Microcontroladores

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Tema: µC Familia PIC

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16F84A Registro INTCON

INTCON REGISTER (ADDRESS 0Bh, 8Bh)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-x
GIE	EEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF
bit 7							bit 0

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

bit 6 **EEIE**: EE Write Complete Interrupt Enable bit
1 = Enables the EE Write Complete interrupts
0 = Disables the EE Write Complete interrupt

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

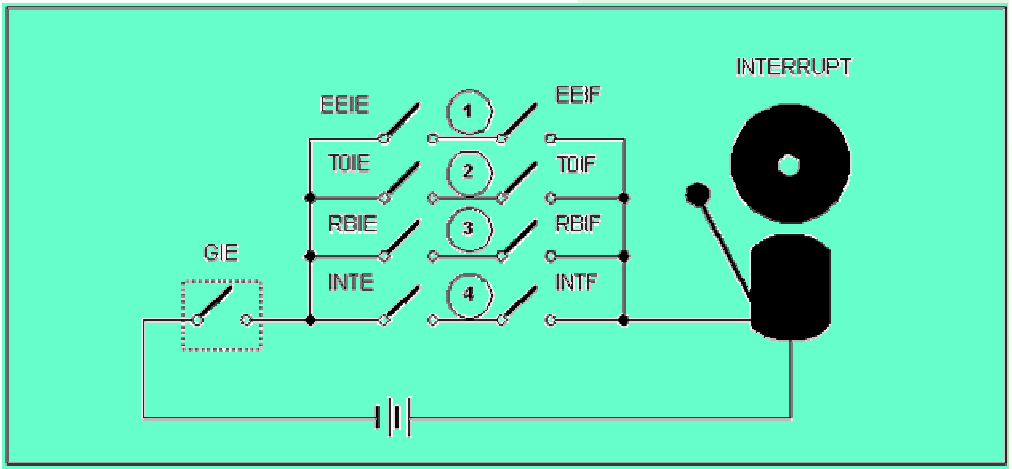
bit 4 **INTE**: RB0/INT External Interrupt Enable bit
1 = Enables the RB0/INT external interrupt
0 = Disables the RB0/INT external interrupt

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

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

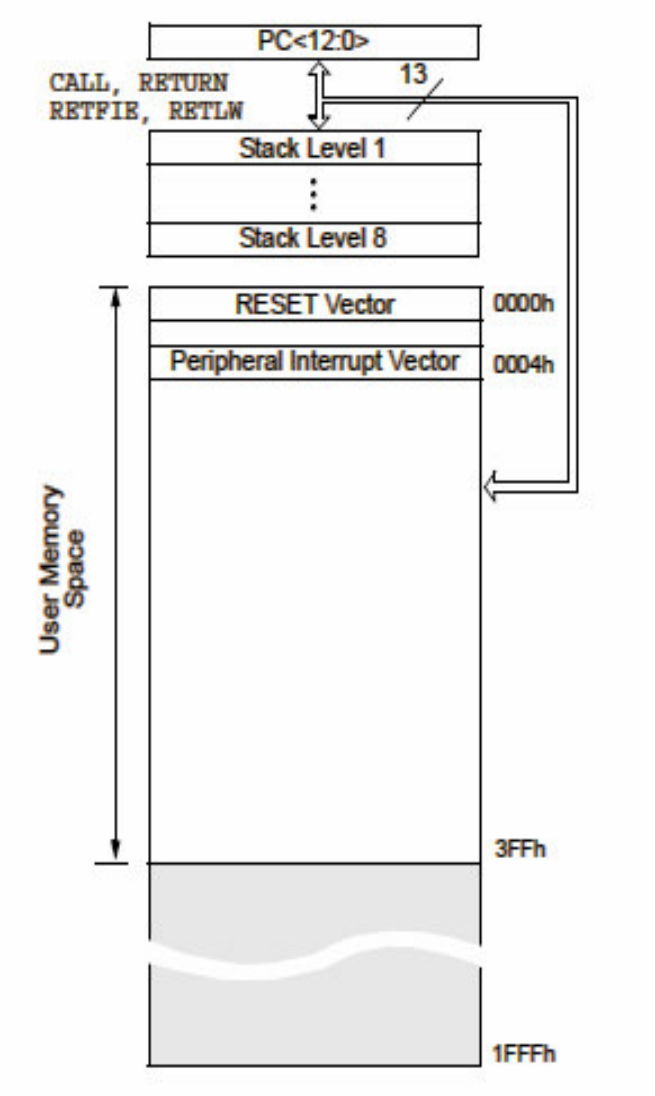
bit 1 **INTF**: RB0/INT External Interrupt Flag bit
1 = The RB0/INT external interrupt occurred (must be cleared in software)
0 = The RB0/INT external interrupt did not occur

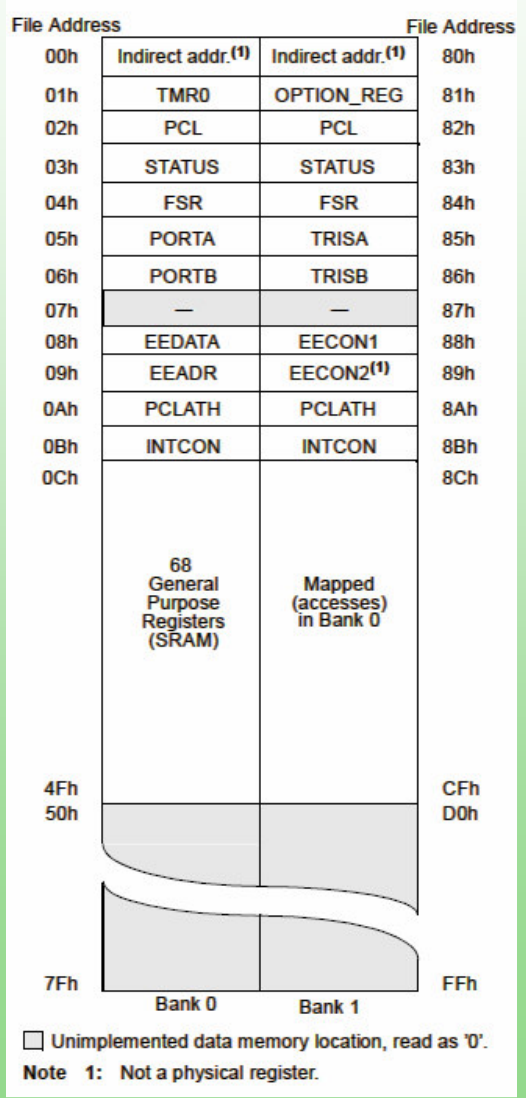
bit 0 **RBIF**: RB Port Change Interrupt Flag bit
1 = At least one of the RB7:RB4 pins changed state (must be cleared in software)
0 = None of the RB7:RB4 pins have changed state



Simplified outline of PIC16F84 microcontroller interrupt

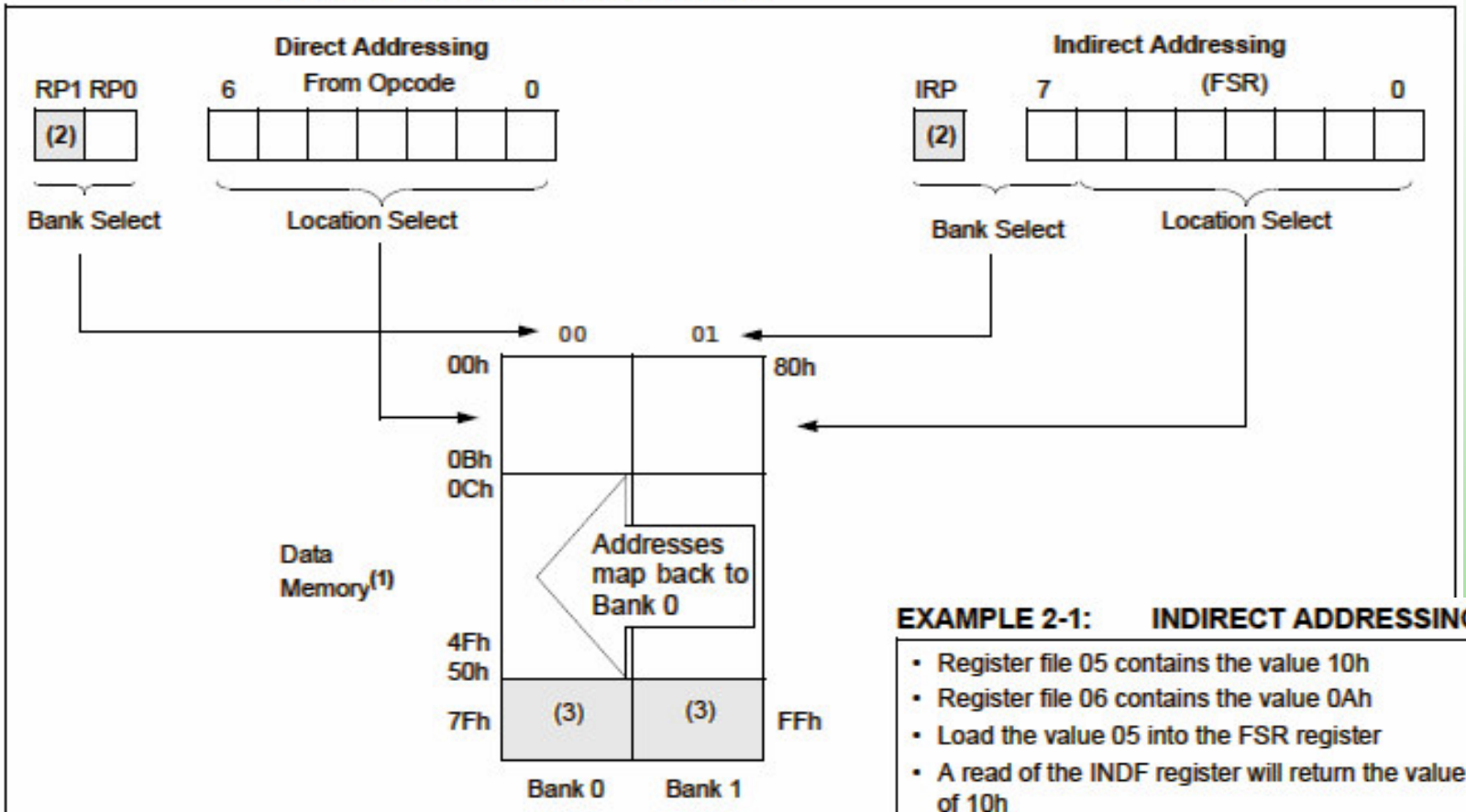
16F84A Direccionamiento. Organización de la memoria





