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TM57MA16

DATA SHEET

Rev 0.96

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AMENDMENT HISTORY

Version	Date	Description
V0.90	Mar,2015	RD initial version
V0.91	May,2015	1. Remove AVREF form PIN ASSIGNMENT,P8 2. Use MODE3V replace IVCPD, P50,51,62,79,80 3. Update ADC Chapter , P6.48.81 4. New Description of IRCF, P5.22 5. Use FIRCx2 replace 16MHz, P6,23,42,44,46,65
V0.92	Sep, 2015	1. P6, Add OPA function 2. P35, Update Timer1 Block Diagram 3. P50~51, Update OPA chapter 4. P82, Update OPA Circuit Characteristics 5. P49,51,62,79,80, Use IVCPD replace MODE3V 6. P26~27 Update STOP Mode Setting 7. P5, 8, 9, 10, 36~38, 65 Remove TM1OUT
V0.93	Mar, 2016	1. P84, Update LDOC Characteristics (SOP-10)
V0.94	Jul, 2016	1. P6, 83 Update Operating Voltage 2. P8 Update Block Diagram 3. P6,43,45,49 Correcting errors 4. P17 Remove RAMBK 5. P23,43,47,48,67,68 Use PWM0CKS/PWM0DIS/PWM0MOD replace PWMCKS/PWMDIS/PWMMODE
V0.95	Jun, 2017	1. P88 Update LVR circuit characteristics 2. P59 Update PA7 Figure
V0.96	Sep, 2017	1. P7,10 ISP modified to ICP

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FEATURES

1. **ROM: 1K x 14 bits MTP (Multi Time Programmable ROM)**
2. **RAM: 96 x 8 bits**
3. **STACK: 6 Levels**
4. **System Oscillation Sources (Fsys) :**
 - Fast-clock
 - FIRC (Fast Internal RC) : 8 MHz, 6.8 Mhz or 7.2 Mhz (Selected by Writer)
 - Slow-clock
 - SIRC (Slow Internal RC) : 128 KHz/32 KHz/8 KHz/2 KHz @VCC=3V
5. **Dual System Clock:**
 - FIRC + SIRC
6. **Power Saving Operation Mode**
 - FAST Mode: Slow-clock can be disabled or enabled, Fast-clock keeps CPU running
 - SLOW Mode: Fast-clock can be disabled or enabled, Slow-clock keeps CPU running
 - IDLE Mode: Fast-clock and CPU stop. Slow-clock, T2, or Wake-up Timer keep running
 - STOP Mode: All Clocks stop, T2 and Wake-up Timer stop
7. **3 Independent Timers**
 - Timer0
 - 8-bit timer divided by 1~256 pre-scaler option, Counter/Interrupt/Stop function
 - Timer1
 - 8-bit timer divided by 1~256 pre-scaler option, Reload/Interrupt/Stop function
 - T2
 - 15-bit timer with 4 interrupt interval time options
 - IDLE mode wake-up timer or used as one simple 15-bit time base
 - Clock source: Slow-clock (SIRC) , Fsys/128
8. **Interrupt**
 - Three External Interrupt pins
 - 1 pin are falling edge wake-up triggered & interrupts
 - 2 pins is rising or falling edge wake-up triggered & interrupt
 - Timer0/Timer1/T2/WKT (wake-up) Interrupts
9. **Wake-up (WKT) Timer**
 - Clocked by built-in RC oscillator with 4 adjustable interrupt times
17 ms/34 ms/68 ms/136 ms @VCC=3V , 16 ms/32 ms/64 ms/128 ms @VCC=5V

10. Watchdog Timer

- Clocked by built-in RC oscillator with 4 adjustable reset times
140 ms/280 ms/1120 ms/2240 ms @VCC=3V, 128 ms/256 ms/1024 ms/2048 ms
@VCC = 5V
- Watchdog timer can be disabled/enabled in STOP mode (WDTSTP, R15.5)

11. 1 Independent PWM

- PWM0:
 - 8+2 bits, duty-adjustable, period-adjustable controlled PWM
 - PWM0 clock source: Fast-clock or FIRC x 2, with 1~64 pre-scalers
 - With differential output pair
 - Non-overlap durations adjustable
 - PWM0P and PWM0N are high drive/sink pins

12. 12-bit ADC Converter with 8 input channels and 1 internal reference voltage

- Internal reference voltage LDO $2.5V \pm 2\%$ @ 25°C, VCC=3V~5V
- ADC reference voltage=VCC

13. Operational Amplifier (OPA)

- offset voltage ≤ 2 mV @V_o=1.5V, T_A=25°C, V_{cc}=5V, V_{ss}=0V

14. Reset Sources

- Power On Reset/Watchdog Reset/Low Voltage Reset/External Pin Reset

15. Low Voltage Reset Option: LVR 1.8V, LVR 1.8 off in STOP mode**16. Operating Voltage:**

- F_{sys}=2 MHz, LVR_{th} ~5.5V @ -40°C~85°C
- F_{sys}=4 MHz, LVR_{th} ~5.5V @ -40°C~85°C
- F_{sys}=8 MHz, LVR_{th} ~5.5V @ -40°C~0°C
- F_{sys}=8 MHz, 2.2~5.5V @ 0°C~85°C

17. Operating Temperature Range: -40°C to +85°C**18. Table Read Instruction: 14-bit ROM data lookup table.****19. Instruction set: 38 Instructions****20. Instruction Execution Time**

- 2 oscillation clocks per instruction except branch

21. I/O ports: Maximum 13 programmable I/O pins

- Pseudo-Open-Drain Output (PA2~PA0)
- Open-Drain Output
- CMOS Push-Pull Output
- Schmitt Trigger Input with pull-up resistor option

22. Programming connectivity support 5-wire (ICP) or 8-wire program.

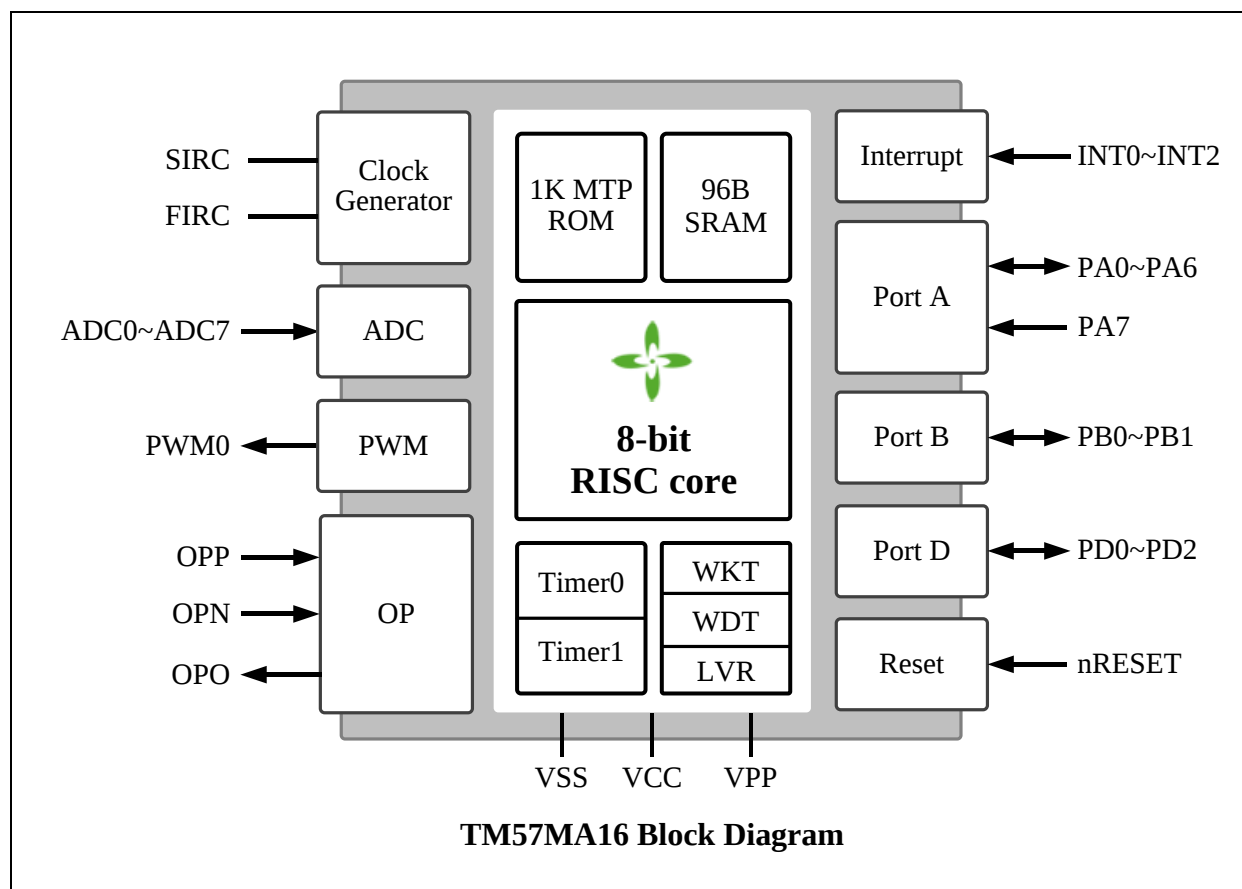
23. Package Types:

- SOP-16/SOP-10/DIP-16

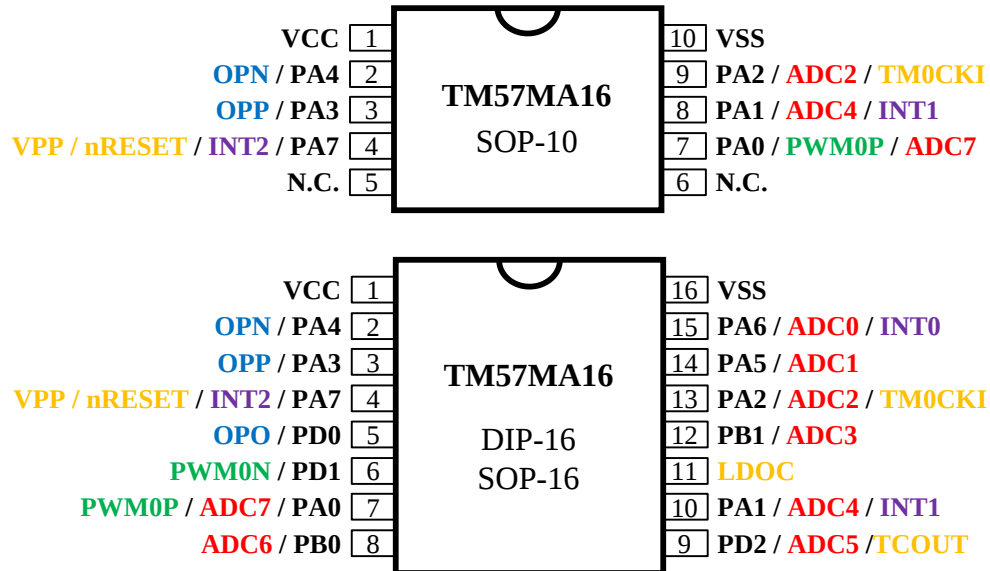
24. Supported EV board on ICE

EV board: EV8205

BLOCK DIAGRAM



PIN ASSIGNMENT



PIN DESCRIPTIONS

Name	In/Out	Pin Description
PA0-PA2	I/O	Bit-programmable I/O port for Schmitt-trigger input, CMOS “ push-pull ” output or “ pseudo-open-drain ” output. Pull-up resistors are assignable by software.
PA3-PA6 PB0-PB1	I/O	Bit-programmable I/O port for Schmitt-trigger input, CMOS “ push-pull ” output or “ open-drain ” output. Pull-up resistors are assignable by software.
PA7	I	Schmitt-trigger input with pull-high
nRESET	I	External active low reset, internal pull-high
VCC, VSS	P	Power Voltage input pin and ground
VPP	I	PROM programming high voltage input
INT0-INT2	I	External interrupt input
TM0CKI	I	Timer0’s input in counter mode
PWM0P	O	(8+2) bit PWM0 positive output
PWM0N	O	(8+2) bit PWM0 negative output
ADC7~ADC0	I	A/D channels input
OPP, OPN	I	OPA positive/negative input
OPO	O	OPA output
LDOC	O	Internal reference voltage 2.5V output (at least 1uF to ground)
TCOUT	O	Post-prescaler Instruction Cycle ($F_{sys}/2$) output

Programming pins:

Normal mode: VCC/VSS/PA0/PA1/PA2/PA3/PA4/PA7 (VPP)

ICP mode: VCC/VSS/PA0/PA1/PA7 (VPP) -When using ICP (In-circuit Program) mode, the PCB needs to remove all components of PA0, PA1, PA7.

PIN SUMMARY

MA16		Pin Name	Type	GPIO					Function After Reset	Alternate Function			
16-SOP/DIP	10-SOP			Input		Output				PWM	OP	ADC	MISC
				Weak Pull-up	Ext. Interrupt	P.O.D	O.D	P.P					
1	1	VCC	P									○	
2	2	OPN/PA4	I/O	○			○	○	PA4		○		
3	3	OPP/PA3	I/O	○			○	○	PA3		○		
4	4	VPP/nRESET/INT2/PA7	I/O	○	○		○	○	SYS				nRESET
5		OPO/PD0	I/O	○			○	○	PD0		○	○	
6		PWM0N/PD1	I/O	○			○	○	PD1	○			
7	7	PWM0P/ADC7/PA0	I/O	○		○		○	PA0	○		○	
8		ADC6/PB0	I/O	○			○	○	PB0			○	
9		PD2/ADC5/TCOUT	I/O	○			○	○	PD2			○	TCOUT
10	8	PA1/ADC4/INT1	I/O	○	○	○		○	PA1			○	
11		LDOC	O										
12		PB1/ADC3	I/O	○			○	○	PB1			○	
13	9	PA2/ADC2/TM0CKI	I/O	○		○		○	PA2			○	TM0CKI
14		PA5/ADC1	I/O	○			○	○	PA5			○	
15		PA6/ADC0/INT0	I/O	○	○		○	○	PA6			○	
16	10	VSS	P										

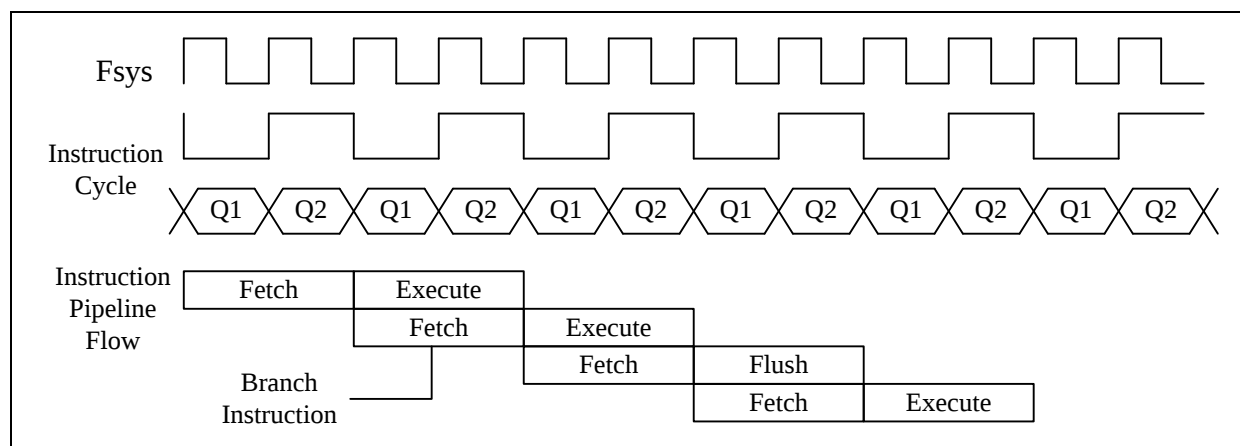
Symbol : P.P. = Push-Pull Output
 P.O.D. = Pseudo Open Drain
 O.D. = Open Drain
 SYS = by SYSCFG bit

FUNCTIONAL DESCRIPTION

1. CPU Core

1.1 Clock Scheme and Instruction Cycle

The system clock is internally divided by two to generate Q1 state and Q2 state for each instruction cycle. The Programming Counter (PC) is updated at Q1 and the instruction is fetched from program ROM and latched into the instruction register in Q2. It is then decoded and executed during the following Q1-Q2 cycle. Branch instructions take two cycles since the fetch instruction is ‘flushed’ from the pipeline, while the new instruction is being fetched and then executed.



Terminology definitions:

(1) **Fsys**: System clock. The main clock that drive the core logic and most peripherals. The clock source can be either Fast-clock or Slow-clock which can be set by registers.

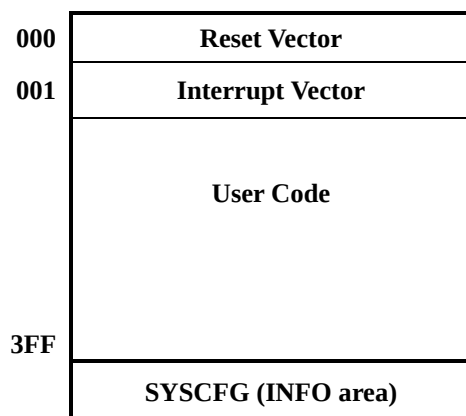
(2) **Instruction Cycle**=Fsys/2

FIRC: Fast Internal RC oscillator

SIRC: Slow Internal RC oscillator

1.2 Program ROM (PROM)

The MTP Program ROM of this device is 1K words, with an extra INFO area to store the SYSCFG. The ROM can be written multi-times and can be read as long as the PROTECT bit of SYSCFG is not set. The SYSCFG can be read no matter PROTECT is set or cleared, but can be written only when PROTECT is not set or ROM is erased. That is, unprotect the PROTECT bit needs the erased ROM.



1.3 Programming Counter (PC) and Stack

The Programming Counter is 10-bit wide capable of addressing a 1Kx14 MTP ROM. As a program instruction is executed, the PC will contain the address of the next program instruction to be executed. The PC value is normally increased by one except the followings. The Reset Vector (000h) and the Interrupt Vector (001h) are provided for PC initialization and Interrupt. For CALL/GOTO instructions, PC loads 10 bits address from instruction word. For RET/RETI/RETLW instructions, PC retrieves its content from the top level STACK. For the other instructions updating PC [7:0], the PC [9:8] keeps unchanged. The STACK is 10-bit wide and 6-level in depth. The CALL instruction and hardware interrupt will push STACK level in order. While the RET/RETI/RETLW instruction pops the STACK level in order.

For table lookup, the device offer the powerful table read instructions TABRL, TABRH to return the 14-bit ROM data into W by setting the DPTR= {DPH, DPL} F-Plane registers.

◇ Example: To look up the PROM data located “TABLE” & “TABLE2”.

```

ORG      000H                      ; Reset Vector
GOTO     START

START:
    MOVLW 00H
    MOVWF INDEX                    ; Set lookup table's address.

LOOP:
    MOVFW INDEX                    ; Move index value to W register.
    CALL  TABLE                  ; To lookup data, W=55H.
    ....
    INCF  INDEX, 1                ; Increment the index address for next address
    ....
    GOTO  LOOP                    ; Go to LOOP label.
    ....
    MOVLW (TABLE2>>8)&0xff
    MOVWF DPH                      ; DPH register (F0F.2~0)
    MOVLW (TABLE2)&0xff
    MOVWF DPL                      ; DPL register (F13.7~0)
    TABRL                      ; W=86H
    TABRH                      ; W=19H
    ....

TABLE:
    ADDWF PCL, 1                  ; Add the W with PCL, the result back in PCL.
    RETLW 55H                    ; W=55h when return
    RETLW 56H                    ; W=56H when return
    RETLW 58H                    ; W=58H when return
    ....
    ORG   368H

TABLE2:
    .DT 0x1986, 0x3719, 0x2983... ; 14-bit ROM data

```

1.4 ALU and Working (W) Register

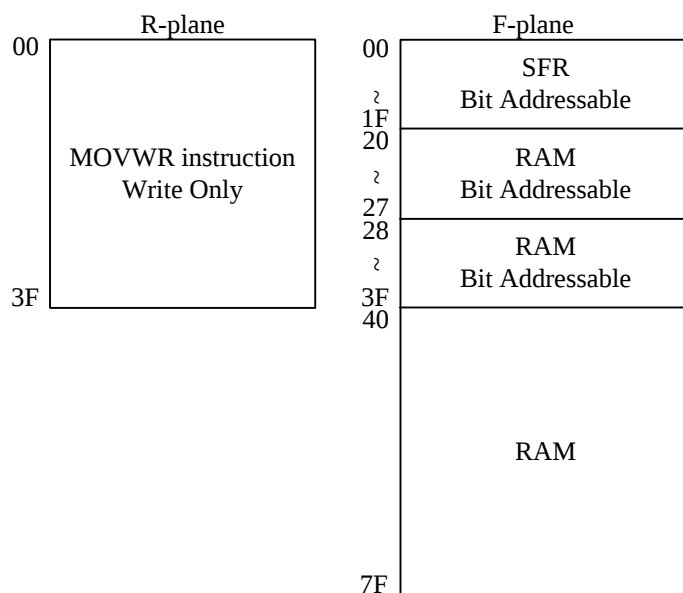
The ALU is 8-bit wide and capable of addition, subtraction, shift and logical operations. In two-operand instructions, typically one operand is the W register, which is an 8-bit non-addressable register used for ALU operations. The other operand is either a file register or an immediate constant. In single operand instructions, the operand is either W register or a file register. Depending on the instruction executed, the ALU may affect the values of Carry (C), Digit Carry (DC), and Zero (Z) Flags in the STATUS register. The C and DC flags operate as a /Borrow and /Digit Borrow, respectively, in subtraction.

Note: /Borrow represents inverted of Borrow register.

/Digit Borrow represents inverted of Digit Borrow register.

1.5 RAM Addressing Mode

There are two Data Memory Planes in CPU, R-Plane and F-Plane. The registers in R-Plane are write-only. The “MOVWR” instruction copies the W-register’s content to R-Plane registers by direct addressing mode. The lower locations of F-Plane are reserved for the SFR. Above the SFR is General Purpose Data Memory, implemented as static RAM. F-Plane can be addressed directly or indirectly. Indirect Addressing is made by INDF register. 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). The first half of F-Plane is bit-addressable, while the second half of F-Plane is not bit-addressable.



◇ Example: Write immediate data into R-Plane register.

```
MOVLW    AAH           ; Move immediate AAH into W register.
MOVWR     05H           ; Move W value into R-Plane location 05H data register.
```

◇ Example: Move the immediate data 55H to W register and F-Plane location 20H.

```
MOVLW     55H           ; Move immediate 55H into W register.
MOVWF     20H           ; To get a content of W and save in F-Plane location 20H.
```

◇ Example: Move F-Plane location 20H data into W register.

```
MOVFW     20H           ; To get a content of F-Plane location 20H and save in W.
```

◇ Example: Indirectly addressing mode with FSR/INDF register. (F-Plane 04H / 00H)

```
MOVLW     20H           ; Move immediate 20H into FSR register.
MOVWF     FSR
MOVLW     55H
MOVWF     INDF           ; Use data pointer FSR write a data into F-Plane location
                        ; 20H. 55H into F-plane 20H.
INCF      FSR, 1         ; Increment the index address for next address.
MOVFW     INDF           ; Use data pointer FSR read a data from F-Plane location
                        ; 21H. W data from F-Plane 21H
```

1.6 STATUS Register (F-Plane 03H)

This register contains the arithmetic status of ALU and the reset status. 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. It is recommended, therefore, that only BCF, BSF and MOVWF instructions are used to alter the STATUS register because these instructions do not affect those bits.

STATUS	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Reset Value	0	0	–	0	0	0	0	0
R/W	R/W	R/W	–	R	R	R/W	R/W	R/W
Bit	Description							
7	GB0: General Purpose Bit 0							
6	GB1: General Purpose Bit 1							
4	TO: Time Out Flag 0: after Power On Reset, LVR Reset, or CLRWDT / SLEEP instruction 1: WDT time out occurs							
3	PD: Power Down Flag 0: after Power On Reset, LVR Reset, or CLRWDT instruction 1: after SLEEP instruction							
2	Z: Zero Flag 0: the result of a logic operation is not zero 1: the result of a logic operation is zero							
1	DC: Decimal Carry Flag or Decimal / Borrow Flag							
	ADD instruction				SUB instruction			
	0: no carry 1: a carry from the low nibble bits of the result occurs				0: a borrow from the low nibble bits of the result occurs 1: no borrow			
0	C: Carry Flag or /Borrow Flag							
	ADD instruction				SUB instruction			
	0: no carry 1: a carry occurs from the MSB				0: a borrow occurs from the MSB 1: no borrow			

◇ Example: Write immediate data into STATUS register.

```
MOVLW    00H
MOVWF    STATUS    ; Clear STATUS register.
```

◇ Example: Bit addressing set and clear STATUS register.

```
BSF      STATUS, 0    ; Set C=1.
BSF      03H, 5       ; Selection RAM Bank1
BCF      STATUS, 0    ; Clear C=0.
BCF      03H, 5       ; Selection RAM Bank0
```

◇ Example: Determine the C flag by BTFSS instruction.

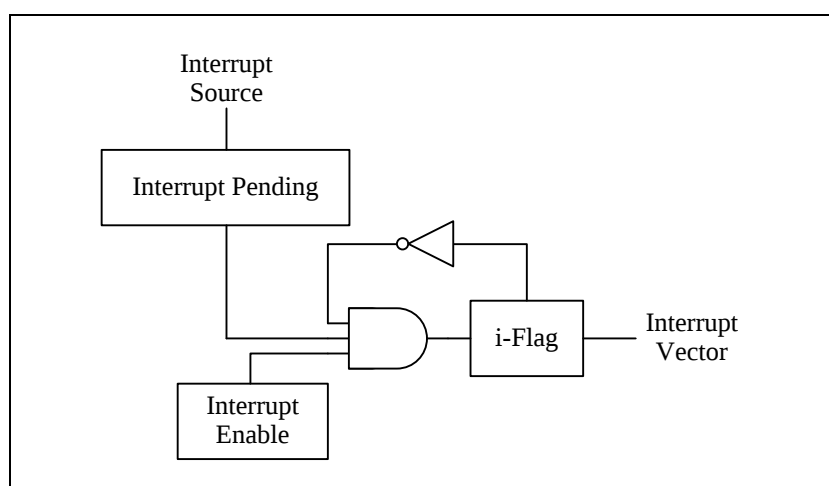
```
BTFSS    STATUS, 0    ; Check the carry flag
GOTO     LABEL_1     ; If C=0, goto label_1
GOTO     LABEL_2     ; If C=1, goto label_2
```

1.7 Interrupt

This device has 1 level, 1 vector and eight interrupt sources. Each interrupt source has its own enable control bit. An interrupt event will set its individual pending flag; no matter its interrupt enable control bit is 0 or 1. Because device has only 1 vector, there is not an interrupt priority register. The interrupt priority is determined by F/W.

