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PIC16(L)F722A/723A

28-Pin Flash Microcontrollers with XLP Technology

Devices Included In This Data Sheet:

PIC16F722A/723A Devices:

- PIC16F722A
- PIC16F723A

PIC16LF722A/723A Devices:

- PIC16LF722A
- PIC16LF723A

High-Performance RISC CPU:

- Only 35 Instructions to Learn:
  - All single-cycle instructions except branches
- Operating Speed:
  - DC – 20 MHz oscillator/clock input
  - DC – 200 ns instruction cycle
- Up to 4K x 14 Words of Flash Program Memory
- Up to 192 Bytes of Data Memory (RAM)
- Interrupt Capability
- 8-Level Deep Hardware Stack
- Direct, Indirect and Relative Addressing modes
- Processor Read Access to Program Memory
- Pinout Compatible to other 28-pin PIC16CXXX and PIC16FXXX Microcontrollers

Special Microcontroller Features:

- Precision Internal Oscillator:
  - 16 MHz or 500 kHz operation
  - Factory-calibrated to ±1%, typical
  - Software tunable
  - Software selectable ÷1, ÷2, ÷4 or ÷8 divider
- 1.8V-5.5V Operation – PIC16F722A/723A
- 1.8V-3.6V Operation – PIC16LF722A/723A
- Power-on Reset (POR), Power-up Timer (PWRT) and Oscillator Start-up Timer (OST)
- Brown-out Reset (BOR):
  - Selectable between two trip points
  - Disable in Sleep option
- Programmable Code Protection
- In-Circuit Serial Programming™ (ICSP™) via Two Pins
- Multiplexed Master Clear with Pull-up/Input Pin
- Industrial and Extended Temperature Range
- Power-Saving Sleep mode

Extreme Low-Power Management PIC16LF722A/723A with XLP:

- Sleep Mode: 20 nA
- Watchdog Timer: 500 nA
- Timer1 Oscillator: 600 nA @ 32 kHz

Analog Features:

- A/D Converter:
  - 8-bit resolution, 11 channels
  - Conversion available during Sleep
  - Selectable 1.024/2.048/4.096V voltage reference
- On-chip 3.2V Regulator (PIC16F722A/723A devices only)

Peripheral Highlights:

- 25 I/O Pins (1 Input-only Pin):
  - High-current source/sink for direct LED drive
  - Interrupt-on-pin change
  - Individually programmable weak pull ups
- Timer0: 8-Bit Timer/Counter with 8-Bit Prescaler
- Enhanced Timer1:
  - Dedicated low-power 32 kHz oscillator
  - 16-bit timer/counter with prescaler
  - External Gate Input mode with toggle and single shot modes
  - Interrupt-on-gate completion
- Timer2: 8-Bit Timer/Counter with 8-Bit Period Register, Prescaler and Postscaler
- Two Capture, Compare, PWM (CCP) modules:
  - 16-bit Capture, max. resolution 12.5 ns
  - 16-bit Compare, max. resolution 200 ns
  - 10-bit PWM, max. frequency 20 kHz
- Addressable Universal Synchronous Asynchronous Receiver Transmitter (AUSART)
- Synchronous Serial Port (SSP):
  - SPI (Master/Slave)
  - I^2C (Slave) with Address Mask
- mTouch® Sensing Oscillator module:
  - Up to eight input channels

PIC16(L)F72X Family Types

Device	Data Sheet Index	Program Memory Flash (words)	Data SRAM (bytes)	High-Endurance Flash Memory (bytes)	I/O's(2)	8-bit ADC (ch)	CapSense (ch)	Timers (8/16-bit)	AUSART	SSP (I^2C/SPI)	CCP	Debug(1)	XLP
PIC16(L)F707	(1)	8192	363	0	36	14	32	4/2	1	1	2	I	Y
PIC16(L)F720	(2)	2048	128	128	18	12	—	2/1	1	1	1	I	Y
PIC16(L)F721	(2)	4096	256	128	18	12	—	2/1	1	1	1	I	Y
PIC16(L)F722	(4)	2048	128	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F722A	(3)	2048	128	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F723	(4)	4096	192	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F723A	(3)	4096	192	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F724	(4)	4096	192	0	36	14	16	2/1	1	1	2	I	Y
PIC16(L)F726	(4)	8192	368	0	25	11	8	2/1	1	1	2	I	Y
PIC16(L)F727	(4)	8192	368	0	36	14	16	2/1	1	1	2	I	Y

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

2: One pin is input-only.

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

1: DS41418 PIC16(L)F707 Data Sheet, 40/44-Pin Flash, 8-bit Microcontrollers

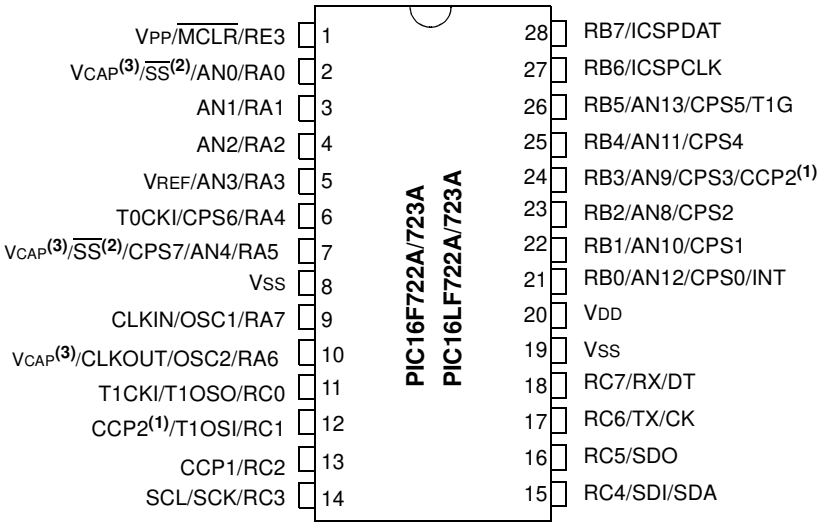
2: DS41430 PIC16(L)F720/721 Data Sheet, 20-Pin Flash, 8-bit Microcontrollers

3: DS41417 PIC16(L)F722A/723A Data Sheet, 28-Pin Flash, 8-bit Microcontrollers

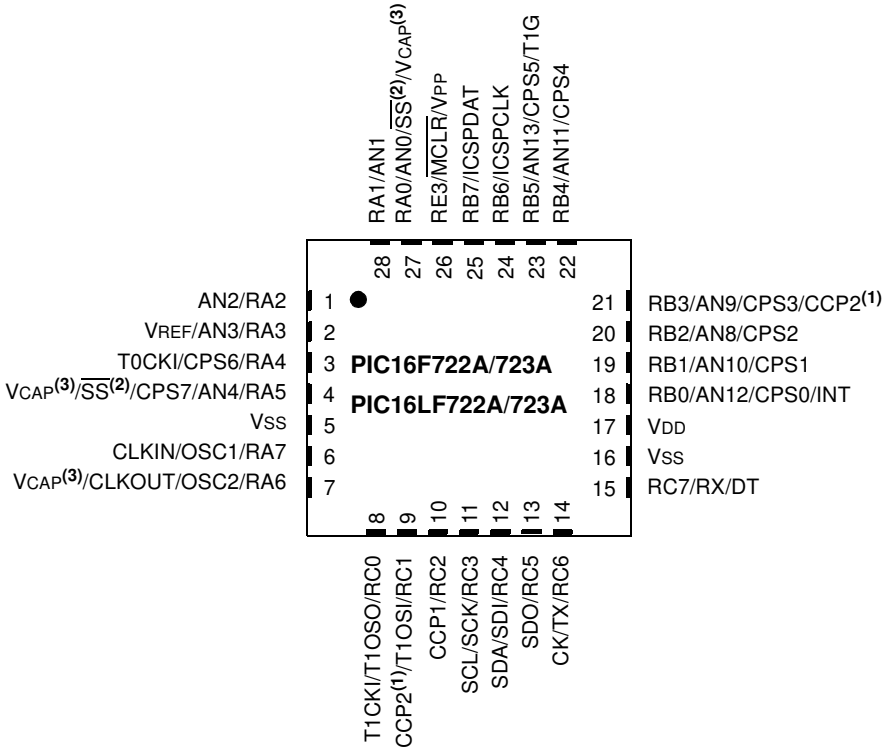
4: DS41341 PIC16(L)F72X Data Sheet, 28/40/44-Pin Flash, 8-bit Microcontrollers

