PIC10(L)F320/322

PIC10(L)F320/322 Flash Memory Programming Specification

This document includes the programming specifications for the following devices:

- PIC10F320
- PIC10LF320
- PIC10F322
- PIC10LF322

1.0 OVERVIEW

The PIC10(L)F320/322 devices are programmed using In-Circuit Serial Programming™ (ICSP™). This programming specification applies to the PIC10(L)F320/322 devices in all packages.

With the exception of memory size and the voltage regulator, all other aspects of the PIC10(L)F320/322 devices are identical.

1.1 Hardware Requirements

1.1.1 HIGH-VOLTAGE ICSP PROGRAMMING

In High-Voltage ICSP mode, the device requires two programmable power supplies: one for VDD and one for the MCLR/VPP pin.

1.1.2 LOW-VOLTAGE ICSP PROGRAMMING

In Low-Voltage ICSP mode, the PIC10(L)F320/322 devices can be programmed using a single VDD source in the operating range. The MCLR/VPP pin does not have to be brought to a different voltage, but can instead be left at the normal operating voltage.

1.1.2.1 Single-Supply ICSP Programming

The LVP bit in the Configuration Word enables single-supply (low-voltage) ICSP programming. The LVP bit defaults to a '1' (enabled) from the factory. The LVP bit may only be programmed to '0' by entering the High-Voltage ICSP mode, where the MCLR/VPP pin is raised to VIHH. Once the LVP bit is programmed to a '0', only the High-Voltage ICSP mode is available and only the High-Voltage ICSP mode can be used to program the device.

Note 1: The High-Voltage ICSP mode is always available, regardless of the state of the LVP bit, by applying VIHH to the MCLR/VPP pin.

2: While in Low-Voltage ICSP mode, MCLR is always enabled, regardless of the MCLRE bit, and the port pin can no longer be used as a general purpose input.

1.2 Pin Utilization

Five pins are needed for ICSP™ programming. The pins are listed in Table 1-1.

TABLE 1-1: PIN DESCRIPTIONS DURING PROGRAMMING

Pin Name	During Programming		
	Function	Pin Type	Pin Description
RA1	ICSPCLK	I/O	Clock Input – Schmitt Trigger Input
RA0	ICSPDAT	I/O	Data Input/Output – Schmitt Trigger Input
RA3/$\overline{MCLR}$/VPP	Program/Verify mode	P(1)	Program Mode Select/Programming Power Supply
VDD	VDD	P	Power Supply
VSS	VSS	P	Ground

Legend: I = Input, O = Output, P = Power

Note 1: To activate the Program/Verify mode, high voltage needs to be applied to $\overline{MCLR}$/VPP input. Since the $\overline{MCLR}$ /VPP is used for a level source, $\overline{MCLR}$/VPP does not draw any significant current.

2.0 DEVICE PINOUTS

The pin diagrams for the PIC10(L)F320/322 family are shown in Figure 2-1 and Figure 2-2. The pins that are required for programming are listed in Table 1-1 and shown in bold lettering in the pin diagrams.

FIGURE 2-1: 6-PIN DIAGRAM FOR PIC10(L)F320/322

SOT-23

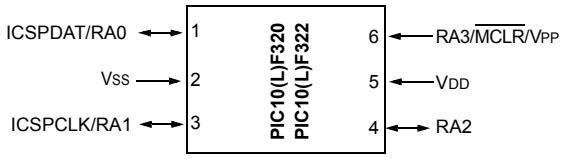
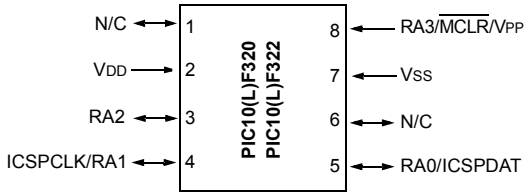


FIGURE 2-2: 8-PIN DIAGRAM FOR PIC10(L)F320/322

PDIP, DFN



3.0 MEMORY MAP

The memory for the PIC10(L)F320/322 devices is broken into two sections: program memory and configuration memory. The size of the program memory and the configuration memory is different between devices.

FIGURE 3-1: PIC10F320 AND PIC10LF320 PROGRAM MEMORY MAPPING

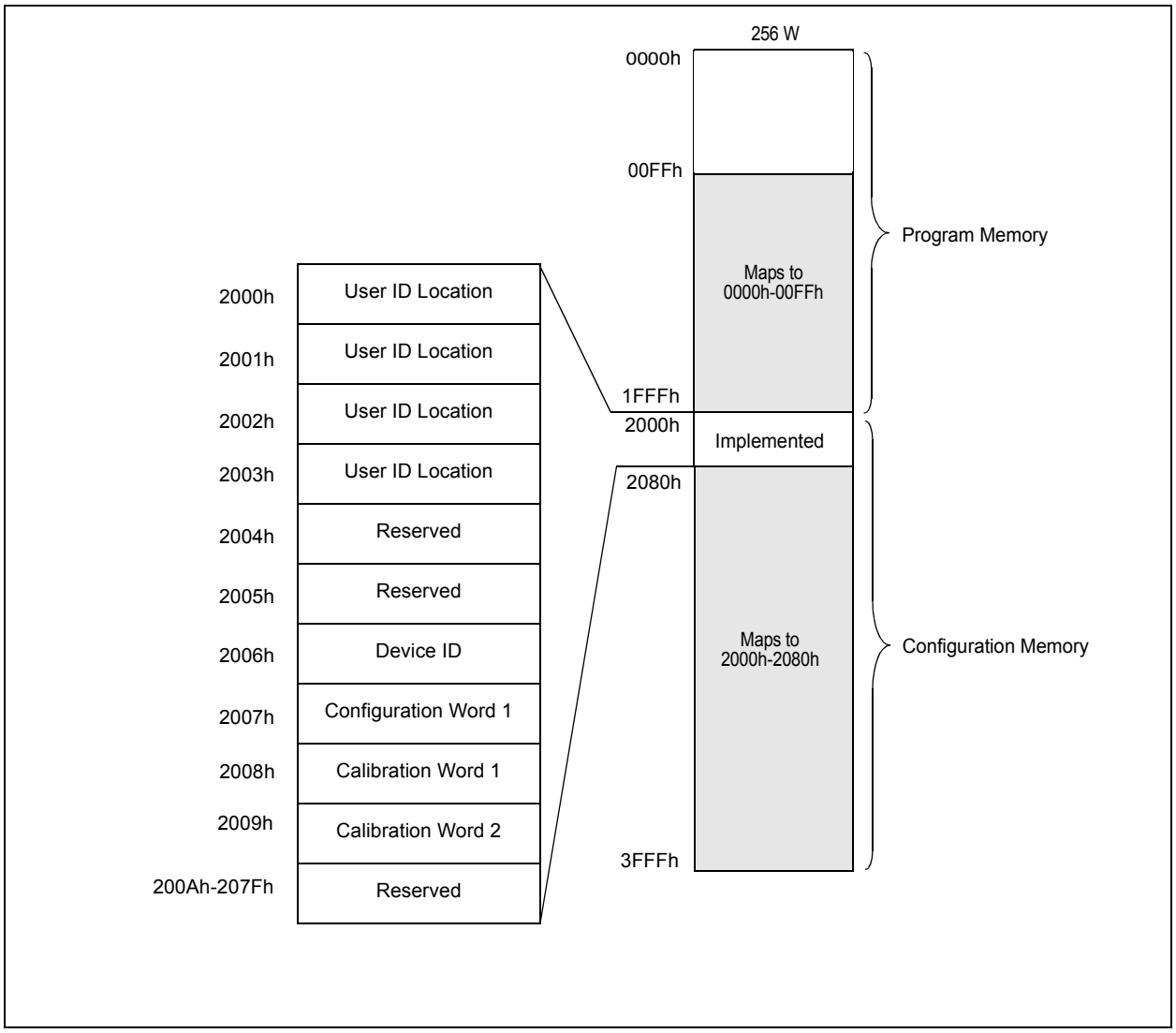
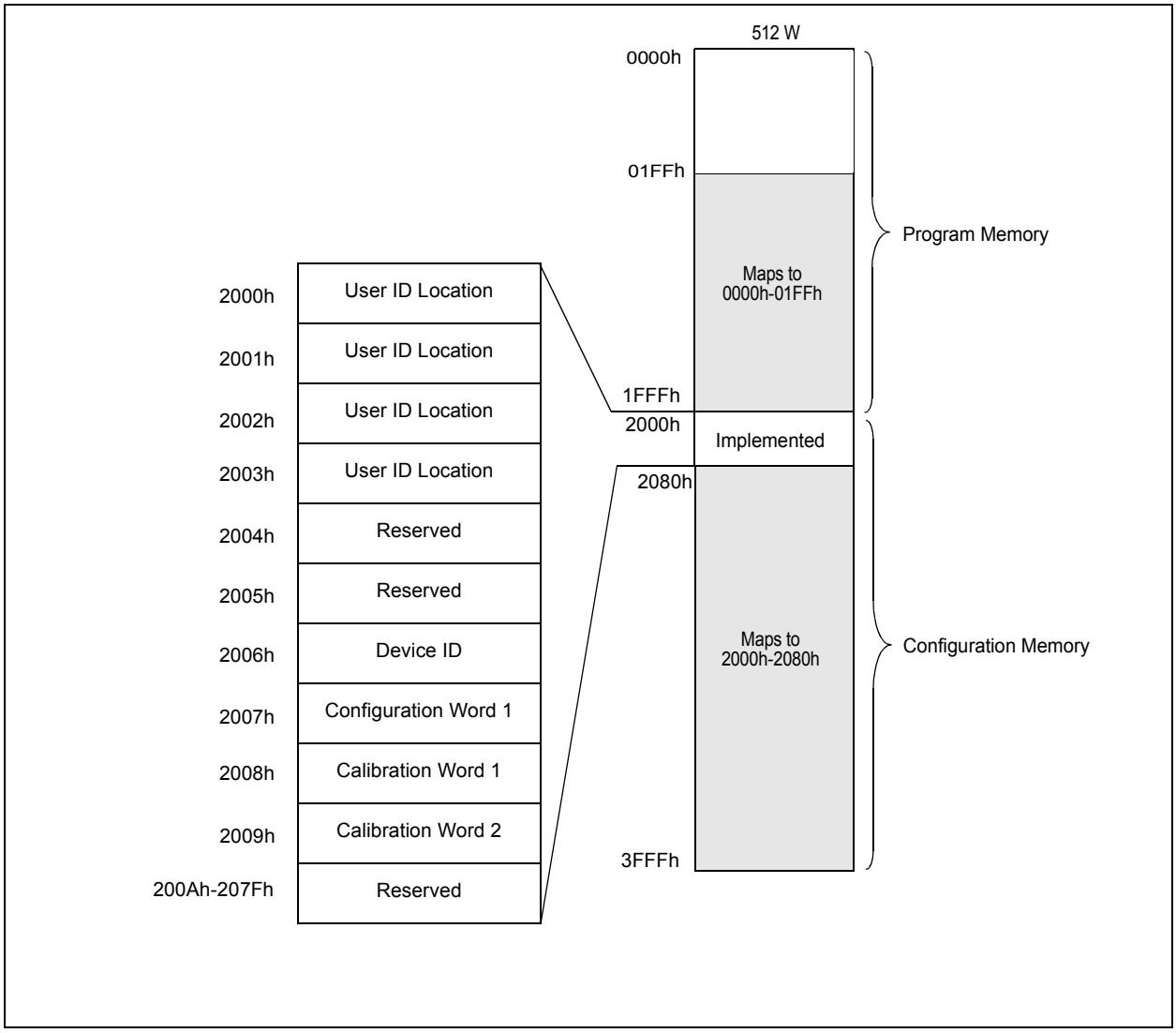


FIGURE 3-2: PIC10F322 AND PIC10LF322 PROGRAM MEMORY MAPPING



3.1 User ID Location

A user may store identification information (user ID) in four designated locations. The user ID locations are mapped to 2000h-2003h. Each location is 14 bits in length. Code protection has no effect on these memory locations. Each location may be read with code protection enabled or disabled.

