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# PIC12C67X

## 8-Pin, 8-Bit CMOS Microcontroller with A/D Converter and EEPROM Data Memory

### Devices Included in this Data Sheet:

- PIC12C671
- PIC12C672
- PIC12CE673
- PIC12CE674

**Note:** Throughout this data sheet **PIC12C67X** refers to the PIC12C671, PIC12C672, PIC12CE673 and PIC12CE674. **PIC12CE67X** refers to PIC12CE673 and PIC12CE674.

### High-Performance RISC CPU:

- Only 35 single word instructions to learn
- All instructions are single cycle (400 ns) except for program branches which are two-cycle
- Operating speed: DC - 10 MHz clock input
  DC - 400 ns instruction cycle

| Device | Memory | | |
|---|---|---|---|
| | Program | Data RAM | Data EEPROM |
| PIC12C671 | 1024 x 14 | 128 x 8 | — |
| PIC12C672 | 2048 x 14 | 128 x 8 | — |
| PIC12CE673 | 1024 x 14 | 128 x 8 | 16 x 8 |
| PIC12CE674 | 2048 x 14 | 128 x 8 | 16 x 8 |

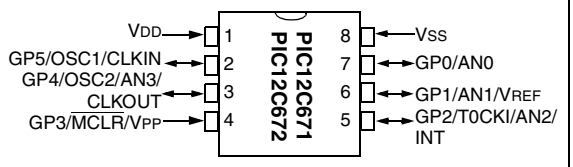
- 14-bit wide instructions
- 8-bit wide data path
- Interrupt capability
- Special function hardware registers
- 8-level deep hardware stack
- Direct, indirect and relative addressing modes for data and instructions

### Peripheral Features:

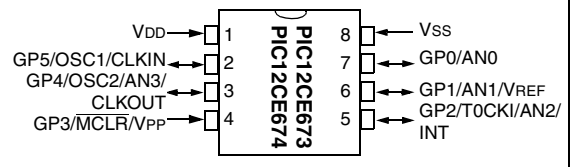
- Four-channel, 8-bit A/D converter
- 8-bit real time clock/counter (TMR0) with 8-bit programmable prescaler
- 1,000,000 erase/write cycle EEPROM data memory
- EEPROM data retention > 40 years

### Pin Diagrams:

**PDIP, SOIC, Windowed CERDIP**




**PDIP, Windowed CERDIP**




### Special Microcontroller Features:

- In-Circuit Serial Programming (ICSP™)
- Internal 4 MHz oscillator with programmable calibration
- Selectable clockout
- Power-on Reset (POR)
- Power-up Timer (PWRT) and Oscillator Start-up Timer (OST)
- Watchdog Timer (WDT) with its own on-chip RC oscillator for reliable operation
- Programmable code protection
- Power saving SLEEP mode
- Interrupt-on-pin change (GP0, GP1, GP3)
- Internal pull-ups on I/O pins (GP0, GP1, GP3)
- Internal pull-up on $\overline{MCLR}$ pin
- Selectable oscillator options:
  - INTRC: Precision internal 4 MHz oscillator
  - EXTRC: External low-cost RC oscillator
  - XT: Standard crystal/resonator
  - HS: High speed crystal/resonator
  - LP: Power saving, low frequency crystal

### CMOS Technology:

- Low-power, high-speed CMOS EPROM/EEPROM technology
- Fully static design
- Wide operating voltage range 2.5V to 5.5V
- Commercial, Industrial and Extended temperature ranges
- Low power consumption
  < 2 mA @ 5V, 4 MHz
  15 μA typical @ 3V, 32 kHz
  < 1 μA typical standby current

## Table of Contents



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**Corrections to this Data Sheet**

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- E-mail us at webmaster@microchip.com.

We appreciate your assistance in making this a better document.

## 1.0 GENERAL DESCRIPTION

The PIC12C67X devices are low-cost, high-performance, CMOS, fully-static, 8-bit microcontrollers with integrated analog-to-digital (A/D) converter and EEPROM data memory (EEPROM on PIC12CE67X versions only).

All PIC® microcontrollers employ an advanced RISC architecture. The PIC12C67X microcontrollers have enhanced core features, eight-level deep stack, and multiple internal and external interrupt sources. The separate instruction and data buses of the Harvard architecture allow a 14-bit wide instruction word with the separate 8-bit wide data. The two stage instruction pipeline allows all instructions to execute in a single cycle, except for program branches, which require two cycles. A total of 35 instructions (reduced instruction set) are available. Additionally, a large register set gives some of the architectural innovations used to achieve a very high performance.

PIC12C67X microcontrollers typically achieve a 2:1 code compression and a 4:1 speed improvement over other 8-bit microcontrollers in their class.

The PIC12C67X devices have 128 bytes of RAM, 16 bytes of EEPROM data memory (PIC12CE67X only), 5 I/O pins and 1 input pin. In addition a timer/counter is available. Also a 4-channel, high-speed, 8-bit A/D is provided. The 8-bit resolution is ideally suited for applications requiring low-cost analog interface, (i.e., thermostat control, pressure sensing, etc.)

The PIC12C67X devices have special features to reduce external components, thus reducing cost, enhancing system reliability and reducing power consumption. The Power-On Reset (POR), Power-up Timer (PWRT), and Oscillator Start-up Timer (OST) eliminate the need for external reset circuitry. There are five oscillator configurations to choose from, including INTRC precision internal oscillator mode and the power-saving LP (Low Power) oscillator mode. Power-saving SLEEP mode, Watchdog Timer and code protection features improve system cost, power and reliability. The SLEEP (power-down) feature provides a power-saving mode. The user can wake-up the chip from SLEEP through several external and internal interrupts and resets.

A highly reliable Watchdog Timer with its own on-chip RC oscillator provides protection against software lock-up.

A UV erasable windowed package version is ideal for code development, while the cost-effective One-Time-Programmable (OTP) version is suitable for production in any volume. The customer can take full advantage of Microchip's price leadership in OTP microcontrollers, while benefiting from the OTP's flexibility.

### 1.1 Applications

The PIC12C67X series fits perfectly in applications ranging from personal care appliances and security systems to low-power remote transmitters/receivers. The EPROM technology makes customizing application programs (transmitter codes, appliance settings, receiver frequencies, etc.) extremely fast and convenient, while the EEPROM data memory (PIC12CE67X only) technology allows for the changing of calibration factors and security codes. The small footprint packages, for through hole or surface mounting, make this microcontroller series perfect for applications with space limitations. Low-cost, low-power, high performance, ease of use and I/O flexibility make the PIC12C67X series very versatile even in areas where no microcontroller use has been considered before (i.e., timer functions, replacement of "glue" logic and PLD's in larger systems, coprocessor applications).

### 1.2 Family and Upward Compatibility

The PIC12C67X products are compatible with other members of the 14-bit PIC16CXXX families.

### 1.3 Development Support

The PIC12C67X devices are supported by a full-featured macro assembler, a software simulator, an in-circuit emulator, a low-cost development programmer and a full-featured programmer. A "C" compiler and fuzzy logic support tools are also available.