If the corresponding interrupt enable bit has been set (INTIE) , it would trigger CPU to service the interrupt. CPU accepts interrupt in the end of current executed instruction cycle. In the mean while, a “CALL 001” instruction is inserted to CPU, and i-flag is set to prevent recursive interrupt nesting.

The i-flag is cleared in the instruction after the “RETI” instruction. That is, at least one instruction in main program is executed before service the pending interrupt. The interrupt event is level triggered. F/W must clear the interrupt event register while serving the interrupt routine.



◇ Example: Setup INT1 (PA1) interrupt request and rising edge trigger.

```

ORG      000H                      ; Reset vector.
GOTO     START                     ; Goto user program address.

ORG      01H                      ; All interrupt vector.
GOTO     INT_SUBROUTINE            ; If INT1 (PA1) input occurred rising edge.

ORG      02H

START:
MOVLW    01111101B                ; Enable INT1 (PA1) input pull up resistor.
MOVWR    PAPUN
MOVLW    00010011B                ; Set INT1 interrupt trigger as rising edge.
MOVWR    R0B
MOVLW    11111101B                ; Clear INT1 interrupt request flag
MOVWF    INTIF
MOVLW    00000010B                ; Enable INT1 interrupt.
MOVWR    INTIE

```

MAIN:

```
...
GOTO    MAIN
```

INT_SUBROUTINE:

```
MOVWF   GPR0      ; Push routine to Save W and STATUS data to buffers.
MOVFW   STATUS    ; F-Plane 03H
MOVWF   GPR1

BTFSS   INT1IF     ; Check INT1IF bit.
GOTO    EXIT_INT   ; INT1IF=0, exit interrupt vector.
...          ; INT1 interrupt service routine.
MOVLW   11111101B
MOVWF   INTIF      ; Clear INT1 interrupt request flag
GOTO    EXIT_INT
```

EXIT_INT:

```
MOVFW   GPR1      ; POP Routine W and STATUS data from buffers.
MOVWF   STATUS
MOVFW   GPR0
RETI
```

R0E	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIE	–	T2IE	TM1IE	TM0IE	WKTIE	INT2IE	INT1IE	INT0IE
R/W	–	W	W	W	W	W	W	W
Reset	–	0	0	0	0	0	0	0

- F0E.6 **T2IE:** T2 interrupt enable
0: disable
1: enable
- R0E.5 **TM1IE:** Timer1 interrupt enable
0: disable
1: enable
- R0E.4 **TM0IE:** Timer0 interrupt enable
0: disable
1: enable
- R0E.3 **WKTIE:** Wakeup Timer interrupt enable
0: disable
1: enable
- R0E.2 **INT2IE:** INT2 (PA7) interrupt enable
0: disable
1: enable
- R0E.1 **INT1IE:** INT1 (PA1) interrupt enable
0: disable
1: enable
- R0E.0 **INT0IE:** INT0 (PA6) interrupt enable
0: disable
1: enable

F09	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIF	–	T2IF	TM1IF	TM0IF	WKTIF	INT2IF	INT1IF	INT0IF
R/W	–	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	–	0	0	0	0	0	0	0

- F09.6 **T2IF**: T2 interrupt event pending flag
This bit is set by H/W while T2 overflows, write 0 to this bit will clear this flag
- F09.5 **TM1IF**: Timer1 interrupt event pending flag
This bit is set by H/W while Timer1 overflows, write 0 to this bit will clear this flag
- F09.4 **TM0IF**: Timer0 interrupt event pending flag
This bit is set by H/W while Timer0 overflows, write 0 to this bit will clear this flag
- F09.3 **WKTIF**: Wakeup Timer interrupt event pending flag
This bit is set by H/W while Wakeup Timer is timeout, write 0 to this bit will clear this flag
- F09.2 **INT2IF**: INT2 (PA7) pin falling interrupt pending flag
This bit is set by H/W at INT2 pin's falling edge, write 0 to this bit will clear this flag
- F09.1 **INT1IF**: INT1 (PA1) pin falling interrupt pending flag
This bit is set by H/W at INT1 pin's falling edge, write 0 to this bit will clear this flag
- F09.0 **INT0IF**: INT0 (PA6) pin falling/rising interrupt pending flag
This bit is set by H/W at INT0 pin's falling/rising edge, write 0 to this bit will clear this flag

R0B	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR0B	PWM0NOE	PWM0POE	INT0EDG	INT0EDG	TCOE	TM1OE	WKTPSC	
R/W	W	W	W	W	W	W	W	
Reset	0	0	0	0	0	0	1	1

- R0B.5 **INT0EDG**: INT0 (PA6) trigger edge select
0: INT0 (PA6) pin falling edge to trigger interrupt event
1: INT0 (PA6) pin rising edge to trigger interrupt event
- R0B.4 **INT1EDG**: INT1 (PA1) trigger edge select
0: INT1 (PA1) pin falling edge to trigger interrupt event
1: INT1 (PA1) pin rising edge to trigger interrupt event

2. Chip Operation Mode

2.1 Reset (000H)

This device can be RESET in four ways.

- Power-On-Reset
- Low Voltage Reset (LVR)
- External Pin Reset (PA7)
- Watchdog Reset (WDT)

After Power-On-Reset, all system and peripheral control registers are then set to their default hardware Reset values. The clock source, LVR level and chip operation mode are selected by the SYSCFG register value.

The Low Voltage Reset features static reset when supply voltage is below a threshold level. There are three threshold levels can be selected. The LVR's operation mode is defined by the SYSCFG register. See the following LVR Selection Table; user must also consider the lowest operating voltage of operating frequency.

LVR Selection Table:

LVR level	Operating voltage
LVR1.8	5.5V > VCC > 1.8V

The External Pin Reset and Watchdog Reset can be disabled or enabled by the SYSCFG register. These two resets also set all the control registers to their default reset value. The TO/PD flags are not affected by these resets.

◇ Example: Defining Reset Vector

```

ORG      000H
GOTO     START      ; Jump to user program address.

ORG      010H

START:
...
...      ; 010H, The head of user program
GOTO     START

```

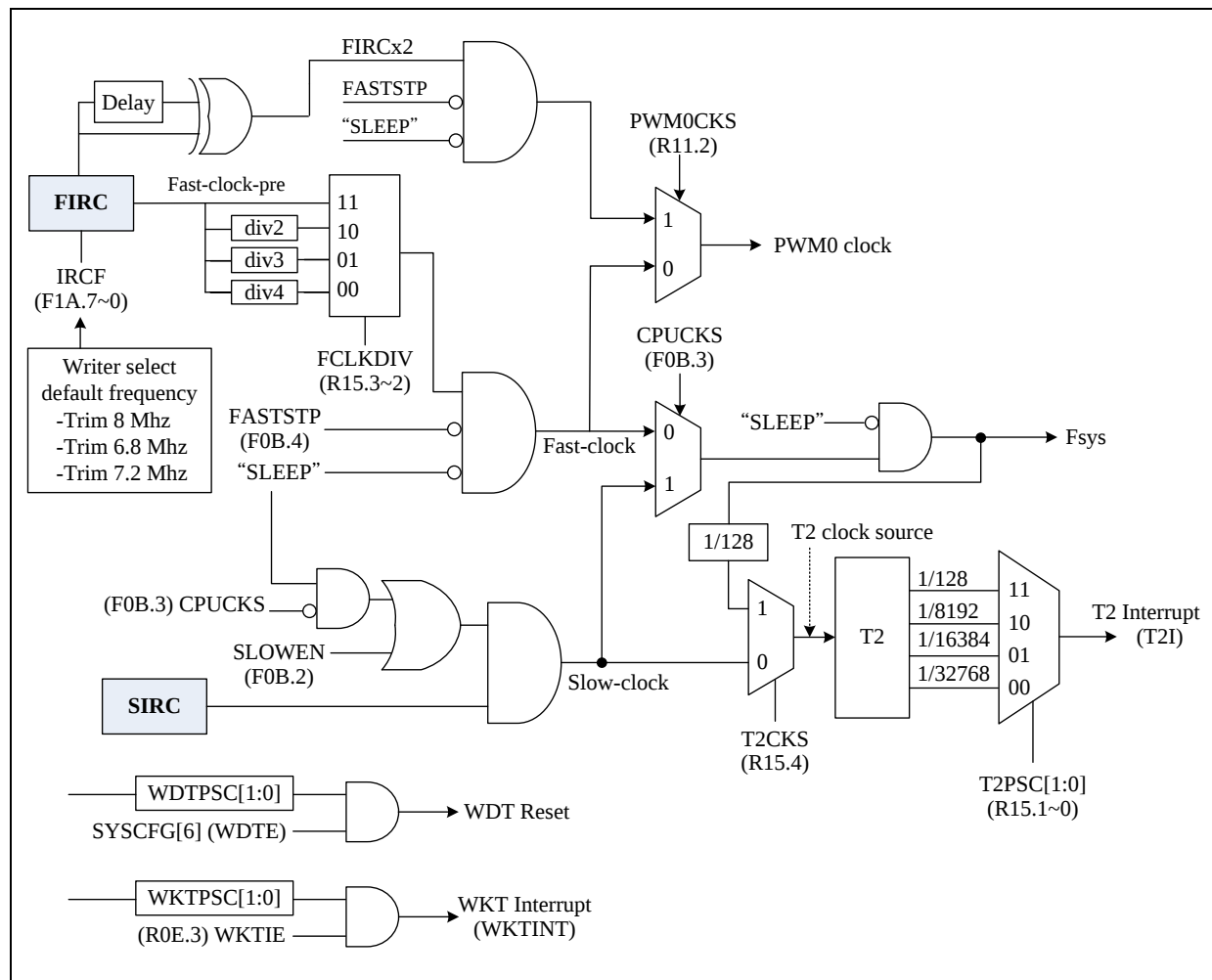
2.2 System Configuration Register (SYSCFG)

The System Configuration Register (SYSCFG) is located at MTP INFO area. The SYSCFG determines the option for initial condition of MCU. It is written by PROM Writer only. User can select LVR operation Mode and chip operation mode by SYSCFG register. The 13th bit of SYSCFG is code protection selection bit. If this bit is 1, the data in PROM will be protected, when user reads PROM.

Bit	13~0	
Default Value	11111111111111	
Bit	Description	
13	PROTECT : Code protection selection	
	1	Enable
	0	Disable
10	LVR : Low Voltage Reset Mode	
	1	1.8V, Always Enable
	0	1.8V, Disable in STOP Mode
7	XRSTE : External Pin (PA7) Reset Enable	
	1	Enable
	0	Disable (PA7 as input I/O pin)
6	WDTE : WDT Reset Enable	
	1	Enable
	0	Disable
4-0	Tenx Reserved	

2.3 Dual System Clock

The device is designed with dual-clock system. There are two kinds of clock source, i.e. SIRC (Slow Internal RC) and FIRC (Fast Internal RC). Each clock source can be applied to CPU kernel as system clock. When in IDLE mode, only Slow-clock can be configured to keep oscillating to provide clock source to T2 block. Refer to the figure below.



Clock Scheme Block Diagram

The frequency of FIRC (Fast Internal RC) can be adjusted by IRCF (F1A). When IRCF=00h, frequency is the lowest. When IRCF=FFh, frequency is the highest. With this function, we can adjust the frequency of FIRC after power on. Each IC may have different default value of IRCF, to make sure the frequency of FIRC = 8 MHz after Power on Reset.

In the nebulizer application, the default frequency of FIRC can be trimmed to 6.8 MHz or 7.2 MHz (for different nebulizer) by setting Writer. For example, if we want to use 1.7 MHz nebulizer, we can choose the default 6.8 Mhz frequency of FIRC by Writer. Then use the PWM0 (PWM0DH=4, PWM0PRD=7, PWM0CKS=1, PWM0PSC=0) to output 1.7 MHz CLK for nebulizer. After that, we can slightly adjust this frequency output by IRCF to make nebulizer to get a better performance.

FAST Mode:

In this mode, the program is executed using Fast-clock as CPU clock (Fsys). The Timer0, Timer1 blocks are also driven by Fast-clock, The PWM0 block can driven by FIRC x 2 or Fast-clock-pre. T2 can also be driven by Fast-clock by setting T2CKS=1 and CPUCKS=0.

SLOW Mode:

After power-on or reset, device enters SLOW mode, the default Slow-clock is SIRC. In this mode, the Fast-clock can stopped (by FASTSTP=1, for power saving) or running (by FASTSTP=0), and Slow-clock is enabled. All peripheral blocks (Timer0, Timer1etc...) clock sources are Slow-clock in the SLOW mode.

IDLE Mode:

If Slow-clock is enabled and T2CKS=0 before executing the SLEEP instruction, the CPU enters the IDLE mode. In this mode, the Slow-clock will continue running to provide clock to T2 block. CPU stop fetching code and all blocks are stop except T2 related circuits.

Another way to keep clock oscillation in IDLE mode is setting WKTIE=1 before executing the SLEEP instruction. In such condition, the WKT keeps working and wake up CPU periodically.

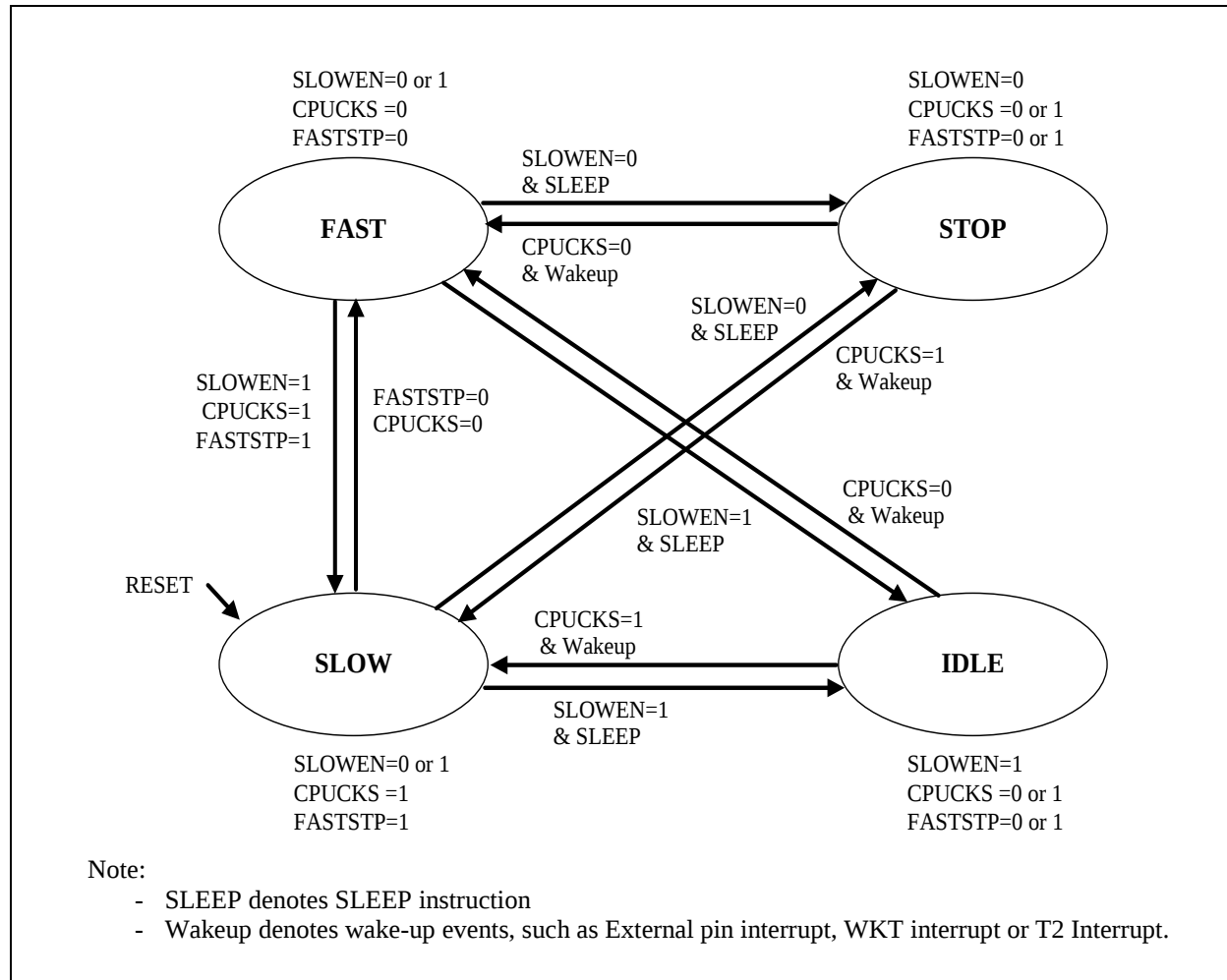
T2 and WKT/WDT are independent and have their own control registers. It is possible to keep both T2 and WKT working and wake-up in the IDLE mode.

STOP Mode:

If Slow-clock and WKT/WDT are disabled before executing the SLEEP instruction, every block is turned off and the device enters the STOP mode. STOP mode is similar to IDLE mode. The difference is all clock oscillators either Fast-clock or Slow-clock is power down and no clock is generated.

2.4 Dual System Clock Modes Transition

The device is operated in one of four modes: FAST mode, SLOW mode, IDLE mode, and STOP mode.



CPU Operation Block Diagram

CPU Mode & Clock Functions Table:

Mode	Oscillator	Fsys	Fast-clock	Slow-clock	TM0/TM1	T2	Wakeup event
FAST	FIRC	Fast-clock	Run	Set by SLOWEN bit	Run	Run	X
SLOW	SIRC	Slow-clock	Set by FASTSTP bit	Run	Run	Run	X
IDLE	SIRC	Stop	Stop	Run	Stop	Run	WKT/IO/T2
STOP	Stop	Stop	Stop	Stop	Stop	Stop	IO

● FAST mode switches to SLOW mode

The following steps are suggested to be executed by order when FAST mode switches to SLOW mode:

- (1) Enable Slow-clock (SLOWEN=1)
- (2) Switch to Slow-clock (CPUCKS=1)
- (3) Stop Fast-clock (FASTSTP=1)

◇ Example: Switch FAST mode to SLOW mode.

```

MOVLW    011000xxB
MOVWF    F0B           ; Slow-clock type=SIRC 2 KHz.
BSF       SLOWEN       ; Enable Slow-clock.
NOP
BSF       CPUCKS       ; Fsys=Slow-clock.
BSF       FASTSTP      ; Disable Fast-clock.

```

● SLOW mode switches to FAST mode

SLOW mode can be enabled by SLOWEN bit and CPUCKS bit in F0B register of F-plane. The following steps are suggested to be executed by order when SLOW mode switches to FAST mode:

- (1) Enable Fast-clock (FASTSTP=0)
- (2) Switch to Fast-clock (CPUCKS=0)
- (3) Stop Slow-clock (SLOWEN=0)

Note: Stop Slow-clock (SLOWEN=0) is optional. Slow-clock can keep oscillating to provide T2 counter block in FAST mode.

◇ Example: Switch SLOW mode to FAST mode (The Fast-clock stop).

```

MOVLW    01001000B
MOVWR    R15           ; Fast-clock=Fast-clock-pre/2
BCF      FASTSTP       ; Enable Fast-clock.
NOP
BCF      CPUCKS        ; Fsys=Fast-clock
BCF      SLOWEN        ; Disable Slow-clock

```

● IDLE mode Setting

The IDLE mode can be configured by following setting in order:

- (1) Enable Slow-clock (SLOWEN=1) or WKT(WKTIE=1)
- (2) Switch T2 clock source to Slow-clock (T2CKS=0)
- (3) Execute SLEEP instruction

IDLE mode can be waken up by External interrupt, WKT interrupt and T2 interrupt.

◇ Example: Switch FAST/SLOW mode to IDLE mode.

```
BSF          SLOWEN          ; Enable Slow-clock.
MOVLW        01000001B
MOVWR        R15              ; T2 Clock source=Slow-clock. TM2PSC=div 16384
SLEEP                               ; Enter IDLE mode.
```

● STOP Mode Setting

The STOP mode can be configured by following setting in order:

- (1) Stop Slow-clock (SLOWEN=0)
- (2) Stop WKT/WDT (WKTIE=0, WDTSTP=1)
- (3) Shut down IVC/OPA/LDOC for save power (IVCPD=1, OPPD=1, LDOPD=1)
- (4) Execute SLEEP instruction

STOP mode can be waken up only by External pin interrupt.

◇ Example: Switch FAST/SLOW mode to STOP mode.

```
BCF          SLOWEN          ; Disable Slow-clock.
MOVLW        00000000B       ; Disable WKT counting
MOVWR        INTIE
MOVLW        01100000B       ; Stop WDT counting in STOP mode
MOVWR        R15
MOVLW        00000111B       ; Shut down IVC/OPA/LDOC in STOP mode
MOVWF        F1B
SLEEP                               ; Enter STOP mode.
```

R03	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PWRDN	PWRDN							
R/W	W							
Reset	—	—	—	—	—	—	—	—

R03.7~0 **PWRDN**: Write this register to enter Power Down Mode

F09	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIF	–	T2IF	TM1IF	TM0IF	WKTIF	INT2IF	INT1IF	INT0IF
R/W	–	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	–	0	0	0	0	0	0	0

- F09.6 **T2IF:** T2 interrupt event pending flag
This bit is set by H/W while T2 overflows, write 0 to this bit will clear this flag
- F09.5 **TM1IF:** Timer1 interrupt event pending flag
This bit is set by H/W while Timer1 overflows, write 0 to this bit will clear this flag
- F09.4 **TM0IF:** Timer0 interrupt event pending flag
This bit is set by H/W while Timer0 overflows, write 0 to this bit will clear this flag
- F09.3 **WKTIF:** Wakeup Timer interrupt event pending flag
This bit is set by H/W while Wakeup Timer is timeout, write 0 to this bit will clear this flag
- F09.2 **INT2IF:** INT2 (PA7) pin falling interrupt pending flag
This bit is set by H/W at INT2 pin's falling edge, write 0 to this bit will clear this flag
- F09.1 **INT1IF:** INT1 (PA1) pin falling interrupt pending flag
This bit is set by H/W at INT1 pin's falling edge, write 0 to this bit will clear this flag
- F09.0 **INT0IF:** INT0 (PA6) pin falling / rising interrupt pending flag
This bit is set by H/W at INT0 pin's falling/rising edge, write 0 to this bit will clear this flag

F0B	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
CLKS	–	SIRCKS		FASTSTP	CPUCKS	SLOWEN	–	–
R/W	–	R/W		R/W	R/W	R/W	–	–
Reset	–	0	0	0	1	1	–	–

- F0B.6~5 **SIRCKS:** SIRC clock selection (Hz, @ VCC=3V)
00:140K 01:35K 10:8.75K 11:2.2K (not precisely)
- F0B.4 **FASTSTP:** Fast-clock Enable/Disable
0: Enable 1: Disable
- F0B.3 **CPUCKS:** CPUCLK select
0: Fast-clock 1: Slow-clock
- F0B.2 **SLOWEN:**
If CPUCKS=1, this SLOWEN bit is invalid, Slow-clock keep oscillating
If CPUCKS=0, Set 1 to enable Slow-clock oscillate, Clear 0 to stop Slow-clock oscillating
Set SLOWEN=0 to save power before enter STOP mode.

F1B	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MF1B	—	—	—	—	—	LDOPD	OPPD	IVCPD
R/W	—	—	—	—	—	R/W	R/W	R/W
Reset	—	—	—	—	—	0	1	0

F1B.2 **LDOPD:** LDOC 2.5V power down
 0: LDOC On
 1: LDOC Off

F1B.1 **OPPD:** OPA power down
 0: OP On
 1: OP Off

F1B.0 **IVCPD:** IVC power down
 0: $V_{cc} \geq 3.6V$ and IC is not in the STOP mode
 1: $V_{cc} \leq 3.6V$ or STOP mode
 When $V_{cc} \leq 3.6V$ or STOP mode, Set IVCPD=1 to save power.