16F84A Direccionamiento directo e indirecto

DIRECT/INDIRECT ADDRESSING



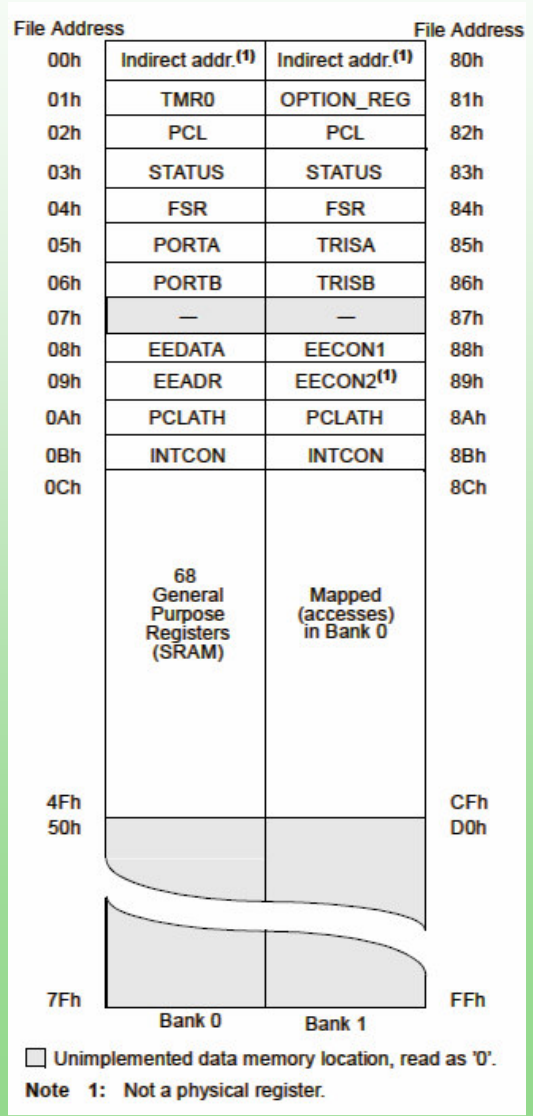
Note 1: For memory map detail, see Figure 2-2.
2: Maintain as clear for upward compatibility with future products.
3: Not implemented.

EXAMPLE 2-1: INDIRECT ADDRESSING

- Register file 05 contains the value 10h
- Register file 06 contains the value 0Ah
- Load the value 05 into the FSR register
- A read of the INDF register will return the value of 10h
- Increment the value of the FSR register by one (FSR = 06)
- A read of the INDF register now will return the value of 0Ah.

16F84A Acceso a la EEPROM

- EECON1
- EECON2
- EEDATA
- EEADR



16F84A Registro EECON1

EECON1 REGISTER (ADDRESS 88h)

U-0	U-0	U-0	R/W-0	R/W-x	R/W-0	R/S-0	R/S-0
—	—	—	EEIF	WRERR	WREN	WR	RD
bit 7							bit 0

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

bit 4 **EEIF:** EEPROM Write Operation Interrupt Flag bit
1 = The write operation completed (must be cleared in software)
0 = The write operation is not complete or has not been started

bit 3 **WRERR:** EEPROM Error Flag bit
1 = A write operation is prematurely terminated
(any $\overline{\text{MCLR}}$ Reset or any WDT Reset during normal operation)
0 = The write operation completed

bit 2 **WREN:** EEPROM Write Enable bit
1 = Allows write cycles
0 = Inhibits write to the EEPROM

bit 1 **WR:** Write Control bit
1 = Initiates a write cycle. The bit is cleared by hardware once write is complete. The WR bit can only be set (not cleared) in software.
0 = Write cycle to the EEPROM is complete

bit 0 **RD:** Read Control bit
1 = Initiates an EEPROM read RD is cleared in hardware. The RD bit can only be set (not cleared) in software.
0 = Does not initiate an EEPROM read

16F84A Acceso a la EEPROM

- EECON1
- EECON2
- EEDATA
- EEADR

EXAMPLE 3-1: DATA EEPROM READ

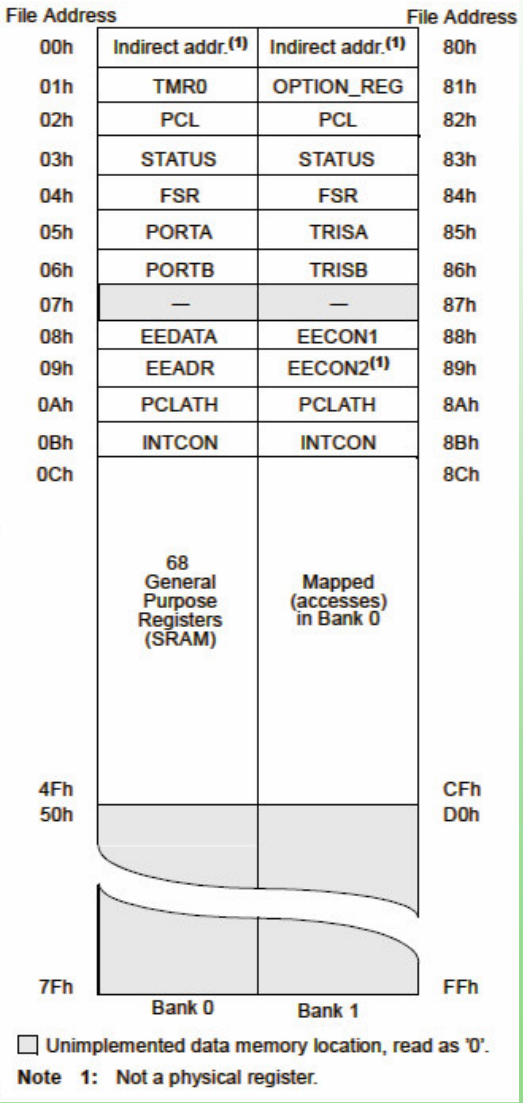
```
BCF     STATUS, RP0  ; Bank 0
MOVLW   CONFIG_ADDR  ;
MOVWF   EEADR        ; Address to read
BSF     STATUS, RP0  ; Bank 1
BSF     EECON1, RD   ; EE Read
BCF     STATUS, RP0  ; Bank 0
MOVF    EEDATA, W    ; W = EEDATA
```

EXAMPLE 3-2: DATA EEPROM WRITE

```
        BSF     STATUS, RP0  ; Bank 1
        BCF     INTCON, GIE  ; Disable INTs.
        BSF     EECON1, WREN ; Enable Write
        MOVLW   55h          ;
Required
Sequence
        MOVWF   EECON2       ; Write 55h
        MOVLW   AAh          ;
        MOVWF   EECON2       ; Write AAh
        BSF     EECON1,WR    ; Set WR bit
                             ;   begin write
        BSF     INTCON, GIE  ; Enable INTs.
```

EXAMPLE 3-3: WRITE VERIFY

```
        BCF   STATUS,RP0 ; Bank 0
        :                ; Any code
        :                ; can go here
        MOVF  EEDATA,W   ; Must be in Bank 0
        BSF   STATUS,RP0 ; Bank 1
READ
        BSF   EECON1, RD ; YES, Read the
                         ; value written
        BCF   STATUS, RP0 ; Bank 0
                         ;
                         ; Is the value written
                         ; (in W reg) and
                         ; read (in EEDATA)
                         ; the same?
                         ;
        SUBWF EEDATA, W  ;
        BTFSS STATUS, Z  ; Is difference 0?
        GOTO  WRITE_ERR  ; NO, Write error
```