**TABLE 1-1: PIC12C67X & PIC12CE67X FAMILY OF DEVICES**

| | | PIC12C671 | PIC12LC671 | PIC12C672 | PIC12LC672 | PIC12CE673 | PIC12LCE673 | PIC12CE674 | PIC12LCE674 |
|---|---|---|---|---|---|---|---|---|---|
| **Clock** | Maximum Frequency of Operation (MHz) | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| **Memory** | EPROM Program Memory | 1024 x 14 | 1024 x 14 | 2048 x 14 | 2048 x 14 | 1024 x 14 | 1024 x 14 | 2048 x 14 | 2048 x 14 |
| | RAM Data Memory (bytes) | 128 | 128 | 128 | 128 | 128 | 128 | 128 | 128 |
| **Peripherals** | EEPROM Data Memory (bytes) | — | — | — | — | 16 | 16 | 16 | 16 |
| | Timer Module(s) | TMR0 | TMR0 | TMR0 | TMR0 | TMR0 | TMR0 | TMR0 | TMR0 |
| | A/D Converter (8-bit) Channels | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| **Features** | Wake-up from SLEEP on pin change | Yes | Yes | Yes | Yes | Yes | Yes | Yes | Yes |
| | Interrupt Sources | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| | I/O Pins | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| | Input Pins | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| | Internal Pull-ups | Yes | Yes | Yes | Yes | Yes | Yes | Yes | Yes |
| | In-Circuit Serial Programming | Yes | Yes | Yes | Yes | Yes | Yes | Yes | Yes |
| | Number of Instructions | 35 | 35 | 35 | 35 | 35 | 35 | 35 | 35 |
| | Voltage Range (Volts) | 3.0V - 5.5V | 2.5V - 5.5V | 3.0V - 5.5V | 2.5V - 5.5V | 3.0V - 5.5V | 2.5V - 5.5V | 3.0V - 5.5V | 2.5V - 5.5V |
| | Packages | 8-pin DIP, JW, SOIC | 8-pin DIP, JW, SOIC | 8-pin DIP, JW, SOIC | 8-pin DIP, JW, SOIC | 8-pin DIP, JW | 8-pin DIP, JW | 8-pin DIP, JW | 8-pin DIP, JW |

All PIC12C67X devices have Power-on Reset, selectable Watchdog Timer, selectable code protect and high I/O current capability.
All PIC12C67X devices use serial programming with data pin GP0 and clock pin GP1.

## 2.0 PIC12C67X DEVICE VARIETIES

A variety of frequency ranges and packaging options are available. Depending on application and production requirements, the proper device option can be selected using the information in the PIC12C67X Product Identification System section at the end of this data sheet. When placing orders, please use that page of the data sheet to specify the correct part number.

For example, the PIC12C67X device "type" is indicated in the device number:

1. **C**, as in PIC12**C**671. These devices have EPROM type memory and operate over the standard voltage range.
2. **LC**, as in PIC12**LC**671. These devices have EPROM type memory and operate over an extended voltage range.
3. **CE**, as in PIC12**CE**674. These devices have EPROM type memory, EEPROM data memory and operate over the standard voltage range.
4. **LCE**, as in PIC12**LCE**674. These devices have EPROM type memory, EEPROM data memory and operate over an extended voltage range.

### 2.1 UV Erasable Devices

The UV erasable version, offered in windowed package, is optimal for prototype development and pilot programs.

The UV erasable version can be erased and reprogrammed to any of the configuration modes. Microchip's PICSTART® Plus and PRO MATE® programmers both support the PIC12C67X. Third party programmers also are available; refer to the Microchip Third Party Guide for a list of sources.

| | |
|---|---|
| **Note:** | Please note that erasing the device will also erase the pre-programmed internal calibration value for the internal oscillator. The calibration value must be saved prior to erasing the part. |

### 2.2 One-Time-Programmable (OTP) Devices

The availability of OTP devices is especially useful for customers who need the flexibility for frequent code updates and small volume applications.

The OTP devices, packaged in plastic packages, permit the user to program them once. In addition to the program memory, the configuration bits must also be programmed.

### 2.3 Quick-Turn-Programming (QTP) Devices

Microchip offers a QTP Programming Service for factory production orders. This service is made available for users who choose not to program a medium to high quantity of units and whose code patterns have stabilized. The devices are identical to the OTP devices, but with all EPROM locations and configuration options already programmed by the factory. Certain code and prototype verification procedures apply before production shipments are available. Please contact your local Microchip Technology sales office for more details.

### 2.4 Serialized Quick-Turn Programming (SQTP℠) Devices

Microchip offers a unique programming service where a few user-defined locations in each device are programmed with different serial numbers. The serial numbers may be random, pseudo-random, or sequential.

Serial programming allows each device to have a unique number which can serve as an entry-code, password, or ID number.

**NOTES:**

## 3.0 ARCHITECTURAL OVERVIEW

The high performance of the PIC12C67X family can be attributed to a number of architectural features commonly found in RISC microprocessors. To begin with, the PIC12C67X uses a Harvard architecture, in which program and data are accessed from separate memories using separate buses. This improves bandwidth over traditional von Neumann architecture in which program and data are fetched from the same memory using the same bus. Separating program and data buses also allow instructions to be sized differently than the 8-bit wide data word. Instruction opcodes are 14-bits wide making it possible to have all single word instructions. A 14-bit wide program memory access bus fetches a 14-bit instruction in a single instruction cycle. A two-stage pipeline overlaps fetch and execution of instructions (Example 3-1). Consequently, all instructions (35) execute in a single cycle (200 ns @ 20 MHz) except for program branches.

The table below lists program memory (EPROM), data memory (RAM), and non-volatile memory (EEPROM) for each PIC12C67X device.

| Device | Program Memory | RAM Data Memory | EEPROM Data Memory |
|---|---|---|---|
| PIC12C671 | 1K x 14 | 128 x 8 | — |
| PIC12C672 | 2K x 14 | 128 x 8 | — |
| PIC12CE673 | 1K x 14 | 128 x 8 | 16x8 |
| PIC12CE674 | 2K x 14 | 128 x 8 | 16x8 |

The PIC12C67X can directly or indirectly address its register files or data memory. All special function registers, including the program counter, are mapped in the data memory. The PIC12C67X has an orthogonal (symmetrical) instruction set that makes it possible to carry out any operation on any register using any addressing mode. This symmetrical nature and lack of 'special optimal situations' make programming with the PIC12C67X simple yet efficient. In addition, the learning curve is reduced significantly.

PIC12C67X devices contain an 8-bit ALU and working register. The ALU is a general purpose arithmetic unit. It performs arithmetic and Boolean functions between the data in the working register and any register file.