Pin Diagrams – 28-PIN SPDIP/SOIC/SSOP/QFN/UQFN (PIC16(L)F722A/723A)

SPDIP, SOIC, SSOP



QFN, UQFN



Note 1: CCP2 pin location may be selected as RB3 or RC1.
2: SS pin location may be selected as RA5 or RA0.
3: PIC16F722A/723A devices only.

TABLE 1: 28-PIN SPDIP/SOIC/SSOP/QFN/UQFN SUMMARY (PIC16(L)F722A/723A)

I/O	28-Pin SPDIP, SOIC, SSOP	28-Pin QFN, UQFN	A/D	Cap Sensor	Timers	CCP	AUSART	SSP	Interrupt	Pull Up	Basic
RA0	2	27	AN0	—	—	—	—	$\overline{SS}$(3)	—	—	VCAP(4)
RA1	3	28	AN1	—	—	—	—	—	—	—	—
RA2	4	1	AN2	—	—	—	—	—	—	—	—
RA3	5	2	AN3/VREF	—	—	—	—	—	—	—	—
RA4	6	3	—	CPS6	T0CKI	—	—	—	—	—	—
RA5	7	4	AN4	CPS7	—	—	—	$\overline{SS}$(3)	—	—	VCAP(4)
RA6	10	7	—	—	—	—	—	—	—	—	OSC2/CLKOUT/VCAP(4)
RA7	9	6	—	—	—	—	—	—	—	—	OSC1/CLKIN
RB0	21	18	AN12	CPS0	—	—	—	—	IOC/INT	Y	—
RB1	22	19	AN10	CPS1	—	—	—	—	IOC	Y	—
RB2	23	20	AN8	CPS2	—	—	—	—	IOC	Y	—
RB3	24	21	AN9	CPS3	—	CCP2(2)	—	—	IOC	Y	—
RB4	25	22	AN11	CPS4	—	—	—	—	IOC	Y	—
RB5	26	23	AN13	CPS5	T1G	—	—	—	IOC	Y	—
RB6	27	24	—	—	—	—	—	—	IOC	Y	ICSPCLK/ICDCLK
RB7	28	25	—	—	—	—	—	—	IOC	Y	ICSPDAT/ICDDAT
RC0	11	8	—	—	T1OSO/T1CKI	—	—	—	—	—	—
RC1	12	9	—	—	T1OSI	CCP2(2)	—	—	—	—	—
RC2	13	10	—	—	—	CCP1	—	—	—	—	—
RC3	14	11	—	—	—	—	—	SCK/SCL	—	—	—
RC4	15	12	—	—		—	—	SDI/SDA	—	—	—
RC5	16	13	—	—	—	—	—	SDO	—	—	—
RC6	17	14	—	—	—	—	TX/CK	—	—	—	—
RC7	18	15	—	—	—	—	RX/DT	—	—	—	—
RE3	1	26	—	—	—	—	—	—	—	Y(1)	$\overline{MCLR}$/VPP
—	20	17	—	—	—	—	—	—	—	—	VDD
—	8,19	5,16	—	—	—	—	—	—	—	—	VSS

Note 1: Pull up enabled only with external $\overline{MCLR}$ configuration.
2: RC1 is the default pin location for CCP2. RB3 may be selected by changing the CCP2SEL bit in the APFCON register.
3: RA5 is the default pin location for $\overline{SS}$. RA0 may be selected by changing the SSSEL bit in the APFCON register.
4: PIC16F722A/723A devices only.

Note: The PIC16F722A/723A devices have an internal low dropout voltage regulator. An external capacitor must be connected to one of the available VCAP pins to stabilize the regulator. For more information, see **Section 5.0 "Low Dropout (LDO) Voltage Regulator"**. The PIC16LF722A/723A devices do not have the voltage regulator and therefore no external capacitor is required.

Table of Contents

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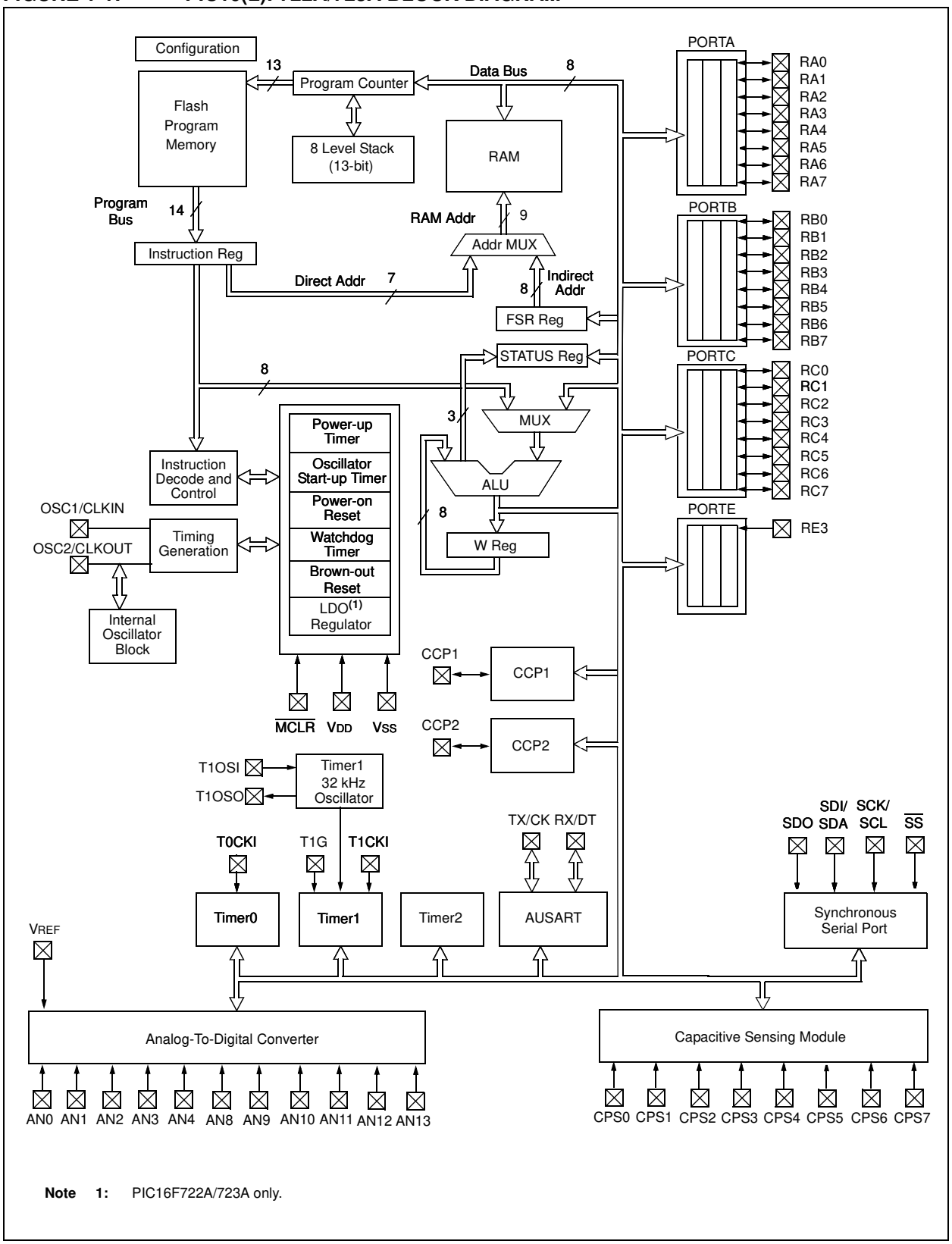
1.0 DEVICE OVERVIEW