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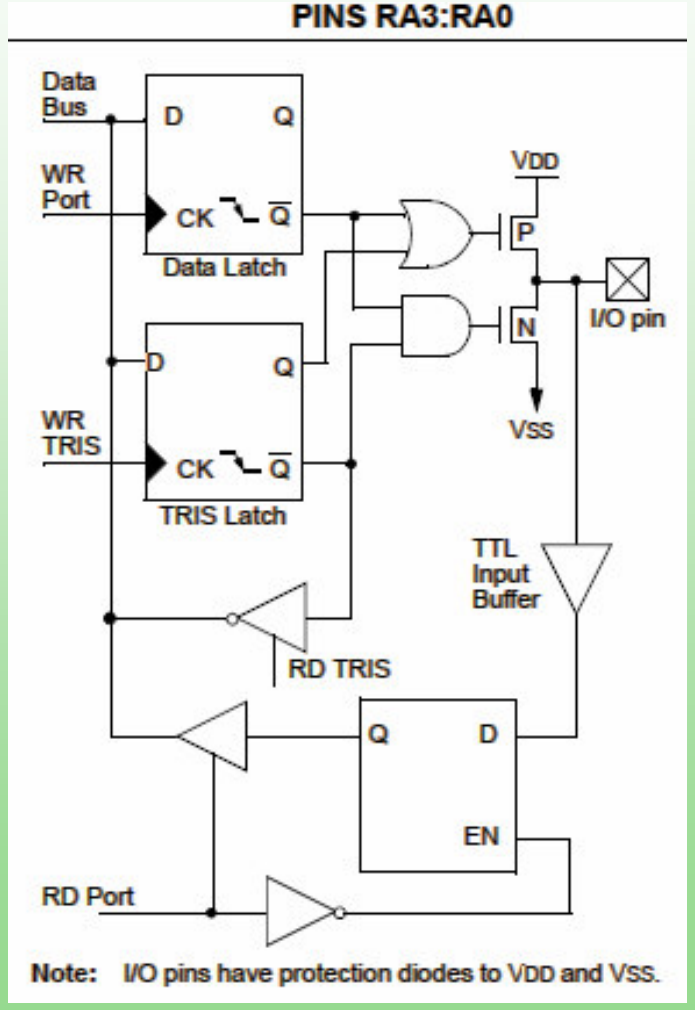
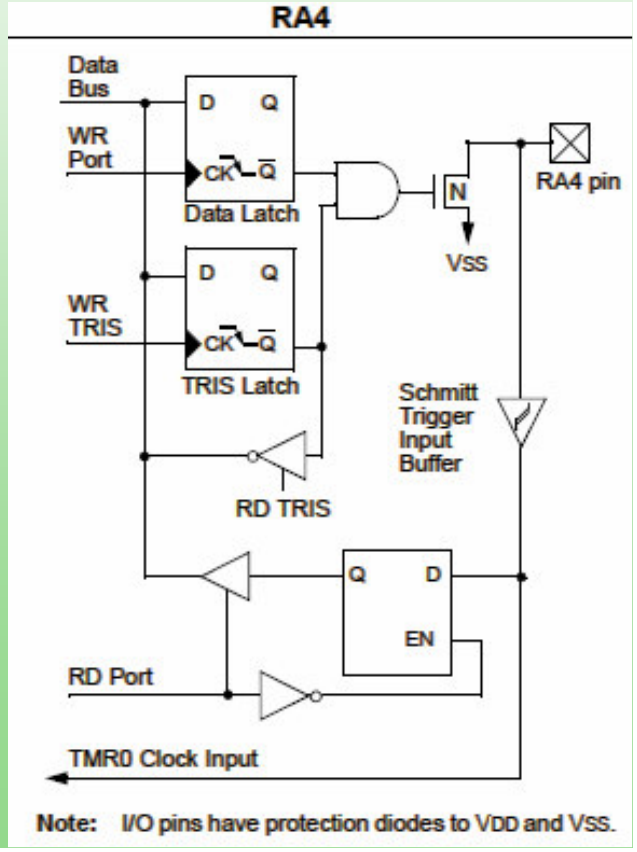
EXAMPLE 4-1: INITIALIZING PORTA

```
BCF     STATUS, RP0 ;
CLRF    PORTA       ; Initialize PORTA by
                    ; clearing output
                    ; data latches
BSF     STATUS, RP0 ; Select Bank 1
MOVLW   0x0F        ; Value used to
                    ; initialize data
                    ; direction
MOVWF   TRISA       ; Set RA<3:0> as inputs
                    ; RA4 as output
                    ; TRISA<7:5> are always
                    ; read as '0'.
```





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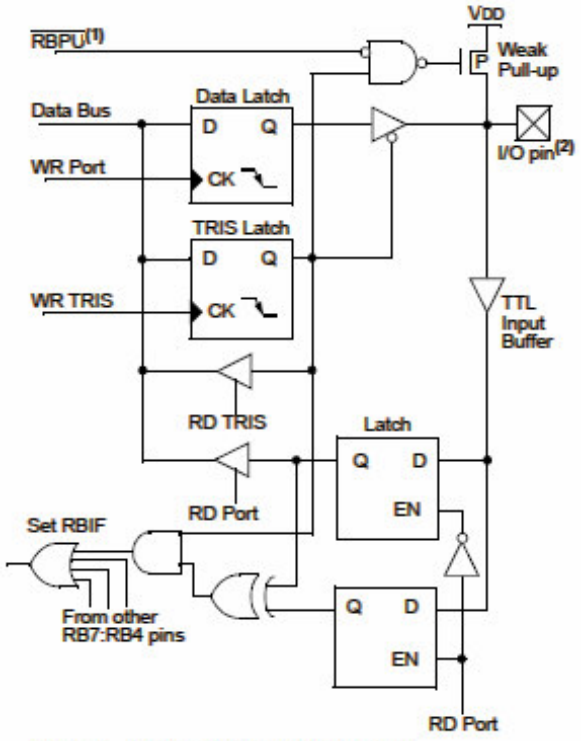
EXAMPLE 4-2: INITIALIZING PORTB

```
BCF     STATUS, RP0 ;
CLRF    PORTB       ; Initialize PORTB by
                    ; clearing output
                    ; data latches
BSF     STATUS, RP0 ; Select Bank 1
MOVLW   0xCF        ; Value used to
                    ; initialize data
                    ; direction
MOVWF   TRISB       ; Set RB<3:0> as inputs
                    ; RB<5:4> as outputs
                    ; RB<7:6> as inputs
```

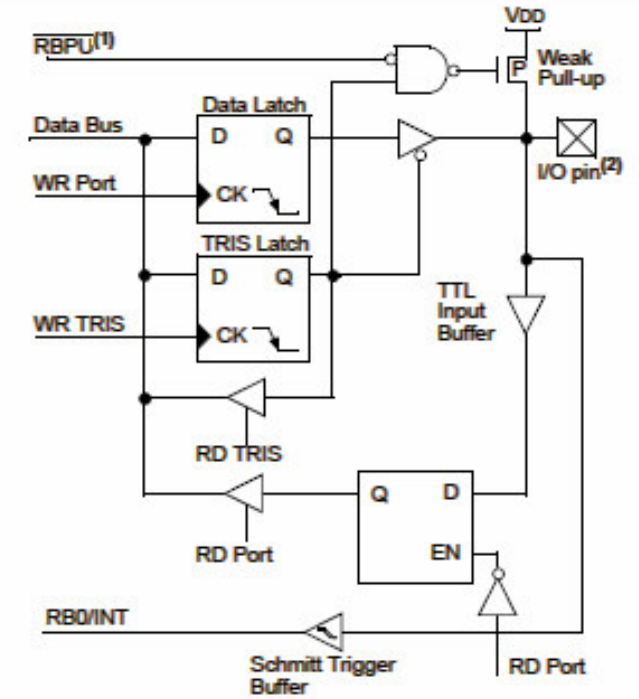
PINS RB7:RB4



Note 1: TRISB = '1' enables weak pull-up (if $\overline{RBPU}$ = '0' in the OPTION_REG register).

2: I/O pins have diode protection to VDD and VSS.

PINS RB3:RB0

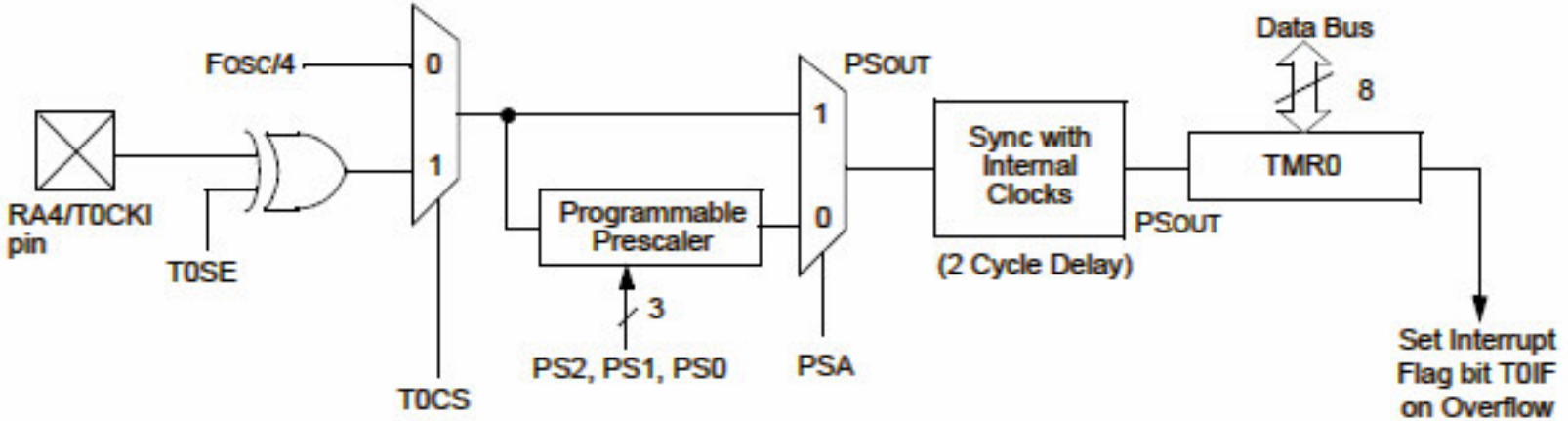


Note 1: TRISB = '1' enables weak pull-up (if $\overline{RBPU}$ = '0' in the OPTION_REG register).