Note:	MPLAB® IDE only displays the 7 Least Significant bits (LSb) of each user ID location, the upper bits are not read. It is recommended that only the 7 LSbs be used if MPLAB IDE is the primary tool used to read these addresses.

3.2 Device ID

The device ID word for the PIC10(L)F320 and the PIC10(L)F322 is located at 2006h. This location cannot be erased or modified.

REGISTER 3-1: DEVICEID: DEVICE ID REGISTER(1)

R	R	R	R	R	R
DEV8	DEV7	DEV6	DEV5	DEV4	DEV3
bit 13					bit 8

R	R	R	R	R	R	R	R
DEV2	DEV1	DEV0	REV4	REV3	REV2	REV1	REV0
bit 7							bit 0

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

bit 13-5 **DEV<8:0>:** Device ID bits
These bits are used to identify the part number.

bit 4-0 **REV<4:0>:** Revision ID bits
These bits are used to identify the revision.

Note 1: This location cannot be written.

TABLE 3-1: DEVICE ID VALUES

DEVICE	DEVICE ID VALUES	
	DEV<8:0>	REV<4:0>
PIC10F320	10 1001 101	x xxxx
PIC10F322	10 1001 100	x xxxx
PIC10LF320	10 1001 111	x xxxx
PIC10LF322	10 1001 110	x xxxx

3.3 Configuration Word

The PIC10(L)F320 and PIC10(L)F322 have one Configuration Word, Configuration Word 1 (2007h). The individual bits within this Configuration Word are used to enable or disable device functions such as the Brown-out Reset, code protection and Power-up Timer.

3.4 Calibration Words

For the PIC10(L)F320 and PIC10(L)F322 devices, the 16 MHz internal oscillator (INTOSC) and the Brown-out Reset (BOR) are factory calibrated and stored in Calibration Words 1 and 2 (2008h and 2009h).

The Calibration Words do not participate in erase operations. The device can be erased without affecting the Calibration Words.

REGISTER 3-2: CONFIGURATION WORD 1

U-1	R/P-1	R/P-1	R/P-1	R/P-0	R/P-1
—	WRT1	WRT0	BORV	LPBOREN	LVP
bit 13					bit 8

R/P-1	R/P-1	R/P-1	R/P-1	R/P-1	R/P-1	R/P-1	R/P-1
$\overline{CP}$	MCLRE	$\overline{PWRTE}$	WDTE1	WDTE0	BOREN1	BOREN0	FOSC
bit 7							bit 0

Legend:		
R = Readable bit	P = Programmable bit	U = Unimplemented bit, read as '1'
0 = Bit is cleared	'1' = Bit is set	-n = Value when blank or after Bulk Erase

bit 13 **Unimplemented:** Reads as '1'

bit 12-11 **WRT<1:0>:** Flash Memory Self-Write Protection bits

256 W Flash memory: PIC10F320:

11 = Write protection off
10 = 000h to 03Fh write-protected, 040h to 0FFh may be modified by PMCON control
01 = 000h to 07Fh write-protected, 080h to 0FFh may be modified by PMCON control
00 = 000h to 0FFh write-protected, no addresses may be modified by PMCON control

512 W Flash memory: PIC10F322:

11 = Write protection off
10 = 000h to 07Fh write-protected, 080h to 1FFh may be modified by PMCON control
01 = 000h to 0FFh write-protected, 100h to 1FFh may be modified by PMCON control
00 = 000h to 1FFh write-protected, no addresses may be modified by PMCON control

bit 10 **BORV:** Brown-out Reset Voltage Selection bit

1 = Brown-out Reset Voltage (V_{BOR}) set to 1.9V (LF parts) or 2.4V (F parts)
0 = Brown-out Reset Voltage (V_{BOR}) set to 2.7V

bit 9 **LPBOREN:** Low-Power Brown-out Reset Enable bit

1 = Low-power Brown-out Reset is enabled
0 = Low-power Brown-out Reset is disabled

bit 8 **LVP:** Low-Voltage Programming Enable bit

1 = Low-voltage programming enabled. RA3/$\overline{MCLR}$/V_{PP} pin function is $\overline{MCLR}$.
0 = High Voltage on $\overline{MCLR}$/V_{PP} must be used for programming

bit 7 **$\overline{CP}$:** Flash Program Memory Code Protection bit

1 = Code protection off
0 = Code protection on

bit 6 **MCLRE:** RA3/$\overline{MCLR}$/V_{PP} Pin Function Select bit

When LVP = 1, this bit is overridden to '1': pin function is $\overline{MCLR}$, weak pull-up enabled

1 = RA3/$\overline{MCLR}$/V_{PP} pin function is $\overline{MCLR}$; Weak pull-up enabled
0 = RA3/$\overline{MCLR}$/V_{PP} pin function is digital input; $\overline{MCLR}$ internally disabled; Weak pull-up under software control

bit 5 **$\overline{PWRTE}$:** Power-up Timer Enable bit

1 = PWRT disabled
0 = PWRT enabled

bit 4-3 **WDTE<1:0>:** Watchdog Timer Enable bit

11 = WDT enabled, SWDTEN is ignored
10 = WDT enabled while running and disabled in Sleep. SWDTEN is ignored
01 = WDT controlled by the SWDTEN bit in the WDTCON register
00 = WDT disabled. SWDTEN is ignored

bit 2-1 **BOREN<1:0>:** Brown-out Reset Enable bits
11 = Brown-out Reset enabled; SBOREN bit is ignored
10 = Brown-out Reset enabled while running, disabled in Sleep; SBOREN bit is ignored
01 = Brown-out Reset controlled by the SBOREN bit in the BORCON register
00 = Brown-out Reset disabled; SBOREN bit is ignored

bit 0 **FOSC:** Oscillator Selection bit
1 = EC oscillator from CLKIN
0 = INTOSC oscillator; CLKIN not enabled

4.0 PROGRAM/VERIFY MODE

In Program/Verify mode, the program memory and the configuration memory can be accessed and programmed in serial fashion. ICSPDAT and ICSPCLK are used for the data and the clock, respectively. All commands and data words are transmitted LSb first. Data changes on the rising edge of the ICSPCLK and latched on the falling edge. In Program/Verify mode, both the ICSPDAT and ICSPCLK are Schmitt Trigger inputs. The sequence that enters the device into Program/Verify mode places all other logic into the Reset state. Upon entering Program/Verify mode, all I/Os are automatically configured as high-impedance inputs and the address is cleared.

4.1 Program/Verify Mode Entry and Exit

There are two different methods of entering Program/Verify mode:

- VPP – First entry mode
- VDD – First entry mode

4.1.1 VPP – FIRST ENTRY MODE

To enter Program/Verify mode via the VPP-first method the following sequence must be followed:

1. Hold ICSPCLK and ICSPDAT low. All other pins should be unpowered.
2. Raise the voltage on $\overline{\text{MCLR}}$ from 0V to VIHH.
3. Raise the voltage on VDD from 0V to the desired operating voltage.

The VPP-first entry prevents the device from executing code prior to entering Program/Verify mode. For example, the device will execute code when the Configuration Word has $\overline{\text{MCLR}}$ disabled (MCLRE = 0), the power-up time is disabled ($\overline{\text{PWRTE}}$ = 0), the internal oscillator is selected (FOSC = 10x), and RA0 and RA1 are driven by the user application. Since this may prevent entry, VPP-First Entry mode is strongly recommended. See the timing diagram in Figure 8-2.

4.1.2 VDD – FIRST ENTRY MODE

To enter Program/Verify mode via the VDD-first method, the following sequence must be followed:

1. Hold ICSPCLK and ICSPDAT low.
2. Raise the voltage on VDD from 0V to the desired operating voltage.
3. Raise the voltage on $\overline{\text{MCLR}}$ from VDD or below to VIHH.

The VDD-first method is useful when programming the device, when VDD is already applied, for it is not necessary to disconnect VDD to enter Program/Verify mode. See the timing diagram in Figure 8-1.

4.1.3 PROGRAM/VERIFY MODE EXIT

To exit Program/Verify mode take $\overline{\text{MCLR}}$ to VDD or lower (VIL). See Figures 8-3 and 8-4.

4.2 Low-Voltage Programming (LVP) Mode

The Low-Voltage Programming mode allows the PIC10(L)F320/322 devices to be programmed using VDD only, without high voltage. When the LVP bit of the Configuration Word 1 register is set to '1', the low-voltage ICSP programming entry is enabled. To disable the Low-Voltage ICSP mode, the LVP bit must be programmed to '0'. This can only be done while in the High-Voltage Entry mode.

Entry into the Low-Voltage ICSP Program/Verify modes requires the following steps:

1. $\overline{\text{MCLR}}$ is brought to VIL.
2. A 32-bit key sequence is presented on ICSPDAT, while clocking ICSPCLK.

The key sequence is a specific 32-bit pattern, '0100 1101 0100 0011 0100 1000 0101 0000' (more easily remembered as MCHP in ASCII). The device will enter Program/Verify mode only if the sequence is valid. The Least Significant bit of the Least Significant nibble must be shifted in first.

Once the key sequence is complete, $\overline{\text{MCLR}}$ must be held at VIL for as long as Program/Verify mode is to be maintained.

For low-voltage programming timing, see Figure 8-7 and Figure 8-8.

Exiting Program/Verify mode is done by no longer driving $\overline{\text{MCLR}}$ to VIL. See Figure 8-7 and Figure 8-8.

Note:	To enter LVP mode, the LSb of the Least Significant nibble must be shifted in first. This differs from entering the key sequence on other parts.

4.3 Program/Verify Commands

The PIC10(L)F320 and PIC10(L)F322 devices implement 10 programming commands, each six bits in length. The commands are summarized in Table 4-1.

