TXREG register.

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FIGURE 12-10: SYNCHRONOUS TRANSMISSION

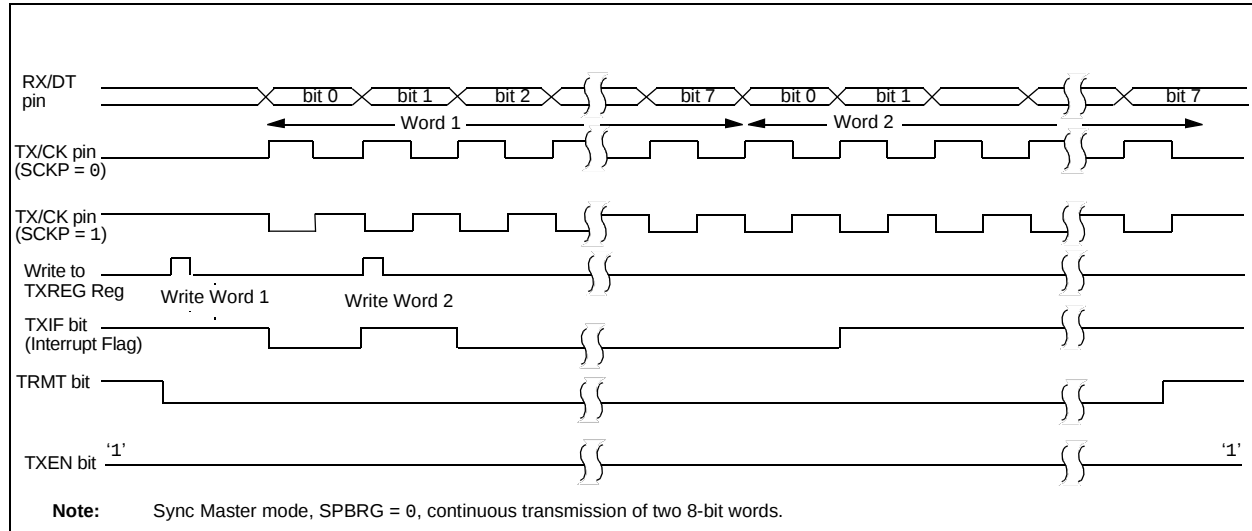


FIGURE 12-11: SYNCHRONOUS TRANSMISSION (THROUGH TXEN)

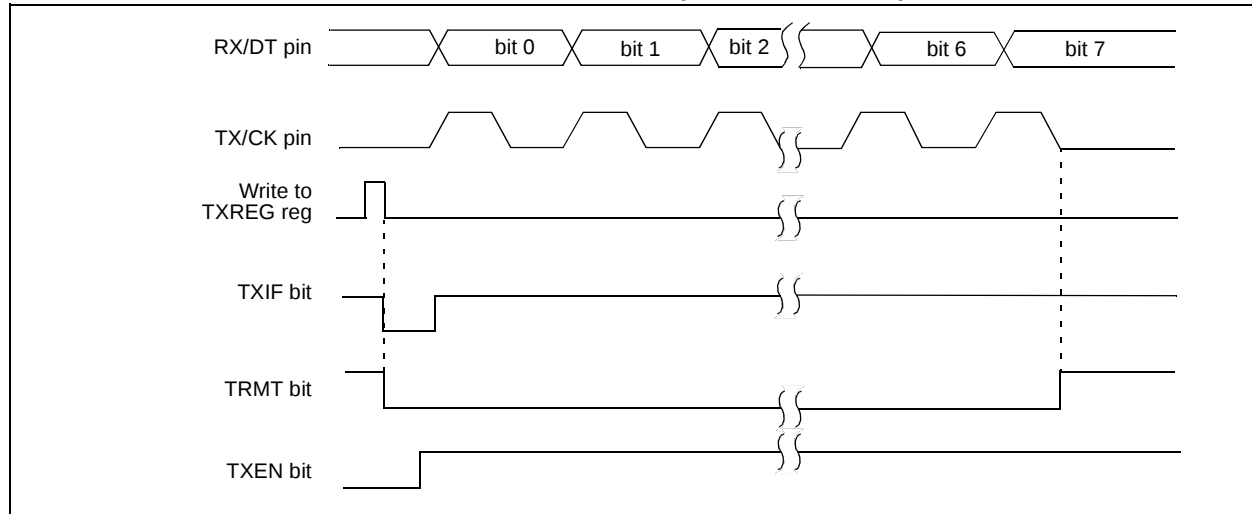


TABLE 12-7: REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER TRANSMISSION

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
INTCON	GIE	PEIE	TOIE	INTE	RABIE	TOIF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
RCREG	EUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4					1111 ----	1111 ----
TXREG	EUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SEnDB	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, — = unimplemented read as '0'. Shaded cells are not used for Synchronous Master Transmission.

12.4.1.5 Synchronous Master Reception

Data is received at the RX/DT pin. The RX/DT pin output driver is automatically disabled when the EUSART is configured for synchronous master receive operation.

In Synchronous mode, reception is enabled by setting either the Single Receive Enable bit (SREN of the RCSTA register) or the Continuous Receive Enable bit (CREN of the RCSTA register).

When SREN is set and CREN is clear, only as many clock cycles are generated as there are data bits in a single character. The SREN bit is automatically cleared at the completion of one character. When CREN is set, clocks are continuously generated until CREN is cleared. If CREN is cleared in the middle of a character the CK clock stops immediately and the partial character is discarded. If SREN and CREN are both set, then SREN is cleared at the completion of the first character and CREN takes precedence.

To initiate reception, set either SREN or CREN. Data is sampled at the RX/DT pin on the trailing edge of the TX/CK clock pin and is shifted into the Receive Shift Register (RSR). When a complete character is received into the RSR, the RCIF bit is set and the character is automatically transferred to the two character receive FIFO. The Least Significant eight bits of the top character in the receive FIFO are available in RCREG. The RCIF bit remains set as long as there are un-read characters in the receive FIFO.

12.4.1.6 Slave Clock

Synchronous data transfers use a separate clock line, which is synchronous with the data. A device configured as a slave receives the clock on the TX/CK line. The TX/CK pin output driver is automatically disabled when the device is configured for synchronous slave transmit or receive operation. Serial data bits change on the leading edge to ensure they are valid at the trailing edge of each clock. One data bit is transferred for each clock cycle. Only as many clock cycles should be received as there are data bits.

12.4.1.7 Receive Overrun Error

The receive FIFO buffer can hold two characters. An overrun error will be generated if a third character, in its entirety, is received before RCREG is read to access the FIFO. When this happens the OERR bit of the RCSTA register is set. Previous data in the FIFO will not be overwritten. The two characters in the FIFO buffer can be read, however, no additional characters will be received until the error is cleared. The OERR bit can only be cleared by clearing the overrun condition. If the overrun error occurred when the SREN bit is set and CREN is clear then the error is cleared by reading RCREG. If the overrun occurred when the CREN bit is

set then the error condition is cleared by either clearing the CREN bit of the RCSTA register or by clearing the SPEN bit which resets the EUSART.

12.4.1.8 Receiving 9-bit Characters

The EUSART supports 9-bit character reception. When the RX9 bit of the RCSTA register is set the EUSART will shift 9-bits into the RSR for each character received. The RX9D bit of the RCSTA register is the ninth, and Most Significant, data bit of the top unread character in the receive FIFO. When reading 9-bit data from the receive FIFO buffer, the RX9D data bit must be read before reading the eight Least Significant bits from the RCREG.

12.4.1.9 Synchronous Master Reception Set-up:

1. Initialize the SPBRGH, SPBRG register pair for the appropriate baud rate. Set or clear the BRGH and BRG16 bits, as required, to achieve the desired baud rate.
2. Enable the synchronous master serial port by setting bits SYNC, SPEN and CSRC.
3. Ensure bits CREN and SREN are clear.
4. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
5. If 9-bit reception is desired, set bit RX9.
6. Start reception by setting the SREN bit or for continuous reception, set the CREN bit.
7. Interrupt flag bit RCIF will be set when reception of a character is complete. An interrupt will be generated if the enable bit RCIE was set.
8. Read the RCSTA register to get the ninth bit (if enabled) and determine if any error occurred during reception.
9. Read the 8-bit received data by reading the RCREG register.
10. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCSTA register or by clearing the SPEN bit which resets the EUSART.

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FIGURE 12-12: SYNCHRONOUS RECEPTION (MASTER MODE, SREN)

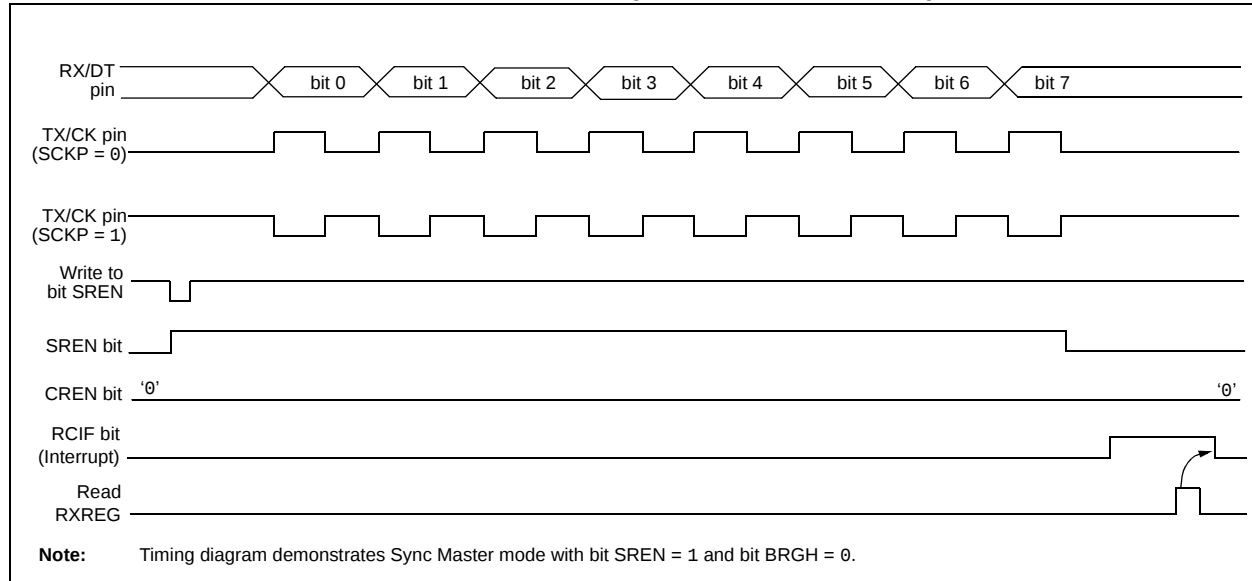


TABLE 12-8: REGISTERS ASSOCIATED WITH SYNCHRONOUS MASTER RECEPTION

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
RCREG	EUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4					1111 ----	1111 ----
TXREG	EUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, — = unimplemented read as '0'. Shaded cells are not used for Synchronous Master Reception.

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12.4.2 SYNCHRONOUS SLAVE MODE

The following bits are used to configure the EUSART for Synchronous slave operation:

- SYNC = 1
- CSRC = 0
- SREN = 0 (for transmit); SREN = 1 (for receive)
- CREN = 0 (for transmit); CREN = 1 (for receive)
- SPEN = 1

Setting the SYNC bit of the TXSTA register configures the device for synchronous operation. Clearing the CSRC bit of the TXSTA register configures the device as a slave. Clearing the SREN and CREN bits of the RCSTA register ensures that the device is in the Transmit mode, otherwise the device will be configured to receive. Setting the SPEN bit of the RCSTA register enables the EUSART. If the RX/DT or TX/CK pins are shared with an analog peripheral the analog I/O functions must be disabled by clearing the corresponding ANSEL bits.

12.4.2.1 EUSART Synchronous Slave Transmit

The operation of the Synchronous Master and Slave modes are identical (see [Section 12.4.1.3 “Synchronous Master Transmission”](#)), except in the case of the Sleep mode.

If two words are written to the TXREG and then the SLEEP instruction is executed, the following will occur:

1. The first character will immediately transfer to the TSR register and transmit.
2. The second word will remain in TXREG register.
3. The TXIF bit will not be set.
4. After the first character has been shifted out of TSR, the TXREG register will transfer the second character to the TSR and the TXIF bit will now be set.
5. If the PEIE and TXIE bits are set, the interrupt will wake the device from Sleep and execute the next instruction. If the GIE bit is also set, the program will call the Interrupt Service Routine.

12.4.2.2 Synchronous Slave Transmission Set-up:

1. Set the SYNC and SPEN bits and clear the CSRC bit.
2. Clear the CREN and SREN bits.
3. If interrupts are desired, set the TXIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
4. If 9-bit transmission is desired, set the TX9 bit.
5. Enable transmission by setting the TXEN bit.
6. If 9-bit transmission is selected, insert the Most Significant bit into the TX9D bit.
7. Start transmission by writing the Least Significant eight bits to the TXREG register.

TABLE 12-9: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE TRANSMISSION

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
RCREG	EUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4					1111 ----	1111 ----
TXREG	EUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SENDB	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, – = unimplemented read as ‘0’. Shaded cells are not used for Synchronous Slave Transmission.

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12.4.2.3 EUSART Synchronous Slave Reception

The operation of the Synchronous Master and Slave modes is identical ([Section 12.4.1.5 “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 RCREG register. If the RCIE 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.

12.4.2.4 Synchronous Slave Reception Set-up:

1. Set the SYNC and SPEN bits and clear the CSRC bit.
2. If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
3. If 9-bit reception is desired, set the RX9 bit.
4. Set the CREN bit to enable reception.
5. The RCIF bit will be set when reception is complete. An interrupt will be generated if the RCIE bit was set.
6. If 9-bit mode is enabled, retrieve the Most Significant bit from the RX9D bit of the RCSTA register.
7. Retrieve the eight Least Significant bits from the receive FIFO by reading the RCREG register.
8. If an overrun error occurs, clear the error by either clearing the CREN bit of the RCSTA register or by clearing the SPEN bit which resets the EUSART.

TABLE 12-10: REGISTERS ASSOCIATED WITH SYNCHRONOUS SLAVE RECEPTION

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
BAUDCTL	ABDOVF	RCIDL	—	SCKP	BRG16	—	WUE	ABDEN	01-0 0-00	01-0 0-00
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
RCREG	EUSART Receive Data Register								0000 0000	0000 0000
RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	0000 000x
SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	0000 0000
SPBRGH	BRG15	BRG14	BRG13	BRG12	BRG11	BRG10	BRG9	BRG8	0000 0000	0000 0000
TRISB	TRISB7	TRISB6	TRISB5	TRISB4					1111 ----	1111 ----
TXREG	EUSART Transmit Data Register								0000 0000	0000 0000
TXSTA	CSRC	TX9	TXEN	SYNC	SENDER	BRGH	TRMT	TX9D	0000 0010	0000 0010

Legend: x = unknown, – = unimplemented read as ‘0’. Shaded cells are not used for Synchronous Slave Reception.

12.5 EUSART Operation During Sleep

The EUSART WILL remain active during Sleep only in the Synchronous Slave mode. All other modes require the system clock and therefore cannot generate the necessary signals to run the Transmit or Receive Shift registers during Sleep.

Synchronous Slave mode uses an externally generated clock to run the Transmit and Receive Shift registers.

12.5.1 SYNCHRONOUS RECEIVE DURING SLEEP

To receive during Sleep, all the following conditions must be met before entering Sleep mode:

- RCSTA and TXSTA Control registers must be configured for Synchronous Slave Reception (see [Section 12.4.2.4 “Synchronous Slave Reception Set-up:”](#)).
- If interrupts are desired, set the RCIE bit of the PIE1 register and the GIE and PEIE bits of the INTCON register.
- The RCIF interrupt flag must be cleared by reading RCREG to unload any pending characters in the receive buffer.

Upon entering Sleep mode, the device will be ready to accept data and clocks on the RX/DT and TX/CK pins, respectively. When the data word has been completely clocked in by the external device, the RCIF interrupt flag bit of the PIR1 register will be set. Thereby, waking the processor from Sleep.

Upon waking from Sleep, the instruction following the SLEEP instruction will be executed. If the GIE Global Interrupt Enable bit of the INTCON register is also set, then the Interrupt Service Routine at address 004h will be called.

12.5.2 SYNCHRONOUS TRANSMIT DURING SLEEP

To transmit during Sleep, all the following conditions must be met before entering Sleep mode:

- RCSTA and TXSTA Control registers must be configured for Synchronous Slave Transmission (see [Section 12.4.2.2 “Synchronous Slave Transmission Set-up:”](#)).
 - The TXIF interrupt flag must be cleared by writing the output data to the TXREG, thereby filling the TSR and transmit buffer.
9. If interrupts are desired, set the TXIE bit of the PIE1 register and the PEIE bit of the INTCON register.
- Interrupt enable bits TXIE of the PIE1 register and PEIE of the INTCON register must set.

Upon entering Sleep mode, the device will be ready to accept clocks on TX/CK pin and transmit data on the RX/DT pin. When the data word in the TSR has been completely clocked out by the external device, the pending byte in the TXREG will transfer to the TSR and the TXIF flag will be set. Thereby, waking the processor from Sleep. At this point, the TXREG is available to accept another character for transmission, which will clear the TXIF flag.

Upon waking from Sleep, the instruction following the SLEEP instruction will be executed. If the GIE Global Interrupt Enable bit is also set then the Interrupt Service Routine at address 0004h will be called.

13.0 SSP MODULE OVERVIEW

The Synchronous Serial Port (SSP) module is a serial interface used to communicate with other peripheral or microcontroller devices. These peripheral devices may be serial EEPROMs, shift registers, display drivers, A/D converters, etc. The SSP module can operate in one of two modes:

- Serial Peripheral Interface (SPI)
- Inter-Integrated Circuit (I²C™)

Refer to Application Note AN578, "Use of the SSP Module in the Multi-Master Environment" (DS00578).

13.1 SPI Mode

This section contains register definitions and operational characteristics of the SPI module.

The SPI mode allows eight bits of data to be synchronously transmitted and received simultaneously. To accomplish communication, typically three pins are used:

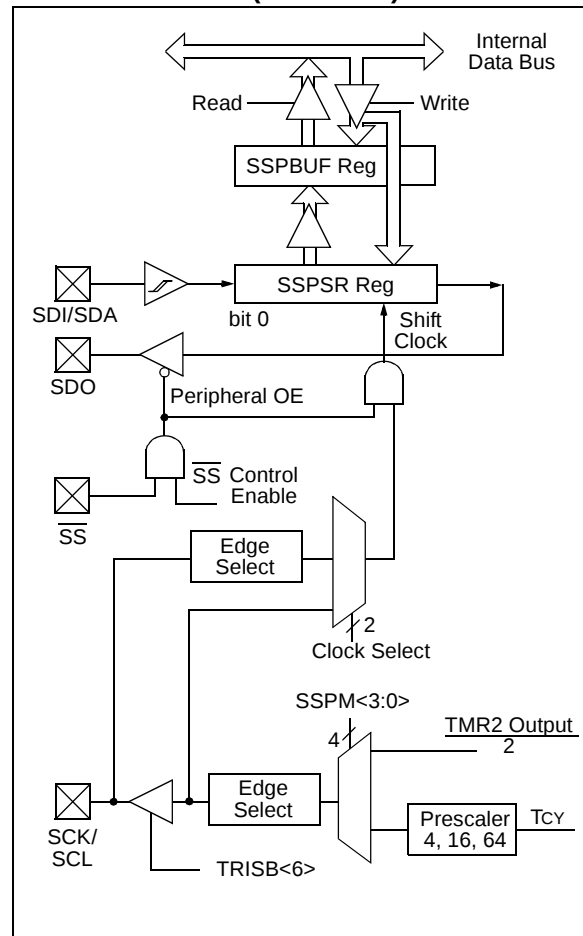
- Serial Data Out (SDO)
- Serial Data In (SDI)
- Serial Clock (SCK)

Additionally, a fourth pin may be used when in a Slave mode of operation:

- Slave Select ($\overline{SS}$)

- Note 1:** When the SPI is in Slave mode with $\overline{SS}$ pin control enabled (SSPM<3:0> bits of the SSPCON register = 0100), the SPI module will reset if the $\overline{SS}$ pin is set to VDD.
- 2: If the SPI is used in Slave mode with CKE = 1, then the $\overline{SS}$ pin control must be enabled.
 - 3: When the SPI is in Slave mode with $\overline{SS}$ pin control enabled (SSPM<3:0> bits of the SSPCON register = 0100), the state of the $\overline{SS}$ pin can affect the state read back from the TRISC<4> bit. The peripheral OE signal from the SSP module into PORTC controls the state that is read back from the TRISC<4> bit (see [Section 17.0 "Electrical Specifications"](#) for information on PORTC). If read-write-modify instructions, such as BSF, are performed on the TRISC register while the $\overline{SS}$ pin is high, this will cause the TRISC<7> bit to be set, thus disabling the SDO output.

FIGURE 13-1: SSP BLOCK DIAGRAM (SPI MODE)



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REGISTER 13-1: SSPSTAT: SYNC SERIAL PORT STATUS REGISTER⁽¹⁾

R/W-0	R/W-0	R-0	R-0	R-0	R-0	R-0	R-0
SMP	CKE	D/A	P	S	R/W	UA	BF
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

- bit 7 **SMP:** SPI Data Input Sample Phase bit
SPI Master mode:
 1 = Input data sampled at end of data output time
 0 = Input data sampled at middle of data output time (Microwire)
SPI Slave mode:
 SMP must be cleared when SPI is used in Slave mode
I²C™ mode:
 This bit must be maintained clear
- bit 6 **CKE:** SPI Clock Edge Select bit
SPI mode, CKP = 0:
 1 = Data transmitted on rising edge of SCK (Microwire alternate)
 0 = Data transmitted on falling edge of SCK
SPI mode, CKP = 1:
 1 = Data transmitted on falling edge of SCK (Microwire default)
 0 = Data transmitted on rising edge of SCK
I²C mode:
 This bit must be maintained clear
- bit 5 **D/A:** DATA/ADDRESS bit (I²C mode only)⁽²⁾
 1 = Indicates that the last byte received or transmitted was data
 0 = Indicates that the last byte received or transmitted was address
- bit 4 **P:** Stop bit (I²C mode only)
 This bit is cleared when the SSP module is disabled, or when the Start bit is detected last.
 SSPEN is cleared.
 1 = Indicates that a Stop bit has been detected last (this bit is '0' on Reset)
 0 = Stop bit was not detected last
- bit 3 **S:** Start bit (I²C mode only)
 This bit is cleared when the SSP module is disabled, or when the Stop bit is detected last.
 SSPEN is cleared.
 1 = Indicates that a Start bit has been detected last (this bit is '0' on Reset)
 0 = Start bit was not detected last
- bit 2 **R/W:** READ/WRITE bit Information (I²C mode only)
 This bit holds the R/W bit information following the last address match. This bit is only valid from the address match to the next Start bit, Stop bit or ACK bit.
 1 = Read
 0 = Write
- bit 1 **UA:** Update Address bit (10-bit I²C mode only)
 1 = Indicates that the user needs to update the address in the SSPADD register
 0 = Address does not need to be updated
- bit 0 **BF:** Buffer Full Status bit
Receive (SPI and I²C modes):
 1 = Receive complete, SSPBUF is full
 0 = Receive not complete, SSPBUF is empty
Transmit (I²C mode only):
 1 = Transmit in progress, SSPBUF is full
 0 = Transmit complete, SSPBUF is empty

Note 1: PIC16F687/PIC16F689/PIC16F690 only.

Note 2: Does not update if receive was ignored.

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REGISTER 13-2: SSPCON: SYNC SERIAL PORT CONTROL REGISTER⁽¹⁾

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
WCOL	SSPOV	SSPEN	CKP	SSPM3 ⁽²⁾	SSPM2 ⁽²⁾	SSPM1 ⁽²⁾	SSPM0 ⁽²⁾
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

- bit 7 **WCOL:** Write Collision Detect bit
1 = The SSPBUF register is written while it is still transmitting the previous word (must be cleared in software)
0 = No collision
- bit 6 **SSPOV:** Receive Overflow Indicator bit
In SPI mode:
1 = A new byte is received while the SSPBUF register is still holding the previous data. In case of overflow, the data in SSPSR is lost. Overflow can only occur in Slave mode. The user must read the SSPBUF, even if only transmitting data, to avoid setting overflow. In Master mode, the overflow bit is not set since each new reception (and transmission) is initiated by writing to the SSPBUF register.
0 = No overflow
In I²C™ mode:
1 = A byte is received while the SSPBUF register is still holding the previous byte. SSPOV is a “don't care” in Transmit mode. SSPOV must be cleared in software in either mode.
0 = No overflow
- bit 5 **SSPEN:** Synchronous Serial Port Enable bit
In SPI mode:
1 = Enables serial port and configures SCK, SDO and SDI as serial port pins
0 = Disables serial port and configures these pins as I/O port pins
In I²C mode:
1 = Enables the serial port and configures the SDA and SCL pins as serial port pins
0 = Disables serial port and configures these pins as I/O port pins
In both modes, when enabled, these pins must be properly configured as input or output.
- bit 4 **CKP:** Clock Polarity Select bit
In SPI mode:
1 = Idle state for clock is a high level (Microwire default)
0 = Idle state for clock is a low level (Microwire alternate)
In I²C mode:
SCK release control
1 = Enable clock
0 = Holds clock low (clock stretch). (Used to ensure data setup time.)
- bit 3-0 **SSPM<3:0>:** Synchronous Serial Port Mode Select bits
0000 = SPI Master mode, clock = Fosc/4
0001 = SPI Master mode, clock = Fosc/16
0010 = SPI Master mode, clock = Fosc/64
0011 = SPI Master mode, clock = TMR2 output/2
0100 = SPI Slave mode, clock = SCK pin. SS pin control enabled.
0101 = SPI Slave mode, clock = SCK pin. SS pin control disabled. SS can be used as I/O pin.
0110 = I²C Slave mode, 7-bit address
0111 = I²C Slave mode, 10-bit address
1000 = Reserved
1001 = Load SSPMSK register at SSPADD SFR address⁽²⁾
1010 = Reserved
1011 = I²C Firmware Controlled Master mode (slave IDLE)
1100 = Reserved
1101 = Reserved
1110 = I²C Slave mode, 7-bit address with Start and Stop bit interrupts enabled
1111 = I²C Slave mode, 10-bit address with Start and Stop bit interrupts enabled

Note 1: PIC16F687/PIC16F689/PIC16F690 only.

2: When this mode is selected, any reads or writes to the SSPADD SFR address actually accesses the SSPMSK register.

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13.2 Operation

When initializing the SPI, several options need to be specified. This is done by programming the appropriate control bits (SSPCON<5:0> and SSPSTAT<7:6>). These control bits allow the following to be specified:

- Master mode (SCK is the clock output)
- Slave mode (SCK is the clock input)
- Clock Polarity (Idle state of SCK)
- Data Input Sample Phase (middle or end of data output time)
- Clock Edge (output data on rising/falling edge of SCK)
- Clock Rate (Master mode only)
- Slave Select mode (Slave mode only)

The SSP consists of a transmit/receive shift register (SSPSR) and a buffer register (SSPBUF). The SSPSR shifts the data in and out of the device, MSb first. The SSPBUF holds the data that was written to the SSPSR until the received data is ready. Once the eight bits of data have been received, that byte is moved to the SSPBUF register. Then, the Buffer Full Status bit BF of the SSPSTAT register, and the interrupt flag bit SSPIF, are set. This double-buffering of the received data (SSPBUF) allows the next byte to start reception before reading the data that was just received. Any write to the SSPBUF register during transmission/reception of data will be ignored and the Write Collision Detect bit, WCOL of the SSPCON register, will be set. User software must clear the WCOL bit so that it can be determined if the following write(s) to the SSPBUF register completed successfully.

When the application software is expecting to receive valid data, the SSPBUF should be read before the next byte of data to transfer is written to the SSPBUF. Buffer Full bit BF of the SSPSTAT register indicates when SSPBUF has been loaded with the received data (transmission is complete). When the SSPBUF is read, the BF bit is cleared. This data may be irrelevant if the SPI is only a transmitter. Generally, the SSP interrupt is used to determine when the transmission/reception has completed. The SSPBUF must be read and/or written. If the interrupt method is not going to be used, then software polling can be done to ensure that a write collision does not occur. [Example 13-1](#) shows the loading of the SSPBUF (SSPSR) for data transmission.

The SSPSR is not directly readable or writable and can only be accessed by addressing the SSPBUF register. Additionally, the SSP Status register (SSPSTAT) indicates the various status conditions.

EXAMPLE 13-1: LOADING THE SSPBUF (SSPSR) REGISTER

	BSF	STATUS, RP0	;Bank 1
	BCF	STATUS, RP1	;
LOOP	BTFSS	SSPSTAT, BF	;Has data been received(transmit complete)?
	GOTO	LOOP	;No
	BCF	STATUS, RP0	;Bank 0
	MOVF	SSPBUF, W	;WREG reg = contents of SSPBUF
	MOVWF	RXDATA	;Save in user RAM, if data is meaningful
	MOVF	TXDATA, W	;W reg = contents of TXDATA
	MOVWF	SSPBUF	;New data to xmit

13.3 Enabling SPI I/O

To enable the serial port, SSP Enable bit SSPEN of the SSPCON register must be set. To reset or reconfigure SPI mode, clear the SSPEN bit, re-initialize the SSPCON registers and then set the SSPEN bit. This configures the SDI, SDO, SCK and $\overline{SS}$ pins as serial port pins. For the pins to behave as the serial port function, some must have their data direction bits (in the TRISB and TRISC registers) appropriately programmed. That is:

- SDI is automatically controlled by the SPI module
- SDO must have TRISC<7> bit cleared
- SCK (Master mode) must have TRISB<6> bit cleared
- SCK (Slave mode) must have TRISB<6> bit set
- $\overline{SS}$ must have TRISC<6> bit set

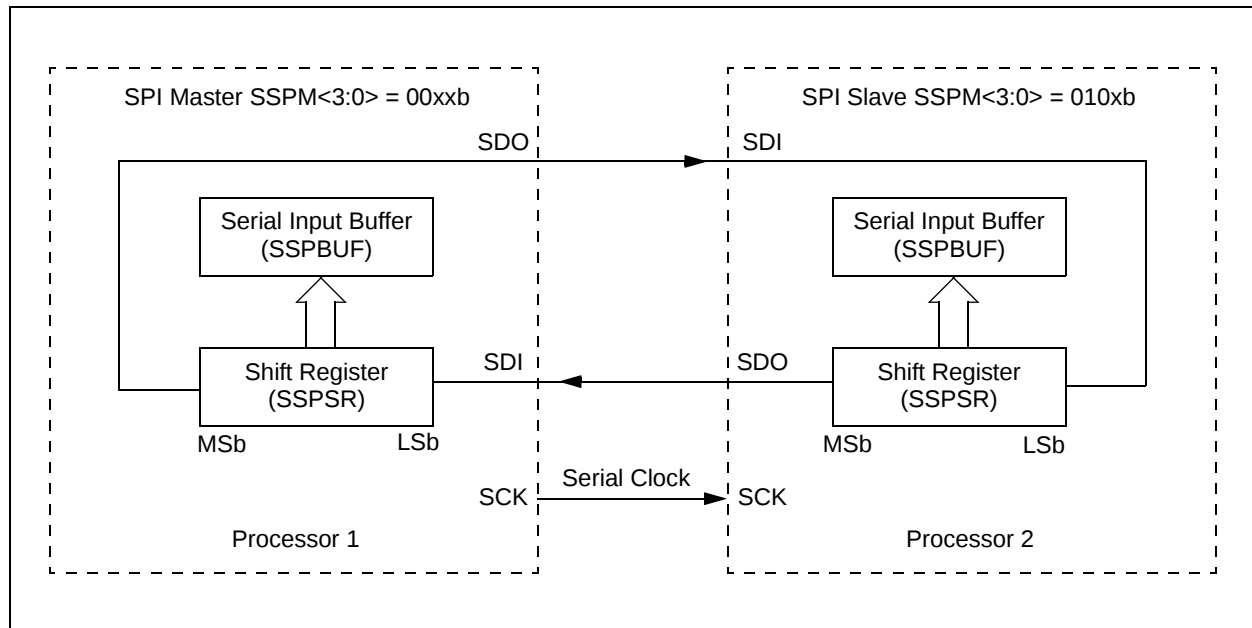
Any serial port function that is not desired may be overridden by programming the corresponding data direction (TRISB and TRISC) registers to the opposite value.

13.4 Typical Connection

Figure 13-2 shows a typical connection between two microcontrollers. The master controller (Processor 1) initiates the data transfer by sending the SCK signal. Data is shifted out of both shift registers on their programmed clock edge and latched on the opposite edge of the clock. Both processors should be programmed to the same Clock Polarity (CKP), then both controllers would send and receive data at the same time. Whether the data is meaningful (or dummy data) depends on the application software. This leads to three scenarios for data transmission:

- Master sends data – Slave sends dummy data
- Master sends data – Slave sends data
- Master sends dummy data – Slave sends data

FIGURE 13-2: SPI MASTER/SLAVE CONNECTION



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13.5 Master Mode

The master can initiate the data transfer at any time because it controls the SCK. The master determines when the slave (Processor 2, [Figure 13-2](#)) is to broadcast data by the software protocol.

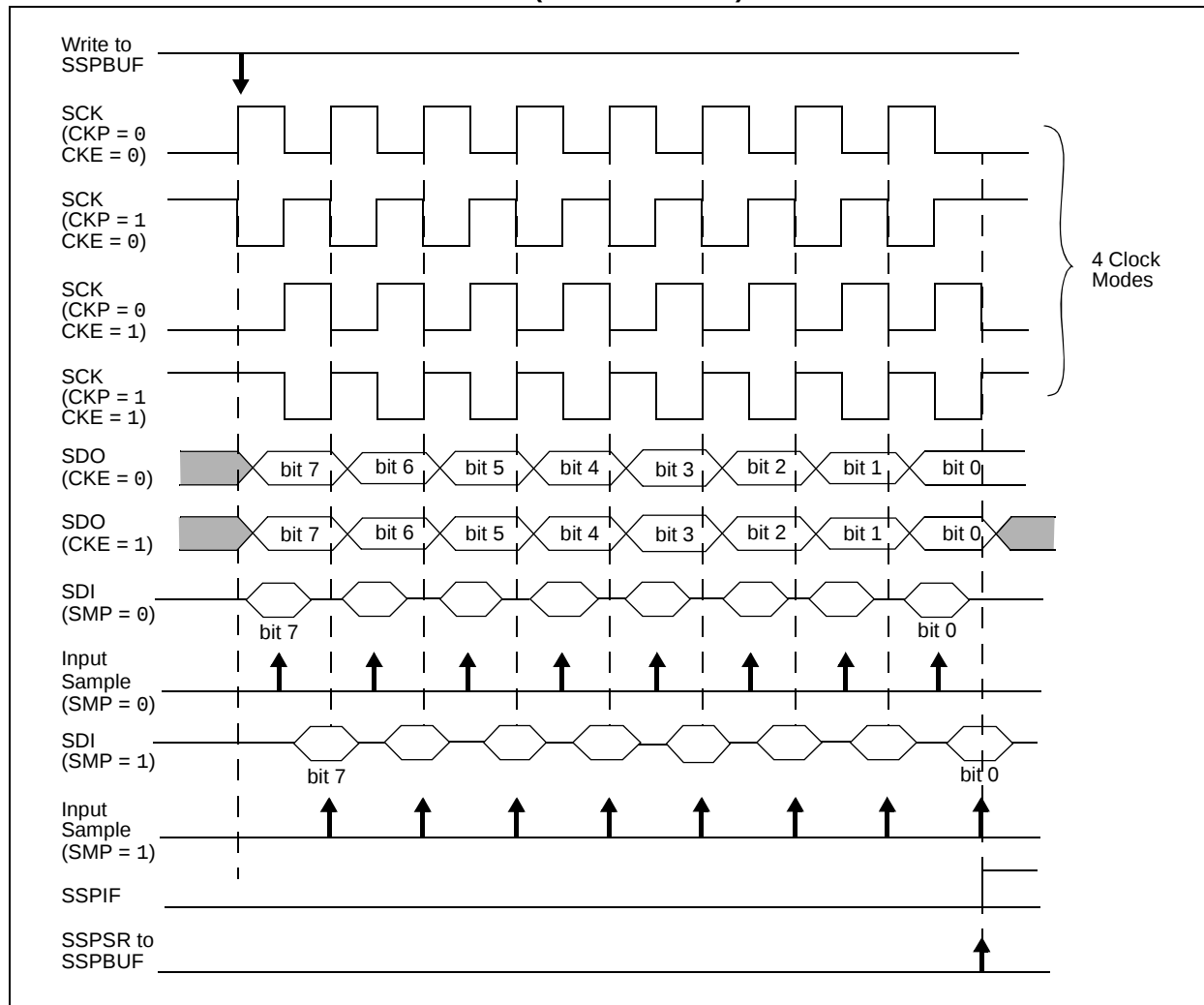
In Master mode, the data is transmitted/received as soon as the SSPBUF register is written to. If the SPI is only going to receive, the SDO output could be disabled (programmed as an input). The SSPSR register will continue to shift in the signal present on the SDI pin at the programmed clock rate. As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

The clock polarity is selected by appropriately programming the CKP bit of the SSPCON register. This then, would give waveforms for SPI communication as shown in [Figure 13-3](#), [Figure 13-5](#) and [Figure 13-6](#), 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 $4 \cdot T_{cy}$)
- $F_{osc}/64$ (or $16 \cdot T_{cy}$)
- Timer2 output/2 (No SSP module, PIC16F690 only)

[Figure 13-3](#) 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 13-3: SPI MODE WAVEFORM (MASTER MODE)



13.6 Slave Mode

In Slave mode, the data is transmitted and received as the external clock pulses appear on SCK. When the last bit is latched, the SSPIF interrupt flag bit is set.

While in Slave mode, the external clock is supplied by the external clock source on the SCK pin. This external clock must meet the minimum high and low times as specified in the electrical specifications.

While in Sleep mode, the slave can transmit/receive data. When a byte is received, the device will wake-up from Sleep.

13.7 Slave Select Synchronization

The $\overline{SS}$ pin allows a Synchronous Slave mode. The SPI must be in Slave mode with $\overline{SS}$ pin control enabled (SSPCON<3:0> = 04h). The pin must not be driven low for the $\overline{SS}$ pin to function as an input. The data latch must be high. When the $\overline{SS}$ pin is low, transmission and reception are enabled and the SDO pin is driven. When the $\overline{SS}$ pin goes high, the SDO pin is no longer driven,

even if in the middle of a transmitted byte, and becomes a floating output. External pull-up/pull-down resistors may be desirable, depending on the application.

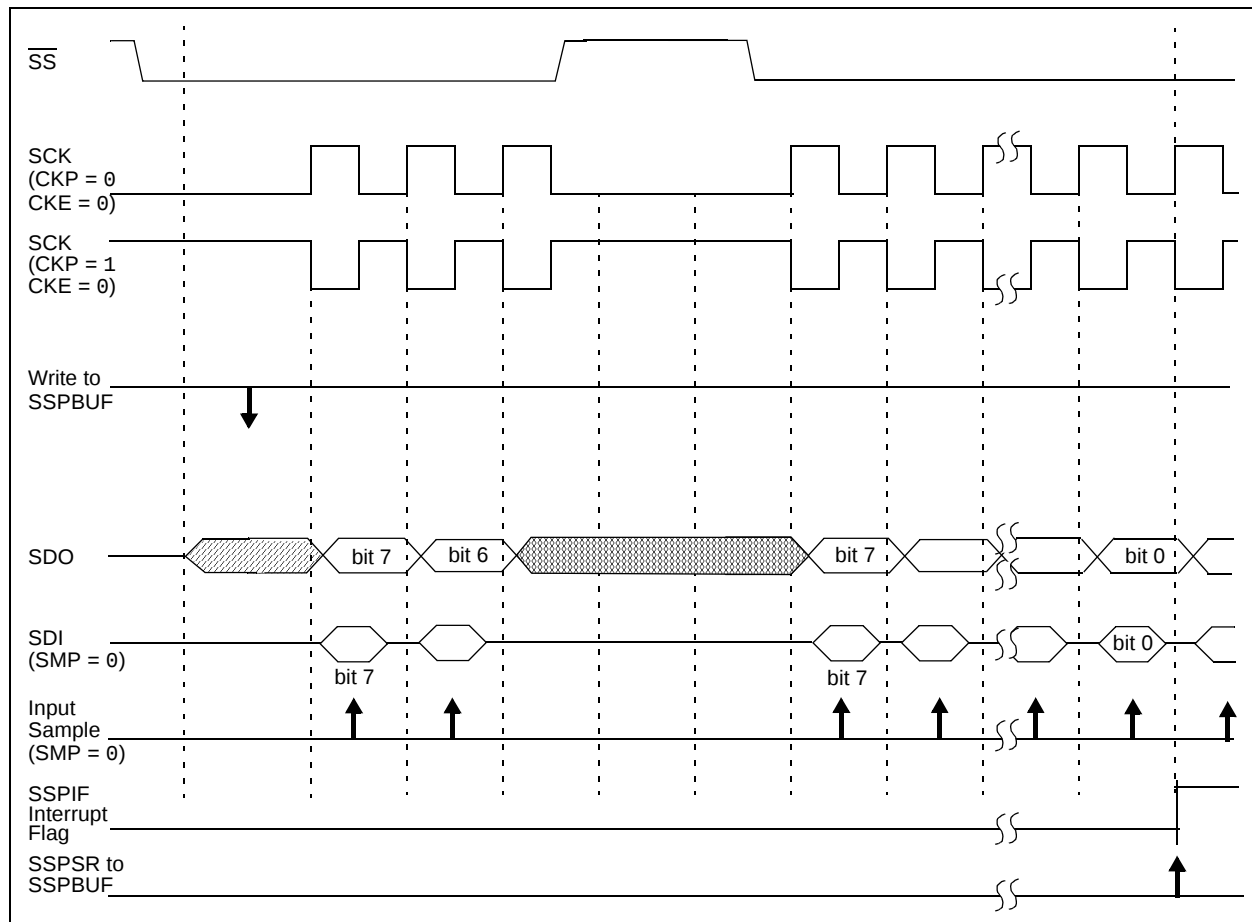
Note 1: When the SPI is in Slave mode with $\overline{SS}$ pin control enabled (SSPCON<3:0> = 0100), the SPI module will reset if the $\overline{SS}$ pin is set to VDD.

2: If the SPI is used in Slave Mode with CKE set, then the $\overline{SS}$ pin control must be enabled.

When the SPI module resets, the bit counter is forced to '0'. This can be done by either forcing the $\overline{SS}$ pin to a high level or clearing the SSPEN bit.

To emulate two-wire communication, the SDO pin can be connected to the SDI pin. When the SPI needs to operate as a receiver, the SDO pin can be configured as an input. This disables transmissions from the SDO. The SDI can always be left as an input (SDI function) since it cannot create a bus conflict.

FIGURE 13-4: SLAVE SYNCHRONIZATION WAVEFORM



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FIGURE 13-5: SPI MODE WAVEFORM (SLAVE MODE WITH CKE = 0)

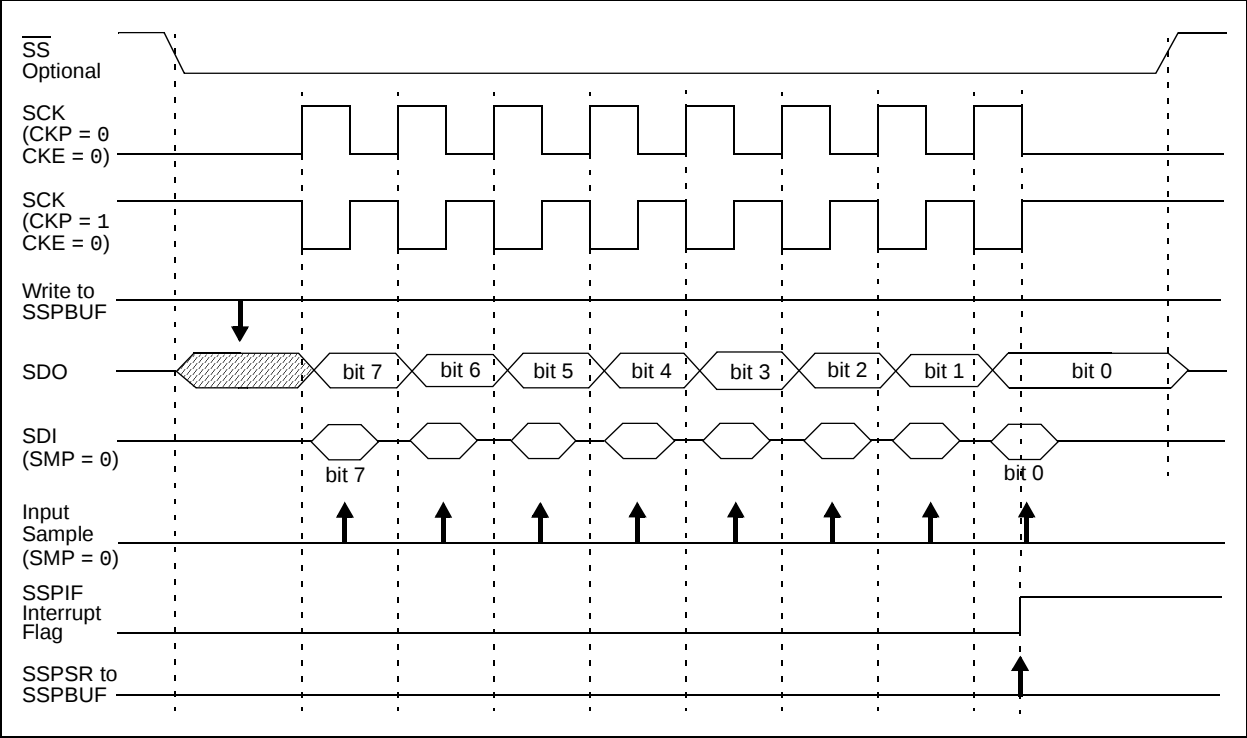
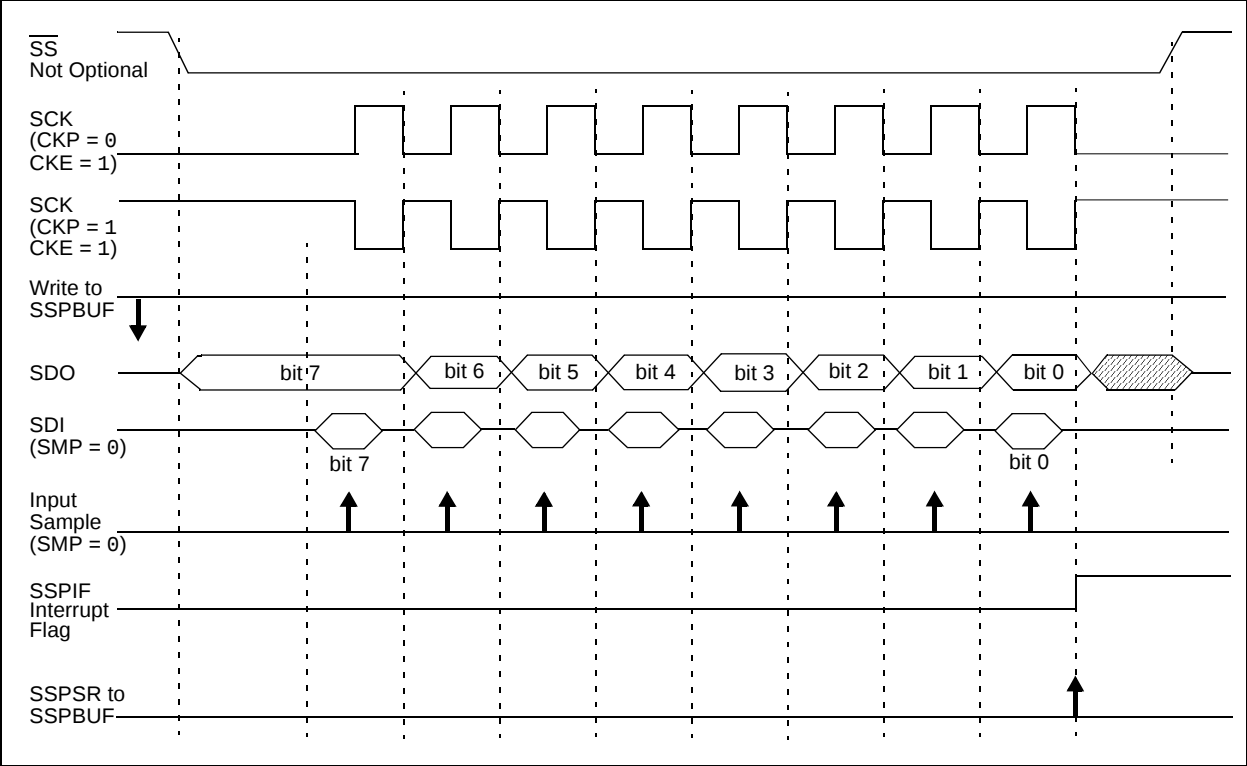


FIGURE 13-6: SPI MODE WAVEFORM (SLAVE MODE WITH CKE = 1)



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13.8 Sleep Operation

In Master mode, all module clocks are halted and the transmission/reception will remain in that state until the device wakes from Sleep. After the device returns to Normal mode, the module will continue to transmit/receive data.

In Slave mode, the SPI Transmit/Receive Shift register operates asynchronously to the device. This allows the device to be placed in Sleep mode and data to be shifted into the SPI Transmit/Receive Shift register. When all eight bits have been received, the SSP interrupt flag bit will be set and if enabled, will wake the device from Sleep.

13.9 Effects of a Reset

A Reset disables the SSP module and terminates the current transfer.

13.10 Bus Mode Compatibility

Table 13-1 shows the compatibility between the standard SPI modes and the states of the CKP and CKE control bits.

TABLE 13-1: SPI BUS MODES

Standard SPI Mode Terminology	Control Bits State	
	CKP	CKE
0, 0	0	1
0, 1	0	0
1, 0	1	1
1, 1	1	0

There is also a SMP bit which controls when the data is sampled.

TABLE 13-2: REGISTERS ASSOCIATED WITH SPI OPERATION⁽¹⁾

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	RABIE	TOIF	INTF	RABIF	0000 000x	0000 000x
0Ch	PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
13h	SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	uuuu uuuu
14h	SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
86h/186h	TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
87h/187h	TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	1111 1111
8Ch	PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
94h	SSPSTAT	SMP	CKE	D/Ā	P	S	R/W	UA	BF	0000 0000	0000 0000

Legend: x = unknown, u = unchanged, — = unimplemented, read as '0'. Shaded cells are not used by the SSP in SPI mode.

Note 1: PIC16F677/PIC16F687/PIC16F689/PIC16F690 only.

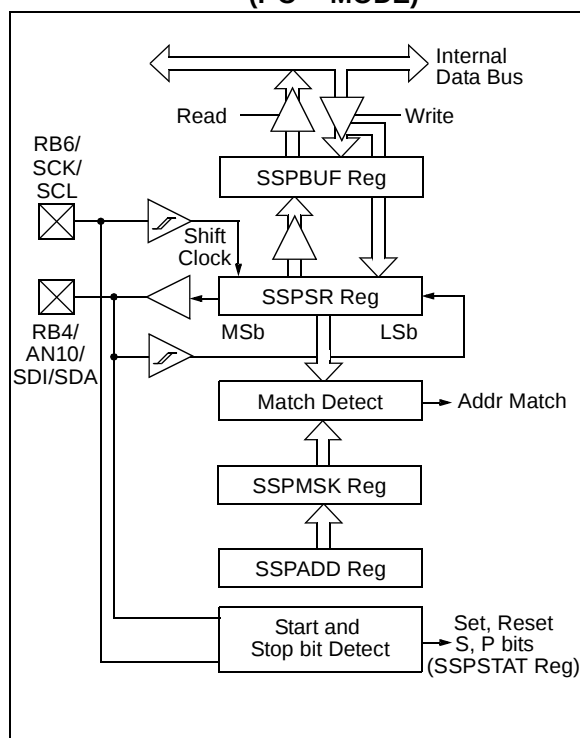
13.11 SSP I²C Operation

The SSP module in I²C mode, fully implements all slave functions, except general call support, and provides interrupts on Start and Stop bits in hardware to facilitate firmware implementations of the master functions. The SSP module implements the Standard mode specifications, as well as 7-bit and 10-bit addressing.

Two pins are used for data transfer. These are the RB6/SCK/SCL pin, which is the clock (SCL), and the RB4/AN10/SDI/SDA pin, which is the data (SDA).

The SSP module functions are enabled by setting SSP enable bit SSPEN (SSPCON<5>).

FIGURE 13-7: SSP BLOCK DIAGRAM (I²C™ MODE)



The SSP module has six registers for the I²C operation, which are listed below.

- SSP Control register (SSPCON)
- SSP Status register (SSPSTAT)
- Serial Receive/Transmit Buffer (SSPBUF)
- SSP Shift register (SSPSR) – Not directly accessible
- SSP Address register (SSPADD)
- SSP Mask register (SSPMSK)

The SSPCON register allows control of the I²C operation. Four mode selection bits (SSPCON<3:0>) allow one of the following I²C modes to be selected:

- I²C Slave mode (7-bit address)
- I²C Slave mode (10-bit address)
- I²C Slave mode (7-bit address), with Start and Stop bit interrupts enabled to support Firmware Master mode
- I²C Slave mode (10-bit address), with Start and Stop bit interrupts enabled to support Firmware Master mode
- I²C Start and Stop bit interrupts enabled to support Firmware Master mode; Slave is idle

Selection of any I²C mode with the SSPEN bit set forces the SCL and SDA pins to be open drain, provided these pins are programmed to inputs by setting the appropriate TRISB bits. Pull-up resistors must be provided externally to the SCL and SDA pins for proper operation of the I²C module.

13.12 Slave Mode

In Slave mode, the SCL and SDA pins must be configured as inputs (TRISB<6,4> are set). The SSP module will override the input state with the output data when required (slave-transmitter).

When an address is matched, or the data transfer after an address match is received, the hardware automatically will generate the Acknowledge (ACK) pulse, and then load the SSPBUF register with the received value currently in the SSPSR register.

There are certain conditions that will cause the SSP module not to give this ACK pulse. They include (either or both):

- The Buffer Full bit BF of the SSPSTAT register was set before the transfer was received.
- The overflow bit SSPOV of the SSPCON register was set before the transfer was received.

In this case, the SSPSR register value is not loaded into the SSPBUF, but bit SSPIF of the PIR1 register is set. Table 13-3 shows the results of when a data transfer byte is received, given the status of bits BF and SSPOV. The shaded cells show the condition where user software did not properly clear the overflow condition. Flag bit BF is cleared by reading the SSPBUF register, while bit SSPOV is cleared through software.

The SCL clock input must have a minimum high and low for proper operation. For high and low times of the I²C specification, as well as the requirements of the SSP module, see Section 17.0 “Electrical Specifications”.

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13.12.1 ADDRESSING

Once the SSP module has been enabled, it waits for a Start condition to occur. Following the Start condition, the eight bits are shifted into the SSPSR register. All incoming bits are sampled with the rising edge of the clock (SCL) line. The value of register SSPSR<7:1> is compared to the value of the SSPADD register. The address is compared on the falling edge of the eighth clock (SCL) pulse. If the addresses match, and the BF and SSPOV bits are clear, the following events occur:

- The SSPSR register value is loaded into the SSPBUF register.
- The buffer full bit, BF is set.
- An $\overline{\text{ACK}}$ pulse is generated.
- SSP interrupt flag bit, SSPIF of the PIR1 register is set (interrupt is generated if enabled) on the falling edge of the ninth SCL pulse.

In 10-bit Address mode, two address bytes need to be received by the slave (Figure 13-8). The five Most Significant bits (MSBs) of the first address byte specify if this is a 10-bit address. Bit R/W (SSPSTAT<2>) must specify a write so the slave device will receive the second address byte. For a 10-bit address, the first byte would equal '1111 0 A9 A8 0', where A9 and A8 are the two MSBs of the address.

The sequence of events for 10-bit address is as follows, with steps 7-9 for slave-transmitter:

- Receive first (high) byte of address (bits SSPIF, BF and bit UA (SSPSTAT<1>) are set).
- Update the SSPADD register with second (low) byte of address (clears bit UA and releases the SCL line).
- Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.
- Receive second (low) byte of address (bits SSPIF, BF and UA are set).
- Update the SSPADD register with the first (high) byte of address; if match releases SCL line, this will clear bit UA.
- Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.
- Receive repeated Start condition.
- Receive first (high) byte of address (bits SSPIF and BF are set).
- Read the SSPBUF register (clears bit BF) and clear flag bit SSPIF.

