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PIC16F72
Data Sheet

28-Pin, 8-Bit CMOS FLASH Microcontoller with A/D Converter

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PIC16F72

28-Pin, 8-Bit CMOS FLASH MCU with A/D Converter

Device Included:

- PIC16F72

High Performance RISC CPU:

- Only 35 single word instructions to learn
- All single cycle instructions except for program branches, which are two-cycle
- Operating speed: DC - 20 MHz clock input
  DC - 200 ns instruction cycle
- 2K x 14 words of Program Memory, 128 x 8 bytes of Data Memory (RAM)
- Pinout compatible to PIC16C72/72A and PIC16F872
- Interrupt capability
- Eight-level deep hardware stack
- Direct, Indirect and Relative Addressing modes

Peripheral Features:

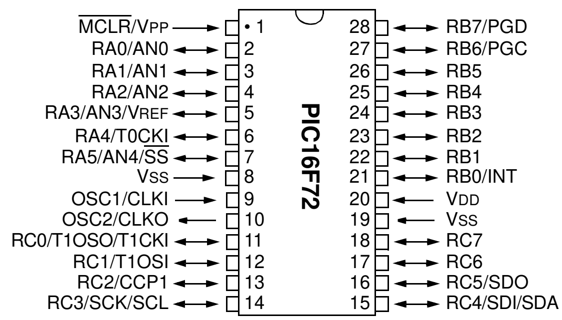
- High Sink/Source Current: 25 mA
- Timer0: 8-bit timer/counter with 8-bit prescaler
- Timer1: 16-bit timer/counter with prescaler, can be incremented during SLEEP via external crystal/clock
- Timer2: 8-bit timer/counter with 8-bit period register, prescaler and postscaler
- Capture, Compare, PWM (CCP) module
  - Capture is 16-bit, max. resolution is 12.5 ns
  - Compare is 16-bit, max. resolution is 200 ns
  - PWM max. resolution is 10-bit
- 8-bit, 5-channel analog-to-digital converter
- Synchronous Serial Port (SSP) with SPI™ (Master/Slave) and I^2C™ (Slave)
- Brown-out detection circuitry for Brown-out Reset (BOR)

CMOS Technology:

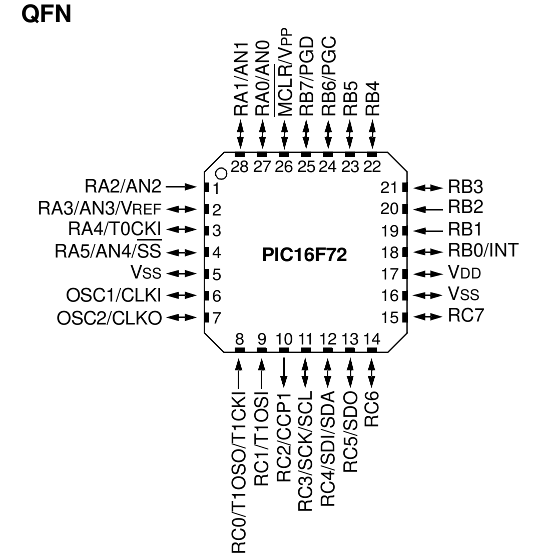
- Low power, high speed CMOS FLASH technology
- Fully static design
- Wide operating voltage range: 2.0V to 5.5V
- Industrial temperature range
- Low power consumption:
  - < 0.6 mA typical @ 3V, 4 MHz
  - 20 µA typical @ 3V, 32 kHz
  - < 1 µA typical standby current

Pin Diagrams

PDIP, SOIC, SSOP



QFN



Special Microcontroller Features:

- 1,000 erase/write cycle FLASH program memory typical
- 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
- Selectable oscillator options
- In-Circuit Serial Programming™ (ICSP™) via 2 pins
- Processor read access to program memory

Key Reference Manual Features	PIC16F72
Operating Frequency	DC - 20 MHz
RESETS and (Delays)	POR, BOR, (PWRT, OST)
FLASH Program Memory - (14-bit words, 1000 E/W cycles)	2K
Data Memory - RAM (8-bit bytes)	128
Interrupts	8
I/O Ports	PORTA, PORTB, PORTC
Timers	Timer0, Timer1, Timer2
Capture/Compare/PWM Modules	1
Serial Communications	SSP
8-bit A/D Converter	5 channels
Instruction Set (No. of Instructions)	35

Table of Contents

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NOTES:

1.0 DEVICE OVERVIEW

This document contains device specific information for the operation of the PIC16F72 device. Additional information may be found in the PIC™ Mid-Range MCU Reference Manual (DS33023), which may be downloaded from the Microchip website. The Reference Manual should be considered a complementary document to this data sheet, and is highly recommended reading for a better understanding of the device architecture and operation of the peripheral modules.

The PIC16F72 belongs to the Mid-Range family of the PIC devices. A block diagram of the device is shown in Figure 1-1.