R15	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR15	WDTPSC		WDTSTP	T2CKS	FCLKDIV		T2PSC	
R/W	W	W	W	W	W	W	W	W
Reset	0	1	0	0	0	0	0	0

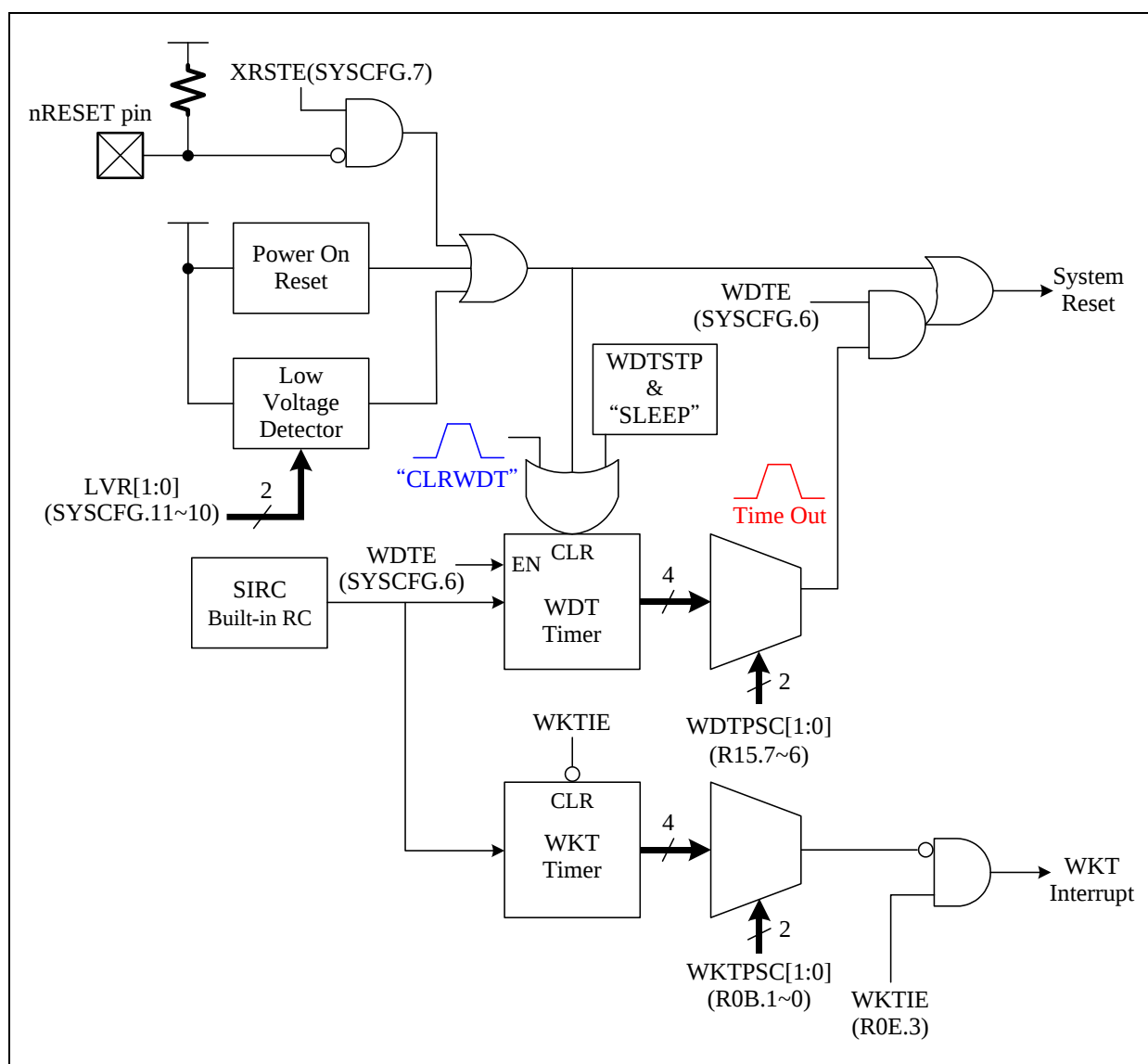
R15.3~2 **FCLKDIV:** Fast-clock divider, Fast-clock is
 00: Fast-clock-pre/4 01: Fast-clock-pre/3 10: Fast-clock-pre/2 11: Fast-clock-pre

3. Peripheral Functional Block

3.1 Watchdog (WDT) /Wakeup (WKT) Timer

The WDT and WKT share the same built-in internal RC Oscillator and have individual own counters. The overflow period of WDT, WKT can be selected by individual prescaler (WDT_PSC[1:0], WKT_PSC[1:0]). The WDT timer is cleared by the CLRWDT instruction. If the Watchdog is enabled (SYSCFG[7]=WDTE=1), the WDT generates the chip reset signal. Set WDTSTP (R15.5) to '1' can let WDT timer stop counting after executing SLEEP instruction, i.e. WDTSTP=0 WDT timer is always keep counting even if the SLEEP instruction is executed.

The WKT timer is an interval timer, WKT time out will generate WKT Interrupt Flag (WKTIF). The WKT timer is cleared/stopped by WKTIE=0. Set WKTIE=1, the WKT timer will always count regardless at any CPU operating mode.



WDT/WKT Block Diagram

Watchdog clear is controlled by CLRWDT instruction and moving any value into WDTCLR is to clear watchdog timer.

◇ Example: Clear watchdog timer by CLRWDT instruction.

```
MAIN:
    ...                               ; Execute program.
    CLRWDT                           ; Execute CLRWDT instruction.
    ...
    GOTO     MAIN
```

◇ Example: Clear watchdog timer by write WDTCLR register.

```
MAIN:
    ...                               ; Execute program.
    MOVWF    WDTCLR                   ; Write any value into WDTCLR register.
    ...
    GOTO     MAIN
```

◇ Example: Setup WDT time and disable after executing SLEEP instruction.

```
MOVLW    00100000B
MOVWR    R15                        ; Select WDT Time out=128 ms @ 5V
                                           ; Setup WDT disable in IDLE/STOP mode
                                           ; default WDT enable in IDLE/STOP.

SLEEP
```

◇ Example: Set WKT period and interrupt function.

```
MOVLW    00000010B
MOVWR    R0B                        ; Select WKT period=64 ms @ 5V.

MOVLW    11110111B                 ; Clear WKT interrupt request flag by using byte operation
                                           ; Don't use bit operation "BCF WKTIF" clear interrupt flag
MOVWF    INTIF                      ; F-Plane 09H

MOVLW    00001000B                 ; Enable WKT interrupt function
MOVWR    R0E
```

F09	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIF	–	T2IF	TM1IF	TM0IF	WKTIF	INT2IF	INT1IF	INT0IF
R/W	–	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	–	0	0	0	0	0	0	0

F09.3 **WKTIF**: Wakeup Timer interrupt event pending flag

This bit is set by H/W while Wakeup Timer is timeout, write 0 to this bit will clear this flag

R0E	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIE	–	T2IE	TM1IE	TM0IE	WKTIE	INT2IE	INT1IE	INT0IE
R/W	–	W	W	W	W	W	W	W
Reset	–	0	0	0	0	0	0	0

R0E.3 **WKTIE**: Wakeup Timer interrupt enable
0: disable
1: enable

R0B	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR0B	PWM0NOE	PWM0POE	INT0EDG	INT1EDG	TCOE	TM1OE	WKTTPSC	
R/W	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	1	1

R0B.1~0 **WKTTPSC**: WKT period (@ VCC=5V)
00: 16 ms 01: 32 ms 10: 64 ms 11: 128 ms

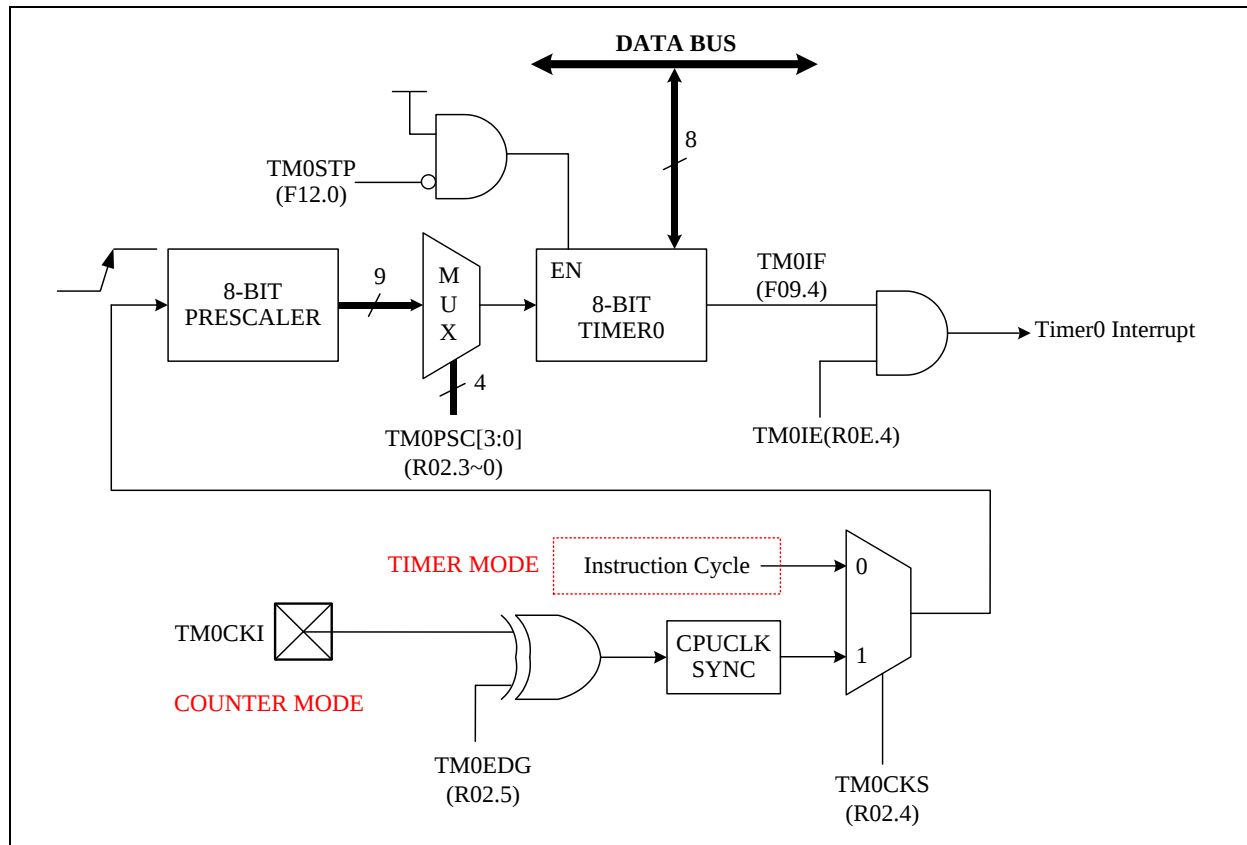
R15	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR15	WDTPSC		WDTSTP		T2CKS		FCLKDIV	
R/W	W	W	W	W	W	W	W	W
Reset	0	1	0	0	0	0	0	0

R15.7~6 **WDTPSC**: WDT period (@ VCC=5V)
00: 128 ms 01: 256 ms 10: 1024 ms 11: 2048 ms

R15.5 **WDTSTP**: WDT disable in IDLE/STOP mode, If WDTE=0, this WDTSTP bit is invalid
1: clear & stop counting 0: always counting

3.2 Timer0

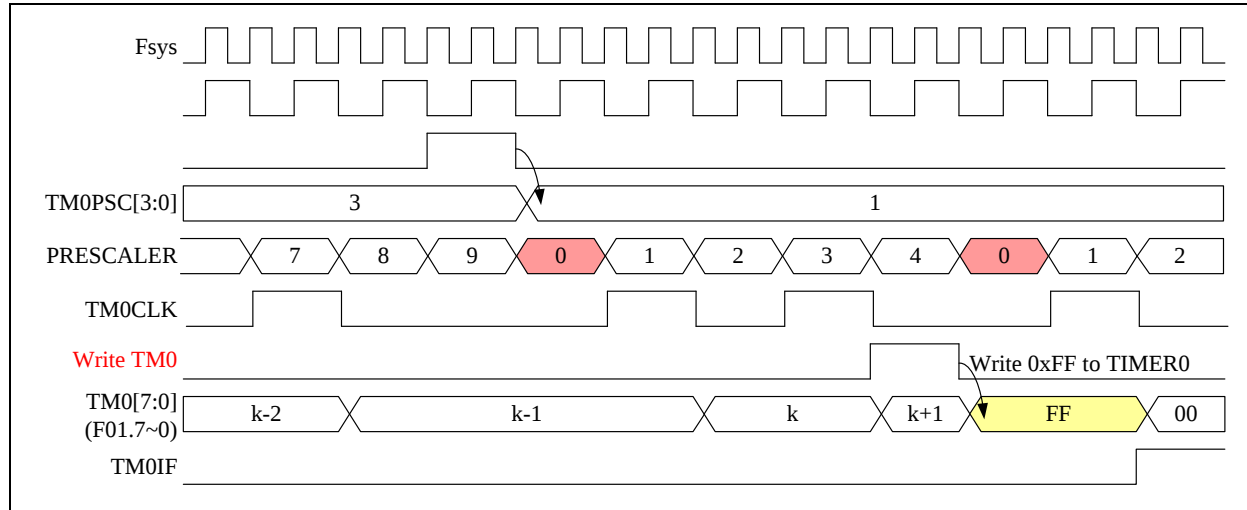
The Timer0 is an 8-bit wide register of F-Plane 01h (TM0). It can be read or written as any other register of F-Plane. Besides, Timer0 increases itself periodically and automatically rolls over based on the pre-scaled clock source, which can be the instruction cycle or TM0CKI (PA2) rising/falling input. The Timer0 increase rate is determined by “Timer0 Pre-Scale” (TM0PSC) register in R-Plane. The Timer0 always generates TM0IF when its count rolls over. It generates Timer0 Interrupt if (TM0IE) is set. Timer0 can be stopped counting if the TM0STP bit is set.



Timer0 Block Diagram

The following timing diagram describes the Timer0 works in pure Timer mode.

When the Timer0 prescaler (TM0PSC) is written, the internal 8-bit prescaler will be cleared to 0 to make the counting period correct at the first Timer0 count. TM0CLK is the internal signal that causes the Timer0 to increase by 1 at the end of TM0CLK. TM0WR is also the internal signal that indicates the Timer0 is directly written by instruction; meanwhile, the internal 8-bit prescaler will be cleared. When Timer0 counts from FFh to 00h, TM0IF (Timer0 Interrupt Flag) will be set to 1 and generate interrupt if TM0IE (Timer0 Interrupt Enable) is set.



Timer0 works in Timer mode (TM0CKS=0)

The equation of TM0 interrupt time value is as following:

$$\text{TM0 interrupt interval cycle time} = \text{Instruction cycle time} / \text{TM0PSC} / (256 - \text{TM0})$$

◇ Example: Setup TM0 work in Timer mode

; Setup TM0 clock source and divider

```
MOVLW    00000101B    ; R02.4=0, Setup TM0 clock=Instruction cycle
MOVWR    R02             ; R02.3~0=5 (TM0PSC)
                        ; TM0 clock prescaler=Instruction cycle divided by 32
```

; Set TM0 timer.

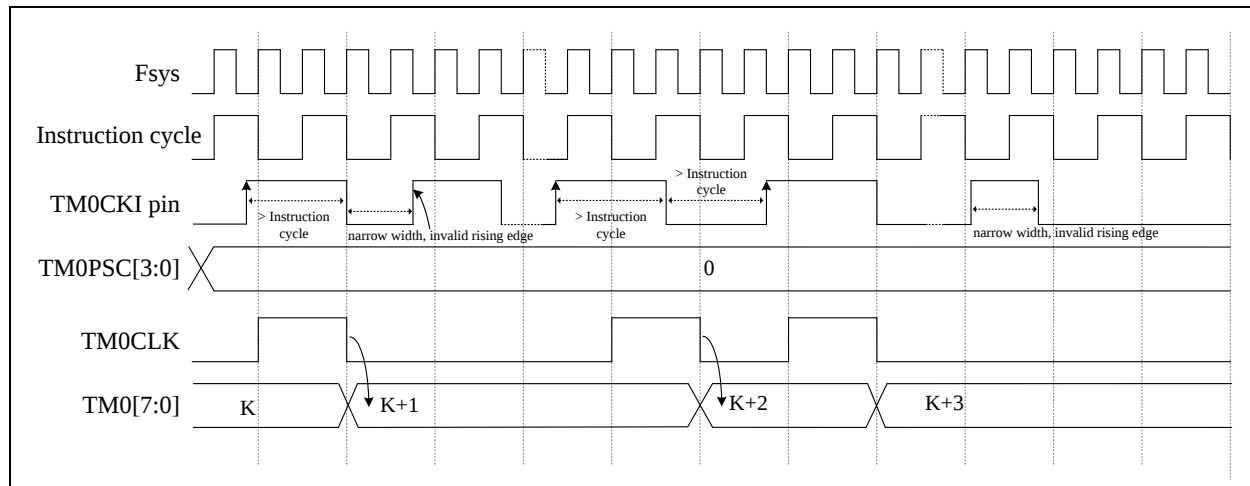
```
BSF      TM0STP          ; Disable TM0 counting (Default "0" ).
MOVLW    156
MOVWF    TM0             ; Write 156 into TM0 register of F-Plane.(F01)
```

; Enable TM0 timer and interrupt function.

```
MOVLW    11101111B    ; Clear TM0 request interrupt flag by byte operation
MOVWF    INTIF          ; F-Plane 09H
MOVLW    00010000B    ; Enable TM0 interrupt function
MOVWR    INTIE          ; R-Plane 0EH
BCF      TM0STP          ; Enable TM0 counting (Default "0" ).
```

The following timing diagram describes the Timer0 works in Counter mode.

If TM0CKS=1 then Timer0 counter source clock is from TM0CKI pin. TM0CKI signal is synchronized by instruction cycle that means the high/low time durations of TM0CKI must be longer than one instruction cycle time to guarantee each TM0CKI's change will be detected correctly by the synchronizer.



Timer0 works in Counter mode for TM0CKI (TM0EDG=0) , TM0CKS=1

- ◇ Example: Setup TM0 work in Counter mode and clock source from TM0CKI pin (PA2)
; Setup TM0 clock source from TM0CKI pin (PA2) and divider.

```
MOVLW    00110000B
MOVWR    R02                ; R02.5=1, Select TM0 prescaler counting edge=falling
                                edge.
                                ; R02.4=1, Setup TM0 clock=TM0CKI pin (PA2)
                                ; R02.3~0=0 (TM0PSC)
                                ; TM0 clock prescaler=Instruction cycle divided by 1
```

; Set TM0 timer and stop TM0 counting.

```
BSF      TM0STP              ; Disable TM0 counting (Default "0" ).
MOVLW    00H
MOVWF    TM0                 ; Write 0 into TM0 register of F-Plane 01H.
```

; Start TM0 count and read TM0 counter.

```
BCF      TM0STP              ; Enable TM0 counting.
NOP
NOP
NOP
BSF      TM0STP              ; Disable TM0 counting (Default "0" )

MOVWF    TM0
```

R0E	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIE	–	T2IE	TM1IE	TM0IE	WKTIE	INT2IE	INT1IE	INT0IE
R/W	–	W	W	W	W	W	W	W
Reset	–	0	0	0	0	0	0	0

R0E.4 **TM0IE:** Timer0 interrupt enable
0: disable
1: enable

F09	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIF	–	T2IF	TM1IF	TM0IF	WKTIF	INT2IF	INT1IF	INT0IF
R/W	–	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	–	0	0	0	0	0	0	0

F09.4 **TM0IF:** Timer0 interrupt event pending flag
This bit is set by H/W while Timer0 overflows, write 0 to this bit will clear this flag

F12	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MF12	ADCHS3	–	–	–	–	T2CLR	TM1STP	TM0STP
R/W	R/W	–	–	–	–	R/W	R/W	R/W
Reset	0	–	–	–	–	1	0	0

F12.0 **TM0STP:** Timer0 counter stop
0: Release 1: Stop counting

R02	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
TM0CTL	TCOPSC		TM0EDG	TM0CKS	TM0PSC			
R/W	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0

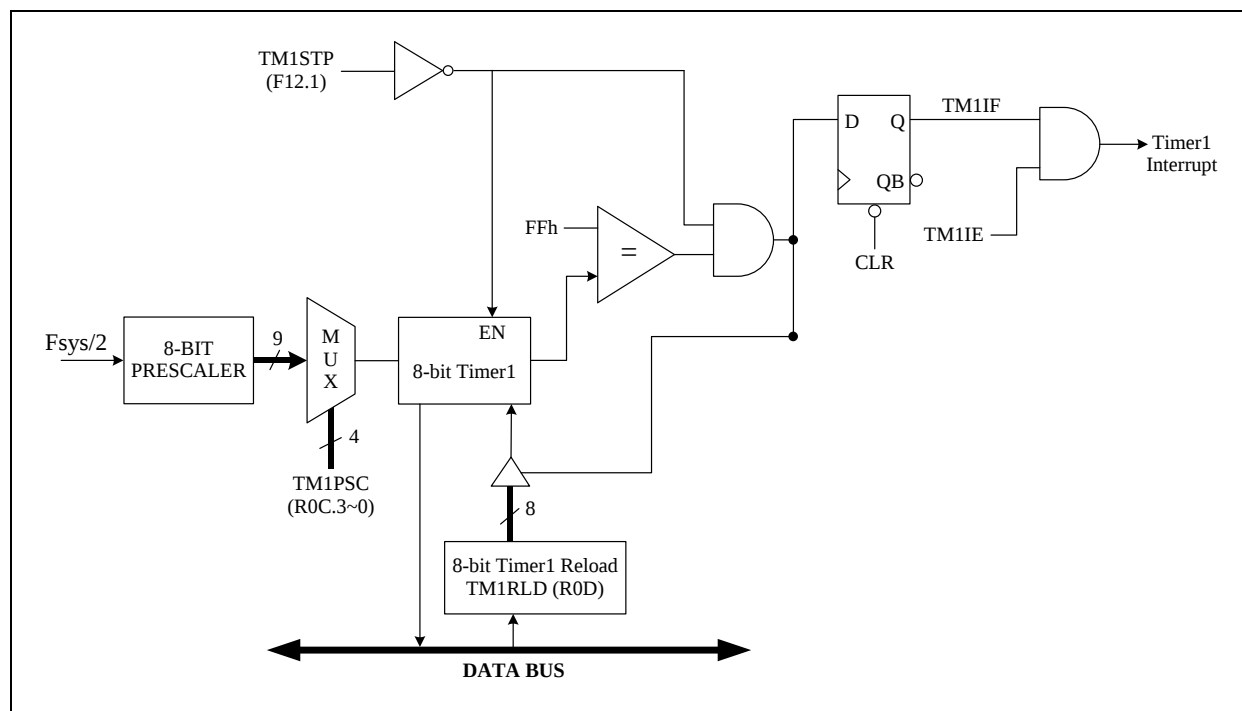
R02.5 **TM0EDG:** Timer0 prescaler counting edge for TM0CKI pin
0: rising edge 1: falling edge

F09.4 **TM0CKS:** Timer0 prescaler clock source
0: Instruction cycle 1: TM0CKI pin (PA2 pin)

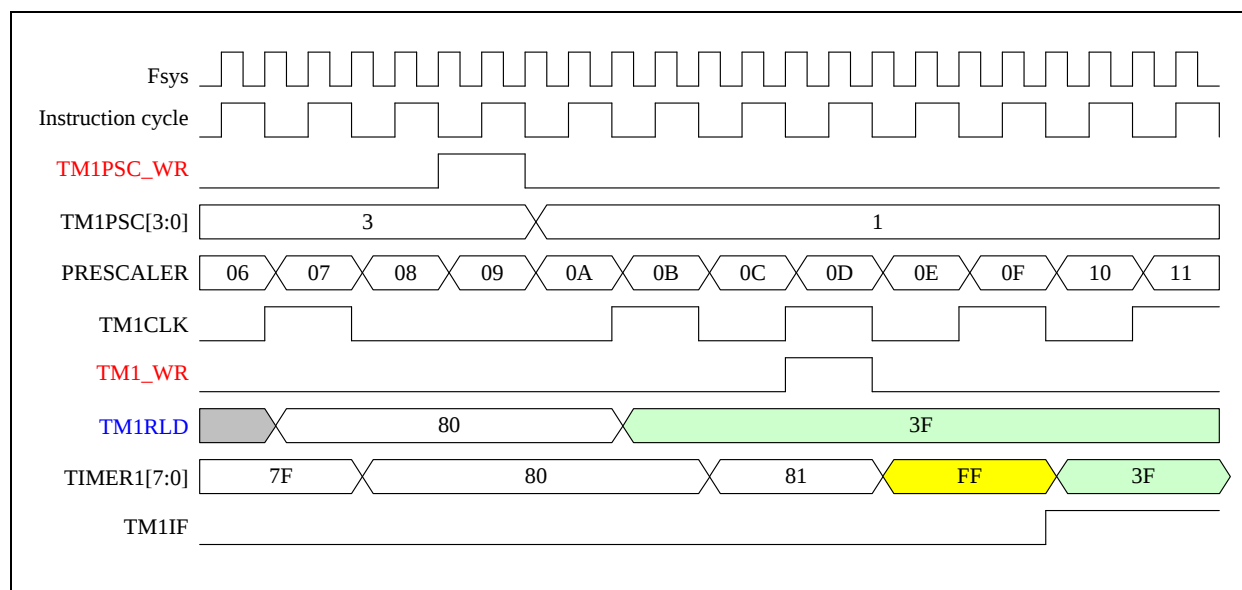
F09.3~0 **TM0PSC:** Timer0 prescaler. Timer0 prescaler clock source divided by
0000: /1 0001: /2 0010: /4 0011: /8 0100: /16
0101: /32 0110: /64 0111: /128 1xxx: /256

3.3 Timer1

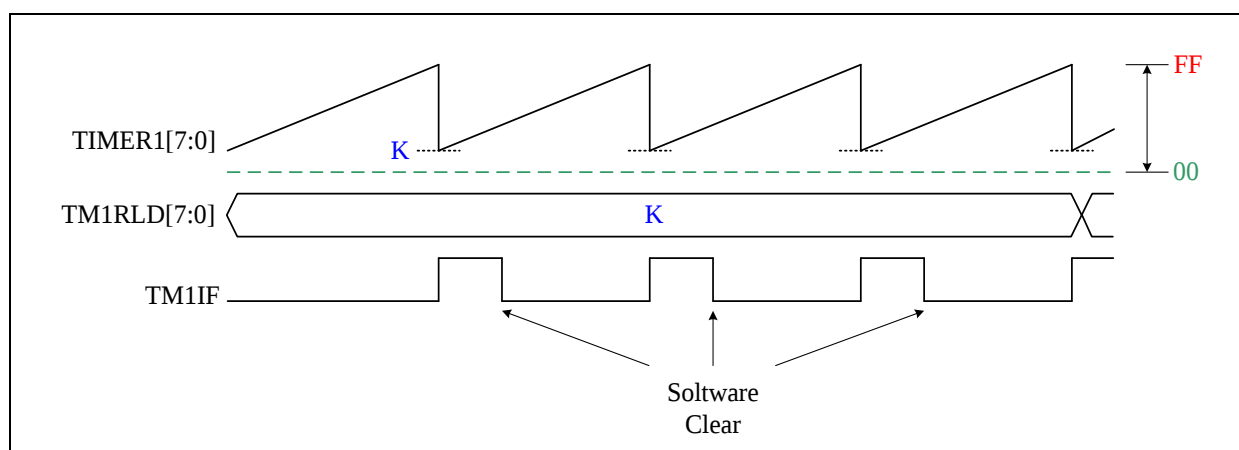
The Timer1 is an 8-bit wide register of F-Plane. It can be read or written as any other register of F-Plane. Besides, Timer1 increases itself periodically and automatically reloads a new "offset value" (TM1RLD) while it rolls over based on the pre-scaled instruction clock. The Timer1 increase rate is determined by TM1PSC register in R-Plane. Set the TM1STP bit will stop Timer1 counting.