TABLE 13-3: DATA TRANSFER RECEIVED BYTE ACTIONS

Status Bits as Data Transfer is Received		SSPSR → SSPBUF	Generate $\overline{\text{ACK}}$ Pulse	Set bit SSPIF (SSP Interrupt occurs if enabled)
BF	SSPOV			
0	0	Yes	Yes	Yes
1	0	No	No	Yes
1	1	No	No	Yes
0	1	No	No	Yes

Note: Shaded cells show the conditions where the user software did not properly clear the overflow condition.

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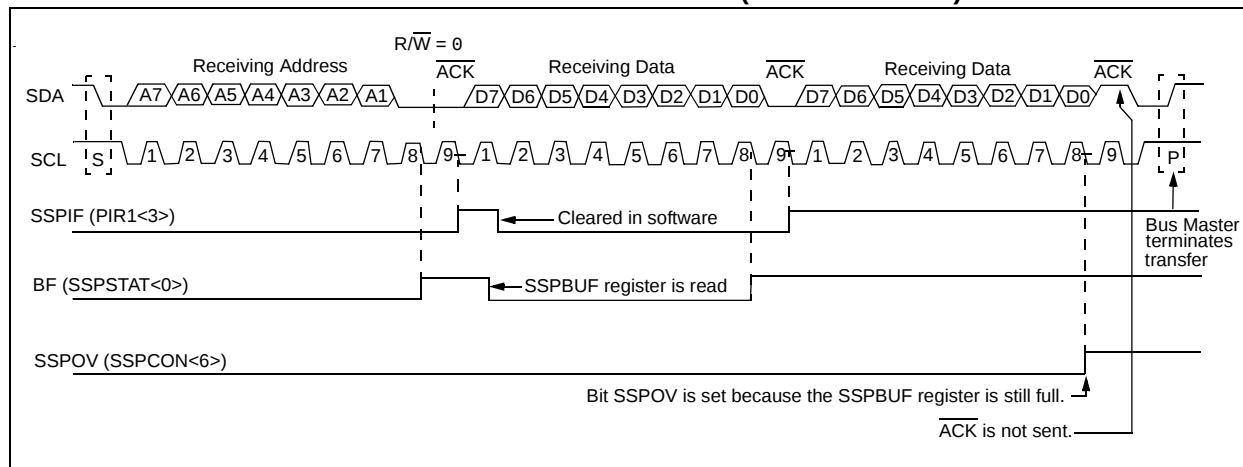
13.12.2 RECEPTION

When the $\overline{R/\overline{W}}$ bit of the address byte is clear and an address match occurs, the $\overline{R/\overline{W}}$ bit of the SSPSTAT register is cleared. The received address is loaded into the SSPBUF register.

When the address byte overflow condition exists, then no Acknowledge (ACK) pulse is given. An overflow condition is defined as either bit BF of the SSPSTAT register is set, or bit SSPOV of the SSPCON register is set. This is an error condition due to the user's firmware.

An SSP interrupt is generated for each data transfer byte. Flag bit SSPIF of the PIR1 register must be cleared in software. The SSPSTAT register is used to determine the status of the byte.

FIGURE 13-8: I²C™ WAVEFORMS FOR RECEPTION (7-BIT ADDRESS)



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13.12.3 SSP MASK REGISTER

An SSP Mask (SSPMSK) register is available in I²C Slave mode as a mask for the value held in the SSPSR register during an address comparison operation. A zero ('0') bit in the SSPMSK register has the effect of making the corresponding bit in the SSPSR register a 'don't care'.

This register is reset to all '1's upon any Reset condition and, therefore, has no effect on standard SSP operation until written with a mask value.

This register must be initiated prior to setting SSPM<3:0> bits to select the I²C Slave mode (7-bit or 10-bit address).

This register can only be accessed when the appropriate mode is selected by bits (SSPM<3:0> of SSPCON).

The SSP Mask register is active during:

- 7-bit Address mode: address compare of A<7:1>.
- 10-bit Address mode: address compare of A<7:0> only. The SSP mask has no effect during the reception of the first (high) byte of the address.

REGISTER 13-3: SSPMSK: SSP MASK REGISTER⁽¹⁾

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
MSK7	MSK6	MSK5	MSK4	MSK3	MSK2	MSK1	MSK0 ⁽²⁾
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 7-1

MSK<7:1>: Mask bits

1 = The received address bit n is compared to SSPADD<n> to detect I²C address match

0 = The received address bit n is not used to detect I²C address match

bit 0

MSK<0>: Mask bit for I²C Slave mode, 10-bit Address⁽²⁾

I²C Slave mode, 10-bit Address (SSPM<3:0> = 0111):

1 = The received address bit 0 is compared to SSPADD<0> to detect I²C address match

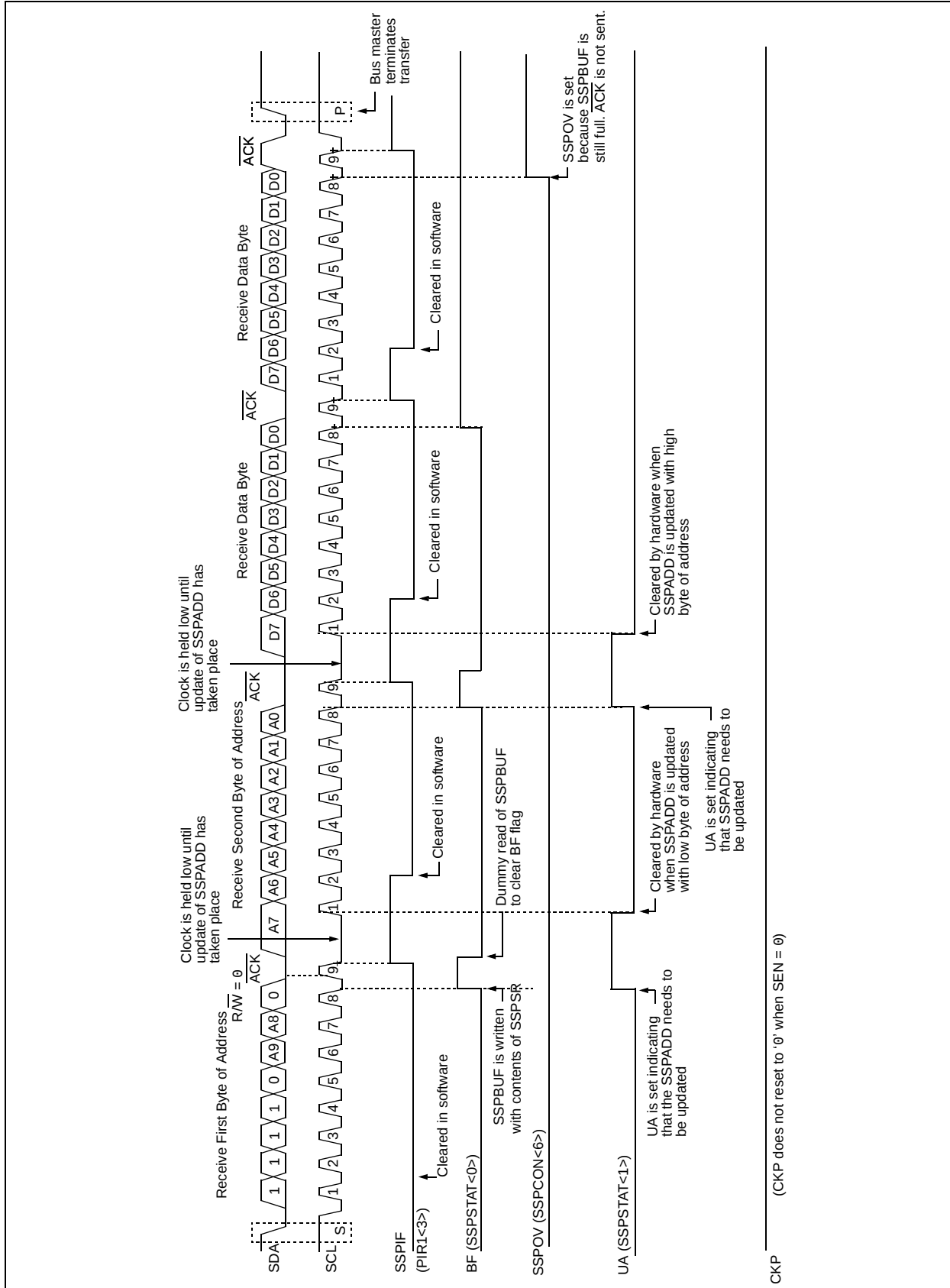
0 = The received address bit 0 is not used to detect I²C address match

Note 1: When SSPCON bits SSPM<3:0> = 1001, any reads or writes to the SSPADD SFR address are accessed through the SSPMSK register. The SSPEN bit of the SSPCON register should be zero when accessing the SSPMSK register.

2: In all other SSP modes, this bit has no effect.

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FIGURE 13-9: I²C™ SLAVE MODE TIMING (RECEPTION, 10-BIT ADDRESS)



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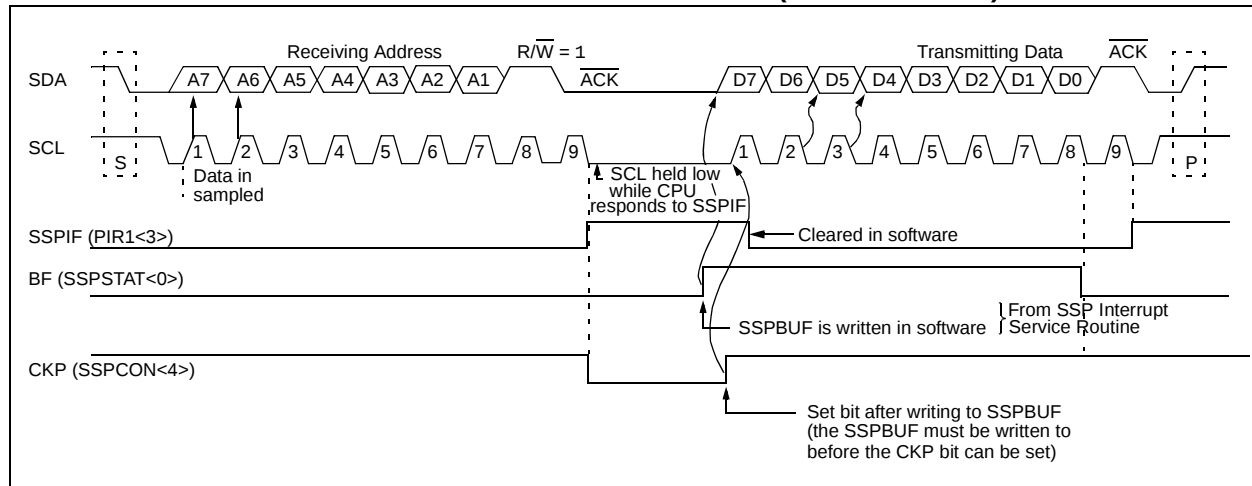
13.12.4 TRANSMISSION

When the $\overline{R/\overline{W}}$ bit of the incoming address byte is set and an address match occurs, the $\overline{R/\overline{W}}$ bit of the SSPSTAT register is set. The received address is loaded into the SSPBUF register. The $\overline{ACK}$ pulse will be sent on the ninth bit, and pin RB6/SCK/SCL is held low. The transmit data must be loaded into the SSPBUF register, which also loads the SSPSR register. Then, pin RB6/SCK/SCL should be enabled by setting bit CKP (SSPCON<4>). The master must monitor the SCL pin prior to asserting another clock pulse. The slave devices may be holding off the master by stretching the clock. The eight data bits are shifted out on the falling edge of the SCL input. This ensures that the SDA signal is valid during the SCL high time (Figure 13-10).

An SSP interrupt is generated for each data transfer byte. Flag bit SSPIF must be cleared in software, and the SSPSTAT register is used to determine the status of the byte. Flag bit SSPIF is set on the falling edge of the ninth clock pulse.

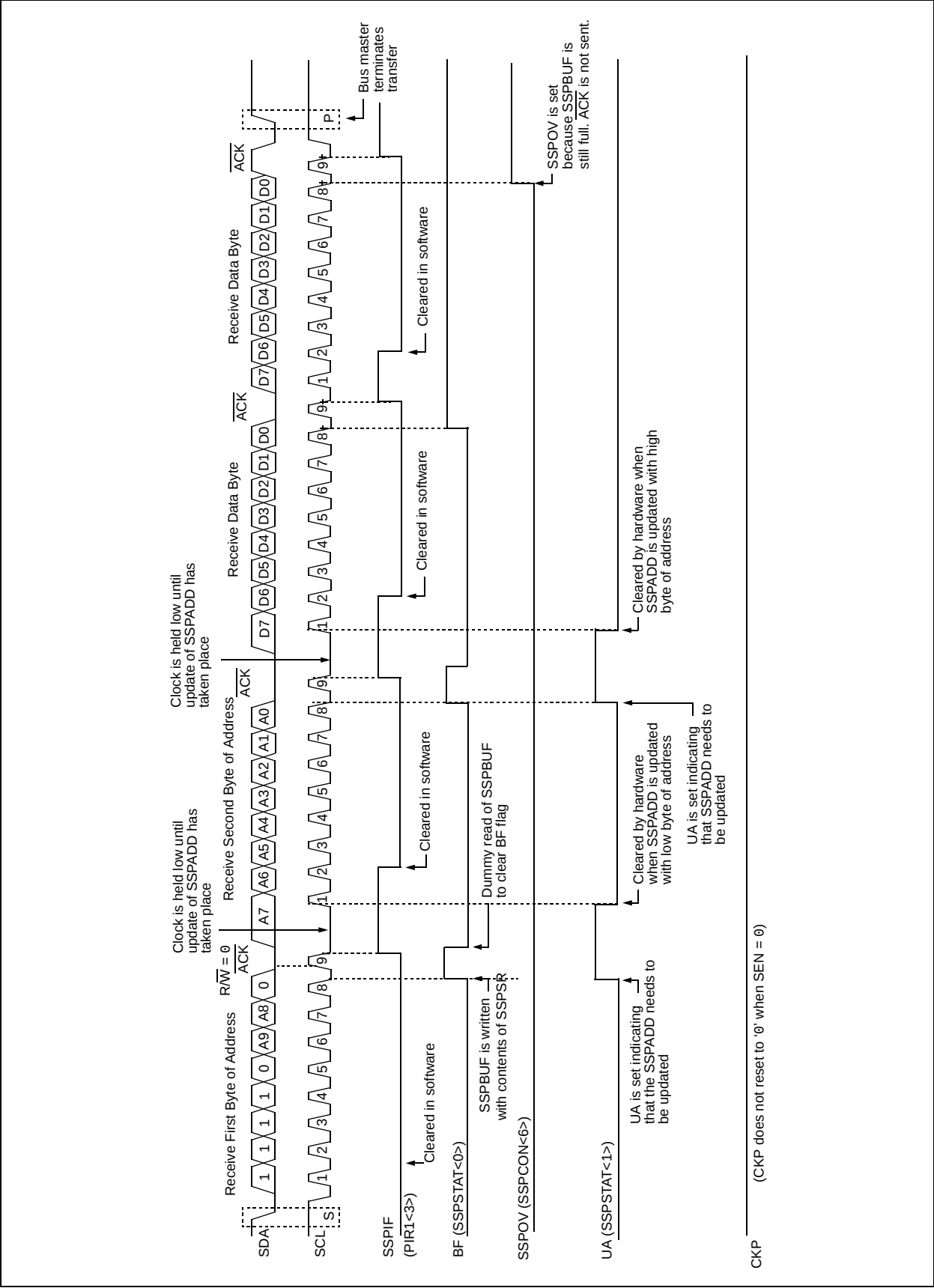
As a slave-transmitter, the $\overline{ACK}$ pulse from the master receiver is latched on the rising edge of the ninth SCL input pulse. If the SDA line was high (not $\overline{ACK}$), then the data transfer is complete. When the $\overline{ACK}$ is latched by the slave, the slave logic is reset (resets SSPSTAT register) and the slave then monitors for another occurrence of the Start bit. If the SDA line was low ($\overline{ACK}$), the transmit data must be loaded into the SSPBUF register, which also loads the SSPSR register. Then pin RB6/SCK/SCL should be enabled by setting bit CKP.

FIGURE 13-10: I²C™ WAVEFORMS FOR TRANSMISSION (7-BIT ADDRESS)



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FIGURE 13-11: I²C™ SLAVE MODE TIMING (TRANSMISSION, 10-BIT ADDRESS)



13.13 Master Mode

Master mode of operation is supported in firmware using interrupt generation on the detection of the Start and Stop conditions. The Stop (P) and Start (S) bits are cleared from a Reset or when the SSP module is disabled. The Stop (P) and Start (S) bits will toggle based on the Start and Stop conditions. Control of the I²C bus may be taken when the P bit is set or the bus is idle and both the S and P bits are clear.

In Master mode, the SCL and SDA lines are manipulated by clearing the corresponding TRISB<6,4> bit(s). The output level is always low, irrespective of the value(s) in PORTB<6,4>. So when transmitting data, a '1' data bit must have the TRISB<4> bit set (input) and a '0' data bit must have the TRISB<4> bit cleared (output). The same scenario is true for the SCL line with the TRISB<6> bit. Pull-up resistors must be provided externally to the SCL and SDA pins for proper operation of the I²C module.

The following events will cause the SSP Interrupt Flag bit, SSPIF, to be set (SSP Interrupt will occur if enabled):

- Start condition
- Stop condition
- Data transfer byte transmitted/received

Master mode of operation can be done with either the Slave mode idle (SSPM<3:0> = 1011), or with the Slave active. When both Master and Slave modes are enabled, the software needs to differentiate the source(s) of the interrupt.

13.14 Multi-Master Mode

In Multi-Master mode, the interrupt generation on the detection of the Start and Stop conditions, allows the determination of when the bus is free. The Stop (P) and Start (S) bits are cleared from a Reset or when the SSP module is disabled. The Stop (P) and Start (S) bits will toggle based on the Start and Stop conditions. Control of the I²C bus may be taken when bit P (SSPSTAT<4>) is set, or the bus is idle and both the S and P bits clear. When the bus is busy, enabling the SSP Interrupt will generate the interrupt when the Stop condition occurs.

In Multi-Master operation, the SDA line must be monitored to see if the signal level is the expected output level. This check only needs to be done when a high level is output. If a high level is expected and a low level is present, the device needs to release the SDA and SCL lines (set TRISB<6,4>). There are two stages where this arbitration can be lost, these are:

- Address Transfer
- Data Transfer

When the slave logic is enabled, the slave continues to receive. If arbitration was lost during the address transfer stage, communication to the device may be in progress. If addressed, an ACK pulse will be generated. If arbitration was lost during the data transfer stage, the device will need to re-transfer the data at a later time.

13.14.1 CLOCK SYNCHRONIZATION AND THE CKP BIT

When the CKP bit is cleared, the SCL output is forced to '0'; however, setting the CKP bit will not assert the SCL output low until the SCL output is already sampled low. Therefore, the CKP bit will not assert the SCL line until an external I²C master device has already asserted the SCL line. The SCL output will remain low until the CKP bit is set and all other devices on the I²C bus have deasserted SCL. This ensures that a write to the CKP bit will not violate the minimum high time requirement for SCL (see Figure 13-12).

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FIGURE 13-12: CLOCK SYNCHRONIZATION TIMING

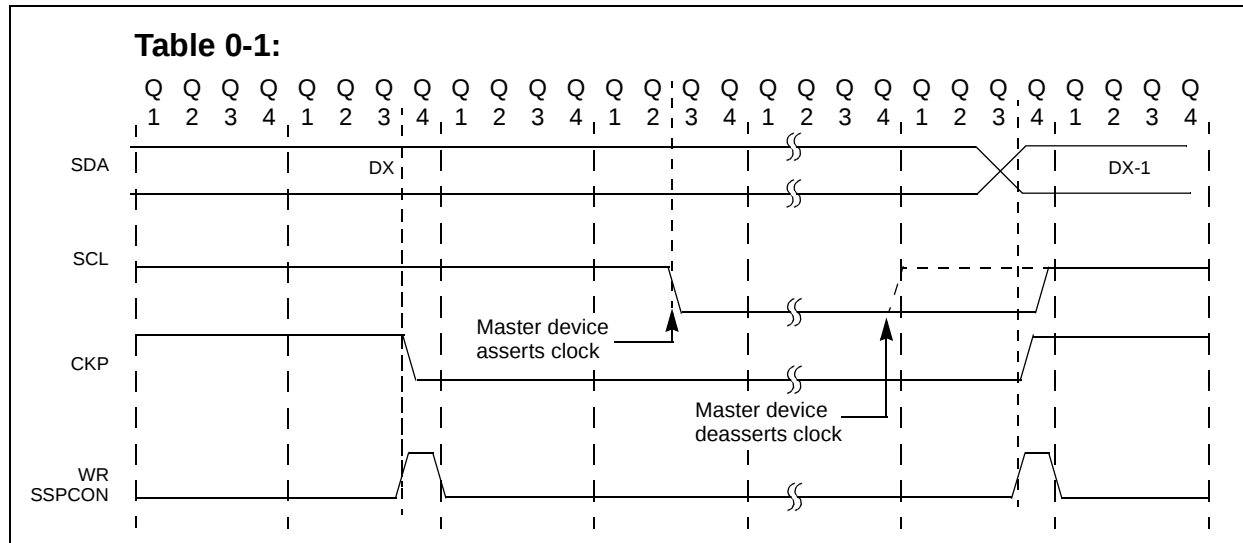


TABLE 13-4: REGISTERS ASSOCIATED WITH I²C™ OPERATION⁽¹⁾

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
0Bh/8Bh/10Bh/18Bh	INTCON	GIE	PEIE	TOIE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
0Ch	PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
13h	SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	uuuu uuuu
14h	SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	0000 0000
86h	TRISB	TRISB7	TRISB6	TRISB5	TRISB4	—	—	—	—	1111 ----	1111 ----
93h	SSPMSK ⁽²⁾	MSK7	MSK6	MSK5	MSK4	MSK3	MSK2	MSK1	MSK0	1111 1111	1111 1111
94h	SSPSTAT	SMP ⁽³⁾	CKE ⁽³⁾	D/A	P	S	R/W	UA	BF	0000 0000	0000 0000
8Ch	PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IF	TMR1IF	-000 0000	-000 0000

Legend: — = Unimplemented locations, read as '0', u = unchanged, x = unknown. Shaded cells are not used by the SSP module.

Note 1: PIC16F677/PIC16F687/PIC16F689/PIC16F690 only.

Note 2: SSPMSK register (Register 13-3) can be accessed by reading or writing to SSPADD register with bits SSPM<3:0> = 1001. See Registers 13-2 and 13-3 for more details.

Note 3: Maintain these bits clear.

14.0 SPECIAL FEATURES OF THE CPU

The PIC16F631/677/685/687/689/690 have a host of features intended to maximize system reliability, minimize cost through elimination of external components, provide power saving features and offer code protection.

These features are:

- Reset
 - Power-on Reset (POR)
 - Power-up Timer (PWRT)
 - Oscillator Start-up Timer (OST)
 - Brown-out Reset (BOR)
- Interrupts
- Watchdog Timer (WDT)
- Oscillator selection
- Sleep
- Code protection
- ID Locations
- In-Circuit Serial Programming

The PIC16F631/677/685/687/689/690 have two timers that offer necessary delays on power-up. One is the Oscillator Start-up Timer (OST), intended to keep the chip in Reset until the crystal oscillator is stable. The other is the Power-up Timer (PWRT), which provides a fixed delay of 64 ms (nominal) on power-up only, designed to keep the part in Reset while the power supply stabilizes. There is also circuitry to reset the device if a brown-out occurs, which can use the Power-up Timer to provide at least a 64 ms Reset. With these three functions-on-chip, most applications need no external Reset circuitry.

The Sleep mode is designed to offer a very low-current Power-down mode. The user can wake-up from Sleep through:

- External Reset
- Watchdog Timer Wake-up
- An interrupt

Several oscillator options are also made available to allow the part to fit the application. The INTOSC option saves system cost while the LP crystal option saves power. A set of Configuration bits are used to select various options (see [Register 14-2](#)).

14.1 Configuration Bits

The Configuration bits can be programmed (read as '0'), or left unprogrammed (read as '1') to select various device configurations as shown in [Register 14-2](#). These bits are mapped in program memory location 2007h.

Note: Address 2007h is beyond the user program memory space. It belongs to the special configuration memory space (2000h-3FFFh), which can be accessed only during programming. See “*PIC12F6XX/16F6XX Memory Programming Specification*” (DS41204) for more information.

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REGISTER 14-1: CONFIG: CONFIGURATION WORD REGISTER

Reserved	Reserved	FCMEN	IESO	BOREN1 ⁽¹⁾	BOREN0 ⁽¹⁾	$\overline{\text{CPD}}$ ⁽²⁾
bit 13						bit 7

$\overline{\text{CP}}$ ⁽³⁾	MCLRE ⁽⁴⁾	$\overline{\text{PWRTE}}$	WDTE	FOSC2	FOSC1	FOSC0
bit 6						bit 0

Legend:

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

bit 13-12	Reserved: Reserved bits. Do Not Use.
bit 11	FCMEN: Fail-Safe Clock Monitor Enabled bit 1 = Fail-Safe Clock Monitor is enabled 0 = Fail-Safe Clock Monitor is disabled
bit 10	IESO: Internal External Switchover bit 1 = Internal External Switchover mode is enabled 0 = Internal External Switchover mode is disabled
bit 9-8	BOREN<1:0>: Brown-out Reset Selection bits ⁽¹⁾ 11 = BOR enabled 10 = BOR enabled during operation and disabled in Sleep 01 = BOR controlled by SBOREN bit of the PCON register 00 = BOR disabled
bit 7	$\overline{\text{CPD}}$: Data Code Protection bit ⁽²⁾ 1 = Data memory code protection is disabled 0 = Data memory code protection is enabled
bit 6	$\overline{\text{CP}}$: Code Protection bit ⁽²⁾ 1 = Program memory code protection is disabled 0 = Program memory code protection is enabled
bit 5	MCLRE: MCLR Pin Function Select bit ⁽⁴⁾ 1 = $\overline{\text{MCLR}}$ pin function is $\overline{\text{MCLR}}$ 0 = MCLR pin function is digital input, $\overline{\text{MCLR}}$ internally tied to VDD
bit 4	PWRTE: Power-up Timer Enable bit 1 = PWRT disabled 0 = PWRT enabled
bit 3	WDTE: Watchdog Timer Enable bit 1 = WDT enabled 0 = WDT disabled
bit 2-0	FOSC<2:0>: Oscillator Selection bits 111 = RC oscillator: CLKOUT function on RA4/OSC2/CLKOUT pin, RC on RA5/OSC1/CLKIN 110 = RCIO oscillator: I/O function on RA4/OSC2/CLKOUT pin, RC on RA5/OSC1/CLKIN 101 = INTOSC oscillator: CLKOUT function on RA4/OSC2/CLKOUT pin, I/O function on RA5/OSC1/CLKIN 100 = INTOSCIO oscillator: I/O function on RA4/OSC2/CLKOUT pin, I/O function on RA5/OSC1/CLKIN 011 = EC: I/O function on RA4/OSC2/CLKOUT pin, CLKIN on RA5/OSC1/CLKIN 010 = HS oscillator: High-speed crystal/resonator on RA4/OSC2/CLKOUT and RA5/OSC1/CLKIN 001 = XT oscillator: Crystal/resonator on RA4/OSC2/CLKOUT and RA5/OSC1/CLKIN 000 = LP oscillator: Low-power crystal on RA4/OSC2/CLKOUT and RA5/OSC1/CLKIN

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

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14.2 Reset

The PIC16F631/677/685/687/689/690 differentiates between various kinds of Reset:

- Power-on Reset (POR)
- WDT Reset during normal operation
- WDT Reset during Sleep
- $\overline{\text{MCLR}}$ Reset during normal operation
- $\overline{\text{MCLR}}$ Reset during Sleep
- Brown-out Reset (BOR)

Some registers are not affected in any Reset condition; their status is unknown on POR and unchanged in any other Reset. Most other registers are reset to a "Reset state" on:

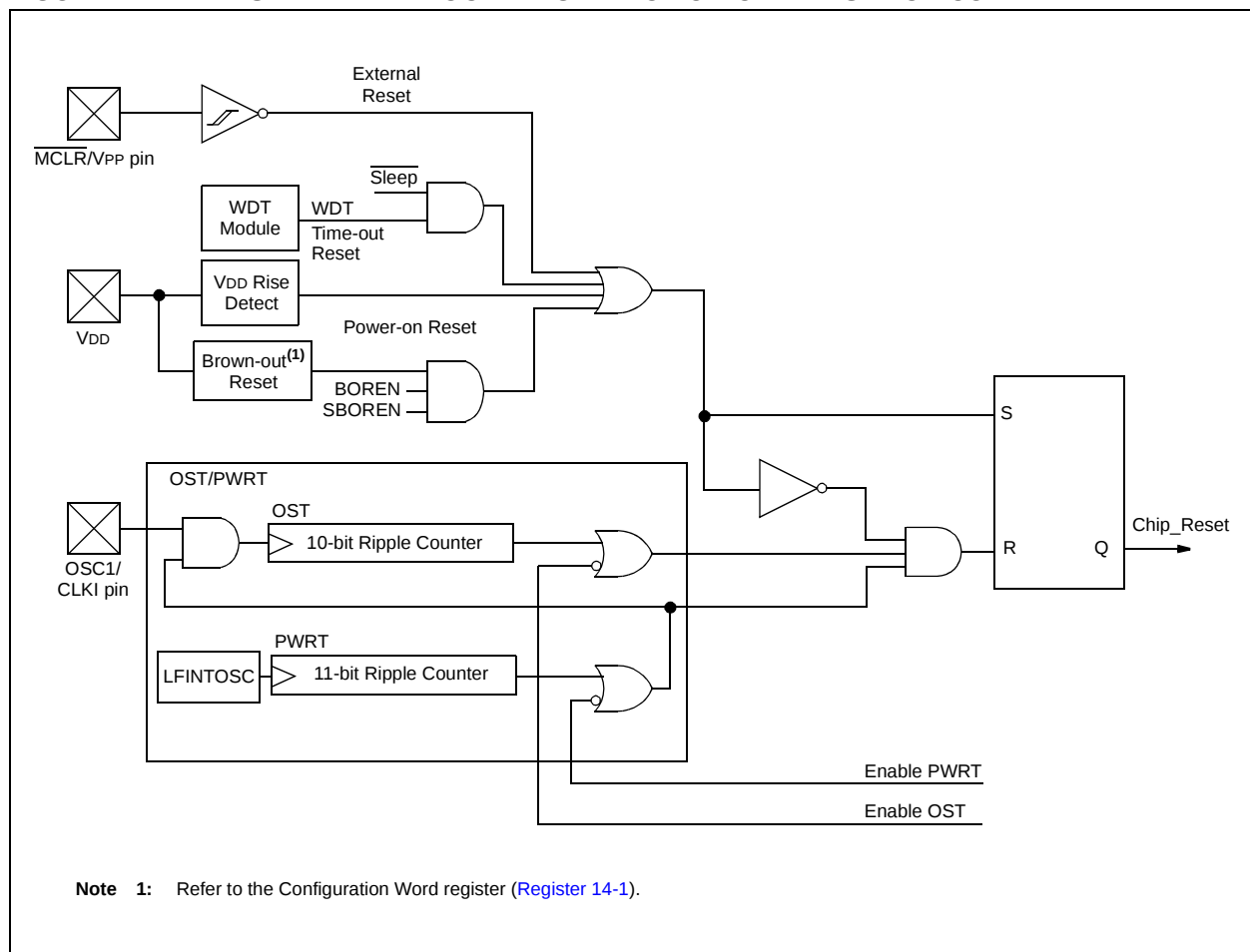
- Power-on Reset
- $\overline{\text{MCLR}}$ Reset
- $\overline{\text{MCLR}}$ Reset during Sleep
- WDT Reset
- Brown-out Reset (BOR)

They are not affected by a WDT Wake-up since this is viewed as the resumption of normal operation. $\overline{\text{TO}}$ and $\overline{\text{PD}}$ bits are set or cleared differently in different Reset situations, as indicated in Table 14-2. These bits are used in software to determine the nature of the Reset. See Table 14-4 for a full description of Reset states of all registers.

A simplified block diagram of the On-Chip Reset Circuit is shown in Figure 14-1.

The $\overline{\text{MCLR}}$ Reset path has a noise filter to detect and ignore small pulses. See Section 17.0 "Electrical Specifications" for pulse-width specifications.

FIGURE 14-1: SIMPLIFIED BLOCK DIAGRAM OF ON-CHIP RESET CIRCUIT



PIC16F631/677/685/687/689/690

14.2.1 POWER-ON RESET (POR)

The on-chip POR circuit holds the chip in Reset until V_{DD} has reached a high enough level for proper operation. A maximum rise time for V_{DD} is required. See [Section 17.0 “Electrical Specifications”](#) for details. If the BOR is enabled, the maximum rise time specification does not apply. The BOR circuitry will keep the device in Reset until V_{DD} reaches V_{BOR} (see [Section 14.2.4 “Brown-out Reset \(BOR\)”](#)).

Note: The POR circuit does not produce an internal Reset when V_{DD} declines. To re-enable the POR, V_{DD} must reach V_{SS} for a minimum of 100 μ s.

When the device starts normal operation (exits the Reset condition), device operating parameters (i.e., voltage, frequency, temperature, etc.) must be met to ensure operation. If these conditions are not met, the device must be held in Reset until the operating conditions are met.

For additional information, refer to Application Note AN607, “Power-up Trouble Shooting” (DS00607).

14.2.2 $\overline{\text{MCLR}}$

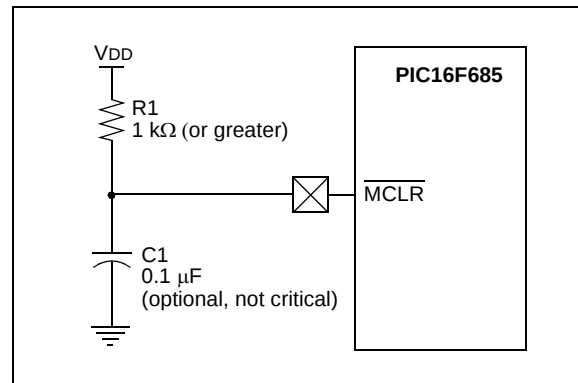
PIC16F631/677/685/687/689/690 has a noise filter in the $\overline{\text{MCLR}}$ Reset path. The filter will detect and ignore small pulses.

It should be noted that a WDT Reset does not drive $\overline{\text{MCLR}}$ pin low.

The behavior of the ESD protection on the $\overline{\text{MCLR}}$ pin has been altered from early devices of this family. Voltages applied to the pin that exceed its specification can result in both $\overline{\text{MCLR}}$ Resets and excessive current beyond the device specification during the ESD event. For this reason, Microchip recommends that the $\overline{\text{MCLR}}$ pin no longer be tied directly to V_{DD} . The use of an RC network, as shown in [Figure 14-2](#), is suggested.

An internal $\overline{\text{MCLR}}$ option is enabled by clearing the $\overline{\text{MCLRE}}$ bit in the Configuration Word register. When $\overline{\text{MCLRE}} = 0$, the Reset signal to the chip is generated internally. When the $\overline{\text{MCLRE}} = 1$, the RA3/ $\overline{\text{MCLR}}$ pin becomes an external Reset input. In this mode, the RA3/ $\overline{\text{MCLR}}$ pin has a weak pull-up to V_{DD} . However, for robustness in noisy environments, the circuit shown in [Figure 14-2](#) is still recommended.

FIGURE 14-2: RECOMMENDED $\overline{\text{MCLR}}$ CIRCUIT



14.2.3 POWER-UP TIMER (PWRT)

The Power-up Timer provides a fixed 64 ms (nominal) time-out on power-up only, from POR or Brown-out Reset. The Power-up Timer operates from the 31 kHz LFINTOSC oscillator. For more information, see [Section 3.5 “Internal Clock Modes”](#). The chip is kept in Reset as long as PWRT is active. The PWRT delay allows the V_{DD} to rise to an acceptable level. A Configuration bit, $\overline{\text{PWRTE}}$, can disable (if set) or enable (if cleared or programmed) the Power-up Timer. The Power-up Timer should be enabled when Brown-out Reset is enabled, although it is not required.

The Power-up Timer delay will vary from chip-to-chip and vary due to:

- V_{DD} variation
- Temperature variation
- Process variation

See DC parameters for details ([Section 17.0 “Electrical Specifications”](#)).

14.2.4 BROWN-OUT RESET (BOR)

The BOREN0 and BOREN1 bits in the Configuration Word register select one of four BOR modes. Two modes have been added to allow software or hardware control of the BOR enable. When BOREN<1:0> = 01, the SBOREN bit (PCON<4>) enables/disables the BOR allowing it to be controlled in software. By selecting BOREN<1:0>, the BOR is automatically disabled in Sleep to conserve power and enabled on wake-up. In this mode, the SBOREN bit is disabled. See [Register 14-2](#) for the Configuration Word definition.

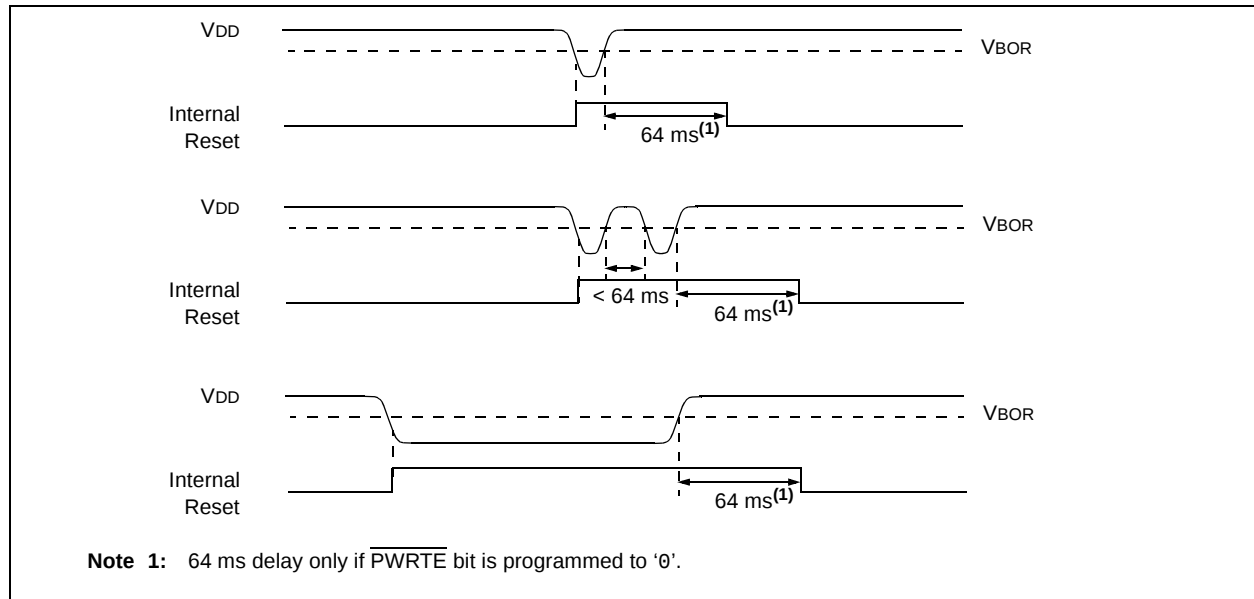
If VDD falls below VBOR for greater than parameter (TBOR) (see [Section 17.0 “Electrical Specifications”](#)), the Brown-out situation will reset the device. This will occur regardless of VDD slew rate. A Reset is not insured to occur if VDD falls below VBOR for less than parameter (TBOR).

On any Reset (Power-on, Brown-out Reset, Watchdog Timer, etc.), the chip will remain in Reset until VDD rises above VBOR (see [Figure 14-3](#)). The Power-up Timer will now be invoked, if enabled and will keep the chip in Reset an additional 64 ms.

Note: The Power-up Timer is enabled by the $\overline{\text{PWRTE}}$ bit in the Configuration Word register.

If VDD drops below VBOR while the Power-up Timer is running, the chip will go back into a Brown-out Reset and the Power-up Timer will be re-initialized. Once VDD rises above VBOR, the Power-up Timer will execute a 64 ms Reset.

FIGURE 14-3: BROWN-OUT SITUATIONS



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14.2.5 TIME-OUT SEQUENCE

On power-up, the time-out sequence is as follows: first, PWRT time-out is invoked after POR has expired, then OST is activated after the PWRT time-out has expired. The total time-out will vary based on oscillator configuration and $\overline{\text{PWRTE}}$ bit status. For example, in EC mode with $\overline{\text{PWRTE}}$ bit erased (PWRT disabled), there will be no time-out at all. Figures 14-4, 14-5 and 14-6 depict time-out sequences. The device can execute code from the INTOSC while OST is active by enabling Two-Speed Start-up or Fail-Safe Monitor (see Section 3.7.2 “Two-speed Start-up Sequence” and Section 3.8 “Fail-Safe Clock Monitor”).

Since the time-outs occur from the POR pulse, if $\overline{\text{MCLR}}$ is kept low long enough, the time-outs will expire. Then, bringing $\overline{\text{MCLR}}$ high will begin execution immediately (see Figure 14-5). This is useful for testing purposes or to synchronize more than one PIC16F631/677/685/687/689/690 device operating in parallel.

Table 14-5 shows the Reset conditions for some special registers, while Table 14-4 shows the Reset conditions for all the registers.

14.2.6 POWER CONTROL (PCON) REGISTER

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

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

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

For more information, see Section 4.2.4 “Ultra Low-Power Wake-up” and Section 14.2.4 “Brown-out Reset (BOR)”.

TABLE 14-1: TIME-OUT IN VARIOUS SITUATIONS

Oscillator Configuration	Power-up		Brown-out Reset		Wake-up from Sleep
	$\overline{\text{PWRTE}} = 0$	$\overline{\text{PWRTE}} = 1$	$\overline{\text{PWRTE}} = 0$	$\overline{\text{PWRTE}} = 1$	
XT, HS, LP	$\text{TPWRT} + 1024 \cdot \text{TOSC}$	$1024 \cdot \text{TOSC}$	$\text{TPWRT} + 1024 \cdot \text{TOSC}$	$1024 \cdot \text{TOSC}$	$1024 \cdot \text{TOSC}$
LP, $\text{T1OSCIN} = 1$	TPWRT	—	TPWRT	—	—
RC, EC, INTOSC	TPWRT	—	TPWRT	—	—

TABLE 14-2: STATUS/PCON BITS AND THEIR SIGNIFICANCE

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

Legend: u = unchanged, x = unknown

TABLE 14-3: SUMMARY OF REGISTERS ASSOCIATED WITH BROWN-OUT

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
PCON	—	—	ULPWUE	SBOREN	—	—	$\overline{\text{POR}}$	$\overline{\text{BOR}}$	--01 --qq	--0u --uu
STATUS	IRP	RP1	RPO	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC	C	0001 1xxx	000q quuu

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

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

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FIGURE 14-4: TIME-OUT SEQUENCE ON POWER-UP (DELAYED $\overline{\text{MCLR}}$): CASE 1

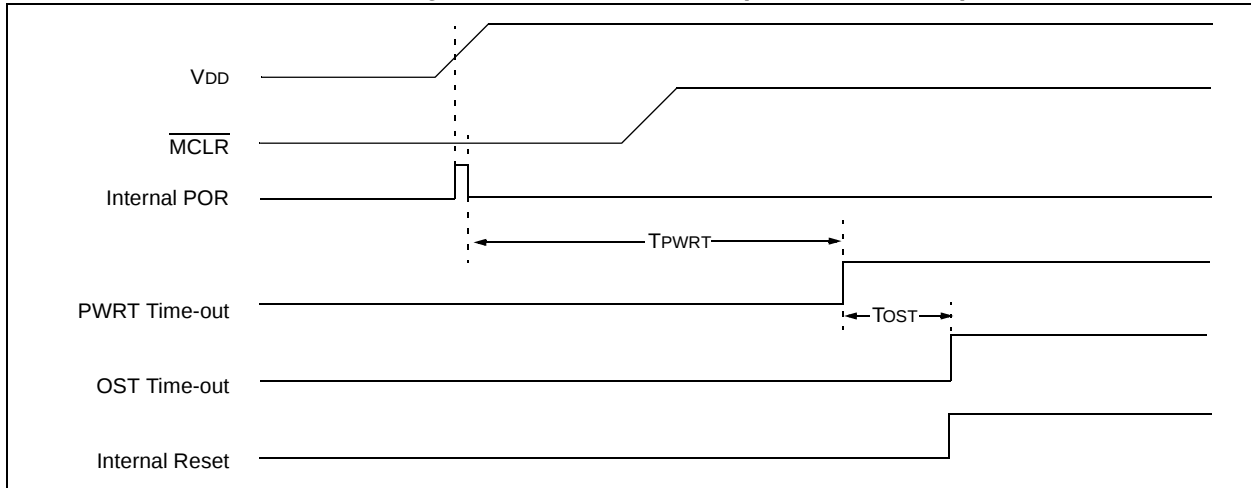


FIGURE 14-5: TIME-OUT SEQUENCE ON POWER-UP (DELAYED $\overline{\text{MCLR}}$): CASE 2

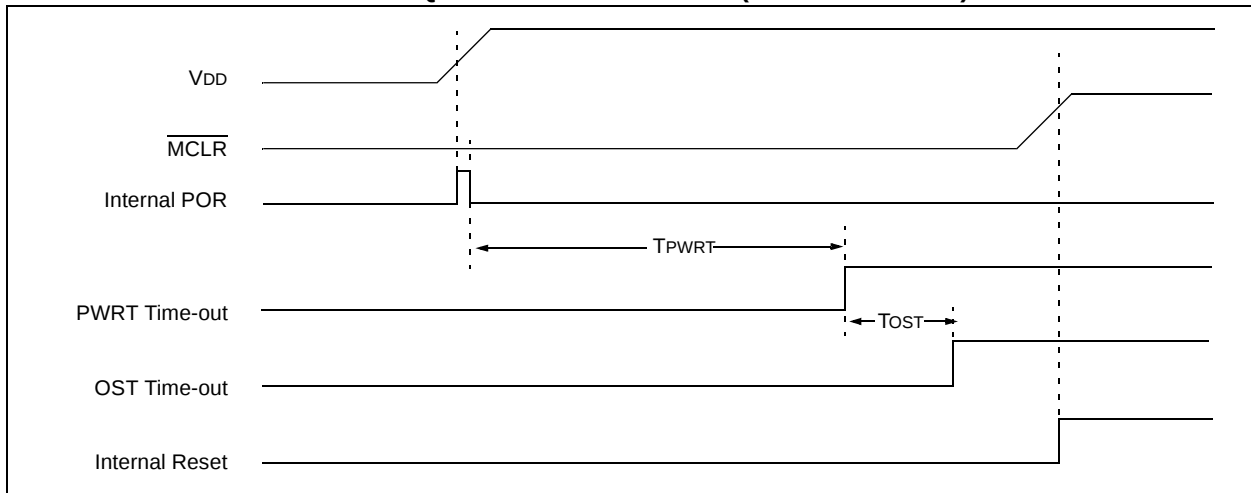
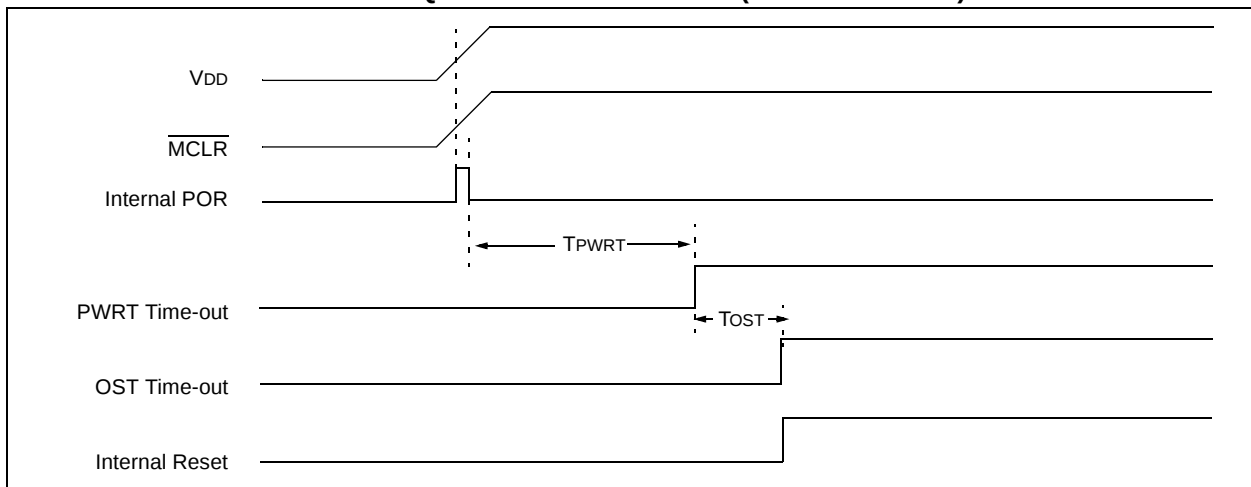


FIGURE 14-6: TIME-OUT SEQUENCE ON POWER-UP ($\overline{\text{MCLR}}$ WITH VDD)



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TABLE 14-4: INITIALIZATION CONDITION FOR REGISTER

Register	Address	Power-on Reset	MCLR Reset WDT Reset Brown-out Reset ⁽¹⁾	Wake-up from Sleep through Interrupt Wake-up from Sleep through WDT Time-out
W	—	xxxx xxxx	uuuu uuuu	uuuu uuuu
INDF	00h/80h/ 100h/180h	xxxx xxxx	xxxx xxxx	uuuu uuuu
TMR0	01h/101h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCL	02h/82h/ 102h/182h	0000 0000	0000 0000	PC + 1 ⁽³⁾
STATUS	03h/83h/ 103h/183h	0001 1xxx	000q quuu ⁽⁴⁾	uuuq quuu ⁽⁴⁾
FSR	04h/84h/ 104h/184h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PORTA	05h/105h	- -xx xxxx	- -uu uuuu	- -uu uuuu
PORTB	06h/106h	xxxx - - - -	uuuu - - - -	uuuu - - - -
PORTC	07h/107h	xxxx xxxx	uuuu uuuu	uuuu uuuu
PCLATH	0Ah/8Ah/ 10Ah/18Ah	- - - 0 0000	- - - 0 0000	- - - u uuuu
INTCON	0Bh/8Bh/ 10Bh/18Bh	0000 000x	0000 000u	uuuu uuuu ⁽²⁾
PIR1	0Ch	- 000 0000	- 000 0000	- uuu uuuu ⁽²⁾
PIR2	0Dh	0000 - - - -	0000 - - - -	uuuu - - - - ⁽²⁾
TMR1L	0Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
TMR1H	0Fh	xxxx xxxx	uuuu uuuu	uuuu uuuu
T1CON	10h	0000 0000	uuuu uuuu	uuuu uuuu
TMR2	11h	0000 0000	0000 0000	uuuu uuuu
T2CON	12h	- 000 0000	- 000 0000	- uuu uuuu
SSPBUF	13h	xxxx xxxx	uuuu uuuu	uuuu uuuu
SSPCON	14h	0000 0000	0000 0000	uuuu uuuu
CCPR1L	15h	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCPR1H	16h	xxxx xxxx	uuuu uuuu	uuuu uuuu
CCP1CON	17h	0000 0000	0000 0000	uuuu uuuu
RCSTA	18h	0000 000x	0000 000x	uuuu uuuu
TXREG	19h	0000 0000	0000 0000	uuuu uuuu
RCREG	1Ah	0000 0000	0000 0000	uuuu uuuu
PWM1CON	1Ch	0000 0000	0000 0000	uuuu uuuu
ECCPAS	1Dh	0000 0000	0000 0000	uuuu uuuu
ADRESH	1Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADCON0	1Fh	0000 0000	0000 0000	uuuu uuuu
OPTION_REG	81h/181h	1111 1111	1111 1111	uuuu uuuu
TRISA	85h/185h	- - 11 1111	- - 11 1111	- - uu uuuu

Legend: u = unchanged, x = unknown, – = unimplemented bit, reads as ‘0’, q = value depends on condition.

Note 1: If VDD goes too low, Power-on Reset will be activated and registers will be affected differently.

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

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

4: See Table 14-5 for Reset value for specific condition.

5: If Reset was due to brown-out, then bit 0 = 0. All other Resets will cause bit 0 = u.

6: Accessible only when SSPM<3:0> = 1001.

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TABLE 14-4: INITIALIZATION CONDITION FOR REGISTER (CONTINUED)

Register	Address	Power-on Reset	MCLR Reset WDT Reset (Continued) Brown-out Reset ⁽¹⁾	Wake-up from Sleep through Interrupt Wake-up from Sleep through WDT Time-out
TRISB	86h/186h	1111 ----	1111 ----	uuuu ----
TRISC	87h/187h	1111 1111	1111 1111	uuuu uuuu
PIE1	8Ch	-000 0000	-000 0000	-uuu uuuu
PIE2	8Dh	0000 ----	0000 ----	uuuu uuuu
PCON	8Eh	--01 --0x	--0u --uq ^{1, 5)}	--uu --uu
OSCCON	8Fh	-110 q000	-110 q000	-uuu uuuu
OSCTUNE	90h	---0 0000	---u uuuu	---u uuuu
PR2	92h	1111 1111	1111 1111	uuuu uuuu
SSPADD	93h	0000 0000	1111 1111	uuuu uuuu
SSPMSK ⁽⁶⁾	93h	---- ----	1111 1111	uuuu uuuu
SSPSTAT	94h	0000 0000	1111 1111	uuuu uuuu
WPUA	95h	--11 -111	--11 -111	uuuu uuuu
IOCA	96h	--00 0000	--00 0000	--uu uuuu
WDTCON	97h	---0 1000	---0 1000	---u uuuu
TXSTA	98h	0000 0010	0000 0010	uuuu uuuu
SPBRG	99h	0000 0000	0000 0000	uuuu uuuu
SPBRGH	9Ah	0000 0000	0000 0000	uuuu uuuu
BAUDCTL	9Bh	01-0 0-00	01-0 0-00	uu-u u-uu
ADRESL	9Eh	xxxx xxxx	uuuu uuuu	uuuu uuuu
ADCON1	9Fh	-000 ----	-000 ----	-uuu ----
EEDAT	10Ch	0000 0000	0000 0000	uuuu uuuu
EEADR	10Dh	0000 0000	0000 0000	uuuu uuuu
EEDATH	10Eh	--00 0000	--00 0000	--uu uuuu
EEADRH	10Fh	---- 0000	---- 0000	---- uuuu
WPUB	115h	1111 ----	1111 ----	uuuu ----
IOCB	116h	0000 ----	0000 ----	uuuu ----
VRCON	118h	0000 0000	0000 0000	uuuu uuuu
CM1CON0	119h	0000 -000	0000 -000	uuuu -uuu
CM2CON0	11Ah	0000 -000	0000 -000	uuuu -uuu
CM2CON1	11Bh	00-- --00	00-- --10	uu-- --uu
ANSEL	11Eh	1111 1111	1111 1111	uuuu uuuu
ANSELH	11Fh	---- 1111	---- 1111	---- uuuu
EECON1	18Ch	x--- x000	u--- q000	---- uuuu
EECON2	18Dh	---- ----	---- ----	---- ----
PSTRCON	19Dh	---0 0001	---0 0001	---u uuuu
SRCON	19EH	0000 00--	0000 00--	uuuu uu--

Legend: u = unchanged, x = unknown, – = unimplemented bit, reads as '0', q = value depends on condition.

Note 1: If VDD goes too low, Power-on Reset will be activated and registers will be affected differently.

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

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

4: See [Table 14-5](#) for Reset value for specific condition.

5: If Reset was due to brown-out, then bit 0 = 0. All other Resets will cause bit 0 = u.

6: Accessible only when SSPM<3:0> = 1001.