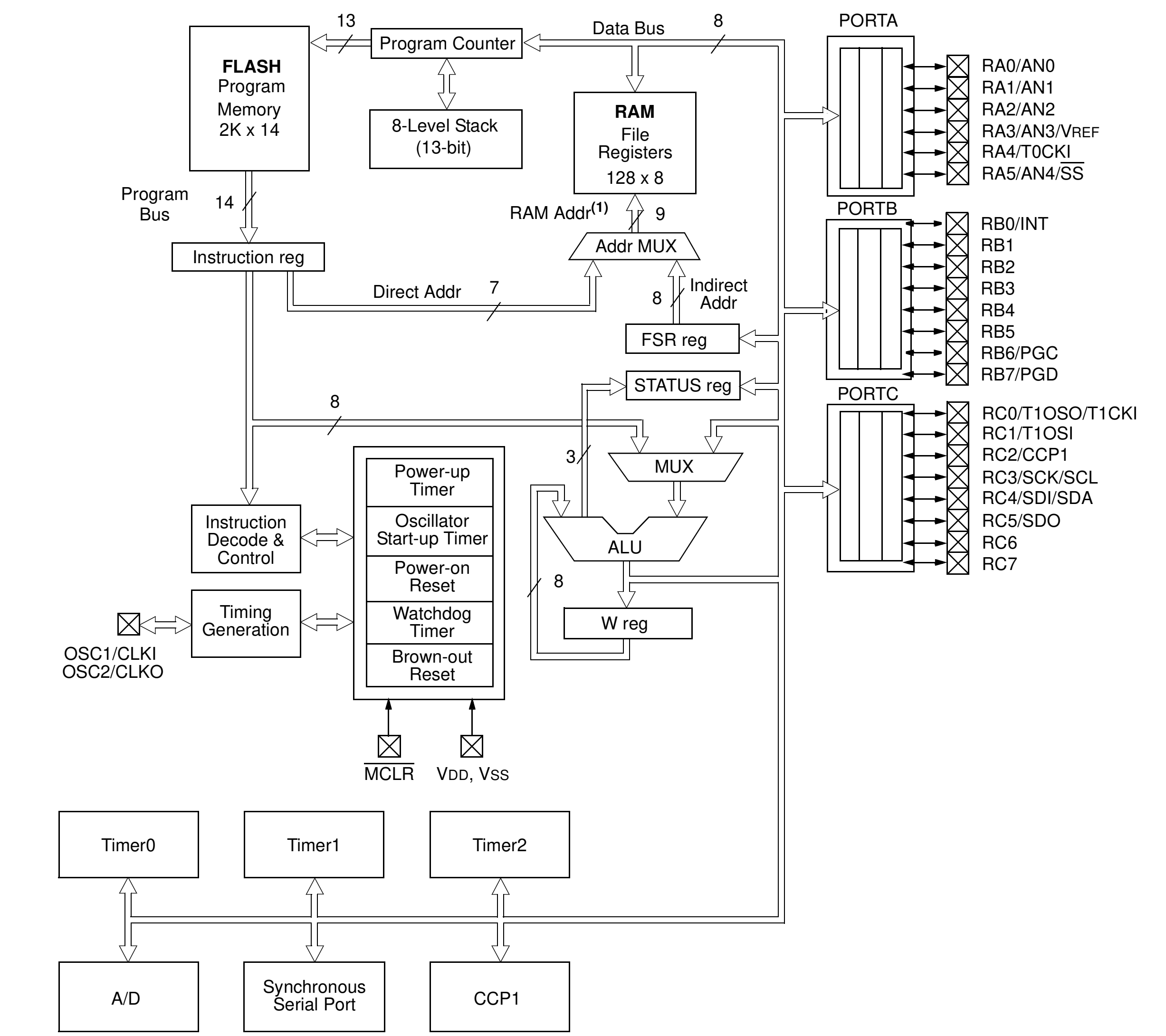
The program memory contains 2K words, which translate to 2048 instructions, since each 14-bit program memory word is the same width as each device instruction. The data memory (RAM) contains 128 bytes.

There are 22 I/O pins that are user configurable on a pin-to-pin basis. Some pins are multiplexed with other device functions. These functions include:

- External interrupt
- Change on PORTB interrupt
- Timer0 clock input
- Timer1 clock/oscillator
- Capture/Compare/PWM
- A/D converter
- SPI/I^{2}C

Table 1-1 details the pinout of the device with descriptions and details for each pin.

FIGURE 1-1: PIC16F72 BLOCK DIAGRAM



Note 1: Higher order bits are from the STATUS register.

TABLE 1-1: PIC16F72 PINOUT DESCRIPTION

Pin Name	PDIP, SOIC, SSOP Pin#	MLF Pin#	I/O/P Type	Buffer Type	Description
OSC1/CLKI	9	6	I	ST/CMOS(3)	Oscillator crystal input/external clock source input.
OSC2/CLKO	10	7	O	—	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode. In RC mode, the OSC2 pin outputs CLKO, which has 1/4 the frequency of OSC1, and denotes the instruction cycle rate.
$\overline{MCLR}$/VPP	1	26	I/P	ST	Master Clear (Reset) input or programming voltage input. This pin is an active low RESET to the device.
					PORTA is a bi-directional I/O port.
RA0/AN0	2	27	I/O	TTL	RA0 can also be analog input0.
RA1/AN1	3	28	I/O	TTL	RA1 can also be analog input1.
RA2/AN2	4	1	I/O	TTL	RA2 can also be analog input2.
RA3/AN3/VREF	5	2	I/O	TTL	RA3 can also be analog input3 or analog reference voltage.
RA4/T0CKI	6	3	I/O	ST	RA4 can also be the clock input to the Timer0 module. Output is open drain type.
RA5/AN4/$\overline{SS}$	7	4	I/O	TTL	RA5 can also be analog input4 or the slave select for the synchronous serial port.
					PORTB is a bi-directional I/O port. PORTB can be software programmed for internal weak pull-up on all inputs.
RB0/INT	21	18	I/O	TTL/ST(1)	RB0 can also be the external interrupt pin.
RB1	22	19	I/O	TTL	
RB2	23	20	I/O	TTL	
RB3	24	21	I/O	TTL	
RB4	25	22	I/O	TTL	Interrupt-on-change pin.
RB5	26	23	I/O	TTL	Interrupt-on-change pin.
RB6/PGC	27	24	I/O	TTL/ST(2)	Interrupt-on-change pin. Serial programming clock.
RB7/PGD	28	25	I/O	TTL/ST(2)	Interrupt-on-change pin. Serial programming data.
					PORTC is a bi-directional I/O port.
RC0/T1OSO/ T1CKI	11	8	I/O	ST	RC0 can also be the Timer1 oscillator output or Timer1 clock input.
RC1/T1OSI	12	9	I/O	ST	RC1 can also be the Timer1 oscillator input.
RC2/CCP1	13	10	I/O	ST	RC2 can also be the Capture1 input/Compare1 output/ PWM1 output.
RC3/SCK/SCL	14	11	I/O	ST	RC3 can also be the synchronous serial clock input/output for both SPI and I^2C modes.
RC4/SDI/SDA	15	12	I/O	ST	RC4 can also be the SPI Data In (SPI mode) or Data I/O (I^2C mode).
RC5/SDO	16	13	I/O	ST	RC5 can also be the SPI Data Out (SPI mode).
RC6	17	14	I/O	ST	
RC7	18	15	I/O	ST	
VSS	8, 19	5, 16	P	—	Ground reference for logic and I/O pins.
VDD	20	17	P	—	Positive supply 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

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

2.0 MEMORY ORGANIZATION

There are two memory blocks in the PIC16F72 device. These are the program memory and the data memory. Each block has separate buses so that concurrent access can occur. Program memory and data memory are explained in this section. Program memory can be read internally by the user code (see Section 7.0).

The data memory can further be broken down into the general purpose RAM and the Special Function Registers (SFRs). The operation of the SFRs that control the "core" are described here. The SFRs used to control the peripheral modules are described in the section discussing each individual peripheral module.