The PIC16(L)F722A/723A devices are covered by this data sheet. They are available in 28-pin packages. Figure 1-1 shows a block diagram of the PIC16(L)F722A/723A devices. Table 1-1 shows the pinout descriptions.

FIGURE 1-1: PIC16(L)F722A/723A BLOCK DIAGRAM



Note 1: PIC16F722A/723A only.

TABLE 1-1: PIC16F722A/723A PINOUT DESCRIPTION

Name	Function	Input Type	Output Type	Description
RA0/AN0/$\overline{SS}$/VCAP	RA0	TTL	CMOS	General purpose I/O.
	AN0	AN	—	A/D Channel 0 input.
	$\overline{SS}$	ST	—	Slave Select input.
	VCAP	Power	Power	Filter capacitor for Voltage Regulator (PIC16F722A/723A only).
RA1/AN1	RA1	TTL	CMOS	General purpose I/O.
	AN1	AN	—	A/D Channel 1 input.
RA2/AN2	RA2	TTL	CMOS	General purpose I/O.
	AN2	AN	—	A/D Channel 2 input.
RA3/AN3/VREF	RA3	TTL	CMOS	General purpose I/O.
	AN3	AN	—	A/D Channel 3 input.
	VREF	AN	—	A/D Voltage Reference input.
RA4/CPS6/T0CKI	RA4	TTL	CMOS	General purpose I/O.
	CPS6	AN	—	Capacitive sensing input 6.
	T0CKI	ST	—	Timer0 clock input.
RA5/AN4/CPS7/$\overline{SS}$/VCAP	RA5	TTL	CMOS	General purpose I/O.
	AN4	AN	—	A/D Channel 4 input.
	CPS7	AN	—	Capacitive sensing input 7.
	$\overline{SS}$	ST	—	Slave Select input.
	VCAP	Power	Power	Filter capacitor for Voltage Regulator (PIC16F722A/723A only).
RA6/OSC2/CLKOUT/VCAP	RA6	TTL	CMOS	General purpose I/O.
	OSC2	—	XTAL	Crystal/Resonator (LP, XT, HS modes).
	CLKOUT	—	CMOS	FOSC/4 output.
	VCAP	Power	Power	Filter capacitor for Voltage Regulator (PIC16F722A/723A only).
RA7/OSC1/CLKIN	RA7	TTL	CMOS	General purpose I/O.
	OSC1	XTAL	—	Crystal/Resonator (LP, XT, HS modes).
	CLKIN	CMOS	—	External clock input (EC mode).
	CLKIN	ST	—	RC oscillator connection (RC mode).
RB0/AN12/CPS0/INT	RB0	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull up.
	AN12	AN	—	A/D Channel 12 input.
	CPS0	AN	—	Capacitive sensing input 0.
	INT	ST	—	External interrupt.
RB1/AN10/CPS1	RB1	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull up.
	AN10	AN	—	A/D Channel 10 input.
	CPS1	AN	—	Capacitive sensing input 1.
RB2/AN8/CPS2	RB2	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull up.
	AN8	AN	—	A/D Channel 8 input.
	CPS2	AN	—	Capacitive sensing input 2.
RB3/AN9/CPS3/CCP2	RB3	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull up.
	AN9	AN	—	A/D Channel 9 input.
	CPS3	AN	—	Capacitive sensing input 3.
	CCP2	ST	CMOS	Capture/Compare/PWM2.
RB4/AN11/CPS4	RB4	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull up.
	AN11	AN	—	A/D Channel 11 input.
	CPS4	AN	—	Capacitive sensing input 4.

Legend: AN = Analog input or output; TTL = TTL compatible input; HV = High Voltage; CMOS = CMOS compatible input or output; ST = Schmitt Trigger input with CMOS levels; XTAL = Crystal levels; OD = Open Drain; I^2C = Schmitt Trigger input with I^2C

TABLE 1-1: PIC16F722A/723A PINOUT DESCRIPTION (CONTINUED)

Name	Function	Input Type	Output Type	Description
RB5/AN13/CPS5/T1G	RB5	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull up.
	AN13	AN	—	A/D Channel 13 input.
	CPS5	AN	—	Capacitive sensing input 5.
	T1G	ST	—	Timer1 gate input.
RB6/ICSPCLK/ICDCLK	RB6	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull up.
	ICSPCLK	ST	—	Serial Programming Clock.
	ICDCLK	ST	—	In-Circuit Debug Clock.
RB7/ICSPDAT/ICDDAT	RB7	TTL	CMOS	General purpose I/O. Individually controlled interrupt-on-change. Individually enabled pull up.
	ICSPDAT	ST	CMOS	ICSP™ Data I/O.
	ICDDAT	ST	—	In-Circuit Data I/O.
RC0/T1OSO/T1CKI	RC0	ST	CMOS	General purpose I/O.
	T1OSO	XTAL	XTAL	Timer1 oscillator connection.
	T1CKI	ST	—	Timer1 clock input.
RC1/T1OSI/CCP2	RC1	ST	CMOS	General purpose I/O.
	T1OSI	XTAL	XTAL	Timer1 oscillator connection.
	CCP2	ST	CMOS	Capture/Compare/PWM2.
RC2/CCP1	RC2	ST	CMOS	General purpose I/O.
	CCP1	ST	CMOS	Capture/Compare/PWM1.
RC3/SCK/SCL	RC3	ST	CMOS	General purpose I/O.
	SCK	ST	CMOS	SPI clock.
	SCL	I^2C	OD	I^2C clock.
RC4/SDI/SDA	RC4	ST	CMOS	General purpose I/O.
	SDI	ST	—	SPI data input.
	SDA	I^2C	OD	I^2C data input/output.
RC5/SDO	RC5	ST	CMOS	General purpose I/O.
	SDO	—	CMOS	SPI data output.
RC6/TX/CK	RC6	ST	CMOS	General purpose I/O.
	TX	—	CMOS	USART asynchronous transmit.
	CK	ST	CMOS	USART synchronous clock.
RC7/RX/DT	RC7	ST	CMOS	General purpose I/O.
	RX	ST	—	USART asynchronous input.
	DT	ST	CMOS	USART synchronous data.
RE3/$\overline{MCLR}$/V_{PP}	RE3	TTL	—	General purpose input.
	$\overline{MCLR}$	ST	—	Master Clear with internal pull up.
	V_{PP}	HV	—	Programming voltage.
V_{DD}	V_{DD}	Power	—	Positive supply.
V_{SS}	V_{SS}	Power	—	Ground reference.