2: I/O pins have diode protection to VDD and VSS.

16F84A Temporizador 0

TIMER0 BLOCK DIAGRAM



Note 1: T0CS, T0SE, PSA, PS2:PS0 (OPTION_REG<5:0>).
2: The prescaler is shared with Watchdog Timer (refer to Figure 5-2 for detailed block diagram).

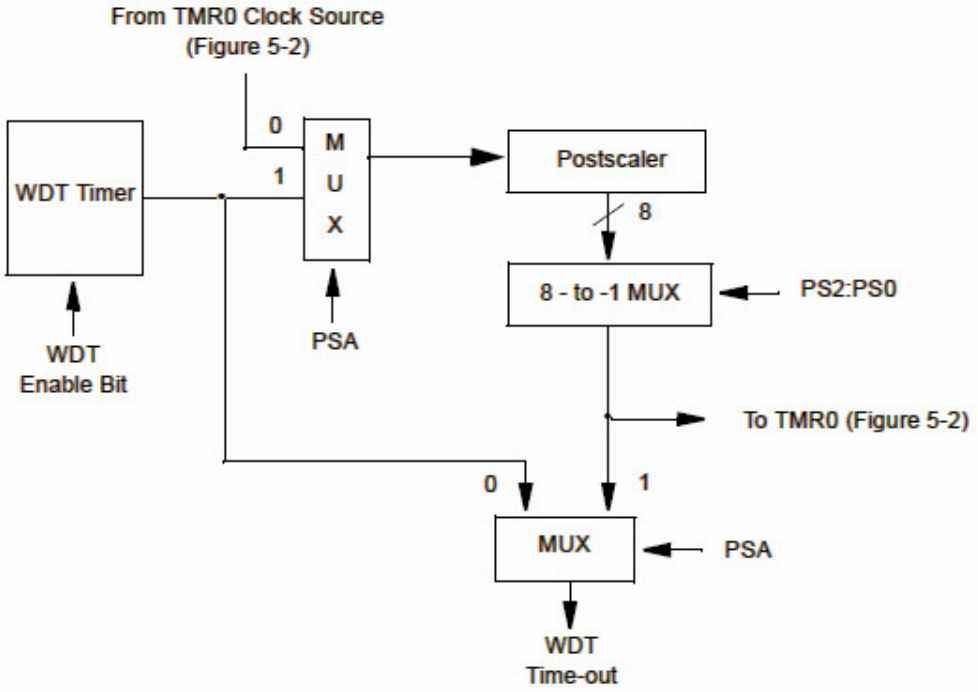
TABLE 5-1: REGISTERS ASSOCIATED WITH TIMER0

Address	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on POR, BOR	Value on all other RESETS
01h	TMR0	Timer0 Module Register								xxxx xxxx	uuuu uuuu
0Bh,8Bh	INTCON	GIE	EEIE	T0IE	INTE	RBIE	T0IF	INTF	RBIF	0000 000x	0000 000u
81h	OPTION_REG	RBPU	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111
85h	TRISA	—	—	—	PORTA Data Direction Register					---1 1111	---1 1111

Legend: x = unknown, u = unchanged, - = unimplemented locations read as '0'. Shaded cells are not used by Timer0.

Watchdog

WATCHDOG TIMER BLOCK DIAGRAM



Note: PSA and PS2:PS0 are bits in the OPTION_REG register.

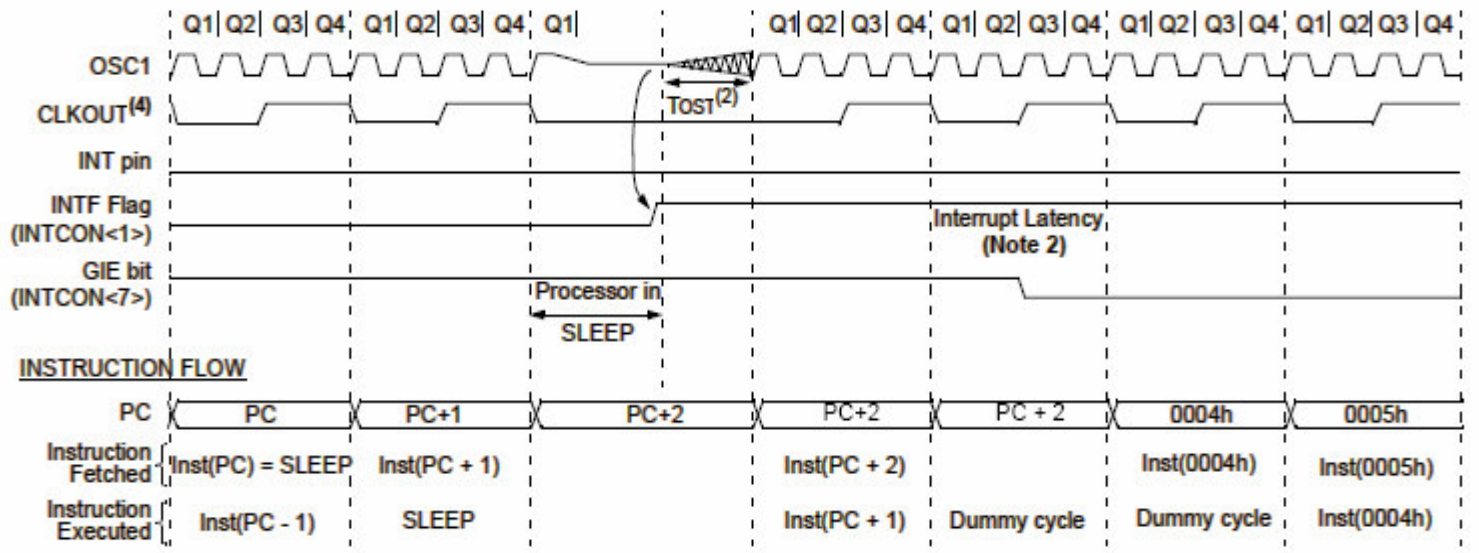
SUMMARY OF REGISTERS ASSOCIATED WITH THE WATCHDOG TIMER

Addr	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	Value on Power-on Reset	Value on all other RESETS
2007h	Config. bits	(2)	(2)	(2)	(2)	$\overline{\text{PWRTE}}$(1)	WDTE	FOSC1	FOSC0	(2)	
81h	OPTION_REG	RBPU	INTEDG	T0CS	T0SE	PSA	PS2	PS1	PS0	1111 1111	1111 1111

Legend: x = unknown. Shaded cells are not used by the WDT.
Note 1: See Register 6-1 for operation of the $\overline{\text{PWRTE}}$ bit.
2: See Register 6-1 and Section 6.12 for operation of the code and data protection bits.