TABLE 14-5: INITIALIZATION CONDITION FOR SPECIAL REGISTERS

PIC16F631/677/685/687/689/690

Condition	Program Counter	Status Register	PCON Register
Power-on Reset	000h	0001 1xxx	- -01 - -0x
MCLR Reset during normal operation	000h	000u uuuu	- -0u - -uu
MCLR Reset during Sleep	000h	0001 0uuu	- -0u - -uu
WDT Reset	000h	0000 uuuu	- -0u - -uu
WDT Wake-up	PC + 1	uuu0 0uuu	- -uu - -uu
Brown-out Reset	000h	0001 1uuu	- -01 - -u0
Interrupt Wake-up from Sleep	PC + 1 ⁽¹⁾	uuu1 0uuu	- -uu - -uu

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

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

14.3 Interrupts

The PIC16F631/677/685/687/689/690 have multiple sources of interrupt:

- External Interrupt RA2/INT
- TMR0 Overflow Interrupt
- PORTA/PORTB Change Interrupts
- 2 Comparator Interrupts
- A/D Interrupt (except PIC16F631)
- Timer1 Overflow Interrupt
- Timer2 Match Interrupt (PIC16F685/PIC16F690 only)
- EEPROM Data Write Interrupt
- Fail-Safe Clock Monitor Interrupt
- Enhanced CCP Interrupt (PIC16F685/PIC16F690 only)
- EUSART Receive and Transmit interrupts (PIC16F687/PIC16F689/PIC16F690 only)

The Interrupt Control register (INTCON) and Peripheral Interrupt Request Register 1 (PIR1) record individual interrupt requests in flag bits. The INTCON register also has individual and global interrupt enable bits.

A Global Interrupt Enable bit, GIE (INTCON<7>), enables (if set) all unmasked interrupts, or disables (if cleared) all interrupts. Individual interrupts can be disabled through their corresponding enable bits in the INTCON, PIE1 and PIE2 registers, respectively. GIE is cleared on Reset.

The Return from Interrupt instruction, RETFIE, exits the interrupt routine, as well as sets the GIE bit, which re-enables unmasked interrupts.

The following interrupt flags are contained in the INTCON register:

- INT Pin Interrupt
- PORTA/PORTB Change Interrupts
- TMR0 Overflow Interrupt

The peripheral interrupt flags are contained in the PIR1 and PIR2 registers. The corresponding interrupt enable bits are contained in PIE1 and PIE2 registers.

The following interrupt flags are contained in the PIR1 register:

- A/D Interrupt
- EUSART Receive and Transmit Interrupts
- Timer1 Overflow Interrupt
- Synchronous Serial Port (SSP) Interrupt
- Enhanced CCP1 Interrupt
- Timer1 Overflow Interrupt
- Timer2 Match Interrupt

The following interrupt flags are contained in the PIR2 register:

- Fail-Safe Clock Monitor Interrupt
- 2 Comparator Interrupts
- EEPROM Data Write Interrupt

When an interrupt is serviced:

- The GIE is cleared to disable any further interrupt.
- The return address is pushed onto the stack.
- The PC is loaded with 0004h.

For external interrupt events, such as the INT pin, PORTA/PORTB change interrupts, the interrupt latency will be three or four instruction cycles. The exact latency depends upon when the interrupt event occurs (see [Figure 14-8](#)). The latency is the same for one or 2-cycle instructions. Once in the Interrupt Service Routine, the source(s) of the interrupt can be determined by polling the interrupt flag bits. The interrupt flag bit(s) must be cleared in software before re-enabling interrupts to avoid multiple interrupt requests.

Note 1: Individual interrupt flag bits are set, regardless of the status of their corresponding mask bit or the GIE bit.

- 2:** When an instruction that clears the GIE bit is executed, any interrupts that were pending for execution in the next cycle are ignored. The interrupts, which were ignored, are still pending to be serviced when the GIE bit is set again.

For additional information on Timer1, Timer2, comparators, A/D, data EEPROM, EUSART, SSP or Enhanced CCP modules, refer to the respective peripheral section.

14.3.1 RA2/INT INTERRUPT

External interrupt on RA2/INT pin is edge-triggered; either rising if the INTEDG bit (OPTION_REG<6>) is set, or falling, if the INTEDG bit is clear. When a valid edge appears on the RA2/INT pin, the INTF bit (INTCON<1>) is set. This interrupt can be disabled by clearing the INTE control bit (INTCON<4>). The INTF bit must be cleared in software in the Interrupt Service Routine before re-enabling this interrupt. The RA2/INT interrupt can wake-up the processor from Sleep, if the INTE bit was set prior to going into Sleep. The status of the GIE bit decides whether or not the processor branches to the interrupt vector following wake-up (0004h). See [Section 14.6 “Power-Down Mode \(Sleep\)”](#) for details on Sleep and [Figure 14-10](#) for timing of wake-up from Sleep through RA2/INT interrupt.

Note: The ANSEL and CM2CON0 registers must be initialized to configure an analog channel as a digital input. Pins configured as analog inputs will read '0'.

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14.3.2 TIMER0 INTERRUPT

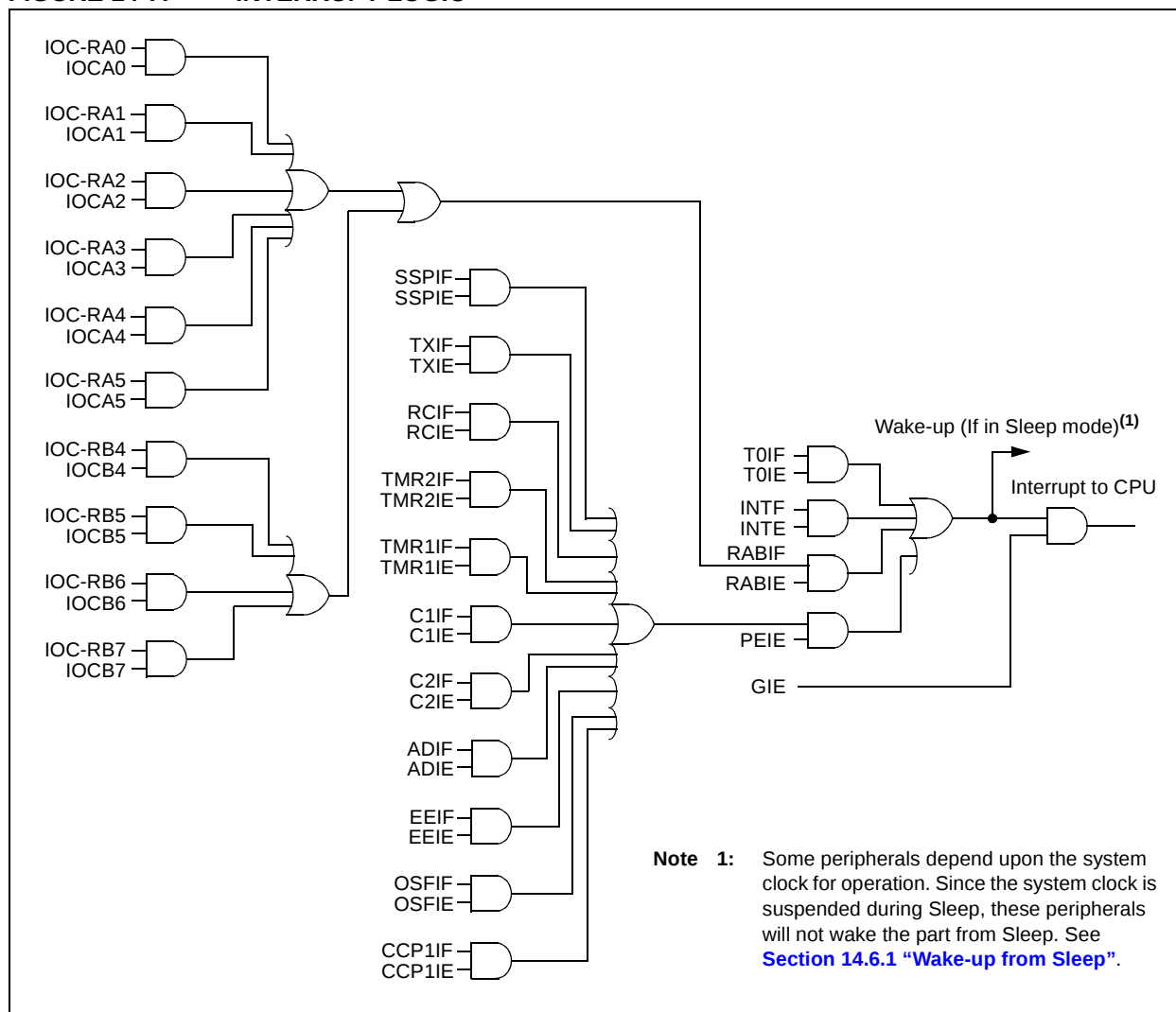
An overflow (FFh → 00h) in the TMR0 register will set the T0IF (INTCON<2>) bit. The interrupt can be enabled/disabled by setting/clearing T0IE (INTCON<5>) bit. See [Section 5.0 “Timer0 Module”](#) for operation of the Timer0 module.

14.3.3 PORTA/PORTB INTERRUPT

An input change on PORTA or PORTB change sets the RABIF (INTCON<0>) bit. The interrupt can be enabled/disabled by setting/clearing the RABIE (INTCON<3>) bit. Plus, individual pins can be configured through the IOCA or IOCB registers.

Note: If a change on the I/O pin should occur when the read operation is being executed (start of the Q2 cycle), then the RABIF interrupt flag may not get set. See [Section 4.2.3 “Interrupt-on-change”](#) for more information.

FIGURE 14-7: INTERRUPT LOGIC



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FIGURE 14-8: INT PIN INTERRUPT TIMING

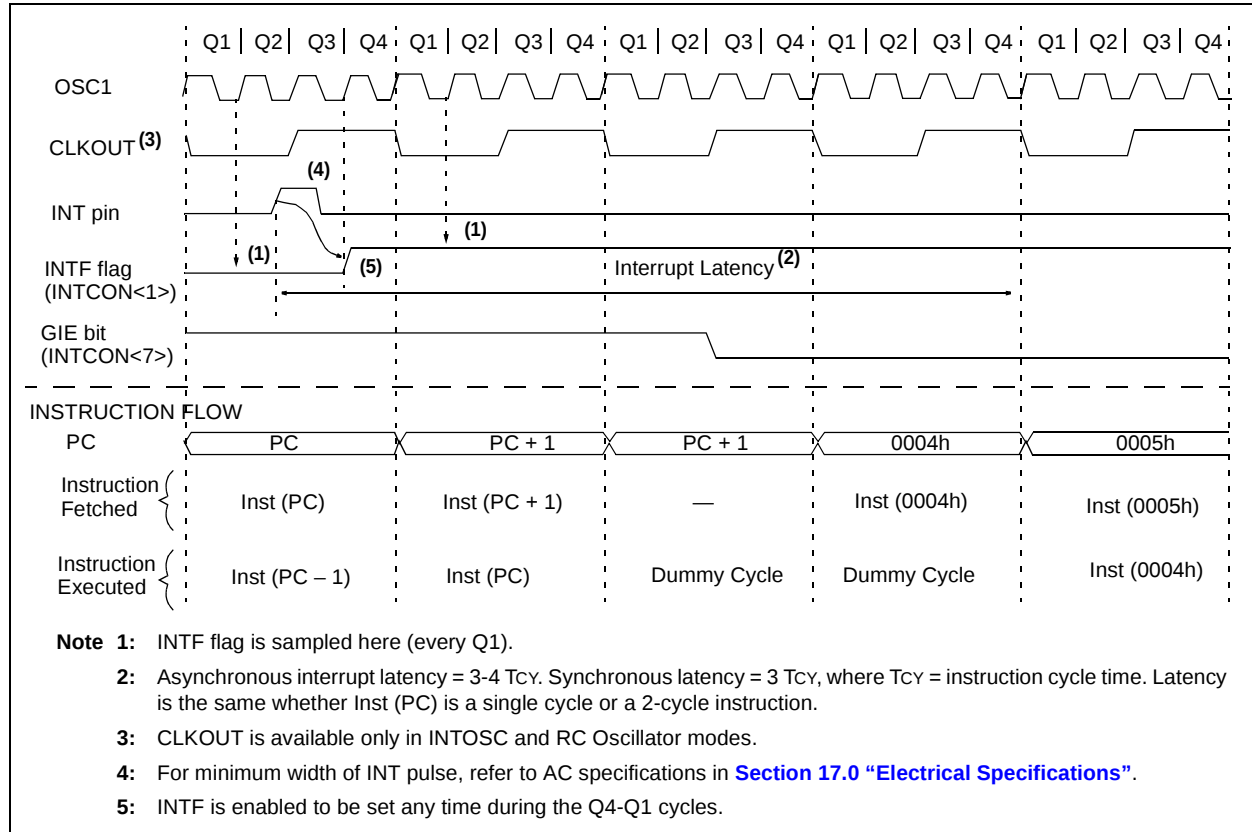


TABLE 14-6: SUMMARY OF INTERRUPT REGISTERS

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
INTCON	GIE	PEIE	T0IE	INTE	RABIE	T0IF	INTF	RABIF	0000 000x	0000 000x
PIE1	—	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	-000 0000	-000 0000
PIE2	OSFIE	C2IE	C1IE	EEIE	—	—	—	—	0000 ----	0000 ----
PIR1	—	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	-000 0000	-000 0000
PIR2	OSFIF	C2IF	C1IF	EEIF	—	—	—	—	0000 ----	0000 ----

Legend: x = unknown, u = unchanged, — = unimplemented read as '0', q = value depends upon condition.
Shaded cells are not used by the Interrupt module.

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14.4 Context Saving During Interrupts

During an interrupt, only the return PC value is saved on the stack. Typically, users may wish to save key registers during an interrupt (e.g., W and STATUS registers). This must be implemented in software.

Since the upper 16 bytes of all GPR banks are common in the PIC16F631/677/685/687/689/690 (see Figures 2-2 and 2-3), temporary holding registers, W_TEMP and STATUS_TEMP, should be placed in here. These 16 locations do not require banking and therefore, make it easier to context save and restore. The same code shown in [Example 14-1](#) can be used to:

- Store the W register
- Store the STATUS register
- Execute the ISR code
- Restore the Status (and Bank Select Bit register)
- Restore the W register

Note: The PIC16F631/677/685/687/689/690 normally does not require saving the PCLATH. However, if computed GOTO's are used in the ISR and the main code, the PCLATH must be saved and restored in the ISR.

EXAMPLE 14-1: SAVING STATUS AND W REGISTERS IN RAM

```
MOVWF W_TEMP      ;Copy W to TEMP register
SWAPF STATUS,W    ;Swap status to be saved into W
CLRF STATUS       ;bank 0, regardless of current bank, Clears IRP,RP1,RP0
MOVWF STATUS_TEMP ;Save status to bank zero STATUS_TEMP register
:
:(ISR)            ;Insert user code here
:
SWAPF STATUS_TEMP,W ;Swap STATUS_TEMP register into W
                  ;(sets bank to original state)
MOVWF STATUS      ;Move W into STATUS register
SWAPF W_TEMP,F    ;Swap W_TEMP
SWAPF W_TEMP,W    ;Swap W_TEMP into W
```

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14.5 Watchdog Timer (WDT)

The WDT has the following features:

- Operates from the LFINTOSC (31 kHz)
- Contains a 16-bit prescaler
- Shares an 8-bit prescaler with Timer0
- Time-out period is from 1 ms to 268 seconds
- Configuration bit and software controlled

WDT is cleared under certain conditions described in [Table 14-7](#).

14.5.1 WDT OSCILLATOR

The WDT derives its time base from the 31 kHz LFINTOSC. The LTS bit of the OSCCON register does not reflect that the LFINTOSC is enabled.

The value of WDTCON is '- - - 0 1000' on all Resets. This gives a nominal time base of 17 ms.

Note: When the Oscillator Start-up Timer (OST) is invoked, the WDT is held in Reset, because the WDT Ripple Counter is used by the OST to perform the oscillator delay count. When the OST count has expired, the WDT will begin counting (if enabled).

14.5.2 WDT CONTROL

The WDTE bit is located in the Configuration Word register. When set, the WDT runs continuously.

When the WDTE bit in the Configuration Word register is set, the SWDTEN bit of the WDTCON register has no effect. If WDTE is clear, then the SWDTEN bit can be used to enable and disable the WDT. Setting the bit will enable it and clearing the bit will disable it.

The PSA and PS<2:0> bits of the OPTION register have the same function as in previous versions of the PIC16F631/677/685/687/689/690 Family of microcontrollers. See [Section 5.0 "Timer0 Module"](#) for more information.

FIGURE 14-9: WATCHDOG TIMER BLOCK DIAGRAM

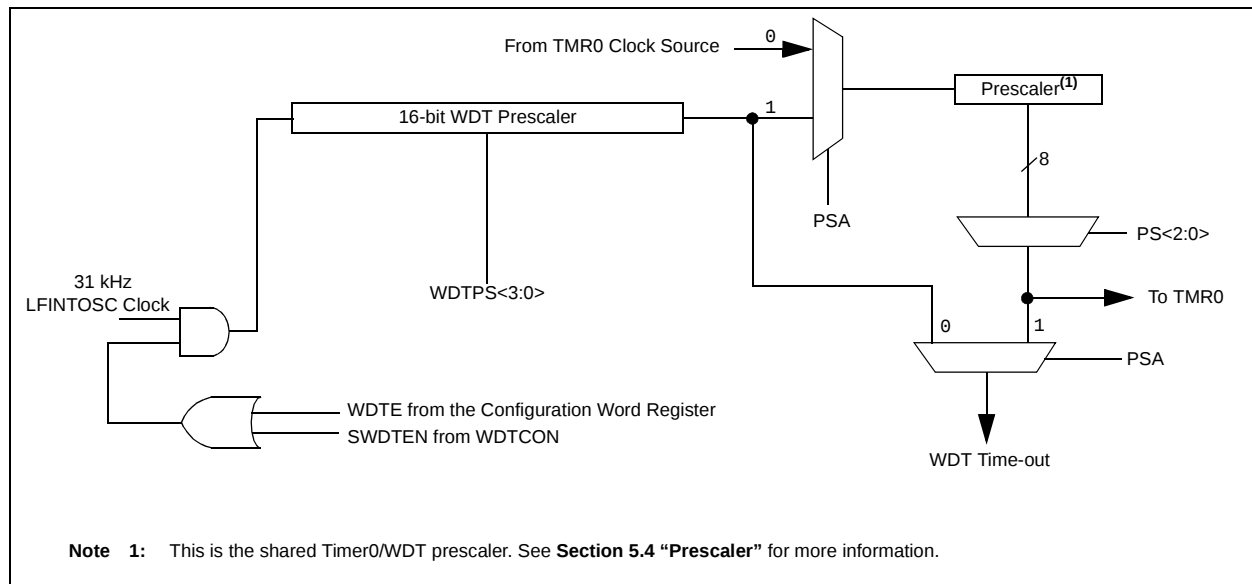


TABLE 14-7: WDT STATUS

Conditions	WDT
WDTE = 0	Cleared
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

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REGISTER 14-2: WDTCON: WATCHDOG TIMER CONTROL REGISTER

U-0	U-0	U-0	R/W-0	R/W-1	R/W-0	R/W-0	R/W-0
—	—	—	WDTPS3	WDTPS2	WDTPS1	WDTPS0	SWDTEN ⁽¹⁾
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 7-5 **Unimplemented:** Read as '0'

bit 4-1 **WDTPS<3:0>:** Watchdog Timer Period Select bits

Bit Value = Prescale Rate

0000 = 1:32

0001 = 1:64

0010 = 1:128

0011 = 1:256

0100 = 1:512 (Reset value)

0101 = 1:1024

0110 = 1:2048

0111 = 1:4096

1000 = 1:8192

1001 = 1:16384

1010 = 1:32768

1011 = 1:65536

1100 = reserved

1101 = reserved

1110 = reserved

1111 = reserved

bit 0 **SWDTEN:** Software Enable or Disable the Watchdog Timer bit⁽¹⁾

1 = WDT is turned on

0 = WDT is turned off (Reset value)

Note 1: If WDTE Configuration bit = 1, then WDT is always enabled, irrespective of this control bit. If WDTE Configuration bit = 0, then it is possible to turn WDT on/off with this control bit.

TABLE 14-8: SUMMARY OF WATCHDOG TIMER REGISTER

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
CONFIG ⁽¹⁾	$\overline{\text{CPD}}$	$\overline{\text{CP}}$	MCLRE	$\overline{\text{PWRTE}}$	WDTE	FOSC2	FOSC1	FOSC0	—	—
OPTION_REG	$\overline{\text{RABPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
WDTCON	—	—	—	WDTPS3	WDTPS2	WDTPS1	WDTPS0	SWDTEN	---0 1000	---0 1000

Legend: Shaded cells are not used by the Watchdog Timer.

Note 1: See [Register 14-1](#) for operation of all Configuration Word register bits.

14.6 Power-Down Mode (Sleep)

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

If the Watchdog Timer is enabled:

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

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

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

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

14.6.1 WAKE-UP FROM SLEEP

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

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

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

The following peripheral interrupts can wake the device from Sleep:

1. TMR1 interrupt. Timer1 must be operating as an asynchronous counter.
2. ECCP Capture mode interrupt.
3. A/D conversion (when A/D clock source is FRC).
4. EEPROM write operation completion.
5. Comparator output changes state.
6. Interrupt-on-change.
7. External Interrupt from INT pin.
8. EUSART Break detect, I²C slave.

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

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

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

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

14.6.2 WAKE-UP USING INTERRUPTS

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

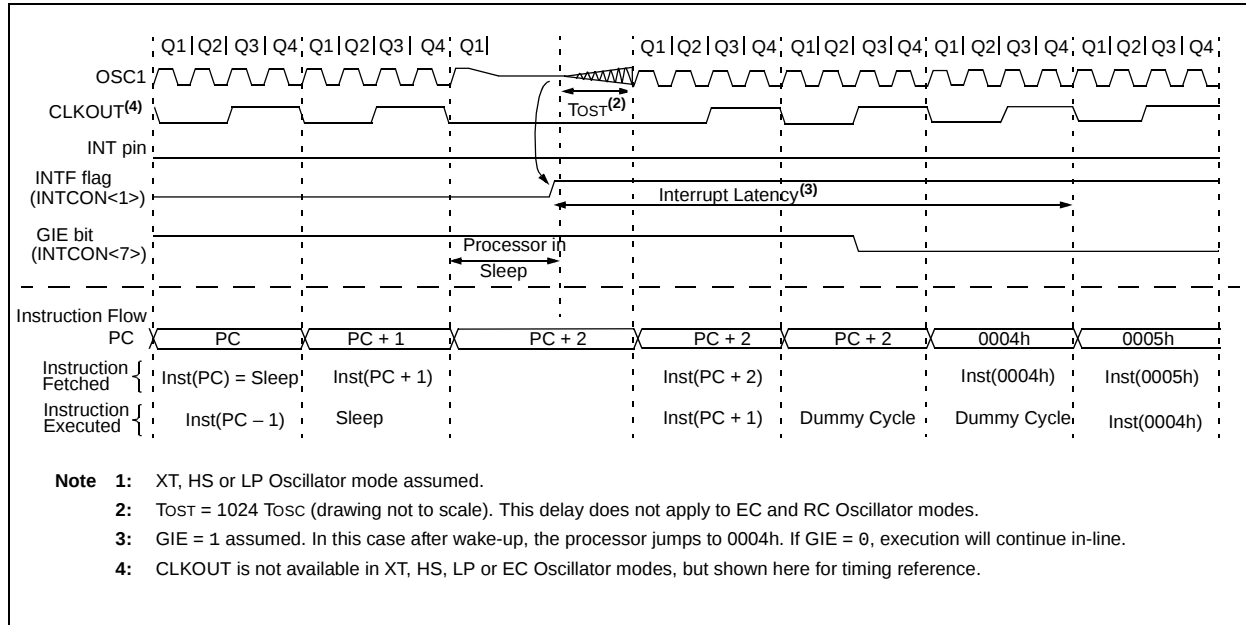
- If the interrupt occurs **before** the execution of a SLEEP instruction, the SLEEP instruction will complete as a NOP. Therefore, the WDT and WDT prescaler and postscaler (if enabled) will not be cleared, the $\overline{\text{TO}}$ bit will not be set and the $\overline{\text{PD}}$ bit will not be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

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

To ensure that the WDT is cleared, a CLRWD instruction should be executed before a SLEEP instruction.

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FIGURE 14-10: WAKE-UP FROM SLEEP THROUGH INTERRUPT



14.7 Code Protection

If the code protection bit(s) have not been programmed, the on-chip program memory can be read out using ICSP™ for verification purposes.

Note: The entire data EEPROM and Flash program memory will be erased when the code protection is switched from on to off. See the “PIC12F6XX/16F6XX Memory Programming Specification” (DS41204) for more information.

14.8 ID Locations

Four memory locations (2000h-2003h) are designated as ID locations where the user can store checksum or other code identification numbers. These locations are not accessible during normal execution but are readable and writable during Program/Verify mode. Only the Least Significant seven bits of the ID locations are used.

14.9 In-Circuit Serial Programming

The PIC16F631/677/685/687/689/690 microcontrollers can be serially programmed while in the end application circuit. This is simply done with two lines for clock and data and three other lines for:

- power
- ground
- programming voltage

This allows customers to manufacture boards with unprogrammed devices and then program the microcontroller just before shipping the product. This also allows the most recent firmware or a custom firmware to be programmed.

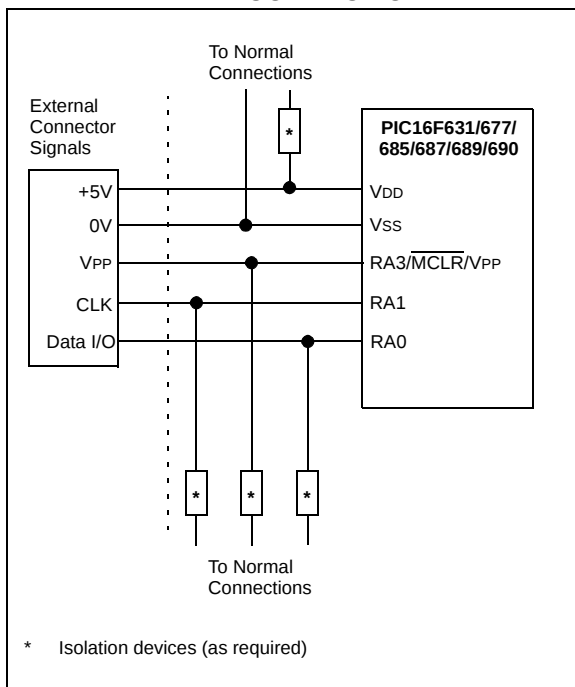
The device is placed into a Program/Verify mode by holding the RA0/AN0/C1IN+/ICSPDAT/ULPWU and RA1/AN1/C12IN-/VREF/ICSPCLK pins low, while raising the MCLR (VPP) pin from V_{IL} to V_{IHH}. See the “PIC12F6XX/16F6XX Memory Programming Specification” (DS41204) for more information. RA0 becomes the programming data and RA1 becomes the programming clock. Both RA0 and RA1 are Schmitt Trigger inputs in this mode.

After Reset, to place the device into Program/Verify mode, the Program Counter (PC) is at location 00h. A 6-bit command is then supplied to the device. Depending on the command, 14 bits of program data are then supplied to or from the device, depending on whether the command was a load or a read. For complete details of serial programming, please refer to the “PIC12F6XX/16F6XX Memory Programming Specification” (DS41204).

A typical In-Circuit Serial Programming connection is shown in [Figure 14-11](#).

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**FIGURE 14-11: TYPICAL IN-CIRCUIT
SERIAL PROGRAMMING
CONNECTION**



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15.0 INSTRUCTION SET SUMMARY

The PIC16F690 instruction set is highly orthogonal and is comprised of three basic categories:

- **Byte-oriented** operations
- **Bit-oriented** operations
- **Literal and control** operations

Each PIC16 instruction is a 14-bit word divided into an **opcode**, which specifies the instruction type and one or more **operands**, which further specify the operation of the instruction. The formats for each of the categories is presented in [Figure 15-1](#), while the various opcode fields are summarized in [Table 15-1](#).

[Table 15-2](#) lists the instructions recognized by the MPASM™ assembler.

For **byte-oriented** instructions, 'f' represents a file register designator and 'd' represents a destination designator. The file register designator specifies which file register is to be used by the instruction.

The destination designator specifies where the result of the operation is to be placed. If 'd' is zero, the result is placed in the W register. If 'd' is one, the result is placed in the file register specified in the instruction.

For **bit-oriented** instructions, 'b' represents a bit field designator, which selects the bit affected by the operation, while 'f' represents the address of the file in which the bit is located.

For **literal and control** operations, 'k' represents an 8-bit or 11-bit constant, or literal value.

One instruction cycle consists of four oscillator periods; for an oscillator frequency of 4 MHz, this gives a normal instruction execution time of 1 µs. All instructions are executed within a single instruction cycle, unless a conditional test is true, or the program counter is changed as a result of an instruction. When this occurs, the execution takes two instruction cycles, with the second cycle executed as a NOP.

All instruction examples use the format '0xhh' to represent a hexadecimal number, where 'h' signifies a hexadecimal digit.

15.1 Read-Modify-Write Operations

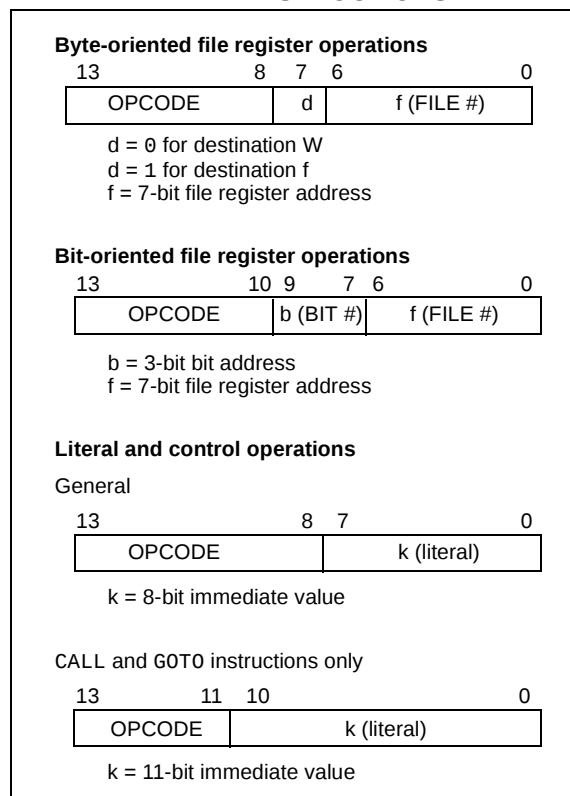
Any instruction that specifies a file register as part of the instruction performs a Read-Modify-Write (RMW) operation. The register is read, the data is modified, and the result is stored according to either the instruction, or the destination designator 'd'. A read operation is performed on a register even if the instruction writes to that register.

For example, a CLRF PORTA instruction will read PORTA, clear all the data bits, then write the result back to PORTA. This example would have the unintended consequence of clearing the condition that set the RAIF flag.

TABLE 15-1: OPCODE FIELD DESCRIPTIONS

Field	Description
f	Register file address (0x00 to 0x7F)
W	Working register (accumulator)
b	Bit address within an 8-bit file register
k	Literal field, constant data or label
x	Don't care location (= 0 or 1). The assembler will generate code with x = 0. It is the recommended form of use for compatibility with all Microchip software tools.
d	Destination select; d = 0: store result in W, d = 1: store result in file register f. Default is d = 1.
PC	Program Counter
TO	Time-out bit
C	Carry bit
DC	Digit carry bit
Z	Zero bit
PD	Power-down bit

FIGURE 15-1: GENERAL FORMAT FOR INSTRUCTIONS



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TABLE 15-2: PIC16F684 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
CLRW	—	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	$\overline{\text{TO}}$, $\overline{\text{PD}}$	
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	$\overline{\text{TO}}$, $\overline{\text{PD}}$	
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 GPIO, 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 the Program Counter (PC) is modified, or a conditional test is true, the instruction requires two cycles. The second cycle is executed as a NOP.

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15.2 Instruction Descriptions

ADDLW Add literal and W

Syntax: [*label*] ADDLW *k*

Operands: $0 \leq k \leq 255$

Operation: $(W) + k \rightarrow (W)$

Status Affected: C, DC, Z

Description: The contents of the W register are added to the 8-bit literal 'k' and the result is placed in the W register.

BCF Bit Clear f

Syntax: [*label*] BCF *f*,*b*

Operands: $0 \leq f \leq 127$
 $0 \leq b \leq 7$

Operation: $0 \rightarrow (f)$

Status Affected: None

Description: Bit 'b' in register 'f' is cleared.

ADDWF Add W and f

Syntax: [*label*] ADDWF *f*,*d*

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(W) + (f) \rightarrow (\text{destination})$

Status Affected: C, DC, Z

Description: Add the contents of the W register with register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

BSF Bit Set f

Syntax: [*label*] BSF *f*,*b*

Operands: $0 \leq f \leq 127$
 $0 \leq b \leq 7$

Operation: $1 \rightarrow (f)$

Status Affected: None

Description: Bit 'b' in register 'f' is set.

ANDLW AND literal with W

Syntax: [*label*] ANDLW *k*

Operands: $0 \leq k \leq 255$

Operation: $(W) .\text{AND.} (k) \rightarrow (W)$

Status Affected: Z

Description: The contents of W register are AND'ed with the 8-bit literal 'k'. The result is placed in the W register.

BTFSC Bit Test f, Skip if Clear

Syntax: [*label*] BTFSC *f*,*b*

Operands: $0 \leq f \leq 127$
 $0 \leq b \leq 7$

Operation: skip if $(f) = 0$

Status Affected: None

Description: If bit 'b' in register 'f' is '1', the next instruction is executed.
If bit 'b' in register 'f' is '0', the next instruction is discarded, and a NOP is executed instead, making this a 2-cycle instruction.

ANDWF AND W with f

Syntax: [*label*] ANDWF *f*,*d*

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(W) .\text{AND.} (f) \rightarrow (\text{destination})$

Status Affected: Z

Description: AND the W register with register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

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BTFSS **Bit Test f, Skip if Set**

Syntax: [*label*] BTFSS f,b
Operands: $0 \leq f \leq 127$
 $0 \leq b < 7$
Operation: skip if (f) = 1
Status Affected: None
Description: If bit 'b' in register 'f' is '0', the next instruction is executed.
 If bit 'b' is '1', then the next instruction is discarded and a NOP is executed instead, making this a 2-cycle instruction.

CLRWDT **Clear Watchdog Timer**

Syntax: [*label*] CLRWDT
Operands: None
Operation: 00h → WDT
 0 → WDT prescaler,
 1 → $\overline{TO}$
 1 → $\overline{PD}$
Status Affected: $\overline{TO}$, $\overline{PD}$
Description: CLRWDT instruction resets the Watchdog Timer. It also resets the prescaler of the WDT.
 Status bits $\overline{TO}$ and $\overline{PD}$ are set.

CALL **Call Subroutine**

Syntax: [*label*] CALL k
Operands: $0 \leq k \leq 2047$
Operation: (PC)+1 → TOS,
 k → PC<10:0>,
 (PCLATH<4:3>) → PC<12:11>
Status Affected: None
Description: Call Subroutine. First, return address (PC + 1) is pushed onto the stack. The 11-bit immediate address is loaded into PC bits <10:0>. The upper bits of the PC are loaded from PCLATH. CALL is a 2-cycle instruction.

COMF **Complement f**

Syntax: [*label*] COMF f,d
Operands: $0 \leq f \leq 127$
 $d \in [0,1]$
Operation: ($\bar{f}$) → (destination)
Status Affected: Z
Description: The contents of register 'f' are complemented. If 'd' is '0', the result is stored in W. If 'd' is '1', the result is stored back in register 'f'.

CLRF **Clear f**

Syntax: [*label*] CLRF f
Operands: $0 \leq f \leq 127$
Operation: 00h → (f)
 1 → Z
Status Affected: Z
Description: The contents of register 'f' are cleared and the Z bit is set.

DECF **Decrement f**

Syntax: [*label*] DECF f,d
Operands: $0 \leq f \leq 127$
 $d \in [0,1]$
Operation: (f) - 1 → (destination)
Status Affected: Z
Description: Decrement register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

CLRW **Clear W**

Syntax: [*label*] CLRW
Operands: None
Operation: 00h → (W)
 1 → Z
Status Affected: Z
Description: W register is cleared. Zero bit (Z) is set.

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DECFSZ Decrement f, Skip if 0

Syntax: *[label]* DECFSZ f,d

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) - 1 \rightarrow (\text{destination})$;
 skip if result = 0

Status Affected: None

Description: The contents of register 'f' are decremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.
 If the result is '1', the next instruction is executed. If the result is '0', then a NOP is executed instead, making it a 2-cycle instruction.

INCFSZ Increment f, Skip if 0

Syntax: *[label]* INCFSZ f,d

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) + 1 \rightarrow (\text{destination})$,
 skip if result = 0

Status Affected: None

Description: The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.
 If the result is '1', the next instruction is executed. If the result is '0', a NOP is executed instead, making it a 2-cycle instruction.

GOTO Unconditional Branch

Syntax: *[label]* GOTO k

Operands: $0 \leq k \leq 2047$

Operation: $k \rightarrow \text{PC}<10:0>$
 $\text{PCLATH}<4:3> \rightarrow \text{PC}<12:11>$

Status Affected: None

Description: GOTO is an unconditional branch. The 11-bit immediate value is loaded into PC bits <10:0>. The upper bits of PC are loaded from PCLATH<4:3>. GOTO is a 2-cycle instruction.

IORLW Inclusive OR literal with W

Syntax: *[label]* IORLW k

Operands: $0 \leq k \leq 255$

Operation: $(W) .\text{OR. } k \rightarrow (W)$

Status Affected: Z

Description: The contents of the W register are OR'ed with the 8-bit literal 'k'. The result is placed in the W register.

INCF Increment f

Syntax: *[label]* INCF f,d

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) + 1 \rightarrow (\text{destination})$

Status Affected: Z

Description: The contents of register 'f' are incremented. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.

IORWF Inclusive OR W with f

Syntax: *[label]* IORWF f,d

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(W) .\text{OR. } (f) \rightarrow (\text{destination})$

Status Affected: Z

Description: Inclusive OR the W register with register 'f'. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.

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MOVF	Move f
Syntax:	[<i>label</i>] MOVF f,d
Operands:	$0 \leq f \leq 127$ $d \in [0,1]$
Operation:	$(f) \rightarrow (\text{dest})$
Status Affected:	Z
Description:	The contents of register 'f' is moved to a destination dependent upon the status of 'd'. If $d = 0$, destination is W register. If $d = 1$, the destination is file register 'f' itself. $d = 1$ is useful to test a file register since status flag Z is affected.
Words:	1
Cycles:	1
Example:	MOVF FSR, 0 After Instruction W = value in FSR register Z = 1

MOVLW	Move literal to W
Syntax:	[<i>label</i>] MOVLW k
Operands:	$0 \leq k \leq 255$
Operation:	$k \rightarrow (W)$
Status Affected:	None
Description:	The 8-bit literal 'k' is loaded into W register. The "don't cares" will assemble as '0's.
Words:	1
Cycles:	1
Example:	MOVLW 0x5A After Instruction W = 0x5A

MOVWF	Move W to f
Syntax:	[<i>label</i>] MOVWF f
Operands:	$0 \leq f \leq 127$
Operation:	$(W) \rightarrow (f)$
Status Affected:	None
Description:	Move data from W register to register 'f'.
Words:	1
Cycles:	1
Example:	MOVW OPTION F Before Instruction OPTION = 0xFF W = 0x4F After Instruction OPTION = 0x4F W = 0x4F

NOP	No Operation
Syntax:	[<i>label</i>] NOP
Operands:	None
Operation:	No operation
Status Affected:	None
Description:	No operation.
Words:	1
Cycles:	1
Example:	NOP

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RETFIE Return from Interrupt

Syntax:	[<i>label</i>] RETFIE
Operands:	None
Operation:	TOS → PC, 1 → GIE
Status Affected:	None
Description:	Return from Interrupt. Stack is POPed and Top-of-Stack (TOS) is loaded in the PC. Interrupts are enabled by setting Global Interrupt Enable bit, GIE (INTCON<7>). This is a 2-cycle instruction.
Words:	1
Cycles:	2
Example:	RETFIE After Interrupt PC = TOS GIE = 1

RETLW Return with literal in W

Syntax:	[<i>label</i>] RETLW k
Operands:	$0 \leq k \leq 255$
Operation:	k → (W); TOS → PC
Status Affected:	None
Description:	The W register is loaded with the 8-bit literal 'k'. The program counter is loaded from the top of the stack (the return address). This is a 2-cycle instruction.
Words:	1
Cycles:	2
Example:	CALL TABLE;W contains table ;offset value ;W now has ;table value . . ADDWF PC;W = offset RETLW k1;Begin table RETLW k2 ; . . . RETLW kn ;End of table Before Instruction W = 0x07 After Instruction W = value of k8

RETURN Return from Subroutine

Syntax:	[<i>label</i>] RETURN
Operands:	None
Operation:	TOS → PC
Status Affected:	None
Description:	Return from subroutine. The stack is POPed and the top of the stack (TOS) is loaded into the program counter. This is a 2-cycle instruction.

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RLF Rotate Left f through Carry

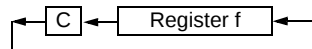
Syntax: [*label*] RLF f,d

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: See description below

Status Affected: C

Description: The contents of register 'f' are rotated one bit to the left through the Carry flag. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is stored back in register 'f'.



Words: 1

Cycles: 1

Example: RLF REG1,0

Before Instruction

REG1 = 1110 0110
C = 0

After Instruction

REG1 = 1110 0110
W = 1100 1100
C = 1

SLEEP Enter Sleep mode

Syntax: [*label*] SLEEP

Operands: None

Operation: 00h → WDT,
0 → WDT prescaler,
1 → $\overline{TO}$,
0 → $\overline{PD}$

Status Affected: $\overline{TO}$, $\overline{PD}$

Description: The power-down Status bit, $\overline{PD}$ is cleared. Time-out Status bit, $\overline{TO}$ is set. Watchdog Timer and its prescaler are cleared. The processor is put into Sleep mode with the oscillator stopped.

RRF Rotate Right f through Carry

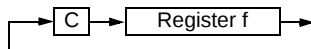
Syntax: [*label*] RRF f,d

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: See description below

Status Affected: C

Description: The contents of register 'f' are rotated one bit to the right through the Carry flag. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed back in register 'f'.



SUBLW Subtract W from literal

Syntax: [*label*] SUBLW k

Operands: $0 \leq k \leq 255$

Operation: $k - (W) \rightarrow (W)$

Status Affected: C, DC, Z

Description: The W register is subtracted (2's complement method) from the 8-bit literal 'k'. The result is placed in the W register.

C = 0	$W > k$
C = 1	$W \leq k$
DC = 0	$W<3:0> > k<3:0>$
DC = 1	$W<3:0> \leq k<3:0>$

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SUBWF Subtract W from f

Syntax: `[label] SUBWF f,d`

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f) - (W) \rightarrow (\text{destination})$

Status Affected: C, DC, Z

Description: Subtract (2's complement method) W register from register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

C = 0	$W > f$
C = 1	$W \leq f$
DC = 0	$W\langle 3:0 \rangle > f\langle 3:0 \rangle$
DC = 1	$W\langle 3:0 \rangle \leq f\langle 3:0 \rangle$

XORLW Exclusive OR literal with W

Syntax: `[label] XORLW k`

Operands: $0 \leq k \leq 255$

Operation: $(W) .XOR. k \rightarrow (W)$

Status Affected: Z

Description: The contents of the W register are XOR'ed with the 8-bit literal 'k'. The result is placed in the W register.

SWAPF Swap Nibbles in f

Syntax: `[label] SWAPF f,d`

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(f\langle 3:0 \rangle) \rightarrow (\text{destination}\langle 7:4 \rangle)$,
 $(f\langle 7:4 \rangle) \rightarrow (\text{destination}\langle 3:0 \rangle)$

Status Affected: None

Description: The upper and lower nibbles of register 'f' are exchanged. If 'd' is '0', the result is placed in the W register. If 'd' is '1', the result is placed in register 'f'.

XORWF Exclusive OR W with f

Syntax: `[label] XORWF f,d`

Operands: $0 \leq f \leq 127$
 $d \in [0,1]$

Operation: $(W) .XOR. (f) \rightarrow (\text{destination})$

Status Affected: Z

Description: Exclusive OR the contents of the W register with register 'f'. If 'd' is '0', the result is stored in the W register. If 'd' is '1', the result is stored back in register 'f'.

16.0 DEVELOPMENT SUPPORT

The PIC® microcontrollers (MCU) and dsPIC® digital signal controllers (DSC) are supported with a full range of software and hardware development tools:

- Integrated Development Environment
 - MPLAB® X IDE Software
- Compilers/Assemblers/Linkers
 - MPLAB XC Compiler
 - MPASM™ Assembler
 - MPLINK™ Object Linker/
MPLIB™ Object Librarian
 - MPLAB Assembler/Linker/Librarian for
Various Device Families
- Simulators
 - MPLAB X SIM Software Simulator
- Emulators
 - MPLAB REAL ICE™ In-Circuit Emulator
- In-Circuit Debuggers/Programmers
 - MPLAB ICD 3
 - PICKit™ 3
- Device Programmers
 - MPLAB PM3 Device Programmer
- Low-Cost Demonstration/Development Boards,
Evaluation Kits and Starter Kits
- Third-party development tools

16.1 MPLAB X Integrated Development Environment Software

The MPLAB X IDE is a single, unified graphical user interface for Microchip and third-party software, and hardware development tool that runs on Windows®, Linux and Mac OS® X. Based on the NetBeans IDE, MPLAB X IDE is an entirely new IDE with a host of free software components and plug-ins for high-performance application development and debugging. Moving between tools and upgrading from software simulators to hardware debugging and programming tools is simple with the seamless user interface.

With complete project management, visual call graphs, a configurable watch window and a feature-rich editor that includes code completion and context menus, MPLAB X IDE is flexible and friendly enough for new users. With the ability to support multiple tools on multiple projects with simultaneous debugging, MPLAB X IDE is also suitable for the needs of experienced users.

Feature-Rich Editor:

- Color syntax highlighting
- Smart code completion makes suggestions and provides hints as you type
- Automatic code formatting based on user-defined rules
- Live parsing

User-Friendly, Customizable Interface:

- Fully customizable interface: toolbars, toolbar buttons, windows, window placement, etc.
- Call graph window

Project-Based Workspaces:

- Multiple projects
- Multiple tools
- Multiple configurations
- Simultaneous debugging sessions

File History and Bug Tracking:

- Local file history feature
- Built-in support for Bugzilla issue tracker

16.2 MPLAB XC Compilers

The MPLAB XC Compilers are complete ANSI C compilers for all of Microchip's 8, 16, and 32-bit MCU and DSC devices. These compilers provide powerful integration capabilities, superior code optimization and ease of use. MPLAB XC Compilers run on Windows, Linux or MAC OS X.

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

The free MPLAB XC Compiler editions support all devices and commands, with no time or memory restrictions, and offer sufficient code optimization for most applications.

MPLAB XC Compilers include an assembler, linker and utilities. 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. MPLAB XC Compiler uses the assembler to produce its object file. Notable features of the assembler include:

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

16.3 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for PIC10/12/16/18 MCUs.

The MPASM Assembler generates relocatable object files for the MPLINK Object Linker, Intel® standard HEX files, MAP files to detail memory usage and symbol reference, absolute LST files that contain source lines and generated machine code, and COFF files for debugging.

The MPASM Assembler features include:

- Integration into MPLAB X IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multipurpose source files
- Directives that allow complete control over the assembly process

16.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler. It can link relocatable objects from precompiled libraries, using directives from a linker script.

The MPLIB Object Librarian manages the creation and modification of library files of precompiled 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

16.5 MPLAB Assembler, Linker and Librarian for Various Device Families

MPLAB Assembler produces relocatable machine code from symbolic assembly language for PIC24, PIC32 and dsPIC DSC devices. MPLAB XC 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 device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

16.6 MPLAB X SIM Software Simulator

The MPLAB X SIM Software Simulator allows code development in a PC-hosted environment by simulating the PIC MCUs and dsPIC DSCs on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a comprehensive stimulus controller. Registers can be logged to files for further run-time analysis. The trace buffer and logic analyzer display extend the power of the simulator to record and track program execution, actions on I/O, most peripherals and internal registers.

The MPLAB X SIM Software Simulator fully supports symbolic debugging using the MPLAB XC Compilers, and the MPASM and MPLAB Assemblers. The software simulator offers the flexibility to develop and debug code outside of the hardware laboratory environment, making it an excellent, economical software development tool.

16.7 MPLAB REAL ICE In-Circuit Emulator System

The MPLAB REAL ICE In-Circuit Emulator System is Microchip's next generation high-speed emulator for Microchip Flash DSC and MCU devices. It debugs and programs all 8, 16 and 32-bit MCU, and DSC devices with the easy-to-use, powerful graphical user interface of the MPLAB X IDE.

The emulator is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with either a connector compatible with in-circuit debugger systems (RJ-11) or with the new high-speed, noise tolerant, Low-Voltage Differential Signal (LVDS) interconnection (CAT5).

The emulator is field upgradable through future firmware downloads in MPLAB X IDE. MPLAB REAL ICE offers significant advantages over competitive emulators including full-speed emulation, run-time variable watches, trace analysis, complex breakpoints, logic probes, a ruggedized probe interface and long (up to three meters) interconnection cables.

16.8 MPLAB ICD 3 In-Circuit Debugger System

The MPLAB ICD 3 In-Circuit Debugger System is Microchip's most cost-effective, high-speed hardware debugger/programmer for Microchip Flash DSC and MCU devices. It debugs and programs PIC Flash microcontrollers and dsPIC DSCs with the powerful, yet easy-to-use graphical user interface of the MPLAB IDE.

The MPLAB ICD 3 In-Circuit Debugger probe is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with a connector compatible with the MPLAB ICD 2 or MPLAB REAL ICE systems (RJ-11). MPLAB ICD 3 supports all MPLAB ICD 2 headers.

16.9 PICkit 3 In-Circuit Debugger/Programmer

The MPLAB PICkit 3 allows debugging and programming of PIC and dsPIC Flash microcontrollers at a most affordable price point using the powerful graphical user interface of the MPLAB IDE. The MPLAB PICkit 3 is connected to the design engineer's PC using a full-speed USB interface and can be connected to the target via a Microchip debug (RJ-11) connector (compatible with MPLAB ICD 3 and MPLAB REAL ICE). The connector uses two device I/O pins and the Reset line to implement in-circuit debugging and In-Circuit Serial Programming™ (ICSP™).

16.10 MPLAB PM3 Device Programmer

The MPLAB PM3 Device Programmer is a universal, CE compliant device programmer with programmable voltage verification at VDDMIN and VDDMAX for maximum reliability. It features a large LCD display (128 x 64) for menus and error messages, and a modular, detachable socket assembly to support various package types. The ICSP cable assembly is included as a standard item. In Stand-Alone mode, the MPLAB PM3 Device Programmer can read, verify and program PIC devices without a PC connection. It can also set code protection in this mode. The MPLAB PM3 connects to the host PC via an RS-232 or USB cable. The MPLAB PM3 has high-speed communications and optimized algorithms for quick programming of large memory devices, and incorporates an MMC card for file storage and data applications.

16.11 Demonstration/Development Boards, Evaluation Kits, and Starter Kits

A wide variety of demonstration, development and evaluation boards for various PIC MCUs and dsPIC DSCs allows quick application development on fully functional systems. Most boards include prototyping areas for adding custom circuitry and provide application firmware and source code for examination and modification.

The boards support a variety of features, including LEDs, temperature sensors, switches, speakers, RS-232 interfaces, LCD displays, potentiometers and additional EEPROM memory.

The demonstration and development boards can be used in teaching environments, for prototyping custom circuits and for learning about various microcontroller applications.

In addition to the PICDEM™ and dsPICDEM™ demonstration/development board series of circuits, Microchip has a line of evaluation kits and demonstration software for analog filter design, KEELOQ® security ICs, CAN, IrDA®, PowerSmart battery management, SEEVAL® evaluation system, Sigma-Delta ADC, flow rate sensing, plus many more.

Also available are starter kits that contain everything needed to experience the specified device. This usually includes a single application and debug capability, all on one board.

Check the Microchip web page (www.microchip.com) for the complete list of demonstration, development and evaluation kits.

16.12 Third-Party Development Tools

Microchip also offers a great collection of tools from third-party vendors. These tools are carefully selected to offer good value and unique functionality.

- Device Programmers and Gang Programmers from companies, such as SoftLog and CCS
- Software Tools from companies, such as Gimpel and Trace Systems
- Protocol Analyzers from companies, such as Saleae and Total Phase
- Demonstration Boards from companies, such as MikroElektronika, Digilent® and Olimex
- Embedded Ethernet Solutions from companies, such as EZ Web Lynx, WIZnet and IPLogika®

17.0 ELECTRICAL SPECIFICATIONS

Absolute Maximum Ratings^(†)

Ambient temperature under bias	-40° to +125°C
Storage temperature	-65°C to +150°C
Voltage on V _{DD} with respect to V _{SS}	-0.3V to +6.5V
Voltage on $\overline{\text{MCLR}}$ with respect to V _{SS}	-0.3V to +13.5V
Voltage on all other pins with respect to V _{SS}	-0.3V to (V _{DD} + 0.3V)
Total power dissipation ⁽¹⁾	800 mW
Maximum current out of V _{SS} pin	300 mA
Maximum current into V _{DD} pin	250 mA
Input clamp current, I _{IK} (V _I < 0 or V _I > V _{DD})	± 20 mA
Output clamp current, I _{OK} (V _O < 0 or V _O > V _{DD})	± 20 mA
Maximum output current sunk by any I/O pin	25 mA
Maximum output current sourced by any I/O pin	25 mA
Maximum current sunk by PORTA, PORTB and PORTC (combined)	200 mA
Maximum current sourced PORTA, PORTB and PORTC (combined)	200 mA

Note 1: Power dissipation is calculated as follows: $P_{DIS} = V_{DD} \times \{I_{DD} - \sum I_{OH}\} + \sum \{(V_{DD} - V_{OH}) \times I_{OH}\} + \sum (V_{OL} \times I_{OL})$.

† NOTICE: Stresses above those listed under “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the device at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

Note: Voltage spikes below V_{SS} at the $\overline{\text{MCLR}}$ pin, inducing currents greater than 80 mA, may cause latch-up. Thus, a series resistor of 50-100 Ω should be used when applying a “low” level to the $\overline{\text{MCLR}}$ pin, rather than pulling this pin directly to V_{SS}.