Legend: AN = Analog input or output; TTL = TTL compatible input; HV = High Voltage; CMOS = CMOS compatible input or output; ST = Schmitt Trigger input with CMOS levels; XTAL = Crystal levels; OD = Open Drain; I^2C = Schmitt Trigger input with I^2C

Note: The PIC16F722A/723A devices have an internal low dropout voltage regulator. An external capacitor must be connected to one of the available V_{CAP} pins to stabilize the regulator. For more information, see **Section 5.0 "Low Dropout (LDO) Voltage Regulator"**. The PIC16LF722A/723A devices do not have the voltage regulator and therefore no external capacitor is required.

2.0 MEMORY ORGANIZATION

2.1 Program Memory Organization

The PIC16(L)F722A/723A has a 13-bit program counter capable of addressing a 2K x 14 program memory space for the PIC16(L)F722A (0000h-07FFh) and a 4K x 14 program memory space for the PIC16(L)F723A (0000h-0FFFh). Accessing a location above the memory boundaries for the PIC16(L)F722A will cause a wrap-around within the first 2K x 14 program memory space. Accessing a location above the memory boundaries for the PIC16(L)F723A will cause a wrap-around within the first 4K x 14 program memory space. The Reset vector is at 0000h and the interrupt vector is at 0004h.

FIGURE 2-1: PROGRAM MEMORY MAP AND STACK FOR THE PIC16(L)F722A

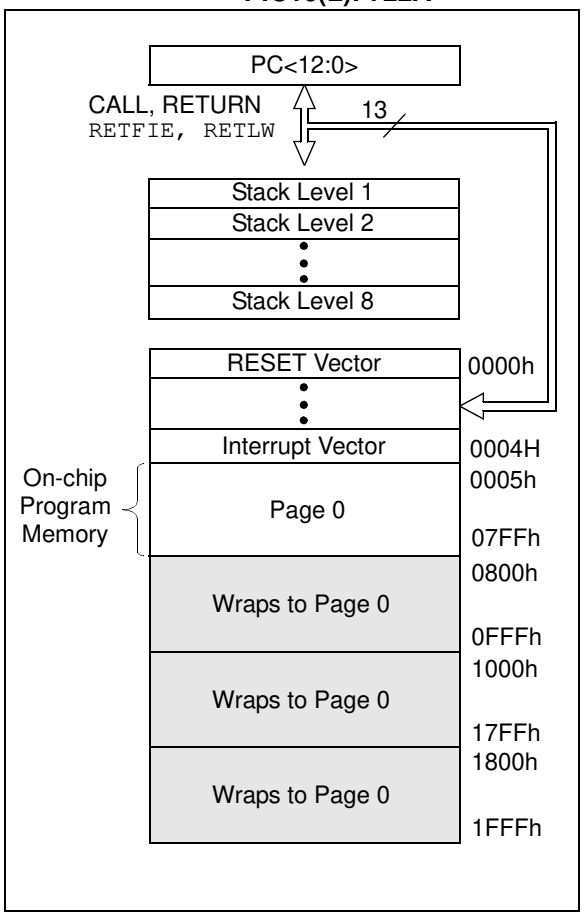
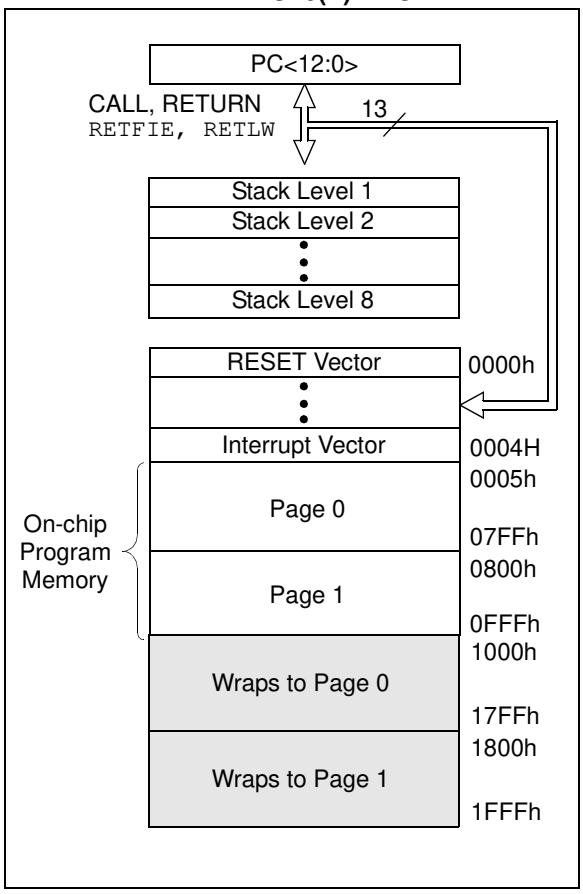


FIGURE 2-2: PROGRAM MEMORY MAP AND STACK FOR THE PIC16(L)F723A



2.2 Data Memory Organization

The data memory is partitioned into multiple banks which contain the General Purpose Registers (GPRs) and the Special Function Registers (SFRs). Bits RP0 and RP1 are bank select bits.

RP1	RP0		
0	0	→	Bank 0 is selected
0	1	→	Bank 1 is selected
1	0	→	Bank 2 is selected
1	1	→	Bank 3 is selected

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 the General Purpose Registers, implemented as static RAM. All implemented banks contain Special Function Registers. Some frequently used Special Function Registers from one bank are mirrored in another bank for code reduction and quicker access.

2.2.1 GENERAL PURPOSE REGISTER FILE

The register file is organized as 128 x 8 bits in the PIC16(L)F722A and 192 x 8 bits in the PIC16(L)F723A. Each register is accessed either directly or indirectly through the File Select Register (FSR), (Refer to **Section 2.5 "Indirect Addressing, INDF and FSR Registers"**).

2.2.2 SPECIAL FUNCTION REGISTERS

The Special Function Registers are registers used by the CPU and peripheral functions for controlling the desired operation of the device (refer to Table 2-1). These registers are static RAM.

The Special Function Registers can be classified into two sets: core and peripheral. The Special Function Registers associated with the "core" are described in this section. Those related to the operation of the peripheral features are described in the section of that peripheral feature.