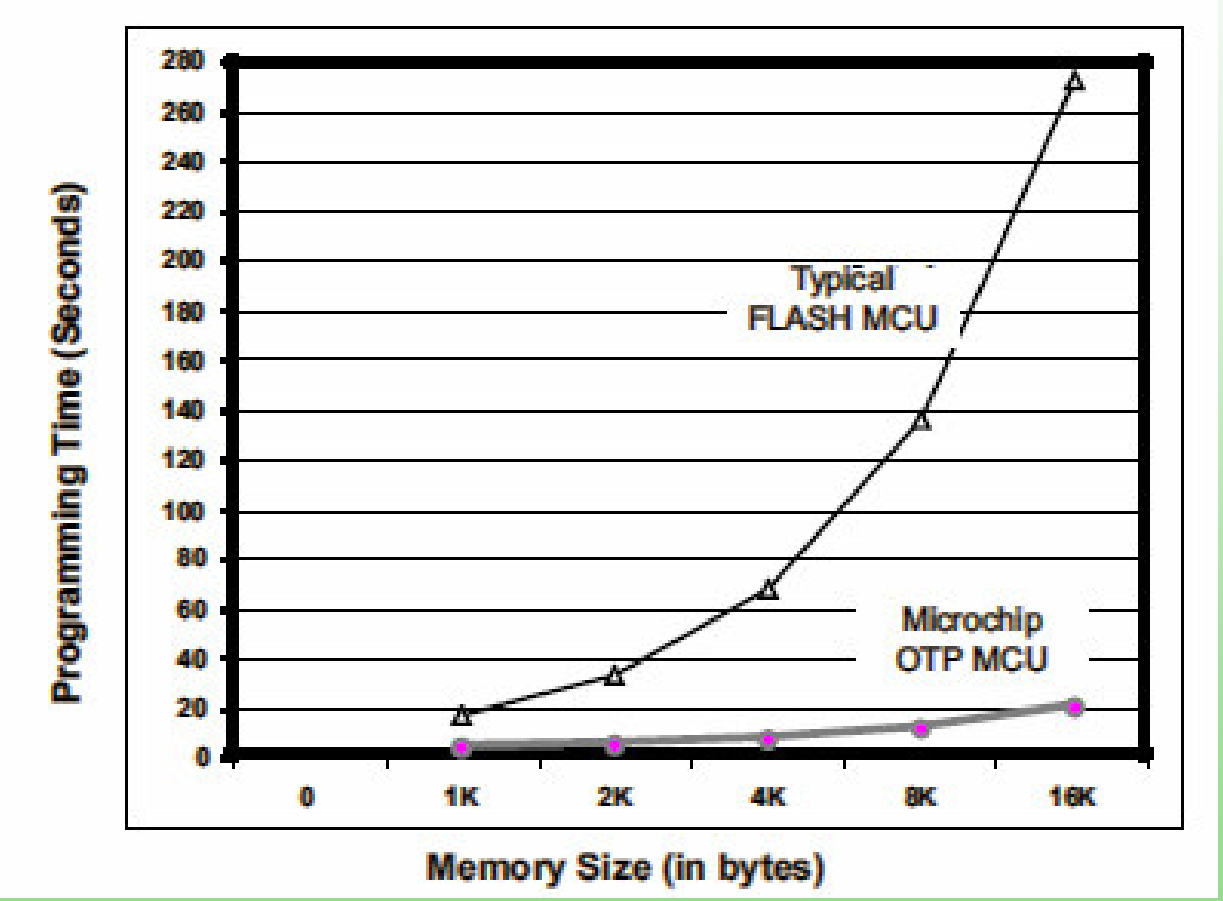
Sleep Mode

WAKE-UP FROM SLEEP THROUGH INTERRUPT



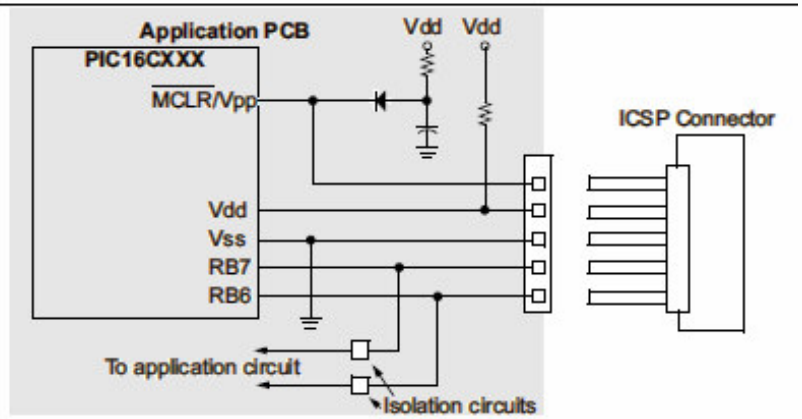
Note 1: XT, HS, or LP oscillator mode assumed.
2: TOST = 1024TOSC (drawing not to scale). This delay will not be there for RC osc mode.
3: GIE = '1' assumed. In this case after wake-up, the processor jumps to the interrupt routine. If GIE = '0', execution will continue in-line.
4: CLKOUT is not available in these osc modes, but shown here for timing reference.

Tiempo típico de programación entre FLASH y OTP (con programador)

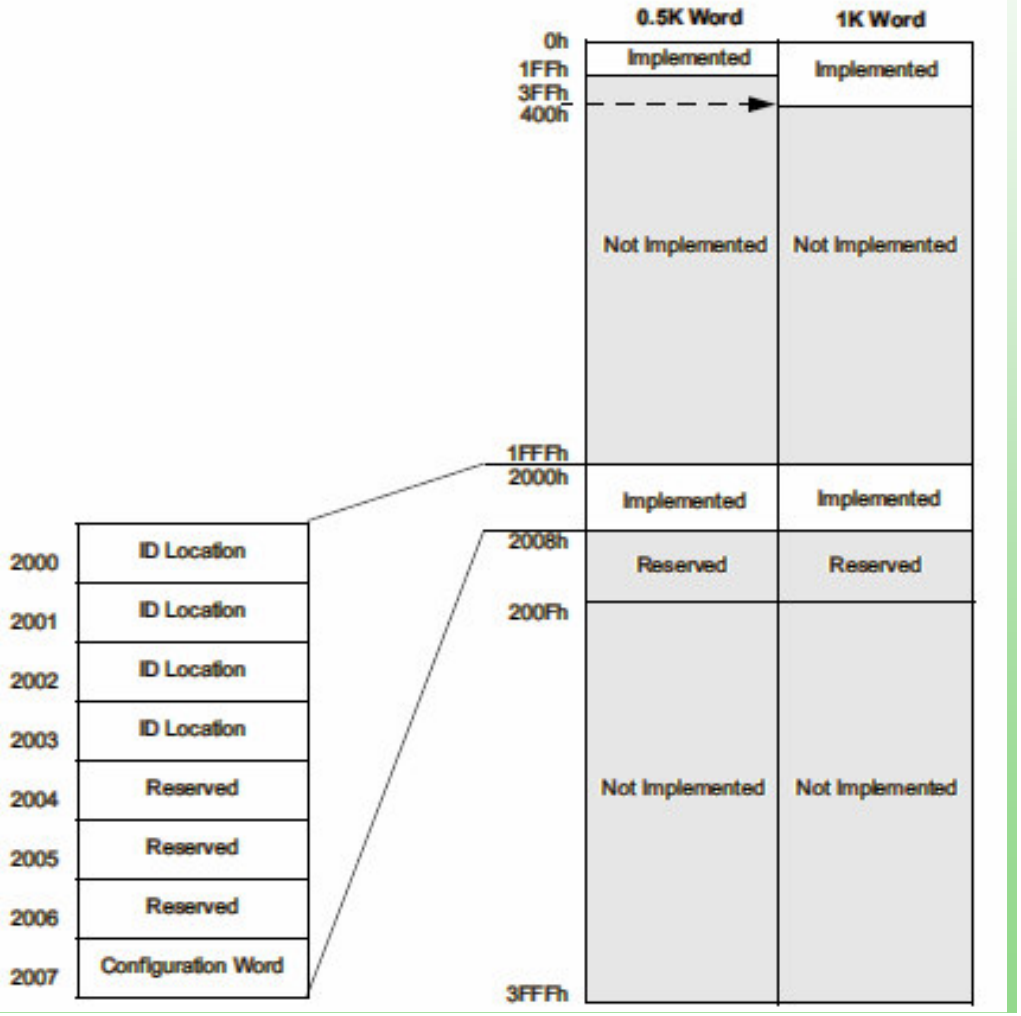


ICSP (In-Circuit Serial Programming)