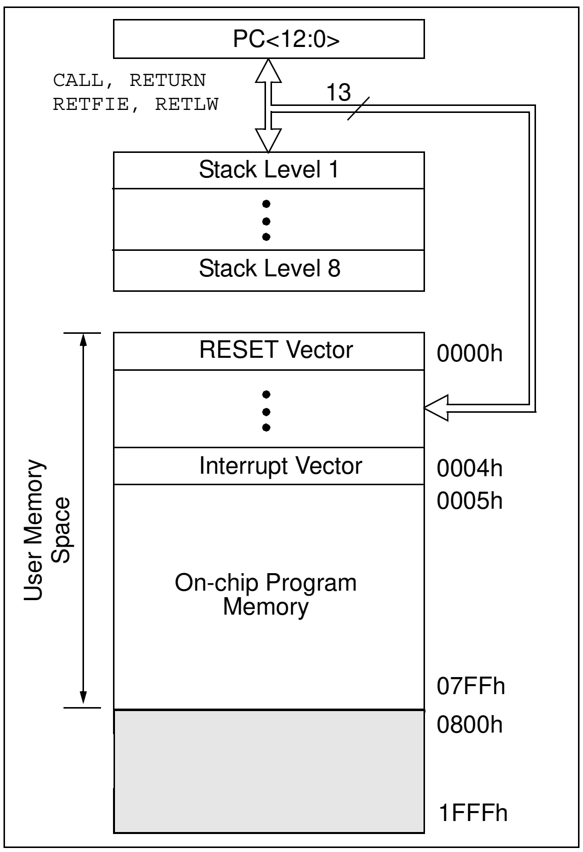
Additional information on device memory may be found in the PIC™ Mid-Range Reference Manual, (DS33023).

2.1 Program Memory Organization

PIC16F72 devices have a 13-bit program counter capable of addressing a 8K x 14 program memory space. The address range for this program memory is 0000h - 07FFh. 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 2-1: PROGRAM MEMORY MAP AND STACK



2.2 Data Memory Organization

The Data Memory is partitioned into multiple banks that contain the General Purpose Registers and the Special Function Registers. Bits RP1 (STATUS<6>) and RP0 (STATUS<5>) are the bank select bits.

RP1:RP0	Bank
00	0
01	1
10	2
11	3

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.

All implemented banks contain SFRs. Some "high use" SFRs from one bank may be mirrored in another bank, for code reduction and quicker access (e.g., the STATUS register is in Banks 0 - 3).

2.2.1 GENERAL PURPOSE REGISTER FILE

The register file can be accessed either directly, or indirectly, through the File Select Register FSR (see Section 2.5).

FIGURE 2-2: PIC16F72 REGISTER FILE MAP

File Address	Bank 0	File Address	Bank 1	File Address	Bank 2	File Address	Bank 3
00h	Indirect addr.(*)	80h	Indirect addr.(*)	100h	Indirect addr.(*)	180h	Indirect addr.(*)
01h	TMR0	81h	OPTION	101h	TMR0	181h	OPTION
02h	PCL	82h	PCL	102h	PCL	182h	PCL
03h	STATUS	83h	STATUS	103h	STATUS	183h	STATUS
04h	FSR	84h	FSR	104h	FSR	184h	FSR
05h	PORTA	85h	TRISA	105h		185h	
06h	PORTB	86h	TRISB	106h	PORTB	186h	TRISB
07h	PORTC	87h	TRISC	107h		187h	
08h		88h		108h		188h	
09h		89h		109h		189h	
0Ah	PCLATH	8Ah	PCLATH	10Ah	PCLATH	18Ah	PCLATH
0Bh	INTCON	8Bh	INTCON	10Bh	INTCON	18Bh	INTCON
0Ch	PIR1	8Ch	PIE1	10Ch	PMDATL	18Ch	PMCON1
0Dh		8Dh		10Dh	PMADRL	18Dh	
0Eh	TMR1L	8Eh	PCON	10Eh	PMDATH	18Eh	
0Fh	TMR1H	8Fh		10Fh	PMADRH	18Fh	
10h	T1CON	90h		110h		190h	
11h	TMR2	91h					
12h	T2CON	92h	PR2				
13h	SSPBUF	93h	SSPADD				
14h	SSPCON	94h	SSPSTAT				
15h	CCPR1L	95h					
16h	CCPR1H	96h					
17h	CCP1CON	97h					
18h		98h					
19h		99h					
1Ah		9Ah					
1Bh		9Bh					
1Ch		9Ch					
1Dh		9Dh					
1Eh	ADRES	9Eh					
1Fh	ADCON0	9Fh	ADCON1	11Fh		19Fh	
20h–7Fh	General Purpose Register 96 Bytes	A0h–BFh	General Purpose Register 32 Bytes	120h–17Fh	accesses 20h-7Fh	1A0h–1BFh	accesses A0h -BFh
		C0h–FFh	accesses 40h-7Fh			1C0h–1FFh	accesses 40h -7Fh

Unimplemented data memory locations, read as '0'.
* Not a physical register.

2.2.2 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. A list of these registers is given in Table 2-1.

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

TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Details on page:
Bank 0											
00h(1)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	19
01h	TMR0	Timer0 Module's Register								xxxx xxxx	27,13
02h(1)	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	18
03h(1)	STATUS	IRP	RP1	RP0	TO	PD	Z	DC	C	0001 1xxx	12
04h(1)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	19
05h	PORTA	—	—	PORTA Data Latch when written: PORTA pins when read						--0x 0000	21
06h	PORTB	PORTB Data Latch when written: PORTB pins when read								xxxx xxxx	23
07h	PORTC	PORTC Data Latch when written: PORTC pins when read								xxxx xxxx	25
08h	—	Unimplemented								—	—
09h	—	Unimplemented								—	—
0Ah(1,2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	18
0Bh(1)	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	14
0Ch	PIR1	—	ADIF	—	—	SSPIF	CCP1IF	TMR2IF	TMR1IF	-0-- 0000	16
0Dh	—	Unimplemented								—	—
0Eh	TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	29
0Fh	TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	29
10h	T1CON	—	—	T1CKPS1	T1CKPS0	T1OSCEN	T1SYNC	TMR1CS	TMR1ON	--00 0000	29
11h	TMR2	Timer2 Module's Register								0000 0000	33
12h	T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	34
13h	SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	43,48
14h	SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	45
15h	CCPR1L	Capture/Compare/PWM Register (LSB)								xxxx xxxx	38,39,41
16h	CCPR1H	Capture/Compare/PWM Register (MSB)								xxxx xxxx	38,39,41
17h	CCP1CON	—	—	CCP1X	CCP1Y	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	37
18h-1Dh	—	Unimplemented								—	—
1Eh	ADRES	A/D Result Register								xxxx xxxx	53
1Fh	ADCON0	ADCS1	ADCS0	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	—	ADON	0000 00-0	53

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

Note 1: These registers can be addressed from any 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: This bit always reads as a '1'.

TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Details on page:
Bank 1											
80h(1)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	19
81h	OPTION	$\overline{RBPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	13
82h(1)	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	18
83h(1)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	12
84h(1)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	19
85h	TRISA	—	—	PORTA Data Direction Register						--11 1111	21
86h	TRISB	PORTB Data Direction Register								1111 1111	23
87h	TRISC	PORTC Data Direction Register								1111 1111	25
88h	—	Unimplemented								—	—
89h	—	Unimplemented								—	—
8Ah(1,2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the PC					---0 0000	18
8Bh(1)	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	14
8Ch	PIE1	—	ADIE	—	—	SSPIE	CCP1IE	TMR2IE	TMR1IE	-0-- 0000	15
8Dh	—	Unimplemented								—	—
8Eh	PCON	—	—	—	—	—	—	$\overline{POR}$	$\overline{BOR}$	---- --qq	17
8Fh	—	Unimplemented								—	—
90h	—	Unimplemented								—	—
91h	—	Unimplemented								—	—
92h	PR2	Timer2 Period Register								1111 1111	41
93h	SSPADD	Synchronous Serial Port (I^2C mode) Address Register								0000 0000	43,48
94h	SSPSTAT	SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	44
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	54

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

Note 1: These registers can be addressed from any 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: This bit always reads as a ‘1’.

TABLE 2-1: SPECIAL FUNCTION REGISTER SUMMARY (CONTINUED)

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Details on page:
Bank 2											
100h[1]	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	19
101h	TMR0	Timer0 Module's Register								xxxx xxxx	27
102h[1	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	18
103h[1]	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	12
104h[1]	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	19
105h	—	Unimplemented								—	—
106h	PORTB	PORTB Data Latch when written: PORTB pins when read								xxxx xxxx	23
107h	—	Unimplemented								—	—
108h	—	Unimplemented								—	—
109h	—	Unimplemented								—	—
10Ah[1,2]	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	18
10Bh[1]	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	14
10Ch	PMDATL	Data Register Low Byte								xxxx xxxx	35
10Dh	PMADRL	Address Register Low Byte								xxxx xxxx	35
10Eh	PMDATH	—	—	Data Register High Byte						--xx xxxx	35
10Fh	PMADRH	—	—	—	Address Register High Byte					---x xxxx	35
Bank 3											
180h[1]	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								0000 0000	19
181h	OPTION	$\overline{RBPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	13
182h[1]	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	18
183h[1]	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	12
184h[1]	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	19
185h	—	Unimplemented								—	—
186h	TRISB	PORTB Data Direction Register								1111 1111	23
187h	—	Unimplemented								—	—
188h	—	Unimplemented								—	—
189h	—	Unimplemented								—	—
18Ah[1,2]	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	18
18Bh[1]	INTCON	GIE	PEIE	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF	0000 000x	14
18Ch	PMCON1	—[3]	—	—	—	—	—	—	RD	1--- ---0	35
18Dh	—	Unimplemented								—	—
18Eh	—	Reserved, maintain clear								0000 0000	—
18Fh	—	Reserved, maintain clear								0000 0000	—

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

Note 1: These registers can be addressed from any 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: This bit always reads as a '1'.

2.2.2.1 STATUS Register

The STATUS register, shown in Register 2-1, 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 $\overline{\text{TO}}$ and $\overline{\text{PD}}$ 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 Section 12.0, Instruction Set Summary.

> **Note 1:** 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 2-1: STATUS REGISTER (ADDRESS 03h, 83h, 103h, 183h)

R/W-0	R/W-0	R/W-0	R-1	R-1	R/W-x	R/W-x	R/W-x
IRP	RP1	RP0	$\overline{\text{TO}}$	$\overline{\text{PD}}$	Z	DC	C
bit 7							bit 0

bit 7 **IRP:** Register Bank Select bit (used for indirect addressing)
`1` = Bank 2, 3 (100h - 1FFh)
`0` = Bank 0, 1 (00h - FFh)

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

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

bit 3 **$\overline{\text{PD}}$:** 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` and `SUBWF` instructions)[(1)]
`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` and `SUBWF` instructions)[(1,2)]
`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 1: For borrow, the polarity is reversed. A subtraction is executed by adding the two's complement of the second operand.

2: For rotate (`RRF`, `RLF`) instructions, this bit is loaded with either the high or low order bit of the source register.

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

2.2.2.2 OPTION Register

The OPTION register is a readable and writable register that contains various control bits to configure the TMR0 prescaler/WDT postscaler (single assignable register known also as the prescaler), the External INT Interrupt, TMR0, and the weak pull-ups on PORTB.

Note:	To achieve a 1:1 prescaler assignment for the TMR0 register, assign the prescaler to the Watchdog Timer.

REGISTER 2-2: OPTION REGISTER (ADDRESS 81h, 181h)

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
$\overline{RBPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0
bit 7							bit 0

bit 7 **$\overline{RBPU}$**: PORTB Pull-up Enable bit
1 = PORTB pull-ups are disabled
0 = PORTB pull-ups are enabled by individual port latch values

bit 6 **INTEDG:** Interrupt Edge Select bit
1 = Interrupt on rising edge of RB0/INT pin
0 = Interrupt on falling edge of RB0/INT pin

bit 5 **T0CS:** TMR0 Clock Source Select bit
1 = Transition on RA4/T0CKI pin
0 = Internal instruction cycle clock (CLKO)

bit 4 **T0SE:** TMR0 Source Edge Select bit
1 = Increment on high-to-low transition on RA4/T0CKI pin
0 = Increment on low-to-high transition on RA4/T0CKI 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 **PS2:PS0:** 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

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
- n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

2.2.2.3 INTCON Register

The INTCON Register is a readable and writable register that contains various enable and flag bits for the TMR0 register overflow, RB Port change and External RB0/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>). User software should ensure the appropriate interrupt flag bits are clear prior to enabling an interrupt.