Timer1 Block Diagram



Timer1 Timing Diagram



Timer1 Reload Diagram

◇ Example: Setup TM1 work in Timer mode.

```
; Setup TM1 clock source, divider
    MOVLW    00000101B
    MOVWR    R0C                ; R0C.3~0=5 (TM1PSC) , Select TM1 clock=Fsys/64.
```

```
; Set TM1 timer offset and stops TM1 counting
    BSF      TM1STP              ; Stop TM1 counting (Default "0" ).
    MOVLW    F0H
    MOVWF    TM1                ; Write F0H into TM1 counter (F0A, F-Plane)
    MOVLW    F0H
    MOVWR    TM1RLD             ; Write F0H into TM1 Reload (R0D, R-Plane)
```

```
; Enable TM0 timer and interrupt function.
    MOVLW    11011111B        ; Clear TM1 request interrupt flag by byte operation
    MOVWF    INTIF              ; F-Plane 09H

    MOVLW    00100000B        ; Enable TM1 interrupt function.
    MOVWR    INTIE              ;

    BCF      TM1STP              ; Enable TM1 counting (Default "0" ).
```

Example:

Fsys=4 MHz, TM1PSC=1, TM1 clock source=Fsys/4=1 MHz

TM1RLD=0xF0,

TM1 interrupt time= (1/1 MHz) * (0xFF-0xF0) =1 us*16=16 us

R0E	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIE	–	T2IE	TM1IE	TM0IE	WKTIE	INT2IE	INT1IE	INT0IE
R/W	–	W	W	W	W	W	W	W
Reset	–	0	0	0	0	0	0	0

R0E.5 **TM1IE**: Timer1 interrupt enable
0: disable
1: enable

F09	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIF	–	T2IF	TM1IF	TM0IF	WKTIF	INT2IF	INT1IF	INT0IF
R/W	–	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	–	0	0	0	0	0	0	0

F09.5 **TM1IF**: Timer1 interrupt event pending flag
This bit is set by H/W while Timer1 overflows, write 0 to this bit will clear this flag

F0A	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
TM1	TM1							
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

F0A **TM1**: Timer1 content

F12	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MF12	ADCHS3	–	–	–	–	T2CLR	TM1STP	TM0STP
R/W	R/W	–	–	–	–	R/W	R/W	R/W
Reset	0	–	–	–	–	1	0	0

F12.1 **TM1STP**: Timer1 counter stop
0: Release
1: Stop counting

R0C	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR0C	–	ADCKS			TM1PSC			
R/W	–	W	W	W	W	W	W	W
Reset	–	0	0	0	0	0	0	0

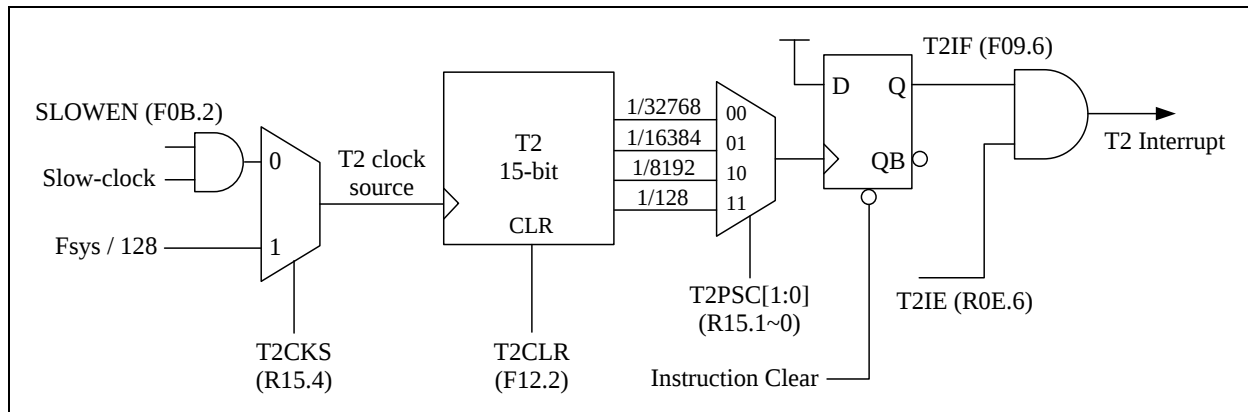
R0C.3~0 **TM1PSC**: Timer1 prescaler. Timer1 clock source divided by
0000: Fsys/2 0101: Fsys/64
0001: Fsys/4 0110: Fsys/128
0010: Fsys/8 0111: Fsys/256
0011: Fsys/16 1xxx: Fsys/512
0100: Fsys/32

R0D	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
TM1RLD	TM1RLD							
R/W	W	W	W	W	W	W	W	W
Reset	0	0	0	0	0	0	0	0

R0D.7~0 **TM1RLD**: Timer1 reload offset value while it rolls over

3.4 T2:15-bit Timer

The T2 is a 15-bit counter and the clock sources are from either $F_{sys}/128$ or Slow-clock. It is used to generate time base interrupt and T2 counter block clock. The T2 content cannot be read by instructions. It generates interrupt flag T2IF (F09.6) with the clock divided by 32768/16384/8192/128 depends on T2PSC[1:0] (R15.1~0) register bits. The following figure shows the block diagram of T2.



T2 Block Diagram

Example:

[CPU running at FAST mode, F_{sys} =Fast-clock= FIRC 4 MHz]

◇ Example:

; Setup T2 clock source and divider .

```
MOVLW    01011011B    ; R15.4 (T2CKS) =1, T2 clock source = Fsys/128
MOVWR    R15           ; R15.3~2 (FCLKDIV) =2, Fsys=Fast-clock-pre/2
                        ; Fsys=8 MHz / 2=4 MHz
                        ; R15.1~0 (T2PSC) =1, Divided by 16384
```

```
BSF      T2CLR         ; F12.2 (T2CLR) =1, Stop T2 counting.
```

; Enable T2 timer and interrupt function.

```
MOVLW    10111111B    ; Clear T2 request interrupt flag by byte operation
MOVWF    INTIF         ; F-Plane 09H.
```

```
MOVLW    01000000B    ; Enable T2 interrupt function.
MOVWR    INTIE         ; R-Plane 0EH.
```

```
BCF      T2CLR         ; Enable T2 counting (Default "0").
```

T2 clock source is $F_{sys}/128=4\text{ MHz}/128=31250\text{ Hz}$, T2PSC=/16384

T2 frequency= $31250\text{ Hz}/16384=1.907\text{ Hz}$

Example:

[CPU running at SLOW mode, Fsys=Slow-clock=SIRC 35 Hz]

◇ Example:

; Setup CPU running at SLOW mode

```
MOVLW    001000xxB    ;
MOVWF    F0B          ; Slow-clock type=SIRC 35 KHz
BSF      SLOWEN       ; Enable Slow-clock.
NOP
BSF      CPUCKS       ; Select Fsys=Slow-clock.
BSF      FASTSTP      ; Stop Fast-clock.
```

; Setup T2 clock source and divider

```
MOVLW    01000000B    ; R15.4 (T2CKS) 0, T2 clock source=Slow-clock
MOVWR    R15          ; Fsys=Slow-clock=SIRC 35 KHz
                        ; R15.1~0 (T2PSC)=0, Divided by 32768
```

```
BSF      T2CLR        ; Stop T2 counting.
```

; Enable T2 timer and interrupt function.

```
MOVLW    10111111B    ; Clear T2 request interrupt flag
MOVWF    INTIF        ; F-Plane 09H
```

```
MOVLW    01000000B    ; Enable T2 interrupt function.
MOVWR    INTIE        ; R-Plane 0EH
```

```
BCF      T2CLR        ; Enable T2 counting (Default "0").
```

T2 clock source is Slow-clock=35 KHz, T2PSC=/32768,

T2 frequency=35000 Hz/32768 $\approx$ 1.07 Hz

R0E	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIE	–	T2IE	TM1IE	TM0IE	WKTIE	INT2IE	INT1IE	INT0IE
R/W	–	W	W	W	W	W	W	W
Reset	–	0	0	0	0	0	0	0

F0E.6 **T2IE:** T2 interrupt enable
0: disable
1: enable

F09	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
INTIF	–	T2IF	TM1IF	TM0IF	WKTIF	INT2IF	INT1IF	INT0IF
R/W	–	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	–	0	0	0	0	0	0	0

F09.6 **T2IF:** T2 interrupt event pending flag
This bit is set by H/W while T2 overflows, write 0 to this bit will clear this flag

F0B	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
CLKS	–	SIRCKS		FASTSTP	CPUCKS	SLOWEN	–	–
R/W	–	R/W		R/W	R/W	R/W	–	–
Reset	–	0	0	0	1	1	–	–

F0B.2 SLOWEN:

If CPUCKS=1, this SLOWEN bit is invalid, Slow-clock keep oscillating

If CPUCKS=0, Set 1 to enable Slow-clock oscillate, Clear 0 to stop Slow-clock oscillating

Set SLOWEN=0 to save power before enter STOP mode.

F12	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MF12	ADCHS3	–	–	–	–	T2CLR	TM1STP	TM0STP
R/W	R/W	–	–	–	–	R/W	R/W	R/W
Reset	0	–	–	–	–	1	0	0

F12.2 T2CLR: T2 counter clear

0: Release 1: Stop counting

R15	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR15	WDTPSC		WDTSTP	T2CKS	FCLKDIV		T2PSC	
R/W	W	W	W	W	W	W	W	W
Reset	0	1	0	0	0	0	0	0

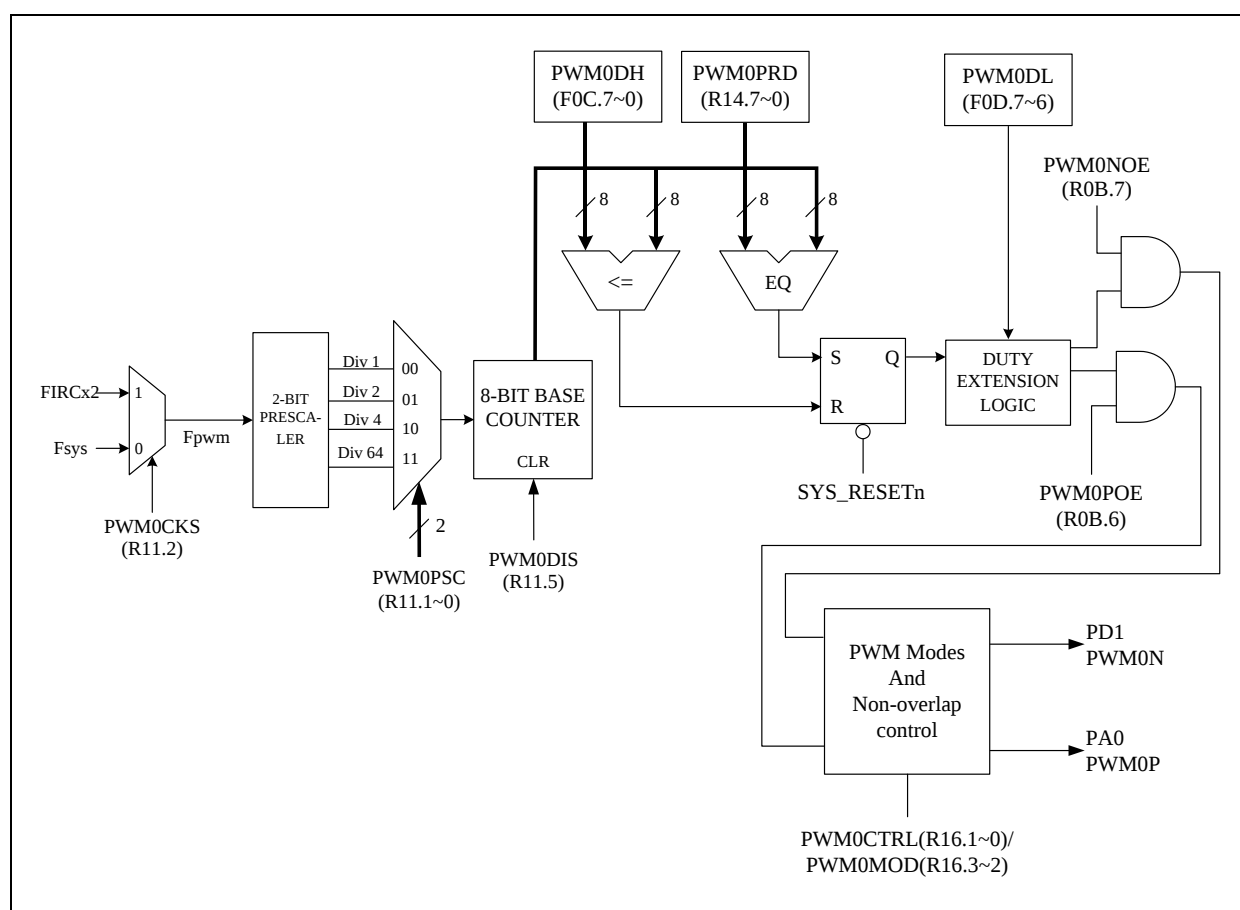
R15.3~2 T2PSC: T2 prescaler. “T2 clock source” divided by -

00: 32768 01: 16384 10: 8192 11: 128

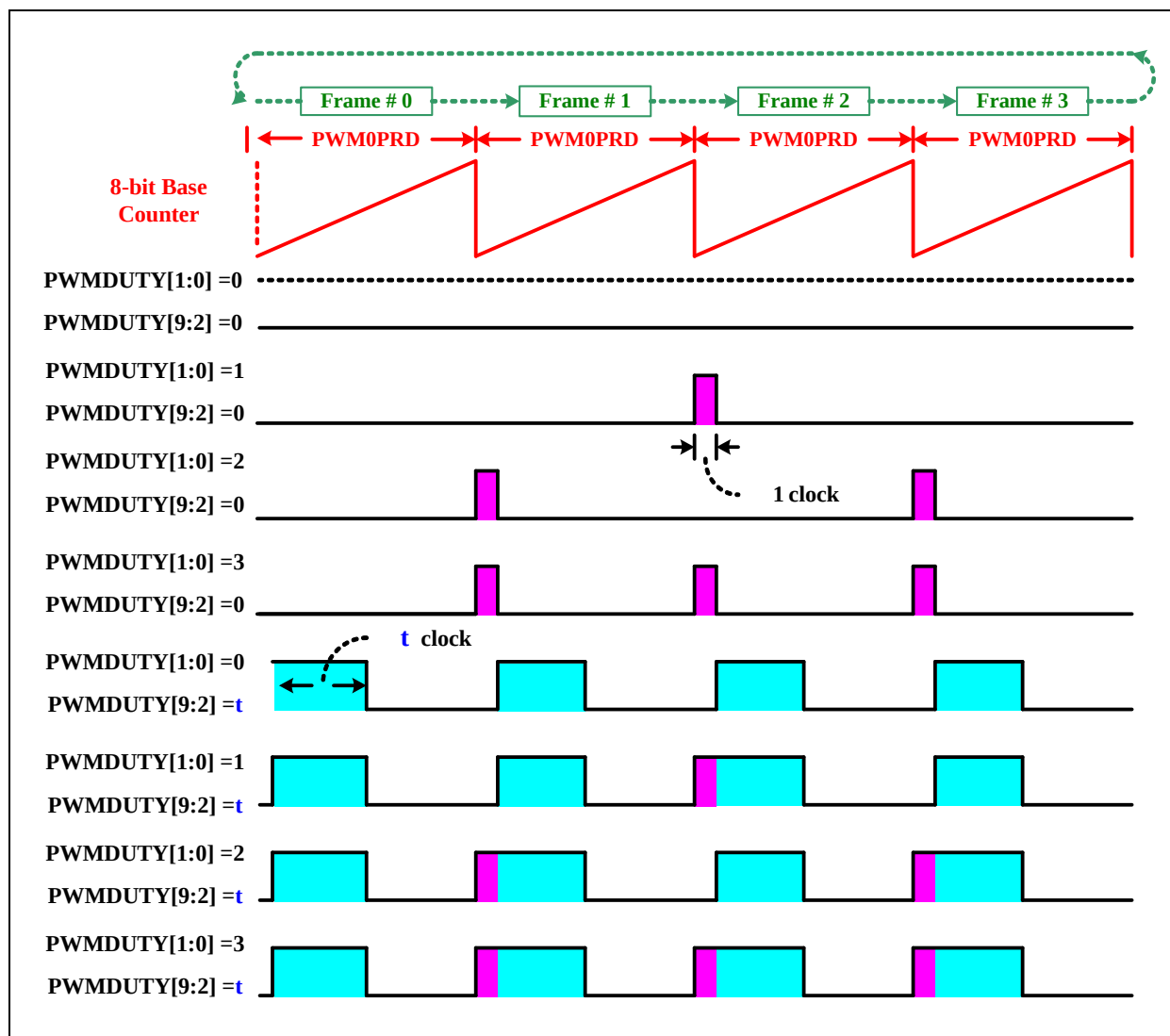
3.5 PWM0: (8+2) bits PWM

The PWM can generate various frequency waveform with 1024 duty resolution based on PWM0CLK, which can select Fsys or FIRC 16 MHz, decided by PWM0CKS (R11.2). A spread LSB technique allows PWM0 to run its frequency at “PWM0CLK divided by 256” instead of “PWM0CLK divided by 1024”, which means the PWM is 4 times faster than normal. The advantage of higher PWM frequency is that the post RC filter can transform the PWM signal to more stable DC voltage level. The PWM output signal reset to low level whenever the 8-bit base counter matches the 8-bit MSB of PWM duty register PWM0DH (F0C.7~0). When the base counter rolls over, the 2-bit LSB of PWM duty register PWM0DL (F0D.7~6) decides whether to set the PWM output signal high immediately or set it high after one clock cycle delay.

The PWM0 period can be set by writing period value to PWM0PRD register (R14). Note that changing the PWM0PRD will immediately change the PWM0PRD values, which are different from PWM0DH/PWM0DL which has buffer to update the duty at the end of current period. The Programmer must pay attention to the current time to change PWM0PRD by observing the following figure. There is a digital comparator that compares the PWM0 counter and PWM0PRD, if PWM0 counter is larger than PWM0PRD after setting the PWM0PRD, a fault long PWM cycle will be generated because PWM0 counter must count to overflow then keep counting to PWM0PRD to finish the cycle.



PWM0 Block Diagram



PWM0 8+2 Timing Diagram

Example:

[CPU running at Fast mode, Fsys=FIRC 8 MHz]

◇ Example:

; Setup PWM0 clock prescaler

```

MOV LW    00000100B    ; PWM0 clock source=FIRCx2
MOV WR    R11
MOV LW    00000111B
MOV WR    R11            ; PWM0 prescaler/64

MOV LW    000000000B
MOV WR    R16            ; Setup PWM0 mode & Non-overlap contrl

MOV LW    80H
MOV WR    PWM0PRD        ; Set PWM0 period=80H

MOV LW    0000xxxxB
MOV WF    F0D            ; Set PWM0DL duty=00H

MOV LW    20H
MOV WF    PWM0DH        ; Set PWM0DH duty=20H

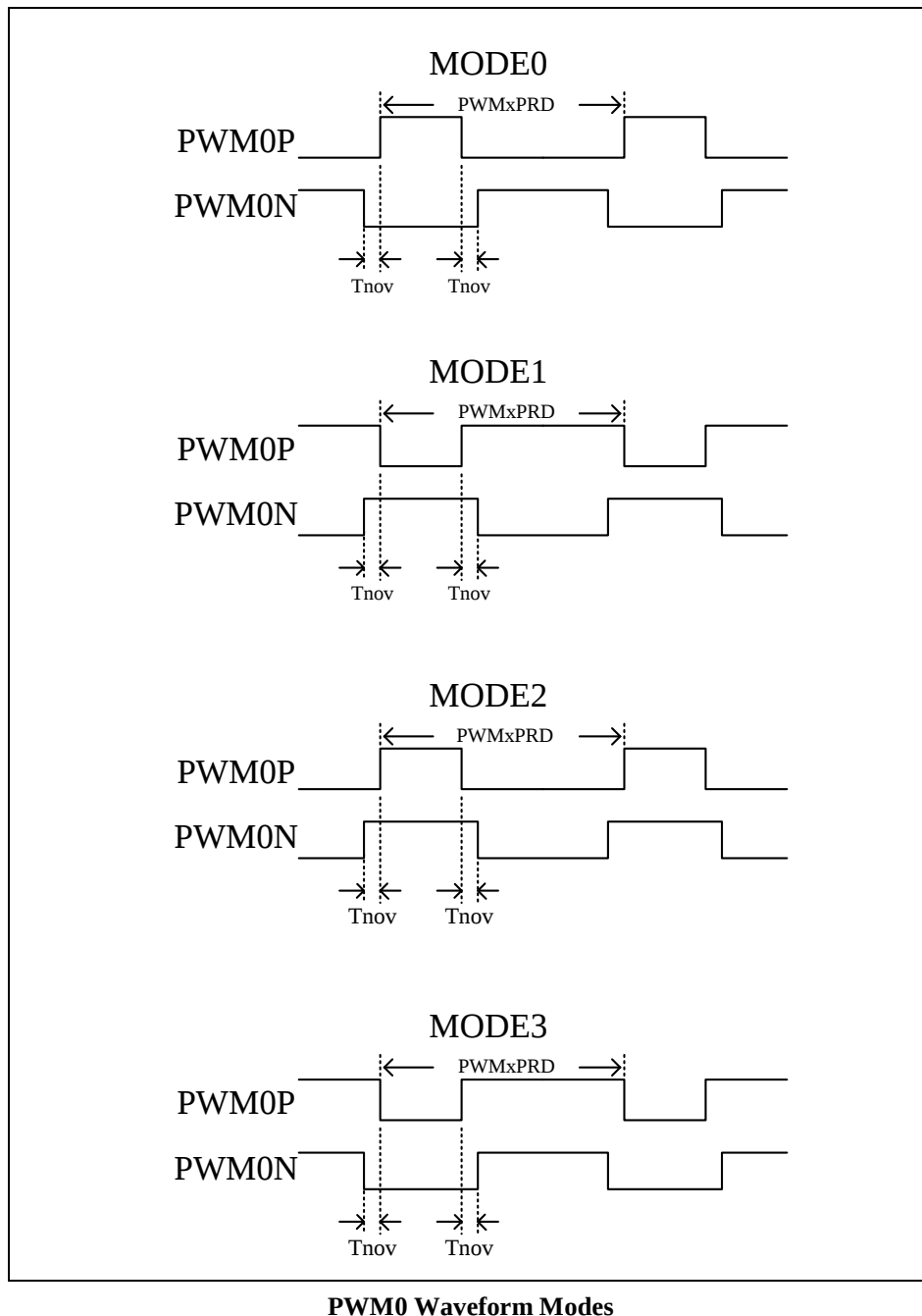
MOV LW    11000000B
MOV WR    R0B            ; Enable PWM0P/PWM0N output

```

Example:

PWM0 clock source = FIRCx2, PWM0PSC=/64, PWM0PRD=80H,
 PWM0DL=00H, PWM0DH=20H
 PWM0 output frequency=16 MHz/64/ (PWMPROD+1) =16 MHz/64/129=1938 Hz.
 PWM0P output duty=32:129=24.8 %.

PWM0 can be output via PWM0P and PWM0N with four different modes. The edges of the PWM pulse can be separated with 4 different time non-overlap clocks intervals (T_{nov}), 0s, 4 PWM0CLKs, 6 PWM0CLKs, and 8 PWM0CLKs which are selected by PWM0CTRL (R16.1~0). The default output form is MODE0. The waveforms of the four output modes are shown below.