FIGURE 2-3: PIC16(L)F722A SPECIAL FUNCTION REGISTERS

	File Address		File Address		File Address		File Address
Indirect addr.(*)	00h	Indirect addr.(*)	80h	Indirect addr.(*)	100h	Indirect addr.(*)	180h
TMR0	01h	OPTION	81h	TMR0	101h	OPTION	181h
PCL	02h	PCL	82h	PCL	102h	PCL	182h
STATUS	03h	STATUS	83h	STATUS	103h	STATUS	183h
FSR	04h	FSR	84h	FSR	104h	FSR	184h
PORTA	05h	TRISA	85h		105h	ANSELA	185h
PORTB	06h	TRISB	86h		106h	ANSELB	186h
PORTC	07h	TRISC	87h		107h		187h
	08h		88h	CPSCON0	108h		188h
PORTE	09h	TRISE	89h	CPSCON1	109h		189h
PCLATH	0Ah	PCLATH	8Ah	PCLATH	10Ah	PCLATH	18Ah
INTCON	0Bh	INTCON	8Bh	INTCON	10Bh	INTCON	18Bh
PIR1	0Ch	PIE1	8Ch	PMDATL	10Ch	PMCON1	18Ch
PIR2	0Dh	PIE2	8Dh	PMADRL	10Dh	Reserved	18Dh
TMR1L	0Eh	PCON	8Eh	PMDATH	10Eh	Reserved	18Eh
TMR1H	0Fh	T1GCON	8Fh	PMADRH	10Fh	Reserved	18Fh
T1CON	10h	OSCCON	90h		110h		190h
TMR2	11h	OSCTUNE	91h		111h		191h
T2CON	12h	PR2	92h		112h		192h
SSPBUF	13h	SSPADD/SSPMSK	93h		113h		193h
SSPCON	14h	SSPSTAT	94h		114h		194h
CCPR1L	15h	WPUB	95h		115h		195h
CCPR1H	16h	IOCB	96h		116h		196h
CCP1CON	17h		97h		117h		197h
RCSTA	18h	TXSTA	98h		118h		198h
TXREG	19h	SPBRG	99h		119h		199h
RCREG	1Ah		9Ah		11Ah		19Ah
CCPR2L	1Bh		9Bh		11Bh		19Bh
CCPR2H	1Ch	APFCON	9Ch		11Ch		19Ch
CCP2CON	1Dh	FVRCON	9Dh		11Dh		19Dh
ADRES	1Eh		9Eh		11Eh		19Eh
ADCON0	1Fh	ADCON1	9Fh		11Fh		19Fh
	20h		A0h		120h		1A0h
General Purpose Register 96 Bytes		General Purpose Register 32 Bytes	BFh				
	7Fh		C0h				
			EFh		16Fh		1EFh
			F0h		170h		1F0h
		Accesses 70h-7Fh		Accesses 70h-7Fh		Accesses 70h-7Fh	
			FFh		17Fh		1FFh
Bank 0		Bank 1		Bank 2		Bank 3	

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

FIGURE 2-4: PIC16(L)F723A SPECIAL FUNCTION REGISTERS

Bank 0		Bank 1		Bank 2		Bank 3	
	File Address		File Address		File Address		File Address
Indirect addr.(*)	00h	Indirect addr.(*)	80h	Indirect addr.(*)	100h	Indirect addr.(*)	180h
TMR0	01h	OPTION	81h	TMR0	101h	OPTION	181h
PCL	02h	PCL	82h	PCL	102h	PCL	182h
STATUS	03h	STATUS	83h	STATUS	103h	STATUS	183h
FSR	04h	FSR	84h	FSR	104h	FSR	184h
PORTA	05h	TRISA	85h		105h	ANSELA	185h
PORTB	06h	TRISB	86h		106h	ANSELB	186h
PORTC	07h	TRISC	87h		107h		187h
	08h		88h	CPSCON0	108h		188h
PORTE	09h	TRISE	89h	CPSCON1	109h		189h
PCLATH	0Ah	PCLATH	8Ah	PCLATH	10Ah	PCLATH	18Ah
INTCON	0Bh	INTCON	8Bh	INTCON	10Bh	INTCON	18Bh
PIR1	0Ch	PIE1	8Ch	PMDATL	10Ch	PMCON1	18Ch
PIR2	0Dh	PIE2	8Dh	PMADRL	10Dh	Reserved	18Dh
TMR1L	0Eh	PCON	8Eh	PMDATH	10Eh	Reserved	18Eh
TMR1H	0Fh	T1GCON	8Fh	PMADRH	10Fh	Reserved	18Fh
T1CON	10h	OSCCON	90h		110h		190h
TMR2	11h	OSCTUNE	91h		111h		191h
T2CON	12h	PR2	92h		112h		192h
SSPBUF	13h	SSPADD/SSPMSK	93h		113h		193h
SSPCON	14h	SSPSTAT	94h		114h		194h
CCPR1L	15h	WPUB	95h		115h		195h
CCPR1H	16h	IOCB	96h		116h		196h
CCP1CON	17h		97h		117h		197h
RCSTA	18h	TXSTA	98h		118h		198h
TXREG	19h	SPBRG	99h		119h		199h
RCREG	1Ah		9Ah		11Ah		19Ah
CCPR2L	1Bh		9Bh		11Bh		19Bh
CCPR2H	1Ch	APFCON	9Ch		11Ch		19Ch
CCP2CON	1Dh	FVRCON	9Dh		11Dh		19Dh
ADRES	1Eh		9Eh		11Eh		19Eh
ADCON0	1Fh	ADCON1	9Fh		11Fh		19Fh
General Purpose Register 96 Bytes	20h – 7Fh	General Purpose Register 80 Bytes	A0h – EFh	General Purpose Register 16 Bytes	120h – 12Fh		1A0h – 1EFh
					130h – 16Fh		
		Accesses 70h-7Fh	F0h – FFh	Accesses 70h-7Fh	170h – 17Fh	Accesses 70h-7Fh	1F0h – 1FFh

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

TABLE 2-1: PIC16(L)F722A/723A 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	Page
Bank 0											
00h(2)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	22,30
01h	TMR0	Timer0 Module Register								xxxx xxxx	91,30
02h(2)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	21,30
03h(2)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	18,30
04h(2)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	22,30
05h	PORTA	RA7	RA6	RA5	RA4	RA3	RA2	RA1	RA0	xxxx xxxx	43,30
06h	PORTB	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	xxxx xxxx	52,30
07h	PORTC	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0	xxxx xxxx	62,30
09h	PORTE	—	—	—	—	RE3	—	—	—	---- xxxx	69,30
0Ah(1, 2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	21,30
0Bh(2)	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	36,30
0Ch	PIR1	TMR1GIF	ADIF	RCIF	TXIF	SSPIF	CCP1IF	TMR2IF	TMR1IF	0000 0000	39,30
0Dh	PIR2	—	—	—	—	—	—	—	CCP2IF	---- ---0	40,30
0Eh	TMR1L	Holding Register for the Least Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	99,30
0Fh	TMR1H	Holding Register for the Most Significant Byte of the 16-bit TMR1 Register								xxxx xxxx	99,30
10h	T1CON	TMR1CS1	TMR1CS0	T1CKPS1	T1CKPS0	T1OSCEN	$\overline{T1SYNC}$	—	TMR1ON	0000 00-0	103,30
11h	TMR2	Timer2 Module Register								0000 0000	106,30
12h	T2CON	—	TOUTPS3	TOUTPS2	TOUTPS1	TOUTPS0	TMR2ON	T2CKPS1	T2CKPS0	-000 0000	107,30
13h	SSPBUF	Synchronous Serial Port Receive Buffer/Transmit Register								xxxx xxxx	147,30
14h	SSPCON	WCOL	SSPOV	SSPEN	CKP	SSPM3	SSPM2	SSPM1	SSPM0	0000 0000	164,30
15h	CCPR1L	Capture/Compare/PWM Register (LSB)								xxxx xxxx	116,30
16h	CCPR1H	Capture/Compare/PWM Register (MSB)								xxxx xxxx	116,30
17h	CCP1CON	—	—	DC1B1	DC1B0	CCP1M3	CCP1M2	CCP1M1	CCP1M0	--00 0000	115,30
18h	RCSTA	SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D	0000 000x	134,30
19h	TXREG	USART Transmit Data Register								0000 0000	133,30
1Ah	RCREG	USART Receive Data Register								0000 0000	131,30
1Bh	CCPR2L	Capture/Compare/PWM Register 2 (LSB)								xxxx xxxx	116,30
1Ch	CCPR2H	Capture/Compare/PWM Register 2 (MSB)								xxxx xxxx	116,30
1Dh	CCP2CON	—	—	DC2B1	DC2B0	CCP2M3	CCP2M2	CCP2M1	CCP2M0	--00 0000	115,30
1Eh	ADRES	A/D Result Register								xxxx xxxx	86,30
1Fh	ADCON0	—	—	CHS3	CHS2	CHS1	CHS0	GO/$\overline{DONE}$	ADON	--00 0000	85,30

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

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8>, whose contents are transferred to the upper byte of the program counter.