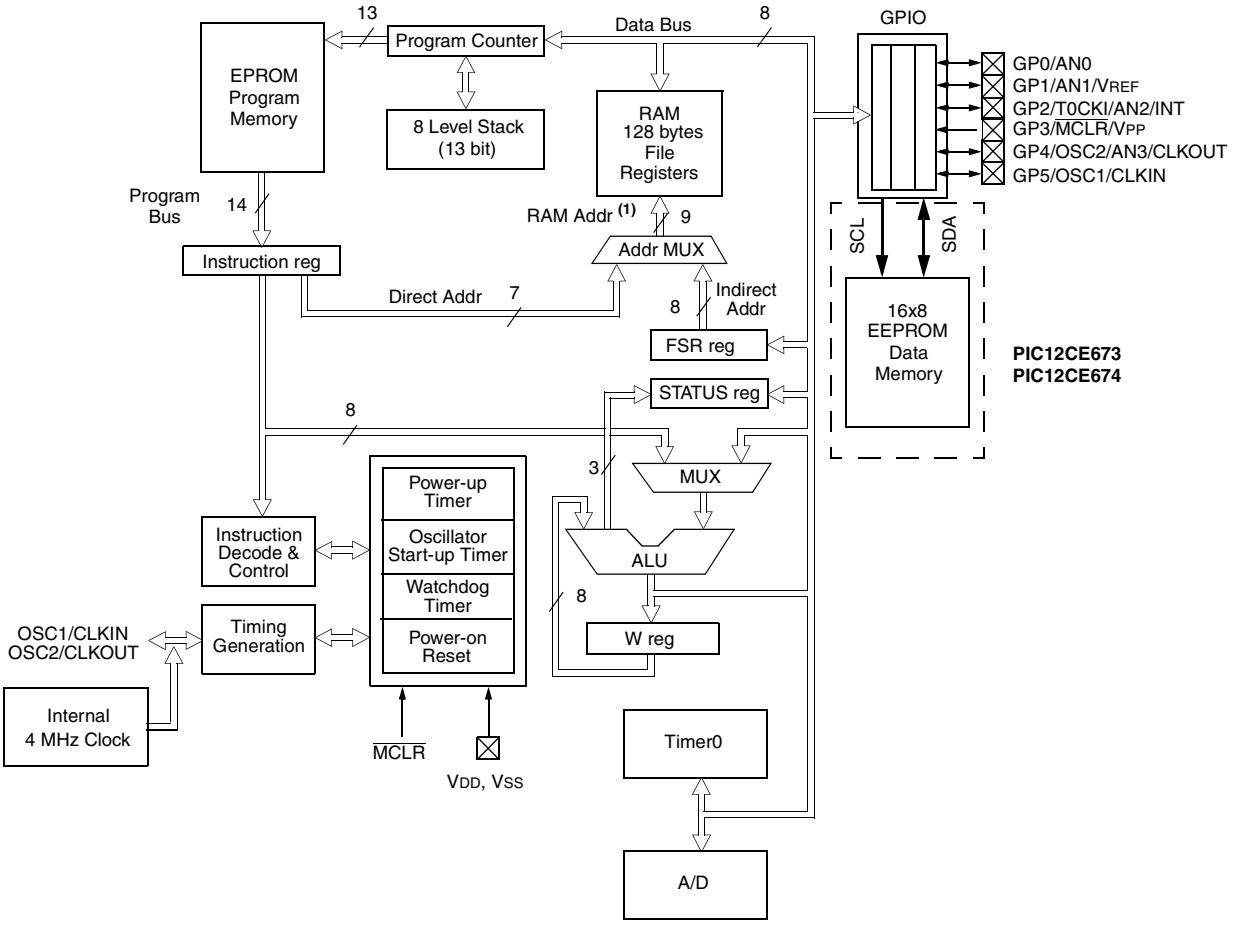
The ALU is 8-bits wide and capable of addition, subtraction, shift and logical operations. Unless otherwise mentioned, arithmetic operations are two's complement in nature. In two-operand instructions, typically one operand is the working register (W register). The other operand is a file register or an immediate constant. In single operand instructions, the operand is either the W register or a file register.

The W register is an 8-bit working register used for ALU operations. It is not an addressable register.

Depending on the instruction executed, the ALU may affect the values of the Carry (C), Digit Carry (DC), and Zero (Z) bits in the STATUS register. The C and DC bits operate as a $\overline{\text{borrow}}$ bit and a $\overline{\text{digit borrow}}$ out bit, respectively, in subtraction. See the `SUBLW` and `SUBWF` instructions for examples.

**FIGURE 3-1: PIC12C67X BLOCK DIAGRAM**

| Device | Program Memory | Data Memory (RAM) | Non-Volatile Memory (EEPROM) |
|---|---|---|---|
| PIC12C671 | 1K x 14 | 128 x 8 | — |
| PIC12C672 | 2K x 14 | 128 x 8 | — |
| PIC12CE673 | 1K x 14 | 128 x 8 | 16 x 8 |
| PIC12CE674 | 2K x 14 | 128 x 8 | 16 x 8 |




**Note 1:** Higher order bits are from the STATUS Register.

**TABLE 3-1: PIC12C67X PINOUT DESCRIPTION**

| Name | DIP Pin # | I/O/P Type | Buffer Type | Description |
|---|---|---|---|---|
| GP0/AN0 | 7 | I/O | TTL/ST | Bi-directional I/O port/serial programming data/analog input 0. Can be software programmed for internal weak pull-up and interrupt-on-pin change. This buffer is a Schmitt Trigger input when used in serial programming mode. |
| GP1/AN1/$V_{REF}$ | 6 | I/O | TTL/ST | Bi-directional I/O port/serial programming clock/analog input 1/ voltage reference. Can be software programmed for internal weak pull-up and interrupt-on-pin change. This buffer is a Schmitt Trigger input when used in serial programming mode. |
| GP2/T0CKI/AN2/INT | 5 | I/O | ST | Bi-directional I/O port/analog input 2. Can be configured as T0CKI or external interrupt. |
| GP3/$\overline{MCLR}$/$V_{PP}$ | 4 | I | TTL/ST | Input port/master clear (reset) input/programming voltage input. When configured as $\overline{MCLR}$, this pin is an active low reset to the device. Voltage on $\overline{MCLR}$/$V_{PP}$ must not exceed $V_{DD}$ during normal device operation. Can be software programmed for internal weak pull-up and interrupt-on-pin change. Weak pull-up always on if configured as $\overline{MCLR}$ . This buffer is Schmitt Trigger when in $\overline{MCLR}$ mode. |
| GP4/OSC2/AN3/CLKOUT | 3 | I/O | TTL | Bi-directional I/O port/oscillator crystal output/analog input 3. Connections to crystal or resonator in crystal oscillator mode (HS, XT and LP modes only, GPIO in other modes). In EXTRC and INTRC modes, the pin output can be configured to CLK-OUT, which has 1/4 the frequency of OSC1 and denotes the instruction cycle rate. |
| GP5/OSC1/CLKIN | 2 | I/O | TTL/ST | Bi-directional IO port/oscillator crystal input/external clock source input (GPIO in INTRC mode only, OSC1 in all other oscillator modes). Schmitt trigger input for EXTRC oscillator mode. |
| $V_{DD}$ | 1 | P | — | Positive supply for logic and I/O pins. |
| $V_{SS}$ | 8 | P | — | Ground reference for logic and I/O pins. |

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

### 3.1 Clocking Scheme/Instruction Cycle

The clock input (from OSC1) is internally divided by four to generate four non-overlapping quadrature clocks, namely Q1, Q2, Q3 and Q4. Internally, the program counter (PC) is incremented every Q1, and the instruction is fetched from the program memory and latched into the instruction register in Q4. The instruction is decoded and executed during the following Q1 through Q4. The clocks and instruction execution flow is shown in Figure 3-2.

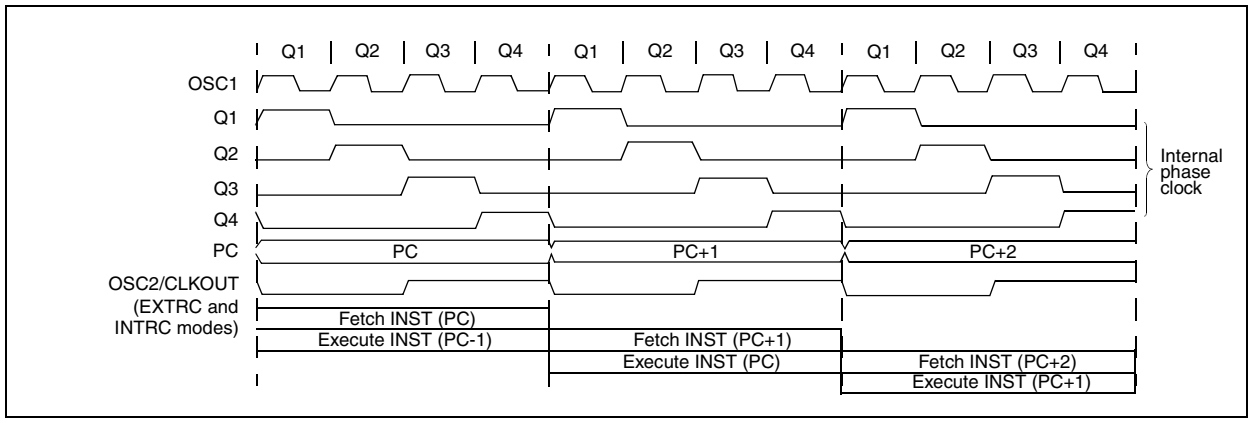
### 3.2 Instruction Flow/Pipelining

An “Instruction Cycle” consists of four Q cycles (Q1, Q2, Q3 and Q4). The instruction fetch and execute are pipelined such that fetch takes one instruction cycle, while decode and execute takes another instruction cycle. However, due to the pipelining, each instruction effectively executes in one cycle. If an instruction causes the program counter to change (i.e., `GOTO`), then two cycles are required to complete the instruction (Example 3-1).