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FIGURE 17-1: PIC16F631/677/685/687/689/690 VOLTAGE-FREQUENCY GRAPH, $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$

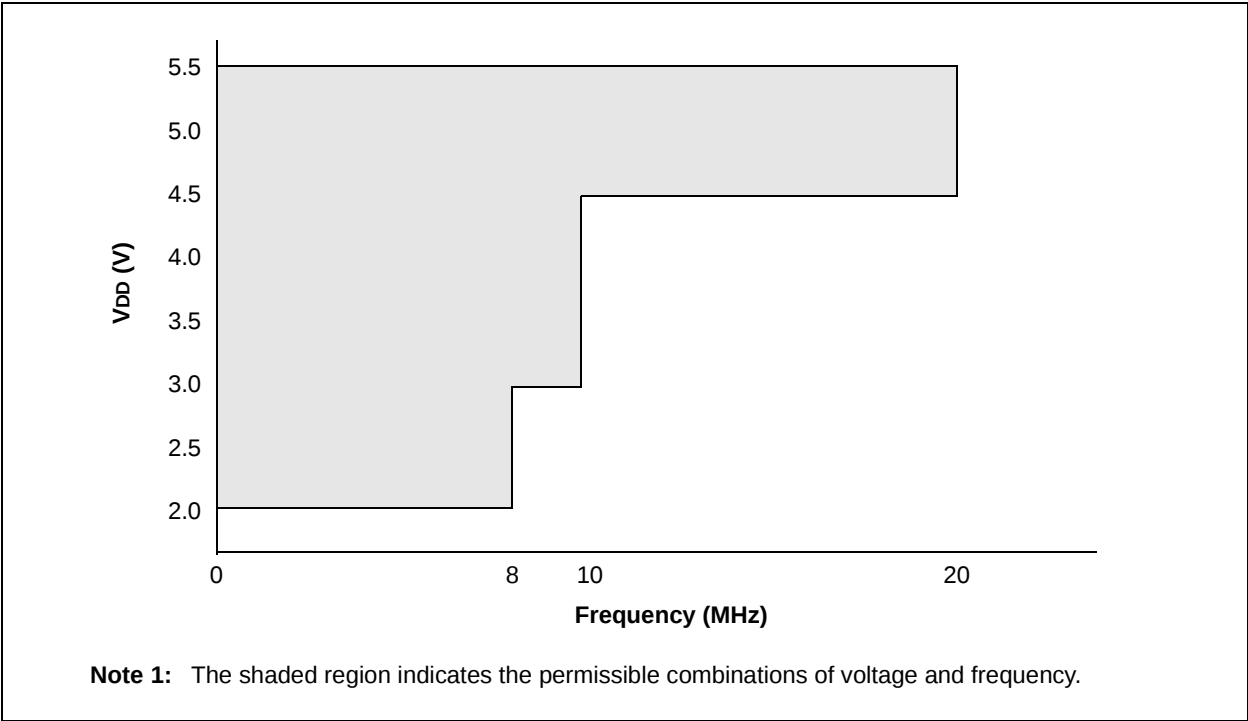
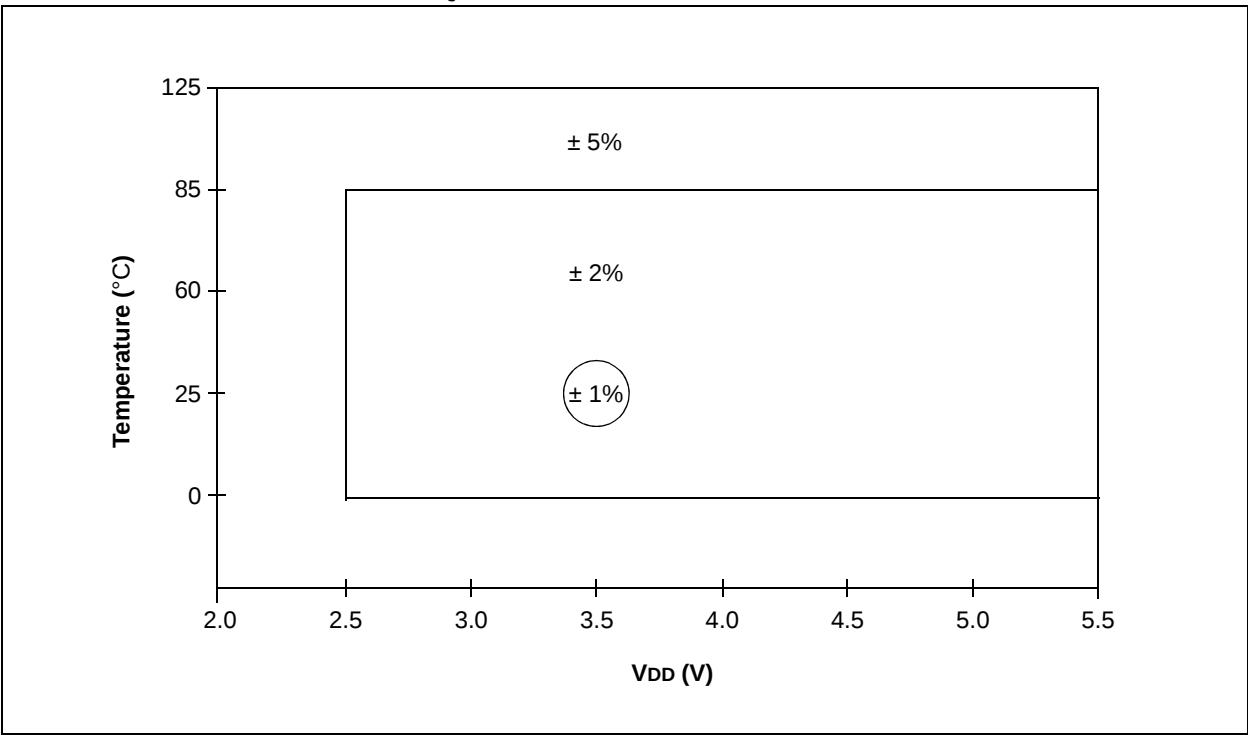


FIGURE 17-2: HFINTOSC FREQUENCY ACCURACY OVER DEVICE V_{DD} AND TEMPERATURE



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17.1 DC Characteristics: PIC16F631/677/685/687/689/690-I (Industrial) PIC16F631/677/685/687/689/690-E (Extended)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated)				
			Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
Param No.	Sym	Characteristic	Min.	Typ†	Max.	Units	Conditions
D001 D001C D001D	VDD	Supply Voltage	2.0 2.0 3.0 4.5	— — — —	5.5 5.5 5.5 5.5	V V V V	Fosc ≤ 8 MHz: HFINTOSC, EC Fosc ≤ 4 MHz Fosc ≤ 10 MHz Fosc ≤ 20 MHz
D002*	VDR	RAM Data Retention Voltage⁽¹⁾	1.5	—	—	V	Device in Sleep mode
D003	VPOR	VDD Start Voltage to ensure internal Power-on Reset signal	—	VSS	—	V	See Section 14.2.1 “Power-on Reset (POR)” for details.
D004*	SVDD	VDD Rise Rate to ensure internal Power-on Reset signal	0.05	—	—	V/ms	See Section 14.2.1 “Power-on Reset (POR)” for details.

* These parameters are characterized but not tested.

† Data in “Typ” column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: This is the limit to which VDD can be lowered in Sleep mode without losing RAM data.

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17.2 DC Characteristics: PIC16F631/677/685/687/689/690-I (Industrial) PIC16F631/677/685/687/689/690-E (Extended)

DC CHARACTERISTICS		Standard Operating Conditions (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for industrial $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ for extended					
Param No.	Device Characteristics	Min.	Typ†	Max.	Units	Conditions	
						VDD	Note
D010	Supply Current (IDD) ^(1, 2)	—	13	19	μA	2.0	Fosc = 32 kHz LP Oscillator mode
		—	22	30	μA	3.0	
		—	33	60	μA	5.0	
D011*		—	140	240	μA	2.0	Fosc = 1 MHz XT Oscillator mode
		—	220	380	μA	3.0	
		—	380	550	μA	5.0	
D012		—	260	360	μA	2.0	Fosc = 4 MHz XT Oscillator mode
		—	420	650	μA	3.0	
		—	0.8	1.1	mA	5.0	
D013*		—	130	220	μA	2.0	Fosc = 1 MHz EC Oscillator mode
		—	215	360	μA	3.0	
		—	360	520	μA	5.0	
D014		—	220	340	μA	2.0	Fosc = 4 MHz EC Oscillator mode
		—	375	550	μA	3.0	
		—	0.65	1.0	mA	5.0	
D015		—	8	20	μA	2.0	Fosc = 31 kHz LFINTOSC mode
		—	16	40	μA	3.0	
		—	31	65	μA	5.0	
D016*		—	340	450	μA	2.0	Fosc = 4 MHz HFINTOSC mode
		—	500	700	μA	3.0	
		—	0.8	1.2	mA	5.0	
D017		—	410	650	μA	2.0	Fosc = 8 MHz HFINTOSC mode
		—	700	950	μA	3.0	
		—	1.30	1.65	mA	5.0	
D018		—	230	400	μA	2.0	Fosc = 4 MHz EXTRC mode ⁽³⁾
		—	400	680	μA	3.0	
		—	0.63	1.1	mA	5.0	
D019		—	3.8	5.0	mA	4.5	Fosc = 20 MHz HS Oscillator mode
		—	4.0	5.45	mA	5.0	

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

- Note**
- 1: The test conditions for all IDD measurements in Active Operation mode are: OSC1 = external square wave, from rail-to-rail; all I/O pins tri-stated, pulled to VDD; MCLR = VDD; WDT disabled.
 - 2: The supply current is mainly a function of the operating voltage and frequency. Other factors, such as I/O pin loading and switching rate, oscillator type, internal code execution pattern and temperature, also have an impact on the current consumption.
 - 3: For RC oscillator configurations, current through REXT is not included. The current through the resistor can be extended by the formula $I_R = V_{DD}/2R_{EXT}$ (mA) with REXT in kΩ.
 - 4: The peripheral current is the sum of the base IDD or IPD and the additional current consumed when this peripheral is enabled. The peripheral Δ current can be determined by subtracting the base IDD or IPD current from this limit. Max values should be used when calculating total current consumption.
 - 5: The power-down current in Sleep mode does not depend on the oscillator type. Power-down current is measured with the part in Sleep mode, with all I/O pins in high-impedance state and tied to VDD.

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17.2 DC Characteristics: PIC16F631/677/685/687/689/690-I (Industrial) PIC16F631/677/685/687/689/690-E (Extended) (Continued)

DC CHARACTERISTICS		Standard Operating Conditions (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended					
Param No.	Device Characteristics	Min.	Typ†	Max.	Units	Conditions	
						VDD	Note
D020	Power-down Base Current(IPD)(2)	—	0.05	1.2	μA	2.0	WDT, BOR, Comparators, VREF and T1OSC disabled
		—	0.15	1.5	μA	3.0	
		—	0.35	1.8	μA	5.0	
		—	90	500	nA	3.0	-40°C ≤ TA ≤ +25°C
D021		—	1.0	2.2	μA	2.0	WDT Current(1)
		—	2.0	4.0	μA	3.0	
		—	3.0	7.0	μA	5.0	
D022		—	42	60	μA	3.0	BOR Current(1)
		—	85	122	μA	5.0	
D023		—	32	45	μA	2.0	Comparator Current(1), both comparators enabled
		—	60	78	μA	3.0	
		—	120	160	μA	5.0	
D024		—	30	36	μA	2.0	CVREF Current(1) (high range)
		—	45	55	μA	3.0	
		—	75	95	μA	5.0	
D024a*		—	39	47	μA	2.0	CVREF Current(1) (low range)
		—	59	72	μA	3.0	
		—	98	124	μA	5.0	
D025		—	2.0	5.0	μA	2.0	T1OSC Current, 32.768 kHz
		—	2.5	5.5	μA	3.0	
		—	3.0	7.0	μA	5.0	
D026		—	0.30	1.6	μA	3.0	A/D Current(1), no conversion in progress
		—	0.36	1.9	μA	5.0	
D027		—	90	125	μA	3.0	VP6 Current
		—	125	162	μA	5.0	

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

- Note 1:** The test conditions for all I_{PD} measurements in Active Operation mode are: OSC1 = external square wave, from rail-to-rail; all I/O pins tri-stated, pulled to V_{DD}; MCLR = V_{DD}; WDT disabled.
- 2:** The supply current is mainly a function of the operating voltage and frequency. Other factors, such as I/O pin loading and switching rate, oscillator type, internal code execution pattern and temperature, also have an impact on the current consumption.
- 3:** For RC oscillator configurations, current through R_{EXT} is not included. The current through the resistor can be extended by the formula $I_R = V_{DD}/2R_{EXT}$ (mA) with R_{EXT} in kΩ.
- 4:** The peripheral current is the sum of the base I_{DD} or I_{PD} and the additional current consumed when this peripheral is enabled. The peripheral Δ current can be determined by subtracting the base I_{DD} or I_{PD} current from this limit. Max values should be used when calculating total current consumption.
- 5:** The power-down current in Sleep mode does not depend on the oscillator type. Power-down current is measured with the part in Sleep mode, with all I/O pins in high-impedance state and tied to V_{DD}.

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17.3 DC Characteristics: PIC16F631/677/685/687/689/690-E (Extended)

DC CHARACTERISTICS		Standard Operating Conditions (unless otherwise stated)					
		Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for industrial $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ for extended					
Param No.	Device Characteristics	Min.	Typ†	Max.	Units	Conditions	
						V _{DD}	Note
D020E	Power-down Base Current(I _{PD}) ⁽²⁾	—	0.05	9	μA	2.0	WDT, BOR, Comparators, V _{REF} and T1OSC disabled
		—	0.15	11	μA	3.0	
		—	0.35	15	μA	5.0	
		—	90	500	nA	3.0	$-40^{\circ}\text{C} \leq T_A \leq +25^{\circ}\text{C}$
D021E		—	1.0	17.5	μA	2.0	WDT Current ⁽¹⁾
		—	2.0	19	μA	3.0	
		—	3.0	22	μA	5.0	
D022E		—	42	65	μA	3.0	BOR Current ⁽¹⁾
		—	85	127	μA	5.0	
D023E		—	32	45	μA	2.0	Comparator Current ⁽⁴⁾ , both comparators enabled
		—	60	78	μA	3.0	
		—	120	160	μA	5.0	
D024E		—	30	70	μA	2.0	CV _{REF} Current ⁽¹⁾ (high range)
		—	45	90	μA	3.0	
		—	75	120	μA	5.0	
D024AE*		—	39	91	μA	2.0	CV _{REF} Current ⁽¹⁾ (low range)
		—	59	117	μA	3.0	
		—	98	156	μA	5.0	
D025E		—	2.0	18	μA	2.0	T1OSC Current
		—	2.5	21	μA	3.0	
		—	3.0	24	μA	5.0	
D026E		—	0.30	12	μA	3.0	A/D Current ⁽⁴⁾ , no conversion in progress
		—	0.36	16	μA	5.0	
D027E		—	90	130	μA	3.0	VP6 Current
		—	125	170	μA	5.0	

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

- Note 1:** The test conditions for all I_{DD} measurements in Active Operation mode are: OSC1 = external square wave, from rail-to-rail; all I/O pins tri-stated, pulled to V_{DD}; MCLR = V_{DD}; WDT disabled.
- Note 2:** The supply current is mainly a function of the operating voltage and frequency. Other factors, such as I/O pin loading and switching rate, oscillator type, internal code execution pattern and temperature, also have an impact on the current consumption.
- Note 3:** For RC oscillator configurations, current through R_{EXT} is not included. The current through the resistor can be extended by the formula $I_R = V_{DD}/2R_{EXT}$ (mA) with R_{EXT} in kΩ.
- Note 4:** The peripheral current is the sum of the base I_{DD} or I_{PD} and the additional current consumed when this peripheral is enabled. The peripheral Δ current can be determined by subtracting the base I_{DD} or I_{PD} current from this limit. Max values should be used when calculating total current consumption.
- Note 5:** The power-down current in Sleep mode does not depend on the oscillator type. Power-down current is measured with the part in Sleep mode, with all I/O pins in high-impedance state and tied to V_{DD}.

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17.4 DC Characteristics: PIC16F631/677/685/687/689/690-I (Industrial) PIC16F631/677/685/687/689/690-E (Extended)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated)				
			Operating temperature				
			-40°C ≤ TA ≤ +85°C for industrial				
			-40°C ≤ TA ≤ +125°C for extended				
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
D030	VIL	Input Low Voltage					
D030A		I/O Port:					
D031		with TTL buffer	VSS	—	0.8	V	4.5V ≤ VDD ≤ 5.5V
D032		with Schmitt Trigger buffer	VSS	—	0.15 VDD	V	2.0V ≤ VDD ≤ 4.5V
D033		MCLR, OSC1 (RC mode) ⁽¹⁾	VSS	—	0.2 VDD	V	2.0V ≤ VDD ≤ 5.5V
D033A		OSC1 (XT and LP modes)	VSS	—	0.3	V	
D033A		OSC1 (HS mode)	VSS	—	0.3 VDD	V	
D040	VIH	Input High Voltage					
D040A		I/O Ports:					
D041		with TTL buffer	2.0	—	VDD	V	4.5V ≤ VDD ≤ 5.5V
D042		with Schmitt Trigger buffer	0.25 VDD + 0.8	—	VDD	V	2.0V ≤ VDD ≤ 4.5V
D043		MCLR	0.8 VDD	—	VDD	V	2.0V ≤ VDD ≤ 5.5V
D043A		OSC1 (XT and LP modes)	1.6	—	VDD	V	
D043B		OSC1 (HS mode)	0.7 VDD	—	VDD	V	
D043B		OSC1 (RC mode)	0.9 VDD	—	VDD	V	(Note 1)
D060	IIL	Input Leakage Current⁽²⁾					
D061		I/O ports	—	± 0.1	± 1	μA	VSS ≤ VPIN ≤ VDD, Pin at high-impedance
D063		MCLR ⁽³⁾	—	± 0.1	± 5	μA	VSS ≤ VPIN ≤ VDD
D070*	IPUR	PORTA Weak Pull-up Current	50	250	400	μA	VDD = 5.0V, VPIN = VSS
D080	VOL	Output Low Voltage⁽⁵⁾					
D080		I/O ports	—	—	0.6	V	IOL = 8.5 mA, VDD = 4.5V (Ind.)
D090	VOH	Output High Voltage⁽⁵⁾					
D090		I/O ports	VDD – 0.7	—	—	V	IOH = -3.0 mA, VDD = 4.5V (Ind.)
D100	IULP	Ultra Low-Power Wake-up Current	—	200	—	nA	See Application Note AN879, "Using the Microchip Ultra Low-Power Wake-up Module" (DS00879)
		Capacitive Loading Specs on Output Pins					

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

- Note 1:** In RC oscillator configuration, the OSC1/CLKIN pin is a Schmitt Trigger input. It is not recommended to use an external clock in RC mode.
- 2:** Negative current is defined as current sourced by the pin.
- 3:** The leakage current on the 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.
- 4:** See [Section 10.2.1 "Using the Data EEPROM"](#) for additional information.
- 5:** Including OSC2 in CLKOUT mode.

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17.4 DC Characteristics: PIC16F631/677/685/687/689/690-I (Industrial) PIC16F631/677/685/687/689/690-E (Extended) (Continued)

DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated)				
			Operating temperature -40°C ≤ TA ≤ +85°C for industrial -40°C ≤ TA ≤ +125°C for extended				
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
D101*	COSC2	OSC2 pin	—	—	15	pF	In XT, HS and LP modes when external clock is used to drive OSC1
D101A*	CIO	All I/O pins	—	—	50	pF	
Data EEPROM Memory							
D120	ED	Byte Endurance	100K	1M	—	E/W	-40°C ≤ TA ≤ +85°C
D120A	ED	Byte Endurance	10K	100K	—	E/W	+85°C ≤ TA ≤ +125°C
D121	VDRW	VDD for Read/Write	VMIN	—	5.5	V	Using EECON1 to read/write VMIN = Minimum operating voltage
D122	TDEW	Erase/Write Cycle Time	—	5	6	ms	
D123	TRETD	Characteristic Retention	40	—	—	Year	Provided no other specifications are violated
D124	TREF	Number of Total Erase/Write Cycles before Refresh ⁽⁴⁾	1M	10M	—	E/W	-40°C ≤ TA ≤ +85°C
Program Flash Memory							
D130	EP	Cell Endurance	10K	100K	—	E/W	-40°C ≤ TA ≤ +85°C
D130A	ED	Cell Endurance	1K	10K	—	E/W	+85°C ≤ TA ≤ +125°C
D131	VPR	VDD for Read	VMIN	—	5.5	V	VMIN = Minimum operating voltage
D132	VPEW	VDD for Erase/Write	4.5	—	5.5	V	
D133	TPEW	Erase/Write cycle time	—	2	2.5	ms	
D134	TRETD	Characteristic Retention	40	—	—	Year	Provided no other specifications are violated

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

- Note 1:** In RC oscillator configuration, the OSC1/CLKIN pin is a Schmitt Trigger input. It is not recommended to use an external clock in RC mode.
- 2:** Negative current is defined as current sourced by the pin.
- 3:** The leakage current on the 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.
- 4:** See [Section 10.2.1 "Using the Data EEPROM"](#) for additional information.
- 5:** Including OSC2 in CLKOUT mode.

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17.5 Thermal Considerations

Standard Operating Conditions (unless otherwise stated)					
Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$					
Param No.	Sym.	Characteristic	Typ.	Units	Conditions
TH01	θ_{JA}	Thermal Resistance Junction to Ambient	62.4	C/W	20-pin PDIP package
			85.2	C/W	20-pin SOIC package
			108.1	C/W	20-pin SSOP package
			40	C/W	20-pin QFN 4x4mm package
TH02	θ_{JC}	Thermal Resistance Junction to Case	28.1	C/W	20-pin PDIP package
			24.2	C/W	20-pin SOIC package
			32.2	C/W	20-pin SSOP package
			2.5	C/W	20-pin QFN 4x4mm package
TH03	T_{DIE}	Die Temperature	150	C	For derated power calculations
TH04	PD	Power Dissipation	—	W	$PD = P_{INTERNAL} + P_{I/O}$
TH05	$P_{INTERNAL}$	Internal Power Dissipation	—	W	$P_{INTERNAL} = I_{DD} \times V_{DD}$ (Note 1)
TH06	$P_{I/O}$	I/O Power Dissipation	—	W	$P_{I/O} = \sum (I_{OL} \times V_{OL}) + \sum (I_{OH} \times (V_{DD} - V_{OH}))$
TH07	P_{DER}	Derated Power	—	W	$P_{DER} = P_{D_{MAX}} (T_{DIE} - T_A) / \theta_{JA}$ (Note 2, 3)

Note 1: I_{DD} is current to run the chip alone without driving any load on the output pins.

2: T_A = Ambient Temperature.

3: Maximum allowable power dissipation is the lower value of either the absolute maximum total power dissipation or derated power.

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17.6 Timing Parameter Symbolology

The timing parameter symbols have been created with one of the following formats:

- 1. TppS2ppS
- 2. TppS

T		
F	Frequency	T
		Time

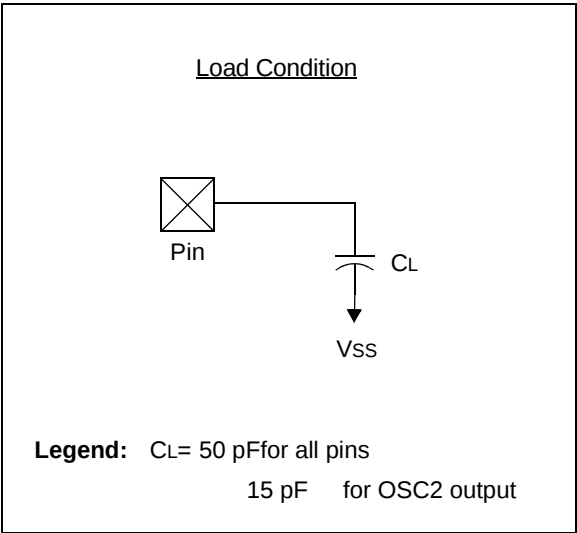
Lowercase letters (pp) and their meanings:

pp		
cc	CCP1	osc
ck	CLKOUT	rd
cs	$\overline{CS}$	rw
di	SDI	sc
do	SDO	ss
dt	Data in	t0
io	I/O Port	t1
mc	$\overline{MCLR}$	wr
		OSC1
		$\overline{RD}$
		$\overline{RD}$ or $\overline{WR}$
		SCK
		$\overline{SS}$
		T0CKI
		T1CKI
		$\overline{WR}$

Uppercase letters and their meanings:

S		
F	Fall	P
H	High	R
I	Invalid (High-impedance)	V
L	Low	Z
		Period
		Rise
		Valid
		High-impedance

FIGURE 17-3: LOAD CONDITIONS



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17.7 AC Characteristics: PIC16F631/677/685/687/689/690 (Industrial, Extended)

FIGURE 17-4: CLOCK TIMING

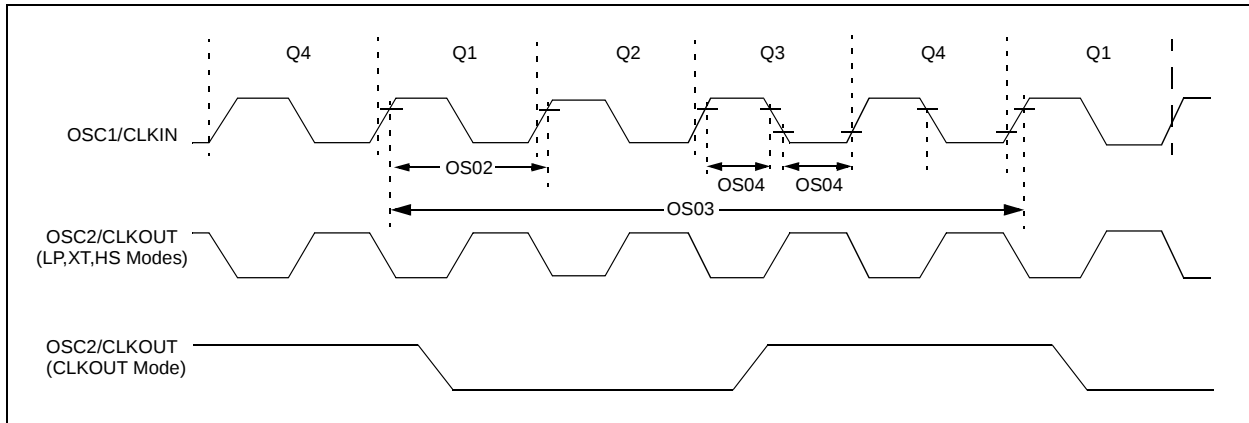


TABLE 17-1: CLOCK OSCILLATOR TIMING REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)							
Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
OS01	Fosc	External CLKIN Frequency ⁽¹⁾	DC	—	37	kHz	LP Oscillator mode
			DC	—	4	MHz	XT Oscillator mode
			DC	—	20	MHz	HS Oscillator mode
			DC	—	20	MHz	EC Oscillator mode
		Oscillator Frequency ⁽¹⁾	—	32.768	—	kHz	LP Oscillator mode
OS02	Tosc	External CLKIN Period ⁽¹⁾	0.1	—	4	MHz	XT Oscillator mode
			1	—	20	MHz	HS Oscillator mode
			DC	—	4	MHz	RC Oscillator mode
			27	—	∞	μs	LP Oscillator mode
		Oscillator Period ⁽¹⁾	250	—	∞	ns	XT Oscillator mode
OS03	Tcy	Instruction Cycle Time ⁽¹⁾	50	—	∞	ns	HS Oscillator mode
			50	—	∞	ns	EC Oscillator mode
			—	30.5	—	μs	LP Oscillator mode
			250	—	10,000	ns	XT Oscillator mode
		RC Oscillator mode	50	—	1,000	ns	HS Oscillator mode
OS04*	TosH, TosL	External CLKIN High, External CLKIN Low	2	—	—	μs	LP oscillator
OS05*	TosR, TosF	External CLKIN Rise, External CLKIN Fall	100	—	—	ns	XT oscillator
			20	—	—	ns	HS oscillator
			0	—	∞	ns	LP oscillator
			0	—	∞	ns	XT oscillator
OS05*	TosR, TosF	External CLKIN Rise, External CLKIN Fall	0	—	∞	ns	HS oscillator
			0	—	∞	ns	HS oscillator

* 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: 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 OSC1 pin. When an external clock input is used, the 'max' cycle time limit is 'DC' (no clock) for all devices.

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TABLE 17-2: OSCILLATOR PARAMETERS

Standard Operating Conditions (unless otherwise stated)								
Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$								
Param No.	Sym.	Characteristic	Freq. Tolerance	Min.	Typ†	Max.	Units	Conditions
OS06	TWARM	Internal Oscillator Switch when running ⁽³⁾	—	—	—	2	Tosc	Slowest clock
OS07	Tsc	Fail-Safe Sample Clock Period ⁽¹⁾	—	—	21	—	ms	LFINTOSC/64
OS08	HFOSC	Internal Calibrated HFINTOSC Frequency ⁽²⁾	$\pm 1\%$	7.92	8.0	8.08	MHz	$V_{DD} = 3.5\text{V}$, 25°C
			$\pm 2\%$	7.84	8.0	8.16	MHz	$2.5\text{V} \leq V_{DD} \leq 5.5\text{V}$, $0^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$
			$\pm 5\%$	7.60	8.0	8.40	MHz	$2.0\text{V} \leq V_{DD} \leq 5.5\text{V}$, $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ (Ind.), $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ (Ext.)
OS09*	LFOSC	Internal Uncalibrated LFINTOSC Frequency	—	15	31	45	kHz	
OS10*	Tiosc ST	HFINTOSC Oscillator Wake-up from Sleep Start-up Time	—	5.5	12	24	μs	$V_{DD} = 2.0\text{V}$, -40°C to $+85^{\circ}\text{C}$
			—	3.5	7	14	μs	$V_{DD} = 3.0\text{V}$, -40°C to $+85^{\circ}\text{C}$
			—	3	6	11	μs	$V_{DD} = 5.0\text{V}$, -40°C to $+85^{\circ}\text{C}$

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 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 pin. When an external clock input is used, the 'max' cycle time limit is 'DC' (no clock) for all devices.
- 2:** To ensure these oscillator frequency tolerances, V_{DD} and V_{SS} must be capacitively decoupled as close to the device as possible. 0.1 μF and 0.01 μF values in parallel are recommended.
- 3:** By design.

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FIGURE 17-5: CLKOUT AND I/O TIMING

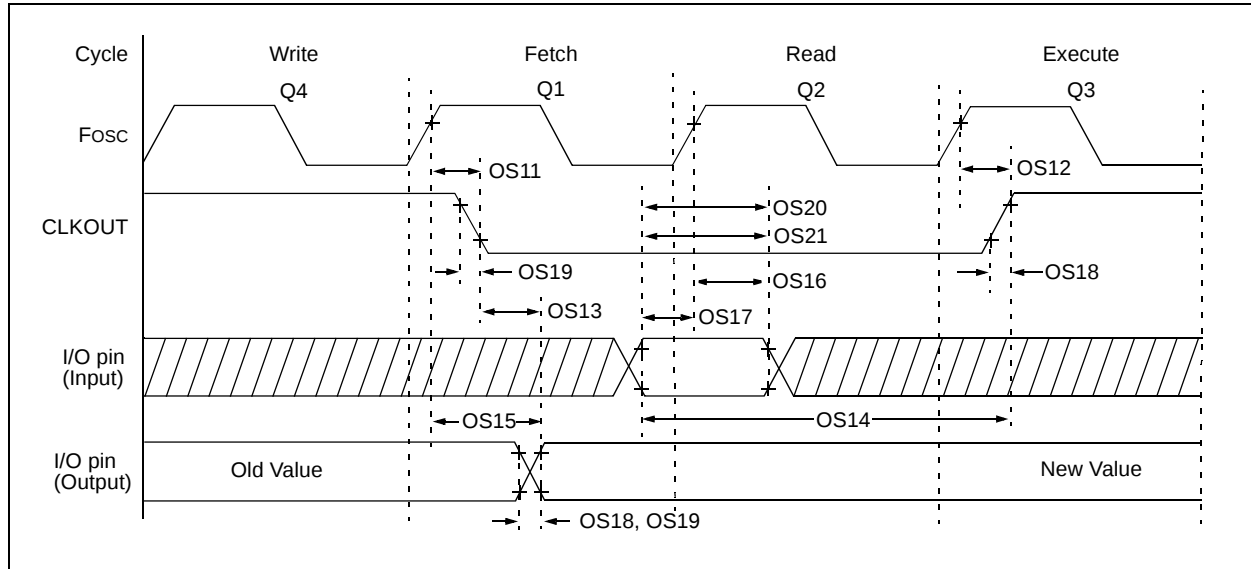


TABLE 17-3: CLKOUT AND I/O TIMING PARAMETERS

Standard Operating Conditions (unless otherwise stated) Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
OS11	TosH2ckL	Fosc↑ to CLKOUT↓ ⁽¹⁾	—	—	70	ns	V _{DD} = 5.0V
OS12	TosH2ckH	Fosc↑ to CLKOUT↑ ⁽¹⁾	—	—	72	ns	V _{DD} = 5.0V
OS13	TckL2ioV	CLKOUT↓ to port out valid ⁽¹⁾	—	—	20	ns	
OS14	TioV2ckH	Port input valid before CLKOUT↑ ⁽¹⁾	Tosc + 200 ns	—	—	ns	
OS15	TosH2ioV	Fosc↑ (Q1 cycle) to port out valid	—	50	70*	ns	V _{DD} = 5.0V
OS16	TosH2ioI	Fosc↑ (Q2 cycle) to port input invalid (I/O in hold time)	50	—	—	ns	V _{DD} = 5.0V
OS17	TioV2osH	Port input valid to Fosc↑ (Q2 cycle) (I/O in setup time)	20	—	—	ns	
OS18	TioR	Port output rise time ⁽²⁾	—	15 40	72 32	ns	V _{DD} = 2.0V V _{DD} = 5.0V
OS19	TioF	Port output fall time ⁽²⁾	—	28 15	55 30	ns	V _{DD} = 2.0V V _{DD} = 5.0V
OS20*	TINP	INT pin input high or low time	25	—	—	ns	
OS21*	TRAP	PORTA interrupt-on-change new input level time	T _{CY}	—	—	ns	

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated.

Note 1: Measurements are taken in RC mode where CLKOUT output is 4 x Tosc.

2: Includes OSC2 in CLKOUT mode.

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FIGURE 17-6: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER AND POWER-UP TIMER TIMING

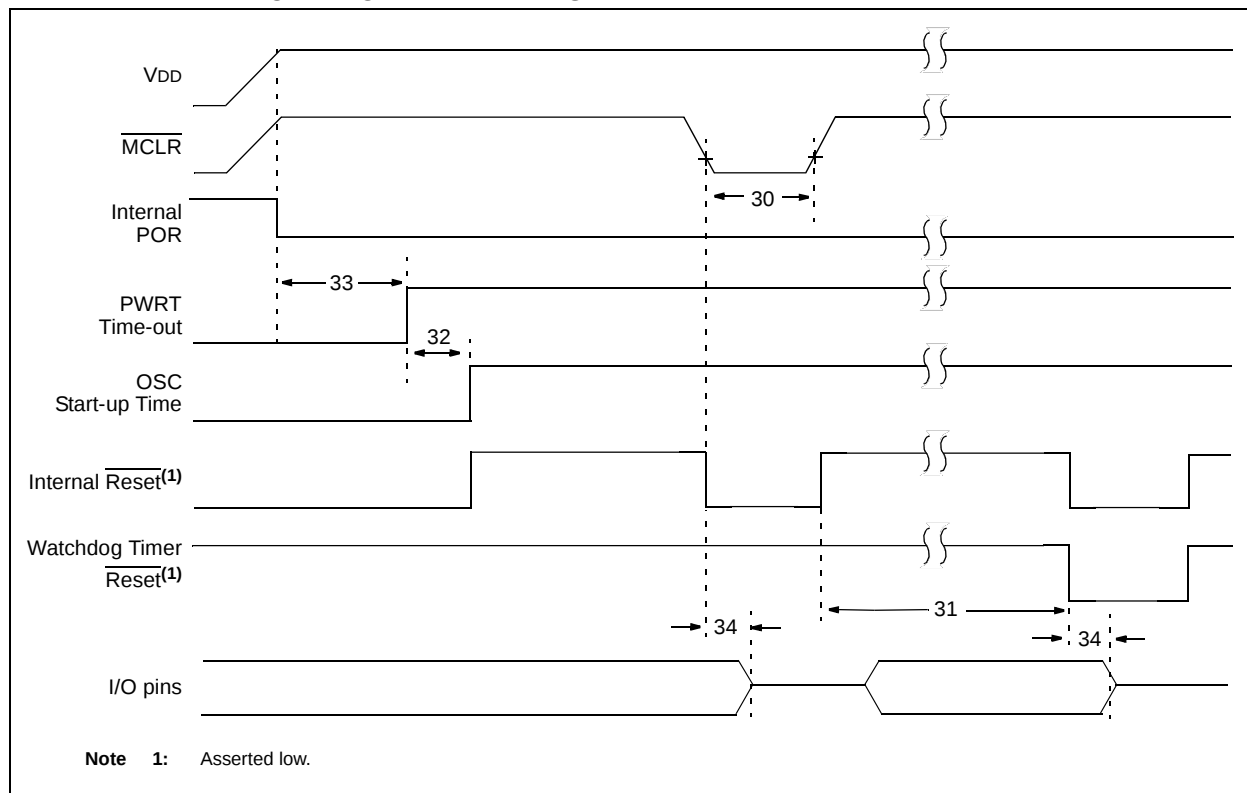
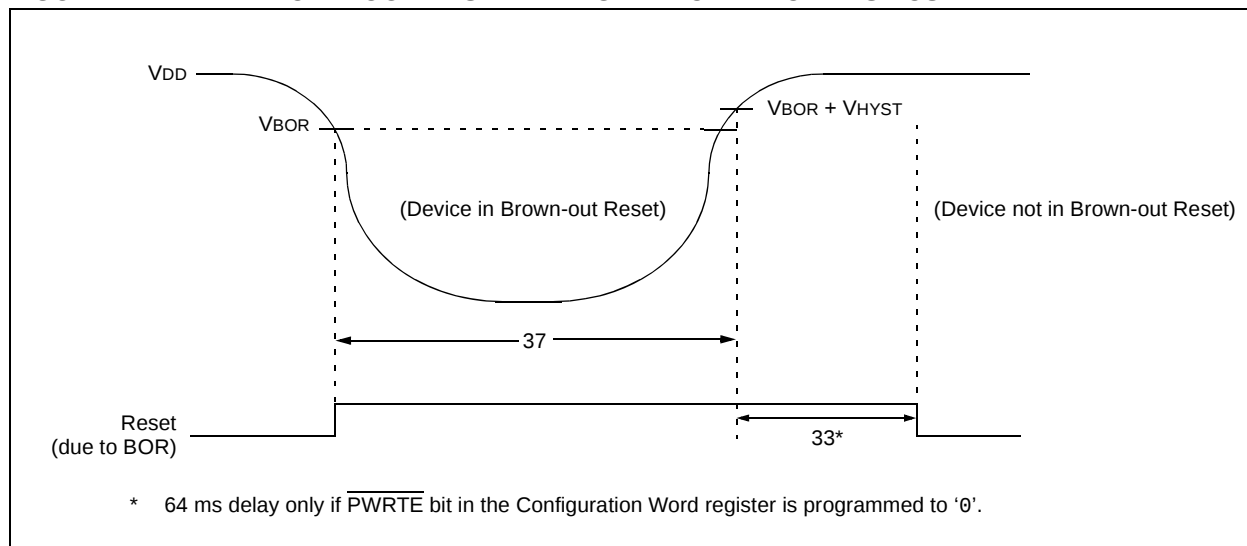


FIGURE 17-7: BROWN-OUT RESET TIMING AND CHARACTERISTICS



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TABLE 17-4: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER, POWER-UP TIMER AND BROWN-OUT RESET PARAMETERS

Standard Operating Conditions (unless otherwise stated)							
Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
30	TMCL	MCLR Pulse Width (low)	2 5	— —	— —	μs μs	$V_{DD} = 5\text{V}$, -40°C to $+85^{\circ}\text{C}$ $V_{DD} = 5\text{V}$
31	TWDT	Watchdog Timer Time-out Period (No Prescaler)	10 10	17 17	25 30	ms ms	$V_{DD} = 5\text{V}$, -40°C to $+85^{\circ}\text{C}$ $V_{DD} = 5\text{V}$
32	TOST	Oscillation Start-up Timer Period ^(1, 2)	—	1024	—	TOSC	(Note 3)
33*	TPWRT	Power-up Timer Period	40	65	140	ms	
34*	TIOZ	I/O High-impedance from MCLR Low or Watchdog Timer Reset	—	—	2.0	μs	
35	VBOR	Brown-out Reset Voltage	2.0	—	2.2	V	(Note 4)
36*	VHYST	Brown-out Reset Hysteresis	—	50	—	mV	
37*	TBOR	Brown-out Reset Minimum Detection Period	100	—	—	μs	$V_{DD} \leq V_{BOR}$

* 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: 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 pin. When an external clock input is used, the 'max' cycle time limit is 'DC' (no clock) for all devices.

2: By design.

3: Period of the slower clock.

4: To ensure these voltage tolerances, V_{DD} and V_{SS} must be capacitively decoupled as close to the device as possible. 0.1 μF and 0.01 μF values in parallel are recommended.

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FIGURE 17-8: TIMER0 AND TIMER1 EXTERNAL CLOCK TIMINGS

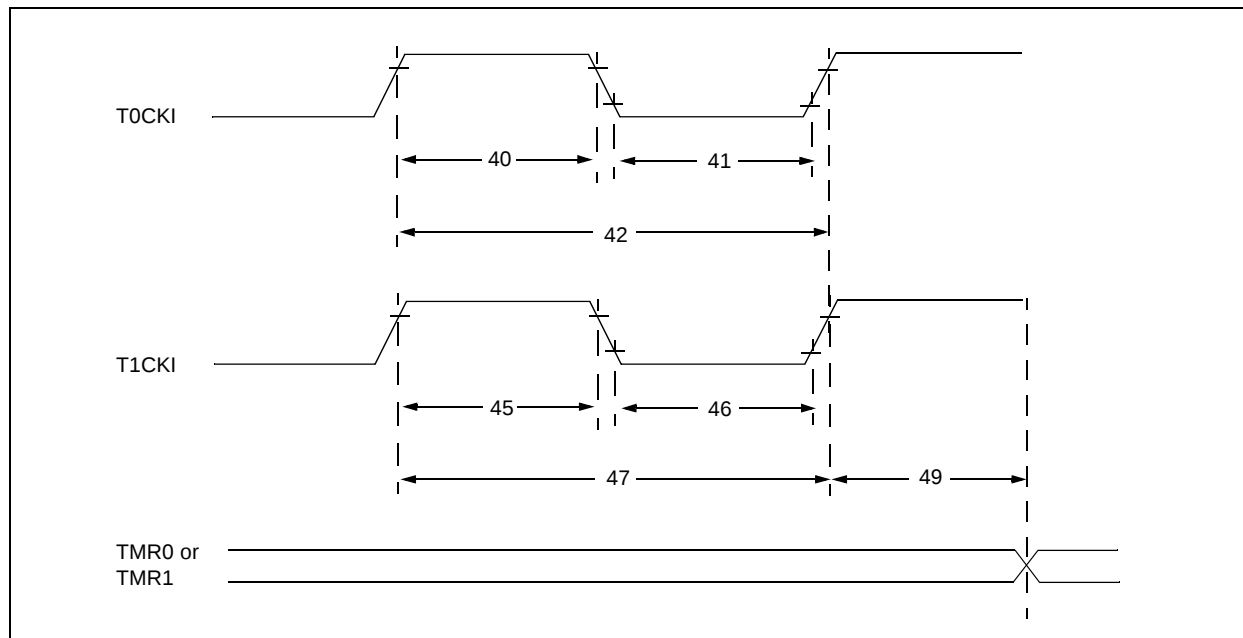


TABLE 17-5: TIMER0 AND TIMER1 EXTERNAL CLOCK REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)								
Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$								
Param No.	Sym.	Characteristic		Min.	Typ†	Max.	Units	Conditions
40*	Tt0H	T0CKI High Pulse Width	No Prescaler	$0.5 T_{CY} + 20$	—	—	ns	
			With Prescaler	10	—	—	ns	
41*	Tt0L	T0CKI Low Pulse Width	No Prescaler	$0.5 T_{CY} + 20$	—	—	ns	
			With Prescaler	10	—	—	ns	
42*	Tt0P	T0CKI Period		Greater of: 20 or $\frac{T_{CY} + 40}{N}$	—	—	ns	N = prescale value (2, 4, ..., 256)
45*	Tt1H	T1CKI High Time	Synchronous, No Prescaler	$0.5 T_{CY} + 20$	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
46*	Tt1L	T1CKI Low Time	Synchronous, No Prescaler	$0.5 T_{CY} + 20$	—	—	ns	
			Synchronous, with Prescaler	15	—	—	ns	
			Asynchronous	30	—	—	ns	
47*	Tt1P	T1CKI Input Period	Synchronous	Greater of: 30 or $\frac{T_{CY} + 40}{N}$	—	—	ns	N = prescale value (1, 2, 4, 8)
			Asynchronous	60	—	—	ns	
48	Ft1	Timer1 Oscillator Input Frequency Range (oscillator enabled by setting bit T1OSCEN)		—	32.768	—	kHz	
49*	TCKEZTMR1	Delay from External Clock Edge to Timer Increment		$2 T_{osc}$	—	$7 T_{osc}$	—	Timers in Sync mode

* 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.

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FIGURE 17-9: CAPTURE/COMPARE/PWM TIMINGS (ECCP)

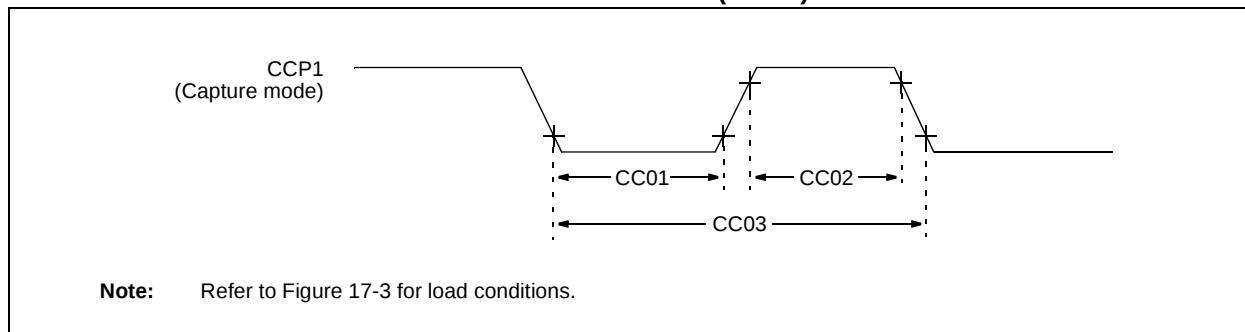


TABLE 17-6: CAPTURE/COMPARE/PWM REQUIREMENTS (ECCP)

Standard Operating Conditions (unless otherwise stated)							
Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param No.	Sym.	Characteristic		Min.	Typ†	Max.	Units
CC01*	TccL	CCP1 Input Low Time	No Prescaler	$0.5T_{CY} + 20$	—	—	ns
			With Prescaler	20	—	—	ns
CC02*	TccH	CCP1 Input High Time	No Prescaler	$0.5T_{CY} + 20$	—	—	ns
			With Prescaler	20	—	—	ns
CC03*	TccP	CCP1 Input Period		$\frac{3T_{CY} + 40}{N}$	—	—	ns
N = prescale value (1, 4 or 16)							

* 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.

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TABLE 17-7: COMPARATOR SPECIFICATIONS

Comparator Specifications				Standard Operating Conditions (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$				
Param. No.	Sym.	Characteristics		Min.	Typ.	Max.	Units	Comments
CM01	Vos	Input Offset Voltage		—	± 5.0	± 10	mV	
CM02	VCM	Input Common Mode Voltage		0	—	VDD - 1.5	V	
CM03*	CMRR	Common Mode Rejection Ratio		+55	—	—	db	
CM04*	TRT	Response Time	Falling	—	150	600	ns	(Note 1)
			Rising	—	200	1000	ns	
CM05*	Tmc2coV	Comparator Mode Change to Output Valid		—	—	10	μs	

* These parameters are characterized but not tested.

Note 1: Response time is measured with one comparator input at $(V_{DD} - 1.5)/2 - 100\text{ mV}$ to $(V_{DD} - 1.5)/2 + 20\text{ mV}$.

TABLE 17-8: COMPARATOR VOLTAGE REFERENCE (CVREF) SPECIFICATIONS

Standard Operating Conditions (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param No.	Sym.	Characteristics	Min.	Typ†	Max.	Units	Comments
CV01*	CLSB	Step Size ⁽²⁾	—	$V_{DD}/24$	—	V	Low Range (VRR = 1)
			—	$V_{DD}/32$	—	V	High Range (VRR = 0)
CV02*	CACC	Absolute Accuracy	—	—	$\pm 1/2$	LSb	Low Range (VRR = 1)
			—	—	$\pm 1/2$	LSb	High Range (VRR = 0)
CV03*	CR	Unit Resistor Value (R)	—	2k	—	Ω	
CV04*	CST	Settling Time ⁽¹⁾	—	—	10	μs	

* 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: Settling time measured while VRR = 1 and VR<3:0> transitions from '0000' to '1111'.

2: See [Section 8.10 "Comparator Voltage Reference"](#) for more information.

TABLE 17-9: VOLTAGE (VR) REFERENCE SPECIFICATIONS

VR Voltage Reference Specifications				Standard Operating Conditions (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$			
Param No.	Symbol	Characteristics	Min.	Typ.	Max.	Units	Comments
VR01	VR _{OUT}	VR voltage output	0.5	0.6	0.7	V	
VR02*	T _{STABLE}	Settling Time	—	10	100*	μs	

* These parameters are characterized but not tested.