REGISTER 2-3: INTCON: INTERRUPT CONTROL REGISTER (ADDRESS 0Bh, 8Bh, 10Bh, 18Bh)

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	TMR0IE	INTE	RBIE	TMR0IF	INTF	RBIF
bit 7							bit 0

bit 7 **GIE:** Global Interrupt Enable bit
1 = Enables all unmasked interrupts
0 = Disables all interrupts

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

bit 5 **TMR0IE:** TMR0 Overflow Interrupt Enable bit
1 = Enables the TMR0 interrupt
0 = Disables the TMR0 interrupt

bit 4 **INTE:** RB0/INT External Interrupt Enable bit
1 = Enables the RB0/INT external interrupt
0 = Disables the RB0/INT external interrupt

bit 3 **RBIE:** RB Port Change Interrupt Enable bit
1 = Enables the RB port change interrupt
0 = Disables the RB port change interrupt

bit 2 **TMR0IF:** TMR0 Overflow Interrupt Flag bit
1 = TMR0 register has overflowed (must be cleared in software)
0 = TMR0 register did not overflow

bit 1 **INTF:** RB0/INT External Interrupt Flag bit
1 = The RB0/INT external interrupt occurred (must be cleared in software)
0 = The RB0/INT external interrupt did not occur

bit 0 **RBIF:** RB Port Change Interrupt Flag bit
A mismatch condition will continue to set flag bit RBIF. Reading PORTB will end the mismatch condition and allow flag bit RBIF to be cleared.
1 = At least one of the RB7:RB4 pins changed state (must be cleared in software)
0 = None of the RB7:RB4 pins have changed state

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
- n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

2.2.2.4 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 2-4: PIE1: PERIPHERAL INTERRUPT ENABLE REGISTER 1 (ADDRESS 8Ch)

U-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
—	ADIE	—	—	SSPIE	CCP1IE	TMR2IE	TMR1IE
bit 7							bit 0

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

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

bit 5-4 **Unimplemented:** Read as '0'

bit 3 **SSPIE:** Synchronous Serial Port Interrupt Enable bit
1 = Enables the SSP interrupt
0 = Disables the SSP interrupt

bit 2 **CCP1IE:** CCP1 Interrupt Enable bit
1 = Enables the CCP1 interrupt
0 = Disables the CCP1 interrupt

bit 1 **TMR2IE:** TMR2 to PR2 Match Interrupt Enable bit
1 = Enables the TMR2 to PR2 match interrupt
0 = Disables the TMR2 to PR2 match interrupt

bit 0 **TMR1IE:** TMR1 Overflow Interrupt Enable bit
1 = Enables the TMR1 overflow interrupt
0 = Disables the TMR1 overflow interrupt

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

2.2.2.5 PIR1 Register

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

REGISTER 2-5: PIR1: PERIPHERAL INTERRUPT FLAG REGISTER 1 (ADDRESS 0Ch)

U-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
—	ADIF	—	—	SSPIF	CCP1IF	TMR2IF	TMR1IF
bit 7							bit 0

bit 7 **Unimplemented:** Read as ‘0’

bit 6 **ADIF:** A/D Converter Interrupt Flag bit
1 = An A/D conversion completed
0 = The A/D conversion is not complete

bit 5-4 **Unimplemented:** Read as ‘0’

bit 3 **SSPIF:** Synchronous Serial Port (SSP) Interrupt Flag bit
1 = The SSP interrupt condition has occurred, and must be cleared in software before returning from the Interrupt Service Routine.
The conditions that will set this bit are a transmission/reception has taken place.
0 = No SSP interrupt condition has occurred

bit 2 **CCP1IF:** CCP1 Interrupt Flag bit
Capture mode:
1 = A TMR1 register capture occurred (must be cleared in software)
0 = No TMR1 register capture occurred
Compare mode:
1 = A TMR1 register compare match occurred (must be cleared in software)
0 = No TMR1 register compare match occurred
PWM mode:
Unused in this mode

bit 1 **TMR2IF:** TMR2 to PR2 Match Interrupt Flag bit
1 = TMR2 to PR2 match occurred (must be cleared in software)
0 = No TMR2 to PR2 match occurred

bit 0 **TMR1IF:** TMR1 Overflow Interrupt Flag bit
1 = TMR1 register overflowed (must be cleared in software)
0 = TMR1 register did not overflow

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
- n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

2.2.2.6 PCON Register

> **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.

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

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

REGISTER 2-6: PCON: POWER CONTROL REGISTER (ADDRESS 8Eh)

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

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

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

bit 0 **$\overline{\text{BOR}}$:** Brown-out Reset Status bit
`1` = No Brown-out Reset occurred
`0` = A Brown-out Reset occurred (must be set in software after a Brown-out Reset occurs)