Commands that have data associated with them are specified to have a minimum delay of TDLY between the command and the data. After this delay, 16 clocks are required to either clock in or clock out the 14-bit data word. The first clock is for the Start bit and the last clock is for the Stop bit.

TABLE 4-1: COMMAND MAPPING FOR PIC10(L)F320 AND PIC10(L)F322

Command	Mapping							Data/Note
	Binary (MSb ... LSb)						Hex	
Load Configuration	x	0	0	0	0	0	00h	0, data (14), 0
Load Data For Program Memory	x	0	0	0	1	0	02h	0, data (14), 0
Read Data From Program Memory	x	0	0	1	0	0	04h	0, data (14), 0
Increment Address	x	0	0	1	1	0	06h	
Reset Address	x	1	0	1	1	0	16h	
Begin Internally Timed Programming	x	0	1	0	0	0	08h	
Begin Externally Timed Programming	x	1	1	0	0	0	18h	
End Externally Timed Programming	x	0	1	0	1	0	0Ah	
Bulk Erase Program Memory	x	0	1	0	0	1	09h	Internally Timed
Row Erase Program Memory	x	1	0	0	0	1	11h	Internally Timed

4.3.1 LOAD CONFIGURATION

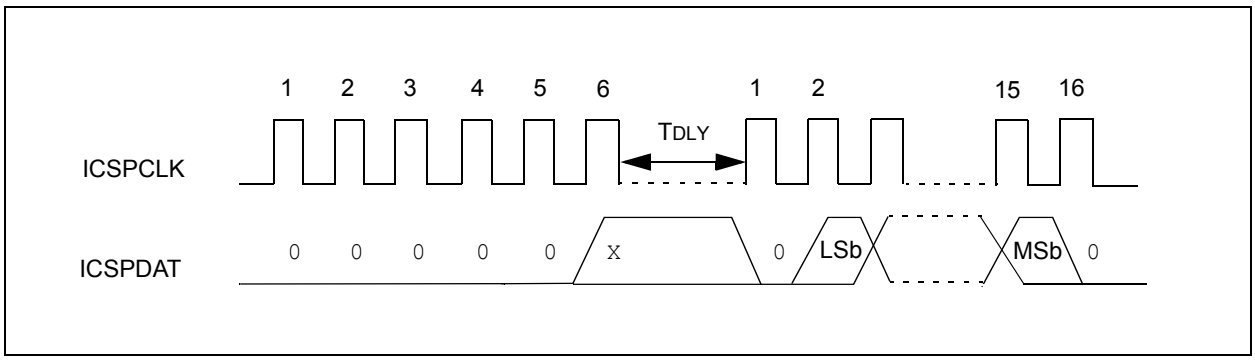
The Load Configuration command is used to access the configuration memory (user ID locations, Configuration Word and Calibration Words). The Load Configuration command sets the address to 2000h and loads the data latches with one word of data (see Figure 4-1).

After issuing the Load Configuration command, use the Increment Address command until the proper address to be programmed is reached. The address is then programmed by issuing either the Begin Internally Timed Programming or Begin Externally Timed Programming command.

Note: Externally timed writes are not supported for Configuration and Calibration bits. Any externally timed write to the Configuration or Calibration Word will have no effect on the targeted word.

The only way to get back to the program memory (address 0) is to exit Program/Verify mode or issue the Reset Address command after the configuration memory has been accessed by the Load Configuration command.

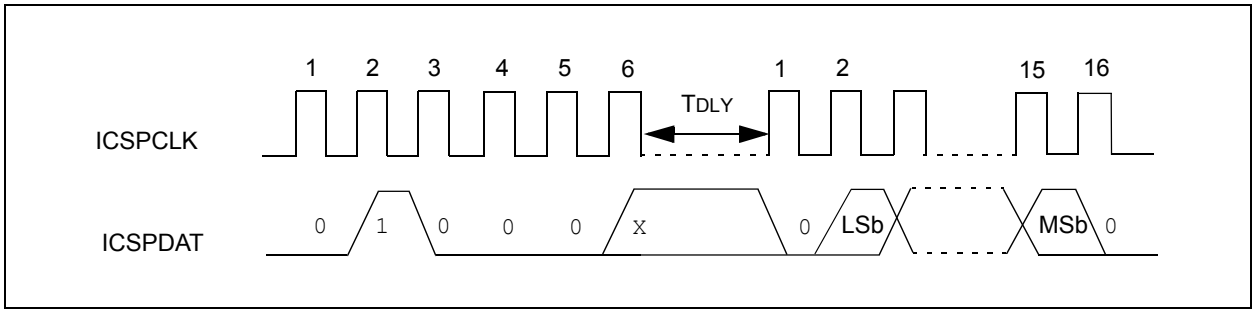
FIGURE 4-1: LOAD CONFIGURATION



4.3.2 LOAD DATA FOR PROGRAM MEMORY

The Load Data for Program Memory command is used to load one 14-bit word into the data latches. The word programs into program memory after the Begin Internally Timed Programming or Begin Externally Timed Programming command is issued (see Figure 4-2).

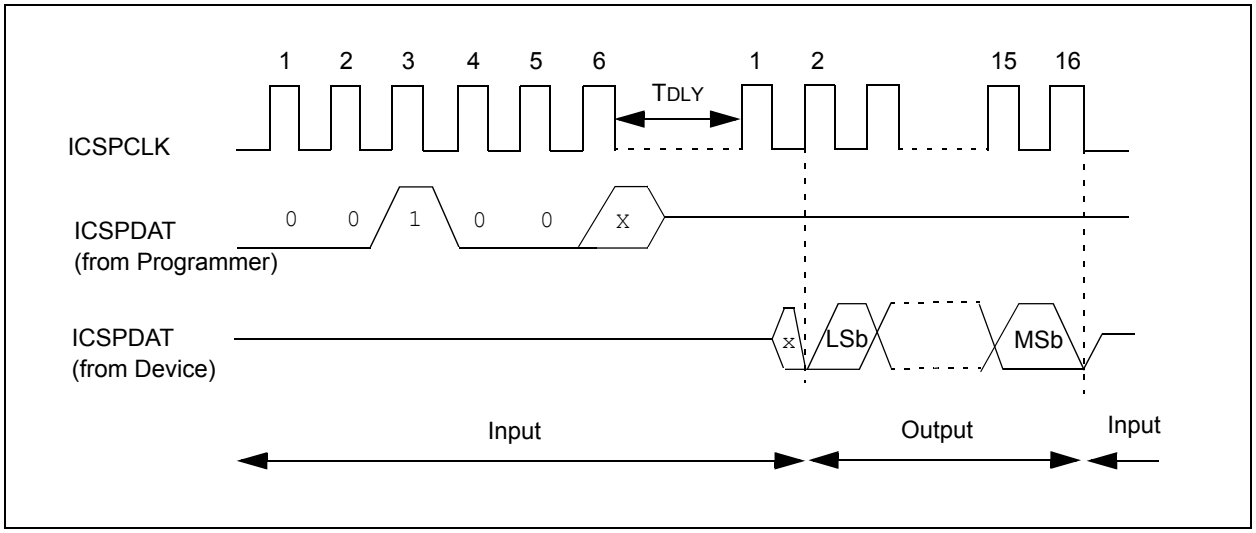
FIGURE 4-2: LOAD DATA FOR PROGRAM MEMORY



4.3.3 READ DATA FROM PROGRAM MEMORY

The Read Data from Program Memory command will transmit data bits out of the program memory map currently accessed, starting with the second rising edge of the clock input. The ICSPDAT pin will go into Output mode on the first falling clock edge, and it will revert to Input mode (high-impedance) after the 16th falling edge of the clock. If the program memory is code-protected ($\overline{CP}$), the data will be read as zeros (see Figure 4-3).

FIGURE 4-3: READ DATA FROM PROGRAM MEMORY

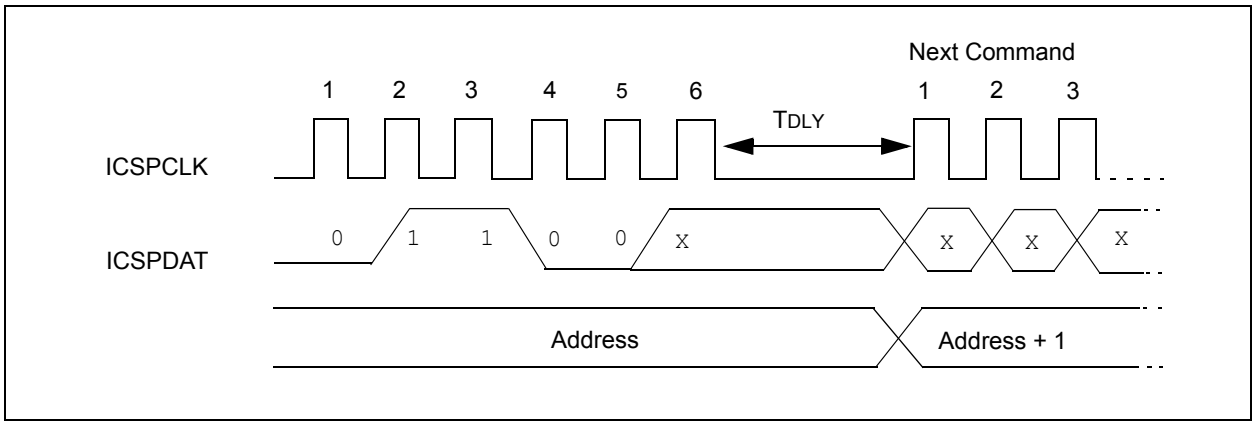


4.3.4 INCREMENT ADDRESS

The address is incremented when this command is received. It is not possible to decrement the address. To reset this counter, the user must use the Reset Address command or exit Program/Verify mode and re-enter it.

If the address is incremented from address 1FFFh, it will wrap-around to location 0000h. If the address is incremented from 3FFFh, it will wrap-around to location 2000h.

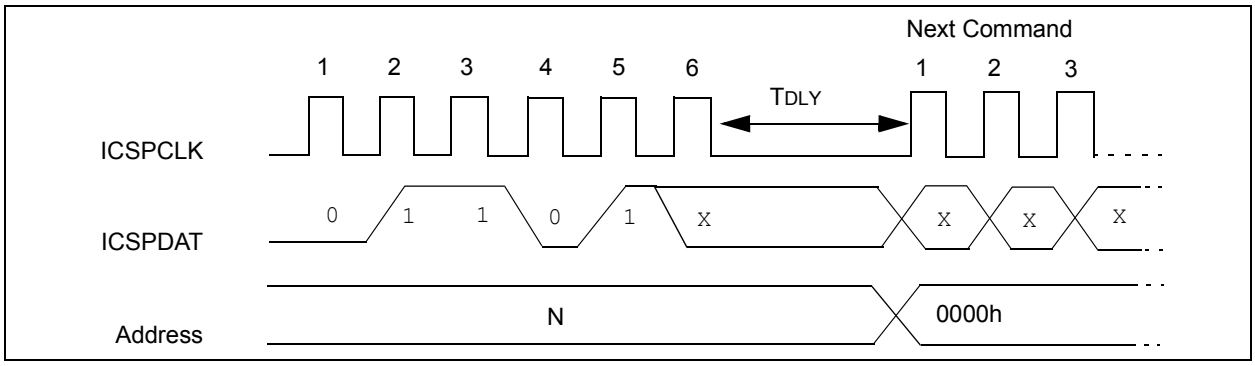
FIGURE 4-4: INCREMENT ADDRESS



4.3.5 RESET ADDRESS

The Reset Address command will reset the address to 0000h, regardless of the current value. The address is used in program memory or the configuration memory.

