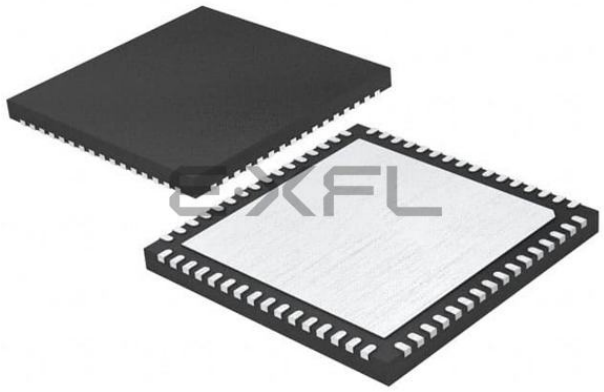
Microchip Technology - PIC32MX430F064HT-V/MR Datasheet



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"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	MIPS32® M4K™
Core Size	32-Bit Single-Core
Speed	80MHz
Connectivity	I²C, IrDA, LINbus, PMP, SPI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	49
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	16K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 3.6V
Data Converters	A/D 28x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	64-VFQFN Exposed Pad
Supplier Device Package	64-VQFN (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mx430f064ht-v-mr

TABLE 1-1: PINOUT I/O DESCRIPTIONS (CONTINUED)

Pin Name	Pin Number			Pin Type	Buffer Type	Description
	64-pin QFN/ TQFP	100-pin TQFP	124-pin VTLA			
CTED4	22	33	B19	I	ST	CTMU External Edge Input 4
CTED5	29	43	B24	I	ST	CTMU External Edge Input 5
CTED6	30	44	A29	I	ST	CTMU External Edge Input 6
CTED7	—	9	B5	I	ST	CTMU External Edge Input 7
CTED8	—	92	A62	I	ST	CTMU External Edge Input 8
CTED9	—	60	A40	I	ST	CTMU External Edge Input 9
CTED10	21	32	A23	I	ST	CTMU External Edge Input 10
CTED11	23	34	A24	I	ST	CTMU External Edge Input 11
CTED12	15	24	A15	I	ST	CTMU External Edge Input 12
CTED13	14	23	B13	I	ST	CTMU External Edge Input 13
$\overline{MCLR}$	7	13	B7	I/P	ST	Master Clear (Reset) input. This pin is an active-low Reset to the device.
AVDD	19	30	A22	P	P	Positive supply for analog modules. This pin must be connected at all times.
AVSS	20	31	B18	P	P	Ground reference for analog modules
VDD	10, 26, 38, 57	2, 16, 37, 46, 62, 86	B1, A10, A14, B21, A30, A41, A48, A59, B53	P	—	Positive supply for peripheral logic and I/O pins
VCAP	56	85	B48	P	—	Capacitor for Internal Voltage Regulator
VSS	9, 25, 41	15, 36, 45, 65, 75	A3, B8, B12, A25, B25, A43, B41, A63	P	—	Ground reference for logic and I/O pins
VREF+	16	29	B17	I	Analog	Analog Voltage Reference (High) Input
VREF-	15	28	A21	I	Analog	Analog Voltage Reference (Low) Input

Legend: CMOS = CMOS compatible input or output Analog = Analog input P = Power
ST = Schmitt Trigger input with CMOS levels O = Output I = Input
TTL = TTL input buffer

Note 1: This pin is only available on devices without a USB module.
2: This pin is only available on devices with a USB module.
3: This pin is not available on 64-pin devices.

5.1 Control Registers

TABLE 5-1: FLASH CONTROLLER REGISTER MAP

Virtual Address (BF80_#)	Register Name	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
F400	NVMCON(1)	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	WR	WREN	WRERR	LVDERR	LVDSTAT	—	—	—	—	—	—	—	NVMOP<3:0>				0000
F410	NVMKEY	31:16	NVMKEY<31:0>																0000
		15:0																	0000
F420	NVMADDR(1)	31:16	NVMADDR<31:0>																0000
		15:0																	0000
F430	NVMDATA	31:16	NVMDATA<31:0>																0000
		15:0																	0000
F440	NVMSRC ADDR	31:16	NVMSRCADDR<31:0>																0000
		15:0																	0000

Legend: x = unknown value on Reset; — = unimplemented, read as '0'. Reset values are shown in hexadecimal.

Note 1: This register has corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See **Section 12.2 "CLR, SET, and INV Registers"** for more information.