F0C	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PWM0DH	PWM0DH							
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0

F0C.7~0 **PWM0DH**: PWM0 duty 8-bit MSB

F0D	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PWM0DL	PWM0DL		—	—	—	—	—	—
R/W	R/W	R/W	—	—	—	—	—	—
Reset	0	0	—	—	—	—	—	—

F0D.7~6 **PWM0DL**: PWM0 duty 2-bit LSB

R0B	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR0B	PWM0NOE	PWM0POE	INT0EDG	INT0EDG	TCOE	TM1OE	WKTPSC	
R/W	W	W	W	W	W	W	W	
Reset	0	0	0	0	0	0	1	1

R0B.7 **PWM0NOE**: Enable PWM0N output to PD1 pin

R0B.6 **PWM0POE**: Enable PWM0P output to PA0 pin

R11	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR11	—	VCCFLT	PWM0DIS	—	—	PWM0CKS	PWM0PSC	
R/W	—	W	W	—	—	W	W	W
Reset	—	0	0	—	—	0	0	0

R11.5 **PWM0DIS**: PWM0 clock disable or enable
0: enable
1: disable

R11.2 **PWM0CKS**: PWM0 clock source, Fpwm=
0: Fast-clock
1: FIRC x 2

R11.1~0 **PWM0PSC**: PWM0 prescaler, PWM0 clock source divided by
00: Fpwm
01: Fpwm/2
10: Fpwm/4
11: Fpwm/64

R14	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PWM0PRD	PWM0PRD							
R/W	W	W	W	W	W	W	W	W
Reset	1	1	1	1	1	1	1	1

R14.7~0 **PWM0PRD**: PWM0 period data

R16	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PWMCTL	—	—	—	—	PWM0MOD		PWM0CTRL	
R/W	—	—	—	—	W	W	W	
Reset	—	—	—	—	0	0	0	0

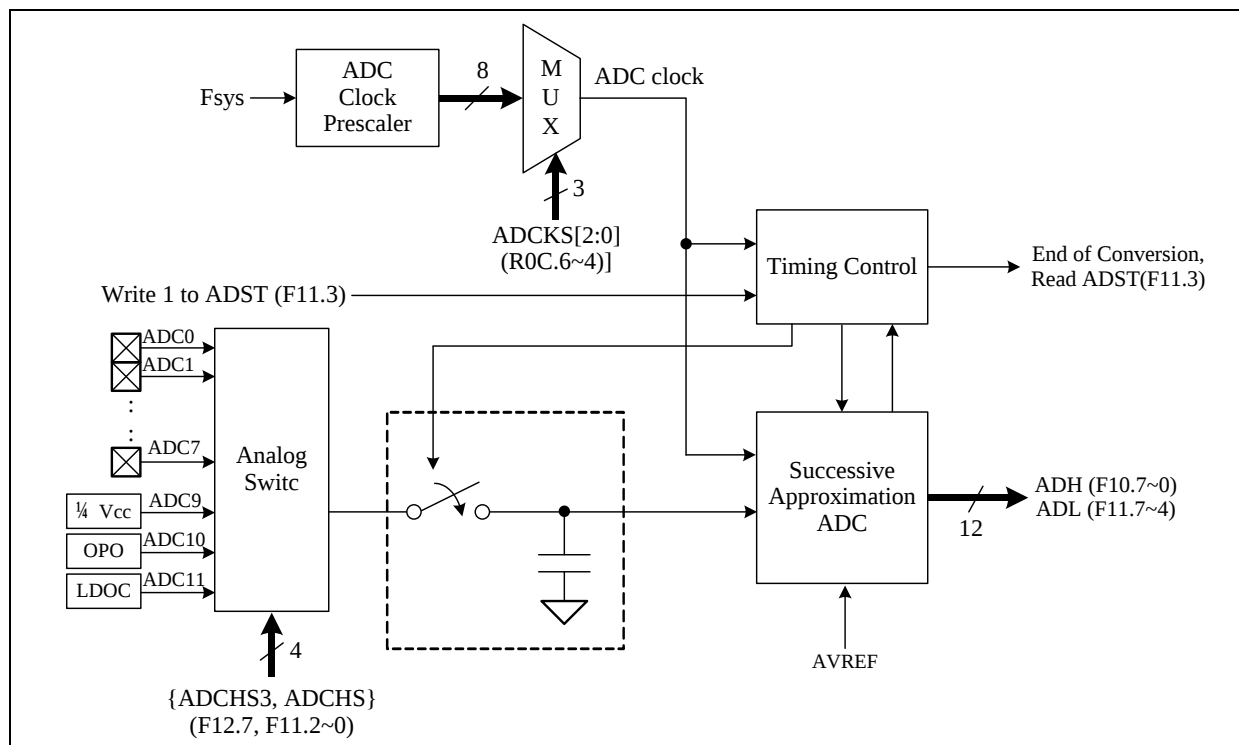
R16.3~2 **PWM0MOD**: PWM0 differential output mode

00: Mode 0,
01: Mode 1,
10: Mode 2,
11: Mode 3

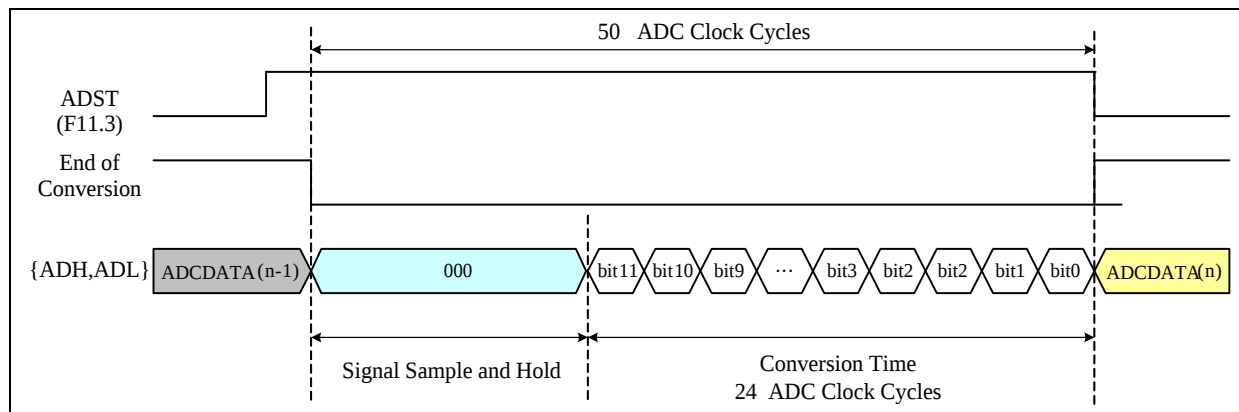
R16.1~0 **PWM0CTRL**: PWM0 non-overlap control

00: original PWM0
01: non-overlap 4 PWM0CLKs
10: non-overlap 6 PWM0CLKs
11: non-overlap 8 PWM0CLKs

3.6 Analog-to-Digital Converter



The 12-bit ADC (Analog to Digital Converter) consists of a 11-channel analog input multiplexer, control register, clock generator, 12-bit successive approximation register, and output data register. To use the ADC, user needs to set ADCKS (R0C.6~4) to choose a proper ADC clock frequency, which must be less than 1 MHz. User then launches the ADC conversion by setting the ADST (F11.3) control bit. After end of conversion, H/W automatic clears the ADST (F11.3) bit. User can poll this bit to know the conversion status. The ADPIE (R12.7~0) control registers are used for ADC pin configuration, user can write the corresponding bit to “0” when the pin is used as an ADC input. The setting can disable the pin logical input path to save power consumption. User needs to set {ADCHS3, ADCHS} (F12.7, F11.2~0) to choose the input channel of ADC. One of them, ADC9 is 1/4 Vcc input for ADC. But, for better results, user needs delay 30uS after setting the ADC input channel=AD9, then begin to use ADC again. ADC reference voltage is VCC. On the other hand should be noted that the voltage of ADC input channel can’t exceed 0.95*VCC. If ADC use LDOC2.5V (AD11) , we must keep LDOPD (F1B.2) =0 to remain enable LDOC (2.5V).



Example:

[CPU running at FAST mode , Fsys=FIRC 4 MHz]

ADC clock frequency=1 MHz, ADC channel=ADC2 (PA2).

◇ Example:

```

MOVLW    01100000B    ; Fsys=4 MHz
MOVWR    R0C          ; R0C.6~4 (ADCKS) =ADC clock=Fsys/4=1 MHz

MOVLW    00000100B    ; ADC2 (PA2) pull-high disable
MOVWR    PAPUN

MOVLW    11111011B    ; R12 Disable ADC2 (PA2) digital input to saving power
MOVWR    ADPIE        ; in STOP/IDLE Mode

MOVLW    00000010B    ; F11.2~0 (ADCHS[2:0] ) =2, ADC select ADC2 (PA2 pin).
MOVWF    ADCTL        ; F12.7 (ADCHS[3] ) =0
BCF      ADCHS3

BSF      ADST          ; F11.3 (ADST) , ADC start conversion.
    
```

WAIT_ADC:

```

BTFSC    ADST          ; Wait ADC conversion finish.
GOTO     WAIT_ADC

MOVFW    ADH            ; F10.7~0, Read ADC result [11:4] into W
MOVFW    ADCTL          ; F11.7~4, Read ADC result [3:0] into W

:
:
    
```

F10	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
ADH	ADH							
R/W	R	R	R	R	R	R	R	R
Reset	—	—	—	—	—	—	—	—

F10.7~0 **ADH:** ADC output data MSB, ADQ [11:4]

F11	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
ADCTL	ADL				ADST	ADCHS		
R/W	R	R	R	R	R/W	R/W	R/W	R/W
Reset	–	–	–	–	0	0	0	0

F11.7~4 **ADL**: ADC output data LSB, ADQ[3:0]

F11.3 **ADST**: ADC start bit.
 0: H/W clear after end of conversion
 1: ADC start conversion

F11.2~0 **ADCHS**: ADC channel select bit2~bit0. {ADCHS3, ADCHS} =
 0000: ADC0 (PA6) 0100: ADC4 (PA1) 1000: Reserved
 0001: ADC1 (PA5) 0101: ADC5 (PD2) 1001: 1/4 V_{cc}
 0010: ADC2 (PA2) 0110: ADC6 (PB0) 1010: OPO (PD0)
 0011: ADC3 (PB1) 0111: ADC7 (PA0) 1011: LDOC (2.5V)

F12	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MF12	ADCHS3	–	–	–	–	T2CLR	TM1STP	TM0STP
R/W	R/W	–	–	–	–	R/W	R/W	R/W
Reset	0	–	–	–	–	1	0	0

F12.7 **ADCHS3**: ADC channel select bit3

R0C	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MR0C	–	ADCKS			TM1PSC			
R/W	–	W	W	W	W	W	W	W
Reset	–	0	0	0	0	0	0	0

R0C.6~4 **ADCKS**: ADC clock frequency selection:
 000: F_{sys}/256 100: F_{sys}/16
 001: F_{sys}/128 101: F_{sys}/8
 010: F_{sys}/64 110: F_{sys}/4
 011: F_{sys}/32 111: F_{sys}/2

R12	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
ADPIE	ADPIE							
R/W	W	W	W	W	W	W	W	W
Reset	1	1	1	1	1	1	1	1

R12.7 **ADPIE**: Each bit controls its corresponding port I/O enable pin, if the bit is
 0: enable ADC7 channel input 1: enable PA0 I/O digital input
 R12.6 0: enable ADC6 channel input 1: enable PB0 I/O digital input
 R12.5 0: enable ADC5 channel input 1: enable PD2 I/O digital input
 R12.4 0: enable ADC4 channel input 1: enable PA1 I/O digital input
 R12.3 0: enable ADC3 channel input 1: enable PB1 I/O digital input
 R12.2 0: enable ADC2 channel input 1: enable PA2 I/O digital input
 R12.1 0: enable ADC1 channel input 1: enable PA5 I/O digital input
 R12.0 0: enable ADC0 channel input 1: enable PA6 I/O digital input

F1B	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MF1B	–	–	–	–	–	LDOPD	OPPD	IVCPD
R/W	–	–	–	–	–	R/W	R/W	R/W
Reset	–	–	–	–	–	0	1	0

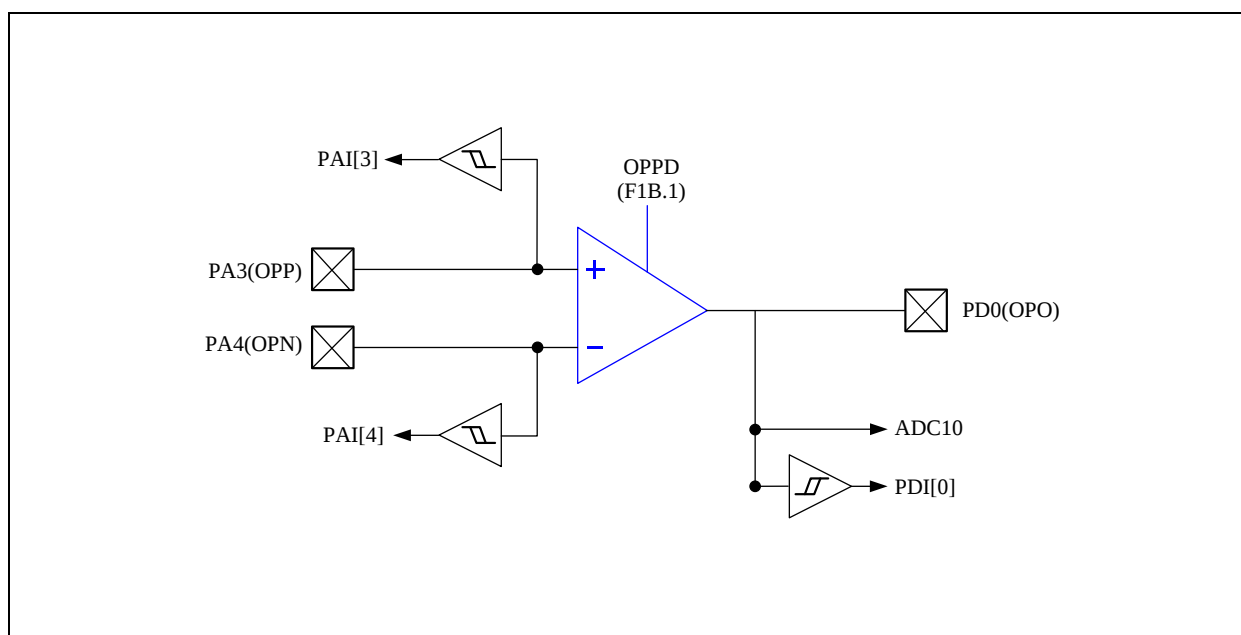
F1B.2 **LDOPD:** LDOC 2.5V power down
0: LDOC On
1: LDOC Off

F1B.1 **OPPD:** OPA power down
0: OP On
1: OP Off

3.7 OPA: Operational Amplifier

There are operational amplifier (OPA) in the TM57MA16. The OPA is off after IC reset. We could set OPPD (F1B.1) =0 to turn on the feature of OPA. The OPA Block diagram is shown as below. With I/O mode setting, the corresponding pins have to set as analog mode . The setting can disable the pin logical input path for save power consumption.

The OPAMP is a CMOS amplifier featuring high input impedance, extremely low offset voltage, high gain and high stability. It allows common mode input voltage range which extends 100mV to $V_{CC}-1.2V$ to guarantee 90dB open-loop gain. This cost-effective device is suitable for high gain, low frequency, low offset voltage application. See detailed specifications section on page 83 in the OPA Circuit Characteristics.

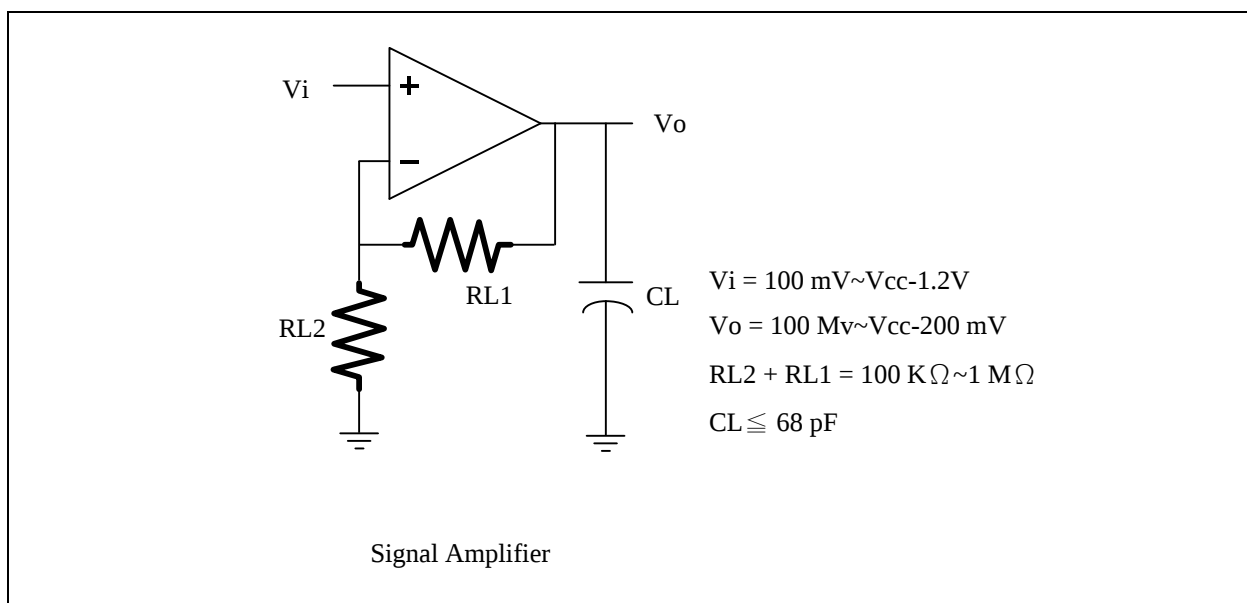
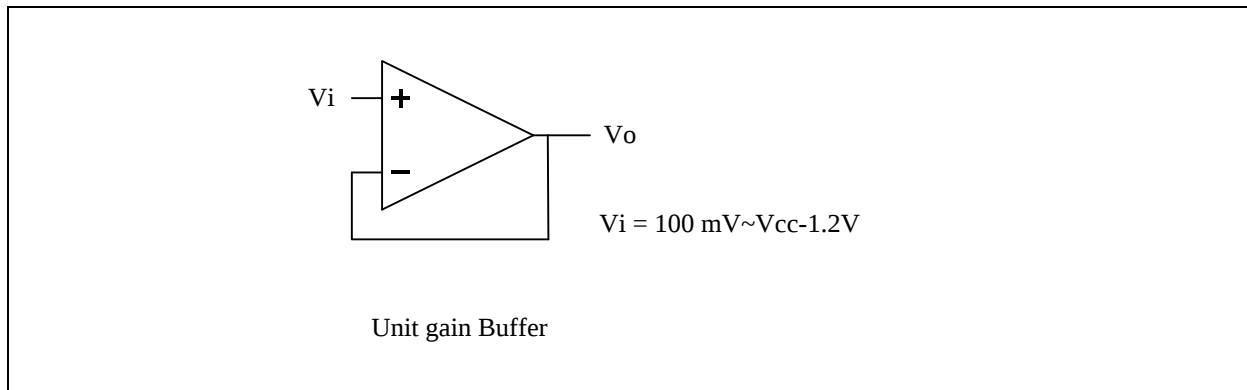


OPA Block Diagram

Feature:

- Low offset voltage: 2mV
- Wide Unity Gain Bandwidth: 2.1 MHz
- Open Loop Gain: 90 dB
- Slew Rate: 2 V/ μ s

Example:



F1B	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
MF1B	—	—	—	—	—	LDOPD	OPPD	IVCPD
R/W	—	—	—	—	—	R/W	R/W	R/W
Reset	—	—	—	—	—	0	1	0

F1B.1 **OPPD:** OPA power down
 0: OP On
 1: OP Off

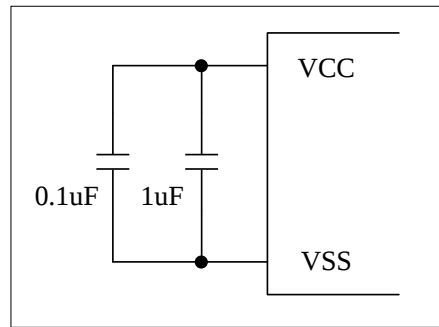
R13	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
OPIE	—	—	—	—	—			
R/W	—	—	—	—	—	W	W	W
Reset	—	—	—	—	—	1	1	1

OPIE: Each bit controls its corresponding port I/O enable pin, if the bit is

R13.2	0: enable OPO channel input	1: enable PD0 I/O digital input
R13.1	0: enable OPN channel input	1: enable PA4 I/O digital input
R13.0	0: enable OPP channel input	1: enable PA3 I/O digital input

3.8 System Clock Oscillator

In the Fast Internal RC (FIRC) mode, the on-chip oscillator generates 8/4/2.667/2 MHz system clock, which is controlled by register FCLKDIV[1:0] (R15.3~2) bits. Since power noise degrades the performance of Internal Clock Oscillator, placing power supply bypass capacitors 1 μ F and 0.1 μ F very close to VCC/VSS pins improves the stability of clock and the overall system.

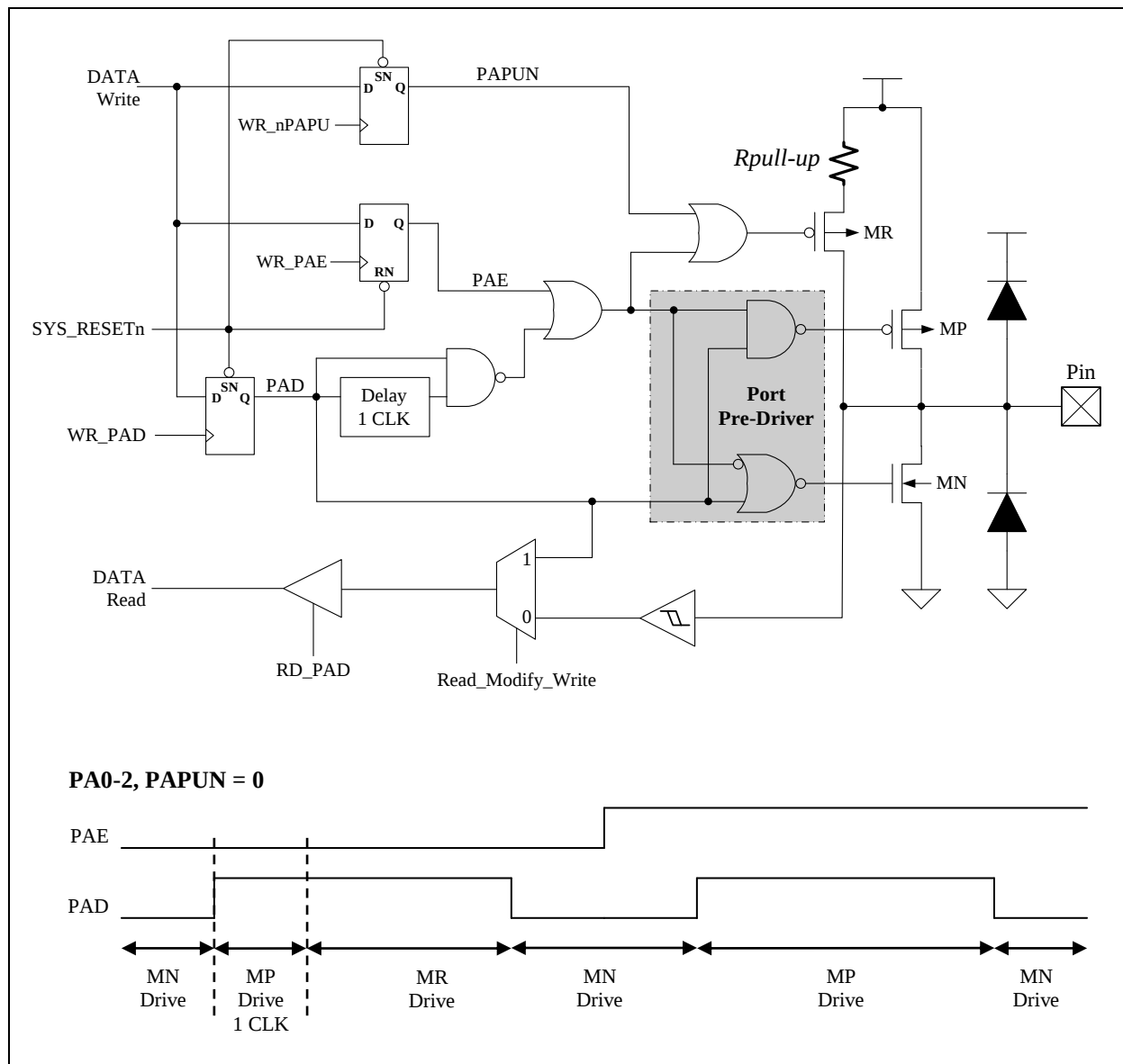


Internal RC Mode

4 I/O Port

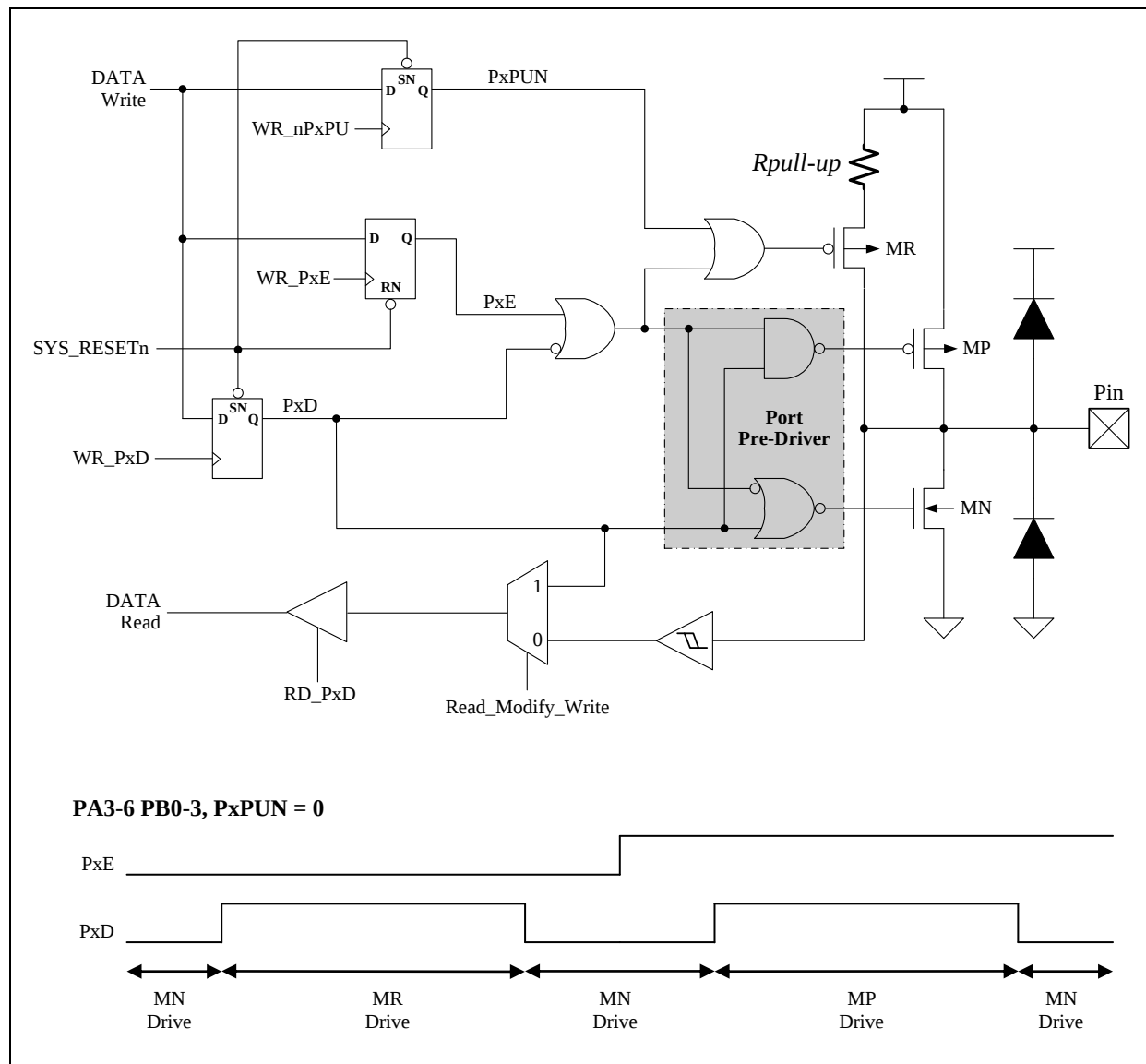
4.1 PA0-2

These pins can be used as Schmitt-trigger input, CMOS push-pull output or “pseudo-open-drain” output. The pull-up resistor is assignable to each pin by S/W setting. To use the pin in Schmitt-trigger input mode, S/W needs to set the PAE=0 and PAD=1. To use the pin in “pseudo-open-drain” mode, S/W sets the PAE=0. The benefit of pseudo-open-drain structure is that the output rise time can be much faster than pure open-drain structure. S/W sets PAE=1 to use the pin in CMOS push-pull output mode. Reading the pin data (PAD) has different meaning. In “Read-Modify-Write” instruction, CPU actually reads the output data register. In the others instructions, CPU reads the pin state. The so-called “Read-Modify-Write” instruction includes BSF, BCF and all instructions using F-Plane as destination.