FIGURE 4-5: RESET ADDRESS



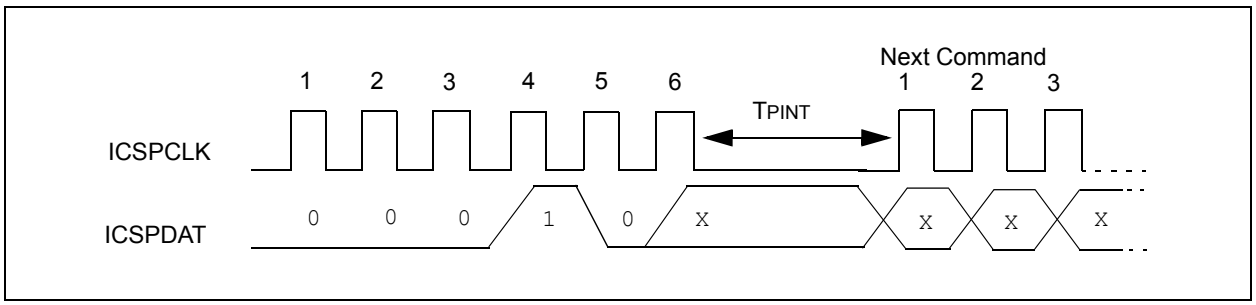
4.3.6 BEGIN INTERNALLY TIMED PROGRAMMING

A Load Configuration or Load Data for Program Memory command must be given before every Begin Programming command. Programming of the addressed memory will begin after this command is received. An internal timing mechanism executes the write. The user must allow for the program cycle time, TPINT, for the programming to complete.

The End Externally Timed Programming command is not needed when the Begin Internally Timed Programming is used to start the programming.

The program memory address that is being programmed is not erased prior to being programmed.

FIGURE 4-6: BEGIN INTERNALLY TIMED PROGRAMMING

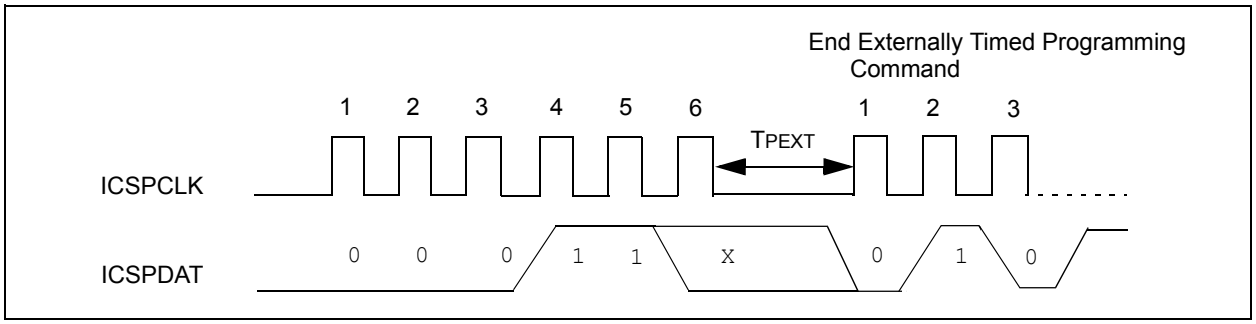


4.3.7 BEGIN EXTERNALLY TIMED PROGRAMMING

A Load Configuration or Load Data for Program Memory command must be given before every Begin Programming command. Programming of the addressed memory will begin after this command is received. To complete the programming, the End Externally Timed Programming command must be sent in the specified time window defined by TPEXT. The program memory address that is being programmed is not erased prior to being programmed.

The Begin Externally Timed Programming command cannot be used for programming the Configuration Word (see Figure 4-7).

FIGURE 4-7: BEGIN EXTERNALLY TIMED PROGRAMMING

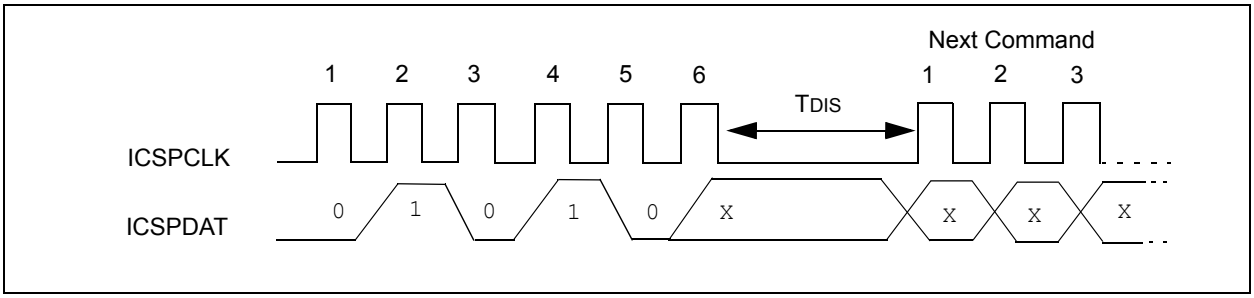


4.3.8 END EXTERNALLY TIMED PROGRAMMING

This command is required after a Begin Externally Timed Programming command is given. This command must be sent within the time window specified by TPEXT after the Begin Externally Timed Programming command is sent.

After sending the End Externally Timed Programming command, an additional delay (TDIS) is required before sending the next command. This delay is longer than the delay ordinarily required between other commands (see Figure 4-8).

FIGURE 4-8: END EXTERNALLY TIMED PROGRAMMING



4.3.9 BULK ERASE PROGRAM MEMORY

The Bulk Erase Program Memory command performs two different functions dependent on the current state of the address.

Address 0000h-1FFFh:

- Program Memory is erased
- Configuration Word is erased

Address 2000h-2008h:

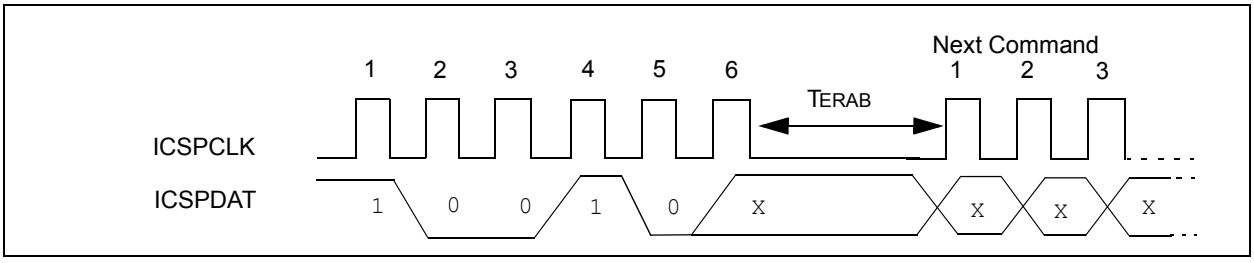
- Program Memory is erased
- Configuration Word is erased
- User ID Locations are erased

A Bulk Erase Program Memory command should not be issued when the address is greater than 2008h.

After receiving the Bulk Erase Program Memory command, the erase will not complete until the time interval, TERAB, has expired.

Note:	The code protection Configuration bit ($\overline{CP}$) has no effect on the Bulk Erase Program Memory command.

FIGURE 4-9: BULK ERASE PROGRAM MEMORY

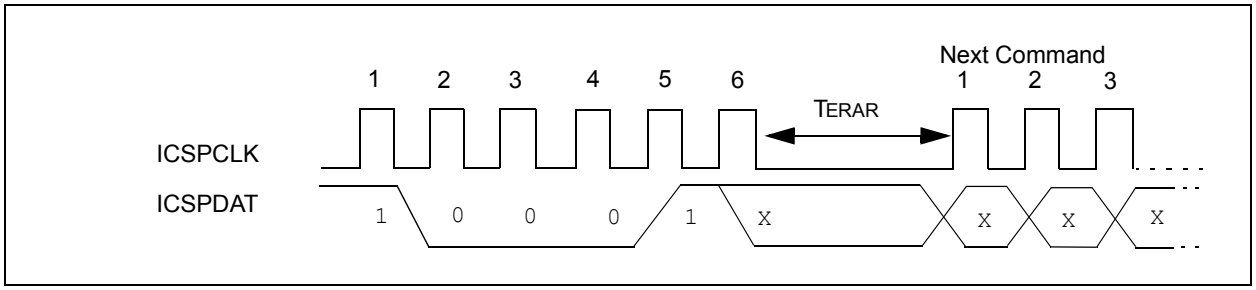


4.3.10 ROW ERASE PROGRAM MEMORY

This command erases the 16-word row of program memory pointed to by PC<13:5>. If the program memory array is protected ($\overline{CP}$ = 0) or the PC points to the configuration memory (> 0x2000), the command is ignored. When the address is 2000h-2008h, the Row Erase Program Memory command will only erase the user ID locations, regardless of the Configuration bit $\overline{CP}$ setting.

After receiving the Row Erase Program Memory command, the erase will not be complete until the time interval, TERAR, has expired.

FIGURE 4-10: ROW ERASE PROGRAM MEMORY



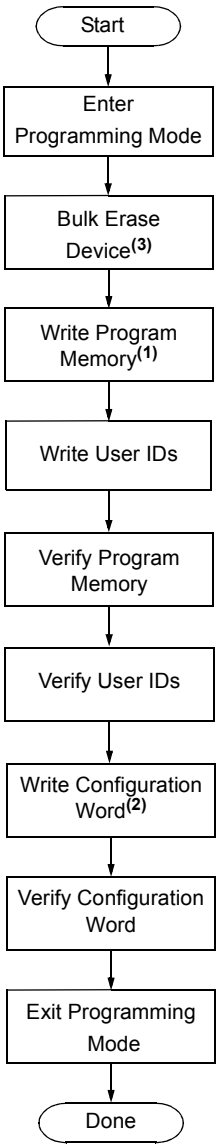
5.0 PROGRAMMING ALGORITHMS

The PIC10(L)F320 and PIC10(L)F322 devices have the capability of storing 16 14-bit words in its data latches. The data latches are internal to the PIC10(L)F320 and PIC10(L)F322 devices and are only used for programming. The data latches allow the user to program up to 16 program words with a single Begin Externally Timed Programming or Begin Internally Timed Programming command. The Load Program Data or the Load Configuration command is used to load a single data latch. The data latch will hold the data until the Begin Externally Timed Programming or Begin Internally Timed Programming command is given.