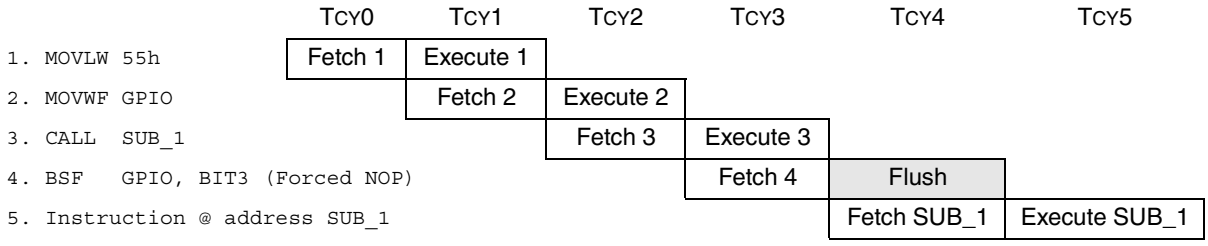
A fetch cycle begins with the program counter (PC) incrementing in Q1.

In the execution cycle, the fetched instruction is latched into the “Instruction Register" (IR) in cycle Q1. This instruction is then decoded and executed during the Q2, Q3, and Q4 cycles. Data memory is read during Q2 (operand read) and written during Q4 (destination write).

**FIGURE 3-2: CLOCK/INSTRUCTION CYCLE**




**EXAMPLE 3-1: INSTRUCTION PIPELINE FLOW**




All instructions are single cycle, except for any program branches. These take two cycles since the fetched instruction is “flushed” from the pipeline while the new instruction is being fetched and then executed.

# 4.0 MEMORY ORGANIZATION

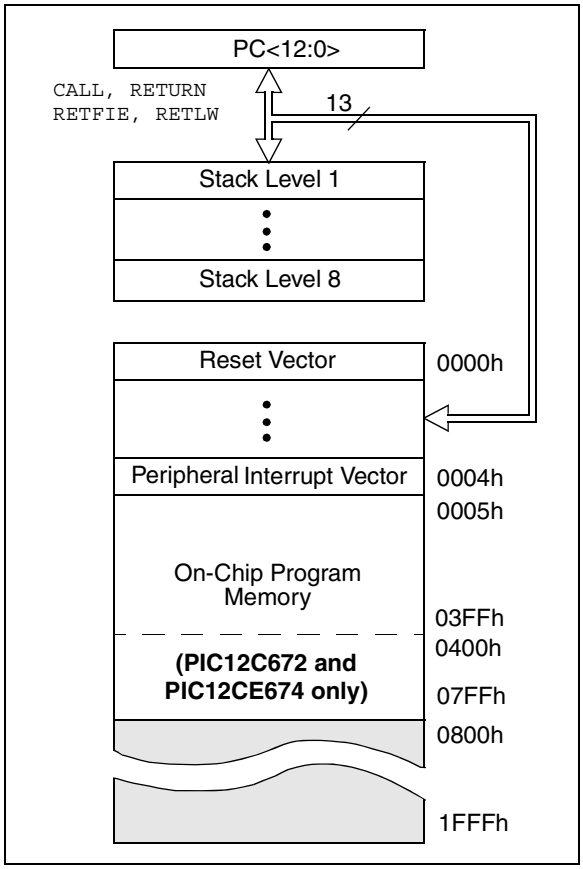
## 4.1 Program Memory Organization

The PIC12C67X has a 13-bit program counter capable of addressing an 8K x 14 program memory space.

For the PIC12C671 and the PIC12CE673, the first 1K x 14 (0000h-03FFh) is implemented.

For the PIC12C672 and the PIC12CE674, the first 2K x 14 (0000h-07FFh) is implemented. Accessing a location above the physically implemented address will cause a wraparound. The reset vector is at 0000h and the interrupt vector is at 0004h.

**FIGURE 4-1: PIC12C67X PROGRAM MEMORY MAP AND STACK**




## 4.2 Data Memory Organization

The data memory is partitioned into two banks, which contain the General Purpose Registers and the Special Function Registers. Bit RP0 is the bank select bit.

RP0 (STATUS<5>) = 1 → Bank 1

RP0 (STATUS<5>) = 0 → Bank 0

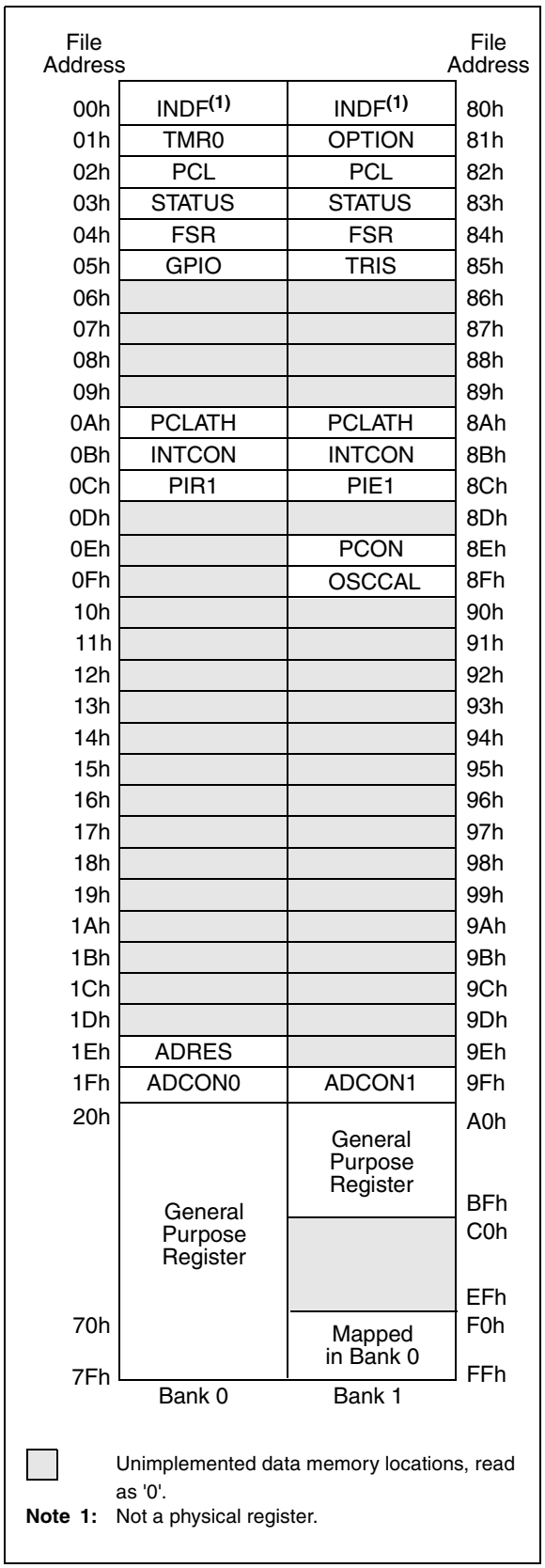
Each Bank extends up to 7Fh (128 bytes). The lower locations of each Bank are reserved for the Special Function Registers. Above the Special Function Registers are General Purpose Registers implemented as static RAM. Both Bank 0 and Bank 1 contain Special Function Registers. Some "high use" Special Function Registers from Bank 0 are mirrored in Bank 1 for code reduction and quicker access.