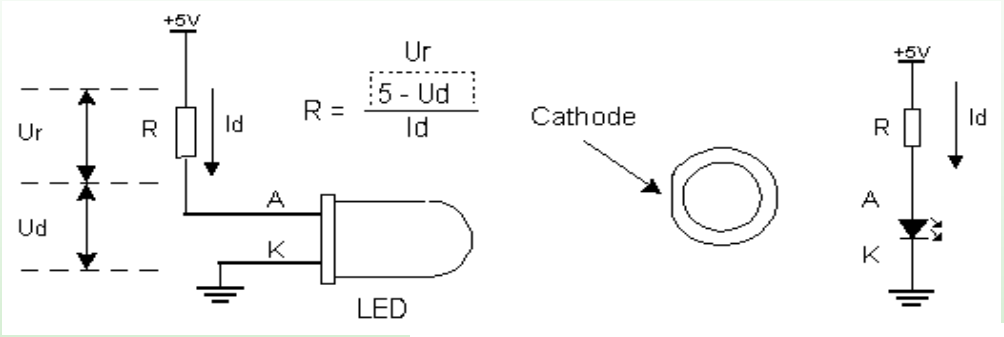
TYPICAL APPLICATION CIRCUIT

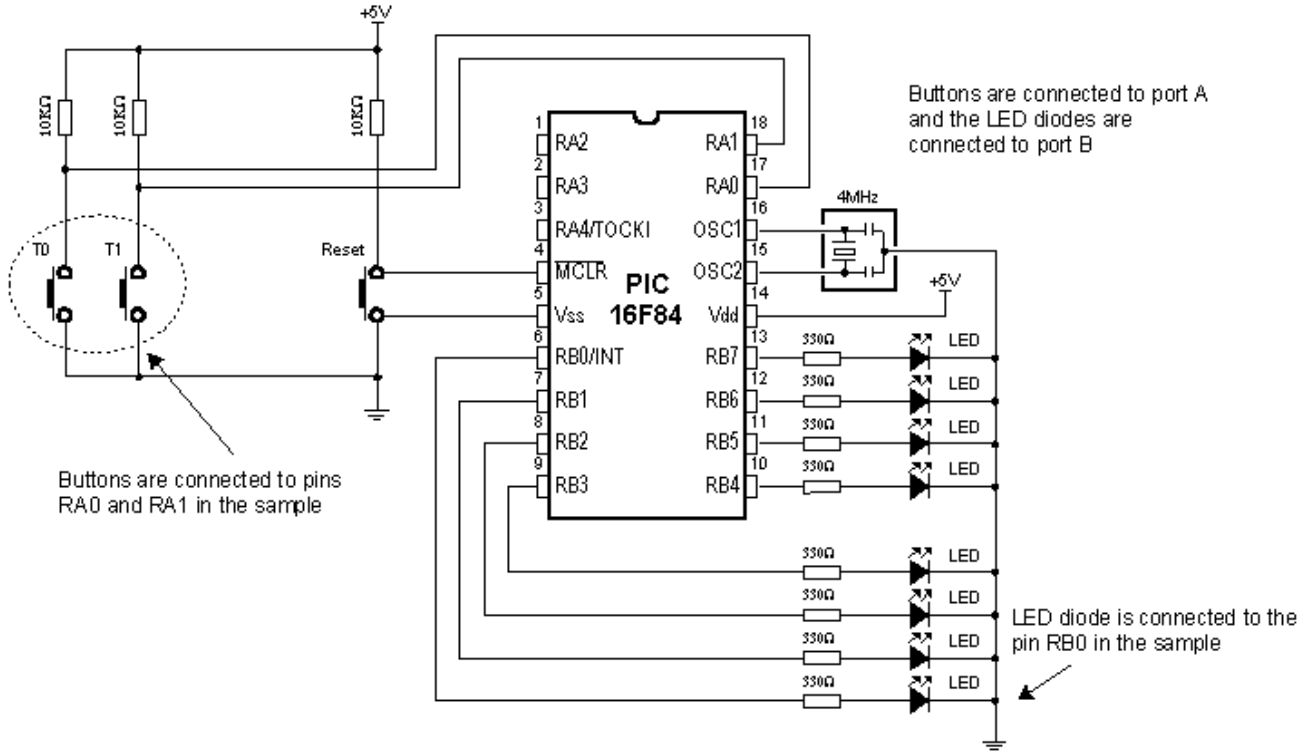


PROGRAM MEMORY MAPPING



Aplicaciones





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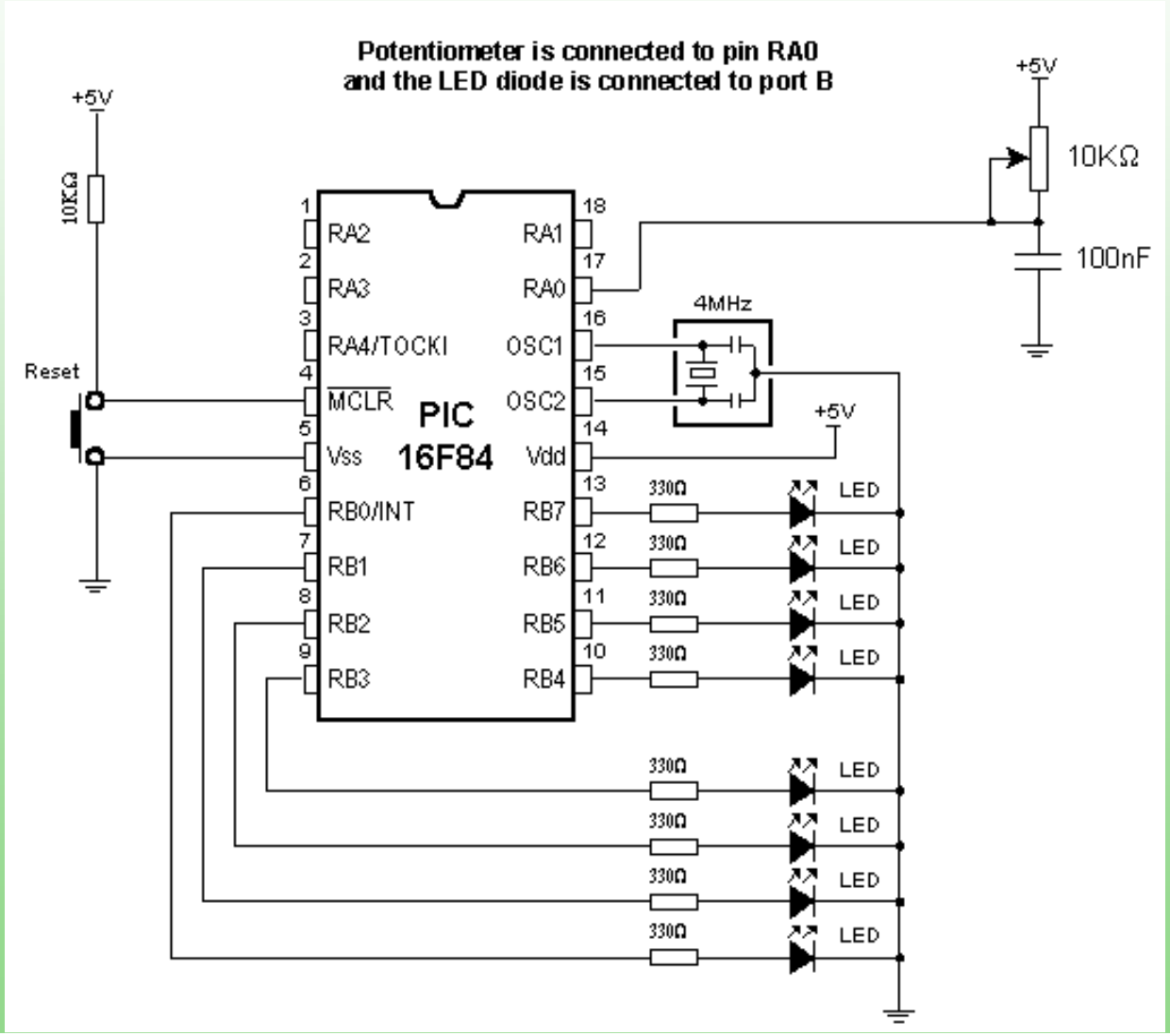

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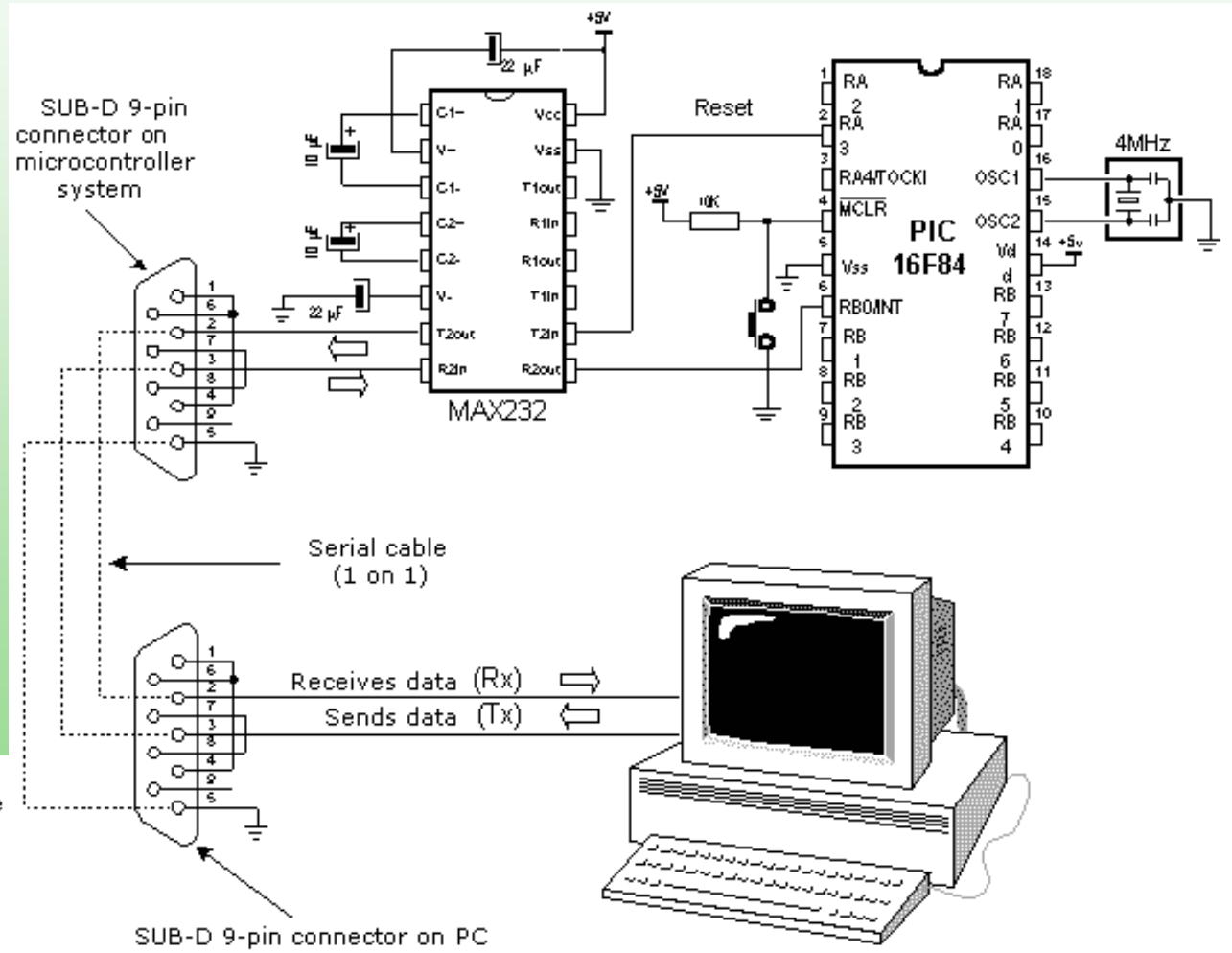