The data latches are aligned with the 5 LSb of the address. The address at the time the Begin Externally Timed Programming or Begin Internally Timed Programming command is given will determine which location(s) in memory are written. Writes cannot cross a physical 16-word boundary. For example, attempting to write from address 0002h-0021h will result in data being written to 0020h-003Fh.

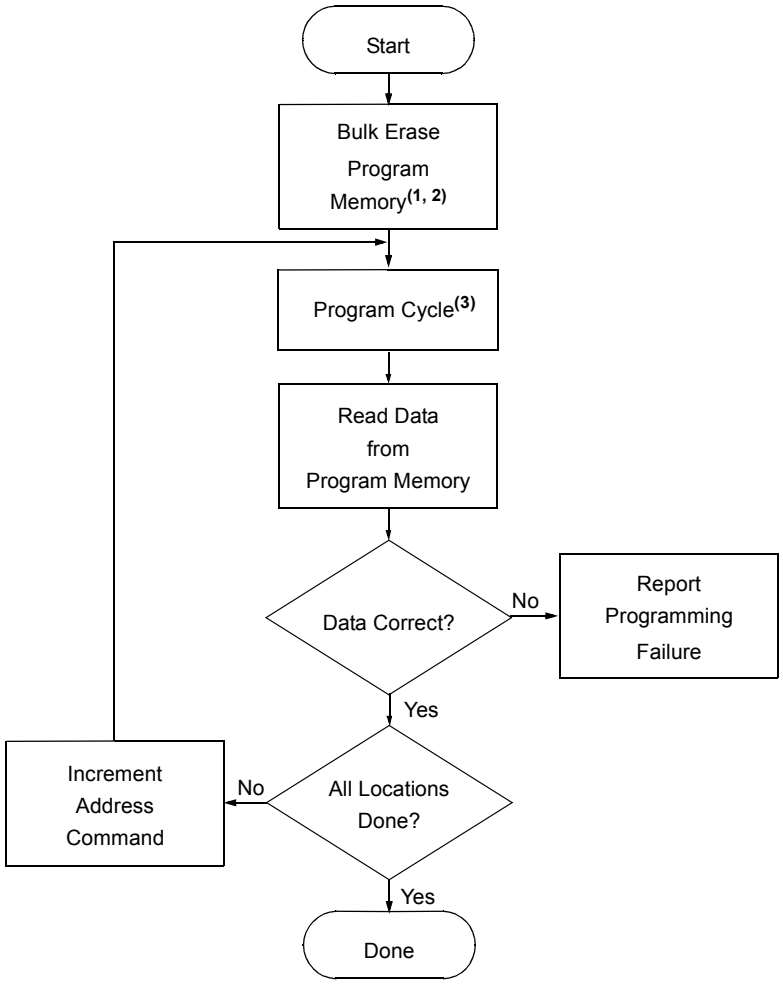
If more than 16 data latches are written without a Begin Externally Timed Programming or Begin Internally Timed Programming command, the data in the data latches will be overwritten. The following figures show the recommended flowcharts for programming.

FIGURE 5-1: DEVICE PROGRAM/VERIFY FLOWCHART



Note 1: See Figure 5-2.
2: See Figure 5-5.
3: See Figure 5-6.

FIGURE 5-2: PROGRAM MEMORY FLOWCHART



Note 1: This step is optional if the device has already been erased or has not been previously programmed.

2: If the device is code-protected or must be completely erased, then Bulk Erase the device per Figure 5-6.

3: See Figure 5-3 or Figure 5-4.