2: These registers can be addressed from any bank.

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

4: Accessible only when SSPM<3:0> ≠ 1001.

5: This bit is always '1' as RE3 is input-only.

TABLE 2-1: PIC16(L)F722A/723A 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	Page
Bank 1											
80h(2)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	22,30
81h	OPTION_REG	$\overline{RBPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	19,30
82h(2)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	21,30
83h(2)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	18,30
84h(2)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	22,30
85h	TRISA	TRISA7	TRISA6	TRISA5	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	1111 1111	43,30
86h	TRISB	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	1111 1111	52,30
87h	TRISC	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	1111 1111	62,30
89h	TRISE	—	—	—	—	TRISE3(5)	—	—	—	---- 1111	69,30
8Ah(1, 2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	21,30
8Bh(2)	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	36,30
8Ch	PIE1	TMR1GIE	ADIE	RCIE	TXIE	SSPIE	CCP1IE	TMR2IE	TMR1IE	0000 0000	37,31
8Dh	PIE2	—	—	—	—	—	—	—	CCP2IE	---- ---0	38,31
8Eh	PCON	—	—	—	—	—	—	$\overline{POR}$	$\overline{BOR}$	---- --qq	20,31
8Fh	T1GCON	TMR1GE	T1GPOL	T1GTM	T1GSPM	T1GGO $\overline{DONE}$	T1GVAL	T1GSS1	T1GSS0	0000 0x00	104,31
90h	OSCCON	—	—	IRCF1	IRCF0	ICSL	ICSS	—	—	--10 qq--	73,31
91h	OSCTUNE	—	—	TUN5	TUN4	TUN3	TUN2	TUN1	TUN0	--00 0000	74,31
92h	PR2	Timer2 Period Register								1111 1111	106,31
93h	SSPADD(4)	Synchronous Serial Port (I^2C mode) Address Register								0000 0000	155,31
93h	SSPMSK(3)	Synchronous Serial Port (I^2C mode) Address Mask Register								1111 1111	166,31
94h	SSPSTAT	SMP	CKE	D/$\overline{A}$	P	S	R/$\overline{W}$	UA	BF	0000 0000	153,31
95h	WPUB	WPUB7	WPUB6	WPUB5	WPUB4	WPUB3	WPUB2	WPUB1	WPUB0	1111 1111	52,31
96h	IOCB	IOCB7	IOCB6	IOCB5	IOCB4	IOCB3	IOCB2	IOCB1	IOCB0	0000 0000	53,31
97h	—	Unimplemented								—	—
98h	TXSTA	CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D	0000 -010	133,31
99h	SPBRG	BRG7	BRG6	BRG5	BRG4	BRG3	BRG2	BRG1	BRG0	0000 0000	135,31
9Ah	—	Unimplemented								—	—
9Bh	—	Unimplemented								—	—
9Ch	APFCON	—	—	—	—	—	—	SSSEL	CCP2SEL	---- --00	42,31
9Dh	FVRCON	FVRRDY	FVREN	—	—	—	—	ADFVR1	ADFVR0	q0-- --00	90,31
9Eh	—	Unimplemented								—	—
9Fh	ADCON1	—	ADCS2	ADCS1	ADCS0	—	—	ADREF1	ADREF0	0000 --00	86,31

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

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8>, whose contents are transferred to the upper byte of the program counter.

2: These registers can be addressed from any bank.

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

4: Accessible only when SSPM<3:0> ≠ 1001.

5: This bit is always '1' as RE3 is input-only.

TABLE 2-1: PIC16(L)F722A/723A 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	Page
Bank 2											
100h(2)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	22,30
101h	TMR0	Timer0 Module Register								xxxx xxxx	91,30
102h(2)	PCL	Program Counter's (PC) Least Significant Byte								0000 0000	21,30
103h(2)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	18,30
104h(2)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	22,30
105h	—	Unimplemented								—	—
106h	—	Unimplemented								—	—
107h	—	Unimplemented								—	—
108h	CPSCON0	CPSON	—	—	—	CPSRNG1	CPSRNG0	CPSOUT	T0XCS	0--- 0000	112,31
109h	CPSCON1	—	—	—	—	—	CPSCH2	CPSCH1	CPSCH0	---- 0000	113,31
10Ah(1, 2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	21,30
10Bh(2)	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	36,30
10Ch	PMDATL	Program Memory Read Data Register Low Byte								xxxx xxxx	167,31
10Dh	PMADRL	Program Memory Read Address Register Low Byte								xxxx xxxx	167,31
10Eh	PMDATH	—	—	Program Memory Read Data Register High Byte						--xx xxxx	167,31
10Fh	PMADRH	—	—	—	Program Memory Read Address Register High Byte					---x xxxx	167,31
Bank 3											
180h(2)	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)								xxxx xxxx	22,30
181h	OPTION_REG	$\overline{RBPU}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	19,30
182h(2)	PCL	Program Counter (PC) Least Significant Byte								0000 0000	21,30
183h(2)	STATUS	IRP	RP1	RP0	$\overline{TO}$	$\overline{PD}$	Z	DC	C	0001 1xxx	18,30
184h(2)	FSR	Indirect Data Memory Address Pointer								xxxx xxxx	22,30
185h	ANSELA	—	—	ANSA5	ANSA4	ANSA3	ANSA2	ANSA1	ANSA0	--11 1111	44,31
186h	ANSELB	—	—	ANSB5	ANSB4	ANSB3	ANSB2	ANSB1	ANSB0	--11 1111	53,31
187h	—	Unimplemented								—	—
18Ah(1, 2)	PCLATH	—	—	—	Write Buffer for the upper 5 bits of the Program Counter					---0 0000	21,30
18Bh(2)	INTCON	GIE	PEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	36,30
18Ch	PMCON1	Reserved	—	—	—	—	—	—	RD	1--- ---0	168,31
18Dh	—	Unimplemented								—	—
18Eh	—	Unimplemented								—	—
18Fh	—	Unimplemented								—	—

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

Note 1: The upper byte of the program counter is not directly accessible. PCLATH is a holding register for the PC<12:8>, whose contents are transferred to the upper byte of the program counter.

2: These registers can be addressed from any bank.

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

4: Accessible only when SSPM<3:0> ≠ 1001.

5: This bit is always '1' as RE3 is input-only.

2.2.2.1 STATUS Register

The STATUS register, shown in Register 2-1, contains:

- the arithmetic status of the ALU
- the Reset status
- the bank select bits for data memory (SRAM)

The STATUS register can be the destination for any instruction, like 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 any Status bits. For other instructions not affecting any Status bits (Refer to **Section 21.0 "Instruction Set Summary"**).

Note 1: The C and DC bits operate as $\overline{Borrow}$ and $\overline{Digit\ Borrow}$ out bits, respectively, in subtraction.

REGISTER 2-1: STATUS: STATUS REGISTER

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	$\overline{TO}$	$\overline{PD}$	Z	DC(1)	C(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 **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)
`00` = Bank 0 (00h-7Fh)
`01` = Bank 1 (80h-FFh)
`10` = Bank 2 (100h-17Fh)
`11` = Bank 3 (180h-1FFh)

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/$\overline{Digit\ Borrow}$ bit (`ADDWF`, `ADDLW`, `SUBLW`, `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/$\overline{Borrow}$ bit(1) (`ADDWF`, `ADDLW`, `SUBLW`, `SUBWF` instructions)(1)
`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 $\overline{Borrow}$, 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-order or low-order bit of the source register.