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FIGURE 17-10: EUSART SYNCHRONOUS TRANSMISSION (MASTER/SLAVE) TIMING

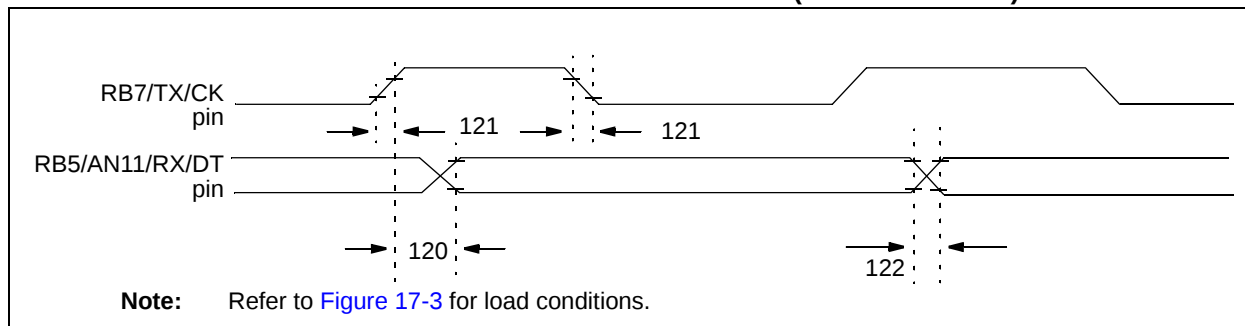


TABLE 17-10: EUSART SYNCHRONOUS TRANSMISSION REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)						
Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$						
Param. No.	Symbol	Characteristic	Min.	Max.	Units	Conditions
120	TckH2DTV	SYNC XMIT (Master & Slave) Clock high to data-out valid	—	40	ns	
121	TckRF	Clock out rise time and fall time (Master mode)	—	20	ns	
122	TdTRF	Data-out rise time and fall time	—	20	ns	

FIGURE 17-11: EUSART SYNCHRONOUS RECEIVE (MASTER/SLAVE) TIMING

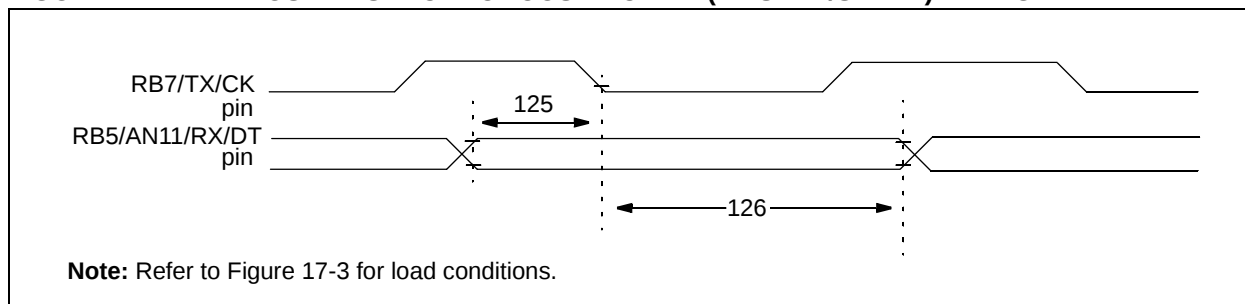
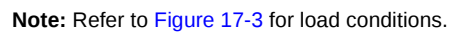
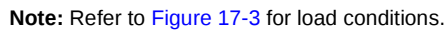


TABLE 17-11: EUSART SYNCHRONOUS RECEIVE REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)						
Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$						
Param. No.	Symbol	Characteristic	Min.	Max.	Units	Conditions
125	TdTV2CKL	SYNC RCV (Master & Slave) Data-hold before CK $\downarrow$ (DT hold time)	10	—	ns	
126	TckL2DTL	Data-hold after CK $\downarrow$ (DT hold time)	15	—	ns	

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FIGURE 17-14: SPI SLAVE MODE TIMING (CKE = 0)

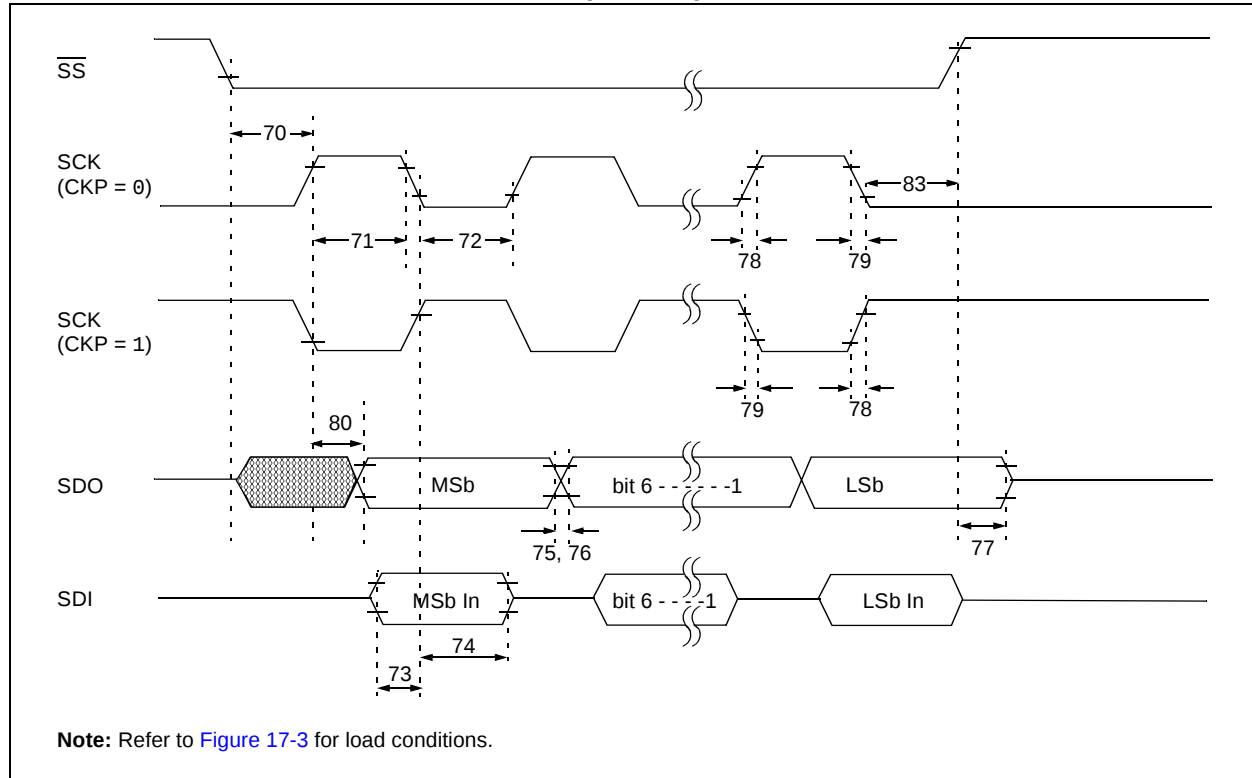
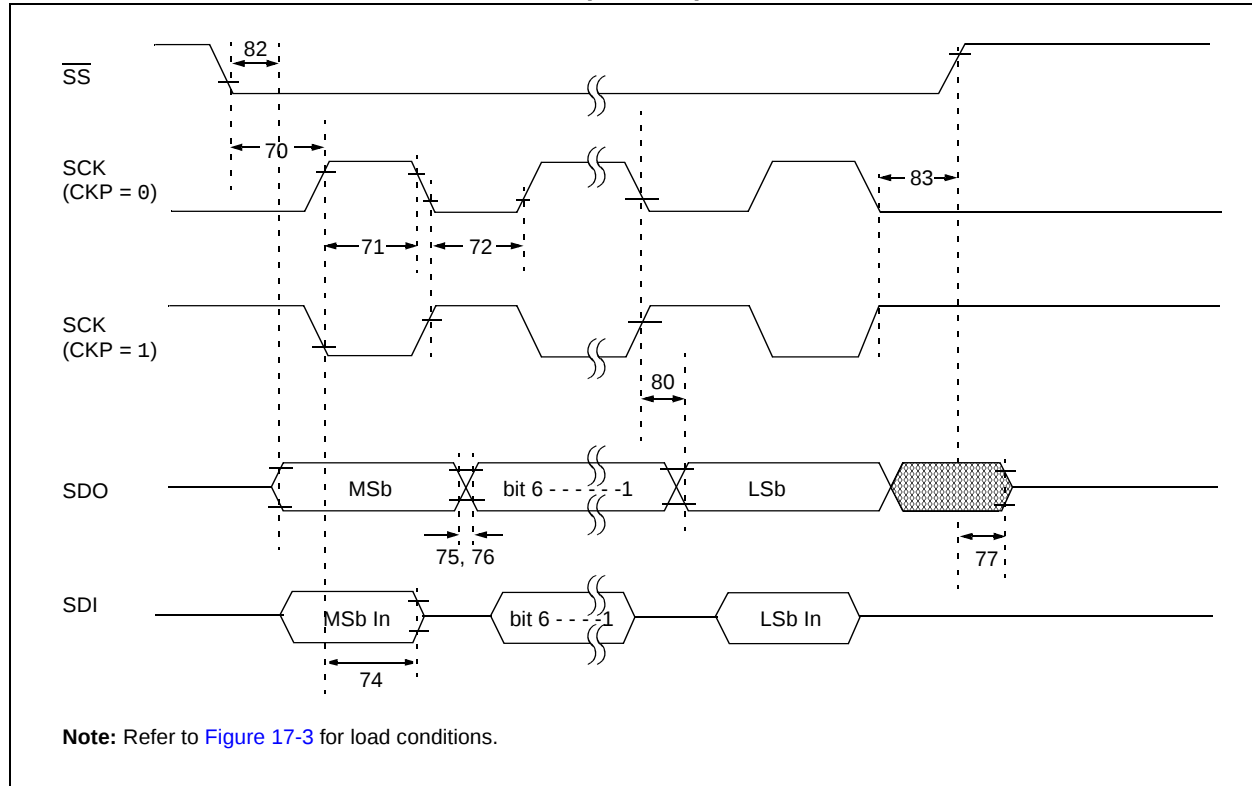


FIGURE 17-15: SPI SLAVE MODE TIMING (CKE = 1)



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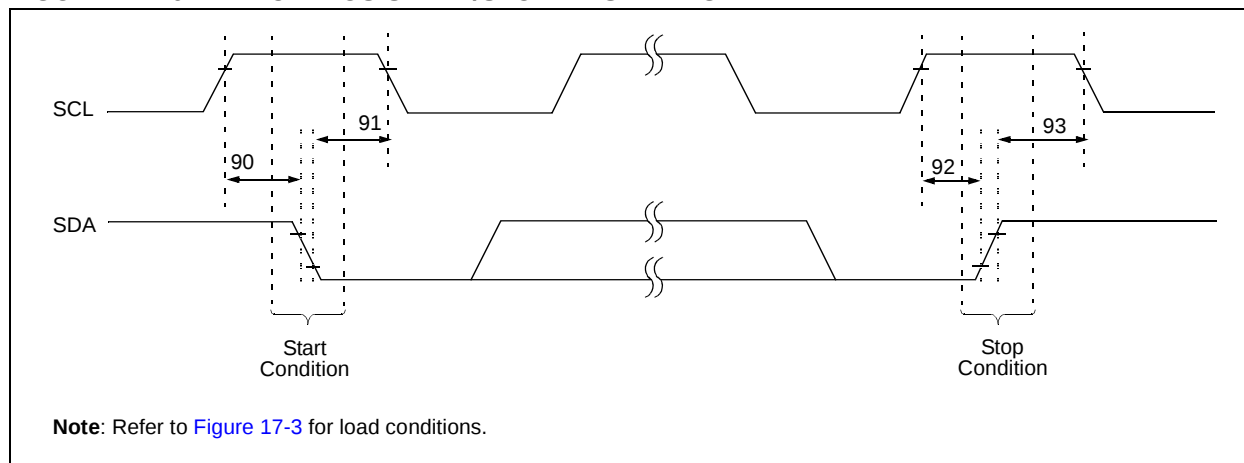
TABLE 17-12: SPI MODE REQUIREMENTS

Param No.	Symbol	Characteristic		Min.	Typ†	Max.	Units	Conditions
70*	TssL2scl, TssL2scl	$\overline{SS}\downarrow$ to SCK $\downarrow$ or SCK $\uparrow$ input		Tcy	—	—	ns	
71*	Tsch	SCK input high time (Slave mode)		Tcy + 20	—	—	ns	
72*	Tscl	SCK input low time (Slave mode)		Tcy + 20	—	—	ns	
73*	TdIV2sch, TdIV2scl	Setup time of SDI data input to SCK edge		100	—	—	ns	
74*	Tsch2diL, Tscl2diL	Hold time of SDI data input to SCK edge		100	—	—	ns	
75*	TdoR	SDO data output rise time	3.0-5.5V	—	10	25	ns	
			2.0-5.5V	—	25	50	ns	
76*	TdoF	SDO data output fall time		—	10	25	ns	
77*	Tssh2doZ	$\overline{SS}\uparrow$ to SDO output high-impedance		10	—	50	ns	
78*	TscR	SCK output rise time (Master mode)	3.0-5.5V	—	10	25	ns	
			2.0-5.5V	—	25	50	ns	
79*	TscF	SCK output fall time (Master mode)		—	10	25	ns	
80*	Tsch2doV, Tscl2doV	SDO data output valid after SCK edge	3.0-5.5V	—	—	50	ns	
			2.0-5.5V	—	—	145	ns	
81*	TdoV2sch, TdoV2scl	SDO data output setup to SCK edge		Tcy	—	—	ns	
82*	TssL2doV	SDO data output valid after $\overline{SS}\downarrow$ edge		—	—	50	ns	
83*	Tsch2ssH, Tscl2ssH	$\overline{SS}\uparrow$ after SCK edge		1.5Tcy + 40	—	—	ns	

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

FIGURE 17-16: I²C™ BUS START/STOP BITS TIMING



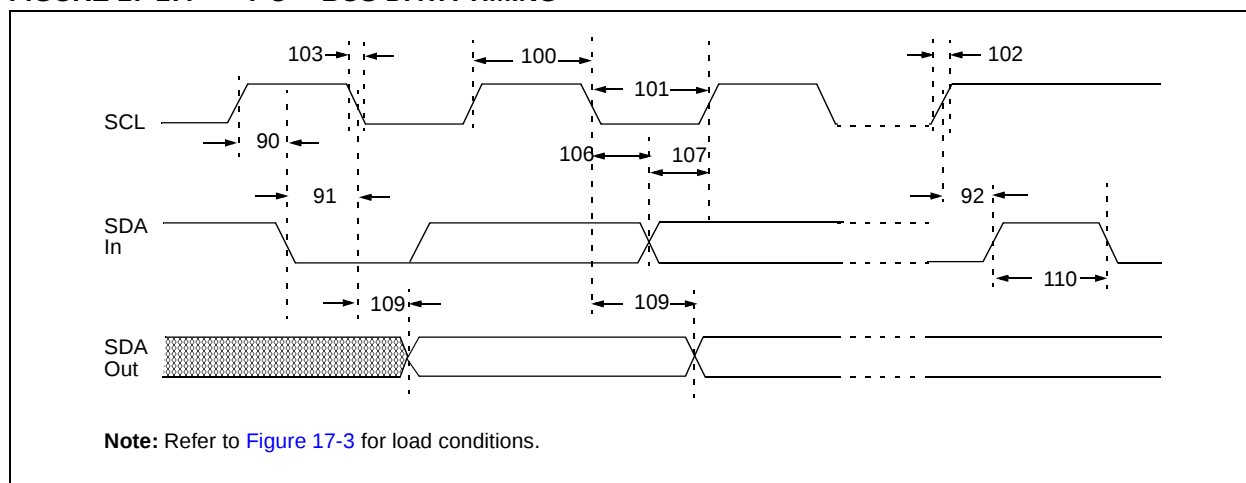
PIC16F631/677/685/687/689/690

TABLE 17-13: I²C™ BUS START/STOP BITS REQUIREMENTS

Param No.	Symbol	Characteristic		Min.	Typ.	Max.	Units	Conditions
90*	TSU:STA	Start condition	100 kHz mode	4700	—	—	ns	Only relevant for Repeated Start condition
		Setup time	400 kHz mode	600	—	—		
91*	THD:STA	Start condition	100 kHz mode	4000	—	—	ns	After this period, the first clock pulse is generated
		Hold time	400 kHz mode	600	—	—		
92*	TSU:STO	Stop condition	100 kHz mode	4700	—	—	ns	
		Setup time	400 kHz mode	600	—	—		
93	THD:STO	Stop condition	100 kHz mode	4000	—	—	ns	
		Hold time	400 kHz mode	600	—	—		

* These parameters are characterized but not tested.

FIGURE 17-17: I²C™ BUS DATA TIMING



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TABLE 17-14: I²C™ BUS DATA REQUIREMENTS

Param. No.	Symbol	Characteristic		Min.	Max.	Units	Conditions
100*	THIGH	Clock high time	100 kHz mode	4.0	—	μs	Device must operate at a minimum of 1.5 MHz
			400 kHz mode	0.6	—	μs	Device must operate at a minimum of 10 MHz
			SSP Module	1.5Tcy	—		
101*	TLOW	Clock low time	100 kHz mode	4.7	—	μs	Device must operate at a minimum of 1.5 MHz
			400 kHz mode	1.3	—	μs	Device must operate at a minimum of 10 MHz
			SSP Module	1.5Tcy	—		
102*	TR	SDA and SCL rise time	100 kHz mode	—	1000	ns	
			400 kHz mode	20 + 0.1Cb	300	ns	Cb is specified to be from 10-400 pF
103*	TF	SDA and SCL fall time	100 kHz mode	—	300	ns	
			400 kHz mode	20 + 0.1Cb	300	ns	Cb is specified to be from 10-400 pF
90*	TSU:STA	Start condition setup time	100 kHz mode	4.7	—	μs	Only relevant for Repeated Start condition
			400 kHz mode	0.6	—	μs	
91*	THD:STA	Start condition hold time	100 kHz mode	4.0	—	μs	After this period the first clock pulse is generated
			400 kHz mode	0.6	—	μs	
106*	THD:DAT	Data input hold time	100 kHz mode	0	—	ns	
			400 kHz mode	0	0.9	μs	
107*	TSU:DAT	Data input setup time	100 kHz mode	250	—	ns	(Note 2)
			400 kHz mode	100	—	ns	
92*	TSU:STO	Stop condition setup time	100 kHz mode	4.7	—	μs	
			400 kHz mode	0.6	—	μs	
109*	TAA	Output valid from clock	100 kHz mode	—	3500	ns	(Note 1)
			400 kHz mode	—	—	ns	
110*	TBUF	Bus free time	100 kHz mode	4.7	—	μs	Time the bus must be free before a new transmission can start
			400 kHz mode	1.3	—	μs	
	CB	Bus capacitive loading		—	400	pF	

* These parameters are characterized but not tested.

Note 1: As a transmitter, the device must provide this internal minimum delay time to bridge the undefined region (min. 300 ns) of the falling edge of SCL to avoid unintended generation of Start or Stop conditions.

2: A Fast mode (400 kHz) I²C bus device can be used in a Standard mode (100 kHz) I²C bus system, but the requirement TSU:DAT ≥ 250 ns must then be met. This will automatically be the case if the device does not stretch the low period of the SCL signal. If such a device does stretch the low period of the SCL signal, it must output the next data bit to the SDA line Tr max. + TSU:DAT = 1000 + 250 = 1250 ns (according to the Standard mode I²C bus specification), before the SCL line is released.

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TABLE 17-15: A/D CONVERTER (ADC) CHARACTERISTICS:

Standard Operating Conditions (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
AD01	NR	Resolution	—	—	10 bits	bit	
AD02	EIL	Integral Error	—	—	± 1	LSb	$V_{REF} = 5.12\text{V}$
AD03	EDL	Differential Error	—	—	± 1	LSb	No missing codes to 10 bits $V_{REF} = 5.12\text{V}$
AD04	E _{OFF}	Offset Error	—	—	± 1	LSb	$V_{REF} = 5.12\text{V}$
AD04A			—	+1.5	+3.0	LSb	(PIC16F677 only)
AD07	E _{GN}	Gain Error	—	—	± 1	LSb	$V_{REF} = 5.12\text{V}$
AD06 AD06A	V _{REF}	Reference Voltage ⁽³⁾	2.2 2.5	—	— V _{DD}	V	Absolute minimum to ensure 1 LSb accuracy
AD07	V _{AIN}	Full-Scale Range	V _{SS}	—	V _{REF}	V	
AD08	Z _{AIN}	Recommended Impedance of Analog Voltage Source	—	—	10	k Ω	
AD09*	I _{REF}	V _{REF} Input Current ⁽³⁾	10	—	1000	μA	During V _{AIN} acquisition. Based on differential of V _{HOLD} to V _{AIN} .
			—	—	50	μA	During A/D conversion cycle

* These parameters are characterized but not tested.

† Data in "Typ" column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: Total Absolute Error includes integral, differential, offset and gain errors.

2: The A/D conversion result never decreases with an increase in the input voltage and has no missing codes.

3: ADC V_{REF} is from external V_{REF} or V_{DD} pin, whichever is selected as reference input.

4: When ADC is off, it will not consume any current other than leakage current. The power-down current specification includes any such leakage from the ADC module.

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FIGURE 17-18: A/D CONVERSION TIMING (NORMAL MODE)

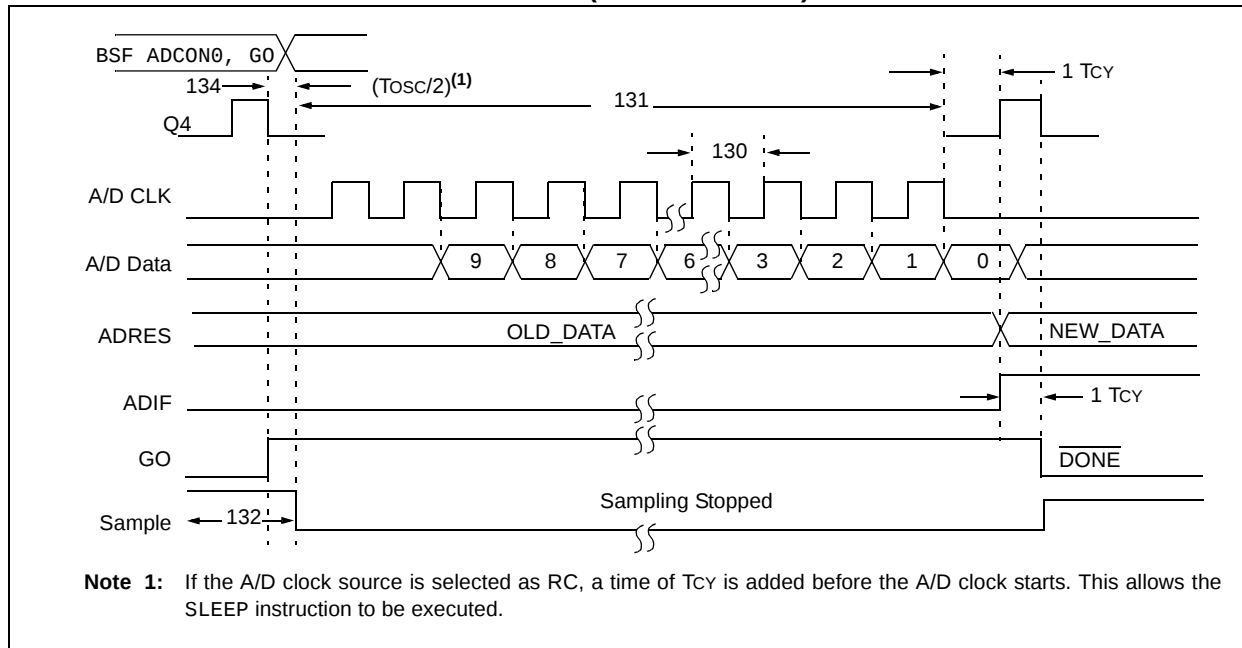


TABLE 17-16: A/D CONVERSION REQUIREMENTS

Standard Operating Conditions (unless otherwise stated)							
Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
130*	TAD	A/D Clock Period	1.5	—	—	μS	TOSC-based, $V_{REF} \geq 2.5\text{V}$
			3.0*	—	—	μS	TOSC-based, V_{REF} full range
		A/D Internal RC Oscillator Period	3.0*	6.0	9.0*	μS	$\text{ADCS}\langle 1:0 \rangle = 11$ (RC mode)
			2.0*	4.0	6.0*	μS	At $V_{DD} = 2.5\text{V}$ At $V_{DD} = 5.0\text{V}$
131	TCNV	Conversion Time (not including Acquisition Time) ⁽¹⁾	—	11	—	TAD	Set GO bit to new data in A/D Result register
132*	TACQ	Acquisition Time	(2)	11.5	—	μS	The minimum time is the amplifier settling time. This may be used if the “new” input voltage has not changed by more than 1 LSB (i.e., 4.1 mV @ 4.096V) from the last sampled voltage (as stored on CHOLD).
			5*	—	—	μS	
134	TGO	Q4 to A/D Clock Start	—	$T_{OSC}/2$	—	—	If the A/D clock source is selected as RC, a time of T_{CY} is added before the A/D clock starts. This allows the SLEEP instruction to be executed.

* These parameters are characterized but not tested.

† Data in “Typ” column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: ADRESH and ADRESL registers may be read on the following T_{CY} cycle.

2: See [Table 9-1](#) for minimum conditions.

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FIGURE 17-19: A/D CONVERSION TIMING (SLEEP MODE)

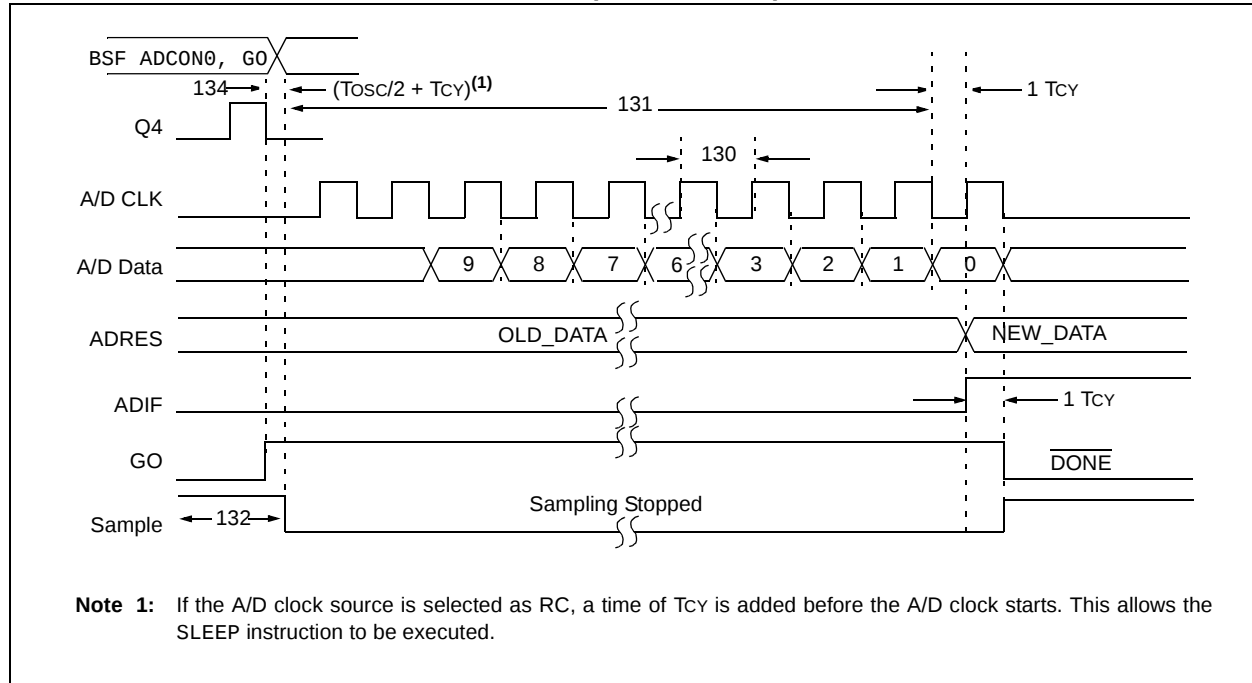


TABLE 1: A/D CONVERSION REQUIREMENTS (SLEEP MODE)

Standard Operating Conditions (unless otherwise stated)							
Operating Temperature $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$							
Param No.	Sym.	Characteristic	Min.	Typ†	Max.	Units	Conditions
130*	TAD	A/D Internal RC Oscillator Period	3.0*	6.0	9.0*	μS	ADCS<1:0> = 11 (RC mode) At $V_{DD} = 2.5\text{V}$ μS At $V_{DD} = 5.0\text{V}$
			2.0*	4.0	6.0*		
131	TCNV	Conversion Time (not including Acquisition Time) ⁽¹⁾	—	11	—	TAD	
132*	TACQ	Acquisition Time	(2)	11.5	—	μS	The minimum time is the amplifier settling time. This may be used if the “new” input voltage has not changed by more than 1 LSb (i.e., 4.1 mV @ 4.096V) from the last sampled voltage (as stored on CHOLD).
			5*	—	—	μS	
134	TGO	Q4 to A/D Clock Start	—	$T_{OSC}/2 + T_{CY}$	—	—	If the A/D clock source is selected as RC, a time of T_{CY} is added before the A/D clock starts. This allows the SLEEP instruction to be executed.

* These parameters are characterized but not tested.

† Data in “Typ” column is at 5.0V, 25°C unless otherwise stated. These parameters are for design guidance only and are not tested.

Note 1: ADRES register may be read on the following T_{CY} cycle.

2: See [Table 9-1](#) for minimum conditions.

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17.8 High Temperature Operation

This section outlines the specifications for the following devices operating in the high temperature range between -40°C and 150°C.⁽⁴⁾

- PIC16F685
- PIC16F687
- PIC16F689
- PIC16F690

When the value of any parameter is identical for both the 125°C Extended and the 150°C High Temp. temperature ranges, then that value will be found in the standard specification tables shown earlier in this chapter, under the fields listed for the 125°C Extended temperature range. If the value of any parameter is unique to the 150°C High Temp. temperature range, then it will be listed here, in this section of the data sheet.

If a Silicon Errata exists for the product and it lists a modification to the 125°C Extended temperature range value, one that is also shared at the 150°C High Temp. temperature range, then that modified value will apply to both temperature ranges.

Note 1: Writes are not allowed for Flash program memory above 125°C.

2: All AC timing specifications are increased by 30%. This derating factor will include parameters such as TPWRT.

3: The temperature range indicator in the catalog part number and device marking is "H" for -40°C to 150°C.

Example: PIC16F685T-H/SS indicates the device is shipped in a Tape and reel configuration, in the SSOP package, and is rated for operation from -40°C to 150°C.

4: AEC-Q100 reliability testing for devices intended to operate at 150°C is 1,000 hours. Any design in which the total operating time from 125°C to 150°C will be greater than 1,000 hours is not warranted without prior written approval from Microchip Technology Inc.

5: Endurance of the data EEPROM decreases with increasing temperature. It is recommended that the number of programming cycles to any individual address at temperatures above +125°C not exceed 25,000. Error correction techniques are advised for data requiring more programming cycles above +125°C.

6: DS80243 Table 1 refers to various revisions of the PIC16F685, but operation above +125°C will only be available for revision A6 or later.

7: The +150°C version of the PIC16F685 will not be offered in PDIP. It will only be offered in SSOP, SOIC, and QFN.

TABLE 17-17: ABSOLUTE MAXIMUM RATINGS

Parameter	Source/Sink	Value	Units
Max. Current: VDD	Source	20	mA
Max. Current: VSS	Sink	50	mA
Max. Current: Pin	Source	5	mA
Max. Current: Pin	Sink	10	mA
Max. Pin Current: at VOH	Source	3	mA
Max. Pin Current: at VOL	Sink	8.5	mA
Max. Port Current: A, B, and C combined	Source	20	mA
Max. Port Current: A, B, and C combined	Sink	50	mA
Max. Junction Temperature		155	°C

Note: Stresses above those listed under *Absolute Maximum Ratings* may cause permanent damage to the device. This is a stress rating only, and functional operation of the device at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure above maximum rating conditions for extended periods may affect device reliability.

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FIGURE 17-20: VOLTAGE-FREQUENCY GRAPH, $-40^{\circ}\text{C} \leq T_A \leq +150^{\circ}\text{C}$

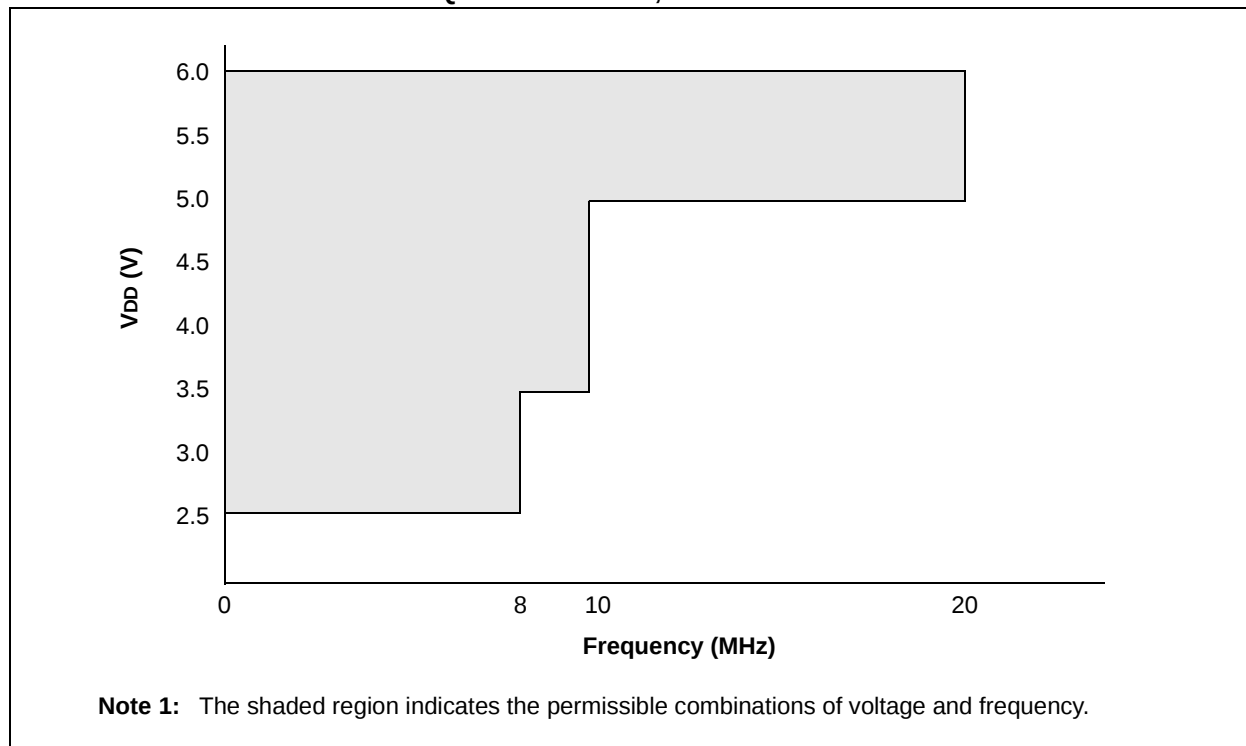
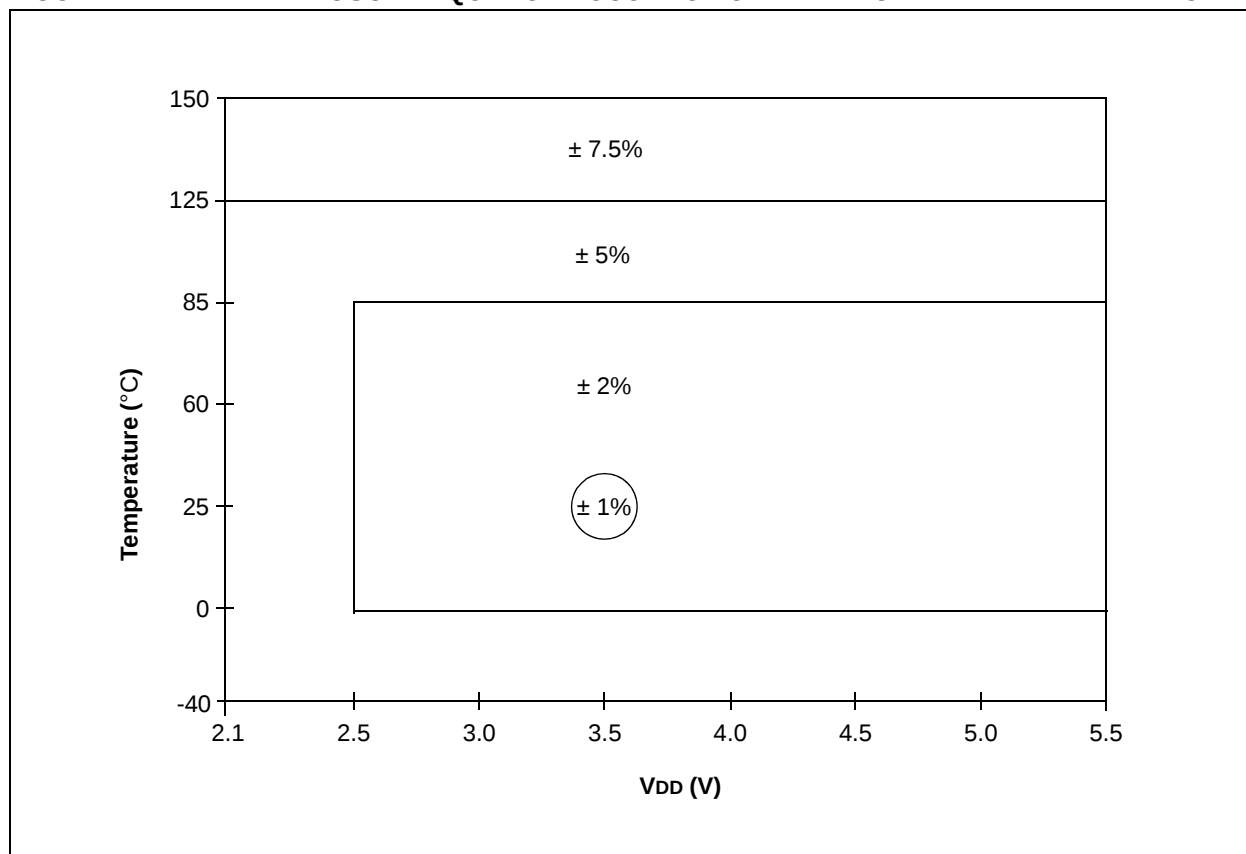


FIGURE 17-21: HFINTOSC FREQUENCY ACCURACY OVER DEVICE V_{DD} AND TEMPERATURE



PIC16F631/677/685/687/689/690

TABLE 17-18: ADC CLOCK PERIOD (T_{AD}) VS. DEVICE OPERATING FREQUENCIES ($V_{DD} \geq 3.0V$, $V_{REF} \geq 2.5V$)

ADC Clock Period (T_{AD})		Device Frequency (F_{osc})			
ADC Clock Source	ADCS<2:0>	20 MHz	8 MHz	4 MHz	1 MHz
$F_{osc}/2$	000	100 ns	250 ns	500 ns	2.0 μs
$F_{osc}/4$	100	200 ns	500 ns	1.0 μs	4.0 μs
$F_{osc}/8$	001	400 ns	1.0 μs	2.0 μs	8.0 μs
$F_{osc}/16$	101	800 ns	2.0 μs	4.0 μs	16.0 μs
$F_{osc}/32$	010	1.6 μs	4.0 μs	8.0 μs	32.0 μs
$F_{osc}/64$	110	3.2 μs	8.0 μs	16.0 μs	64.0 μs
Frc	x11	2-6 μs	2-6 μs	2-6 μs	2-6 μs

Legend: Shaded cells should not be used for conversions at temperatures above +125°C.

Note 1: T_{AD} must be between 1.6 μs and 4.0 μs .

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TABLE 17-19: DC CHARACTERISTICS FOR I_{DD} SPECIFICATIONS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Device Characteristics	Min.	Typ.	Max.	Units	Condition	
						V _{DD}	Note
D001	V _{DD}	2.1	—	5.5	V	—	Fosc ≤ 8 MHz: HFINTOSC, EC
		2.1	—	5.5	V	—	Fosc ≤ 4 MHz
D010	Supply Current (I _{DD})	—	—	47	μA	2.1	Fosc = 32 kHz LP Oscillator
		—	—	69		3.0	
		—	—	108		5.0	
D011		—	—	357	μA	2.1	Fosc = 1 MHz XT Oscillator
		—	—	533		3.0	
		—	—	729		5.0	
D012		—	—	535	μA	2.1	Fosc = 4 MHz XT Oscillator
		—	—	875		3.0	
		—	—	1.32	mA	5.0	
D013		—	—	336	μA	2.1	Fosc = 1 MHz EC Oscillator
		—	—	477		3.0	
		—	—	777		5.0	
D014		—	—	505	μA	2.1	Fosc = 4 MHz EC Oscillator
		—	—	724		3.0	
		—	—	1.30	mA	5.0	
D015		—	—	51	μA	2.1	Fosc = 31 kHz LFINTOSC
		—	—	92		3.0	
		—	—	117	mA	5.0	
D016		—	—	665	μA	2.1	Fosc = 4 MHz HFINTOSC
		—	—	970		3.0	
		—	—	1.56	mA	5.0	
D017		—	—	936	μA	2.1	Fosc = 8 MHz HFINTOSC
		—	—	1.34	mA	3.0	
		—	—	2.27		5.0	
D018		—	—	605	μA	2.1	Fosc = 4 MHz EXTRC
		—	—	903		3.0	
		—	—	1.43	mA	5.0	
D019		—	—	6.61	mA	4.5	Fosc = 20 MHz HS Oscillator
		—	—	7.81		5.0	

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TABLE 17-20: DC CHARACTERISTICS FOR I_{PD} SPECIFICATIONS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Device Characteristics	Units	Min.	Typ.	Max.	Condition	
						V _{DD}	Note
D020E	Power Down Base Current (I _{PD})	—	—	27	μA	2.1	I _{PD} Base: WDT, BOR, Comparators, V _{REF} and T1OSC disabled
		—	—	29		3.0	
		—	—	32		5.0	
D021E		—	—	55	μA	2.1	WDT Current
		—	—	59		3.0	
		—	—	69		5.0	
D022E		—	—	75	μA	3.0	BOR Current
		—	—	147		5.0	
D023E		—	—	73	μA	2.1	Comparator current, both comparators enabled
		—	—	117		3.0	
		—	—	235		5.0	
D024E		—	—	102	μA	2.1	CV _{REF} current, high range
		—	—	128		3.0	
		—	—	170		5.0	
D024AE		—	—	133	μA	2.1	CV _{REF} current, low range
		—	—	167		3.0	
		—	—	222		5.0	
D025E		—	—	36	μA	2.1	T1osc current, 32 kHz
		—	—	41		3.0	
		—	—	47		5.0	
D026E		—	—	22	μA	3.0	Analog-to-Digital current, no conversion in progress
		—	—	24		5.0	
D027E		—	—	189	μA	3.0	VP6 current (Fixed Voltage Reference)
		—	—	250		5.0	

TABLE 17-21: LEAKAGE CURRENT SPECIFICATIONS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Sym.	Characteristic	Min.	Typ.	Max.	Units	Conditions
D061	I _{IL}	Input Leakage Current ⁽¹⁾ (RA3/MCLR)	—	±0.5	±5.0	μA	V _{SS} ≤ V _{PIN} ≤ V _{DD}
D062	I _{IL}	Input Leakage Current ⁽²⁾ (RA3/MCLR)	50	250	400	μA	V _{DD} = 5.0V

Note 1: This specification applies when RA3/MCLR is configured as an input with the pull-up disabled. The leakage current for the RA3/MCLR pin is higher than for the standard I/O port pins.

2: This specification applies when RA3/MCLR is configured as the MCLR reset pin function with the weak pull-up enabled.

TABLE 17-22: DATA EEPROM MEMORY ENDURANCE SPECIFICATIONS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Sym.	Characteristic	Min.	Typ.	Max.	Units	Conditions
D120A	E _D	Byte Endurance	5K	50K	—	E/W	126°C ≤ T _A ≤ 150°C

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TABLE 17-23: OSCILLATOR PARAMETERS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Sym.	Characteristic	Frequency Tolerance	Min.	Typ.	Max.	Units	Conditions
OS08	INTOSC	Int. Calibrated INTOSC Freq. ⁽¹⁾	±7.5%	7.4	8.0	8.6	MHz	2.1V ≤ V _{DD} ≤ 5.5V -40°C ≤ T _A ≤ 150°C

Note 1: To ensure these oscillator frequency tolerances, V_{DD} and V_{SS} must be capacitively decoupled as close to the device as possible. 0.1 µF and 0.01 µF values in parallel are recommended.

TABLE 17-24: WATCHDOG TIMER SPECIFICATIONS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Sym.	Characteristic	Min.	Typ.	Max.	Units	Conditions
31	TWDT	Watchdog Timer Time-out Period (No Prescaler)	10	20	70	ms	150°C Temperature

TABLE 17-25: BROWN-OUT RESET SPECIFICATIONS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Sym.	Characteristic	Min.	Typ.	Max.	Units	Conditions
35	VBOR	Brown-Out Reset Voltage	2.0	—	2.3	V	150°C Temperature

TABLE 17-26: COMPARATOR SPECIFICATIONS FOR PIC16F685/687/689/690-H (High Temp.)

Param No.	Sym.	Characteristic	Min.	Typ.	Max.	Units	Conditions
CM01	V _{OS}	Input Offset Voltage	—	±5	±20	mV	(V _{DD} - 1.5)/2

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18.0 DC AND AC CHARACTERISTICS GRAPHS AND TABLES

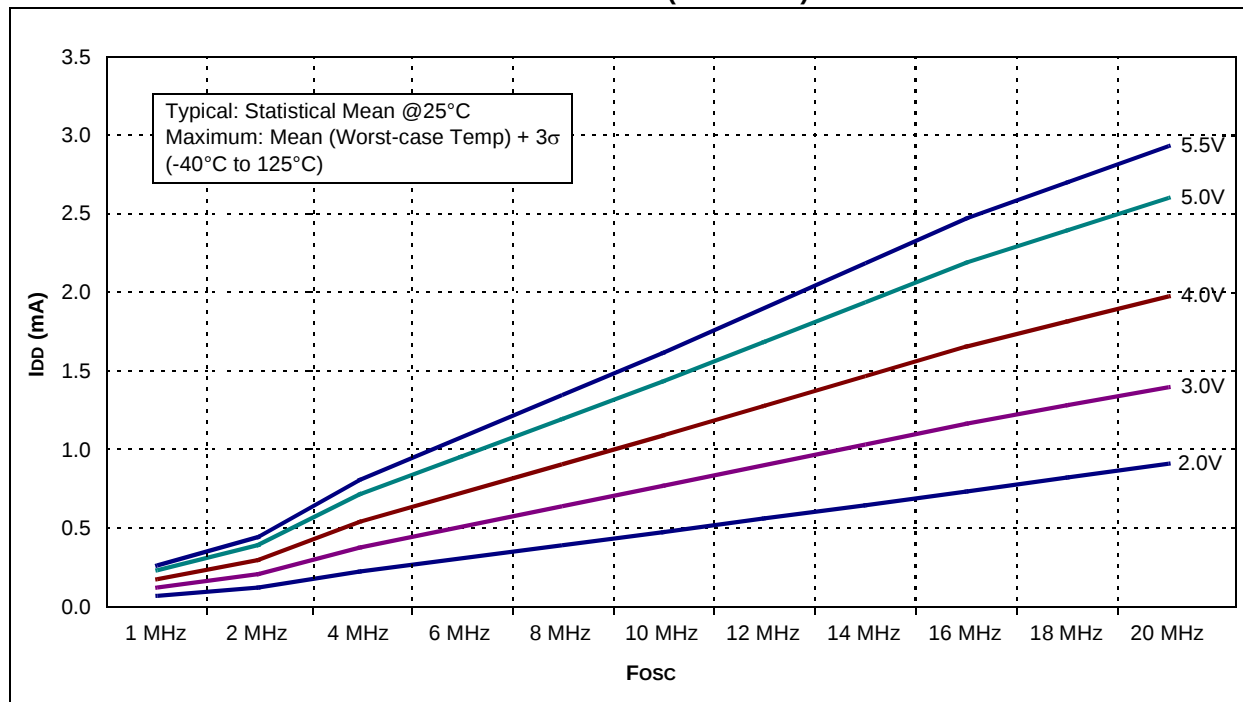
The graphs and tables provided in this section are for **design guidance** and are **not tested**.

In some graphs or tables, the data presented are **outside specified operating range** (i.e., outside specified V_{DD} range). This is for **information only** and devices are ensured to operate properly only within the specified range.

Note: The graphs and tables provided following this note are a statistical summary based on a limited number of samples and are provided for informational purposes only. The performance characteristics listed herein are not tested or guaranteed. In some graphs or tables, the data presented may be outside the specified operating range (e.g., outside specified power supply range) and therefore, outside the warranted range.

“Typical” represents the mean of the distribution at 25°C. “Maximum” or “minimum” represents (mean + 3 σ) or (mean - 3 σ) respectively, where σ is a standard deviation, over each temperature range.

FIGURE 18-1: TYPICAL I_{DD} vs. F_{osc} OVER V_{DD} (EC MODE)



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FIGURE 18-2: MAXIMUM I_{DD} vs. F_{osc} OVER V_{DD} (EC MODE)

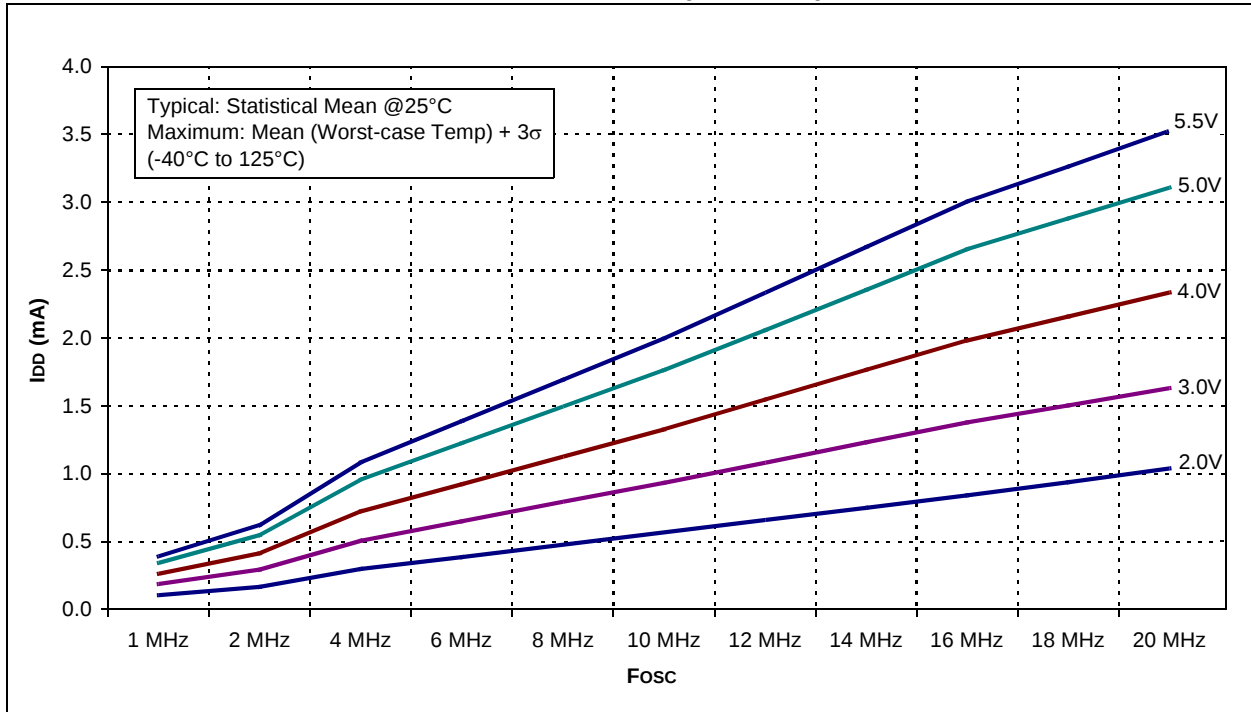
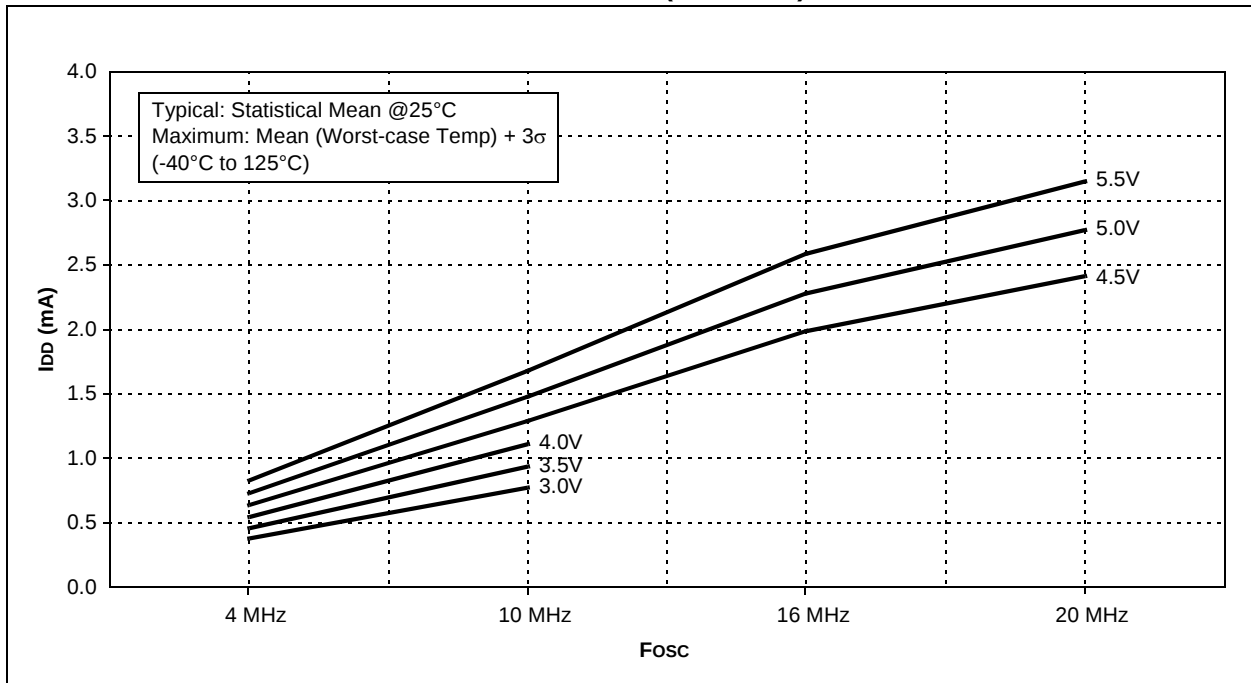


FIGURE 18-3: TYPICAL I_{DD} vs. F_{osc} OVER V_{DD} (HS MODE)



PIC16F631/677/685/687/689/690

FIGURE 18-4: MAXIMUM I_{DD} vs. F_{osc} OVER V_{DD} (HS MODE)

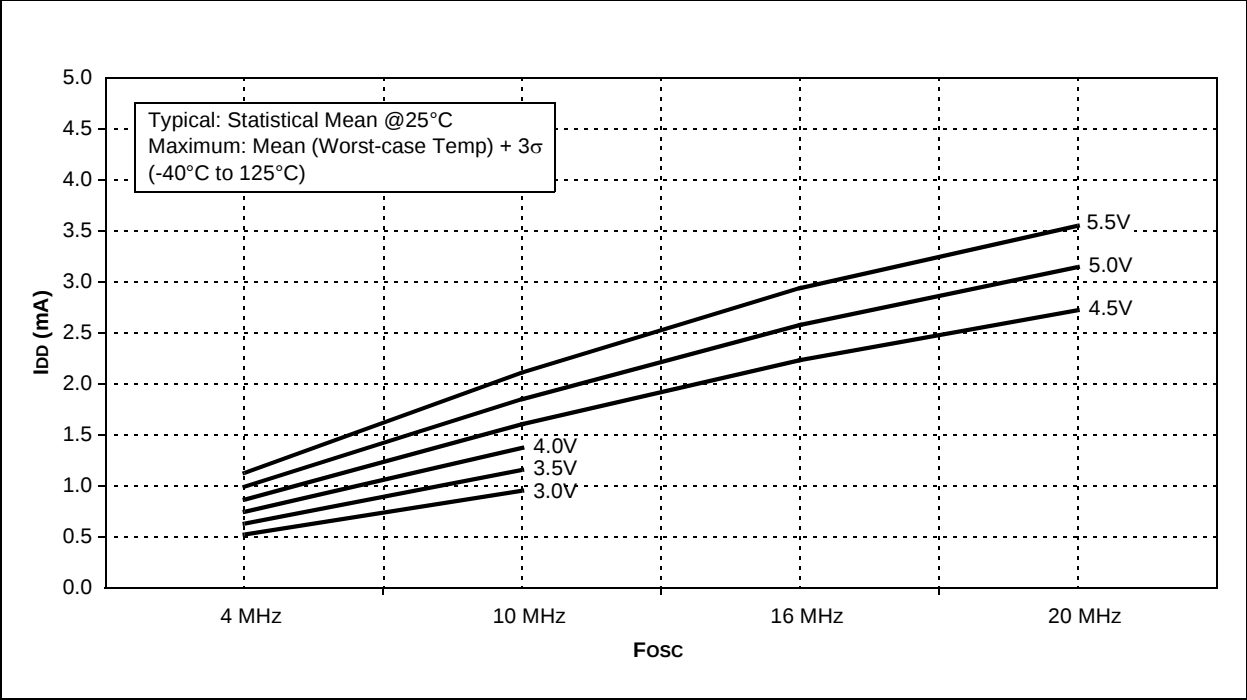
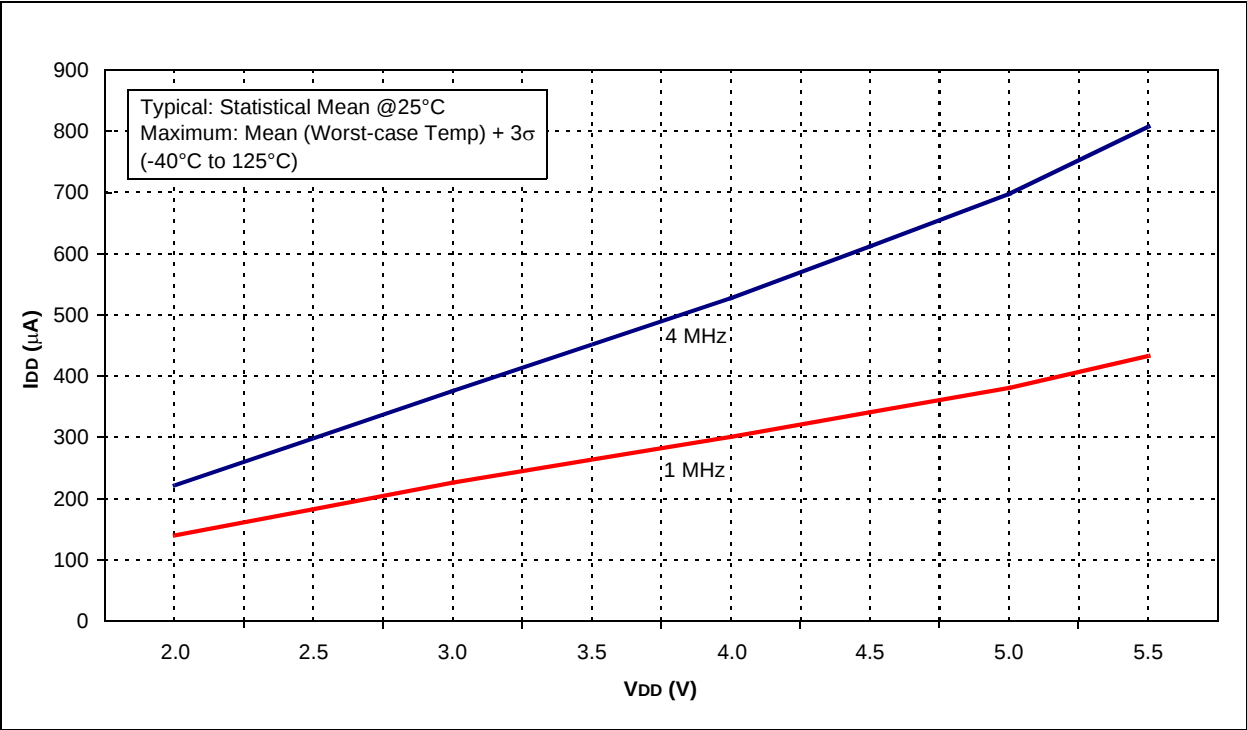


FIGURE 18-5: TYPICAL I_{DD} vs. V_{DD} OVER F_{osc} (XT MODE)



PIC16F631/677/685/687/689/690

FIGURE 18-6: MAXIMUM I_{DD} vs. V_{DD} OVER F_{osc} (XT MODE)

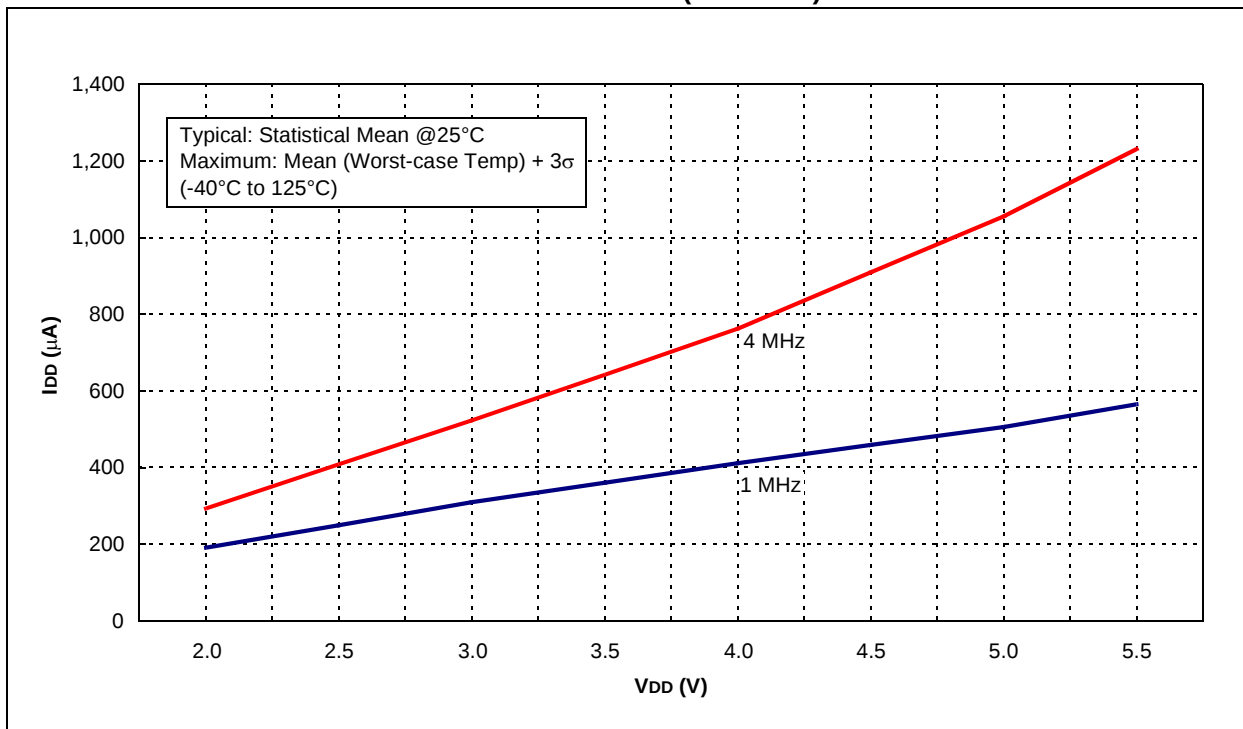
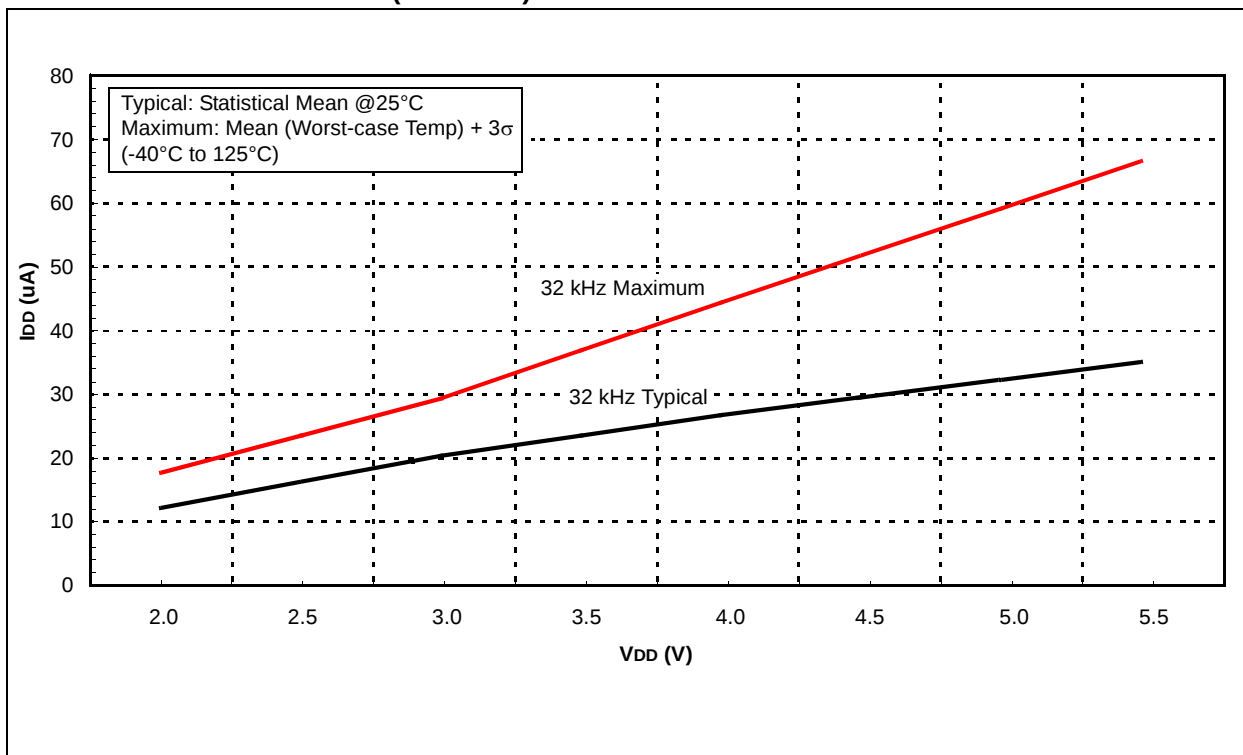