Also note that F0h through FFh on the PIC12C67X is mapped into Bank 0 registers 70h-7Fh as common RAM.

### 4.2.1 GENERAL PURPOSE REGISTER FILE

The register file can be accessed either directly or indirectly through the File Select Register FSR (Section 4.5).

**FIGURE 4-2: PIC12C67X REGISTER FILE MAP**




### 4.2.2 SPECIAL FUNCTION REGISTERS

The Special Function Registers are registers used by the CPU and Peripheral Modules for controlling the desired operation of the device. These registers are implemented as static RAM.

The Special Function Registers can be classified into two sets (core and peripheral). Those registers associated with the “core” functions are described in this section, and those related to the operation of the peripheral features are described in the section of that peripheral feature.

**TABLE 4-1: PIC12C67X SPECIAL FUNCTION REGISTER SUMMARY**

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Value on Power-on Reset | Value on all other Resets(3) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Bank 0** | | | | | | | | | | | |
| 00h(1) | INDF | Addressing this location uses contents of FSR to address data memory (not a physical register) | | | | | | | | 0000 0000 | 0000 0000 |
| 01h | TMR0 | Timer0 module's register | | | | | | | | xxxx xxxx | uuuu uuuu |
| 02h(1) | PCL | Program Counter's (PC) Least Significant Byte | | | | | | | | 0000 0000 | 0000 0000 |
| 03h(1) | STATUS | IRP(4) | RP1(4) | RP0 | $\overline{TO}$ | $\overline{PD}$ | Z | DC | C | 0001 1xxx | 000q quuu |
| 04h(1) | FSR | Indirect data memory address pointer | | | | | | | | xxxx xxxx | uuuu uuuu |
| 05h | GPIO | SCL(5) | SDA(5) | GP5 | GP4 | GP3 | GP2 | GP1 | GP0 | 11xx xxxx | 11uu uuuu |
| 06h | — | Unimplemented | | | | | | | | — | — |
| 07h | — | Unimplemented | | | | | | | | — | — |
| 08h | — | Unimplemented | | | | | | | | — | — |
| 09h | — | Unimplemented | | | | | | | | — | — |
| 0Ah(1,2) | PCLATH | — | — | — | Write Buffer for the upper 5 bits of the Program Counter | | | | | ---0 0000 | ---0 0000 |
| 0Bh(1) | INTCON | GIE | PEIE | T0IE | INTE | GPIE | T0IF | INTF | GPIF | 0000 000x | 0000 000u |
| 0Ch | PIR1 | — | ADIF | — | — | — | — | — | — | -0-- ---- | -0-- ---- |
| 0Dh | — | Unimplemented | | | | | | | | — | — |
| 0Eh | — | Unimplemented | | | | | | | | — | — |
| 0Fh | — | Unimplemented | | | | | | | | — | — |
| 10h | — | Unimplemented | | | | | | | | — | — |
| 11h | — | Unimplemented | | | | | | | | — | — |
| 12h | — | Unimplemented | | | | | | | | — | — |
| 13h | — | Unimplemented | | | | | | | | — | — |
| 14h | — | Unimplemented | | | | | | | | — | — |
| 15h | — | Unimplemented | | | | | | | | — | — |
| 16h | — | Unimplemented | | | | | | | | — | — |
| 17h | — | Unimplemented | | | | | | | | — | — |
| 18h | — | Unimplemented | | | | | | | | — | — |
| 19h | — | Unimplemented | | | | | | | | — | — |
| 1Ah | — | Unimplemented | | | | | | | | — | — |
| 1Bh | — | Unimplemented | | | | | | | | — | — |
| 1Ch | — | Unimplemented | | | | | | | | — | — |
| 1Dh | — | Unimplemented | | | | | | | | — | — |
| 1Eh | ADRES | A/D Result Register | | | | | | | | xxxx xxxx | uuuu uuuu |
| 1Fh | ADCON0 | ADCS1 | ADCS0 | reserved | CHS1 | CHS0 | GO/$\overline{DONE}$ | reserved | ADON | 0000 0000 | 0000 0000 |

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

**Note 1:** These registers can be addressed from either bank.

**2:** The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8> whose contents are transferred to the upper byte of the program counter.

**3:** Other (non power-up) resets include external reset through $\overline{MCLR}$ and Watchdog Timer Reset.

**4:** The IRP and RP1 bits are reserved on the PIC12C67X; always maintain these bits clear.

**5:** The SCL (GP7) and SDA (GP6) bits are unimplemented on the PIC12C671/672 and read as '0'.

**TABLE 4-1: PIC12C67X SPECIAL FUNCTION REGISTER SUMMARY (CONT.)**

| Address | Name | Bit 7 | Bit 6 | Bit 5 | Bit 4 | Bit 3 | Bit 2 | Bit 1 | Bit 0 | Value on Power-on Reset | Value on all other Resets(3) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| **Bank 1** | | | | | | | | | | | |
| 80h(1) | INDF | Addressing this location uses contents of FSR to address data memory (not a physical register) | | | | | | | | 0000 0000 | 0000 0000 |
| 81h | OPTION | $\overline{GPPU}$ | INTEDG | T0CS | T0SE | PSA | PS2 | PS1 | PS0 | 1111 1111 | 1111 1111 |
| 82h(1) | PCL | Program Counter's (PC) Least Significant Byte | | | | | | | | 0000 0000 | 0000 0000 |
| 83h(1) | STATUS | IRP(4) | RP1(4) | RP0 | $\overline{TO}$ | $\overline{PD}$ | Z | DC | C | 0001 1xxx | 000q quuu |
| 84h(1) | FSR | Indirect data memory address pointer | | | | | | | | xxxx xxxx | uuuu uuuu |
| 85h | TRIS | — | — | GPIO Data Direction Register | | | | | | --11 1111 | --11 1111 |
| 86h | — | Unimplemented | | | | | | | | — | — |
| 87h | — | Unimplemented | | | | | | | | — | — |
| 88h | — | Unimplemented | | | | | | | | — | — |
| 89h | — | Unimplemented | | | | | | | | — | — |
| 8Ah(1,2) | PCLATH | — | — | — | Write Buffer for the upper 5 bits of the PC | | | | | ---0 0000 | ---0 0000 |
| 8Bh(1) | INTCON | GIE | PEIE | T0IE | INTE | GPIE | T0IF | INTF | GPIF | 0000 000x | 0000 000u |
| 8Ch | PIE1 | — | ADIE | — | — | — | — | — | — | -0-- ---- | -0-- ---- |
| 8Dh | — | Unimplemented | | | | | | | | — | — |
| 8Eh | PCON | — | — | — | — | — | — | $\overline{POR}$ | — | ---- --0- | ---- --u- |
| 8Fh | OSCCAL | CAL3 | CAL2 | CAL1 | CAL0 | CALFST | CALSLW | — | — | 0111 00-- | uuuu uu-- |
| 90h | — | Unimplemented | | | | | | | | — | — |
| 91h | — | Unimplemented | | | | | | | | — | — |
| 92h | — | Unimplemented | | | | | | | | — | — |
| 93h | — | Unimplemented | | | | | | | | — | — |
| 94h | — | Unimplemented | | | | | | | | — | — |
| 95h | — | Unimplemented | | | | | | | | — | — |
| 96h | — | Unimplemented | | | | | | | | — | — |
| 97h | — | Unimplemented | | | | | | | | — | — |
| 98h | — | Unimplemented | | | | | | | | — | — |
| 99h | — | Unimplemented | | | | | | | | — | — |
| 9Ah | — | Unimplemented | | | | | | | | — | — |
| 9Bh | — | Unimplemented | | | | | | | | — | — |
| 9Ch | — | Unimplemented | | | | | | | | — | — |
| 9Dh | — | Unimplemented | | | | | | | | — | — |
| 9Eh | — | Unimplemented | | | | | | | | — | — |
| 9Fh | ADCON1 | — | — | — | — | — | PCFG2 | PCFG1 | PCFG0 | ---- -000 | ---- -000 |