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

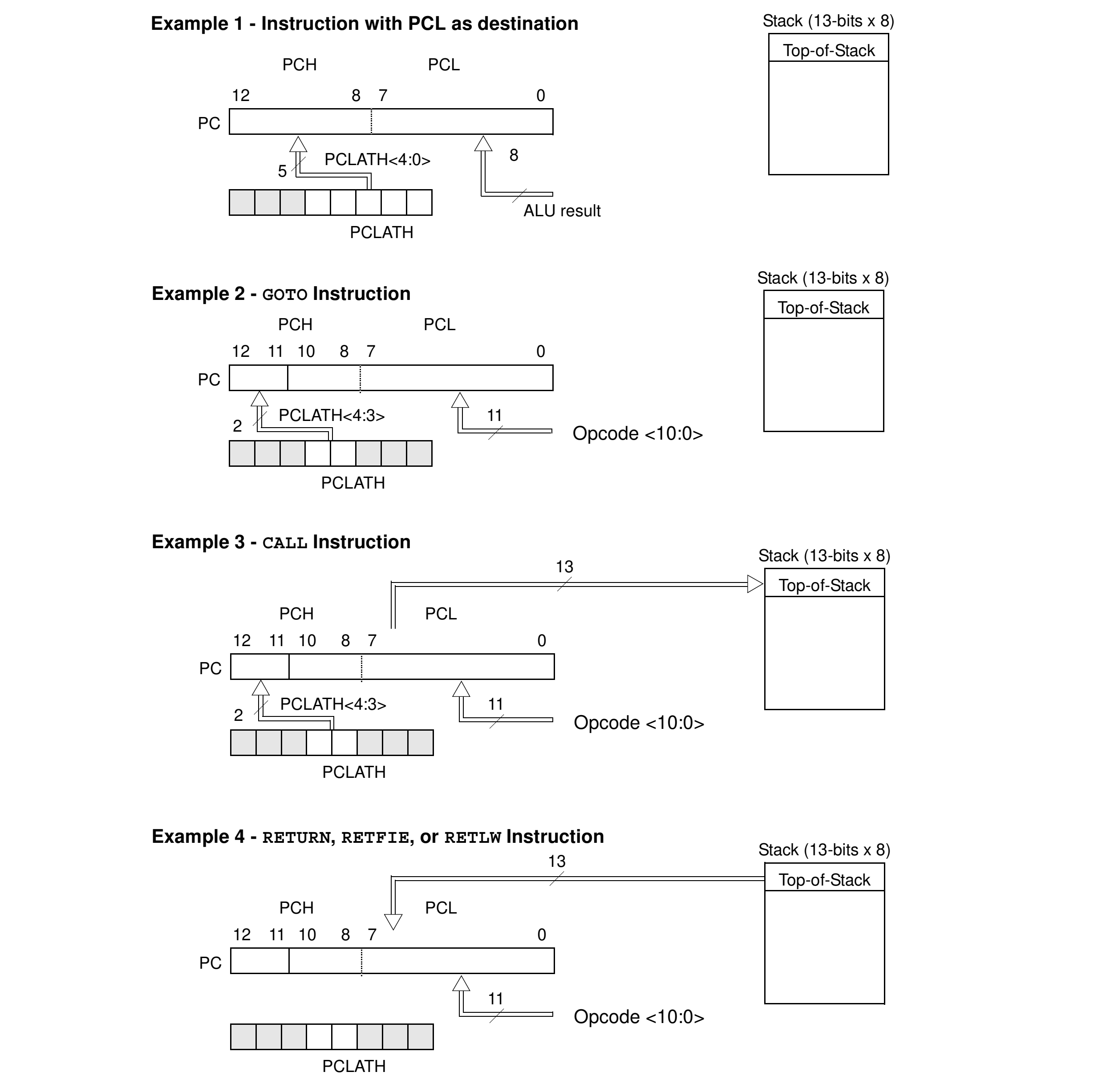
2.3 PCL and PCLATH

The program counter (PC) specifies the address of the instruction to fetch for execution. The PC is 13-bits wide. The low byte is called the PCL register. This register is readable and writable. The high byte is called the PCH register. This register contains the PC<12:8> bits and is not directly readable or writable. All updates to the PCH register go through the PCLATH register.

Figure 2-3 shows the four situations for the loading of the PC.

- Example 1 shows how the PC is loaded on a write to PCL (PCLATH<4:0> → PCH).
- Example 2 shows how the PC is loaded during a `GOTO` instruction (PCLATH<4:3> → PCH).
- Example 3 shows how the PC is loaded during a `CALL` instruction (PCLATH<4:3> → PCH), with the PC loaded (PUSH'd) onto the Top-of-Stack.
- Example 4 shows how the PC is loaded during one of the return instructions, where the PC is loaded (POP'd) from the Top-of-Stack.

FIGURE 2-3: LOADING OF PC IN DIFFERENT SITUATIONS



Note: PCLATH is not updated with the contents of PCH.

2.3.1 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).

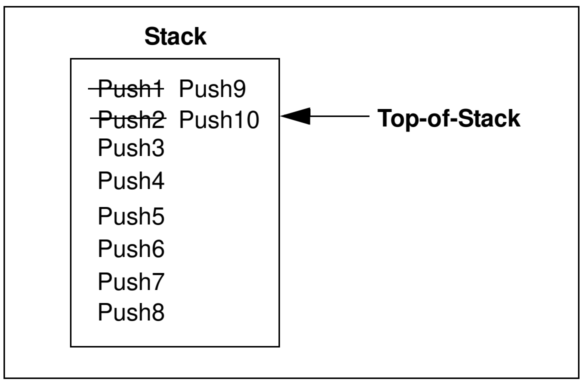
2.3.2 STACK

The stack allows a combination of up to eight program calls and interrupts to occur. The stack contains the return address from this branch in program execution.

Mid-range devices have 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 PUSH'd onto the stack when a CALL instruction is executed, or an interrupt causes a branch. The stack is POP'd in the event of a RETURN, RETLW or a RETFIE instruction execution. PCLATH is not modified when the stack is PUSH'd or POP'd.

After the stack has been PUSH'd 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). An example of the overwriting of the stack is shown in Figure 2-4.

FIGURE 2-4: STACK MODIFICATION



> **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.

2.4 Program Memory Paging

The CALL and GOTO instructions provide 11 bits of address to allow branching within any 2K program memory page. When doing a CALL or GOTO instruction, the upper two bits of the address are provided by PCLATH<4:3>. When doing a CALL or GOTO instruction, the user must ensure that the page select bits are programmed so that the desired program memory page is addressed. If a return from a CALL instruction (or interrupt) is executed, the entire 13-bit PC is pushed onto the stack. Therefore, manipulation of the PCLATH<4:3> bits is not required for the return instructions (which POPs the address from the stack).

> **Note:** The PIC16F72 device ignores the paging bit PCLATH<4:3>. The use of PCLATH<4:3> as a general purpose read/write bit is not recommended, since this may affect upward compatibility with future products.

2.5 Indirect Addressing, INDF and FSR Registers

The INDF register is not a physical register. Addressing INDF actually addresses the register whose address is contained in the FSR register (FSR is a *pointer*). This is indirect addressing.

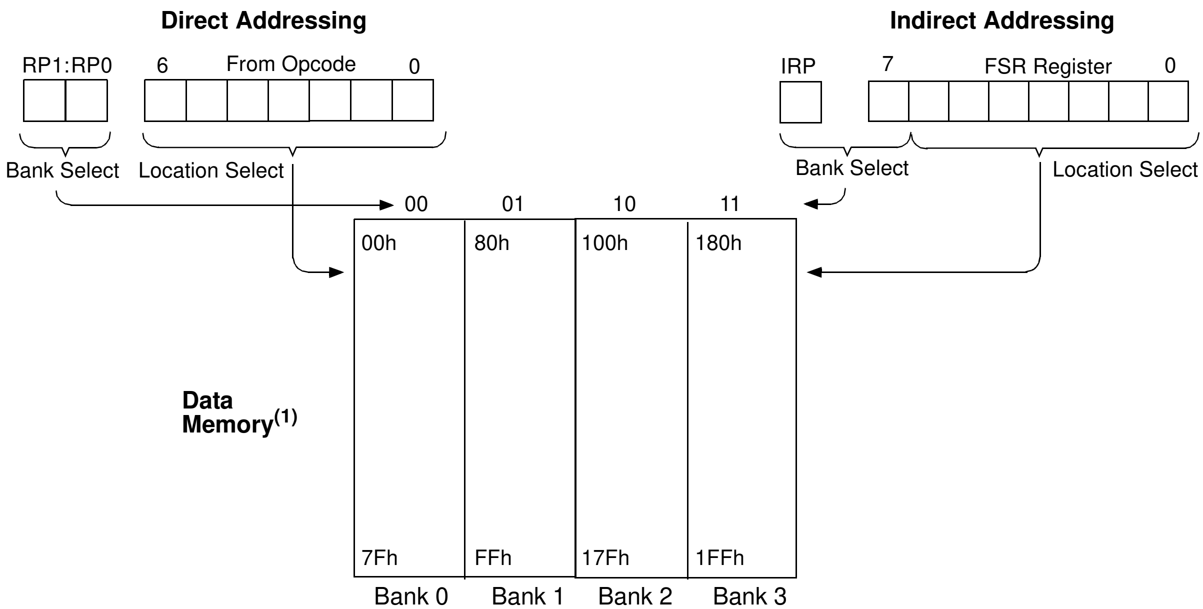
A simple program to clear RAM locations 20h-2Fh using indirect addressing is shown in Example 2-1.