FIGURE 18-7: I_{DD} vs. V_{DD} (LP MODE)



PIC16F631/677/685/687/689/690

FIGURE 18-8: TYPICAL I_{DD} vs. V_{DD} OVER F_{osc} (EXTRC MODE)

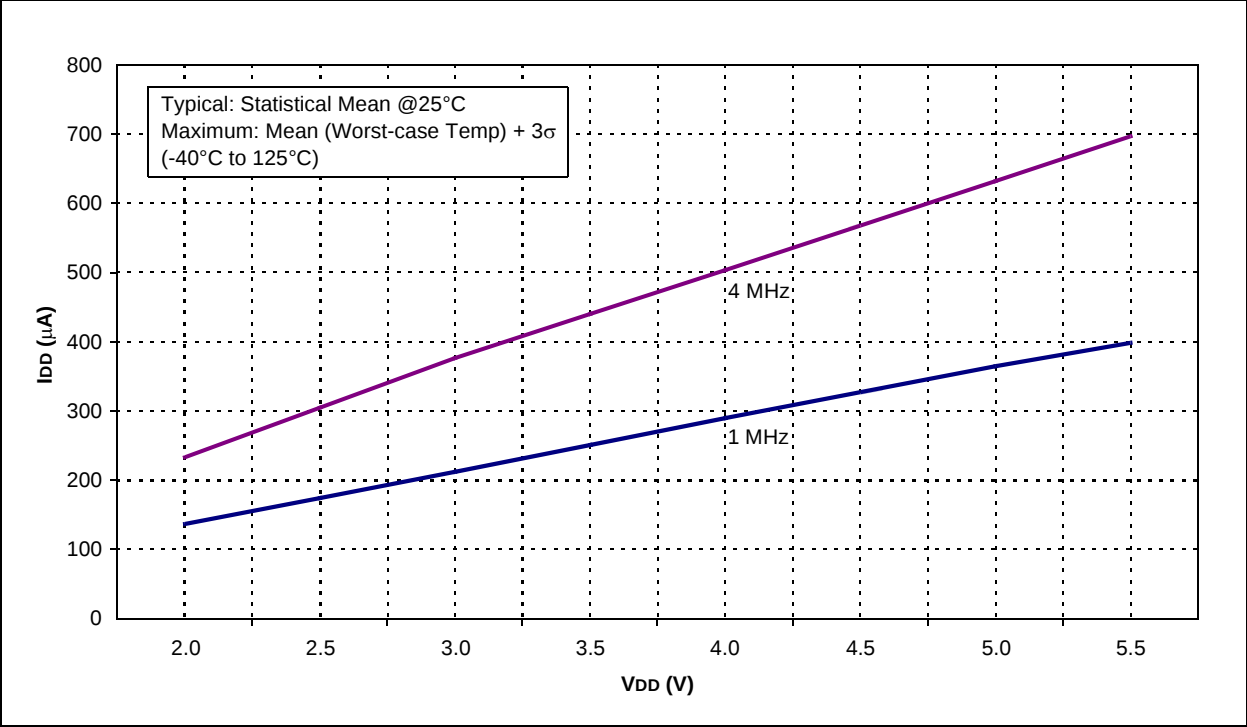
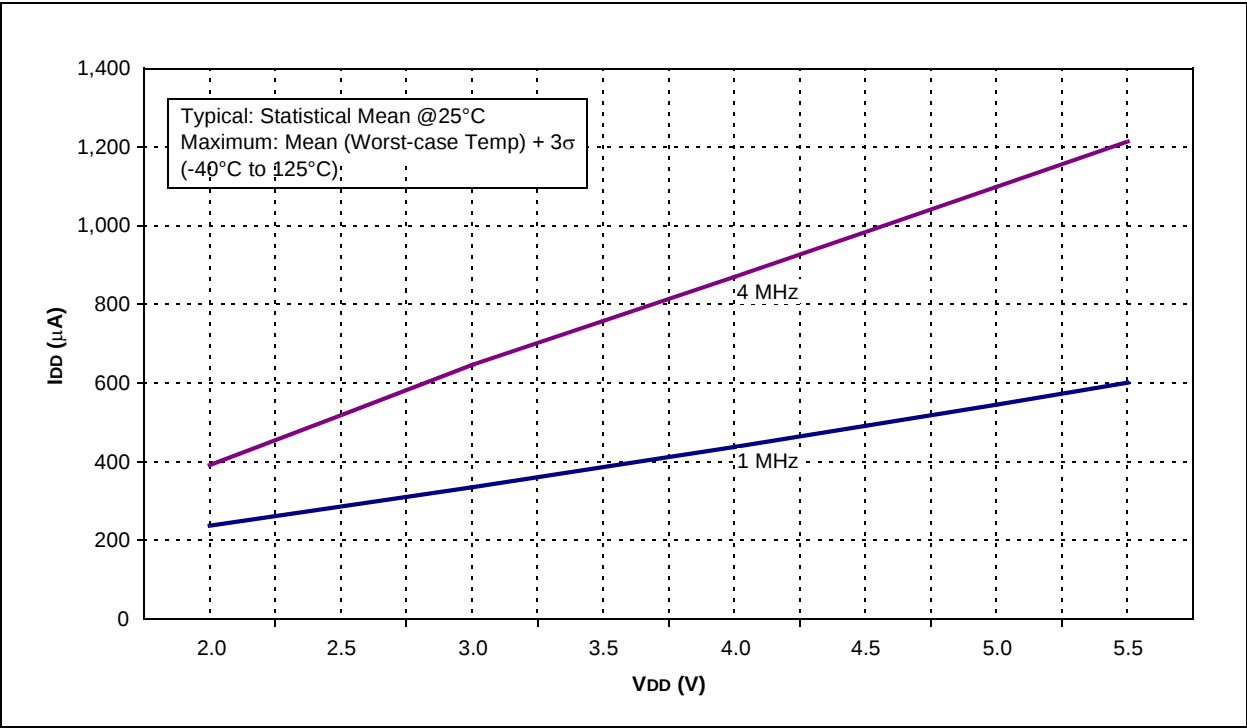


FIGURE 18-9: MAXIMUM I_{DD} vs. V_{DD} OVER F_{osc} (EXTRC MODE)



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FIGURE 18-10: I_{DD} vs. V_{DD} OVER F_{osc} (LFINTOSC MODE, 31 kHz)

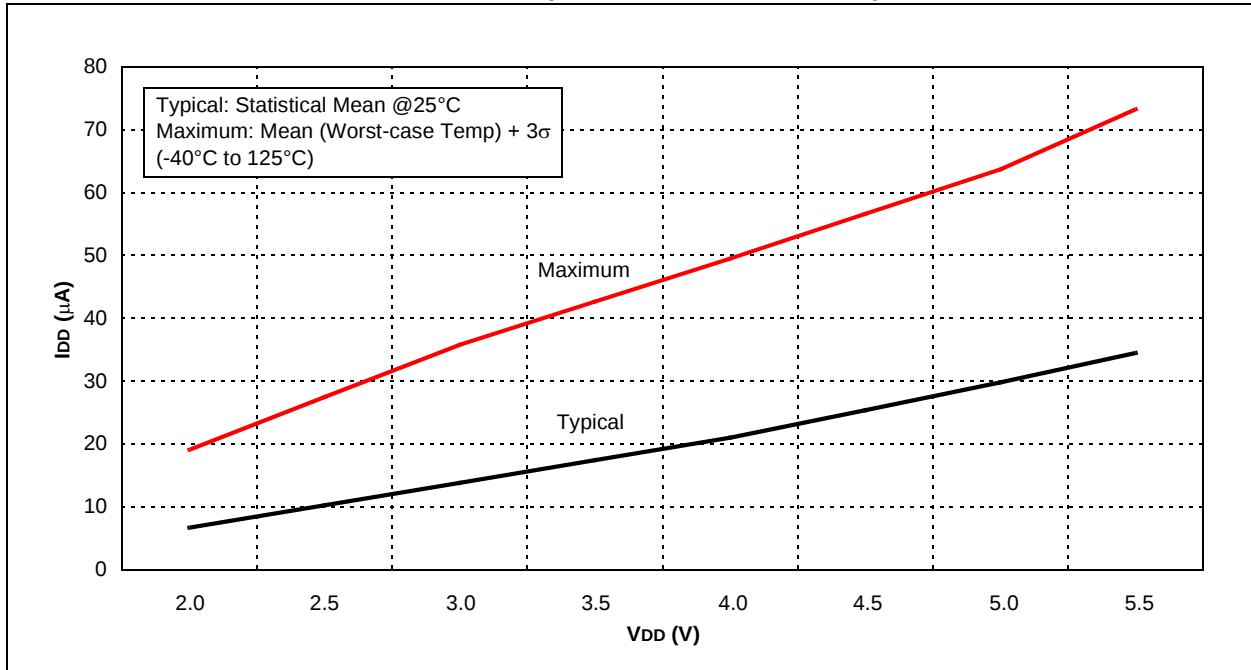
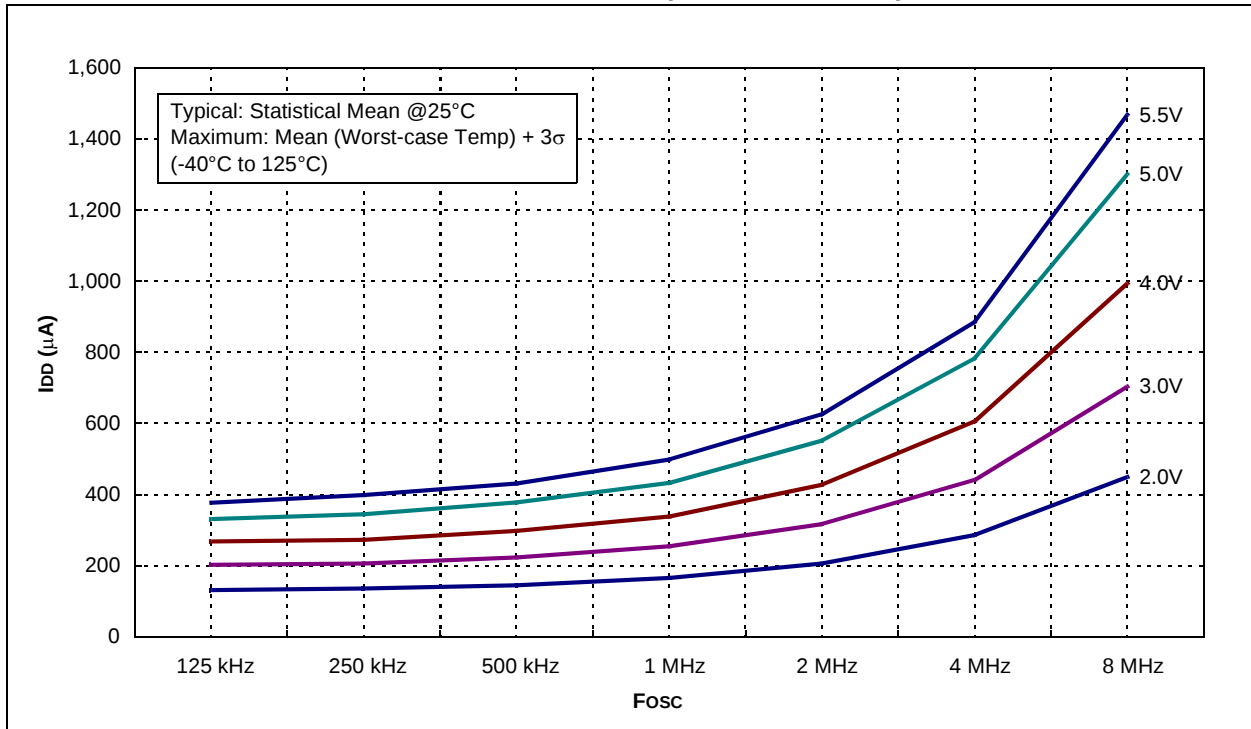


FIGURE 18-11: TYPICAL I_{DD} vs. F_{osc} OVER V_{DD} (HFINTOSC MODE)



PIC16F631/677/685/687/689/690

FIGURE 18-12: MAXIMUM I_{DD} vs. F_{osc} OVER V_{DD} (HFINTOSC MODE)

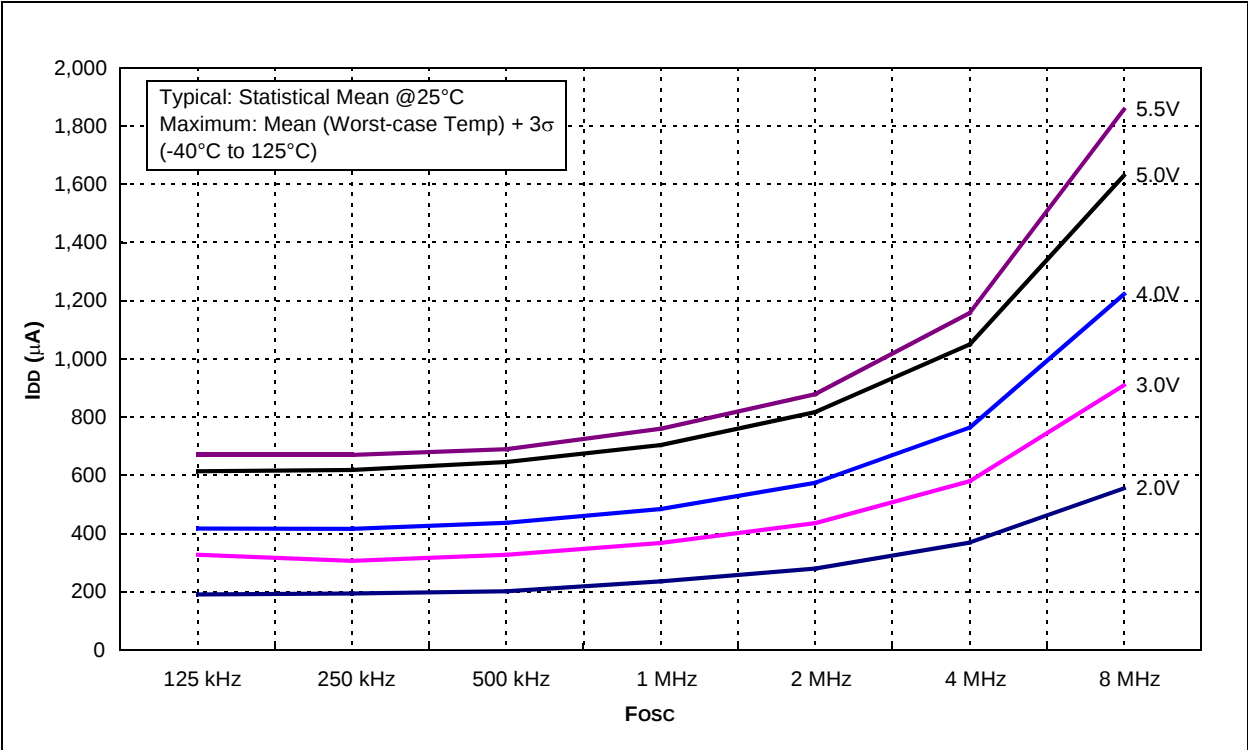
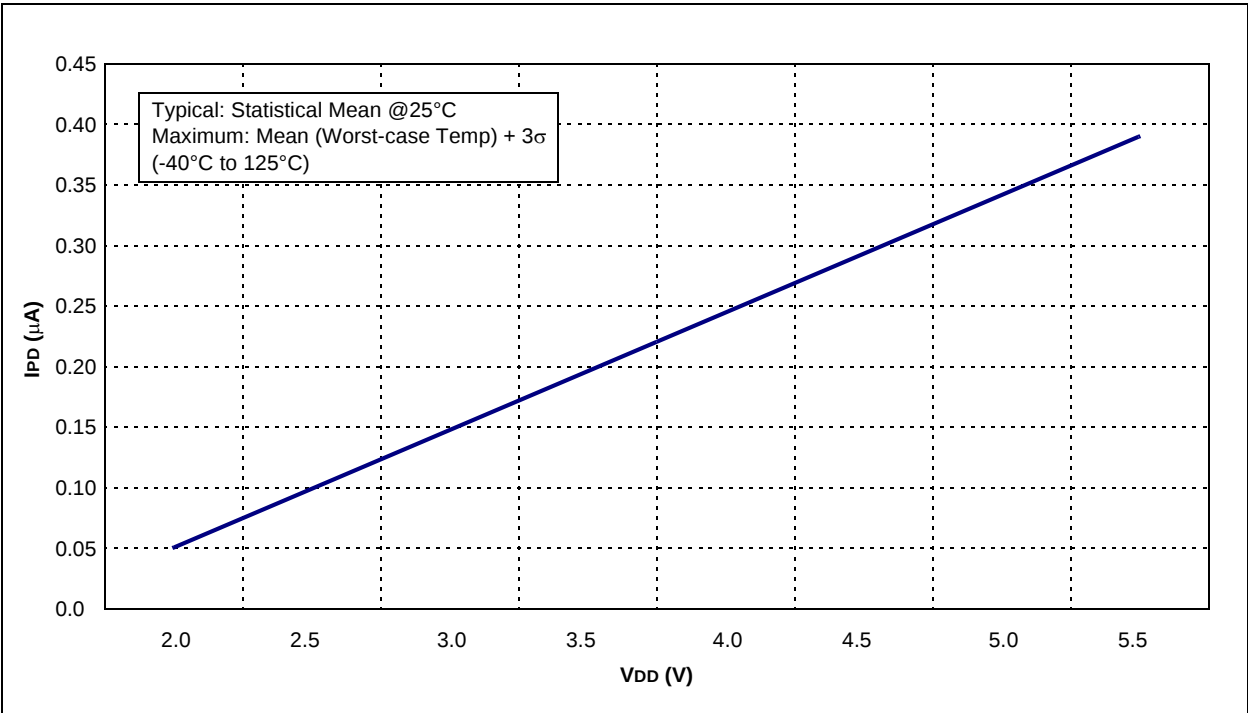


FIGURE 18-13: TYPICAL I_{PD} vs. V_{DD} (SLEEP MODE, ALL PERIPHERALS DISABLED)



PIC16F631/677/685/687/689/690

FIGURE 18-14: MAXIMUM I_{PD} vs. V_{DD} (SLEEP MODE, ALL PERIPHERALS DISABLED)

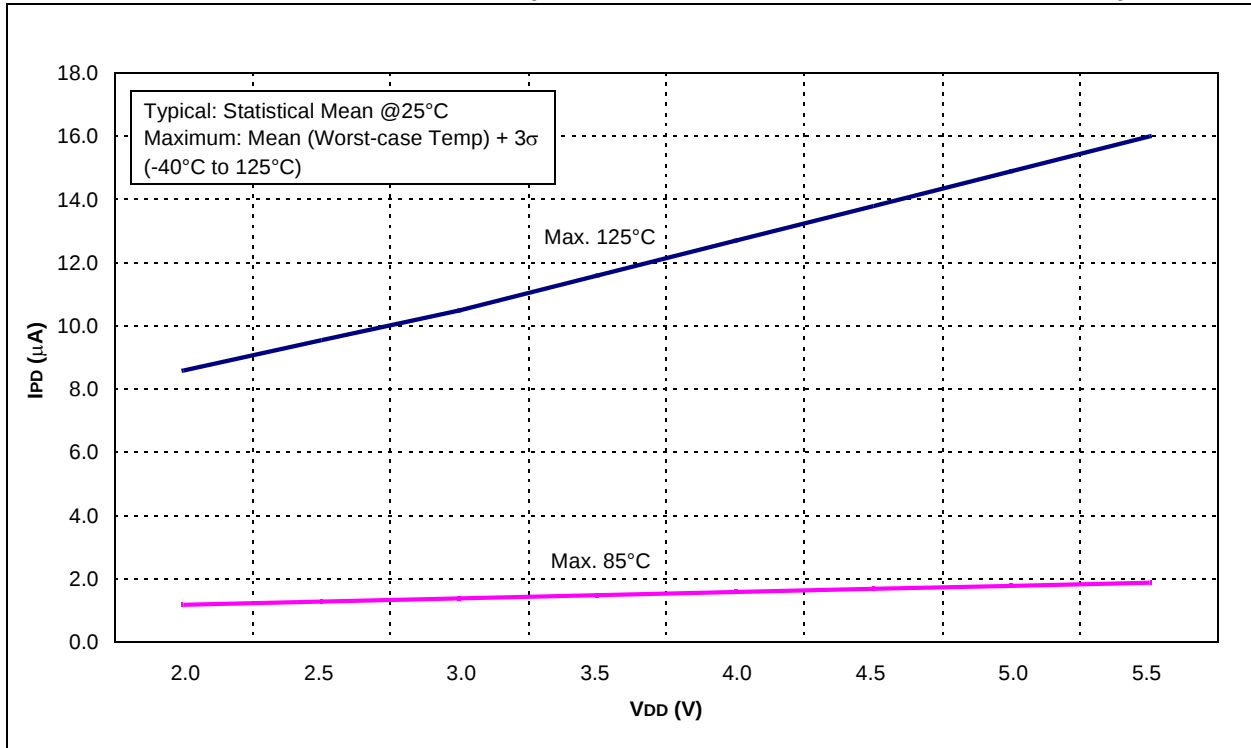
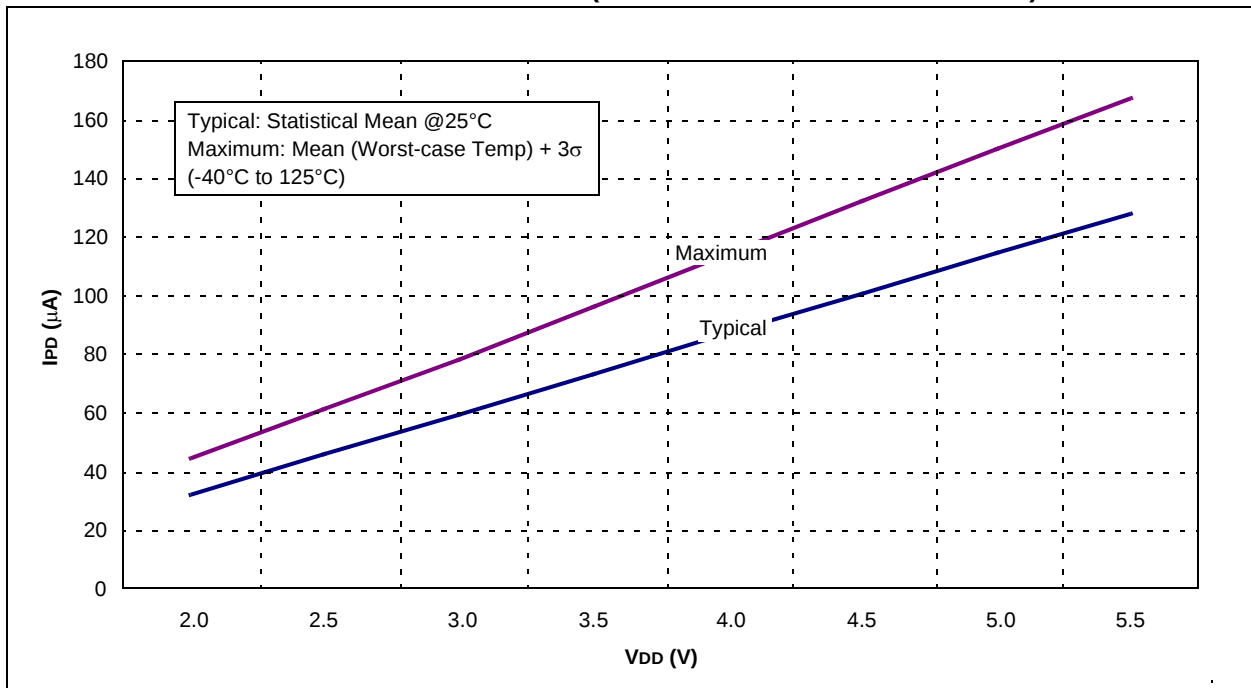


FIGURE 18-15: COMPARATOR I_{PD} vs. V_{DD} (BOTH COMPARATORS ENABLED)



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FIGURE 18-16: BOR IPD vs. VDD OVER TEMPERATURE

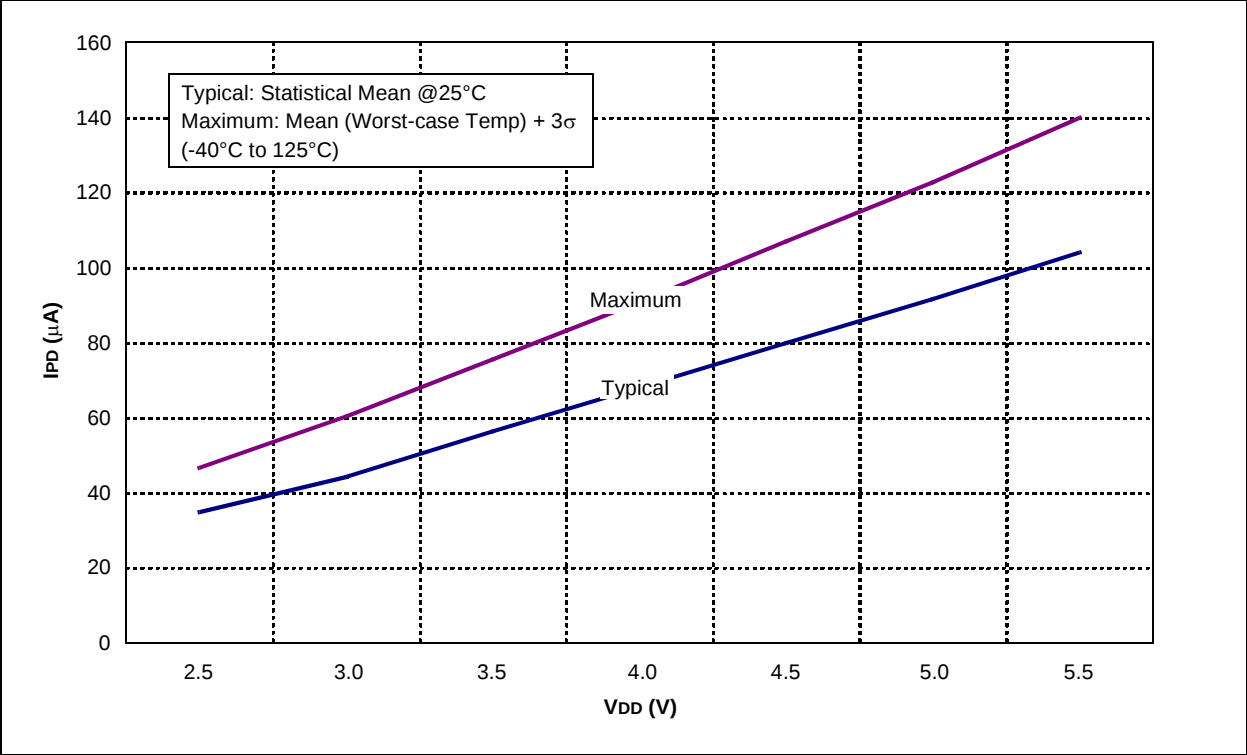
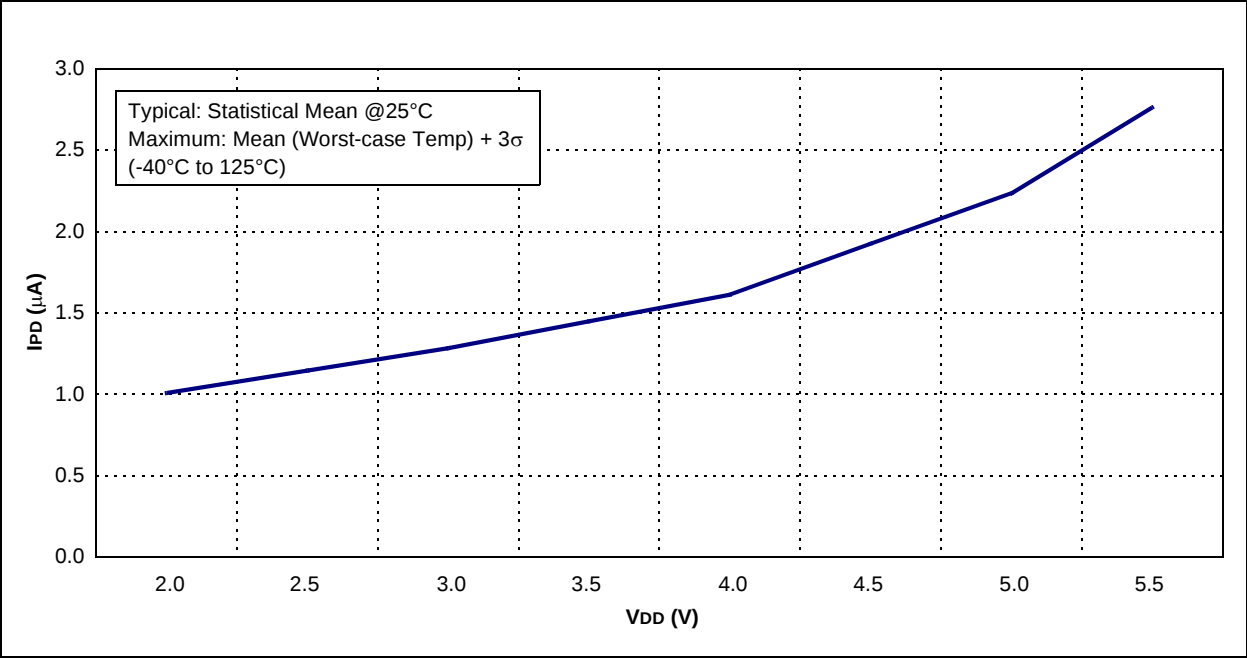


FIGURE 18-17: TYPICAL WDT IPD vs. VDD OVER TEMPERATURE



PIC16F631/677/685/687/689/690

FIGURE 18-18: MAXIMUM WDT I_{PD} vs. V_{DD} OVER TEMPERATURE

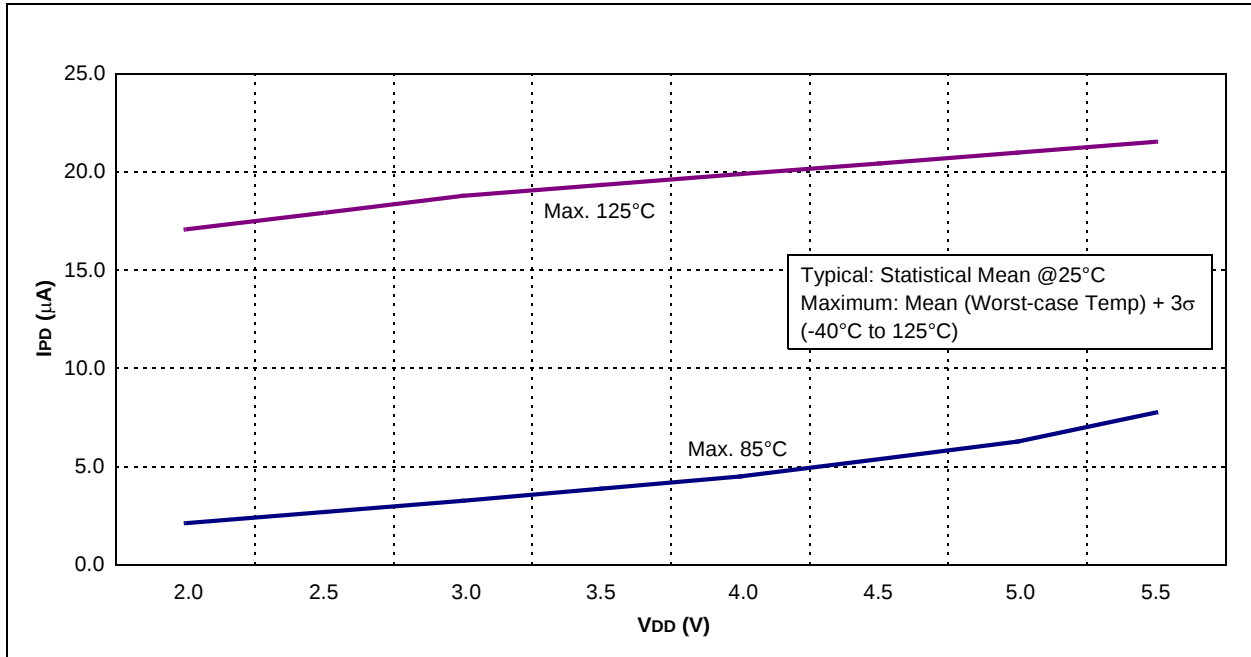
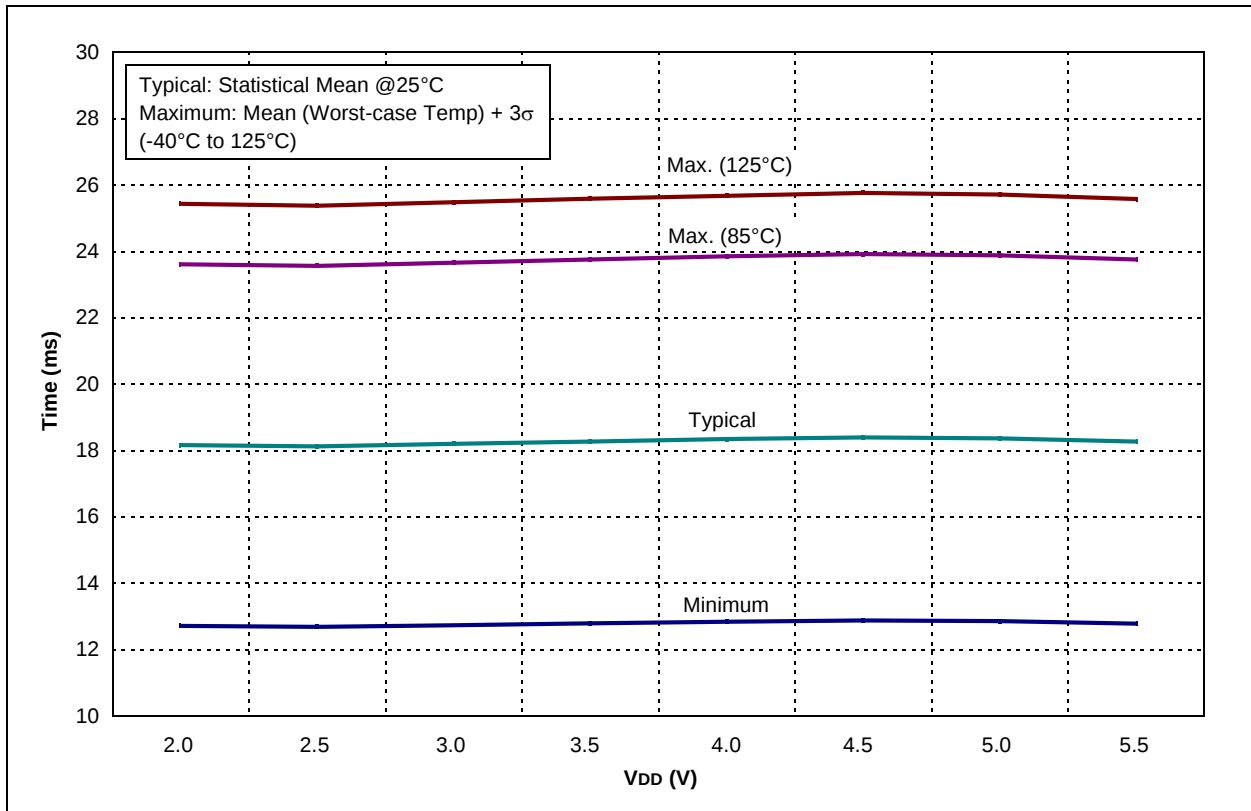


FIGURE 18-19: WDT PERIOD vs. V_{DD} OVER TEMPERATURE



PIC16F631/677/685/687/689/690

FIGURE 18-20: WDT PERIOD vs. TEMPERATURE OVER VDD (5.0V)

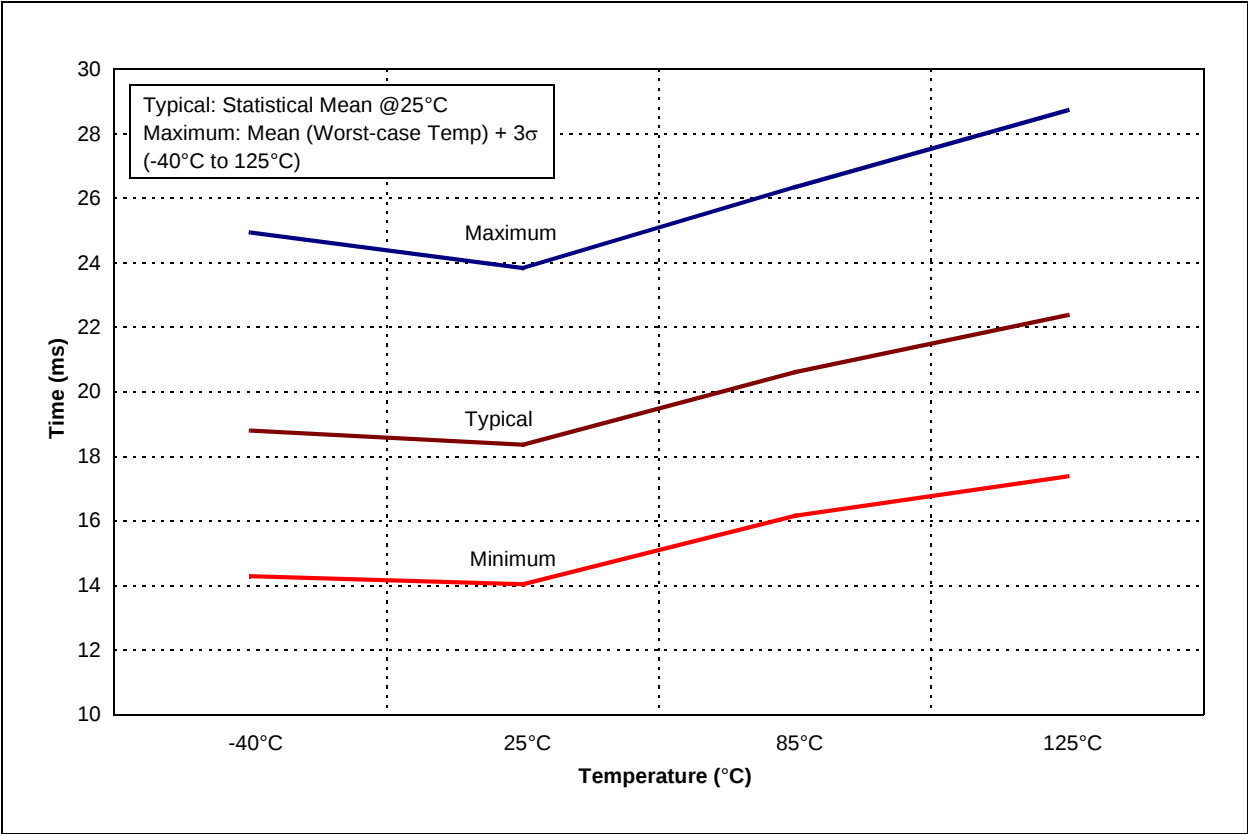
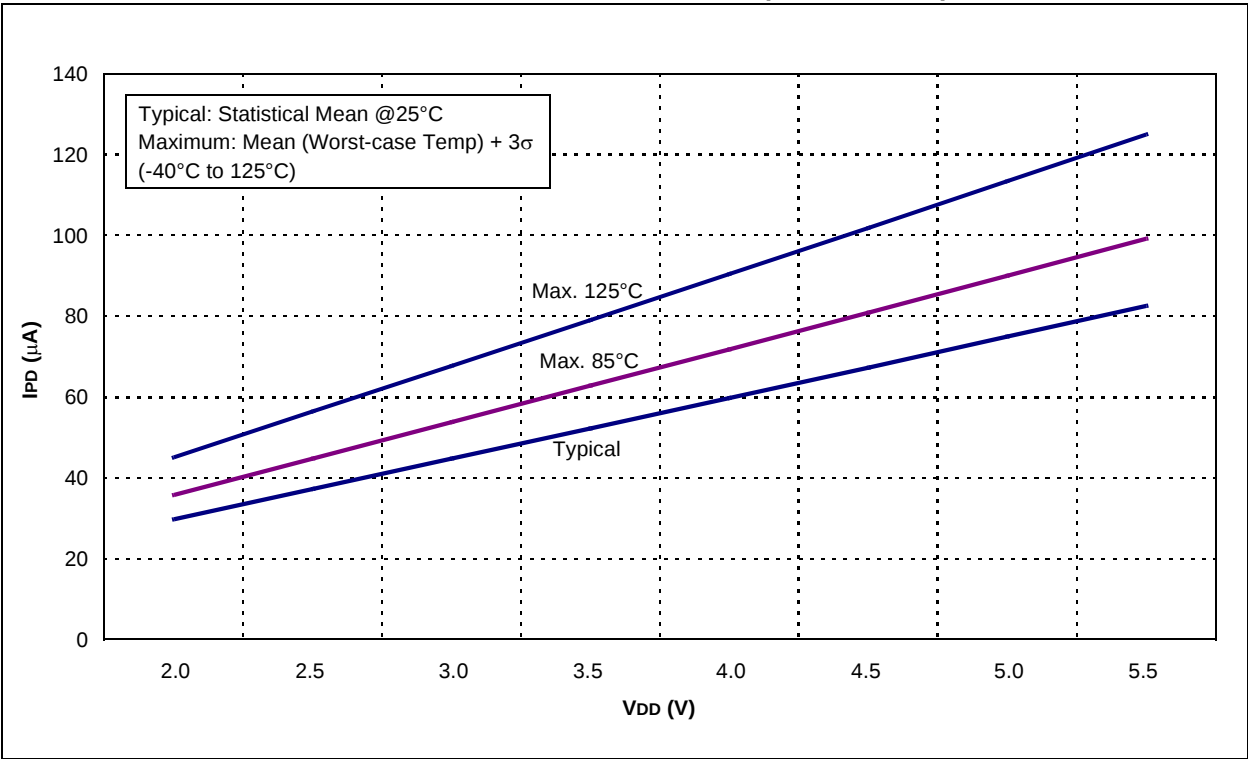


FIGURE 18-21: CVREF IPD vs. VDD OVER TEMPERATURE (HIGH RANGE)



PIC16F631/677/685/687/689/690

FIGURE 18-22: CVREF IPD vs. VDD OVER TEMPERATURE (LOW RANGE)

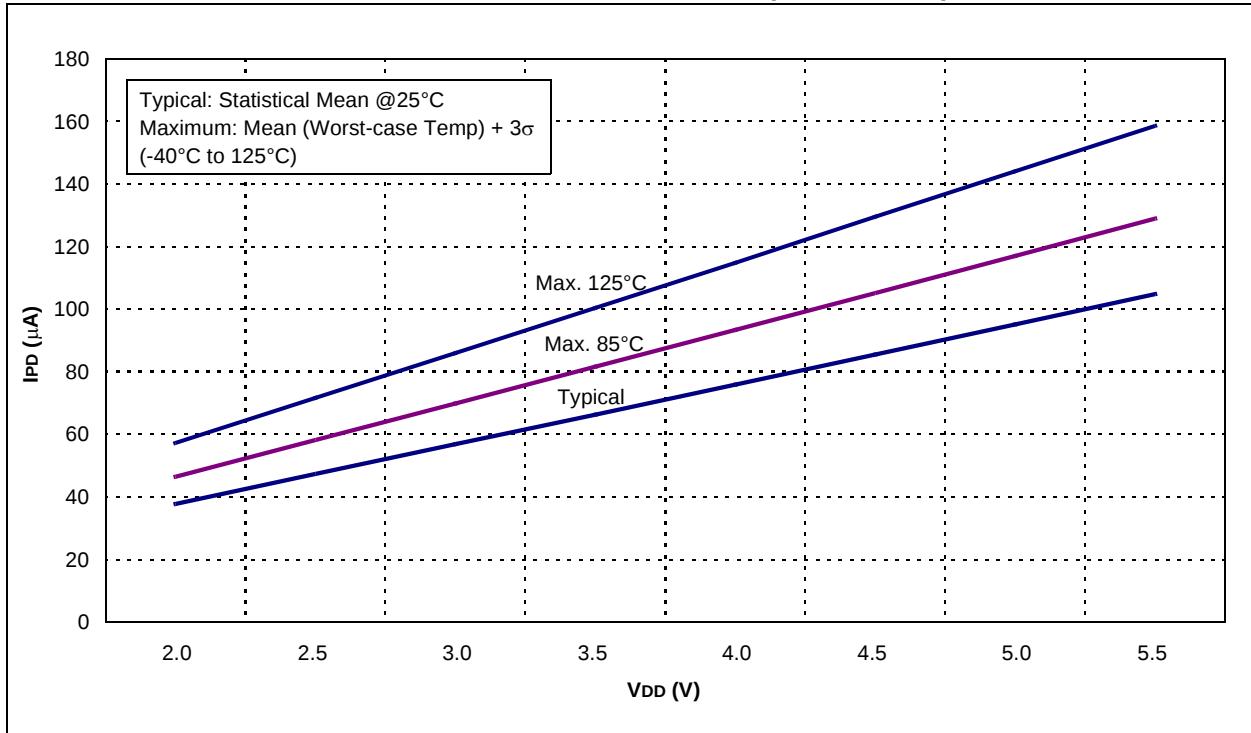
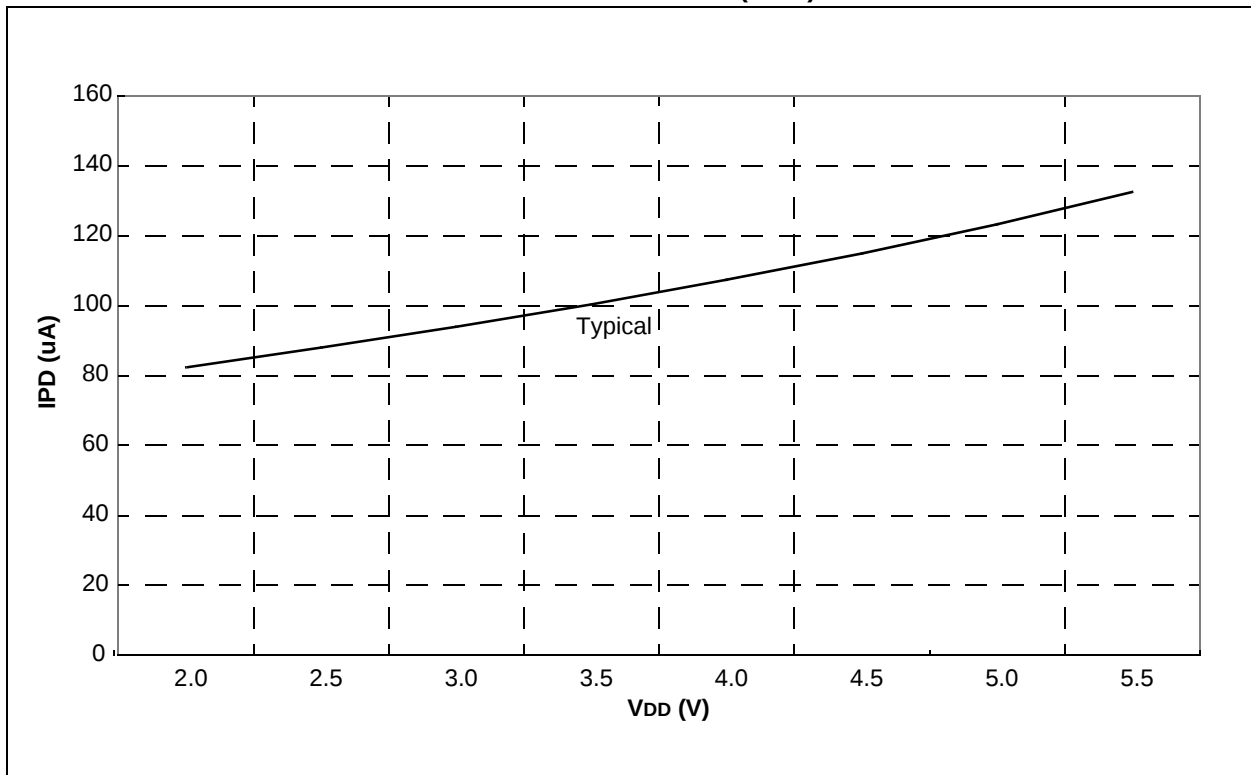


FIGURE 18-23: TYPICAL VP6 REFERENCE IPD vs. VDD (25°C)



PIC16F631/677/685/687/689/690

FIGURE 18-24: MAXIMUM VP6 REFERENCE IPD vs. VDD OVER TEMPERATURE

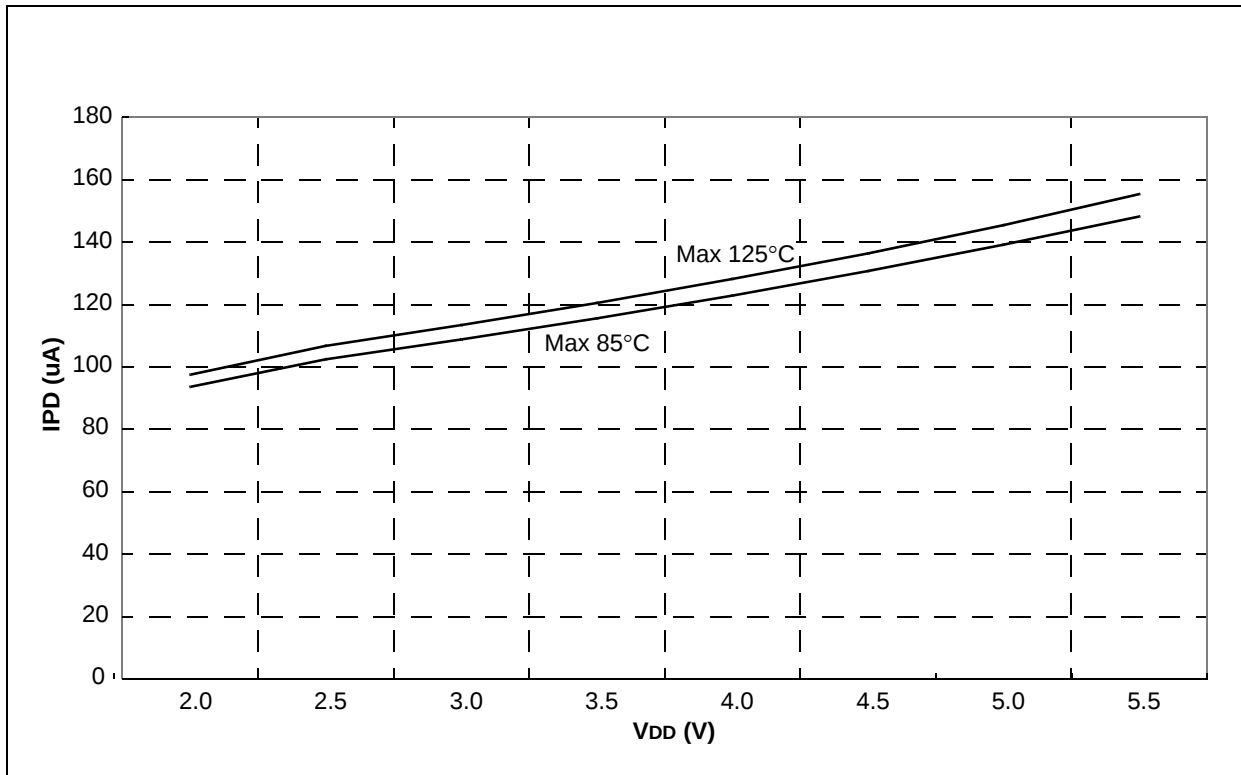
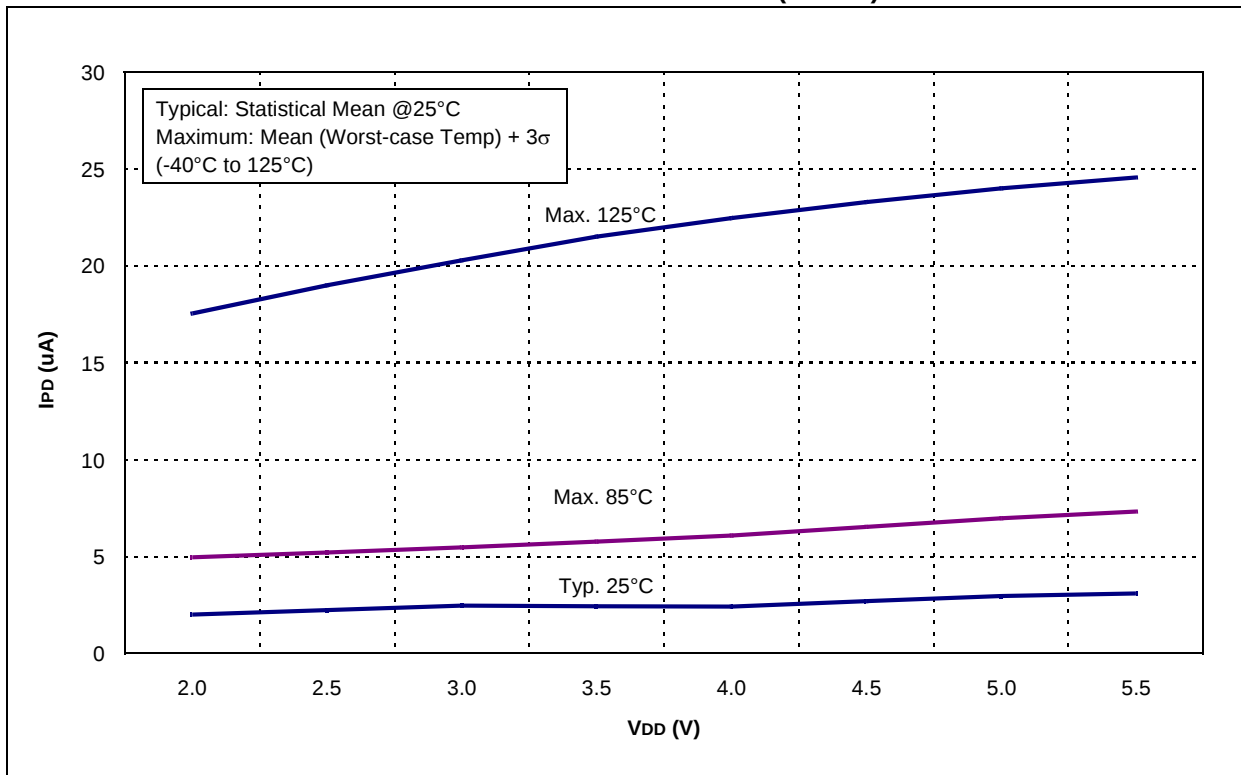