FIGURE 5-3: ONE-WORD PROGRAM CYCLE

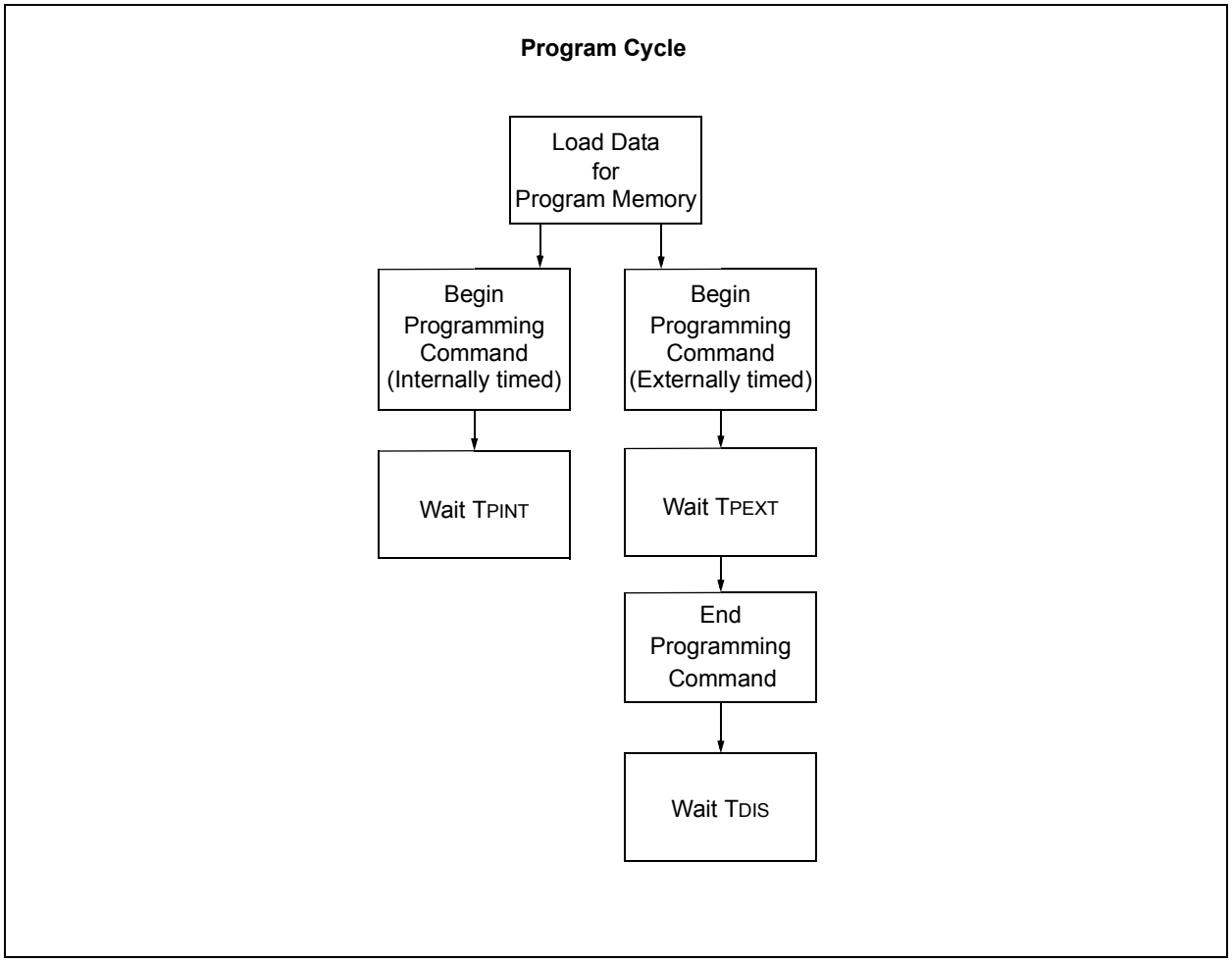


FIGURE 5-4: MULTIPLE-WORD PROGRAM CYCLE

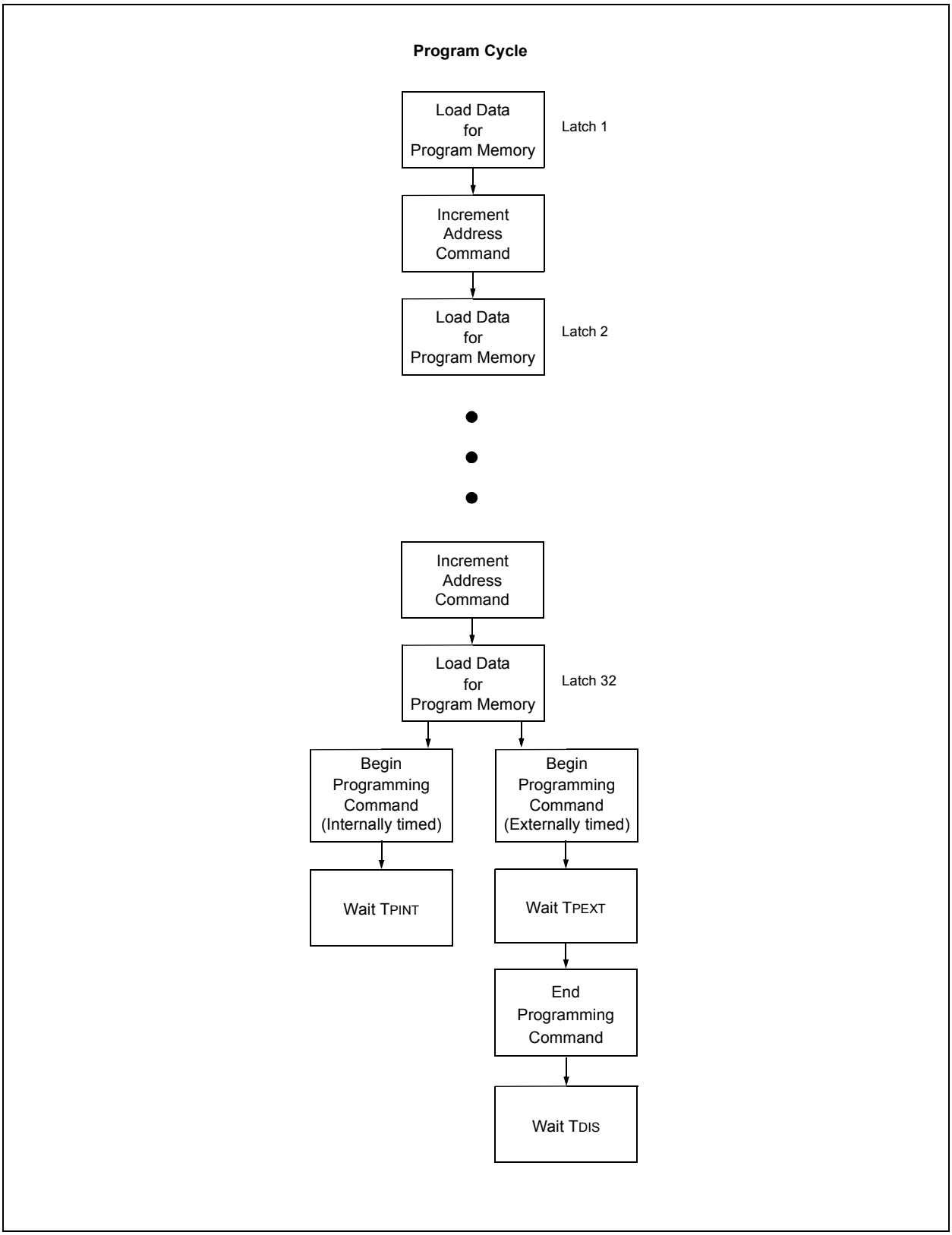
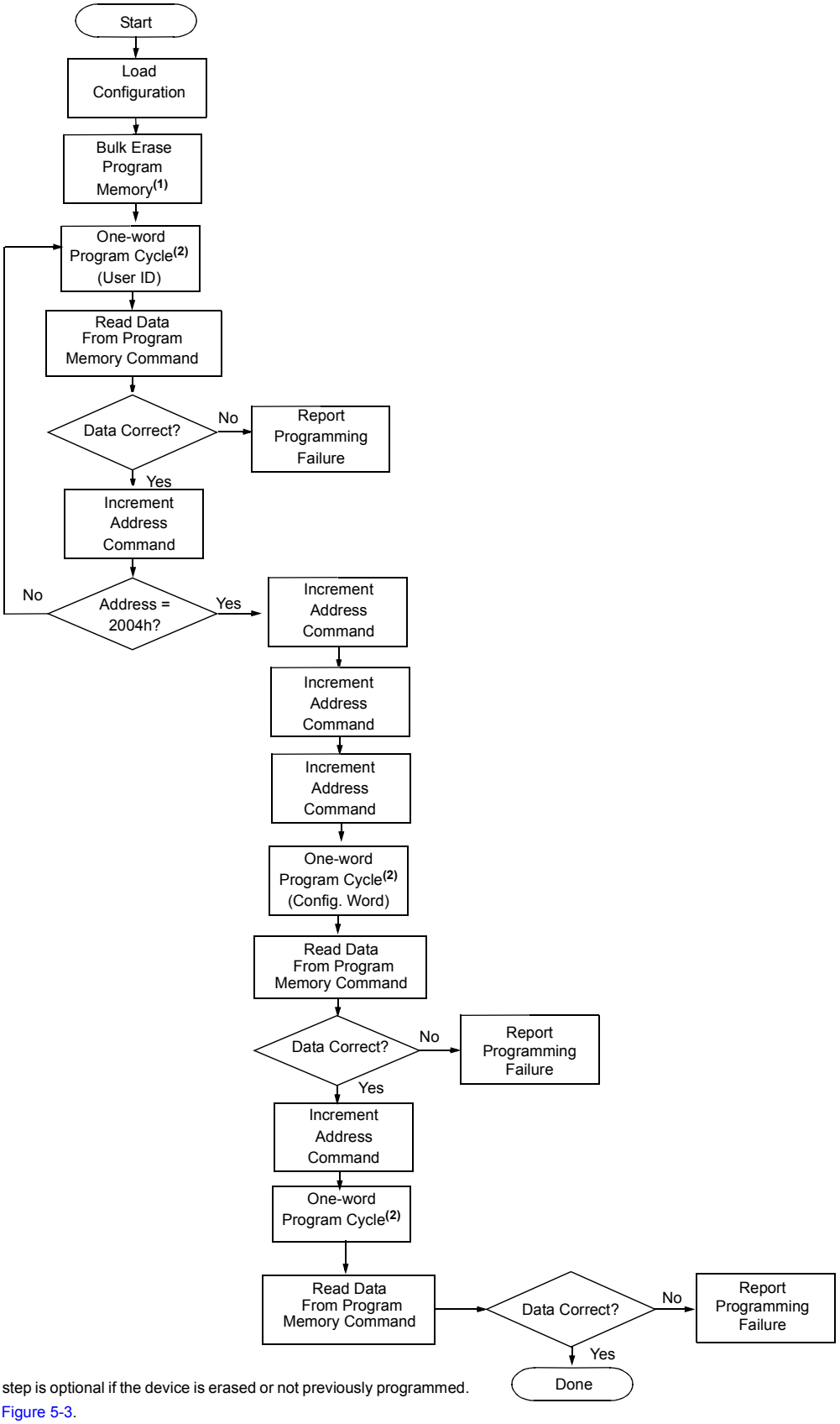


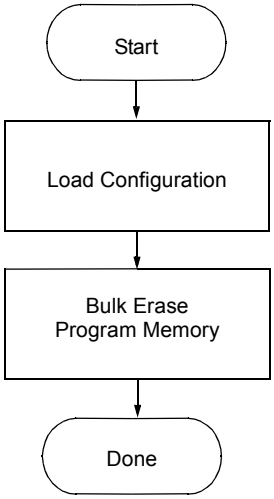
FIGURE 5-5: CONFIGURATION MEMORY PROGRAM FLOWCHART



Note 1: This step is optional if the device is erased or not previously programmed.

2: See Figure 5-3.

FIGURE 5-6: ERASE FLOWCHART



Note: This sequence does not erase the Calibration Words.

6.0 CODE PROTECTION

Code protection is controlled using the $\overline{CP}$ bit in Configuration Word 1. When code protection is enabled, all program memory locations, 0000h-00FFh for the PIC10(L)F320 and 0000h-01FFh for the PIC10(L)F322, will read as '0' and further programming of the program memory is disabled. Program memory can still be read by user code during program execution.

The user ID locations and Configuration Word can be programmed and read out regardless of the code protection settings.

6.1 Enabling Code Protection

Code protection is enabled by programming the $\overline{CP}$ bit in Configuration Word 1 to '0'.

6.2 Disabling Code Protection

The only way to disable code protection is to use the Bulk Erase Program Memory command.

7.0 HEX FILE USAGE

In the hex file there are two bytes per program word stored in the Intel® INH8M hex format. Data is stored LSB first, MSB second. Because there are two bytes per word, the addresses in the hex file are 2x the address in program memory. (Example: The Configuration Word 1 is stored at 2007h on the PIC10(L)F320 and PIC10(L)F322. In the hex file this will be at location 400Eh-400Fh).

7.1 Configuration Word

To allow portability of code, it is strongly recommended that the programmer is able to read the Configuration Word and user ID locations from the hex file. If the Configuration Word information was not present in the hex file, a simple warning message may be issued. Similarly, while saving a hex file, Configuration Word and user ID information should be included.

7.2 Device ID and Revision

If a device ID is present in the hex file at 400Ch-400Dh (2006h on the part), the programmer should verify the device ID (excluding the revision) against the value read from the part. On a mismatch condition, the programmer should generate a warning message.

7.3 Checksum Computation

The checksum is calculated by two different methods, dependent on the setting of the $\overline{CP}$ Configuration bit.

TABLE 7-1: CONFIGURATION WORD MASK VALUES

Device	Config. Word 1 Mask
PIC10F320	1FFFh
PIC10LF320	1FFFh
PIC10F322	1FFFh
PIC10LF322	1FFFh

7.3.1 CODE PROTECTION DISABLED

With the code protection disabled, the checksum is computed by reading the contents of the PIC10(L)F320 and PIC10(L)F322 program memory locations and adding up the program memory data, starting at address 0000h, up to the maximum user addressable location, 00FFh for the PIC10(L)F320 and 01FFh for the PIC10(L)F322. Any Carry bit exceeding 16 bits are neglected. Additionally, the relevant bits of the Configuration Word are added to the checksum. All unused Configuration bits are masked to '0'. See Table 7-1 for Configuration Word mask values.

Example 7-1 through Example 7-4 shown below are for a blank device and for a device with 00AAh at the first and last program memory locations.

EXAMPLE 7-1: CHECKSUM COMPUTED WITH CODE PROTECTION DISABLED (PIC10F320), BLANK DEVICE

PIC10F320	Sum of Memory addresses 0000h-00FFh(1)	FF00h
	Configuration Word 1(2)	3FFFh
	Configuration Word 1 mask(3)	1FFFh
	Checksum = FF00h + (3FFFh and 1FFFh)	
	= FF00h + 1FFFh	
	= 1EFFh(4)	

Note 1: Sum of Memory addresses = (Total number of program memory address locations) x (3FFFh) = FF00h, truncated to 16 bits.

2: Configuration Word 1 = all bits are '1'; thus, code-protect is disabled.

3: Configuration Word 1 Mask = all bits are set to '1', except for unimplemented bits that are '0'.

4: Truncate to 16 bits.

EXAMPLE 7-2: CHECKSUM COMPUTED WITH CODE PROTECTION DISABLED (PIC10LF320), 00AAh AT FIRST AND LAST ADDRESS

PIC10LF320	Sum of Memory addresses 0000h-00FFh(1)	8056h
	Configuration Word 1(2)	3FFFh
	Configuration Word 1 mask(3)	1FFFh
	Checksum = 8056h + (3FFFh and 1FFFh)	
	= 8056h + 1FFFh	
	= A055h(4)	

Note 1: Total number of program memory address locations: 00FFh + 1 = 0100h. Then, 0100h - 2 = 00FEh. Thus, [(00FEh x 3FFFh) + (2 x 00AAh)] = 8056h, truncated to 16 bits.

2: Configuration Word 1 = all bits are '1'; thus, code-protect is disabled.

3: Configuration Word 1 Mask = all Configuration Word bits are set to '1', except for unimplemented bits that are '0'.

4: Truncate to 16 bits.

EXAMPLE 7-3: CHECKSUM COMPUTED WITH CODE PROTECTION DISABLED (PIC10F322), BLANK DEVICE

PIC10F322	Sum of Memory addresses 0000h-01FFh(1)	FE00h
	Configuration Word 1(2)	3FFFh
	Configuration Word 1 mask(3)	1FFFh
	Checksum = FE00h + (3FFFh and 1FFFh)	
	= FE00h + 1FFFh	
	= 1DFFh	

Note 1: Sum of Memory addresses = (Total number of program memory address locations) x (3FFFh) = FE00h, truncated to 16 bits.

2: Configuration Word 1 = all bits are '1'; thus, code-protect is disabled.

3: Configuration Word 1 Mask = all bits are set to '1', except for unimplemented bits that are '0'.

EXAMPLE 7-4: CHECKSUM COMPUTED WITH CODE PROTECTION DISABLED (PIC10LF322), 00AAh AT FIRST AND LAST ADDRESS

PIC10LF322	Sum of Memory addresses 0000h-01FFh(1)	7F56h
	Configuration Word 1(2)	3FFFh
	Configuration Word 1 mask(3)	1FFFh
	Checksum = 7F56h + (3FFFh and 1FFFh)	
	= 7F56h + 1FFFh	
	= 9F55h	

Note 1: Total number of program memory address locations: 01FFh + 1 = 0200h. Then, 0200h - 2 = 01FEh. Thus, [(01FEh x 3FFFh) + (2 x 00AAh)] = 7F56h, truncated to 16 bits.