EXAMPLE 2-1: INDIRECT ADDRESSING

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

An effective 9-bit address is obtained by concatenating the 8-bit FSR register and the IRP bit (STATUS<7>), as shown in Figure 2-5.

FIGURE 2-5: DIRECT/INDIRECT ADDRESSING



Note 1: For register file map detail, see Figure 2-2.

3.0 I/O PORTS

Some pins for these I/O ports are multiplexed with an alternate function for the peripheral features on the device. In general, when a peripheral is enabled, that pin may not be used as a general purpose I/O pin.

Additional information on I/O ports may be found in the PIC™ Mid-Range MCU Reference Manual, (DS33023).

3.1 PORTA and the TRISA Register

PORTA is a 6-bit wide, bi-directional port. The corresponding data direction register is TRISA. Setting a TRISA bit (= 1) will make the corresponding PORTA pin an input (i.e., put the corresponding output driver in a Hi-Impedance mode). Clearing a TRISA bit (= 0) will make the corresponding PORTA pin an output (i.e., put the contents of the output latch on the selected pin).

Reading the PORTA register, reads the status of the pins, whereas writing to it will write to the port latch. All write operations are read-modify-write operations. Therefore, a write to a port implies that the port pins are read, this value is modified and then written to the port data latch.

Pin RA4 is multiplexed with the Timer0 module clock input to become the RA4/T0CKI pin. The RA4/T0CKI pin is a Schmitt Trigger input and an open drain output. All other RA port pins have TTL input levels and full CMOS output drivers.

Other PORTA pins are multiplexed with analog inputs and analog VREF input. The operation of each pin is selected by clearing/setting the control bits in the ADCON1 register (A/D Control Register1).

Note:	On a Power-on Reset, these pins are configured as analog inputs and read as '0'.

The TRISA register controls the direction of the RA pins, even when they are being used as analog inputs. The user must ensure the bits in the TRISA register are maintained set when using them as analog inputs.

EXAMPLE 3-1: INITIALIZING PORTA

```
BANKSEL     PORTA    ; select bank for PORTA
CLRF        PORTA    ; Initialize PORTA by
                     ; clearing output
                     ; data latches
BANKSEL     ADCON1   ; Select Bank for ADCON1
MOVLW       0x06     ; Configure all pins
MOVWF       ADCON1   ; as digital inputs
MOVLW       0xCF     ; Value used to
                     ; initialize data
                     ; direction
MOVWF       TRISA    ; Set RA<3:0> as inputs
                     ; RA<5:4> as outputs
                     ; TRISA<7:6> are always
                     ; read as '0'.
```

FIGURE 3-1: BLOCK DIAGRAM OF RA3:RA0 AND RA5 PINS

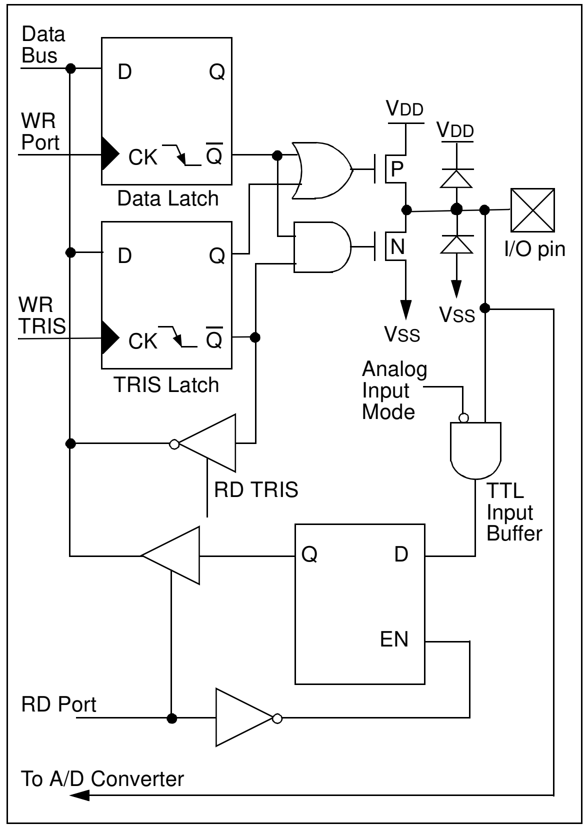


FIGURE 3-2: BLOCK DIAGRAM OF RA4/T0CKI PIN

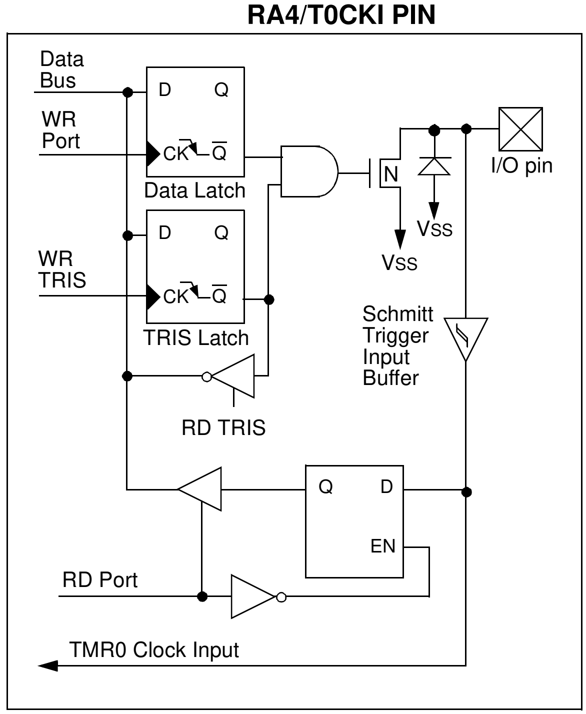


TABLE 3-1: PORTA FUNCTIONS

Name	Bit#	Buffer	Function
RA0/AN0	bit 0	TTL	Input/output or analog input.
RA1/AN1	bit 1	TTL	Input/output or analog input.
RA2/AN2	bit 2	TTL	Input/output or analog input.
RA3/AN3/VREF	bit 3	TTL	Input/output or analog input or VREF.
RA4/T0CKI	bit 4	ST	Input/output or external clock input for Timer0. Output is open drain type.
RA5/AN4/$\overline{SS}$	bit 5	TTL	Input/output or analog input or slave select input for synchronous serial port.