FIGURE 18-25: T1OSC IPD vs. VDD OVER TEMPERATURE (32 kHz)



PIC16F631/677/685/687/689/690

FIGURE 18-26: V_{OL} vs. I_{OL} OVER TEMPERATURE ($V_{DD} = 3.0V$)

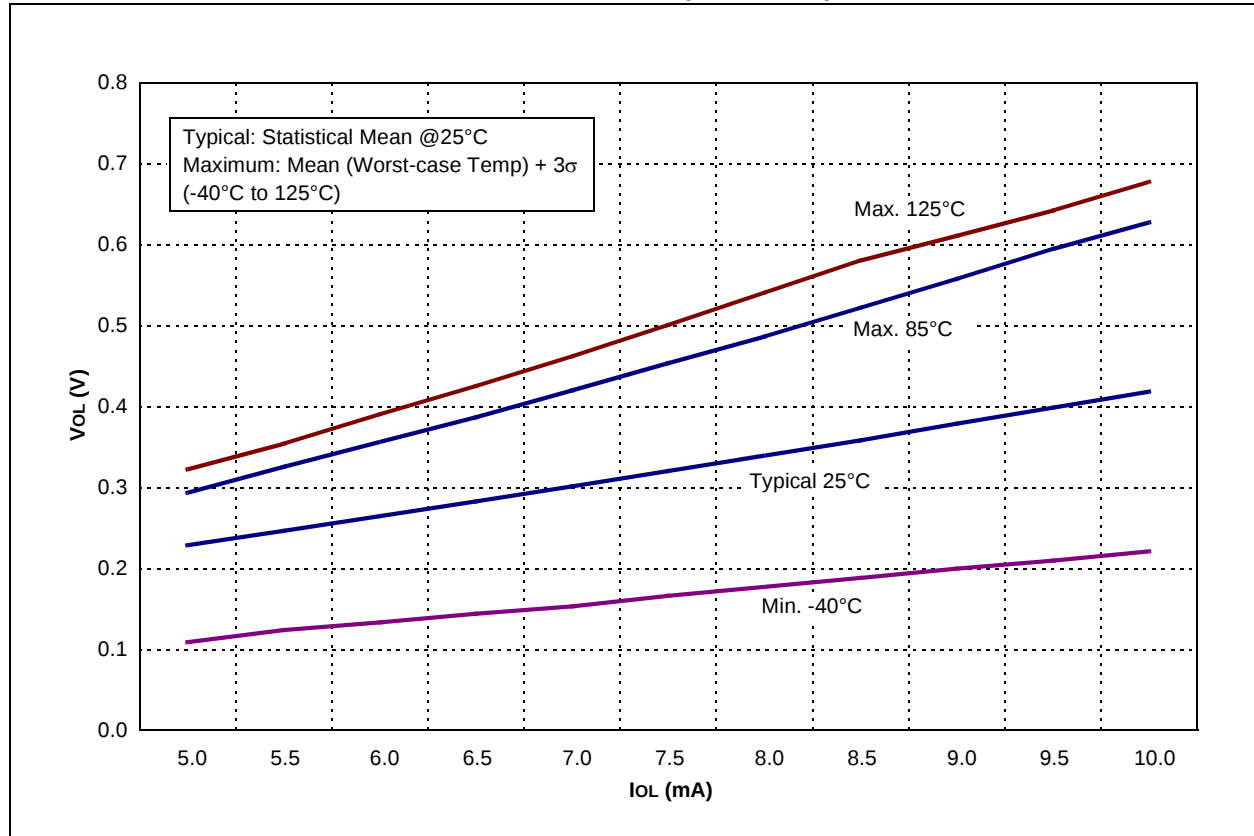
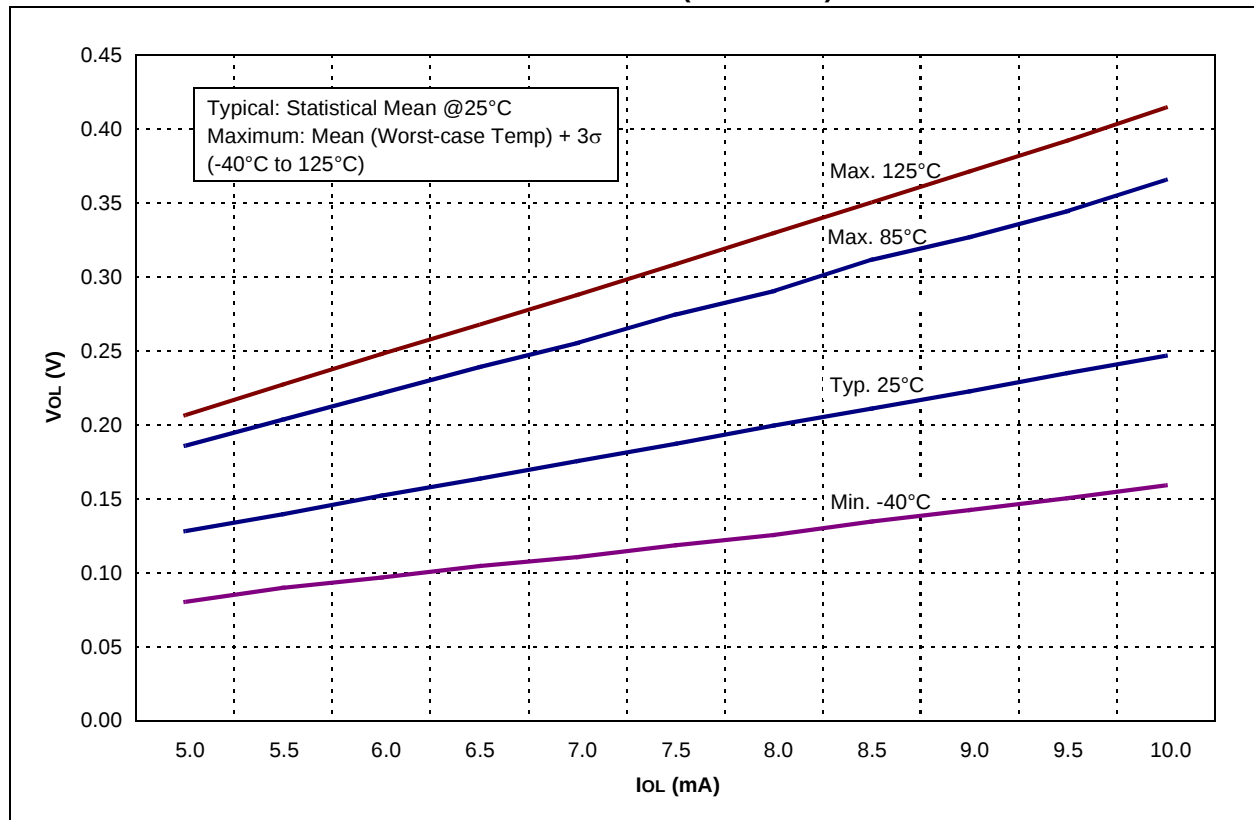


FIGURE 18-27: V_{OL} vs. I_{OL} OVER TEMPERATURE ($V_{DD} = 5.0V$)



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FIGURE 18-28: V_{OH} vs. I_{OH} OVER TEMPERATURE ($V_{DD} = 3.0V$)

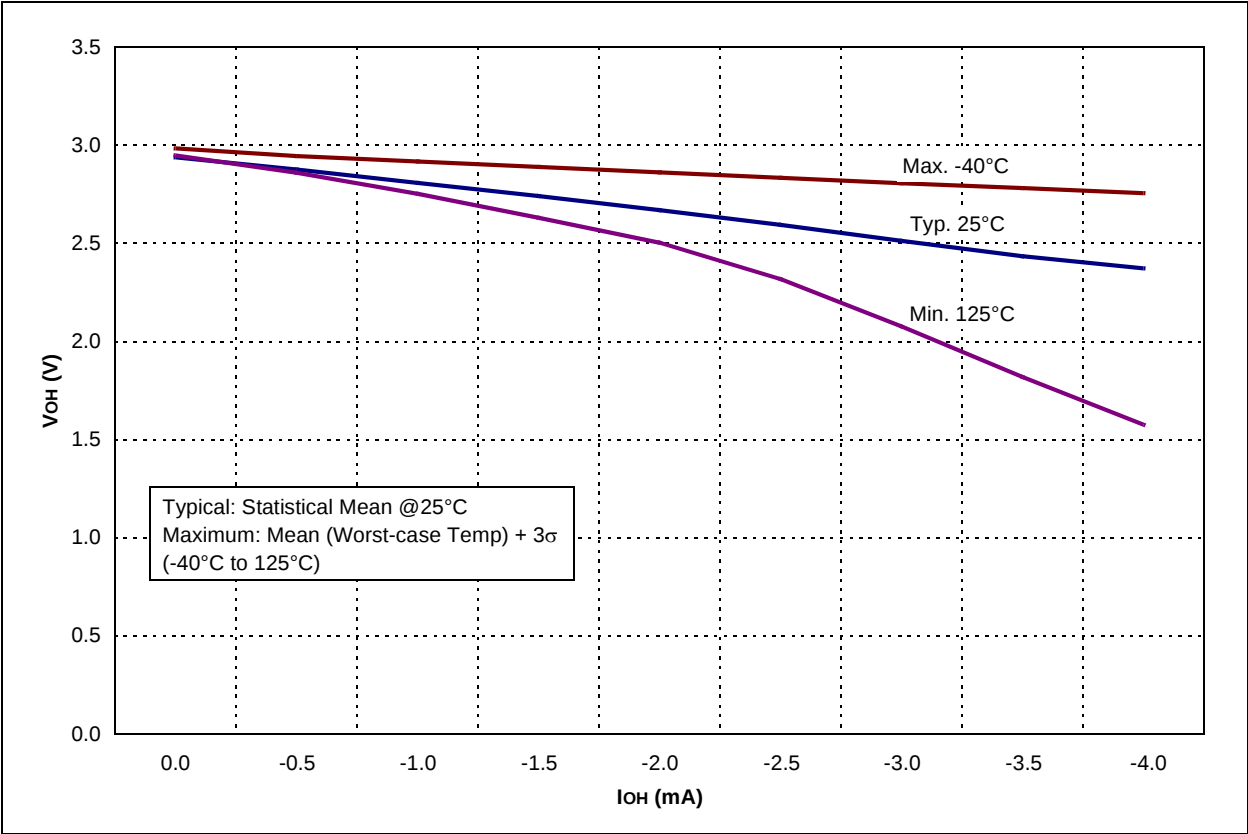
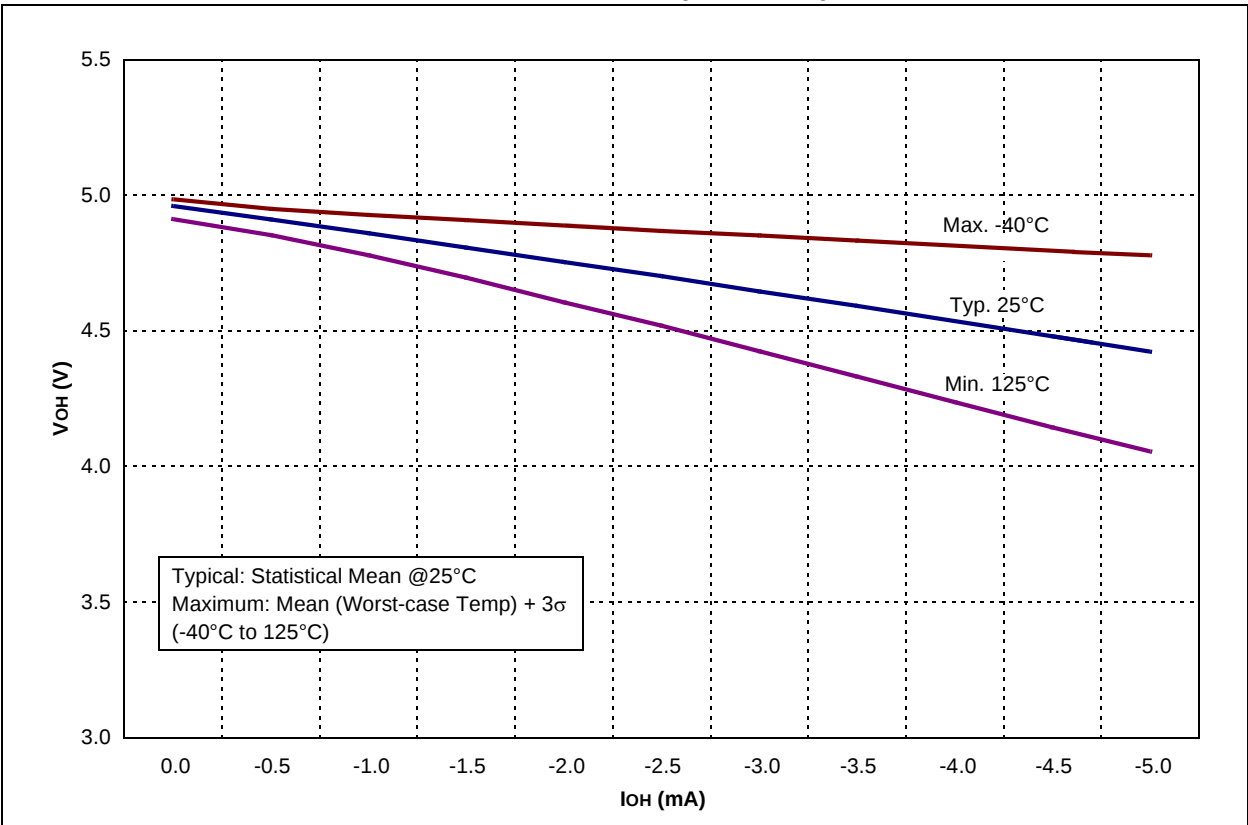


FIGURE 18-29: V_{OH} vs. I_{OH} OVER TEMPERATURE ($V_{DD} = 5.0V$)



PIC16F631/677/685/687/689/690

FIGURE 18-30: TTL INPUT THRESHOLD V_{IN} vs. V_{DD} OVER TEMPERATURE

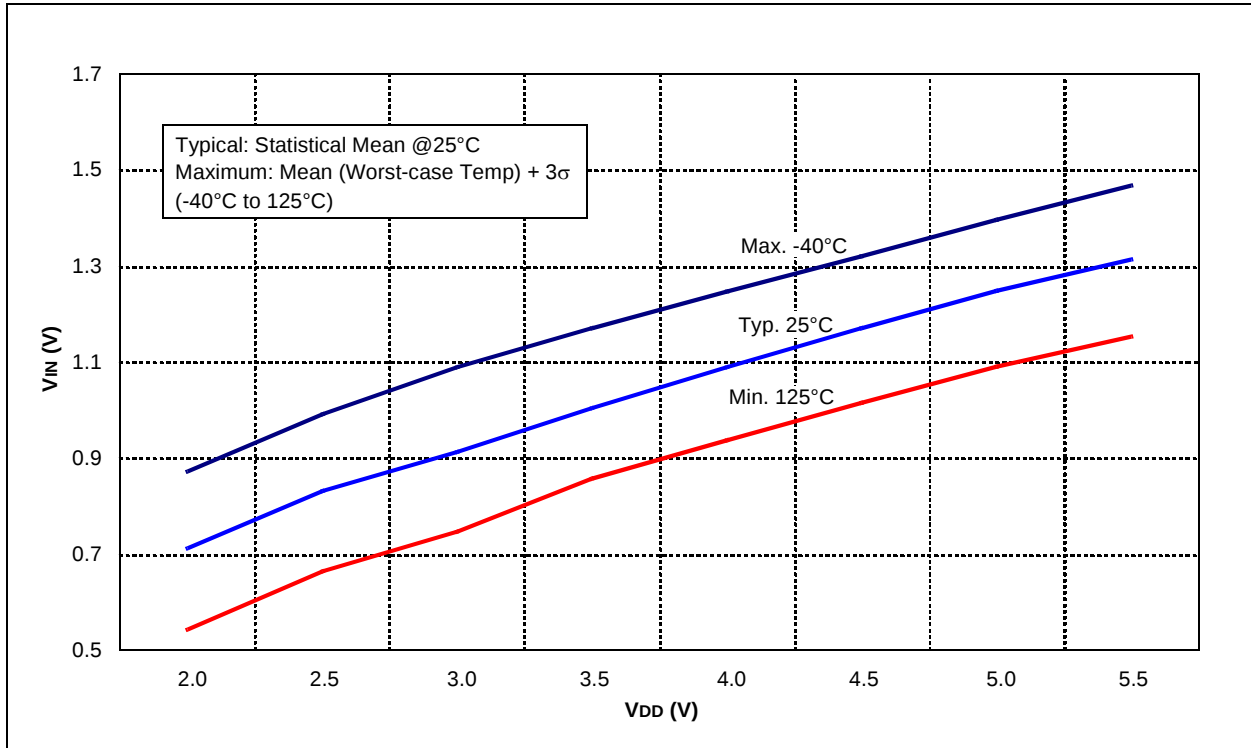
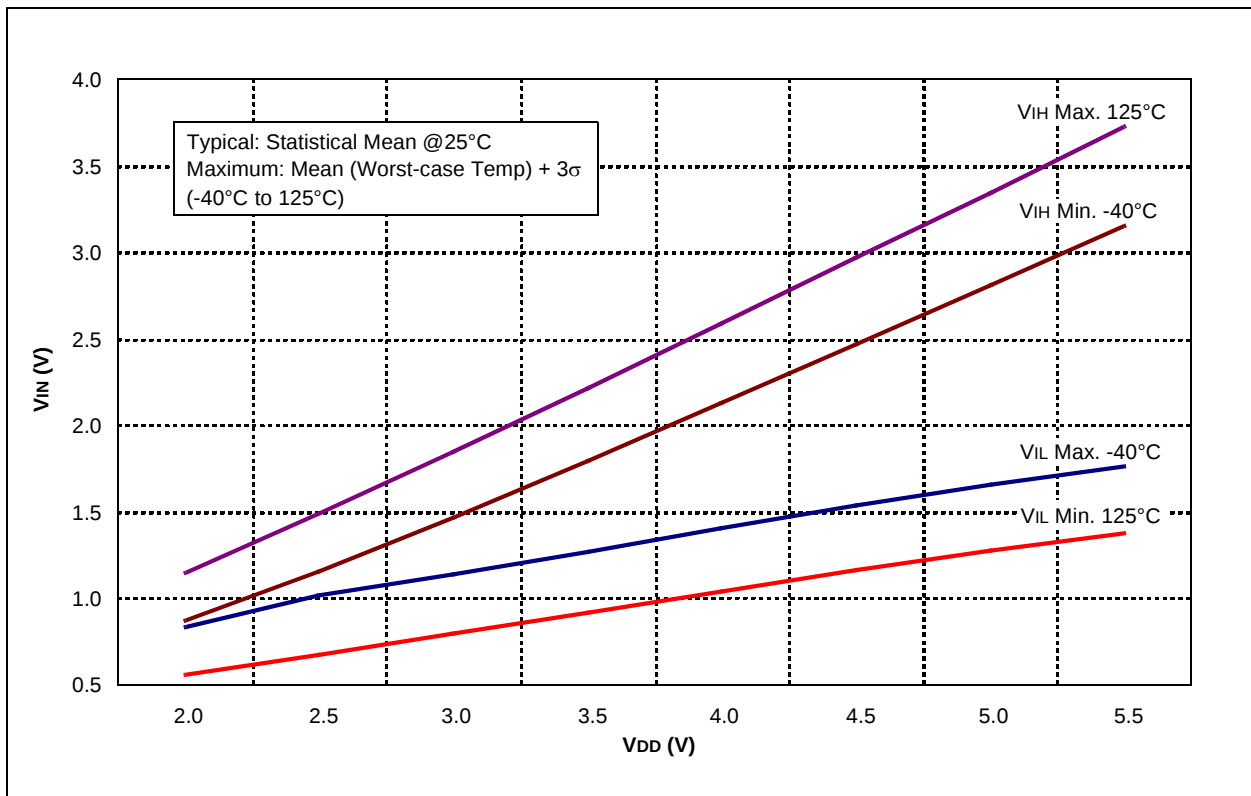


FIGURE 18-31: SCHMITT TRIGGER INPUT THRESHOLD V_{IN} vs. V_{DD} OVER TEMPERATURE



PIC16F631/677/685/687/689/690

FIGURE 18-32: COMPARATOR RESPONSE TIME (RISING EDGE)

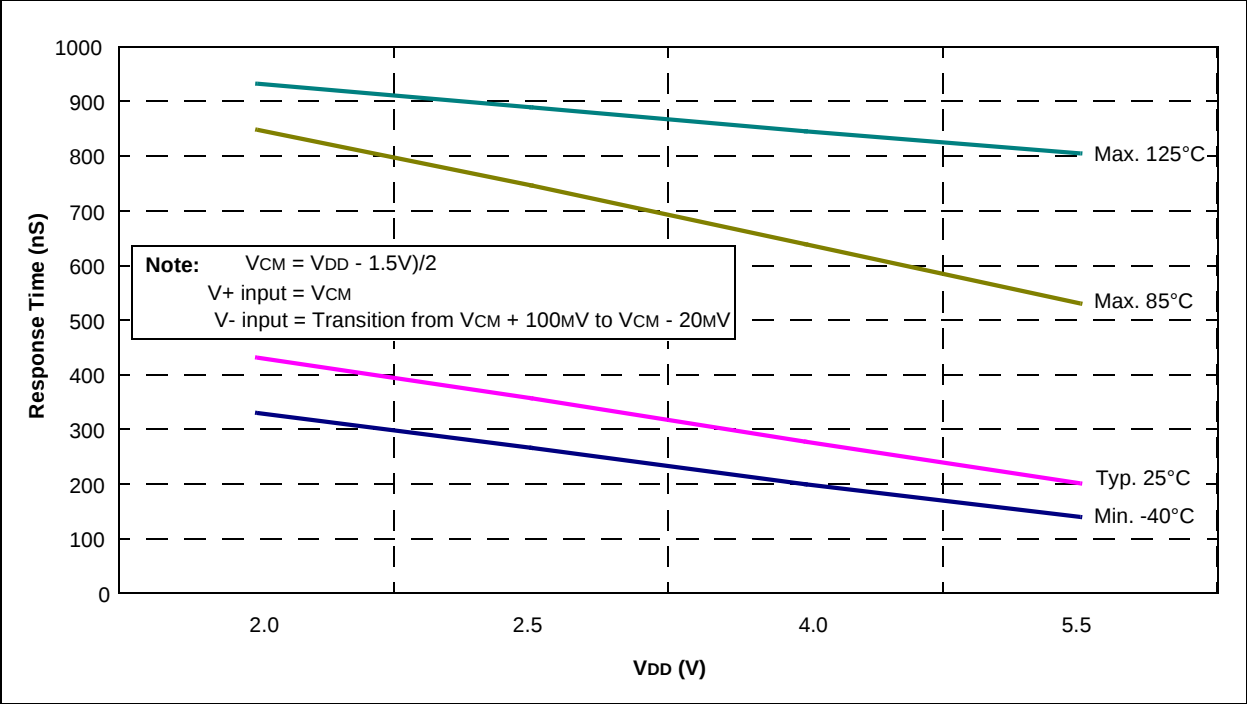
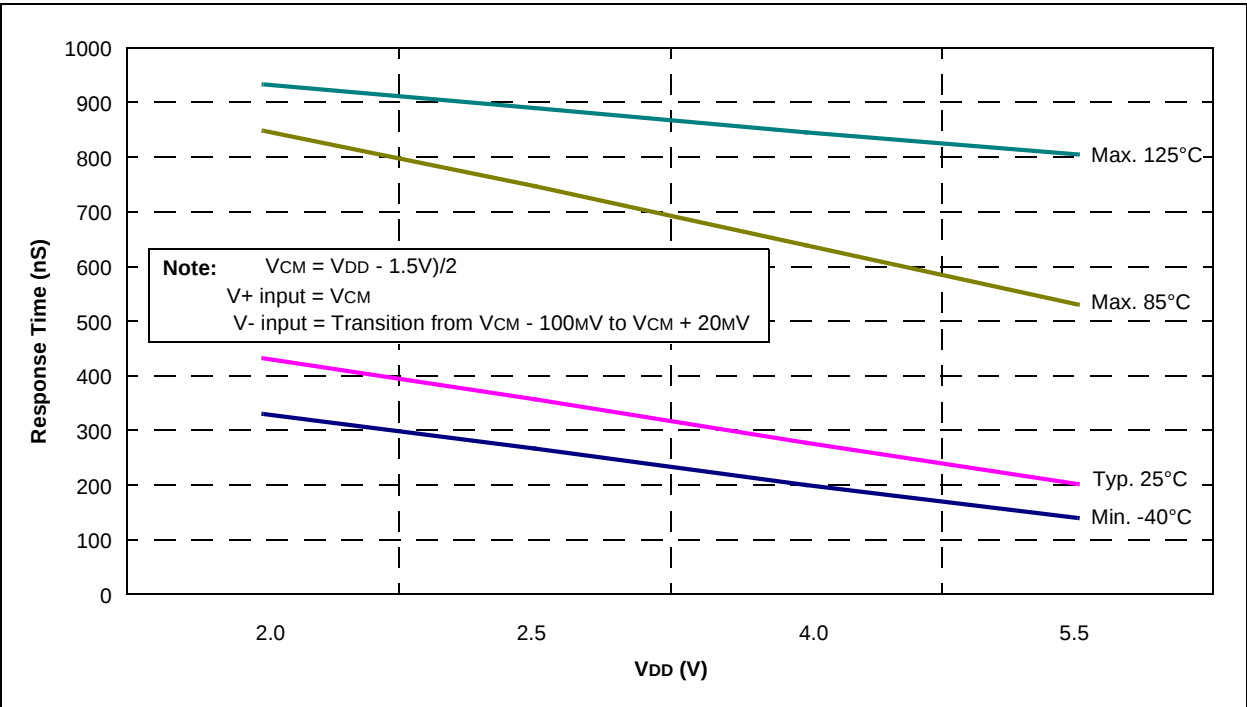


FIGURE 18-33: COMPARATOR RESPONSE TIME (FALLING EDGE)



PIC16F631/677/685/687/689/690

FIGURE 18-34: LFINTOSC FREQUENCY vs. V_{DD} OVER TEMPERATURE (31 kHz)

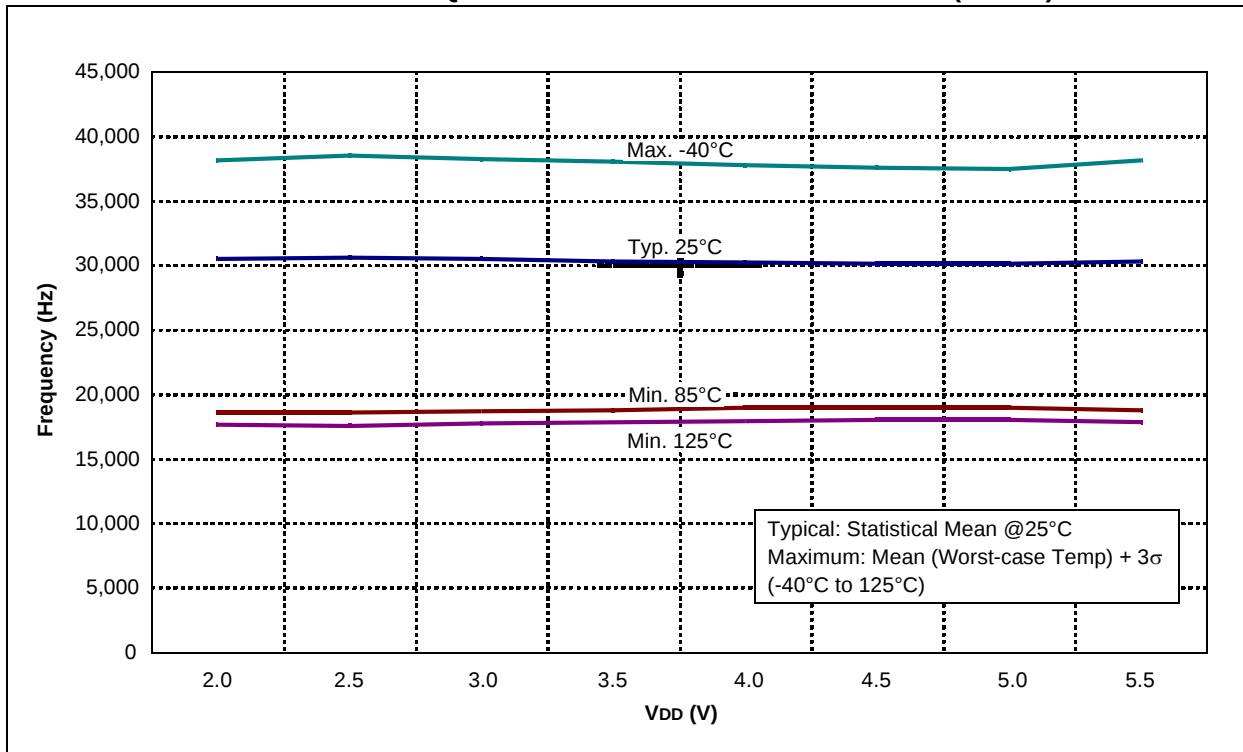
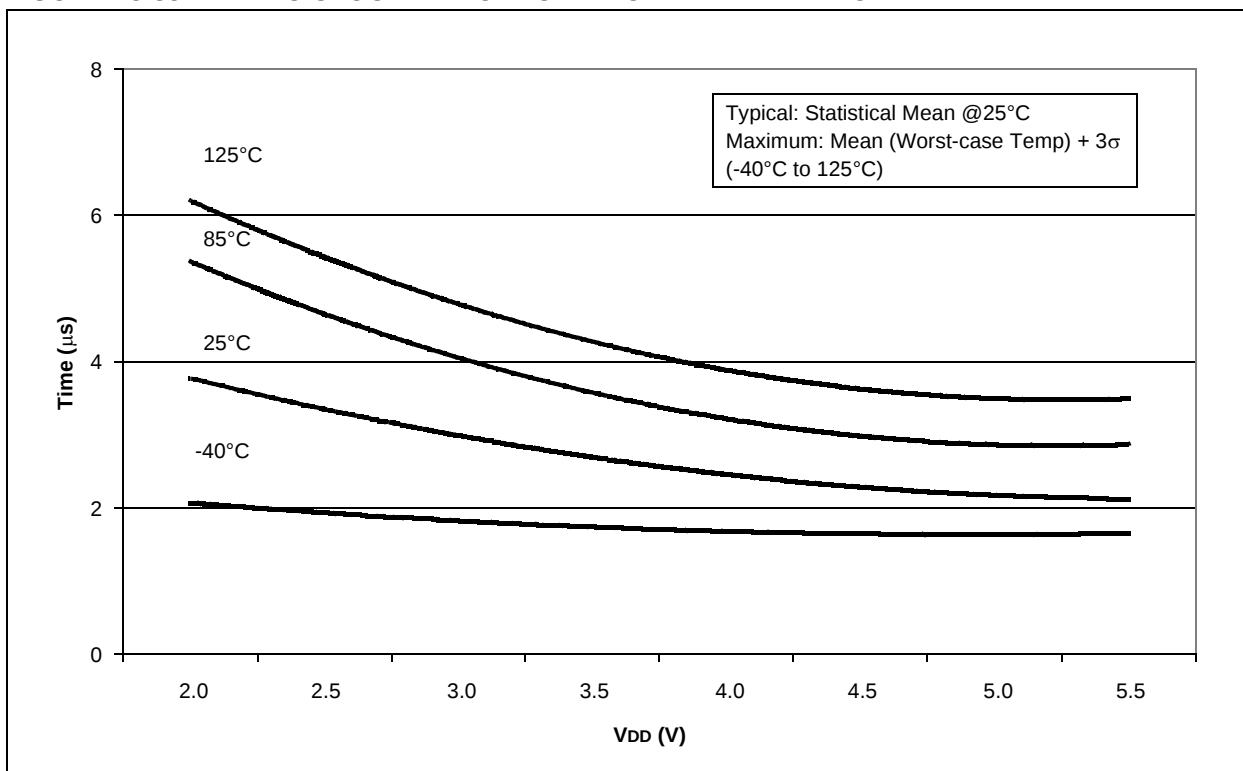


FIGURE 18-35: ADC CLOCK PERIOD vs. V_{DD} OVER TEMPERATURE



PIC16F631/677/685/687/689/690

FIGURE 18-36: TYPICAL HFINTOSC START-UP TIMES vs. VDD OVER TEMPERATURE

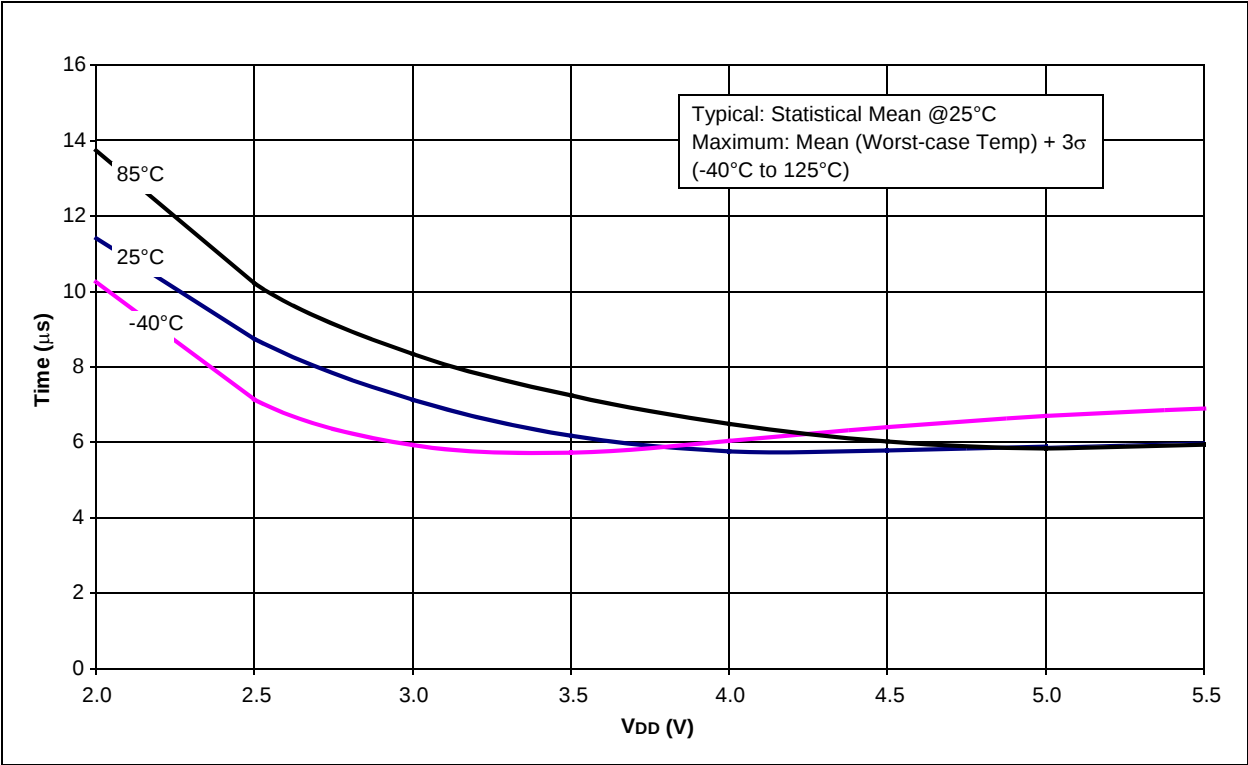
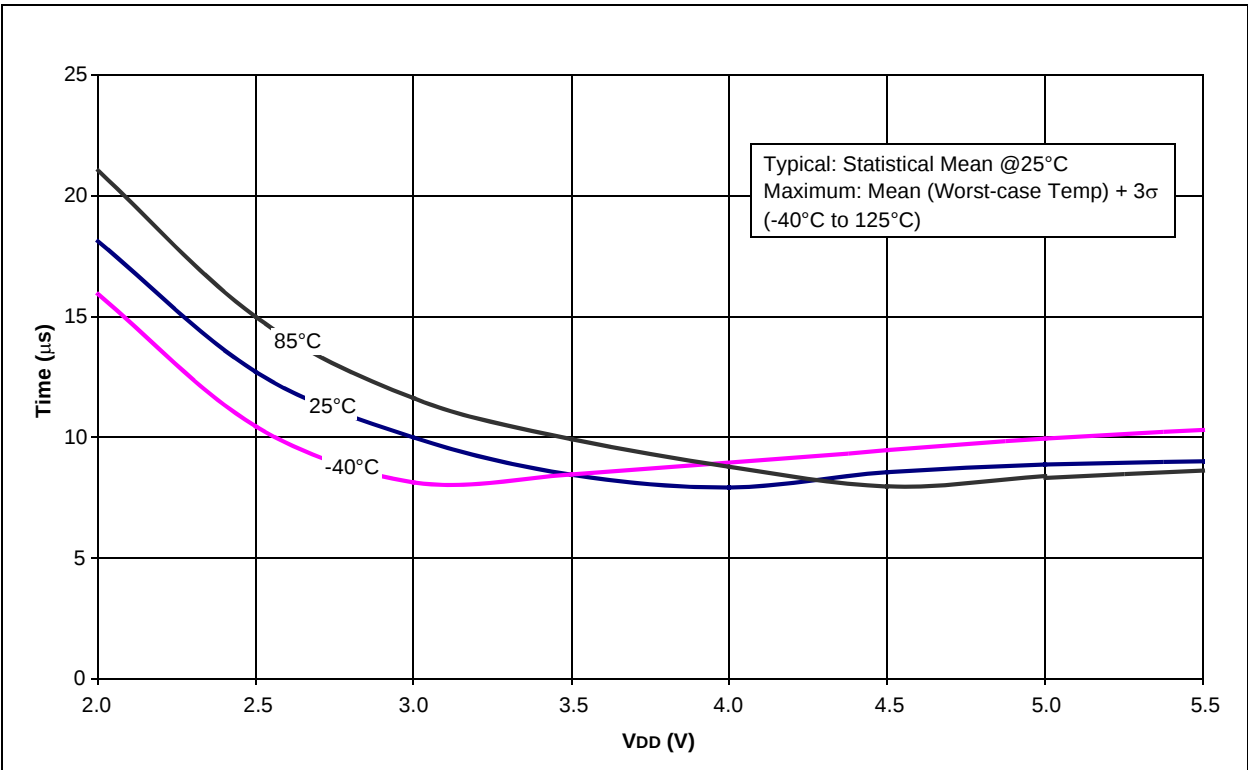


FIGURE 18-37: MAXIMUM HFINTOSC START-UP TIMES vs. VDD OVER TEMPERATURE



PIC16F631/677/685/687/689/690

FIGURE 18-38: MINIMUM HFINTOSC START-UP TIMES vs. V_{DD} OVER TEMPERATURE

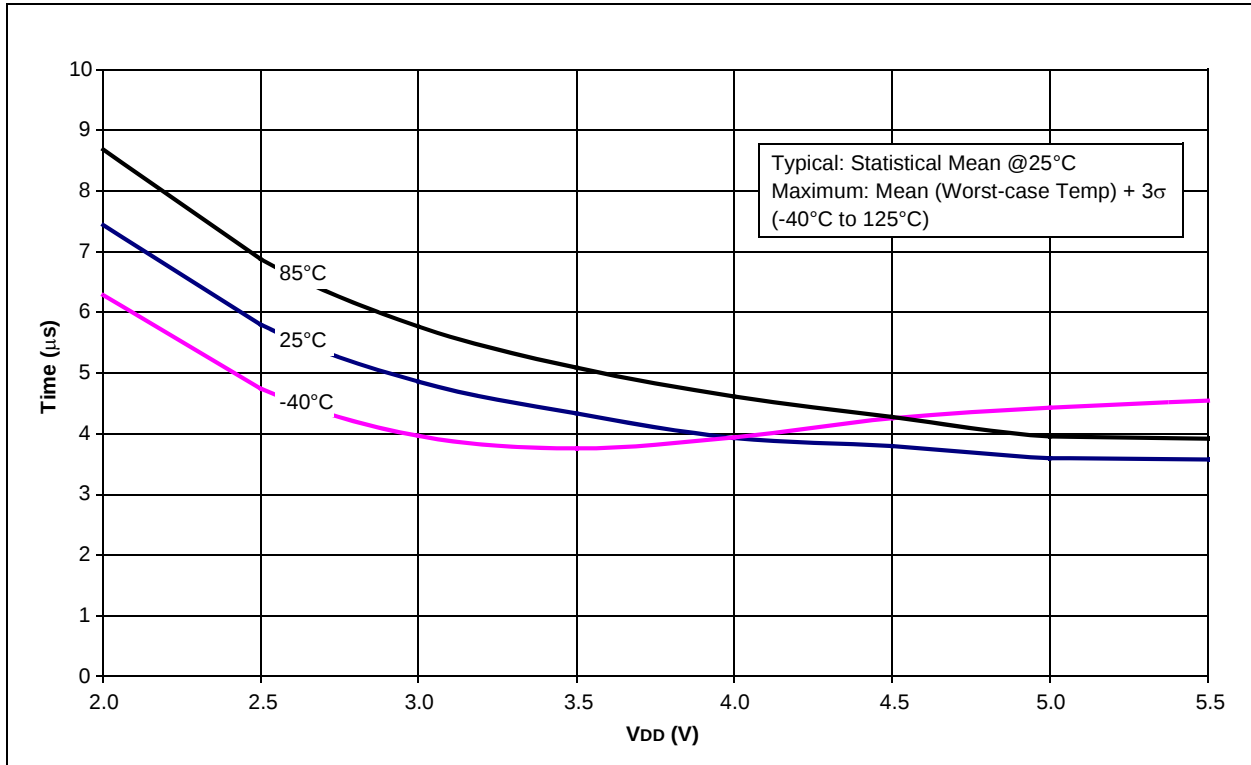
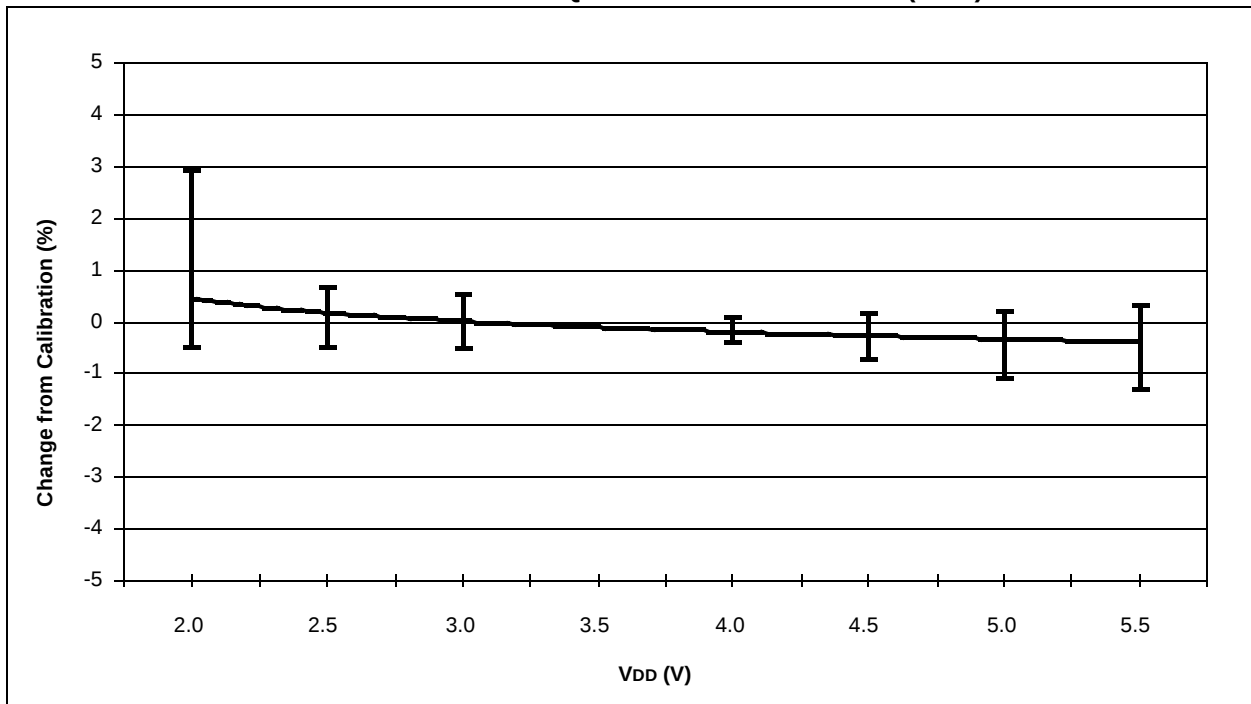


FIGURE 18-39: TYPICAL HFINTOSC FREQUENCY CHANGE vs. V_{DD} (25°C)



PIC16F631/677/685/687/689/690

FIGURE 18-40: TYPICAL HFINTOSC FREQUENCY CHANGE OVER DEVICE VDD (85°C)

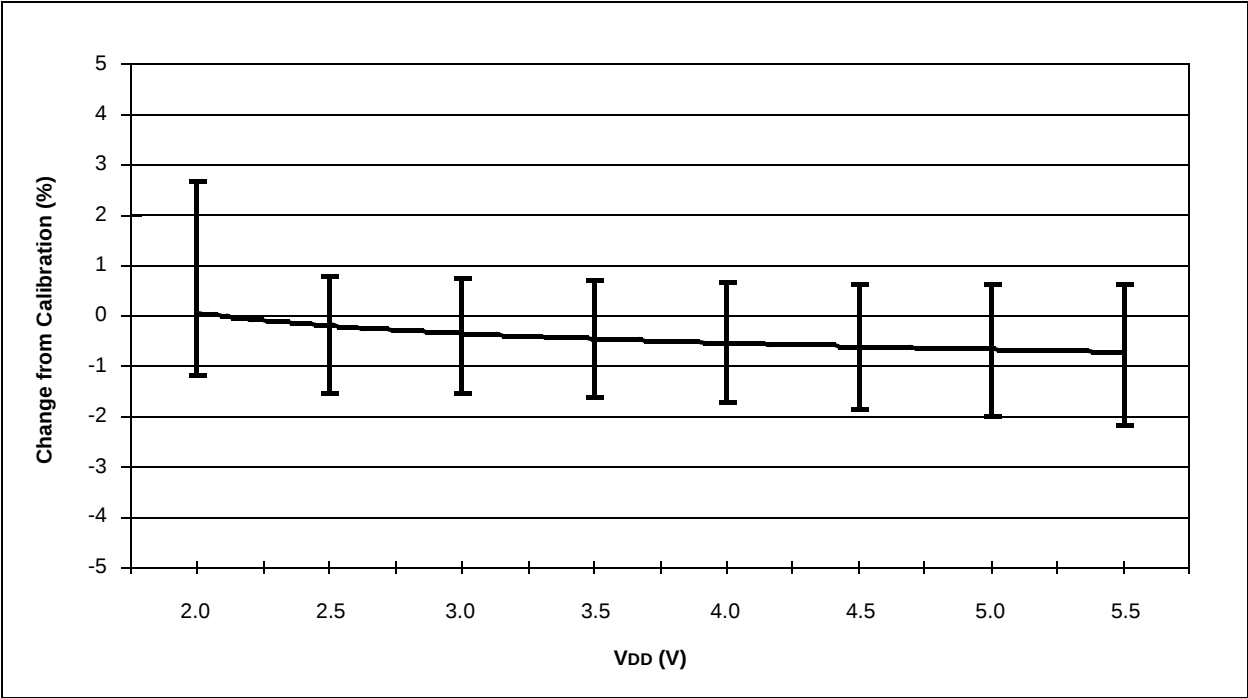
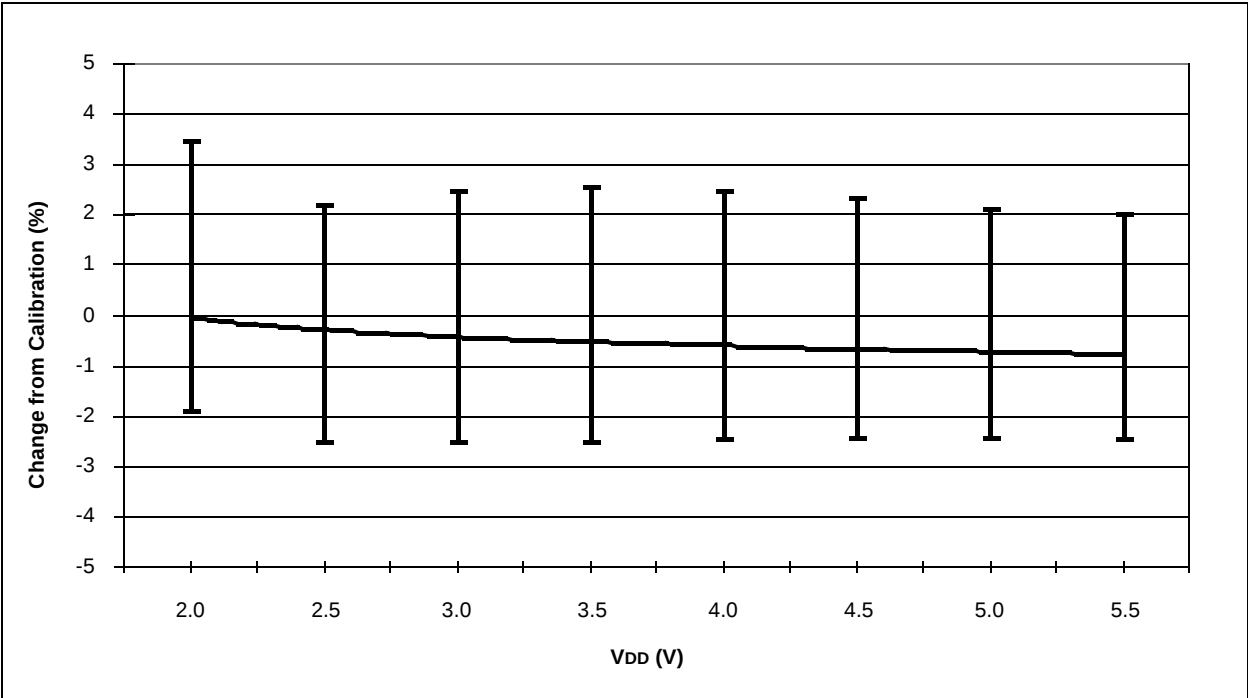


FIGURE 18-41: TYPICAL HFINTOSC FREQUENCY CHANGE vs. VDD (125°C)



PIC16F631/677/685/687/689/690

FIGURE 18-42: TYPICAL HFINTOSC FREQUENCY CHANGE vs. V_{DD} (-40°C)

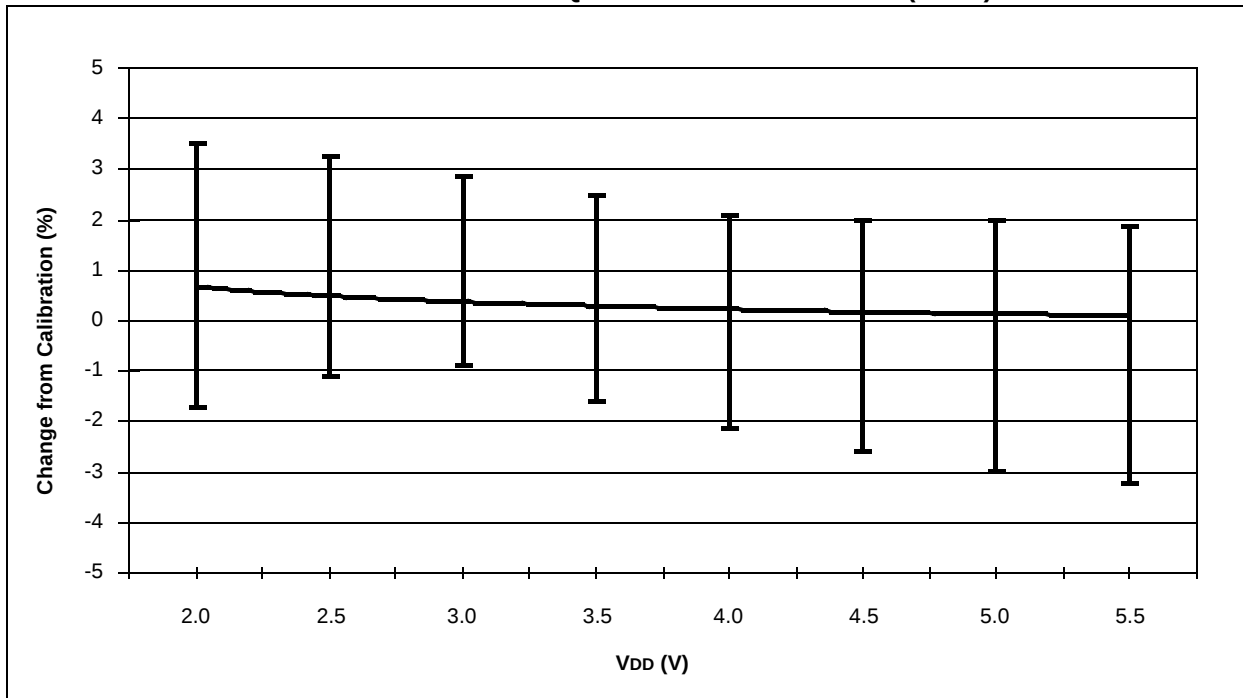
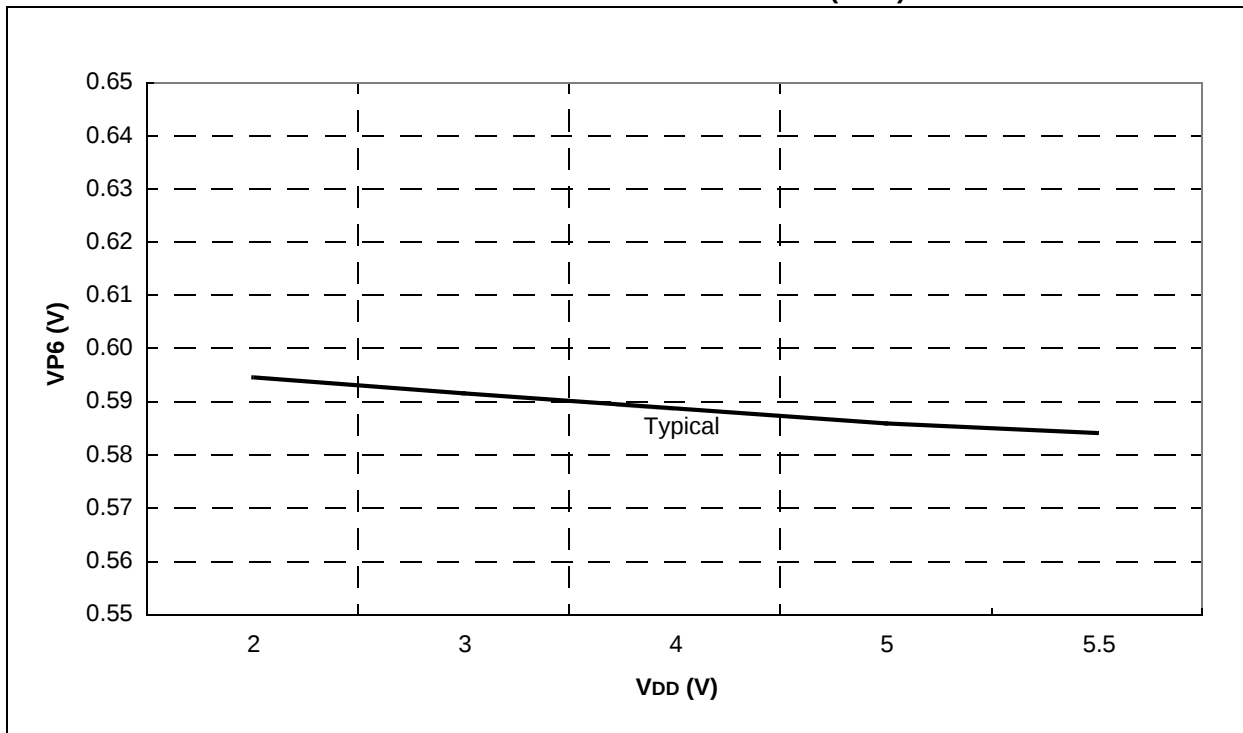