2.2.2.2 OPTION register

The OPTION register, shown in Register 2-2, is a readable and writable register, which contains various control bits to configure:

- Timer0/WDT prescaler
- External RB0/INT interrupt
- Timer0
- Weak pull ups on PORTB

Note: To achieve a 1:1 prescaler assignment for Timer0, assign the prescaler to the WDT by setting PSA bit of the OPTION register to '1'. Refer to **Section 12.3 "Timer1 Prescaler"**.

REGISTER 2-2: OPTION_REG: OPTION REGISTER

R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
$\overline{\text{RBPU}}$	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0
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 **$\overline{\text{RBPU}}$:** PORTB Pull-up Enable bit
1 = PORTB pull ups are disabled
0 = PORTB pull ups are enabled by individual bits in the WPUB register

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:** Timer0 Clock Source Select bit
1 = Transition on RA4/T0CKI pin
0 = Internal instruction cycle clock (FOSC/4)

bit 4 **T0SE:** Timer0 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 **PS<2:0>:** Prescaler Rate Select bits

Bit Value	Timer0 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

2.2.2.3 PCON Register

The Power Control (PCON) register contains flag bits (refer to Table 3-2) to differentiate between a:

- Power-on Reset ($\overline{POR}$)
- Brown-out Reset ($\overline{BOR}$)
- Watchdog Timer Reset (WDT)
- External $\overline{MCLR}$ Reset

The PCON register also controls the software enable of the BOR.

The PCON register bits are shown in Register 2-3.

REGISTER 2-3: PCON: POWER CONTROL REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	R/W-q	R/W-q
—	—	—	—	—	—	$\overline{POR}$	$\overline{BOR}$
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
q = Value depends on condition			

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)

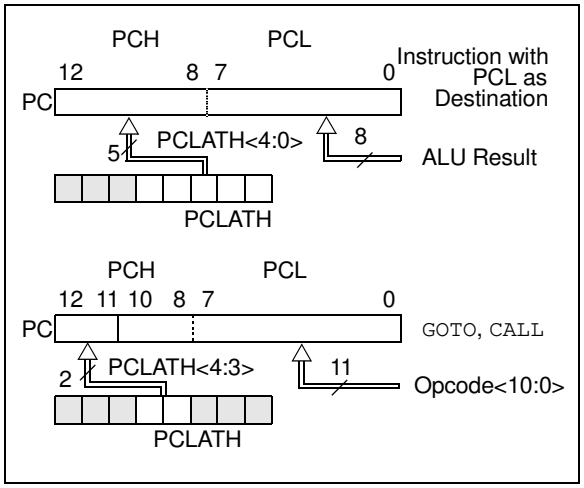
bit 0 **$\overline{BOR}$:** Brown-out Reset Status bit
- 1 = No Brown-out Reset occurred
- 0 = A Brown-out Reset occurred (must be set in software after a Power-on Reset or Brown-out Reset occurs)

Note 1: Set BOREN<1:0> = 01 in the Configuration Word register for this bit to control the $\overline{BOR}$.

2.3 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 2-5 shows the two situations for the loading of the PC. The upper example in Figure 2-5 shows how the PC is loaded on a write to PCL (PCLATH<4:0> → PCH). The lower example in Figure 2-5 shows how the PC is loaded during a CALL or GOTO instruction (PCLATH<4:3> → PCH).

FIGURE 2-5: LOADING OF PC IN DIFFERENT SITUATIONS



2.3.1 COMPUTED GOTO

A computed GOTO is accomplished by adding an offset to the program counter (ADDWF PCL). When performing 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 Application Note *AN556, Implementing a Table Read* (DS00556).

2.3.2 STACK

All devices have an 8-level x 13-bit wide hardware stack (refer to Figures 2-1 and 2-2). 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.

2.4 Program Memory Paging

All devices are capable of addressing a continuous 8K word block of program memory. The CALL and GOTO instructions provide only 11 bits of address to allow branching within any 2K program memory page. When doing a CALL or GOTO instruction, the upper 2 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 POPed off 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 contents of the PCLATH register are unchanged after a RETURN or RETFIE instruction is executed. The user must rewrite the contents of the PCLATH register for any subsequent subroutine calls or GOTO instructions.

Example 2-1 shows the calling of a subroutine in page 1 of the program memory. This example assumes that PCLATH is saved and restored by the Interrupt Service Routine (if interrupts are used).

EXAMPLE 2-1: CALL OF A SUBROUTINE IN PAGE 1 FROM PAGE 0

```
        ORG 500h
        PAGESEL SUB_P1  ;Select page 1
                        ;(800h-FFFh)
        CALL    SUB1_P1 ;Call subroutine in
        :               ;page 1 (800h-FFFh)
        :
        ORG     900h    ;page 1 (800h-FFFh)
SUB1_P1
        :               ;called subroutine
                        ;page 1 (800h-FFFh)
        :
        RETURN          ;return to
                        ;Call subroutine
                        ;in page 0
                        ;(000h-7FFh)
```

2.5 Indirect Addressing, INDF and FSR Registers

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

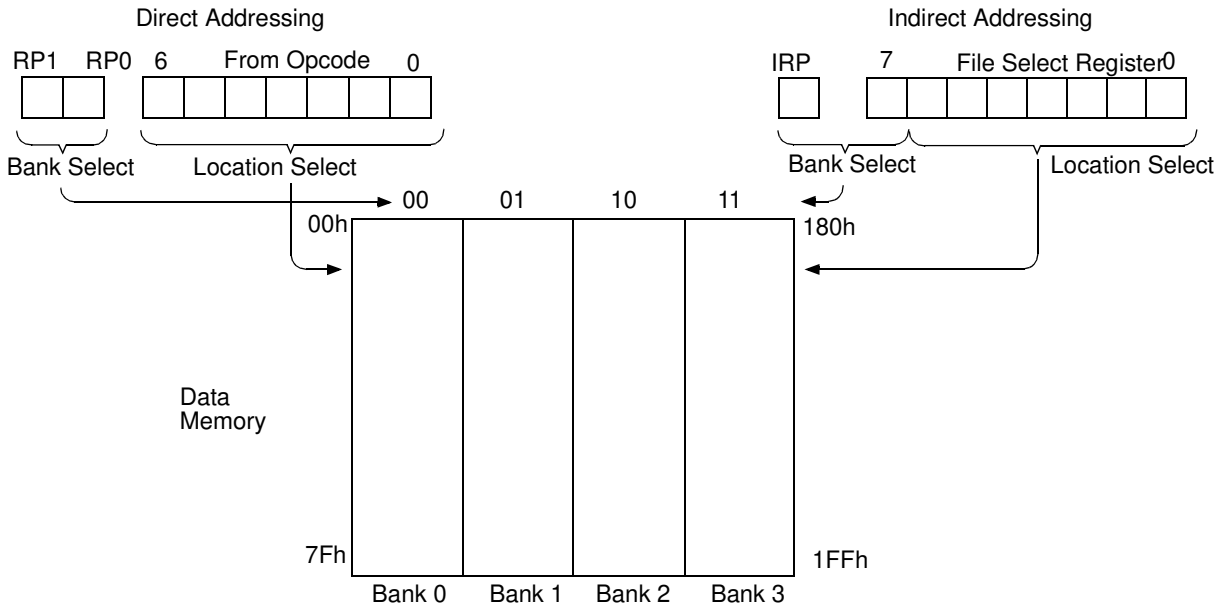
Indirect addressing is possible by using the INDF register. Any instruction using the INDF register actually accesses data pointed to by the File Select Register (FSR). Reading INDF itself indirectly will produce 00h. Writing to the INDF register indirectly results in a no operation (although Status bits may be affected). An effective 9-bit address is obtained by concatenating the 8-bit FSR register and the IRP bit of the STATUS register, as shown in Figure 2-6.