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

**Note 1:** These registers can be addressed from either bank.

**2:** The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8> whose contents are transferred to the upper byte of the program counter.

**3:** Other (non power-up) resets include external reset through $\overline{MCLR}$ and Watchdog Timer Reset.

**4:** The IRP and RP1 bits are reserved on the PIC12C67X; always maintain these bits clear.

**5:** The SCL (GP7) and SDA (GP6) bits are unimplemented on the PIC12C671/672 and read as '0'.

4.2.2.1 STATUS REGISTER

The STATUS Register, shown in Register 4-1, contains the arithmetic status of the ALU, the RESET status and the bank select bits for data memory.

The STATUS Register can be the destination for any instruction, as with any other register. If the STATUS Register is the destination for an instruction that affects the Z, DC or C bits, then the write to these three bits is disabled. These bits are set or cleared according to the device logic. Furthermore, the $\overline{TO}$ and $\overline{PD}$ bits are not writable. Therefore, the result of an instruction with the STATUS Register as destination may be different than intended.

For example, `CLRF STATUS` will clear the upper three bits and set the Z bit. This leaves the STATUS Register as `000u u1uu` (where `u` = unchanged).

It is recommended, therefore, that only `BCF`, `BSF`, `SWAPF` and `MOVWF` instructions are used to alter the STATUS Register, because these instructions do not affect the Z, C or DC bits from the STATUS Register. For other instructions, not affecting any status bits, see the "Instruction Set Summary."

**Note 1:** Bits IRP and RP1 (STATUS<7:6>) are not used by the PIC12C67X and should be maintained clear. Use of these bits as general purpose R/W bits is NOT recommended, since this may affect upward compatibility with future products.

**2:** The C and DC bits operate as a $\overline{\text{borrow}}$ and $\overline{\text{digit borrow}}$ bit, respectively, in subtraction. See the `SUBLW` and `SUBWF` instructions for examples.

**REGISTER 4-1: STATUS REGISTER (ADDRESS 03h, 83h)**

| Reserved | Reserved | R/W-0 | R-1 | R-1 | R/W-x | R/W-x | R/W-x |
|---|---|---|---|---|---|---|---|
| IRP | RP1 | RP0 | $\overline{TO}$ | $\overline{PD}$ | Z | DC | C |
| bit7 | | | | | | | bit0 |

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

bit 7: **IRP:** Register Bank Select bit (used for indirect addressing)
`1` = Bank 2, 3 (100h - 1FFh)
`0` = Bank 0, 1 (00h - FFh)
The IRP bit is reserved; always maintain this bit clear.

bit 6-5: **RP<1:0>:** Register Bank Select bits (used for direct addressing)
`11` = Bank 3 (180h - 1FFh)
`10` = Bank 2 (100h - 17Fh)
`01` = Bank 1 (80h - FFh)
`00` = Bank 0 (00h - 7Fh)
Each bank is 128 bytes. The RP1 bit is reserved; always maintain this bit clear.

bit 4: **$\overline{TO}$:** Time-out bit
`1` = After power-up, `CLRWDT` instruction, or `SLEEP` instruction
`0` = A WDT time-out occurred

bit 3: **$\overline{PD}$:** Power-down bit
`1` = After power-up or by the `CLRWDT` instruction
`0` = By execution of the `SLEEP` instruction

bit 2: **Z:** Zero bit
`1` = The result of an arithmetic or logic operation is zero
`0` = The result of an arithmetic or logic operation is not zero

bit 1: **DC:** Digit Carry/$\overline{\text{borrow}}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions) (for $\overline{\text{borrow}}$ the polarity is reversed)
`1` = A carry-out from the 4th low order bit of the result occurred
`0` = No carry-out from the 4th low order bit of the result

bit 0: **C:** Carry/$\overline{\text{borrow}}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)
`1` = A carry-out from the most significant bit of the result occurred
`0` = No carry-out from the most significant bit of the result occurred

**Note:** For $\overline{\text{borrow}}$ the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand. For rotate (`RRF`, `RLF`) instructions, this bit is loaded with either the high or low order bit of the source register.

4.2.2.2 OPTION REGISTER

The OPTION Register is a readable and writable register, which contains various control bits to configure the TMR0/WDT prescaler, the External INT Interrupt, TMR0 and the weak pull-ups on GPIO.

| **Note:** | To achieve a 1:1 prescaler assignment for the TMR0 register, assign the prescaler to the Watchdog Timer by setting bit PSA (OPTION<3>). |
|---|---|

**REGISTER 4-2: OPTION REGISTER (ADDRESS 81h)**

| R/W-1 | R/W-1 | R/W-1 | R/W-1 | R/W-1 | R/W-1 | R/W-1 | R/W-1 |
|---|---|---|---|---|---|---|---|
| $\overline{\text{GPPU}}$ | INTEDG | T0CS | T0SE | PSA | PS2 | PS1 | PS0 |
| bit7 | | | | | | | bit0 |

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

bit 7: **$\overline{\text{GPPU}}$:** Weak Pull-up Enable
1 = Weak pull-ups disabled
0 = Weak pull-ups enabled (GP0, GP1, GP3)

bit 6: **INTEDG:** Interrupt Edge
1 = Interrupt on rising edge of GP2/T0CKI/AN2/INT pin
0 = Interrupt on falling edge of GP2/T0CKI/AN2/INT pin

bit 5: **T0CS:** TMR0 Clock Source Select bit
1 = Transition on GP2/T0CKI/AN2/INT pin
0 = Internal instruction cycle clock (CLKOUT)

bit 4: **T0SE:** TMR0 Source Edge Select bit
1 = Increment on high-to-low transition on GP2/T0CKI/AN2/INT pin
0 = Increment on low-to-high transition on GP2/T0CKI/AN2/INT pin

bit 3: **PSA:** Prescaler Assignment bit
1 = Prescaler is assigned to the WDT
0 = Prescaler is assigned to the Timer0 module

bit 2-0: **PS<2:0>**: Prescaler Rate Select bits

| Bit Value | TMR0 Rate | WDT Rate |
|---|---|---|
| 000 | 1 : 2 | 1 : 1 |
| 001 | 1 : 4 | 1 : 2 |
| 010 | 1 : 8 | 1 : 4 |
| 011 | 1 : 16 | 1 : 8 |
| 100 | 1 : 32 | 1 : 16 |
| 101 | 1 : 64 | 1 : 32 |
| 110 | 1 : 128 | 1 : 64 |
| 111 | 1 : 256 | 1 : 128 |

4.2.2.3 INTCON REGISTER

The INTCON Register is a readable and writable register, which contains various enable and flag bits for the TMR0 Register overflow, GPIO port change and external GP2/INT pin interrupts.