4.2 PA3-6, PB0-1, PD0-2

These pins are almost the same as PA0-2, except they do not support pseudo-open-drain mode. They can be used in pure open-drain mode, instead.



◇ Example: I/O mode selecting

```

MOVLW    FFH
MOVWF    PDD
MOVLW    00H
MOVWR    PDPUN        ; Set PD port pull-high enable
MOVLW    00H
MOVWR    PDE           ; Set all ports to be Schmitt-trigger input

```

◇ Example: Set PA0-2 is pseudo-open-drain mode

```

MOVLW    00000000B
MOVWR    PAE           ; Set PA2-PA0 as pseudo-open-drain mode

MOVLW    00000000B
MOVWF    PAD           ; PA2~PA0 output low level.

```

◇ Example: Set PA0-2 is CMOS push-pull output mode.

```

MOVLW    00000111B
MOVWR    PAE           ; Set PA2-PA0 as CMOS push-pull output mode

```

◇ Example: Read data from input port.

```

MOVLW    FFH           ; "pseudo-open-drain" I/O structure, port must output
                        ; high first
MOVWF    PDD           ; before read pin
MOVWF    PDD           ; Read data from Port D.

```

◇ Example: Write data to output port.

```

MOVLW    55H
MOVWF    PAD           ; Write data 55H to Port A.
MOVWF    PBD           ; Write data 55H to Port B.

```

◇ Example: Write one bit data to output port.

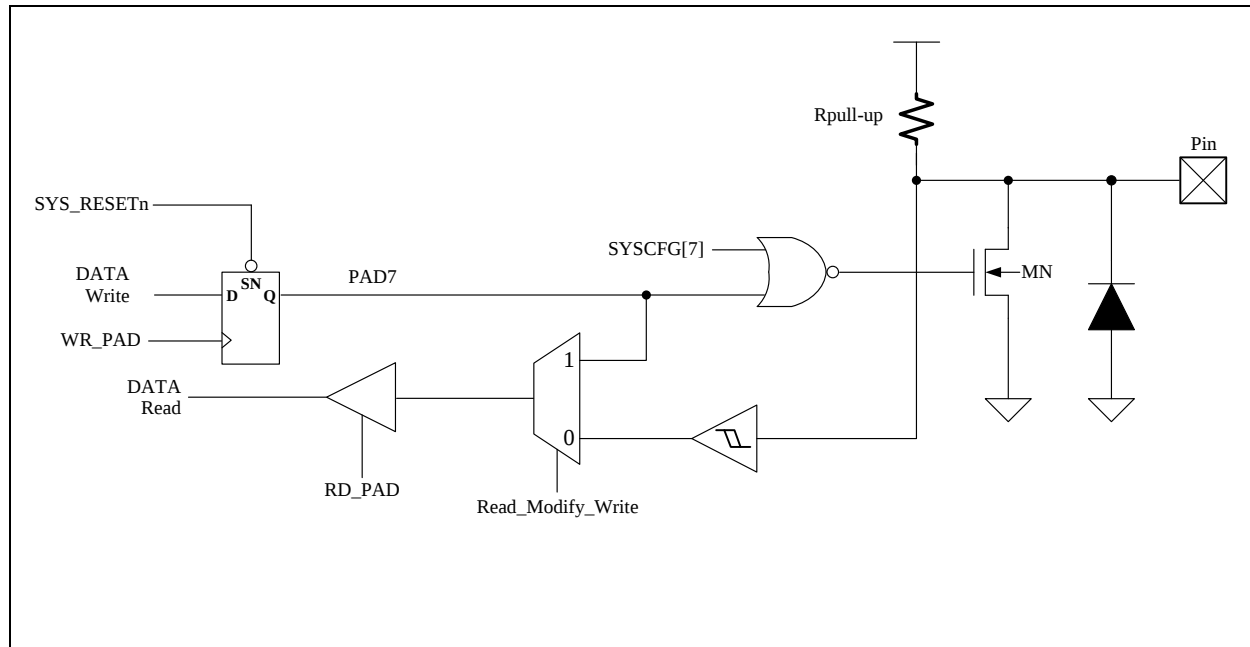
```

BCF      PAD,0
BCF      PBD,1
BCF      PDD,2        ; Set PA0, PB1 and PD2 to be "0".
BSF      PAD,3
BSF      PBD,4
BSF      PDD,0        ; Set PA3, PB4 and PD0 to be "1".

```

4.3 PA7

PA7 can be used in Schmitt-trigger input or open-drain output which is setting by the PAD[7] (F05.7) bit. When the PAD[7] bit is set, PA7 is assigned as Schmitt-trigger input mode, otherwise is assigned as open-drain output mode and output low. The pull-up resistor is always connected to this pin.



How to control PA7 status can be concluded as following list.

SYSCFG[7]	PAD7	PN STATE	Pull-up	MODE
0	0	Low	Yes	open-drain output with pull-high (not suggest to use this mode)
0	1	High	Yes	input with pull-high
1	X	High	Yes	reset input with pull-high

◇ Example: Read state from PA7.

Condition: SYSCFG[7] is set to “0”. If SYSCFG[7] = “1”, then PA7 pin is external reset pin function.

```

BTFSS    PAD,7
GOTO     LOOP_A      ; If PA7=0.
GOTO     LOOP_B      ; If PA7=1.
    
```

F05	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PAD	PAD7	PAD						
R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	1	1	1	1	1	1	1	1

F05.7 **PAD7:** PA7 data or pin mode control
 0: PA7 is open-drain output mode and output low
 1: PA7 is Schmitt-trigger input mode

F05.6~0 **PAD:** PA6~PA0 data
 0: output low
 1: output high or Schmitt-trigger input mode

F06	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PBD	—	—	—	—	—	—	PBD	
R/W	—	—	—	—	—	—	R/W	R/W
Reset	—	—	—	—	—	—	1	1

F06.1~0 **PBD:** PB1~PB0 data
 0: output low
 1: output high or Schmitt-trigger input mode

F07	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PDD	—	—	—	—	—	PDD		
R/W	—	—	—	—	—	R/W	R/W	R/W
Reset	—	—	—	—	—	1	1	1

F07.2~0 **PDD:** PD2~PD0 data
 0: output low
 1: output high or Schmitt-trigger input mode

R05	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PAE	—	PAE						
R/W	—	W						
Reset	—	0	0	0	0	0	0	0

R05.6~2 **PAE:** PA6~PA2 pin mode control
 0: the pin is open-drain output or Schmitt-trigger input
 1: the pin is CMOS push-pull output

R05.1~0 **PAE:** PA1~PA0 pin mode control
 0: the pin is pseudo-open-drain output or Schmitt-trigger input
 1: the pin is CMOS push-pull output

R06	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PBE	—	—	—	—	—	—	PBE	
R/W	—	—	—	—	—	—	W	W
Reset	—	—	—	—	—	—	0	0

R06.1~0 **PBE:** PB1~PB0 pin mode control
 0: the pin is open-drain output or Schmitt-trigger input
 1: the pin is CMOS push-pull output

R07	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PDE	—	—	—	—	—	PDE		
R/W	—	—	—	—	—	W	W	W
Reset	—	—	—	—	—	0	0	0

R07.2~0 **PDE:** PD2~PD0 pin mode control
 0: the pin is open-drain output or Schmitt-trigger input
 1: the pin is CMOS push-pull output

R08	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PAPUN	—	PAPUN						
R/W	—	W						
Reset	—	1	1	1	1	1	1	1

R08.6~2 **PAPUN:** Each bit controls its corresponding pin, if the bit is
 0: the pin pull up resistor is enabled, except
 a. the pin's output data register (PAD) is 0
 b. the pin's CMOS push-pull mode is chosen (PAE=1)
 c. the pin is working for FXT/SXT/XRC/PWM output
 1: the pin pull up resistor is disabled

R09	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PBPUN	—	—	—	—	—	—	PBPUN	
R/W	—	—	—	—	—	—	W	W
Reset	—	—	—	—	—	—	0	0

R09.1~0 **PBPUN:** Each bit controls its corresponding pin, if the bit is
 0: the pin pull up resistor is enabled, except
 a. the pin's output data register (PBD) is 0
 b. the pin's CMOS push-pull mode is chosen (PBE=1)
 1: the pin pull up resistor is disabled

R0A	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
PDPUN	—	—	—	—	—	PDPUN		
R/W	—	—	—	—	—	W	W	W
Reset	—	—	—	—	—	0	0	0

R0A.2~0 **PDPUN:** Each bit controls its corresponding pin, if the bit is
 0: the pin pull up resistor is enabled, except
 a. the pin's output data register (PDD) is 0
 b. the pin's CMOS push-pull mode is chosen (PDE=1)
 c. pins are working for PWM/T1OUT/TCOUT output
 1: the pin pull up resistor is disabled

R12	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
ADPIE	ADPIE							
R/W	W	W	W	W	W	W	W	W
Reset	1	1	1	1	1	1	1	1

- R12.7 **ADPIE:** Each bit controls its corresponding port I/O enable pin, if the bit is
 0: enable ADC7 channel input 1: enable PA0 I/O digital input
 R12.6 0: enable ADC6 channel input 1: enable PB0 I/O digital input
 R12.5 0: enable ADC5 channel input 1: enable PD2 I/O digital input
 R12.4 0: enable ADC4 channel input 1: enable PA1 I/O digital input
 R12.3 0: enable ADC3 channel input 1: enable PB1 I/O digital input
 R12.2 0: enable ADC2 channel input 1: enable PA2 I/O digital input
 R12.1 0: enable ADC1 channel input 1: enable PA5 I/O digital input
 R12.0 0: enable ADC0 channel input 1: enable PA6 I/O digital input

R13	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
OPIE	—	—	—	—	—			
R/W	—	—	—	—	—	W	W	W
Reset	—	—	—	—	—	1	1	1

- OPIE:** Each bit controls its corresponding port I/O enable pin, if the bit is
 R13.2 0: enable OPO channel input 1: enable PD0 I/O digital input
 R13.1 0: enable OPN channel input 1: enable PA4 I/O digital input
 R13.0 0: enable OPP channel input 1: enable PA3 I/O digital input

MEMORY MAP

F-Plane

Name	Address	R/W	Rst	Description
(F00) INDF		Function related to: RAM W/R		
INDF	00.7~0	R/W	-	Not a physical register, addressing INDF actually point to the register whose address is contained in the FSR register
(F01) TM0		Function related to : Timer0		
TM0	01.7~0	R/W	0	Timer0 content
(F02) PCL		Function related to: PROGRAM COUNT		
PCL	02.7~0	R/W	0	Programming Counter LSB[7~0]
(F03) STATUS		Function related to: STATUS		
GB0	03.7	R/W	0	General purpose bit 0
GB1	03.6	R/W	0	General purpose bit 1
TO	03.4	R	0	WDT timeout flag, cleared by PWRST, ‘SLEEP’ or ‘CLRWDT’ instruction
PD	03.3	R	0	Sleep mode flag, set by ‘SLEEP’, cleared by ’CLRWDT’ instruction
Z	03.2	R/W	0	Zero flag
DC	03.1	R/W	0	Decimal Carry flag
C	03.0	R/W	0	Carry flag
(F04) FSR		Function related to: RAM W/R		
GB2	04.7	R/W	0	General purpose bit 2
FSR	04.6~0	R/W	-	File Select Register, indirect address mode pointer
(F05) PAD		Function related to: Port A		
PAD7	05.7	R	-	PA7 pin state
PAD	05.6~0	R	-	Port A pin or “data register” state
		W	7F	Port A output data register
(F06) PBD		Function related to: Port B		
PBD	06.1~0	R	-	Port B pin or “data register” state
		W	3	Port B output data register
(F07) PDD		Function related to: Port D		
PDD	07.2~0	R	-	Port D pin or “data register” state
		W	FF	Port D output data register

Name	Address	R/W	Rst	Description
(F09) INTIF 				

Name	Address	R/W	Rst	Description
(F10) ADH		Function related to: ADC		
ADH	10.7~0	R	-	ADC output data MSB, ADQ[11:4]
(F11) ADCTL		Function related to: ADC		
ADL	11.7~4	R	-	ADC output data LSB, ADQ[3:0]
ADST	11.3	R/W	0	ADC start bit. 0: H/W clear after end of conversion 1: ADC start conversion,
ADCHS	11.2~0	R/W	0	ADC channel select bit2~bit0. {ADCHS3,ADCHS} = 0000: ADC0 (PA6) 0100: ADC4 (PA1) 1000: Reserved 0001: ADC1 (PA5) 0101: ADC5 (PD2) 1001: 1/4 Vcc 0010: ADC2 (PA2) 0110: ADC6 (PB0) 1010: OPO (PD0) 0011: ADC3 (PB1) 0111: ADC7 (PA0) 1011: LDOC (2.5V)
(F12) MF12		Function related to: ADC/T2/TM1/TM0		
ADCHS3	12.7	R/W	0	ADC channel select bit3
	12.6~3			Reserved
T2CLR	12.2	R/W	1	T2 counter clear 0: Release 1: Clear and hold
TM1STP	12.1	R/W	0	Timer1 counter stop 0: Release 1: Stop counting
TM0STP	12.0	R/W	0	Timer0 counter stop 0: Release 1: Stop counting
(F13) DPL		Function related to: Table Read		
DPL	13.7~0	R/W	0	Table read low address, data ROM pointer (DPTR) low byte
(F1A) IRCF		Function related to : Internal RC		
IRCF	1A.7~0	R/W		FIRC frequency adjustment: 00H: Lowest frequency FFH: Highest frequency
(F1B) MF1B		Function related to: LDOC/OP/IVC		
LDOPD	1B.2	R/W	0	LDOC 2.5V power down 0: LDOC On 1: LDOC Off
OPPD	1B.1	R/W	1	OP power down 0: OP On 1: OP Off
IVCPD	1B.0	R/W	0	When $V_{cc} \leq 3.6V$ or STOP mode, Set IVCPD=1 to save power. 0: $V_{cc} \geq 3.6V$ and IC is not in the STOP mode 1: $V_{cc} \leq 3.6V$ or STOP mode
User Data Memory				
SRAM	20~27	R/W	-	RAM common area (8 Bytes)
	28~7F	R/W	-	RAM area (88 Bytes)

R-Plane

Name	Address	R/W	Rst	Description
(R02) TM0CTL		Function related to: TCOUT/TM0		
TCOPSC	02.7~6	W	0	TCOUT prescaler 0: Fsys/2 1: Fsys/4 2: Fsys/8 3: Fsys/16
TM0EDG	02.5	W	0	Timer0 prescaler counting edge for TM0CKI pin 0: rising edge 1: falling edge
TM0CKS	02.4	W	0	Timer0 prescaler clock source 0: Instruction cycle 1: TM0CKI pin (PA2 pin)
TM0PSC	02.3~0	W	0	Timer0 prescaler. Timer0 prescaler clock source divided by 0000: /1 0101: /32 0001: /2 0110: /64 0010: /4 0111: /128 0011: /8 1xxx: /256 0100: /16
(R03) PWRDN		Function related to: Power Down		
PWRDN	03	W	-	write this register to enter STOP/IDLE Mode (i.e. 'SLEEP' instruction)
(R04) WDTCLR		Function related to: WDT		
WDTCLR	04	W	-	write this register to clear WDT timer (i.e. 'CLRWDT' instruction)
(R05) PAE		Function related to: Port A		
PAE	05.6~3	W	0	Each bit controls its corresponding pin, if the bit is 0: the pin is open-drain output or Schmitt-trigger input 1: the pin is CMOS push-pull output
	05.2~0	W	0	Each bit controls its corresponding pin, if the bit is 0: the pin is pseudo-open-drain output or Schmitt-trigger input 1: the pin is CMOS push-pull output
(R06) PBE		Function related to: Port B		
PBE	06.1~0	W	0	Each bit controls its corresponding pin, if the bit is 0: the pin is open-drain output or Schmitt-trigger input 1: the pin is CMOS push-pull output
(R07) PDE		Function related to: Port D		
PDE	07.7~0	W	0	Each bit controls its corresponding pin, if the bit is 0: the pin is open-drain output or Schmitt-trigger input 1: the pin is CMOS push-pull output
(R08) PAPUN		Function related to: Port A		
PAPUN	08.6~0	W	7F	Each bit controls its corresponding pin, if the bit is 0: the pin pull up resistor is enabled, except a. the pin's output data register (PAD) is 0 b. the pin's CMOS push-pull mode is chosen (PAE=1) c. the pin is working for PWM output 1: the pin pull up resistor is disabled
(R09) PBPUN		Function related to: Port B		
PBPUN	09.1~0	W	3	Each bit controls its corresponding pin, if the bit is 0: the pin pull up resistor is enabled, except a. the pin's output data register (PBD) is 0 b. the pin's CMOS push-pull mode is chosen (PBE=1) 1: the pin pull up resistor is disabled

Name	Address	R/W	Rst	Description
(R0A) PDPUN				Function related to: Port D
PDPUN	0a.2~0	W	FF	Each bit controls its corresponding pin, if the bit is 0: the pin pull up resistor is enabled, except a. the pin's output data register (PDD) is 0 b. the pin's CMOS push-pull mode is chosen (PDE=1) c. pins are working for PWM/T1OUT/TCOUT output 1: the pin pull up resistor is disabled
(R0B) MR0B				Function related to: PWM0/INT1/TCOUT/TM1/WKT
PWM0NOE	0b.7	W	0	Enable PWM0N output to PD1 pin
PWM0POE	0b.6	W	0	Enable PWM0P output to PA0 pin
INT0EDG	0b.5	W	0	INT0 pin (PA6) edge interrupt event 0: falling edge to trigger 1: rising edge to trigger
INT1EDG	0b.4	W	0	INT1 pin (PA1) edge interrupt event 0: falling edge to trigger 1: rising edge to trigger
TCOE	0b.3	W	0	Enable post-prescaler Instruction Cycle (Fsys/2) output to PD2 pin (TCOUT)
	0b.2			Reserved
WKT PSC	0b.1~0	W	3	WKT period (@ VCC=5V) 00: 16 ms 01: 32 ms 10: 64 ms 11: 128 ms
(R0C) MR0C				Function related to: ADC/TM1
	0c.7			Reserved
ADCKS	0c.6~4	W	0	ADC clock frequency selection: 000: Fsys/256 100: Fsys/16 001: Fsys/128 101: Fsys/8 010: Fsys/64 110: Fsys/4 011: Fsys/32 111: Fsys/2
TM1PSC	0c.3~0	W	0	Timer1 prescaler. Timer1 clock source divided by 0000: Fsys/2 0101: Fsys/64 0001: Fsys/4 0110: Fsys/128 0010: Fsys/8 0111: Fsys/256 0011: Fsys/16 1xxx: Fsys/512 0100: Fsys/32
(R0D) TM1RLD				Function related to: TM1
TM1RLD	0d.7~0	W	0	Timer1 reload offset value while it rolls over
(R0E) INTIE				Function related to: Interrupt Enable
	0e.7			Reserved
T2IE	0e.6	W	0	T2 interrupt enable, 1=enable, 0=disable
TM1IE	0e.5	W	0	Timer1 interrupt enable, 1=enable, 0=disable
TM0IE	0e.4	W	0	Timer0 interrupt enable, 1=enable, 0=disable
WKTIE	0e.3	W	0	Wakeup Timer interrupt enable, 1 =enable, 0=disable Set 0 to clear & disable WKT timer
INT2IE	0e.2	W	0	INT2 pin (PA7) interrupt enable, 1=enable, 0=disable
INT1IE	0e.1	W	0	INT1 pin (PA1) interrupt enable, 1=enable, 0=disable
INT0IE	0e.0	W	0	INT0 pin (PA6) interrupt enable, 1=enable, 0=disable
(R0F) TEST				
TSTREG	0f.3~0	W	0	Test mode register, user does not write it.

Name	Address	R/W	Rst	Description
(R11) MR11				Function related to: EFT/PWM0
	11.7	W	0	Reserved, keep write to 0
VCCFLT	11.6	W	0	Enable EFT enhance operation mode, 1 =enable, 0=disable
PWM0DIS	11.5	W	0	PWM0 clock disable (PWM0DIS=1) or enable (PWM0DIS=0)
	11.4~3			Reserved
PWM0CKS	11.2	W	0	PWM0 clock source, Fpwm= 0: Fast-clock 1: FIRCx2
PWM0PSC	11.1~0	W	0	PWM0 prescaler, PWM0 clock source divided by 00: Fpwm 01: Fpwm/2 10: Fpwm/4 11: Fpwm/64
(R12) ADPIE				Function related to: ADC
ADPIE	12.7	W	1	Each bit controls its corresponding port I/O enable pin, if the bit is 0: enable ADC7 channel input 1: enable PA0 I/O digital input
	12.6	W	1	0: enable ADC6 channel input 1: enable PB0 I/O digital input
	12.5	W	1	0: enable ADC5 channel input 1: enable PD2 I/O digital input
	12.4	W	1	0: enable ADC4 channel input 1: enable PA1 I/O digital input
	12.3	W	1	0: enable ADC3 channel input 1: enable PB1 I/O digital input
	12.2	W	1	0: enable ADC2 channel input 1: enable PA2 I/O digital input
	12.1	W	1	0: enable ADC1 channel input 1: enable PA5 I/O digital input
	12.0	W	1	0: enable ADC0 channel input 1: enable PA6 I/O digital input
(R13) OPIE				Function related to: OP
OPIE	13.7~3	W	1	Reserved
	13.2	W	1	0: enable OPO channel input 1: enable PD0 I/O digital input
	13.1	W	1	0: enable OPN channel input 1: enable PA4 I/O digital input
	13.0	W	1	0: enable OPP channel input 1: enable PA3 I/O digital input

Name	Address	R/W	Rst	Description
(R14) PMW0PRD		Function related to: PWM0		
PWM0PRD	14.7~0	W	FF	PWM0 period data
(R15) MR15		Function related to: WDT/T2/CPUCLK		
WDTPSC	15.7~6	W	1	WDT period (@ VCC=5V) 00: 128 ms 01: 256 ms 10: 1024 ms 11: 2048 ms
WDTSTP	15.5	W	0	WDT disable in IDLE/STOP mode, If WDTE=0, this WDTSTP bit is invalid 1: clear & stop counting 0: always counting
T2CKS	15.4	W	0	“T2 clock source” selection. 1: Fsys/128 0: Slow-clock
FCLKDIV	15.3~2	W	0	Fast-clock divider, Fast-clock is 00: Fast-clock-pre/4 01: Fast-clock-pre/3 10: Fast-clock-pre/2 11: Fast-clock-pre
T2PSC	15.1~0	W	0	T2 prescaler. “T2 clock source” divided by - 00: 32768 01: 16384 10: 8192 11: 128
(R16) PWMCTL		Function related to: PWM0		
	16.7~4			Reserved
PWM0MOD	16.3~2	W	0	PWM0 differential output mode 00: Mode 0, 01: Mode 1, 10: Mode 2, 11: Mode 3
PWM0CTRL	16.1~0	W	0	00: original PWM0, 01: non-overlap 4 PWM0CLKs 10: non-overlap 6 PWM0CLKs 11: non-overlap 8 PWM0CLKs

INSTRUCTION SET

Each instruction is a 14-bit word divided into an Op Code, which specifies the instruction type, and one or more operands, which further specify the operation of the instruction. The instructions can be categorized as byte-oriented, bit-oriented and literal operations list in the following table.

For byte-oriented instructions, “f” or “r” represents the address designator and “d” represents the destination designator. The address designator is used to specify which address in Program memory is to be used by the instruction. The destination designator specifies where the result of the operation is to be placed. If “d” is “0”, the result is placed in the W register. If “d” is “1”, the result is placed in the address specified in the instruction.

For bit-oriented instructions, “b” represents a bit field designator, which selects the number of the bit affected by the operation, while “f” represents the address designator. For literal operations, “k” represents the literal or constant value.