A simple program to clear RAM location 020h-02Fh using indirect addressing is shown in Example 2-2.

EXAMPLE 2-2: INDIRECT ADDRESSING

```
    MOVLW020h  ;initialize pointer
    MOVWFFSR   ;to RAM
    BANKISEL020h
NEXTCLRFINDF   ;clear INDF register
    INCFFSR    ;inc pointer
    BTFSSFSR,4 ;all done?
    GOTONEXT   ;no clear next
CONTINUE       ;yes continue
```

FIGURE 2-6: DIRECT/INDIRECT ADDRESSING



Note: For memory map detail, refer to Figures 2-3 and 2-4.

3.0 RESETS

The PIC16(L)F722A/723A differentiates between various kinds of Reset:

a) Power-on Reset (POR)
b) WDT Reset during normal operation
c) WDT Reset during Sleep
d) $\overline{\text{MCLR}}$ Reset during normal operation
e) $\overline{\text{MCLR}}$ Reset during Sleep
f) 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:

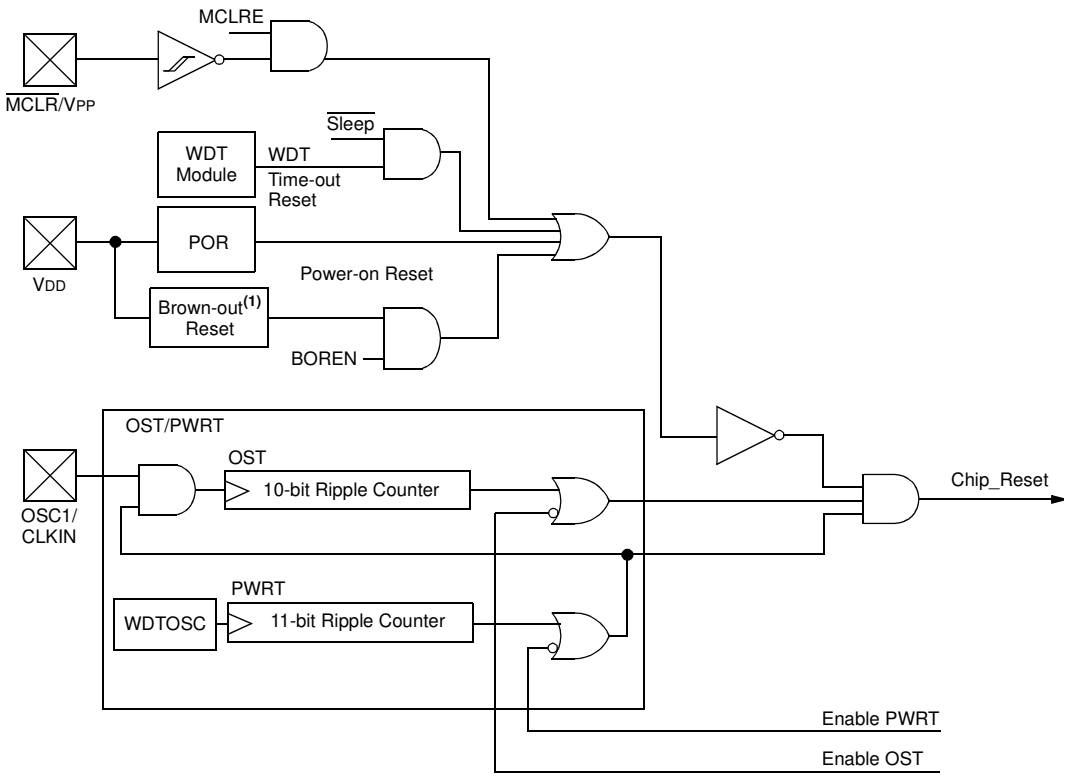
- Power-on Reset (POR)
- $\overline{\text{MCLR}}$ Reset
- $\overline{\text{MCLR}}$ Reset during Sleep
- WDT Reset
- Brown-out Reset (BOR)

Most registers 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 3-3. These bits are used in software to determine the nature of the Reset.

A simplified block diagram of the On-Chip Reset Circuit is shown in Figure 3-1.

The $\overline{\text{MCLR}}$ Reset path has a noise filter to detect and ignore small pulses. See **Section 23.0 "Electrical Specifications"** for pulse width specifications.

FIGURE 3-1: SIMPLIFIED BLOCK DIAGRAM OF ON-CHIP RESET CIRCUIT



Note 1: Refer to the Configuration Word Register 1 (Register 8-1).

TABLE 3-1: STATUS BITS AND THEIR SIGNIFICANCE

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

TABLE 3-2: RESET CONDITION FOR SPECIAL REGISTERS(2)

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

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

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

2: If a Status bit is not implemented, that bit will be read as '0'.

3.1 MCLR

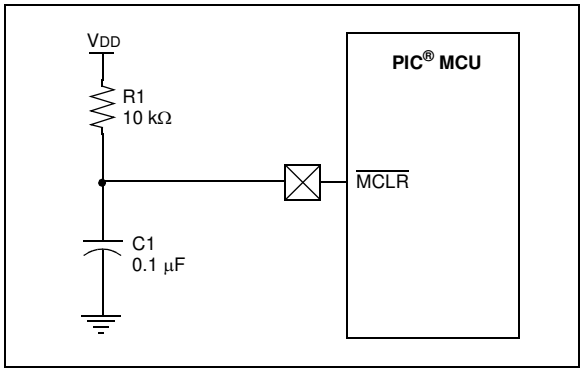
The PIC16(L)F722A/723A has a noise filter in the MCLR Reset path. The filter will detect and ignore small pulses.

It should be noted that a Reset does not drive the MCLR pin low.

Voltages applied to the pin that exceed its specification can result in both MCLR Resets and excessive current beyond the device specification during the ESD event. For this reason, Microchip recommends that the MCLR pin no longer be tied directly to VDD. The use of an RC network, as shown in Figure 3-2, is suggested.

An internal MCLR option is enabled by clearing the MCLRE bit in the Configuration Word register. When MCLRE = 0, the Reset signal to the chip is generated internally. When the MCLRE = 1, the RE3/MCLR pin becomes an external Reset input. In this mode, the RE3/MCLR pin has a weak pull up to VDD. In-Circuit Serial Programming is not affected by selecting the internal MCLR option.

FIGURE 3-2: RECOMMENDED MCLR CIRCUIT



3.2 Power-on Reset (POR)

The on-chip POR circuit holds the chip in Reset until VDD has reached a high enough level for proper operation. A maximum rise time for VDD is required. See **Section 23.0 "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 VDD reaches VBOR (see **Section 3.5 "Brown-Out Reset (BOR)"**).

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).

3.3 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 WDT oscillator. For more information, see **Section 7.3 "Internal Clock Modes"**. The chip is kept in Reset as long as PWRT is active. The PWRT delay allows the VDD to rise to an acceptable level. A Configuration bit, 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:

- VDD variation
- Temperature variation
- Process variation

See DC parameters for details (**Section 23.0 "Electrical Specifications"**).

Note:	The Power-up Timer is enabled by the PWRTE bit in the Configuration Word.

3.4 Watchdog Timer (WDT)

The WDT has the following features:

- Shares an 8-bit prescaler with Timer0
- Time-out period is from 17 ms to 2.2 seconds, nominal
- Enabled by a Configuration bit

WDT is cleared under certain conditions described in Table 3-1.

3.4.1 WDT OSCILLATOR

The WDT derives its time base from 31 kHz internal oscillator.

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).