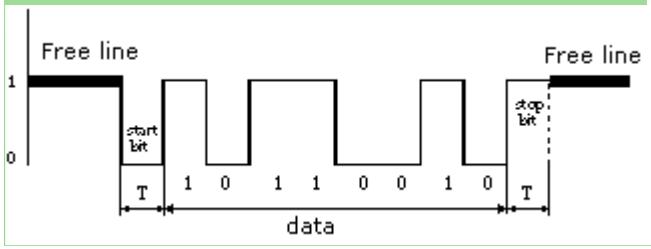

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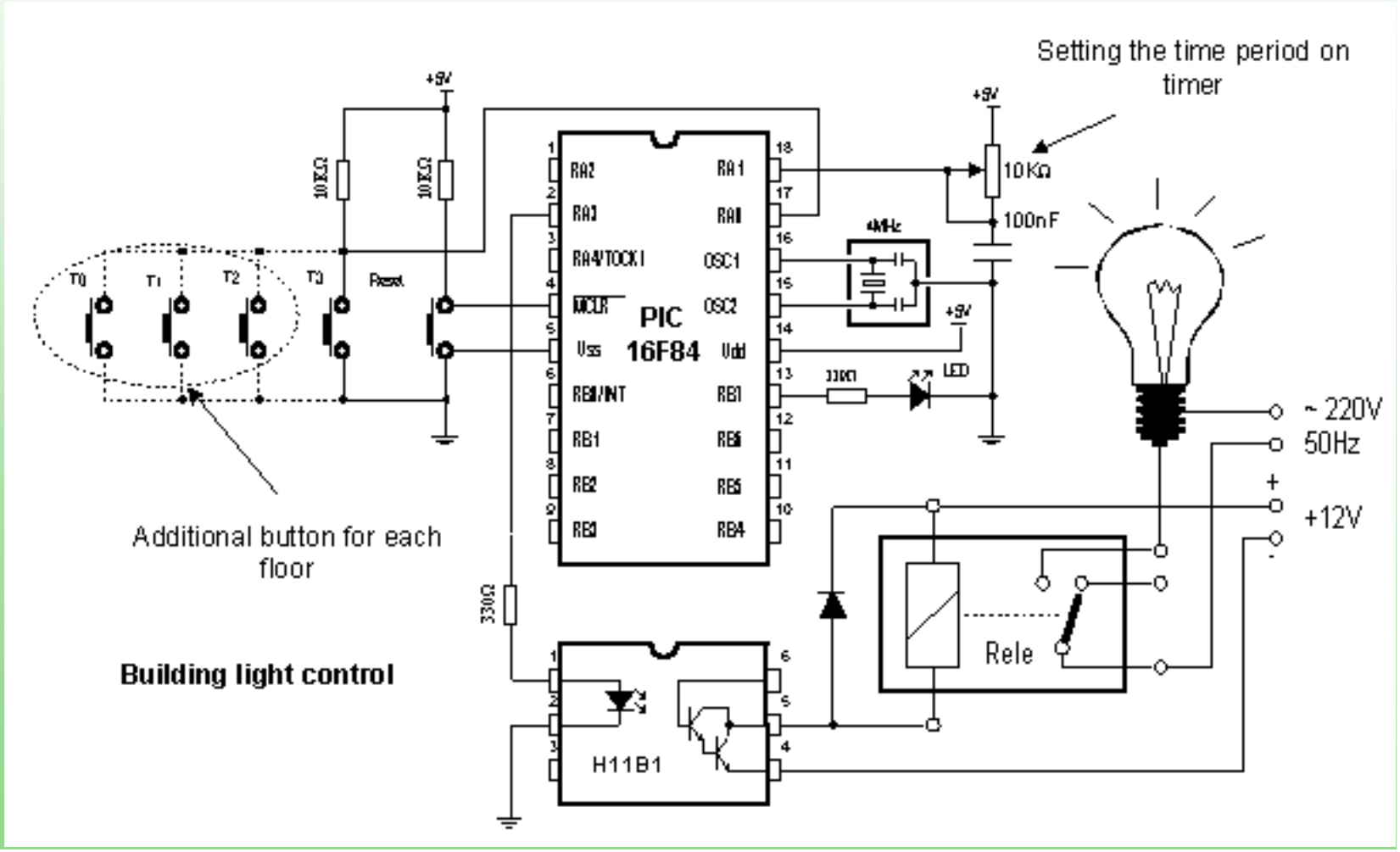

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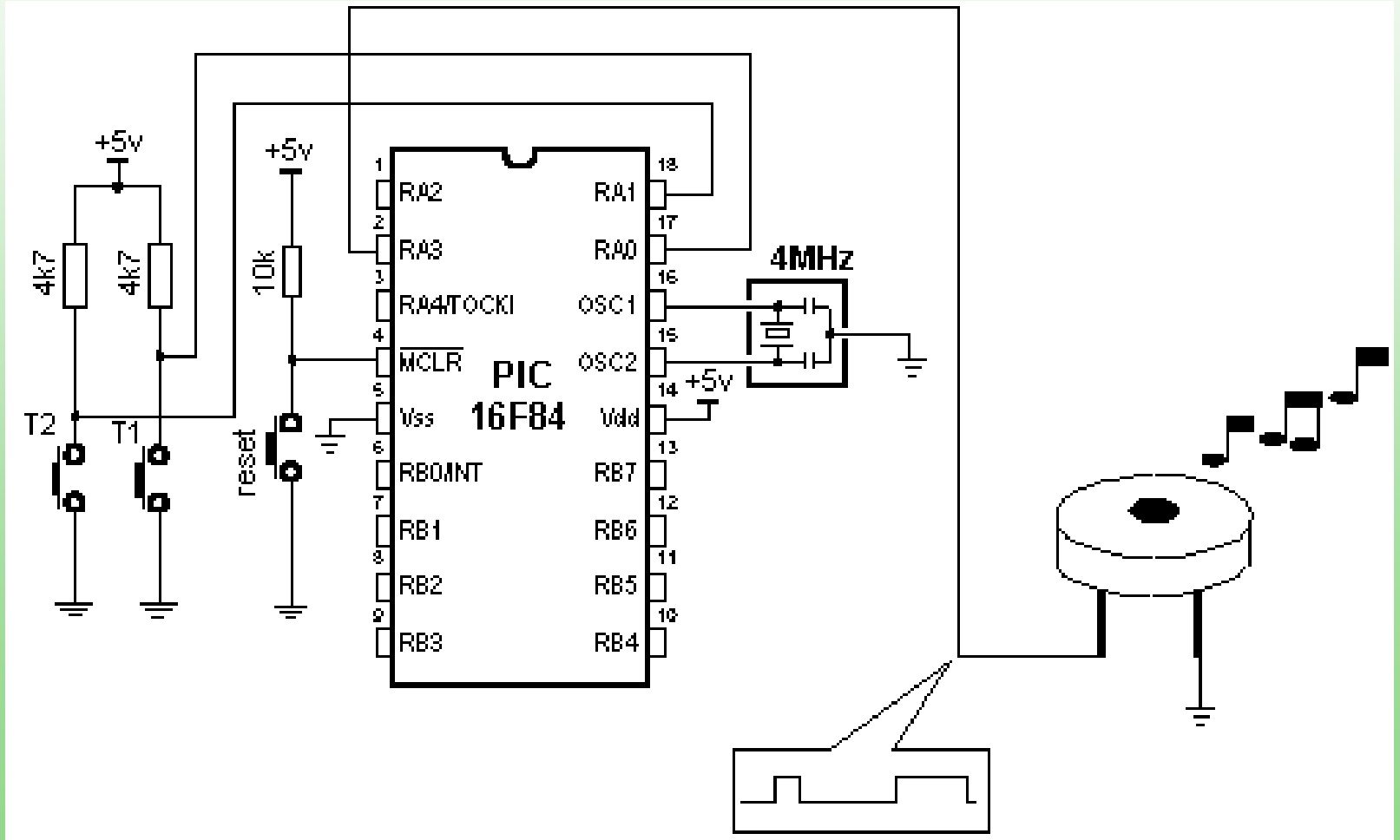
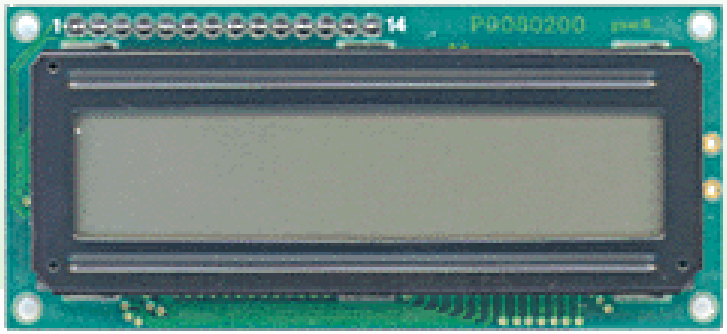
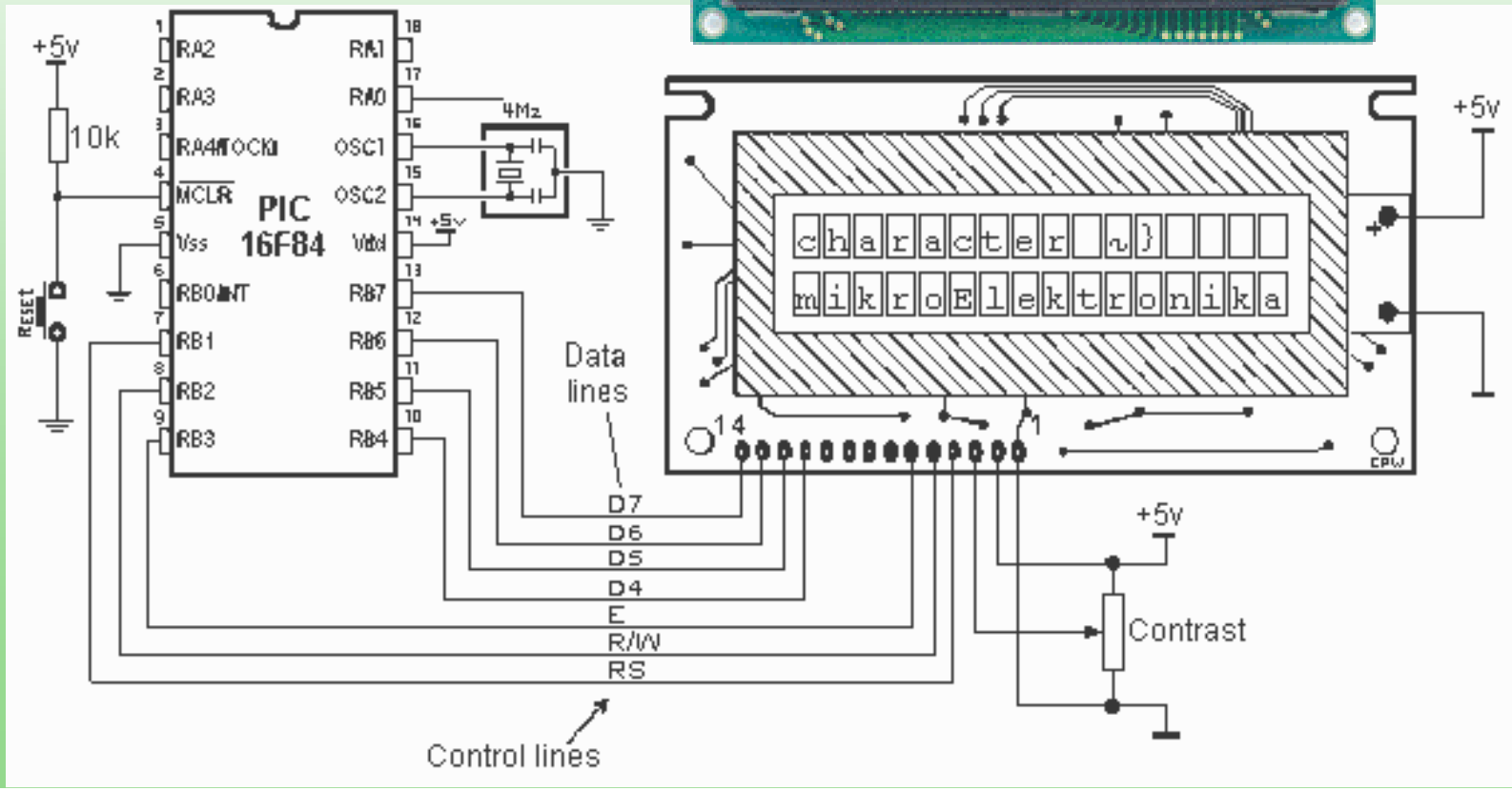
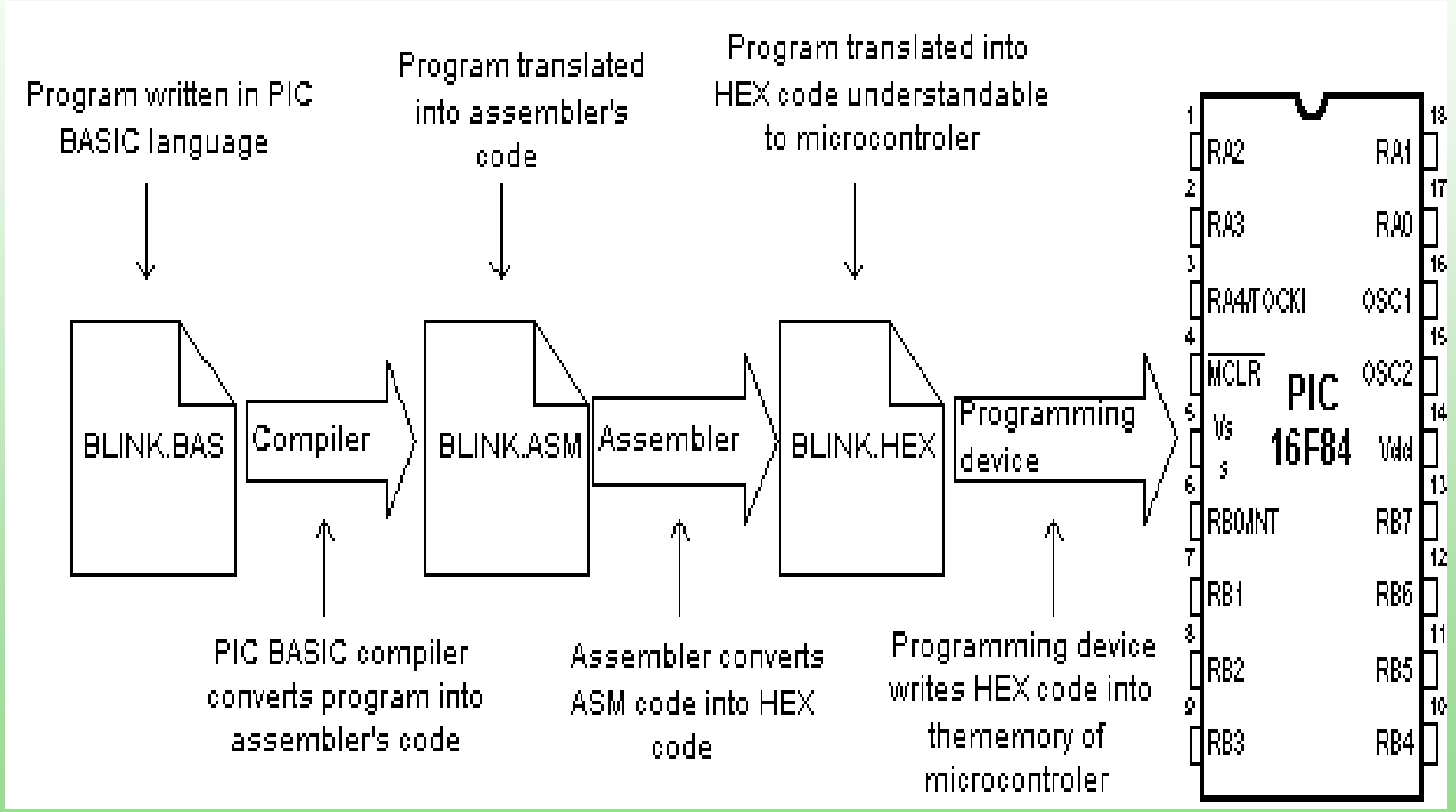