Field / Legend	Description
f	F-Plane Register File Address
r	R-Plane Register File Address
b	Bit address
k	Literal. Constant data or label
d	Destination selection field. 0: Working register 1: Register file
TO	WDT Time Out Flag
PD	Power Down Flag
W	Working Register
Z	Zero Flag
C	Carry Flag
DC	Decimal Carry Flag
PC	Program Counter
TOS	Top Of Stack
GIE	Global Interrupt Enable Flag (i-Flag)
[]	Option Field
()	Contents
.	Bit Field
B	Before
A	After
←	Assign direction

Mnemonic		Op Code	Cycle	Flag Affect	Description
Byte-Oriented File Register Instruction					
ADDWF	f,d	00 0111 dfff ffff	1	C, DC, Z	Add W and "f"
ANDWF	f,d	00 0101 dfff ffff	1	Z	AND W with "f"
CLRF	f	00 0001 1fff ffff	1	Z	Clear "f"
CLRW		00 0001 0100 0000	1	Z	Clear W
COMF	f,d	00 1001 dfff ffff	1	Z	Complement "f"
DECF	f,d	00 0011 dfff ffff	1	Z	Decrement "f"
DECFSZ	f,d	00 1011 dfff ffff	1 or 2	-	Decrement "f", skip if zero
INCF	f,d	00 1010 dfff ffff	1	Z	Increment "f"
INCFSZ	f,d	00 1111 dfff ffff	1 or 2	-	Increment "f", skip if zero
IORWF	f,d	00 0100 dfff ffff	1	Z	OR W with "f"
MOVFW	f	00 1000 0fff ffff	1	-	Move "f" to W
MOVWF	f	00 0000 1fff ffff	1	-	Move W to "f"
MOVWR	r	00 0000 00rr rrrr	1	-	Move W to "r"
RLF	f,d	00 1101 dfff ffff	1	C	Rotate left "f" through carry
RRF	f,d	00 1100 dfff ffff	1	C	Rotate right "f" through carry
SUBWF	f,d	00 0010 dfff ffff	1	C, DC, Z	Subtract W from "f"
SWAPF	f,d	00 1110 dfff ffff	1	-	Swap nibbles in "f"
TESTZ	f	00 1000 1fff ffff	1	Z	Test if "f" is zero
XORWF	f,d	00 0110 dfff ffff	1	Z	XOR W with "f"
Bit-Oriented File Register Instruction					
BCF	f,b	01 000b bbff ffff	1	-	Clear "b" bit of "f"
BSF	f,b	01 001b bbff ffff	1	-	Set "b" bit of "f"
BTFSC	f,b	01 010b bbff ffff	1 or 2	-	Test "b" bit of "f", skip if clear
BTFSS	f,b	01 011b bbff ffff	1 or 2	-	Test "b" bit of "f", skip if set
Literal and Control Instruction					
ADDLW	k	01 1100 kkkk kkkk	1	C, DC, Z	Add Literal "k" and W
ANDLW	k	01 1011 kkkk kkkk	1	Z	AND Literal "k" with W
CALL	k	10 kkkk kkkk kkkk	2	-	Call subroutine "k"
CLRWD		00 0000 0000 0100	1	TO, PD	Clear Watch Dog Timer
GOTO	k	11 kkkk kkkk kkkk	2	-	Jump to branch "k"
IORLW	k	01 1010 kkkk kkkk	1	Z	OR Literal "k" with W
MOVLW	k	01 1001 kkkk kkkk	1	-	Move Literal "k" to W
NOP		00 0000 0000 0000	1	-	No operation
RET		00 0000 0100 0000	2	-	Return from subroutine
RETI		00 0000 0110 0000	2	-	Return from interrupt
RETLW	k	01 1000 kkkk kkkk	2	-	Return with Literal in W
TABRL		00 0000 0101 0000	2	-	Lookup ROM low data to W
TABRH		00 0000 0101 1000	2	-	Lookup ROM high data to W
SLEEP		00 0000 0000 0011	1	TO, PD	Go into Power-down mode, Clock oscillation stops
XORLW	k	01 1111 kkkk kkkk	1	Z	XOR Literal "k" with W

ADDLW
Add Literal "k" and W

Syntax	ADDLW k	
Operands	k : 00h ~ FFh	
Operation	$(W) \leftarrow (W) + k$	
Status Affected	C, DC, Z	
OP-Code	01 1100 kkkk kkkk	
Description	The contents of the W register are added to the eight-bit literal 'k' and the result is placed in the W register.	
Cycle	1	
Example	ADDLW 0x15	B : W = 0x10 A : W = 0x25

ADDWF
Add W and "f"

Syntax	ADDWF f [,d]	
Operands	f : 00h ~ 7Fh, d : 0, 1	
Operation	$(\text{destination}) \leftarrow (W) + (f)$	
Status Affected	C, DC, Z	
OP-Code	00 0111 dfff ffff	
Description	Add the contents of the W register with register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.	
Cycle	1	
Example	ADDWF FSR, 0	B : W = 0x17, FSR = 0xC2 A : W = 0xD9, FSR = 0xC2

ANDLW
Logical AND Literal "k" with W

Syntax	ANDLW k	
Operands	k : 00h ~ FFh	
Operation	$(W) \leftarrow (W) \text{ AND } k$	
Status Affected	Z	
OP-Code	01 1011 kkkk kkkk	
Description	The contents of W register are AND'ed with the eight-bit literal 'k'. The result is placed in the W register.	
Cycle	1	
Example	ANDLW 0x5F	B : W = 0xA3 A : W = 0x03

ANDWF
AND W with "f"

Syntax	ANDWF f [,d]	
Operands	f : 00h ~ 7Fh, d : 0, 1	
Operation	$(\text{destination}) \leftarrow (W) \text{ AND } (f)$	
Status Affected	Z	
OP-Code	00 0101 dfff ffff	
Description	AND the W register with register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.	
Cycle	1	
Example	ANDWF FSR, 1	B : W = 0x17, FSR = 0xC2 A : W = 0x17, FSR = 0x02

BCF Clear "b" bit of "f"

Syntax	BCF f[,b]
Operands	f : 00h ~ 3Fh, b : 0 ~ 7
Operation	(f.b) ← 0
Status Affected	-
OP-Code	01 000b bbff ffff
Description	Bit 'b' in register 'f' is cleared.
Cycle	1
Example	BCF FLAG_REG, 7 B : FLAG_REG = 0xC7 A : FLAG_REG = 0x47

BSF Set "b" bit of "f"

Syntax	BSF f[,b]
Operands	f : 00h ~ 3Fh, b : 0 ~ 7
Operation	(f.b) ← 1
Status Affected	-
OP-Code	01 001b bbff ffff
Description	Bit 'b' in register 'f' is set.
Cycle	1
Example	BSF FLAG_REG, 7 B : FLAG_REG = 0x0A A : FLAG_REG = 0x8A

BTFSC Test "b" bit of "f", skip if clear(0)

Syntax	BTFSC f[,b]
Operands	f : 00h ~ 3Fh, b : 0 ~ 7
Operation	Skip next instruction if (f.b) = 0
Status Affected	-
OP-Code	01 010b bbff ffff
Description	If bit 'b' in register 'f' is 1, then the next instruction is executed. If bit 'b' in register 'f' is 0, then the next instruction is discarded, and a NOP is executed instead, making this a 2nd cycle instruction.
Cycle	1 or 2
Example	LABEL1 BTFSC FLAG, 1 B : PC = LABEL1 TRUE GOTO SUB1 A : if FLAG.1 = 0, PC = FALSE FALSE ... if FLAG.1 = 1, PC = TRUE

BTFSS Test "b" bit of "f", skip if set(1)

Syntax	BTFSS f[,b]
Operands	f : 00h ~ 3Fh, b : 0 ~ 7
Operation	Skip next instruction if (f.b) = 1
Status Affected	-
OP-Code	01 011b bbff ffff
Description	If bit 'b' in register 'f' is 0, then the next instruction is executed. If bit 'b' in register 'f' is 1, then the next instruction is discarded, and a NOP is executed instead, making this a 2nd cycle instruction.
Cycle	1 or 2
Example	LABEL1 BTFSS FLAG, 1 B : PC = LABEL1 TRUE GOTO SUB1 A : if FLAG.1 = 0, PC = TRUE FALSE ... if FLAG.1 = 1, PC = FALSE

CALL	Call subroutine "k"
Syntax	CALL k
Operands	k : 000h ~ FFFh
Operation	Operation: TOS $\leftarrow$ (PC) + 1, PC.11~0 $\leftarrow$ k
Status Affected	-
OP-Code	10 kkkk kkkk kkkk
Description	Call Subroutine. First, return address (PC+1) is pushed onto the stack. The 12-bit immediate address is loaded into PC bits <11:0>. CALL is a two-cycle instruction.
Cycle	2
Example	LABEL1 CALL SUB1 B : PC = LABEL1 A : PC = SUB1, TOS = LABEL1 + 1
CLRF	Clear "f"
Syntax	CLRF f
Operands	f : 00h ~ 7Fh
Operation	(f) $\leftarrow$ 00h, Z $\leftarrow$ 1
Status Affected	Z
OP-Code	00 0001 1fff ffff
Description	The contents of register 'f' are cleared and the Z bit is set.
Cycle	1
Example	CLRF FLAG_REG B : FLAG_REG = 0x5A A : FLAG_REG = 0x00, Z = 1
CLRW	Clear W
Syntax	CLRW
Operands	-
Operation	(W) $\leftarrow$ 00h, Z $\leftarrow$ 1
Status Affected	Z
OP-Code	00 0001 0100 0000
Description	W register is cleared and Z bit is set.
Cycle	1
Example	CLRW B : W = 0x5A A : W = 0x00, Z = 1
CLRWD	Clear Watchdog Timer
Syntax	CLRWD
Operands	-
Operation	WDT/WKT Timer $\leftarrow$ 00h
Status Affected	TO, PD
OP-Code	00 0000 0000 0100
Description	CLRWD instruction clears the Watchdog/Wakeup Timer
Cycle	1
Example	CLRWD B : WDT counter = ? A : WDT counter = 0x00

COMF
Complement "f"

Syntax	COMF f[,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	(destination) $\leftarrow (\bar{f})$
Status Affected	Z
OP-Code	00 1001 dfff ffff
Description	The contents of register 'f' are complemented. If 'd' is 0, the result is stored in W. If 'd' is 1, the result is stored back in register 'f'.
Cycle	1
Example	COMF REG1, 0 B : REG1 = 0x13 A : REG1 = 0x13, W = 0xEC

DECF
Decrement "f"

Syntax	DECF f[,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	(destination) $\leftarrow (f) - 1$
Status Affected	Z
OP-Code	00 0011 dfff ffff
Description	Decrement register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.
Cycle	1
Example	DECF CNT, 1 B : CNT = 0x01, Z = 0 A : CNT = 0x00, Z = 1

DECFSZ
Decrement "f", Skip if 0

Syntax	DECFSZ f[,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	(destination) $\leftarrow (f) - 1$, skip next instruction if result is 0
Status Affected	-
OP-Code	00 1011 dfff ffff
Description	The contents of register 'f' are decremented. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is placed back in register 'f'. If the result is 1, the next instruction is executed. If the result is 0, then a NOP is executed instead, making it a 2 cycle instruction.
Cycle	1 or 2
Example	LABEL1 DECFSZ CNT, 1 GOTO LOOP CONTINUE B : PC = LABEL1 A : CNT = CNT - 1 if CNT = 0, PC = CONTINUE if CNT $\neq$ 0, PC = LABEL1 + 1

GOTO
Unconditional Branch

Syntax	GOTO k
Operands	k : 000h ~ FFFh
Operation	PC.11~0 $\leftarrow$ k
Status Affected	-
OP-Code	11 kkkk kkkk kkkk
Description	GOTO is an unconditional branch. The 12-bit immediate value is loaded into PC bits <11:0>. GOTO is a two-cycle instruction.
Cycle	2
Example	LABEL1 GOTO SUB1 B : PC = LABEL1 A : PC = SUB1

INCF	Increment "f"
Syntax	INCF f[,d]
Operands	f : 00h ~ 7Fh
Operation	(destination) $\leftarrow$ (f) + 1
Status Affected	Z
OP-Code	00 1010 dfff ffff
Description	The contents of register 'f' are incremented. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is placed back in register 'f'.
Cycle	1
Example	INCF CNT, 1 B : CNT = 0xFF, Z = 0 A : CNT = 0x00, Z = 1

INCFSZ	Increment "f", Skip if 0
Syntax	INCFSZ f[,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	(destination) $\leftarrow$ (f) + 1, skip next instruction if result is 0
Status Affected	-
OP-Code	00 1111 dfff ffff
Description	The contents of register 'f' are incremented. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is placed back in register 'f'. If the result is 1, the next instruction is executed. If the result is 0, a NOP is executed instead, making it a 2 cycle instruction.
Cycle	1 or 2
Example	LABEL1 INCFSZ CNT, 1 GOTO LOOP CONTINUE B : PC = LABEL1 A : CNT = CNT + 1 if CNT = 0, PC = CONTINUE if CNT $\neq$ 0, PC = LABEL1 + 1

IORLW	Inclusive OR Literal with W
Syntax	IORLW k
Operands	k : 00h ~ FFh
Operation	(W) $\leftarrow$ (W) OR k
Status Affected	Z
OP-Code	01 1010 kkkk kkkk
Description	The contents of the W register are OR'ed with the eight-bit literal 'k'. The result is placed in the W register.
Cycle	1
Example	IORLW 0x35 B : W = 0x9A A : W = 0xBF, Z = 0

IORWF	Inclusive OR W with "f"
Syntax	IORWF f[,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	(destination) $\leftarrow$ (W) OR k
Status Affected	Z
OP-Code	00 0100 dfff ffff
Description	Inclusive OR the W register with register 'f'. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is placed back in register 'f'.
Cycle	1
Example	IORWF RESULT, 0 B : RESULT = 0x13, W = 0x91 A : RESULT = 0x13, W = 0x93, Z = 0

MOVFW Move "f" to W

Syntax	MOVFW f	
Operands	f : 00h ~ 7Fh	
Operation	(W) ← (f)	
Status Affected	-	
OP-Code	00 1000 0fff ffff	
Description	The contents of register 'f' are moved to W register.	
Cycle	1	
Example	MOVFW FSR	B : FSR = 0xC2, W = ? A : FSR = 0xC2, W = 0xC2

MOVLW Move Literal to W

Syntax	MOVLW k	
Operands	k : 00h ~ FFh	
Operation	(W) ← k	
Status Affected	-	
OP-Code	01 1001 kkkk kkkk	
Description	The eight-bit literal 'k' is loaded into W register. The don't cares will assemble as 0's.	
Cycle	1	
Example	MOVLW 0x5A	B : W = ? A : W = 0x5A

MOVWF Move W to "f"

Syntax	MOVWF f	
Operands	f : 00h ~ 7Fh	
Operation	(f) ← (W)	
Status Affected	-	
OP-Code	00 0000 1fff ffff	
Description	Move data from W register to register 'f'.	
Cycle	1	
Example	MOVWF REG1	B : REG1 = 0xFF, W = 0x4F A : REG1 = 0x4F, W = 0x4F

MOVWR Move W to "r"

Syntax	MOVWR r	
Operands	r : 00h ~ 3Fh	
Operation	(r) ← (W)	
Status Affected	-	
OP-Code	00 0000 00rr rrrr	
Description	Move data from W register to register 'r'.	
Cycle	1	
Example	MOVWR REG1	B : REG1 = 0xFF, W = 0x4F A : REG1 = 0x4F, W = 0x4F



NOP **No Operation**

Syntax	NOP
Operands	-
Operation	No Operation
Status Affected	-
OP-Code	00 0000 0000 0000
Description	No Operation
Cycle	1
Example	NOP

RET	Return from Subroutine
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Syntax	RET
Operands	-
Operation	PC ← TOS
Status Affected	-
OP-Code	00 0000 0100 0000
Description	Return from subroutine. The stack is POPed and the top of the stack (TOS) is loaded into the program counter. This is a two-cycle instruction.
Cycle	2
Example	RET A : PC = TOS

RETI	Return from Interrupt
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Syntax	RETI
Operands	-
Operation	PC ← TOS, GIE ← 1
Status Affected	-
OP-Code	00 0000 0110 0000
Description	Return from Interrupt. Stack is POPed and Top-of-Stack (TOS) is loaded in to the PC. Interrupts are enabled. This is a two-cycle instruction.
Cycle	2
Example	RETI A : PC = TOS, GIE = 1

RETLW	Return with Literal in W
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Syntax	RETLW k
Operands	k : 00h ~ FFh
Operation	PC $\leftarrow$ TOS, (W) $\leftarrow$ k
Status Affected	-
OP-Code	01 1000 kkkk kkkk
Description	The W register is loaded with the eight-bit literal 'k'. The program counter is loaded from the top of the stack (the return address). This is a two-cycle instruction.
Cycle	2
Example	CALL TABLE B : W = 0x07 : A : W = value of k8 TABLE ADDWF PCL, 1 RETLW k1 RETLW k2 : RETLW kn

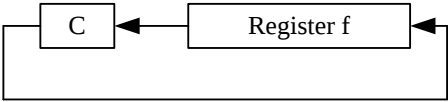
TABRL Return DPTR low byte to W

Syntax	TABRL
Operands	-
Operation	(W) ← ROM[DPTR] low byte content, Where DPTR = {DPH[max:8], DPL[7:0]}
Status Affected	-
OP-Code	00 0000 0101 0000
Description	The W register is loaded with low byte of ROM[DPTR]. This is a two-cycle instruction.
Cycle	2
Example	: : MOVLW (TAB1&0xFF) MOVWF DPL ; Where DPL is F-plane register MOVLW (TAB1>>8)&0xFF MOVWF DPH ; Where DPH is F-plane register TABRL ; W = 0x89 TABRH ; W = 0x37 ORG 0234H TAB1: .DT 0x3789, 0x2277 ; ROM data 14 bits

TABRH Return DPTR high byte to W

Syntax	TABRH
Operands	-
Operation	(W) ← ROM[DPTR] high byte content, Where DPTR = {DPH[max:8], DPL[7:0]}
Status Affected	-
OP-Code	00 0000 0101 1000
Description	The W register is loaded with high byte of ROM[DPTR]. This is a two-cycle instruction.
Cycle	2

RLF Rotate Left "f" through Carry

Syntax	RLF f [,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	
Status Affected	C
OP-Code	00 1101 dfff ffff
Description	The contents of register 'f' are rotated one bit to the left through the Carry Flag. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is stored back in register 'f'.
Cycle	1
Example	RLF REG1, 0 B : REG1 = 1110 0110, C = 0 A : REG1 = 1110 0110 W = 1100 1100, C = 1

RRF Rotate Right "f" through Carry

Syntax	RRF f [,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	
Status Affected	C
OP-Code	00 1100 dfff ffff
Description	The contents of register 'f' are rotated one bit to the right through the Carry Flag. If 'd' is 0, the result is placed in the W register. If 'd' is 1, the result is placed back in register 'f'.
Cycle	1
Example	RRF REG1, 0 B : REG1 = 1110 0110, C = 0 A : REG1 = 1110 0110 W = 0111 0011, C = 0

SLEEP Go into standby mode, Clock oscillation stops

Syntax	SLEEP
Operands	-
Operation	-
Status Affected	TO, PD
OP-Code	00 0000 0000 0011
Description	Go into STOP mode with the oscillator stops.
Cycle	1
Example	SLEEP -

SUBWF Subtract W from "f"

Syntax	SUBWF f [,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	(destination) ← (f) - (W)
Status Affected	C, DC, Z
OP-Code	00 0010 dfff ffff
Description	Subtract (2's complement method) W register from register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.
Cycle	1
Example	SUBWF REG1, 1 B : REG1 = 0x03, W = 0x02, C = ?, Z = ? A : REG1 = 0x01, W = 0x02, C = 1, Z = 0 SUBWF REG1, 1 B : REG1 = 0x02, W = 0x02, C = ?, Z = ? A : REG1 = 0x00, W = 0x02, C = 1, Z = 1 SUBWF REG1, 1 B : REG1 = 0x01, W = 0x02, C = ?, Z = ? A : REG1 = 0xFF, W = 0x02, C = 0, Z = 0

SWAPF
Swap Nibbles in "f"

Syntax	SWAPF f [,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	(destination,7~4) ← (f.3~0), (destination.3~0) ← (f.7~4)
Status Affected	-
OP-Code	00 1110 dfff ffff
Description	The upper and lower nibbles of register 'f' are exchanged. If 'd' is 0, the result is placed in W register. If 'd' is 1, the result is placed in register 'f'.
Cycle	1
Example	SWAPF REG, 0 B : REG1 = 0xA5 A : REG1 = 0xA5, W = 0x5A

TESTZ
Test if "f" is zero

Syntax	TESTZ f
Operands	f : 00h ~ 7Fh
Operation	Set Z flag if (f) is 0
Status Affected	Z
OP-Code	00 1000 1fff ffff
Description	If the content of register 'f' is 0, Zero flag is set to 1.
Cycle	1
Example	TESTZ REG1 B : REG1 = 0, Z = ? A : REG1 = 0, Z = 1

XORLW
Exclusive OR Literal with W

Syntax	XORLW k
Operands	k : 00h ~ FFh
Operation	(W) ← (W) XOR k
Status Affected	Z
OP-Code	01 1111 kkkk kkkk
Description	The contents of the W register are XOR'ed with the eight-bit literal 'k'. The result is placed in the W register.
Cycle	1
Example	XORLW 0xAF B : W = 0xB5 A : W = 0x1A

XORWF
Exclusive OR W with "f"

Syntax	XORWF f [,d]
Operands	f : 00h ~ 7Fh, d : 0, 1
Operation	(destination) ← (W) XOR (f)
Status Affected	Z
OP-Code	00 0110 dfff ffff
Description	Exclusive OR the contents of the W register with register 'f'. If 'd' is 0, the result is stored in the W register. If 'd' is 1, the result is stored back in register 'f'.
Cycle	1
Example	XORWF REG, 1 B : REG = 0xAF, W = 0xB5 A : REG = 0x1A, W = 0xB5

ELECTRICAL CHARACTERISTICS

1. Absolute Maximum Ratings ($T_A = 25^\circ\text{C}$)

Parameter	Rating	Unit
Supply voltage	$V_{SS} - 0.3$ to $V_{SS} + 6.5$	V
Input voltage	$V_{SS} - 0.3$ to $V_{CC} + 0.3$	
Output voltage	$V_{SS} - 0.3$ to $V_{CC} + 0.3$	
Output current high per 1 PIN	-25	mA
Output current high per all PIN	-80	
Output current low per 1 PIN	+30	
Output current low per all PIN	+150	
Maximum operating voltage	5.5	V
Operating temperature	-40 to +85	$^\circ\text{C}$
Storage temperature	-65 to +150	

2. DC Characteristics ($T_A = 25^\circ\text{C}$, $V_{DD} = 2.0\text{V}$ to 5.5V)

Parameter	Sym	Conditions		Min	Typ	Max	Unit
Input High Voltage	V _{IH}	All Input, except PA7	V _{CC} =3~5V	0.6V _{CC}	–	V _{CC}	V
		PA7	V _{CC} =3~5V	0.7V _{CC}	–	V _{CC}	V
Input Low Voltage	V _{IL}	All Input, except PA7	V _{CC} =3~5V	V _{SS}	–	0.2V _{CC}	V
		PA7	V _{CC} =3~5V	V _{SS}	–	0.2V _{CC}	V
Output High Current	I _{OH}	All Output, except PA0, PD1	V _{CC} =5V, V _{OH} =4.5V	4	8	–	mA
			V _{CC} =3V, V _{OH} =2.7V	2	4	–	
		PA0, PD1	V _{CC} =5V, V _{OH} =4.5V	16	32	–	
			V _{CC} =3V, V _O H=2.7V	7	14	–	
Output Low Current	I _{OL}	All Output, except PA0, PD1	V _{CC} =5V, V _{OL} =0.5V	9	18	–	mA
			V _{CC} =3V, V _{OL} =0.3V	4	8	–	
		PA0, PD1	V _{CC} =5V, V _{OL} =0.5V	36	72	–	
			V _{CC} =3V, V _O L=0.3V	16	32	–	
Input Leakage Current (pin high)	I _{ILH}	All Input	V _{IN} =V _{CC}	–	–	1	uA
Input Leakage Current (pin low)	I _{ILL}	All Input	V _{IN} =0V	–	–	–1	uA
Power Supply Current (No Load)	I _{CC}	FAST mode FIRC 8 MHz,	V _{CC} =4.5 to 5.5V	–	2.5	–	mA
		FAST mode FIRC4 MHz	V _{CC} =4.5 to 5.5V	–	1.5	–	
		SLOW mode SIRC 2.2 KHz LDOPD=0 OPPD=1 IVCPD=1	V _{CC} =3.0V	–	130	–	uA

Parameter	Sym	Conditions		Min	Typ	Max	Unit
Power Supply Current (No Load)	I _{CC}	SLOW mode SIRC 2.2 KHz LDOPD =1 OPPD =1 IVCPD =1	V _{CC} =3.0V	–	4	–	uA
		IDLE mode SIRC 2 KHz IVCPD =1 T2PSC =0 LDOPD =1 OPPD =1	V _{CC} =3.0V LVR enable	–	4	–	uA
			V _{CC} =3.0V LVR disable in IDLE	–	2.5	–	
		STOP mode IVCPD =1	V _{CC} =5.0V LVR disable in STOP	–	0.1	1	uA
			V _{CC} =5.0V, LVR enable	–	4	6	
		STOP mode IVCPD =1	V _{CC} =3.0V, LVR disable in STOP	–	0.1	1	uA
System Operating Voltage	V _{SYS}	IVCPD = 0 -40°C~85°C	Fsys =2MHz	LVR _{th}	–	5.5	V
			Fsys =4MHz	LVR _{th}	–	5.5	
		IVCPD =0 -40°C~0°C	Fsys =8MHz	LVR _{th}	–	5.5	
		IVCPD = 0 0°C~85°C	Fsys =8MHz	2.2	–	5.5	
			IVCPD = 1 -40°C~85°C	Fsys =2MHz	LVR _{th}	–	
		Fsys =4MHz		LVR _{th}	–	3.6	
		IVCPD = 1 -40°C~0°C	Fsys =8MHz	LVR _{th}	–	3.6	
		IVCPD = 1 -0°C~85°C	Fsys=8MHz	2.2	–	3.6	
Pull-up Resistor	R _{UP}	V _{IN} = 0 V Ports A/B/D	V _{CC} =5.0V	–	130	–	KΩ
			V _{CC} =3.0V	–	240	–	
		V _{IN} = 0 V PA7	V _{CC} =5.0V	–	70	–	KΩ
			V _{CC} =3.0V	–	70	–	

3. Clock Timing (T_A = -40°C to +85°C)

Parameter	Condition	Min	Typ	Max	Unit
FIRC Frequency (*)	0°C ~ 85°C, V _{CC} =4.0 V	-2.5%	8	+2.5%	MHz
	25°C, V _{CC} =3.0 ~ 5.0 V	-3%	8	+3%	
	25°C, V _{CC} =2.5 ~ 5.0 V	-5%	8	+5%	

(*) FIRC frequency can be divided by 1/2/3/4.