2: Configuration Word 1 = all bits are '1'; thus, code-protect is disabled.

3: Configuration Word 1 Mask = all Configuration Word bits are set to '1', except for unimplemented bits that are '0'.

7.3.2 CODE PROTECTION ENABLED

With the program code protection enabled, the checksum is computed in the following manner: the Least Significant nibble of each user ID is used to create a 16-bit value. The masked value of user ID location 2000h is the Most Significant nibble. This Sum of user IDs is summed with the Configuration Word (all unimplemented Configuration bits are masked to '0').

Example 7-5 through Example 7-8 shown below are for a blank device and for a device with 00AAh at the first and last program memory locations. Also, see Table 7-1 for Configuration Word mask values with code protection enabled.

EXAMPLE 7-5: CHECKSUM COMPUTED WITH CODE PROTECTION ENABLED (PIC10F320), BLANK DEVICE

PIC10F320	Configuration Word 1(2)	3F7Fh
	Configuration Word 1 mask(3)	1FFFh
	User ID (2000h)(1)	0001h
	User ID (2001h)(1)	0007h
	User ID (2002h)(1)	000Ah
	User ID (2003h)(1)	000Fh
	Sum of User IDs(4)	= (0001h and 000Fh) << 12 + (0007h and 000Fh) << 8 + (000Ah and 000Fh) << 4 + (000Fh and 000Fh)
		= 1000h + 0700h + 00A0h + 000Fh
		= 17AFh
	Checksum	= (3F7Fh and 1FFFh) + Sum of User IDs
		= 1F7Fh + 17AFh
		= 372Eh

Note 1: User ID values in this example are random values.

2: Configuration Word 1 = all bits are '1', except the code-protect enable bit.

3: Configuration Word 1 Mask = all Configuration Word bits are set to '1', except for unimplemented bits which read '0'.

4: << = shift left, thus the LSb of the first user ID value is the MSb of the sum of user IDs and so on until the LSb of the last user ID value becomes the LSb of the sum of user IDs.

EXAMPLE 7-6: CHECKSUM COMPUTED WITH CODE PROTECTION ENABLED (PIC10F322), BLANK DEVICE

PIC10F322	Configuration Word 1 (2)	3F7Fh
	Configuration Word 1 mask(3)	1FFFh
	User ID (2000h)(1)	0001h
	User ID (2001h)(1)	0007h
	User ID (2002h)(1)	000Ah
	User ID (2003h)(1)	000Fh
	Sum of User IDs(4)	= (0001h and 000Fh) << 12 + (0007h and 000Fh) << 8 + (000Ah and 000Fh) << 4 + (000Fh and 000Fh) = 1000h + 0700h + 00A0h + 000Fh = 17AFh
	Checksum	= (3F7Fh and 1FFFh) + Sum of User IDs = 1F7Fh + 17AFh = 372Eh

Note 1: User ID values in this example are random values.

2: Configuration Word 1 = all bits are '1', except the code-protect enable bit.

3: Configuration Word 1 Mask = all Configuration Word bits are set to '1', except for unimplemented bits which read '0'.

4: << = shift left, thus the LSb of the first user ID value is the MSb of the sum of user IDs and so on until the LSb of the last user ID value becomes the LSb of the sum of user IDs.

EXAMPLE 7-7: CHECKSUM COMPUTED WITH CODE PROTECTION ENABLED (PIC10LF320), 00AAh AT FIRST AND LAST ADDRESS

PIC10LF320	Configuration Word 1(2)	3F7Fh
	Configuration Word 1 mask(3)	1FFFh
	User ID (2000h)(1)	0009h
	User ID (2001h)(1)	0008h
	User ID (2002h)(1)	000Dh
	User ID (2003h)(1)	0005h
	Sum of User IDs (4)	= (0009h and 000Fh) << 12 + (0008h and 000Fh) << 8 + (000Dh and 000Fh) << 4 + (0005h and 000Fh) = 9000h + 0800h + 00D0h + 0005h = 98D5h
	Checksum	= (3F7Fh and 1FFFh) + Sum of User IDs = 1F7Fh + 98D5h = B854h

Note 1: User ID values in this example are random values.

2: Configuration Word 1 = all bits are '1', except the code-protect enable bit.

3: Configuration Word 1 Mask = all Configuration Word bits are set to '1', except for unimplemented bits which read '0'.

4: << = shift left, thus the LSb of the first user ID value is the MSb of the sum of user IDs and so on until the LSb of the last user ID value becomes the LSb of the sum of user IDs.

EXAMPLE 7-8: CHECKSUM COMPUTED WITH CODE PROTECTION ENABLED (PIC10LF322), 00AAh AT FIRST AND LAST ADDRESS

PIC10LF322	Configuration Word 1(2)	3F7Fh
	Configuration Word 1 mask(3)	1FFFh
	User ID (2000h)(1)	0009h
	User ID (2001h)(1)	0008h
	User ID (2002h)(1)	000Dh
	User ID (2003h)(1)	0005h
	Sum of User IDs(4)	= (0009h and 000Fh) << 12 + (0008h and 000Fh) << 8 + (000Dh and 000Fh) << 4 + (0005h and 000Fh)
		= 9000h + 0800h + 00D0h + 0005h
		= 98D5h
	Checksum	= (3F7Fh and 1FFFh) + Sum of User IDs
		= 1F7Fh + 98D5h
		= B854h

Note 1: User ID values in this example are random values.

2: Configuration Word 1 = all bits are '1', except the code-protect enable bit.

3: Configuration Word 1 Mask = all Configuration Word bits are set to '1', except for unimplemented bits which read '0'.

4: << = shift left, thus the LSb of the first user ID value is the MSb of the sum of user IDs and so on until the LSb of the last user ID value becomes the LSb of the sum of user IDs.

8.0 ELECTRICAL SPECIFICATIONS

Refer to device specific data sheet for absolute maximum ratings.

TABLE 8-1: AC/DC CHARACTERISTICS TIMING REQUIREMENTS FOR PROGRAM/VERIFY MODE

AC/DC CHARACTERISTICS			Standard Operating Conditions (unless otherwise stated) Operating Temperature +10°C ≤ TA ≤ +40°C				
Sym.	**Characteristics**		**Min.**	**Type.**	**Max.**	**Units**	**Conditions/ Comments**
Supply Voltages and currents							
VDD	Supply Voltage (VDDMIN, VDDMAX)	PIC10F320 PIC10F322	2.3	—	5.5	V	
		PIC10LF320 PIC10LF322	1.8	—	3.6	V	
VPEW	Read/Write and Row Erase operations		VDDMIN	—	VDDMAX	V	
VPBE	VPBE Bulk Erase operations		2.7	—	VDDMAX	V	
	Bulk Erase operations	PIC10F320 PIC10F322	2.3	—	5.5	V	
		PIC10LF320 PIC10LF322	2.3	—	3.6	V	
IDDI	Current on VDD, Idle		—	—	1.0	mA	
IDDA	Current on VDD, program cycle or Bulk Erase in progress		—	—	5.0	mA	
VIHH	**VPP**						
	High voltage on $\overline{MCLR}$/VPP for Program/Verify mode entry		8.0	—	9.0	V	
TVHHR	$\overline{MCLR}$ rise time (VDD to VIHH) for Program/Verify mode entry		—	—	1.0	μs	
IPP	Current on $\overline{MCLR}$/VPP				600	μA	
	I/O pins						
VIH	(ICSPCLK, ICSPDAT) input high level		0.8 VDD	—	—	V	
VIL	(ICSPCLK, ICSPDAT) input low level		—	—	0.2 VDD	V	
VOH	ICSPDAT output high level		VDD-0.7 VDD-0.7 VDD-0.7	—	VDD	V	IOH = 3.5 mA, VDD = 5V IOH = 3 mA, VDD = 3.3V IOH = 2 mA, VDD = 1.8V
VOL	ICSPDAT output low level		VSS	—	VSS+0.6 VSS+0.6 VSS+0.6	V	IOH = 8 mA, VDD = 5V IOH = 6 mA, VDD = 3.3V IOH = 3 mA, VDD = 1.8V
Programming mode entry and exit							
TENTS	Programing mode entry setup time: ICSPCLK, ICSPDAT setup time before VDD or $\overline{MCLR}$↑		100	—	—	ns	
TENTH	Programing mode entry hold time: ICSPCLK, ICSPDAT hold time after VDD or $\overline{MCLR}$↑		250	—	—	μs	
Serial Program/Verify							
TCKL	Clock Low Pulse Width		100	—	—	ns	
TCKH	Clock High Pulse Width		100	—	—	ns	
TDS	Data in setup time before clock↓		100	—	—	ns	
TDH	Data in hold time after clock↓		100	—	—	ns	
TCO	Clock↑ to data out valid (during a Read Data command)		0	—	80	ns	
TLZD	Clock↓ to data low-impedance (during a Read Data command)		0	—	80	ns	
THZD	Clock↓ to data high-impedance (during a Read Data command)		0	—	80	ns	

TABLE 8-1: AC/DC CHARACTERISTICS TIMING REQUIREMENTS FOR PROGRAM/VERIFY MODE (CONTINUED)

AC/DC CHARACTERISTICS		Standard Operating Conditions (unless otherwise stated) Operating Temperature +10°C ≤ TA ≤ +40°C				
Sym.	**Characteristics**	**Min.**	**Type.**	**Max.**	**Units**	**Conditions/ Comments**
TDLY	Data input not driven to next clock input (delay required between command/data or command/ command)	1.0	—	—	μs	
TERAB	Bulk Erase cycle time	—	—	5	ms	
TERAR	Row Erase cycle time	—	—	2.5	ms	
TPINT	Internally timed programming operation time	— —	— —	2.5 5	ms ms	Program memory Configuration fuses
TPEXT	Externally timed programming pulse	1.0	—	2.1	ms	10°C ≤ TA ≤ +40°C Program memory
TDIS	Time delay from program to compare (HV discharge time)	100	—	—	μs	
TEXIT	Time delay when exiting Program/Verify mode	1	—	—	μs	