| **Note:** | Interrupt flag bits get set when an interrupt condition occurs, regardless of the state of its corresponding enable bit or the global enable bit, GIE (INTCON<7>). |
|---|---|

**REGISTER 4-3: INTCON REGISTER (ADDRESS 0Bh, 8Bh)**

| R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-0 | R/W-x |
|---|---|---|---|---|---|---|---|
| GIE | PEIE | T0IE | INTE | GPIE | T0IF | INTF | GPIF |
| bit7 | | | | | | | bit0 |

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

bit 7: **GIE:** Global Interrupt Enable bit
1 = Enables all un-masked interrupts
0 = Disables all interrupts

bit 6: **PEIE:** Peripheral Interrupt Enable bit
1 = Enables all un-masked peripheral interrupts
0 = Disables all peripheral interrupts

bit 5: **T0IE:** TMR0 Overflow Interrupt Enable bit
1 = Enables the TMR0 interrupt
0 = Disables the TMR0 interrupt

bit 4: **INTE:** INT External Interrupt Enable bit
1 = Enables the external interrupt on GP2/INT/T0CKI/AN2 pin
0 = Disables the external interrupt on GP2/INT/T0CKI/AN2 pin

bit 3: **GPIE:** GPIO Interrupt on Change Enable bit
1 = Enables the GPIO Interrupt on Change
0 = Disables the GPIO Interrupt on Change

bit 2: **T0IF:** TMR0 Overflow Interrupt Flag bit
1 = TMR0 register has overflowed (must be cleared in software)
0 = TMR0 register did not overflow

bit 1: **INTF:** INT External Interrupt Flag bit
1 = The external interrupt on GP2/INT/T0CKI/AN2 pin occurred (must be cleared in software)
0 = The external interrupt on GP2/INT/T0CKI/AN2 pin did not occur

bit 0: **GPIF:** GPIO Interrupt on Change Flag bit
1 = GP0, GP1 or GP3 pins changed state (must be cleared in software)
0 = Neither GP0, GP1 nor GP3 pins have changed state

4.2.2.4 PIE1 REGISTER

This register contains the individual enable bits for the Peripheral interrupts.

| **Note:** | Bit PEIE (INTCON<6>) must be set to enable any peripheral interrupt. |
|---|---|

**REGISTER 4-4: PIE1 REGISTER (ADDRESS 8Ch)**

| U-0 | R/W-0 | U-0 | U-0 | U-0 | U-0 | U-0 | U-0 |
|---|---|---|---|---|---|---|---|
| — | ADIE | — | — | — | — | — | — |
| bit7 | | | | | | | bit0 |

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

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

bit 6: **ADIE:** A/D Converter Interrupt Enable bit
1 = Enables the A/D interrupt
0 = Disables the A/D interrupt

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

4.2.2.5 PIR1 REGISTER

This register contains the individual flag bits for the Peripheral interrupts.

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

**REGISTER 4-5: PIR1 REGISTER (ADDRESS 0Ch)**

| U-0 | R/W-0 | U-0 | U-0 | U-0 | U-0 | U-0 | U-0 |
|---|---|---|---|---|---|---|---|
| — | ADIF | — | — | — | — | — | — |
| bit7 | | | | | | | bit0 |

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

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

bit 6: **ADIF:** A/D Converter Interrupt Flag bit
1 = An A/D conversion completed (must be cleared in software)
0 = The A/D conversion is not complete

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

4.2.2.6 PCON REGISTER

The Power Control (PCON) Register contains a flag bit to allow differentiation between a Power-on Reset (POR), an external $\overline{MCLR}$ Reset and a WDT Reset.

**REGISTER 4-6: PCON REGISTER (ADDRESS 8Eh)**

| U-0 | U-0 | U-0 | U-0 | U-0 | U-0 | R/W-0 | U-0 |
|---|---|---|---|---|---|---|---|
| — | — | — | — | — | — | $\overline{POR}$ | — |
| bit7 | | | | | | | bit0 |

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

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

bit 1: **$\overline{POR}$:** Power-on Reset Status bit
1 = No Power-on Reset occurred
0 = A Power-on Reset occurred (must be set in software after a Power-on Reset occurs)

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

4.2.2.7 OSCCAL REGISTER

The Oscillator Calibration (OSCCAL) Register is used to calibrate the internal 4 MHz oscillator. It contains four bits for fine calibration and two other bits to either increase or decrease frequency.

**REGISTER 4-7: OSCCAL REGISTER (ADDRESS 8Fh)**

| R/W-0 | R/W-1 | R/W-1 | R/W-1 | R/W-0 | R/W-0 | U-0 | U-0 |
|---|---|---|---|---|---|---|---|
| CAL3 | CAL2 | CAL1 | CAL0 | CALFST | CALSLW | — | — |
| bit7 | | | | | | | bit0 |

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
- n = Value at POR reset

bit 7-4: **CAL<3:0>:** Fine Calibration

bit 3: **CALFST:** Calibration Fast
1 = Increase frequency
0 = No change

bit 2: **CALSLW:** Calibration Slow
1 = Decrease frequency
0 = No change

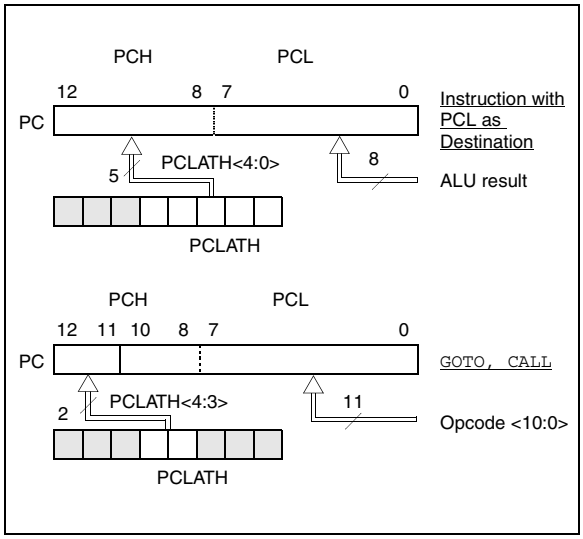
bit 1-0: **Unimplemented:** Read as '0'

**Note:** If CALFST = 1 and CALSLW = 1, CALFST has precedence.

## 4.3 PCL and PCLATH

The Program Counter (PC) is 13-bits wide. The low byte comes from the PCL Register, which is a readable and writable register. The high byte (PC<12:8>) is not directly readable or writable and comes from PCLATH. On any reset, the PC is cleared. Figure 4-3 shows the two situations for the loading of the PC. The upper example in the figure shows how the PC is loaded on a write to PCL (PCLATH<4:0> → PCH). The lower example in the figure shows how the PC is loaded during a CALL or GOTO instruction (PCLATH<4:3> → PCH).

**FIGURE 4-3: LOADING OF PC IN DIFFERENT SITUATIONS**




### 4.3.1 COMPUTED GOTO

A Computed GOTO is accomplished by adding an offset to the program counter (ADDWF PCL). When doing a table read using a computed GOTO method, care should be exercised if the table location crosses a PCL memory boundary (each 256 byte block). Refer to the application note *"Implementing a Table Read"* (AN556).

### 4.3.2 STACK

The PIC12C67X family has an 8-level deep x 13-bit wide hardware stack. The stack space is not part of either program or data space and the stack pointer is not readable or writable. The PC is PUSHed onto the stack when a CALL instruction is executed or an interrupt causes a branch. The stack is POPed in the event of a RETURN, RETLW or a RETFIE instruction execution. PCLATH is not affected by a PUSH or POP operation.