FIRC default frequency can choose 8 MHz, 6.8 MHz or 7.2 Mhz by TICE99IDE.

4. Reset Timing Characteristics ($T_A = -40^{\circ}\text{C}$ to $+85^{\circ}\text{C}$)

Parameter	Conditions	Min	Typ	Max	Unit
RESET Input Low width	Input $V_{CC} = 5\text{ V} \pm 10\%$	3	–	–	μs
WDT time	$V_{CC} = 3\text{ V}$, WDTPSC = 11	-20%	2240	+20%	ms
	$V_{CC} = 5\text{ V}$, WDTPSC = 11		2048		
WKT time	$V_{CC} = 3\text{ V}$, WKTPSC = 11	-20%	136	+20%	ms
	$V_{CC} = 5\text{ V}$, WKTPSC = 11		128		
CPU start up time	$V_{CC} = 5\text{ V}$	–	15	–	ms

5. LVR Circuit Characteristics ($T_A = 25^{\circ}\text{C}$)

Parameter	Symbol	Min	Typ	Max	Unit
LVR Reference Voltage	LVR_{th}	–	1.95	–	V
LVR Hysteresis Voltage	V_{HYST}	–	± 0.1	–	V
Low Voltage Detection time	t_{LVR}	100	–	–	μs

6. ADC Electrical Characteristics ($T_A = 25^{\circ}\text{C}$, $V_{CC} = 2.2\text{V}$ to 5.5V , $V_{SS} = 0\text{V}$)

Parameter	Conditions	Min	Typ	Max	Units
Total Accuracy	$V_{CC} = 5\text{V}$, $V_{SS} = 0\text{V}$	–	± 2.5	± 4	LSB
Integral Non-Linearity		–	± 3.2	± 5	
Max Input Clock (f_{ADC})	–	–	–	1	MHz
Conversion Time	$f_{ADC} = 1\text{ MHz}$	–	50	–	μs
Input Voltage	–	V_{SS}	–	0.95 V_{CC}	V

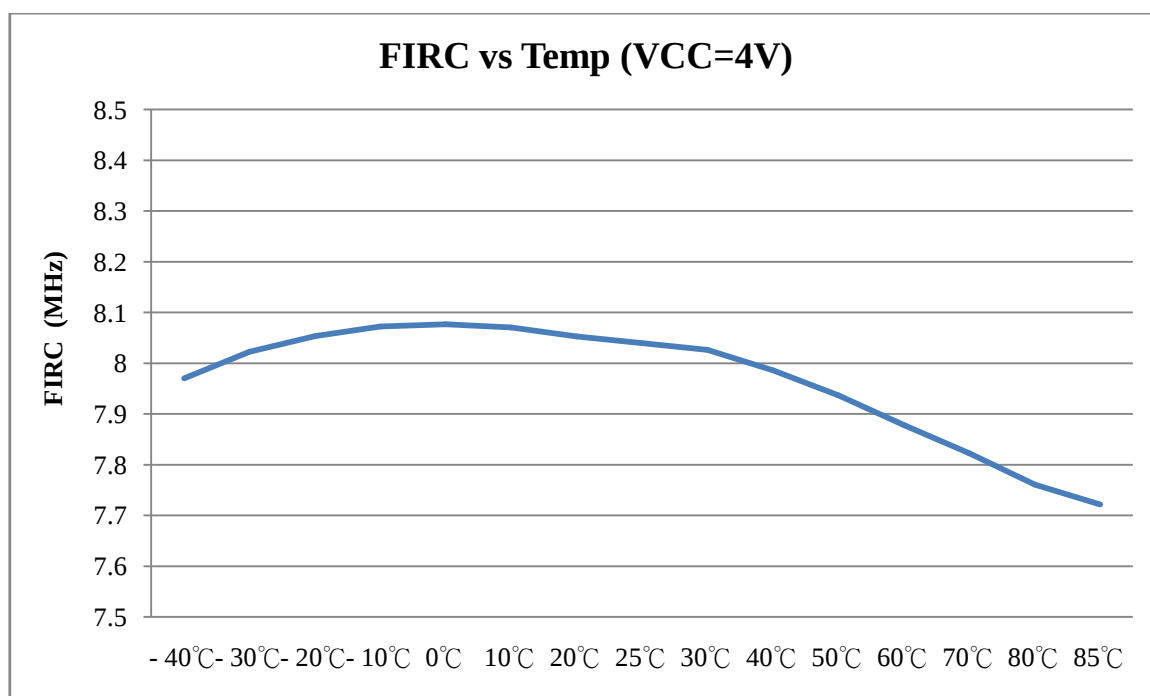
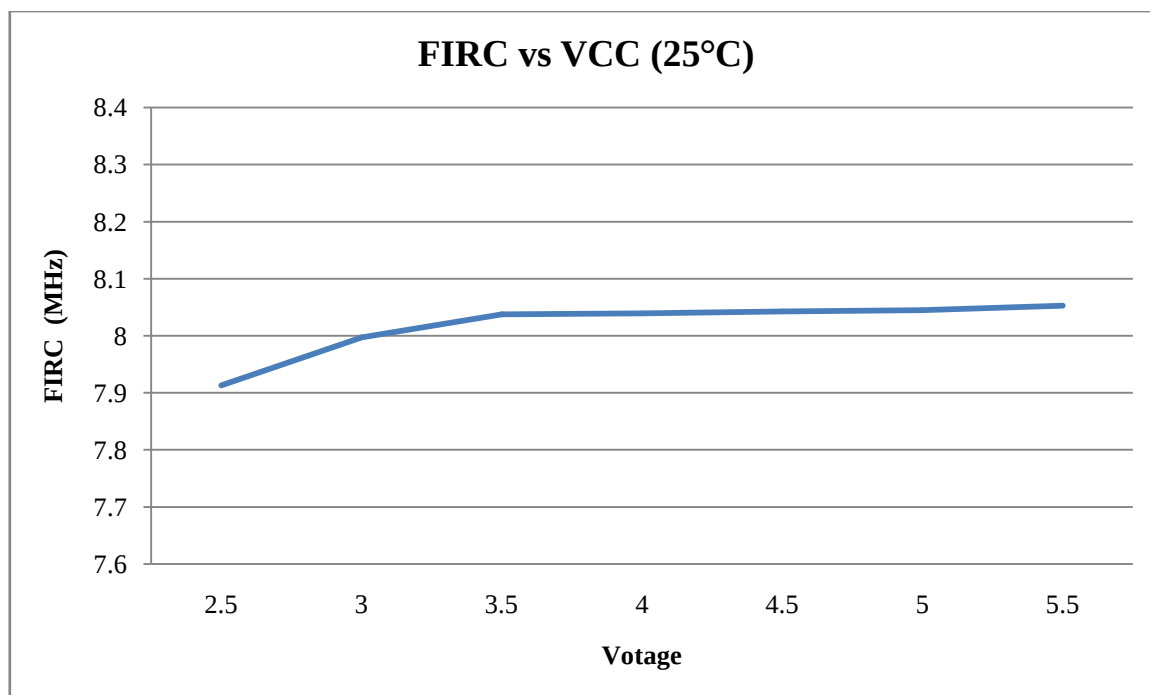
7. LDO Characteristics

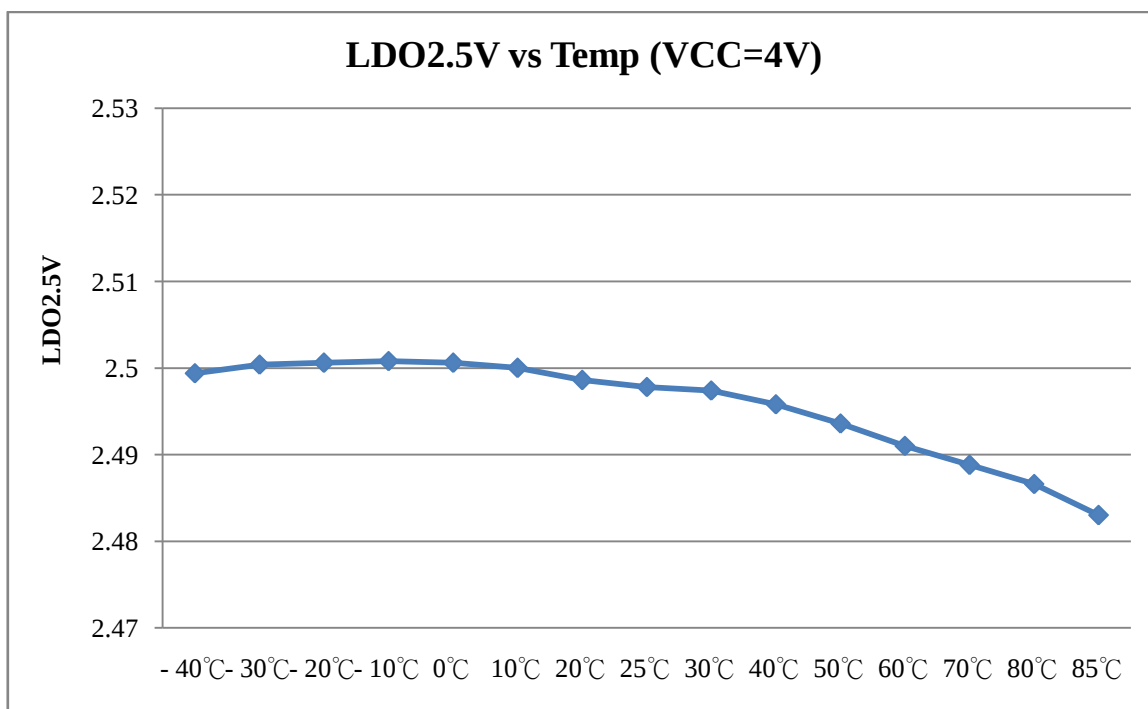
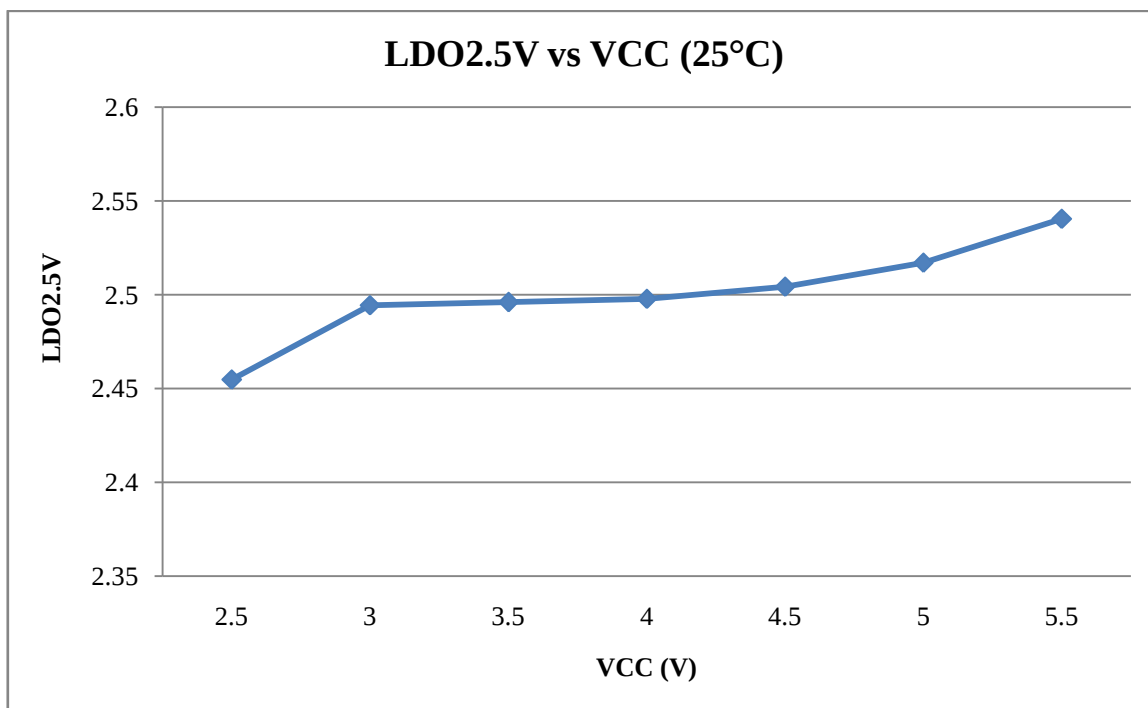
Parameter	Conditions		Min	Typ	Max	Units
LDOC 2.5V	DOP-16 SOP-16	$T_A = 25^{\circ}\text{C}$, $V_{CC} = 4.0\text{V}$	-1%	2.5	+1%	V
		$T_A = 25^{\circ}\text{C}$, $V_{CC} = 3.0 \sim 5.0\text{V}$	-2%	2.5	+2%	V
		$T_A = -40^{\circ}\text{C}$ to $+85^{\circ}\text{C}$, $V_{CC} = 3.0 \sim 4\text{V}$	-3%	2.5	+3%	V
	SOP-10	$T_A = 25^{\circ}\text{C}$, $V_{CC} = 4.0\text{V}$	-3%	2.5	+3%	V
		$T_A = 25^{\circ}\text{C}$, $V_{CC} = 3.0 \sim 5.0\text{V}$	-4%	2.5	+4%	V
		$T_A = -40^{\circ}\text{C}$ to $+85^{\circ}\text{C}$, $V_{CC} = 3.0 \sim 4\text{V}$	-5%	2.5	+5%	V

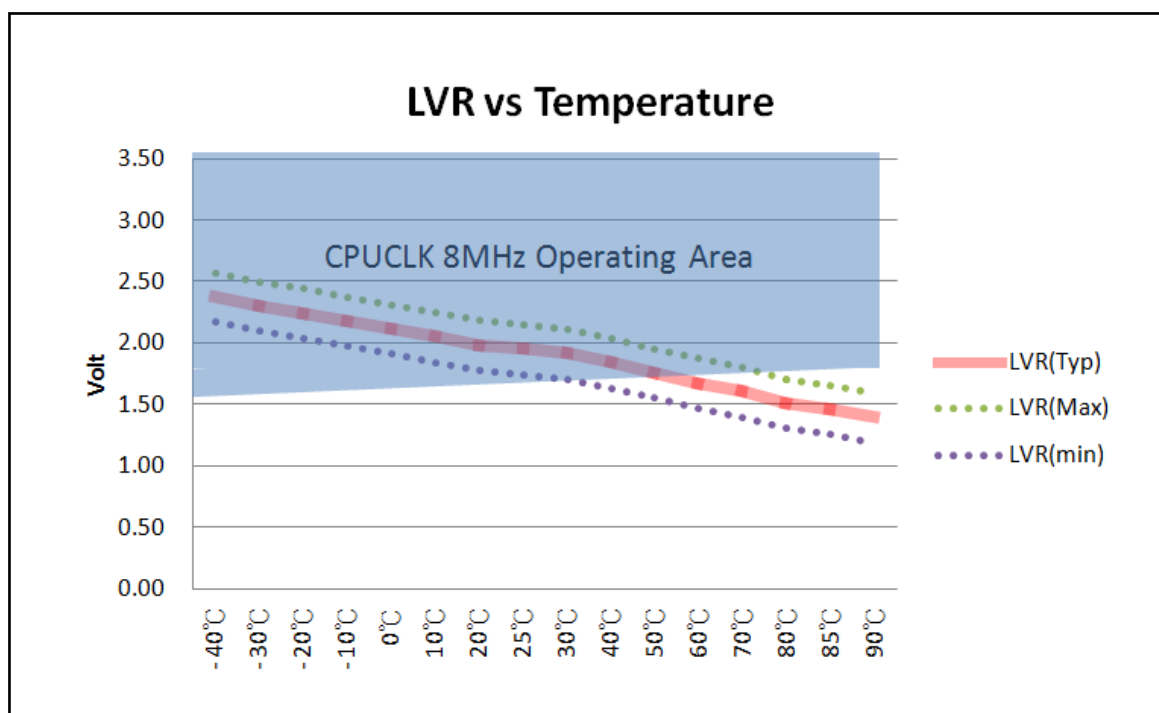
8. OPA Circuit Characteristics (TA =25°C, VCC =5.0V)

Symbol	Parameter	Test Conditions	Min	Typ	Max	Units
VCC	Power supply		3	-	5.5	V
Vicm	Input Common voltage		0.1	-	V _{CC} -1.2	V
VOS	Input Offset Voltage	V _O =1.5V	-	2	-	mV
ΔVOS /ΔT	Temperature Coefficient of VOS	V _O =1.5V	-	-	5	μV/°C
AVOL	Large Signal Voltage Gain	RL =1 MΩ CL =60 pF Vi =0.1 to 4V Vo =1 to 4V	60	90	-	dB
GBW	Gain Band Width Product	RL =1 MΩ CL =60 pF	-	2.1	-	MHz
CMRR	Common Mode Rejection Ratio	V _O =1.5V	-	75	-	dB
PSRR	Power Supply Rejection Ratio	V _O =1.5V	-	80	-	dB
ICC	Supply Current Per Single Amplifier	Av =1 V _O =1.5V No load	-	127	150	uA
SR	Slew Rate at Unity Gain	No load	-	2	-	V/μs
Φm	Phase Margin at Unity Gain	RL =1 MΩ CL =60 pF	-	55	-	Degree
IOH	Output Source Current	Vi+-Vi ≥25mV	-	40	-	μA
IOL	Output Sink Current	Vi—Vi +≥25mV	-	20	-	mA
1 : T _A =25°C, V _{CC} =5V, V _{SS} =0V 2 : C _{Load} =60 pF, R _{Load} =1M Ω						

9. Characteristic Graphs





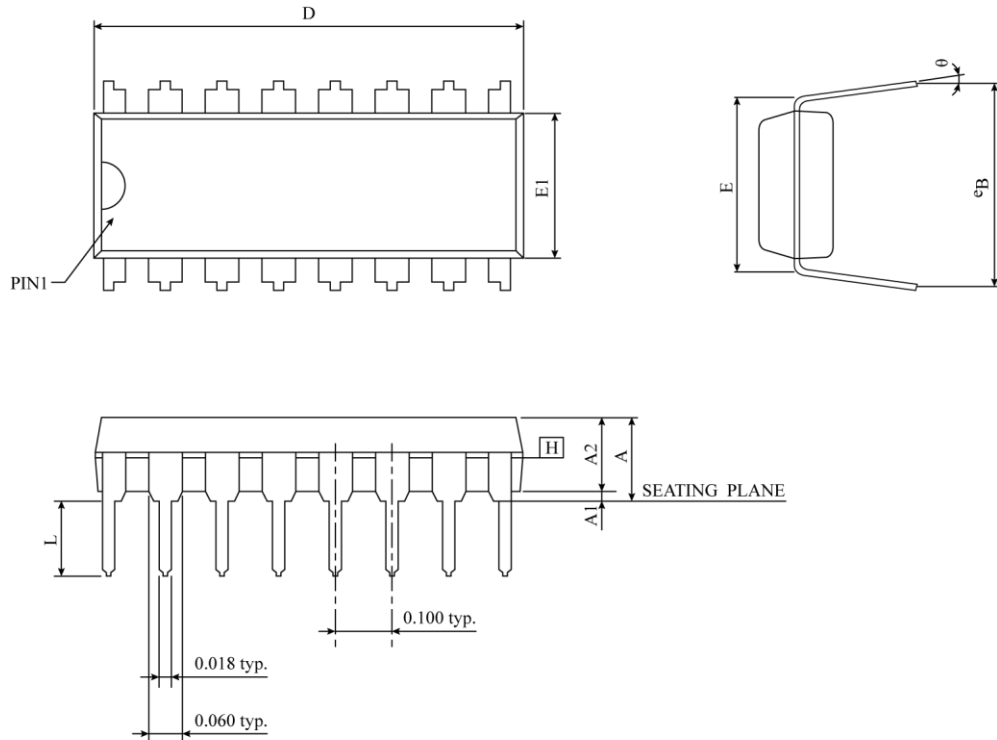


PACKAGING INFORMATION

The ordering information:

Ordering number	Package
TM57MA16-MTP-03	DIP 16-pin (300 mil)
TM57MA16-MTP-16	SOP 16-pin (150 mil)

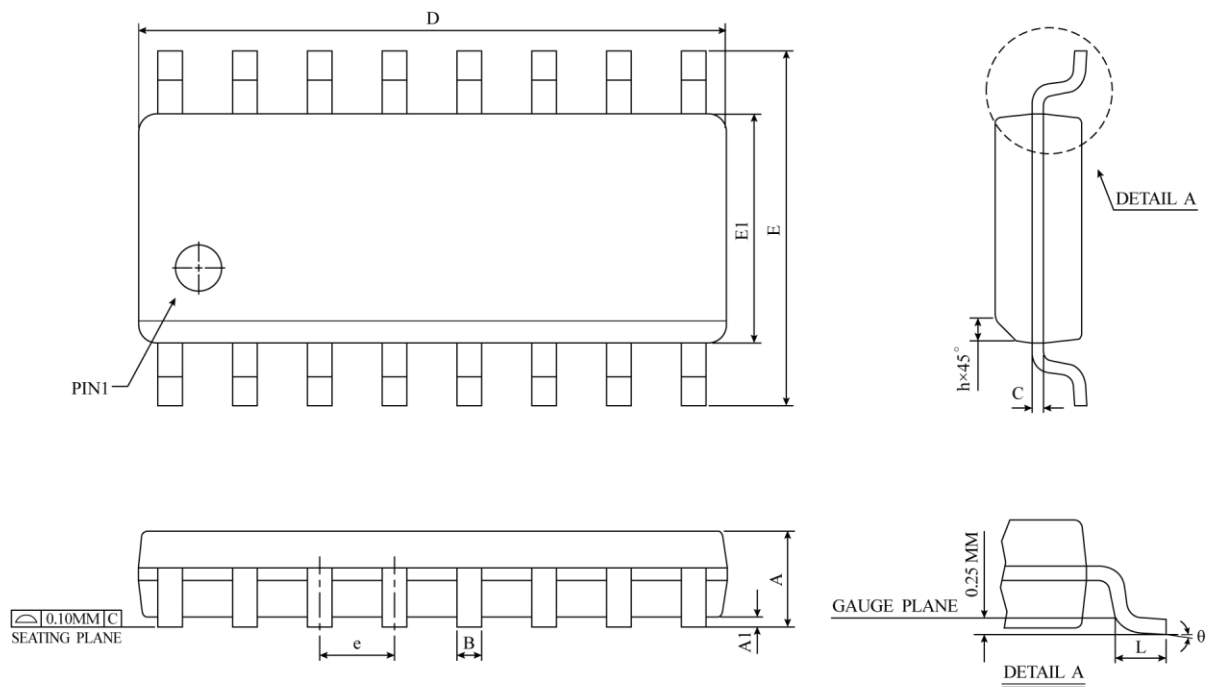
16-DIP Package Dimension



SYMBOL	DIMENSION IN MM			DIMENSION IN INCH		
	MIN	NOM	MAX	MIN	NOM	MAX
A	-	-	4.369	-	-	0.172
A1	0.381	0.673	0.965	0.015	0.027	0.038
A2	3.175	3.302	3.429	0.125	0.130	0.135
D	18.669	19.177	19.685	0.735	0.755	0.775
E	7.620 BSC			0.300 BSC		
E1	6.223	6.350	6.477	0.245	0.250	0.255
L	2.921	3.366	3.810	0.115	0.133	0.150
eB	8.509	9.017	9.525	0.335	0.355	0.375
θ	0°	7.5°	15°	0°	7.5°	15°
JEDEC	MS-001 (BB)					

NOTES :

1. "D", "E1" DIMENSIONS DO NOT INCLUDE MOLD FLASH OR PROTRUSIONS. MOLD FLASH OR PROTRUSIONS SHALL NOT EXCEED .010 INCH.
2. eB IS MEASURED AT THE LEAD TIPS WITH THE LEADS UNCONSTRAINED.
3. POINTED OR ROUNDED LEAD TIPS ARE PREFERRED TO EASE INSERTION.
4. DISTANCE BETWEEN LEADS INCLUDING DAM BAR PROTRUSIONS TO BE .005 INCH MINIMUM.
5. DATUM PLANE $\square$ COINCIDENT WITH THE BOTTOM OF LEAD, WHERE LEAD EXITS BODY.

16-SOP Package Dimension


SYMBOL	DIMENSION IN MM			DIMENSION IN INCH		
	MIN	NOM	MAX	MIN	NOM	MAX
A	1.35	1.55	1.75	0.0532	0.0610	0.0688
A1	0.10	0.18	0.25	0.0040	0.0069	0.0098
B	0.33	0.42	0.51	0.0130	0.0165	0.0200
C	0.19	0.22	0.25	0.0075	0.0087	0.0098
D	9.80	9.90	10.00	0.3859	0.3898	0.3937
E	5.80	6.00	6.20	0.2284	0.2362	0.2440
E1	3.80	3.90	4.00	0.1497	0.1536	0.1574
e	1.27 BSC			0.050 BSC		
h	0.25	0.38	0.50	0.0099	0.0148	0.0196
L	0.40	0.84	1.27	0.0160	0.0330	0.0500
θ	0°	4°	8°	0°	4°	8°
JEDEC	MS-012 (AC)					

▲ * NOTES : DIMENSION "D" DOES NOT INCLUDE MOLD FLASH, PROTRUSIONS OR GATE BURRS.
 MOLD FLASH, PROTRUSIONS AND GATE BURRS SHALL
 NOT EXCEED 0.15 MM (0.006 INCH) PER SIDE.