

# 16F877A INTCON Register and Interrupt related SFRs

## Interrupt Registers

With 15 interrupt sources PIC16 F87XA family uses interrupt control register INTCON, and four special function registers SFRs (PIE1, PIE2, PIR1, PIR2)

### INTCON register

- is a readable and writable register
- has individual and global interrupt enable bits.
- records individual interrupt requests in flag bits.
- contains enable and flag bits for the TMR0 register overflow, RB port change, external RBO/INT pin interrupts ; and Global and Peripheral Interrupt Enable bits.

### Interrupt related SFRs (PIE1, PIE2, PIR1, PIR2)

The peripheral interrupt flags are contained in the Special Function Registers, PIR1 and PIR2. The corresponding interrupt enable bits are contained in Special Function Registers, PIE1 and PIE2, and the peripheral interrupt enable bit is contained in Special Function Register, INTCON.

| INTCON REGISTER (ADDRESS 0Bh, 8Bh, 10Bh, 18Bh) |  |                  |       |                                    |        |                    |       | INTCON register  |  |
|--|--|------------------|-------|------------------------------------|--------|--------------------|-------|--|--|
| R/W-0  | R/W-0  | R/W-0            | R/W-0 | R/W-0                              | R/W-0  | R/W-0              | R/W-x |  |  |
| GIE  | PEIE   | TMR0IE           | INTE  | RBIE                               | TMR0IF | INTF               | RBIF  |  |  |
| bit 7  |  |                  |       |                                    |        |                    |       | bit 0  |  |
| bit 7  | <b>GIE:</b> Global Interrupt Enable bit<br>1 = Enables all unmasked interrupts<br>0 = Disables all interrupts  |                  |       |                                    |        |                    |       | <b>Interrupt flag bits are set when an interrupt condition occurs regardless of the state of its corresponding enable bit or the global enable bit</b> |  |
| bit 6  | <b>PEIE:</b> Peripheral Interrupt Enable bit<br>1 = Enables all unmasked peripheral interrupts<br>0 = Disables all peripheral interrupts   |                  |       |                                    |        |                    |       |  |  |
| bit 5  | <b>TMR0IE:</b> TMR0 Overflow Interrupt Enable bit<br>1 = Enables the TMR0 interrupt<br>0 = Disables the TMR0 interrupt   |                  |       |                                    |        |                    |       |  |  |
| bit 4  | <b>INTE:</b> RBO/INT External Interrupt Enable bit<br>1 = Enables the RBO/INT external interrupt<br>0 = Disables the RBO/INT external interrupt  |                  |       |                                    |        |                    |       |  |  |
| bit 3  | <b>RBIE:</b> RB Port Change Interrupt Enable bit<br>1 = Enables the RB port change interrupt<br>0 = Disables the RB port change interrupt  |                  |       |                                    |        |                    |       |  |  |
| bit 2  | <b>TMR0IF:</b> TMR0 Overflow Interrupt Flag bit<br>1 = TMR0 register has overflowed (must be cleared in software)<br>0 = TMR0 register did not overflow  |                  |       |                                    |        |                    |       |  |  |
| bit 1  | <b>INTF:</b> RBO/INT External Interrupt Flag bit<br>1 = The RBO/INT external interrupt occurred (must be cleared in software)<br>0 = The RBO/INT external interrupt did not occur  |                  |       |                                    |        |                    |       |  |  |
| bit 0  | <b>RBIF:</b> RB Port Change Interrupt Flag bit<br>1 = At least one of the RB7:RB4 pins changed state; a mismatch condition will continue to set the bit. Reading PORTB will end the mismatch condition and allow the bit to be cleared (must be cleared in software).<br>0 = None of the RB7:RB4 pins have changed state |                  |       |                                    |        |                    |       |  |  |
| <b>Legend:</b>                                 |  |                  |       |                                    |        |                    |       |  |  |
| R = Readable bit                               |  | W = Writable bit |       | U = Unimplemented bit, read as '0' |        |                    |       |  |  |
| -n = Value at POR                              |  | '1' = Bit is set |       | '0' = Bit is cleared               |        | x = Bit is unknown |       |  |  |