The stack operates as a circular buffer. This means that after the stack has been PUSHed eight times, the ninth push overwrites the value that was stored from the first push. The tenth push overwrites the second push (and so on).

**Note 1:** There are no status bits to indicate stack overflow or stack underflow conditions.

**2:** There are no instructions/mnemonics called PUSH or POP. These are actions that occur from the execution of the CALL, RETURN, RETLW, and RETFIE instructions, or the vectoring to an interrupt address.

## 4.4 Program Memory Paging

The PIC12C67X ignores both paging bits PCLATH<4:3>, which are used to access program memory when more than one page is available. The use of PCLATH<4:3> as general purpose read/write bits for the PIC12C67X is not recommended since this may affect upward compatibility with future products.

### 4.5 Indirect Addressing, INDF and FSR Registers

The INDF Register is not a physical register. Addressing the INDF Register will cause indirect addressing.

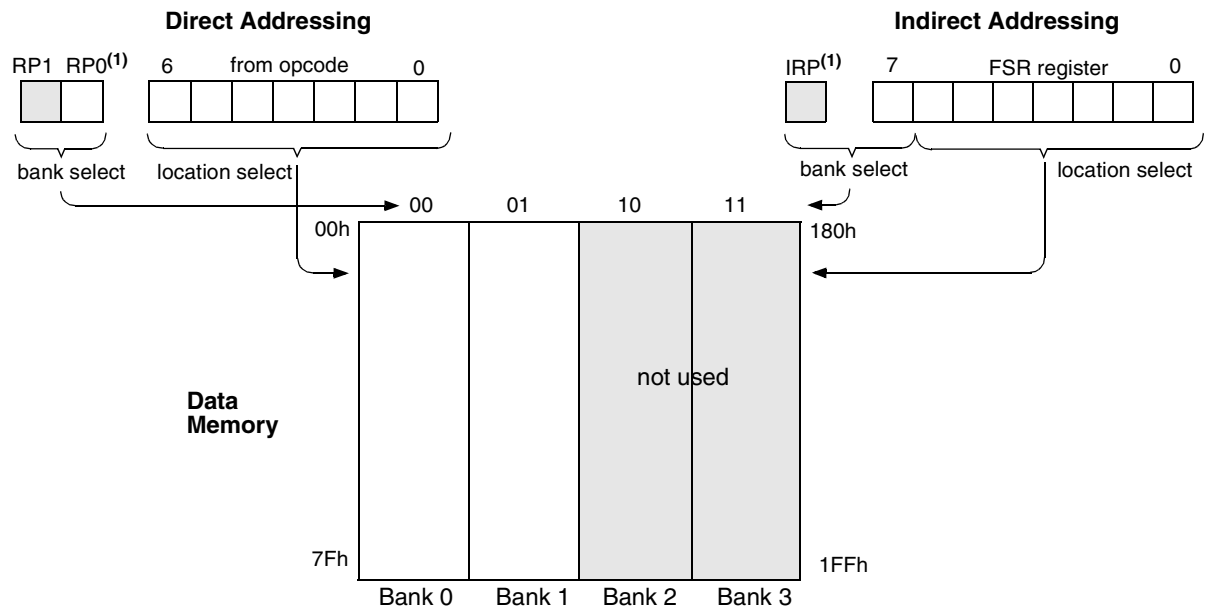
Any instruction using the INDF register actually accesses the register pointed to by the File Select Register, FSR. Reading the INDF Register itself indirectly (FSR = '0') will read 00h. Writing to the INDF Register indirectly results in a no-operation (although status bits may be affected). An effective 9-bit address is obtained by concatenating the 8-bit FSR Register and the IRP bit (STATUS<7>), as shown in Figure 4-4. However, IRP is not used in the PIC12C67X.

A simple program to clear RAM locations 20h-2Fh using indirect addressing is shown in Example 4-1.

**EXAMPLE 4-1: INDIRECT ADDRESSING**

```
        movlw   0x20    ;initialize pointer
        movwf   FSR     ;to RAM
NEXT    clrf    INDF    ;clear INDF register
        incf    FSR,F   ;inc pointer
        btfss   FSR,4   ;all done?
        goto    NEXT    ;no clear next
CONTINUE
        :               ;yes continue
```

**FIGURE 4-4: DIRECT/INDIRECT ADDRESSING**




For register file map detail see Figure 4-2.

**Note 1:** The RP1 and IRP bits are reserved; always maintain these bits clear.

**NOTES:**

## 5.0 I/O PORT

As with any other register, the I/O register can be written and read under program control. However, read instructions (i.e., `MOVF GPIO,W`) always read the I/O pins independent of the pin's input/output modes. On RESET, all I/O ports are defined as input (inputs are at hi-impedance), since the I/O control registers are all set.

### 5.1 GPIO

GPIO is an 8-bit I/O register. Only the low order 6 bits are used (GP<5:0>). Bits 6 and 7 (SDA and SCL, respectively) are used by the EEPROM peripheral on the PIC12CE673/674. Refer to Section 6.0 and Appendix B for use of SDA and SCL. Please note that GP3 is an input only pin. The configuration word can set several I/O's to alternate functions. When acting as alternate functions, the pins will read as '0' during port read. Pins GP0, GP1 and GP3 can be configured with weak pull-ups and also with interrupt-on-change. The interrupt on change and weak pull-up functions are not pin selectable. If pin 4, (GP3), is configured as $\overline{MCLR}$, a weak pull-up is always on. Interrupt-on-change for this pin is not set and GP3 will read as '0'. Interrupt-on-change is enabled by setting bit GPIE, INTCON<3>. Note that external oscillator use overrides the GPIO functions on GP4 and GP5.

### 5.2 TRIS Register

This register controls the data direction for GPIO. A '1' from a TRIS Register bit puts the corresponding output driver in a hi-impedance mode. A '0' puts the contents of the output data latch on the selected pins, enabling the output buffer. The exceptions are GP3, which is input only and its TRIS bit will always read as '1', while GP6 and GP7 TRIS bits will read as '0'.

| **Note:** | A read of the ports reads the pins, not the output data latches. That is, if an output driver on a pin is enabled and driven high, but the external system is holding it low, a read of the port will indicate that the pin is low. |
|---|---|

Upon reset, the TRIS Register is all '1's, making all pins inputs.

TRIS for pins GP4 and GP5 is forced to a '1' where appropriate. Writes to TRIS <5:4> will have an effect in EXTRC and INTRC oscillator modes only. When GP4 is configured as CLKOUT, changes to TRIS<4> will have no effect.

### 5.3 I/O Interfacing

The equivalent circuit for an I/O port pin is shown in Figure 5-1 through Figure 5-5. All port pins, except GP3, which is input only, may be used for both input and output operations. For input operations, these ports are non-latching. Any input must be present until read by an input instruction (i.e., `MOVF GPIO,W`). The outputs are latched and remain unchanged until the output latch is rewritten. To use a port pin as output, the corresponding direction control bit in TRIS must be cleared (= 0). For use as an input, the corresponding TRIS bit must be set. Any I/O pin (except GP3) can be programmed individually as input or output.

Port pins GP6 (SDA) and GP7 (SCL) are used for the serial EEPROM interface on the PIC12CE673/674. These port pins are not available externally on the package. Users should avoid writing to pins GP6 (SDA) and GP7 (SCL) when not communicating with the serial EEPROM memory. Please see Section 6.0, EEPROM Peripheral Operation, for information on serial EEPROM communication.

| **Note:** | On a Power-on Reset, GP0, GP1, GP2 and GP4 are configured as analog inputs and read as '0'. |
|---|---|