Aplicaciones

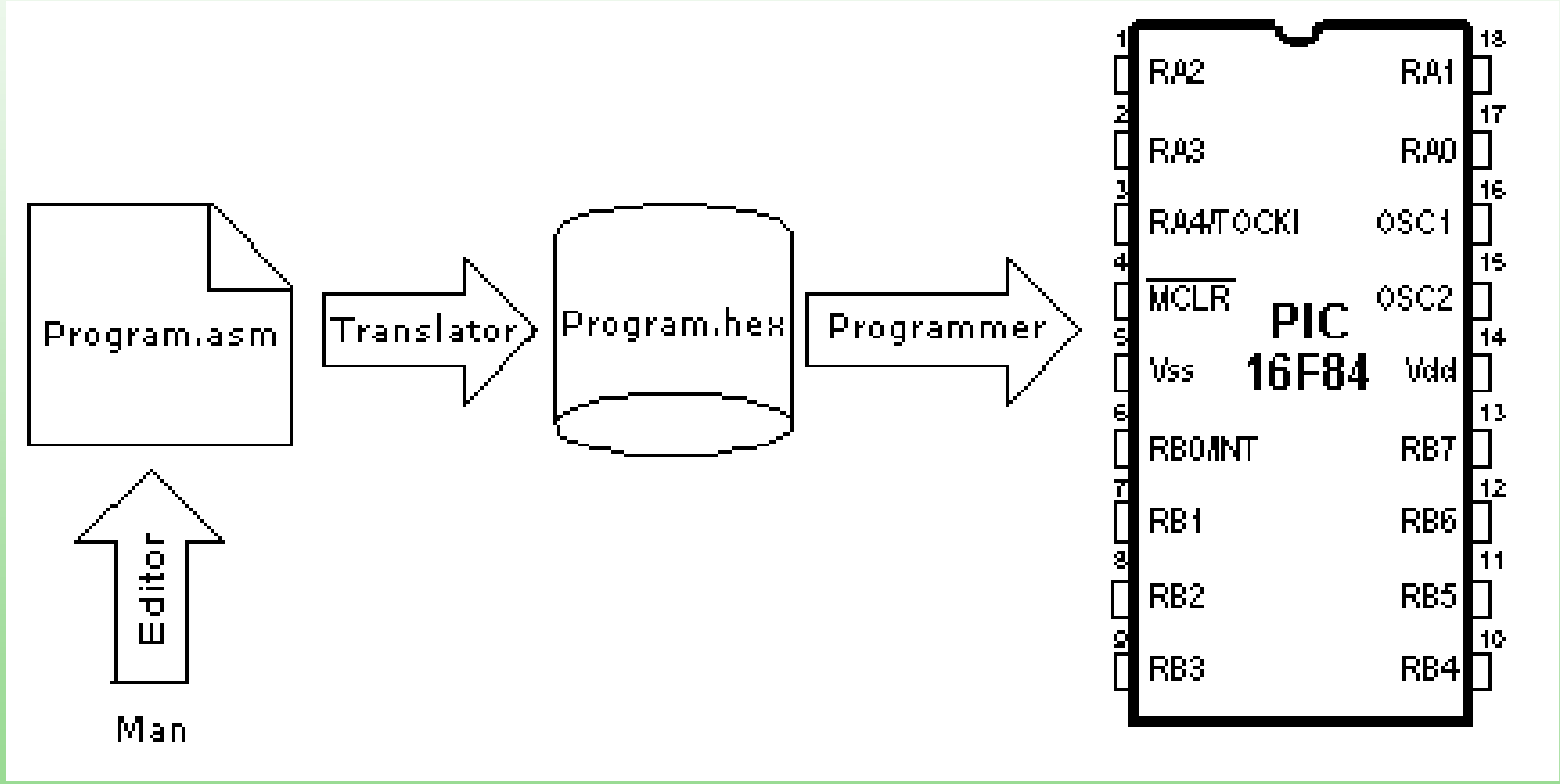




Herramientas de diseño



Herramientas de diseño



Herramientas de diseño