8.1 AC Timing Diagrams

FIGURE 8-1: PROGRAMMING MODE ENTRY – VDD FIRST

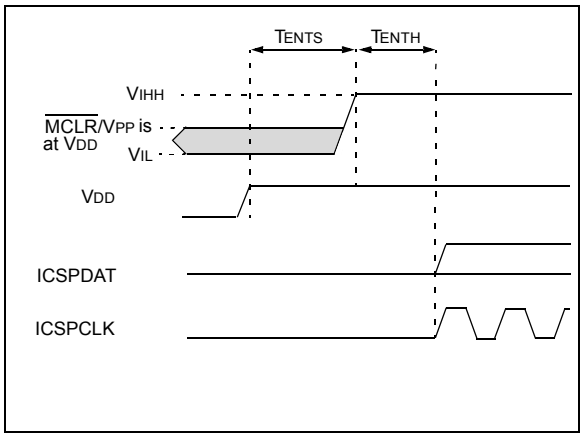


FIGURE 8-2: PROGRAMMING MODE ENTRY – MCLR/VPP FIRST

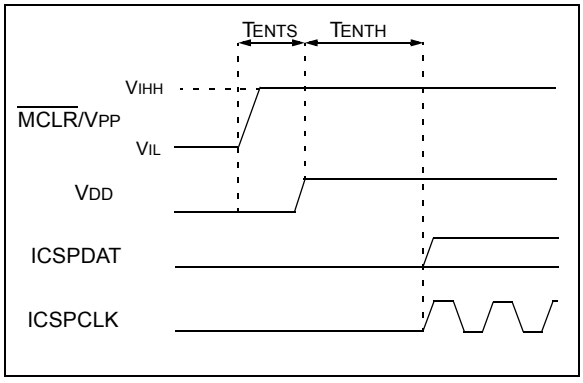


FIGURE 8-3: PROGRAMMING MODE EXIT – MCLR/VPP LAST

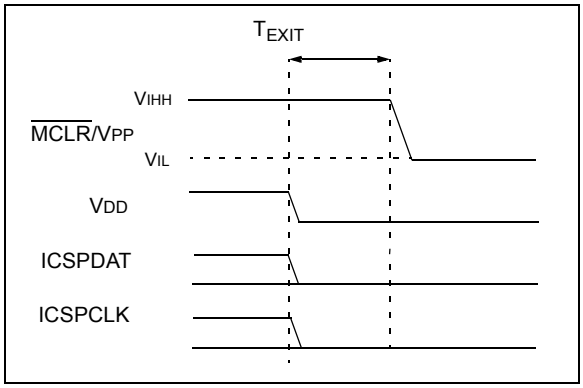


FIGURE 8-4: PROGRAMMING MODE EXIT – VDD LAST

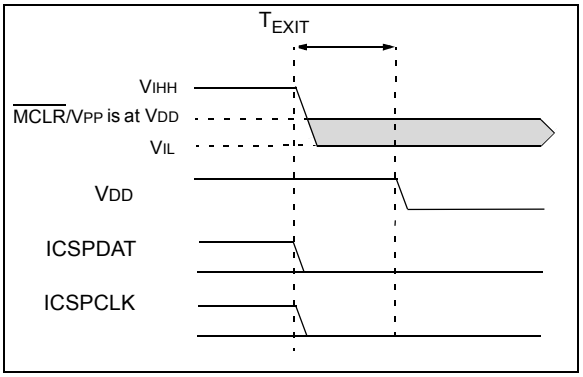


FIGURE 8-5: CLOCK AND DATA TIMING

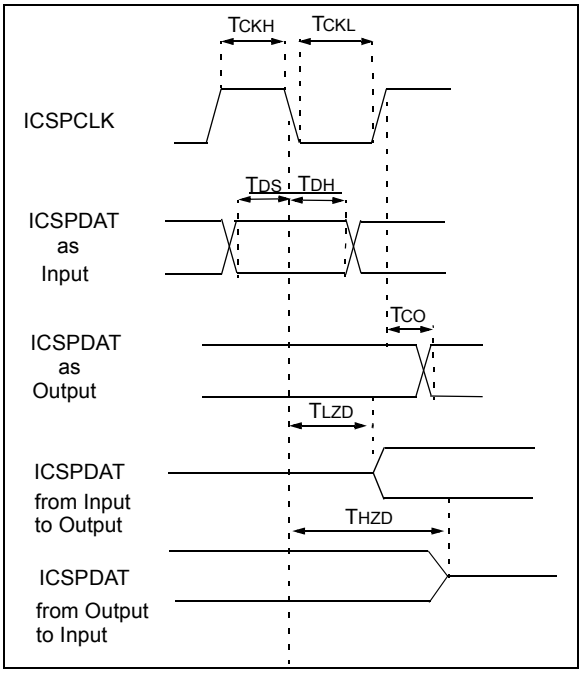


FIGURE 8-6: COMMAND-PAYLOAD TIMING

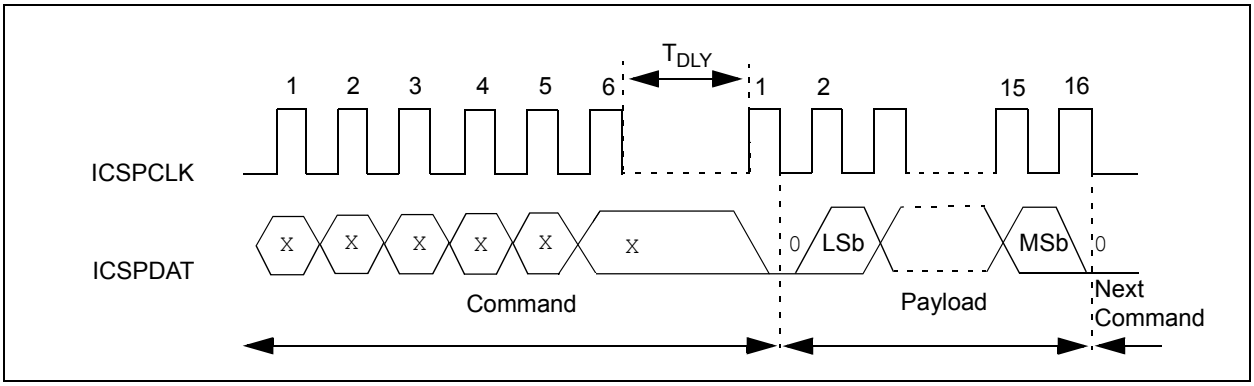


FIGURE 8-7: LVP ENTRY (POWERING UP)

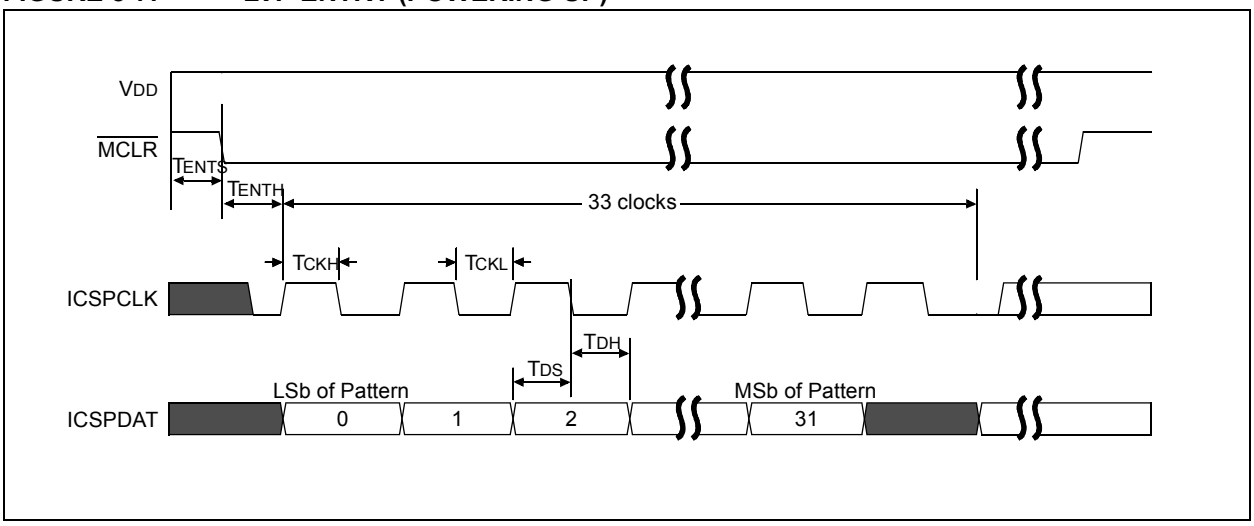
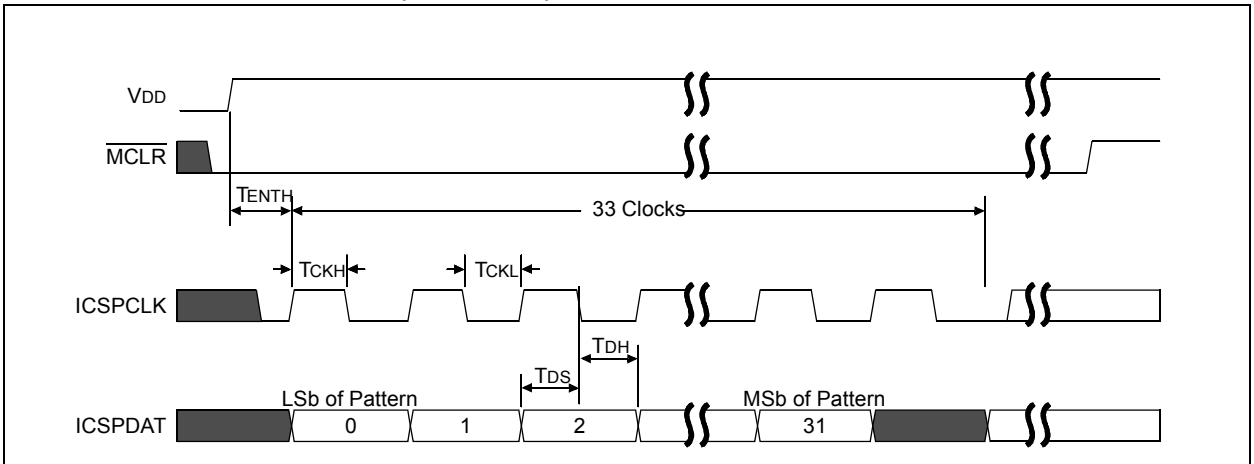


FIGURE 8-8: LVP ENTRY (POWERED)



Note 1: Sequence matching can start with no edge on $\overline{\text{MCLR}}$ first.

APPENDIX A: REVISION HISTORY

Revision A (03/2011)

Initial release of this document.

Revision B (05/2011)

Added sections 1.1.1, 1.1.2 and 1.1.2.1; Updated Figures 2-1 and 2-2; Updated Table 3-1; Updated Registers 3-1 and 3-2; Other minor corrections.

Revision C (10/2011)

Updated Examples 7-1 to 7-8; Updated Electrical Specifications; Other minor corrections.

Revision D (03/2012)

Added new section 4.2, Low-Voltage Programming (LVP) mode; Added Note to section 4.3.1; Added Figures 8-7 and 8-8.

Note the following details of the code protection feature on Microchip devices:

- Microchip products meet the specification contained in their particular Microchip Data Sheet.
- Microchip believes that its family of products is one of the most secure families of its kind on the market today, when used in the intended manner and under normal conditions.
- There are dishonest and possibly illegal methods used to breach the code protection feature. All of these methods, to our knowledge, require using the Microchip products in a manner outside the operating specifications contained in Microchip's Data Sheets. Most likely, the person doing so is engaged in theft of intellectual property.
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India - Pune
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Japan - Yokohama
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