FIGURE 18-43: TYPICAL VP6 REFERENCE VOLTAGE vs. V_{DD} (25°C)



PIC16F631/677/685/687/689/690

FIGURE 18-44: TYPICAL VP6 REFERENCE VOLTAGE OVER TEMPERATURE (3V)

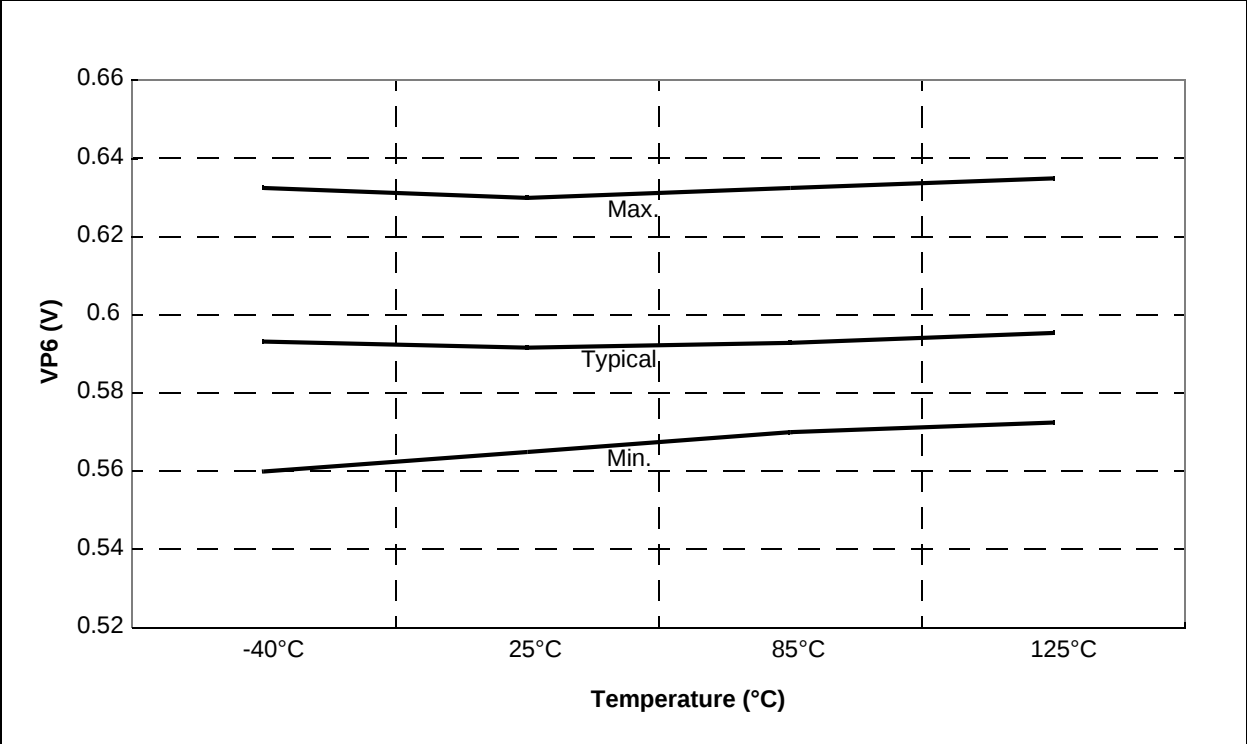
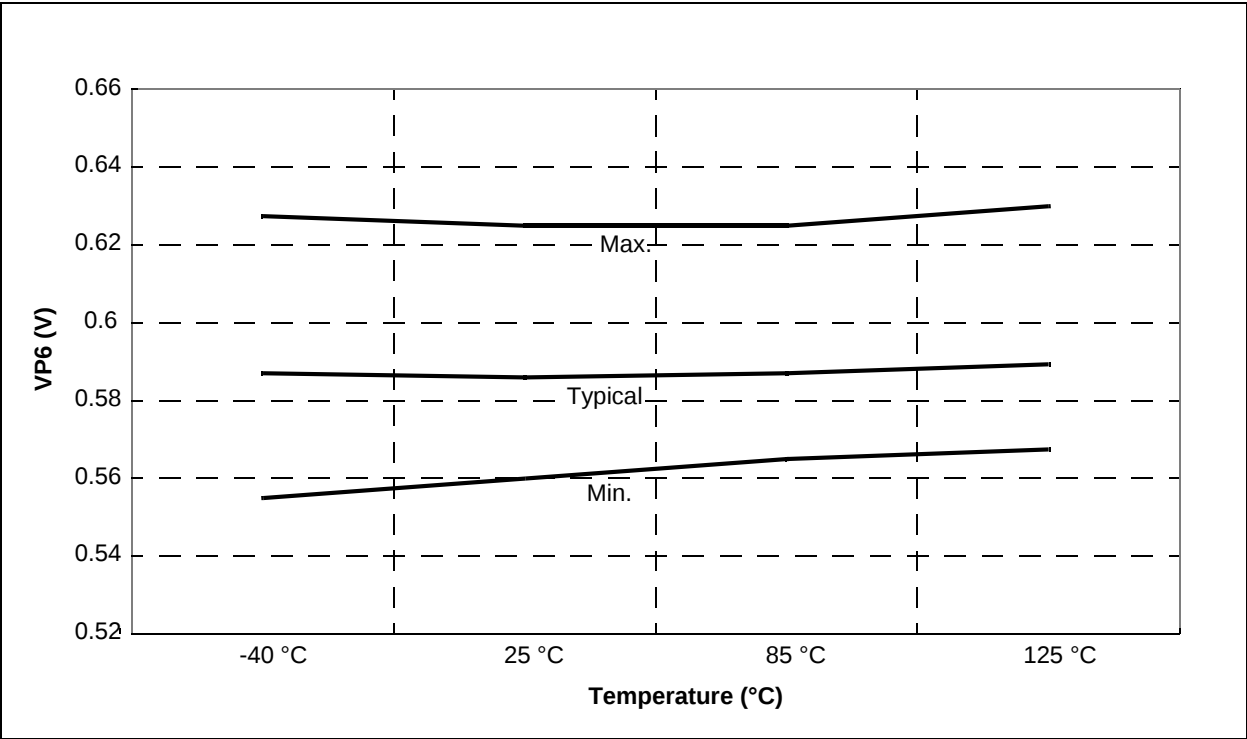


FIGURE 18-45: TYPICAL VP6 REFERENCE VOLTAGE OVER TEMPERATURE (5V)



PIC16F631/677/685/687/689/690

FIGURE 18-46: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (3V, 25°C)

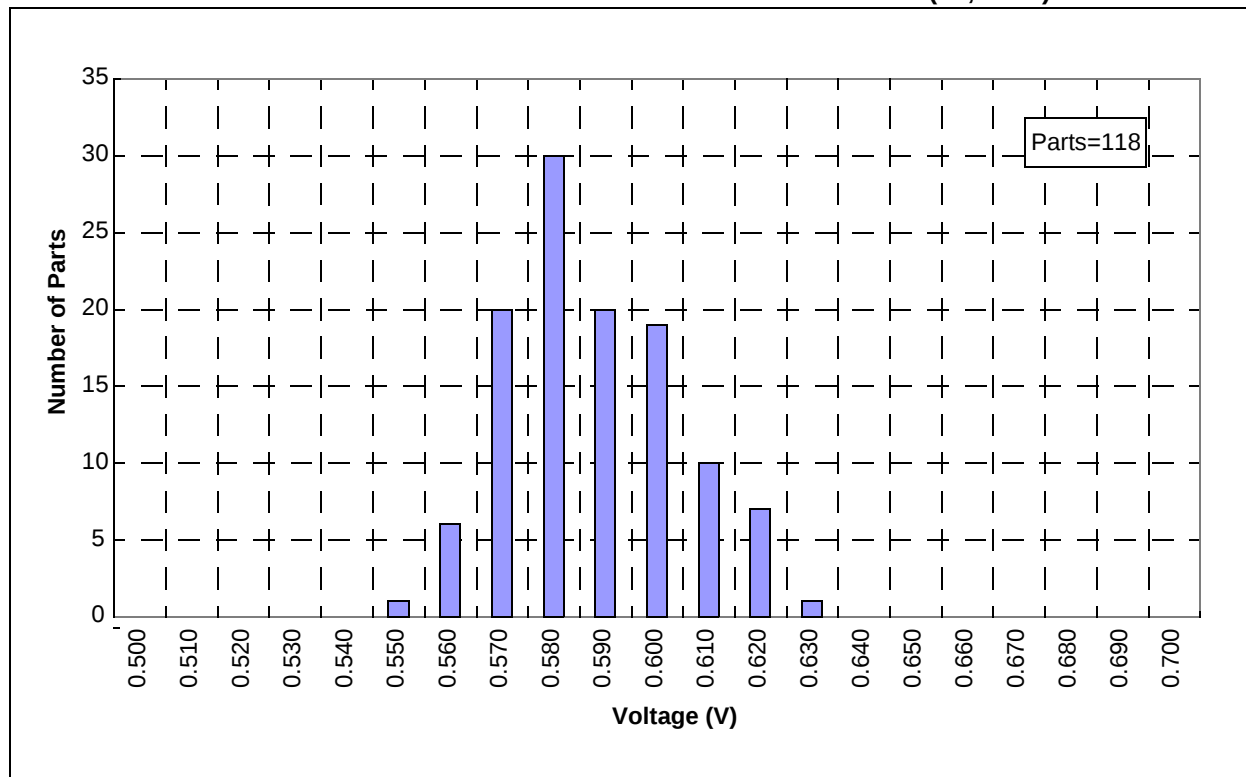
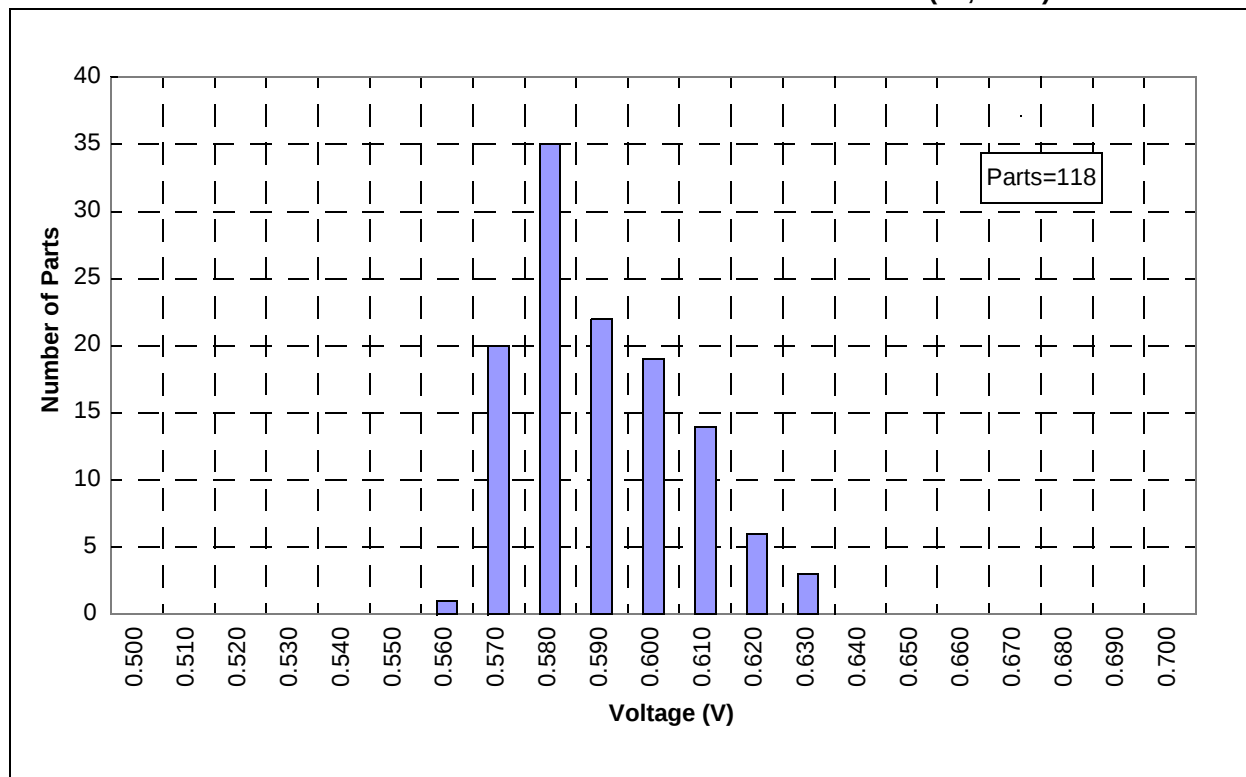


FIGURE 18-47: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (3V, 85°C)



PIC16F631/677/685/687/689/690

FIGURE 18-48: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (3V, 125°C)

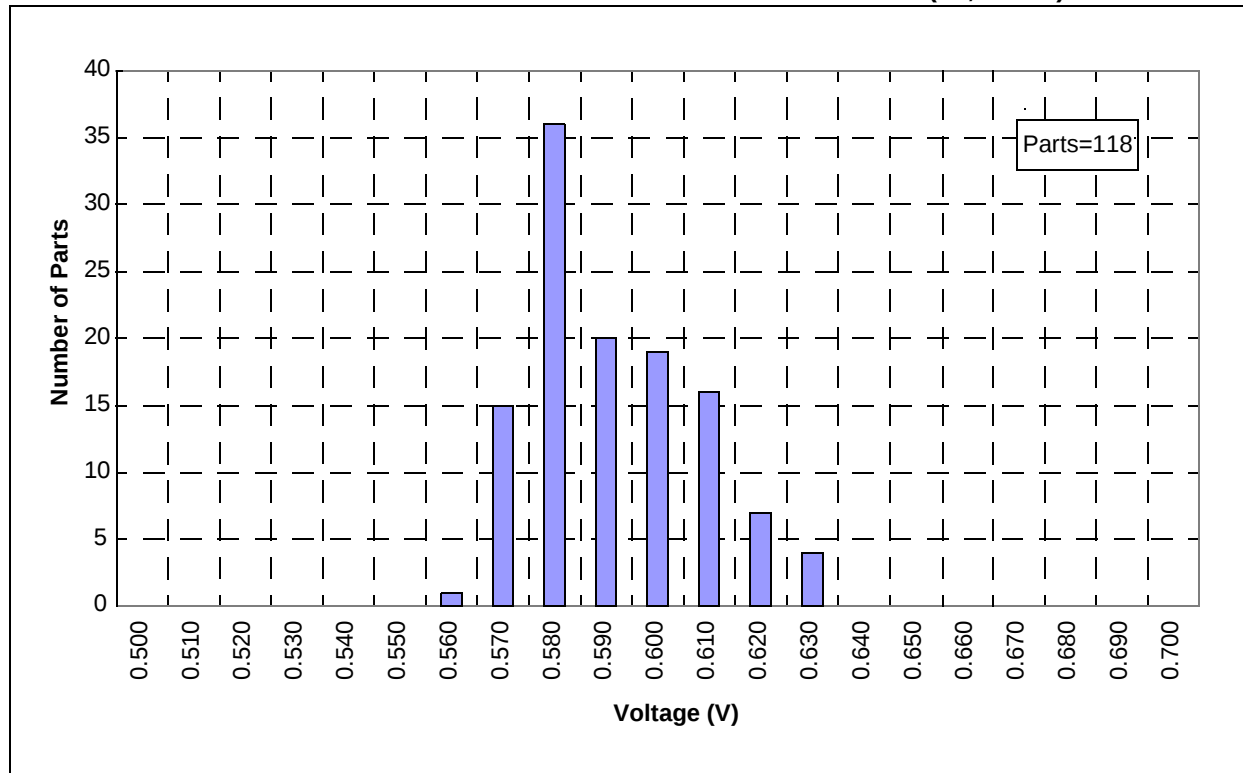
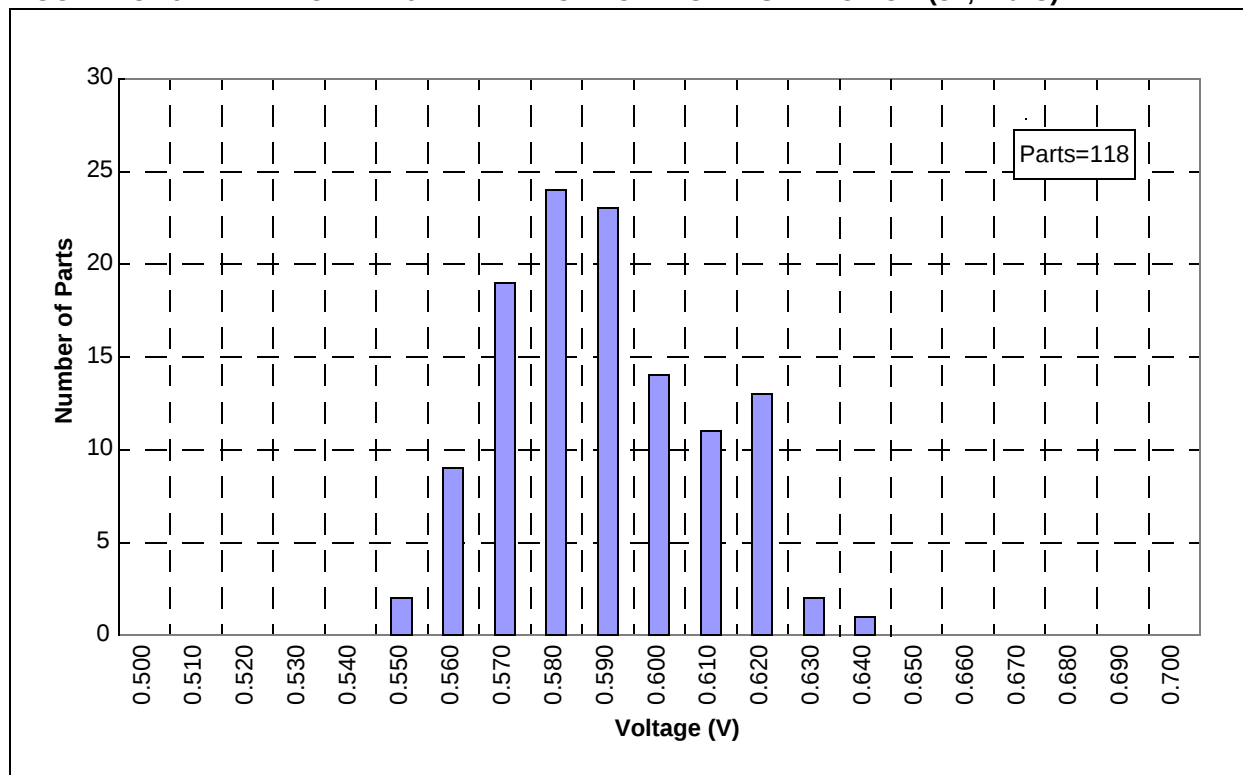


FIGURE 18-49: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (3V, -40°C)



PIC16F631/677/685/687/689/690

FIGURE 18-50: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (5V, 25°C)

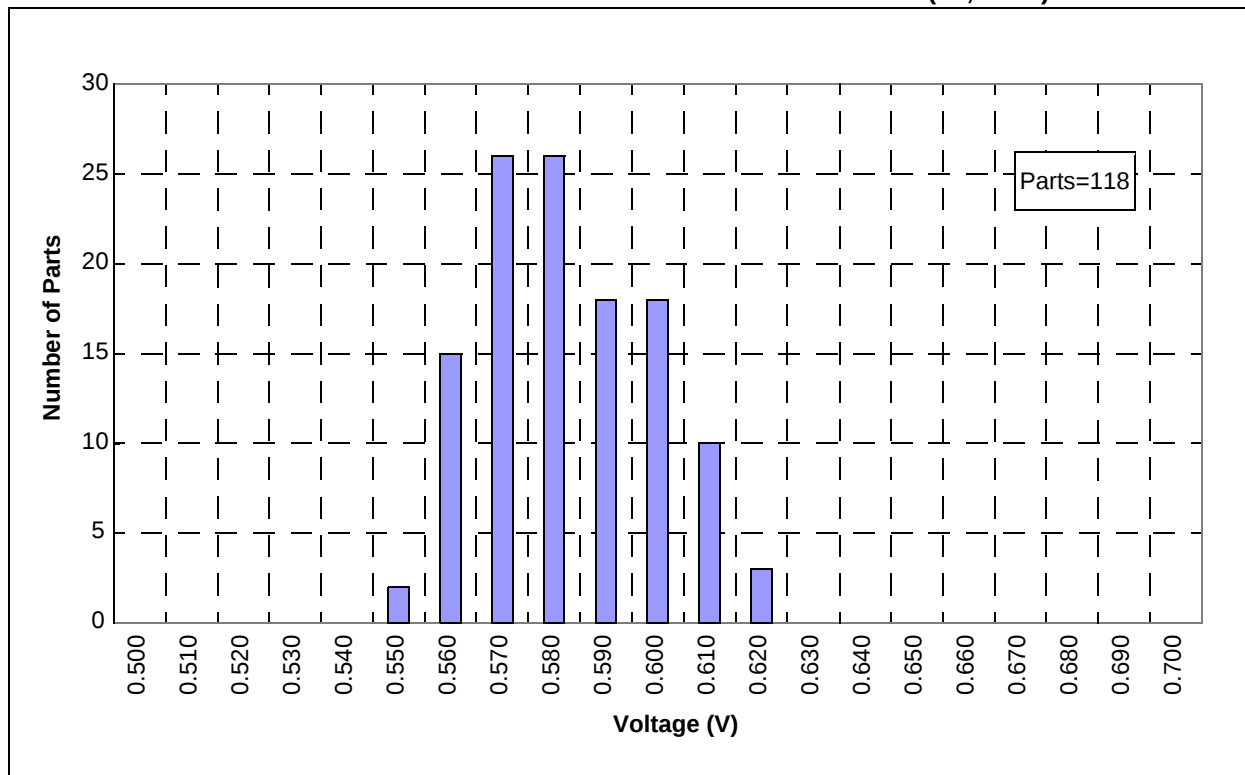
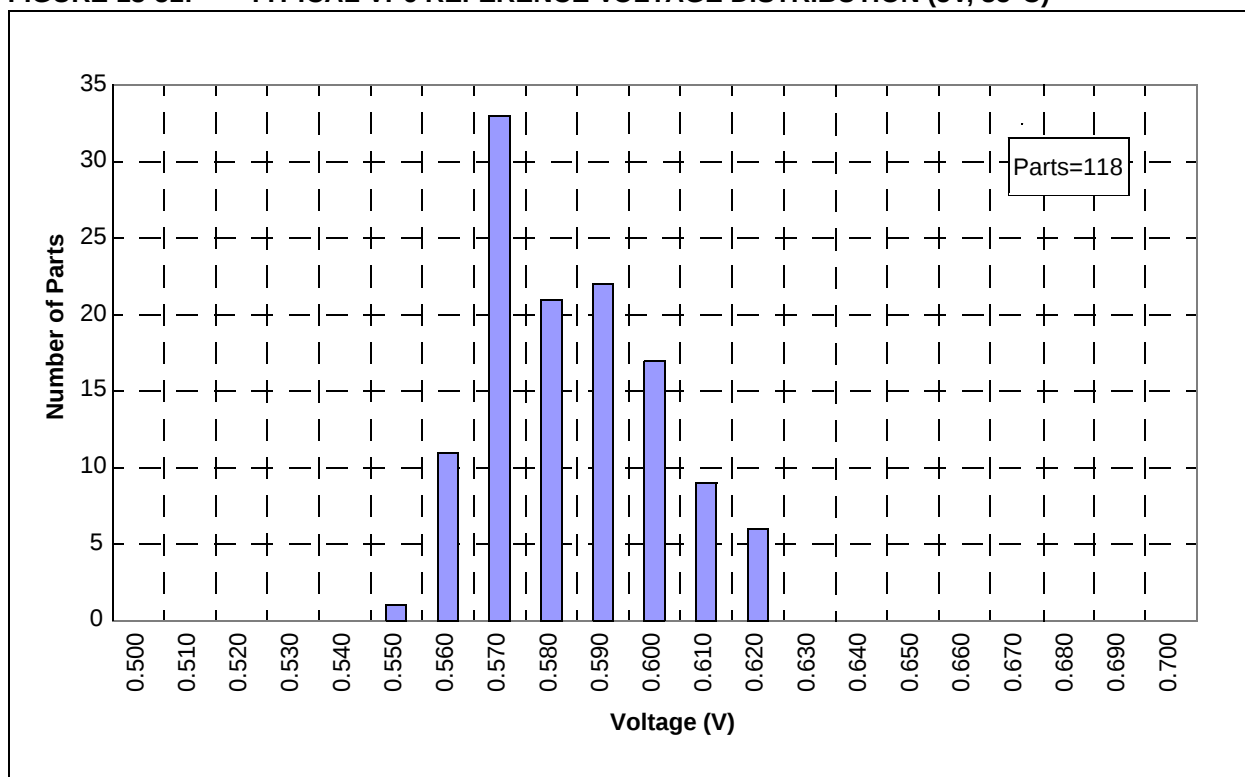


FIGURE 18-51: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (5V, 85°C)



PIC16F631/677/685/687/689/690

FIGURE 18-52: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (5V, 125°C)

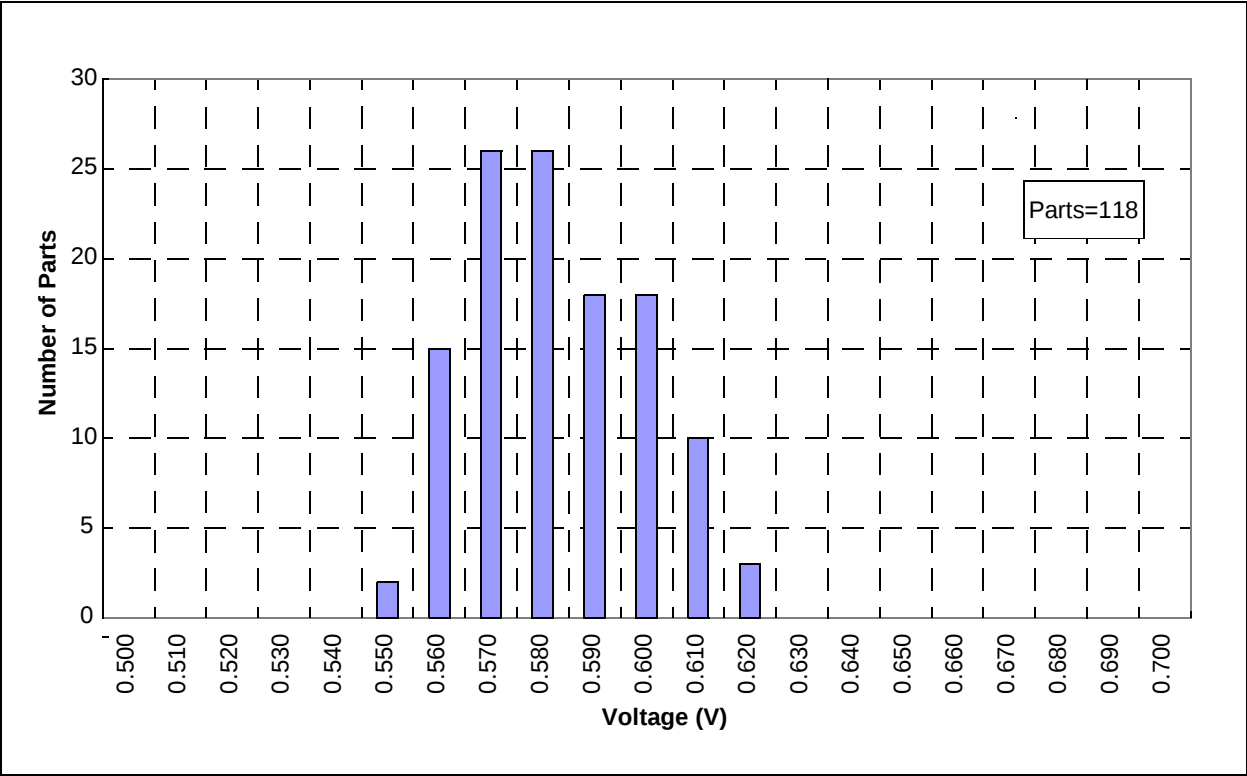
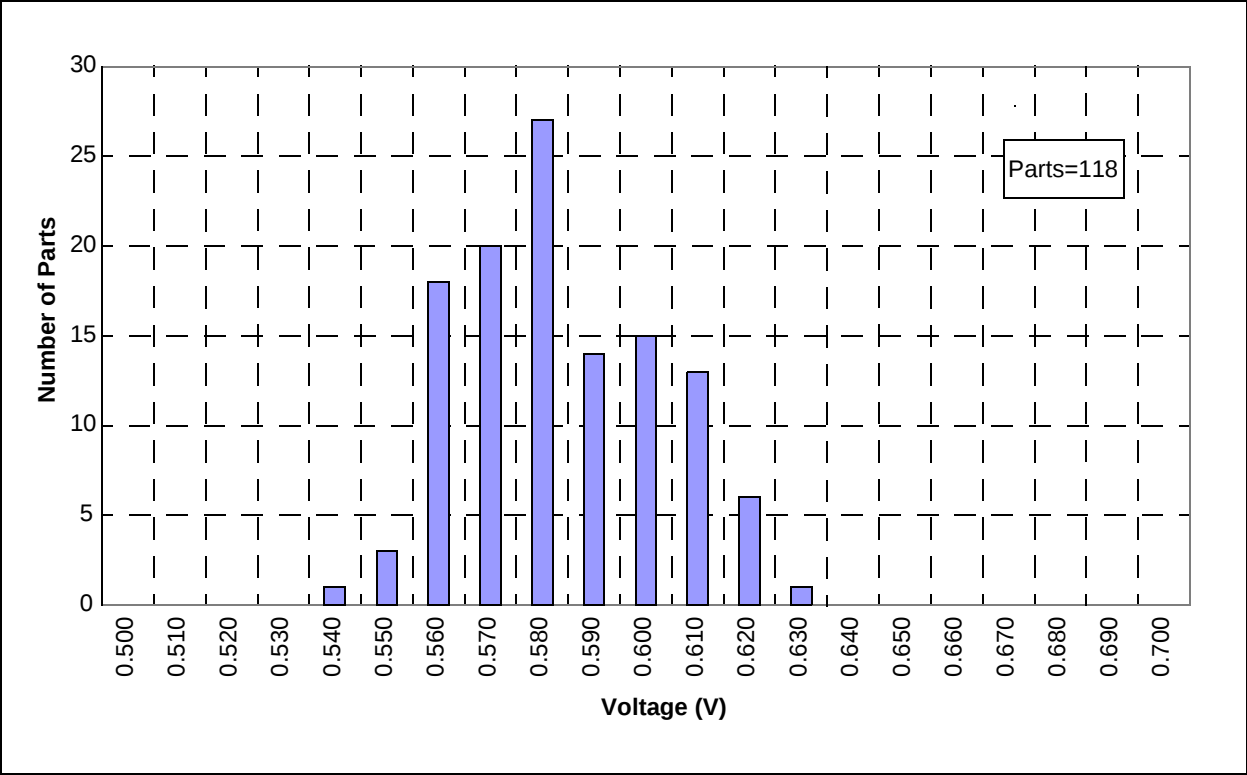


FIGURE 18-53: TYPICAL VP6 REFERENCE VOLTAGE DISTRIBUTION (5V, -40°C)



PIC16F631/677/685/687/689/690

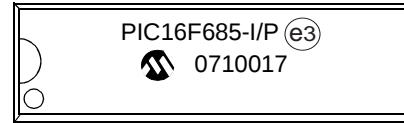
19.0 PACKAGING INFORMATION

19.1 Package Marking Information

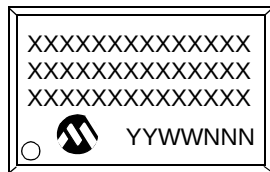
20-Lead PDIP



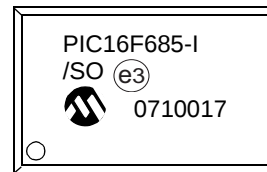
Example



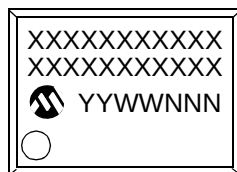
20-Lead SOIC (7.50 mm)



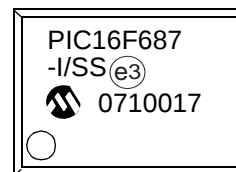
Example



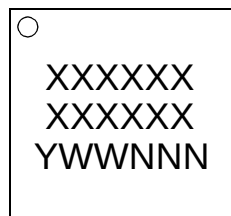
20-Lead SSOP



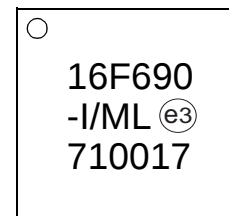
Example



20-Lead QFN



Example



Legend:	XX...X	Customer-specific information
	Y	Year code (last digit of calendar year)
	YY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week '01')
	NNN	Alphanumeric traceability code
	e3	Pb-free JEDEC designator for Matte Tin (Sn)
	*	This package is Pb-free. The Pb-free JEDEC designator (e3) can be found on the outer packaging for this package.

Note: In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line, thus limiting the number of available characters for customer-specific information.

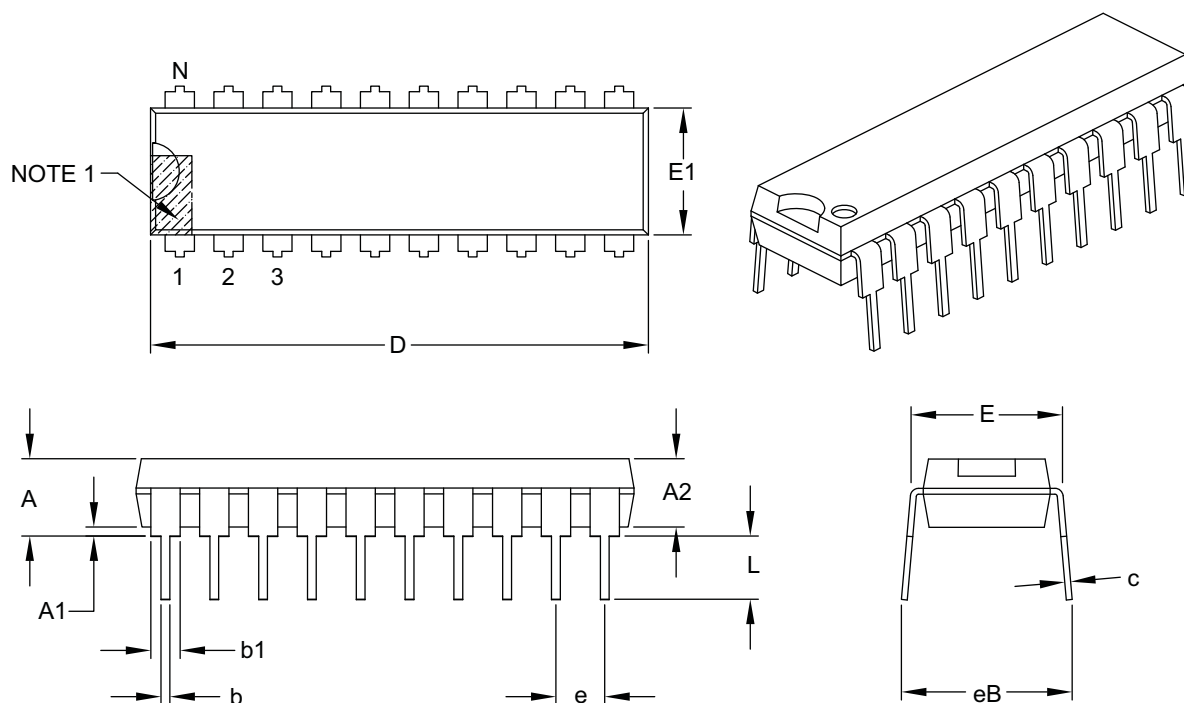
PIC16F631/677/685/687/689/690

19.2 Package Details

The following sections give the technical details of the packages.

20-Lead Plastic Dual In-Line (P) – 300 mil Body [PDIP]

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



Units		INCHES		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N	20		
Pitch	e	.100 BSC		
Top to Seating Plane	A	–	–	.210
Molded Package Thickness	A2	.115	.130	.195
Base to Seating Plane	A1	.015	–	–
Shoulder to Shoulder Width	E	.300	.310	.325
Molded Package Width	E1	.240	.250	.280
Overall Length	D	.980	1.030	1.060
Tip to Seating Plane	L	.115	.130	.150
Lead Thickness	c	.008	.010	.015
Upper Lead Width	b1	.045	.060	.070
Lower Lead Width	b	.014	.018	.022
Overall Row Spacing §	eB	–	–	.430

Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- § Significant Characteristic.
- Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed .010" per side.
- Dimensioning and tolerancing per ASME Y14.5M.

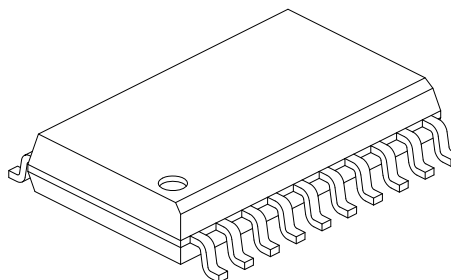
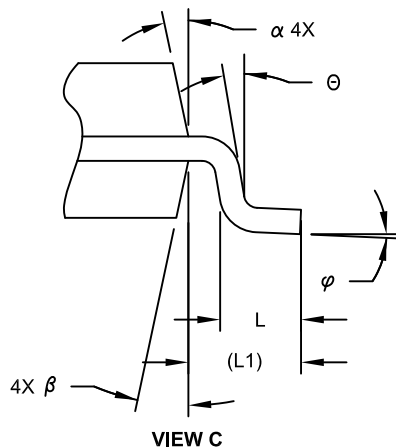
BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing C04-019B

PIC16F631/677/685/687/689/690

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

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N	20		
Pitch	e	1.27 BSC		
Overall Height	A	-	-	2.65
Molded Package Thickness	A2	2.05	-	-
Standoff §	A1	0.10	-	0.30
Overall Width	E	10.30 BSC		
Molded Package Width	E1	7.50 BSC		
Overall Length	D	12.80 BSC		
Chamfer (Optional)	h	0.25	-	0.75
Foot Length	L	0.40	-	1.27
Footprint	L1	1.40 REF		
Lead Angle	Θ	0°	-	-
Foot Angle	φ	0°	-	8°
Lead Thickness	c	0.20	-	0.33
Lead Width	b	0.31	-	0.51
Mold Draft Angle Top	α	5°	-	15°
Mold Draft Angle Bottom	β	5°	-	15°

Notes:

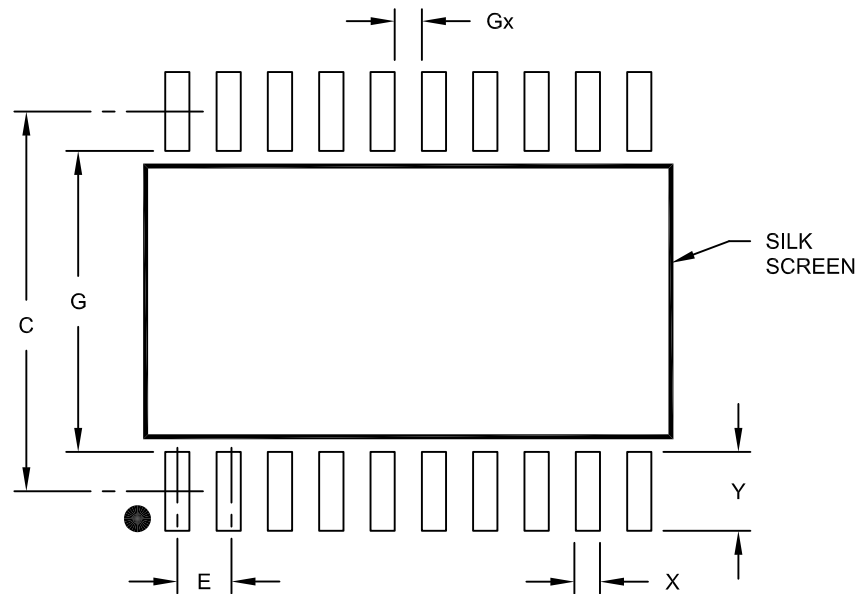
- Pin 1 visual index feature may vary, but must be located within the hatched area.
- § Significant Characteristic
- Dimension D does not include mold flash, protrusions or gate burrs, which shall not exceed 0.15 mm per end. Dimension E1 does not include interlead flash or protrusion, which shall not exceed 0.25 mm per side.
- Dimensioning and tolerancing per ASME Y14.5M
BSC: Basic Dimension. Theoretically exact value shown without tolerances.
REF: Reference Dimension, usually without tolerance, for information purposes only.
- Datums A & B to be determined at Datum H.

Microchip Technology Drawing No. C04-094C Sheet 2 of 2

PIC16F631/677/685/687/689/690

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

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



RECOMMENDED LAND PATTERN

Dimension Limits	Units	MILLIMETERS		
		MIN	NOM	MAX
Contact Pitch	E	1.27 BSC		
Contact Pad Spacing	C		9.40	
Contact Pad Width (X20)	X			0.60
Contact Pad Length (X20)	Y			1.95
Distance Between Pads	Gx	0.67		
Distance Between Pads	G	7.45		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

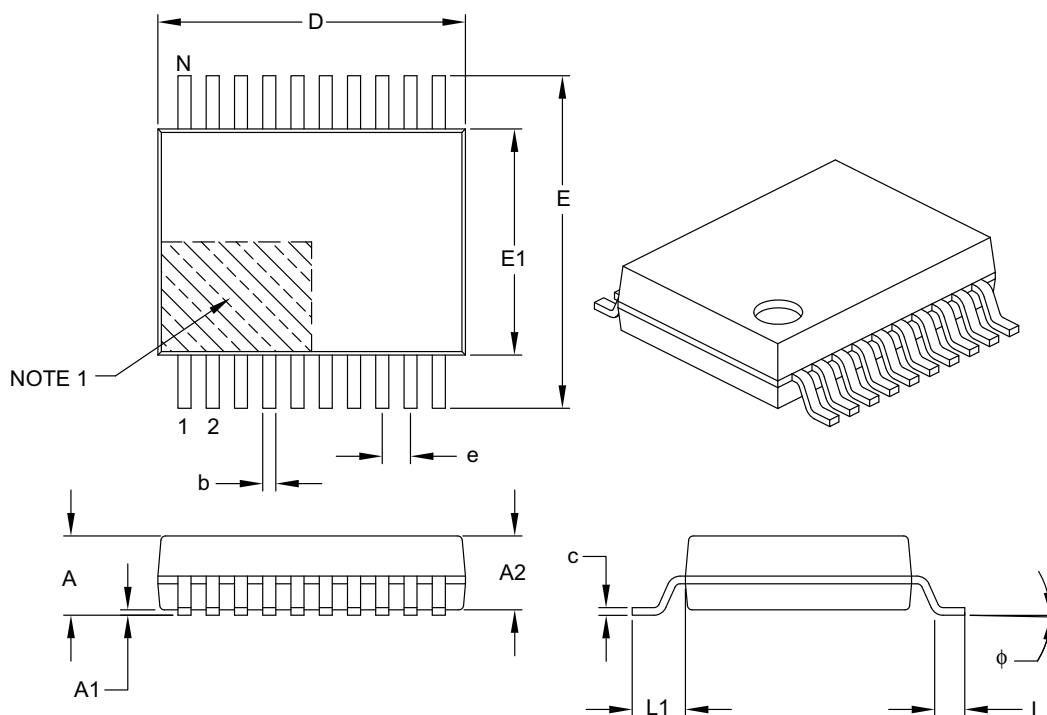
BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2094A

PIC16F631/677/685/687/689/690

20-Lead Plastic Shrink Small Outline (SS) – 5.30 mm Body [SSOP]

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



		Units	MILLIMETERS		
Dimension Limits			MIN	NOM	MAX
Number of Pins	N		20		
Pitch	e		0.65 BSC		
Overall Height	A		–	–	2.00
Molded Package Thickness	A2		1.65	1.75	1.85
Standoff	A1		0.05	–	–
Overall Width	E		7.40	7.80	8.20
Molded Package Width	E1		5.00	5.30	5.60
Overall Length	D		6.90	7.20	7.50
Foot Length	L		0.55	0.75	0.95
Footprint	L1		1.25 REF		
Lead Thickness	c		0.09	–	0.25
Foot Angle	φ		0°	4°	8°
Lead Width	b		0.22	–	0.38

Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.20 mm per side.
- Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

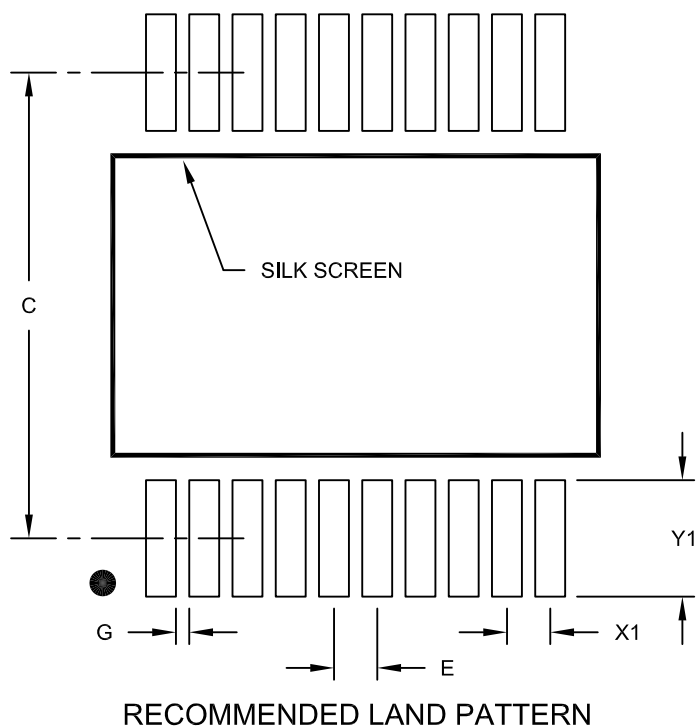
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-072B

PIC16F631/677/685/687/689/690

20-Lead Plastic Shrink Small Outline (SS) - 5.30 mm Body [SSOP]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	0.65 BSC		
Contact Pad Spacing	C		7.20	
Contact Pad Width (X20)	X1			0.45
Contact Pad Length (X20)	Y1			1.75
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

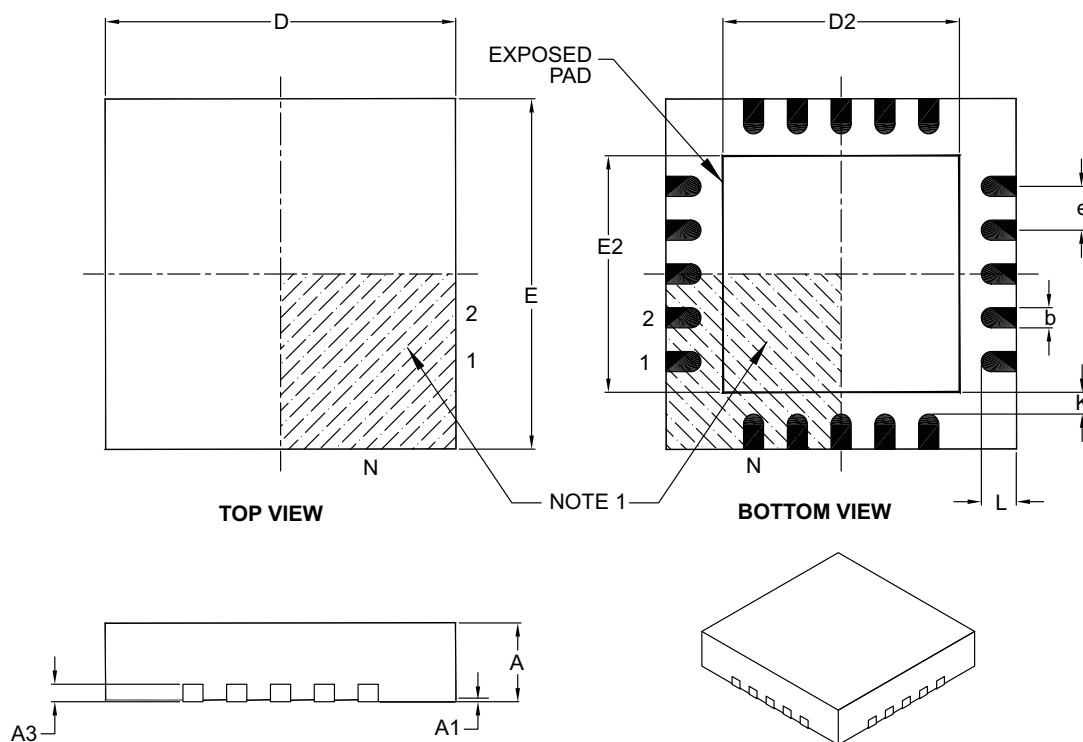
BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2072A

PIC16F631/677/685/687/689/690

20-Lead Plastic Quad Flat, No Lead Package (ML) – 4x4x0.9 mm Body [QFN]

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



		Units	MILLIMETERS		
Dimension Limits			MIN	NOM	MAX
Number of Pins	N		20		
Pitch	e		0.50 BSC		
Overall Height	A		0.80	0.90	1.00
Standoff	A1		0.00	0.02	0.05
Contact Thickness	A3		0.20 REF		
Overall Width	E		4.00 BSC		
Exposed Pad Width	E2		2.60	2.70	2.80
Overall Length	D		4.00 BSC		
Exposed Pad Length	D2		2.60	2.70	2.80
Contact Width	b		0.18	0.25	0.30
Contact Length	L		0.30	0.40	0.50
Contact-to-Exposed Pad	K		0.20	–	–

Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- Package is saw singulated.
- Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

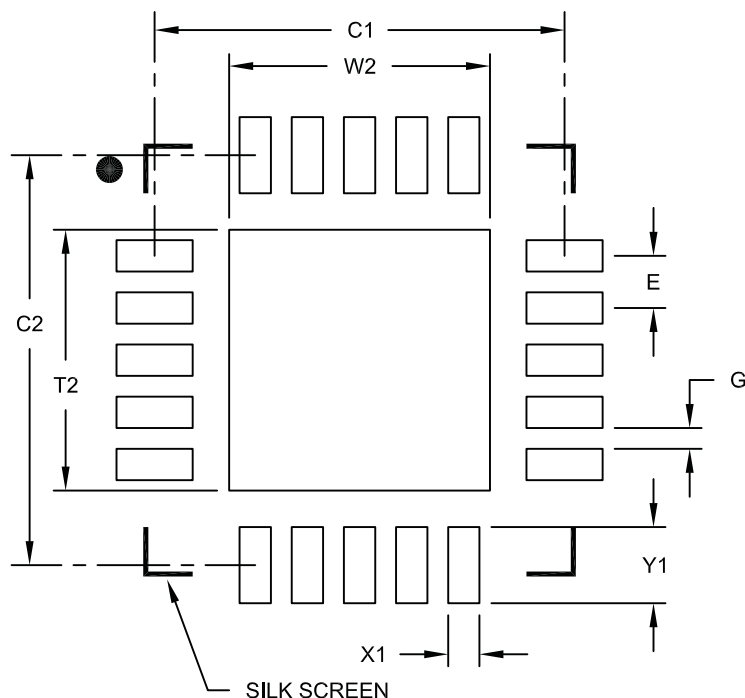
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-126B

PIC16F631/677/685/687/689/690

20-Lead Plastic Quad Flat, No Lead Package (ML) - 4x4 mm Body [QFN]
With 0.40 mm Contact Length

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



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	0.50 BSC		
Optional Center Pad Width	W2			2.50
Optional Center Pad Length	T2			2.50
Contact Pad Spacing	C1		3.93	
Contact Pad Spacing	C2		3.93	
Contact Pad Width	X1			0.30
Contact Pad Length	Y1			0.73
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

Microchip Technology Drawing No. C04-2126A

PIC16F631/677/685/687/689/690

APPENDIX A: DATA SHEET REVISION HISTORY

Revision A (March 2005)

This is a new data sheet.

Revision B (May 2006)

Added 631/677 part numbers; Added pin summary tables after pin diagrams; Incorporated Golden Chapters.

Revision C (July 2006)

Revised Section 4.2.1, ANSEL and ANSELH Registers; Register 4-3, ANSEL Analog Select; Added Register 4-4, ANSELH Analog Select High; Section 11.3.2, Revised CCP1<1:0> to DC1B<1:0>; Section 11.3.7, Number 4 - Revised CCP1 to DC1B; Figure 11-5, Revised CCP1 to DC1B; Table 11-4, Revised P1M to P1M<1:0>; Section 12.3.1, Revised Paragraph 3; Revised Note 2; Revised Figure 12-6 Title.

Revision D (February 2007)

Removed Preliminary status; Changed PICmicro to PIC; Replaced Dev. Tool Section; Replaced Package Drawings.

Revision E (March 2008)

Add Char Data charts; Updated EUSART Golden Chapter; Updated the Electrical Specification section; Updated Package Drawings as needed.

Revision F (April 2015)

Added Section 17.8: High Temperature Operation in the Electrical Specifications section.

APPENDIX B: MIGRATING FROM OTHER PIC® DEVICES

This discusses some of the issues in migrating from other PIC devices to the PIC16F6XX Family of devices.

B.1 PIC16F676 to PIC16F685

TABLE B-1: FEATURE COMPARISON

Feature	PIC16F676	PIC16F685
Max Operating Speed	20 MHz	20 MHz
Max Program Memory (Words)	1024	4096
SRAM (bytes)	64	128
A/D Resolution	10-bit	10-bit
Data EEPROM (Bytes)	128	256
Timers (8/16-bit)	1/1	2/1
Oscillator Modes	8	8
Brown-out Reset	Y	Y
Internal Pull-ups	RA0/1/2/4/5	RA0/1/2/4/5, MCLR
Interrupt-on-change	RA0/1/2/3/4/5	RA0/1/2/3/4/5
Comparator	1	2
ECCP+	N	Y
Ultra Low-Power Wake-up	N	Y
Extended WDT	N	Y
Software Control Option of WDT/BOR	N	Y
INTOSC Frequencies	4 MHz	31 kHz-8 MHz
Clock Switching	N	Y

Note: This device has been designed to perform to the parameters of its data sheet. It has been tested to an electrical specification designed to determine its conformance with these parameters. Due to process differences in the manufacture of this device, this device may have different performance characteristics than its earlier version. These differences may cause this device to perform differently in your application than the earlier version of this device.

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- Technical Support

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Technical support is available through the web site at: <http://www.microchip.com/support>

PIC16F631/677/685/687/689/690

PRODUCT IDENTIFICATION SYSTEM

To order or obtain information, e.g., on pricing or delivery, refer to the factory or the listed sales office.

<u>PART NO.</u>	<u>X</u>	<u>/XX</u>	<u>XXX</u>
Device	Temperature Range	Package	Pattern
Device: PIC16F631 ⁽¹⁾ , PIC16F677 ⁽¹⁾ , PIC16F685 ⁽¹⁾ , PIC16F687 ⁽¹⁾ , PIC16F689 ⁽¹⁾ , PIC16F690 ⁽¹⁾ ; VDD range 2.0V to 5.5V			
Temperature Range: I = -40°C to +85°C (Industrial) E = -40°C to +125°C (Extended)			
Package: ML = QFN (Quad Flat, no lead) P = PDIP SO = SOIC SS = SSOP			
Pattern: QTP, SQTP, Code or Special Requirements (blank otherwise)			

Examples:	
a)	PIC16F685 - I/ML 301 = Industrial temp., QFN package, QTP pattern #301.
b)	PIC16F689 - I/SO = Industrial temp., SOIC package.
c)	PIC16F690T - E/SS = Extended temp., SSOP package.

Note 1:	T = in tape and reel SSOP, SOIC and QFN packages only.
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