Legend: TTL = TTL input, ST = Schmitt Trigger input

TABLE 3-2: SUMMARY OF REGISTERS ASSOCIATED WITH PORTA

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
05h	PORTA	—	—	RA5	RA4	RA3	RA2	RA1	RA0	--0x 0000	--0u 0000
85h	TRISA	—	—	PORTA Data Direction Register						--11 1111	--11 1111
9Fh	ADCON1	—	—	—	—	—	PCFG2	PCFG1	PCFG0	---- -000	---- -000

Legend: x = unknown, u = unchanged, - = unimplemented locations read as ‘0’.
Shaded cells are not used by PORTA.

Note: When using the SSP module in SPI Slave mode and $\overline{SS}$ enabled, the A/D Port Configuration Control bits (PCFG2:PCFG0) in the A/D Control Register (ADCON1) must be set to one of the following configurations: 100, 101, 11x.

3.2 PORTB and the TRISB Register

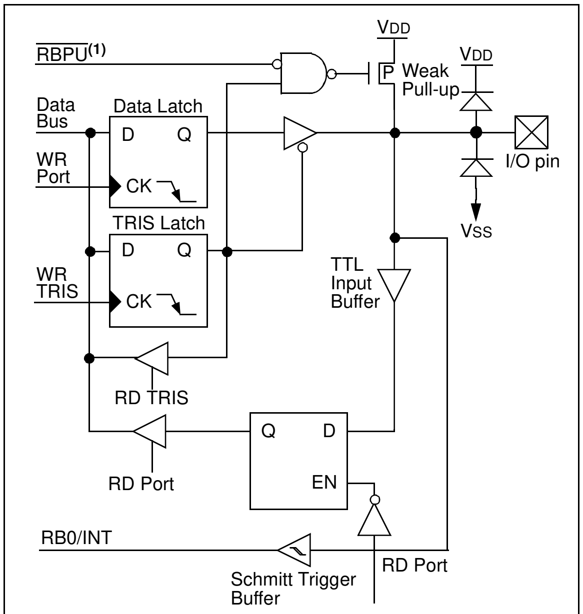
PORTB is an 8-bit wide, bi-directional port. The corresponding data direction register is TRISB. Setting a TRISB bit (= 1) will make the corresponding PORTB pin an input (i.e., put the corresponding output driver in a Hi-Impedance mode). Clearing a TRISB bit (= 0) will make the corresponding PORTB pin an output (i.e., put the contents of the output latch on the selected pin).

EXAMPLE 3-2: INITIALIZING PORTB

```
BANKSEL   PORTB     ; Select bank for PORTB
CLRF      PORTB     ; Initialize PORTB by
                    ; clearing output
                    ; data latches
BANKSEL   TRISB     ; Select Bank for TRISB
MOVLW     0xCF      ; Value used to
                    ; initialize data
                    ; direction
MOVWF     TRISB     ; Set RB<3:0> as inputs
                    ; RB<5:4> as outputs
                    ; RB<7:6> as inputs
```

Each of the PORTB pins has a weak internal pull-up. A single control bit can turn on all the pull-ups. This is performed by clearing bit $\overline{RBPU}$ (OPTION<7>). The weak pull-up is automatically turned off when the port pin is configured as an output. The pull-ups are disabled on a Power-on Reset.

FIGURE 3-3: BLOCK DIAGRAM OF RB3:RB0 PINS



Note 1: To enable weak pull-ups, set the appropriate TRIS bit(s) and clear the $\overline{RBPU}$ bit (OPTION<7>).

Four of PORTB's pins, RB7:RB4, have an interrupt-on-change feature. Only pins configured as inputs can cause this interrupt to occur (i.e., any RB7:RB4 pin configured as an output is excluded from the interrupt on change comparison). The input pins (of RB7:RB4) are compared with the old value latched on the last read of PORTB. The "mismatch" outputs of RB7:RB4 are OR'd together to generate the RB Port Change Interrupt with flag bit RBIF (INTCON<0>).

This interrupt can wake the device from SLEEP. The user, in the Interrupt Service Routine, can clear the interrupt in the following manner:

a) Any read or write of PORTB. This will end the mismatch condition.
b) Clear flag bit RBIF.

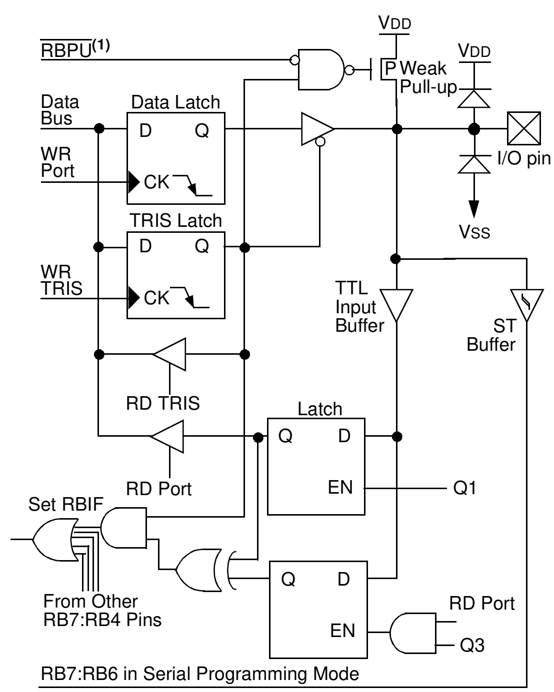
A mismatch condition will continue to set flag bit RBIF. Reading PORTB will end the mismatch condition and allow flag bit RBIF to be cleared.

The interrupt-on-change feature is recommended for wake-up on key depression operation and operations where PORTB is only used for the interrupt-on-change feature. Polling of PORTB is not recommended while using the interrupt-on-change feature.

This interrupt-on-mismatch feature, together with software configurable pull-ups on these four pins, allow easy interface to a keypad and make it possible for wake-up on key depression. Refer to the Embedded Control Handbook, *"Implementing Wake-Up on Key Stroke"* (AN552).

RB0/INT is an external interrupt input pin and is configured using the INTEDG bit (OPTION<6>).

FIGURE 3-4: BLOCK DIAGRAM OF RB7:RB4 PINS



Note 1: To enable weak pull-ups, set the appropriate TRIS bit(s) and clear the $\overline{RBPU}$ bit (OPTION<7>).