REGISTER 8-1: OSCCON: OSCILLATOR CONTROL REGISTER (CONTINUED)

bit 2 **UFRCEN:** USB FRC Clock Enable bit(1)
- 1 = Enable FRC as the clock source for the USB clock source
- 0 = Use the Primary Oscillator or USB PLL as the USB clock source

bit 1 **SOSCEN:** Secondary Oscillator (SOSC) Enable bit
- 1 = Enable Secondary Oscillator
- 0 = Disable Secondary Oscillator

bit 0 **OSWEN:** Oscillator Switch Enable bit
- 1 = Initiate an oscillator switch to selection specified by NOSC<2:0> bits
- 0 = Oscillator switch is complete

Note 1: This bit is available on PIC32MX4XX devices only.

Note:	Writes to this register require an unlock sequence. Refer to **Section 6. "Oscillator"** (DS60001112) in the *"PIC32 Family Reference Manual"* for details.

REGISTER 9-1: CHECON: CACHE CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	R/W-0
	—	—	—	—	—	—	—	CHECOH
15:8	U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
	—	—	—	—	—	—	DCSZ<1:0>	
7:0	U-0	U-0	R/W-0	R/W-0	U-0	R/W-1	R/W-1	R/W-1
	—	—	PREFEN<1:0>		—	PFMWS<2:0>		

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

bit 31-17 **Unimplemented:** Write '0'; ignore read

bit 16 **CHECOH:** Cache Coherency Setting on a PFM Program Cycle bit
- 1 = Invalidate all data and instruction lines
- 0 = Invalidate all data lnes and instruction lines that are not locked

bit 15-10 **Unimplemented:** Write '0'; ignore read

bit 9-8 **DCSZ<1:0>:** Data Cache Size in Lines bits
- 11 = Enable data caching with a size of 4 Lines
- 10 = Enable data caching with a size of 2 Lines
- 01 = Enable data caching with a size of 1 Line
- 00 = Disable data caching

Changing these bits induce all lines to be reinitialized to the "invalid" state.

bit 7-6 **Unimplemented:** Write '0'; ignore read

bit 5-4 **PREFEN<1:0>:** Predictive Prefetch Enable bits
- 11 = Enable predictive prefetch for both cacheable and non-cacheable regions
- 10 = Enable predictive prefetch for non-cacheable regions only
- 01 = Enable predictive prefetch for cacheable regions only
- 00 = Disable predictive prefetch

bit 3 **Unimplemented:** Write '0'; ignore read

bit 2-0 **PFMWS<2:0>:** PFM Access Time Defined in Terms of SYSLK Wait States bits
- 111 = Seven Wait states
- 110 = Six Wait states
- 101 = Five Wait states
- 100 = Four Wait states
- 011 = Three Wait states
- 010 = Two Wait states
- 001 = One Wait state
- 000 = Zero Wait state

REGISTER 9-2: CHEACC: CACHE ACCESS REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/W-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	CHEWEN	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	U-0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
	—	—	—	—	CHEIDX<3:0>			

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

bit 31 **CHEWEN:** Cache Access Enable bits for registers CHETAG, CHEMSK, CHEW0, CHEW1, CHEW2, and CHEW3

1 = The cache line selected by CHEIDX<3:0> is writeable

0 = The cache line selected by CHEIDX<3:0> is not writeable

bit 30-4 **Unimplemented:** Write '0'; ignore read

bit 3-0 **CHEIDX<3:0>:** Cache Line Index bits

The value selects the cache line for reading or writing.

REGISTER 9-8: CHEW3: CACHE WORD 3

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
	CHEW3<31:24>							
23:16	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
	CHEW3<23:16>							
15:8	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
	CHEW3<15:8>							
7:0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
	CHEW3<7:0>							

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

bit 31-0 **CHEW3<31:0>:** Word 3 of the cache line selected by the CHEIDX<3:0> bits (CHEACC<3:0>)
Readable only if the device is not code-protected.

Note: This register is a window into the cache data array and is readable only if the device is not code-protected.

REGISTER 9-9: CHELRU: CACHE LRU REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	R-0
	—	—	—	—	—	—	—	CHELRU<24>
23:16	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	CHELRU<23:16>							
15:8	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	CHELRU<15:8>							
7:0	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	CHELRU<7:0>							

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

bit 31-25 **Unimplemented:** Write '0'; ignore read

bit 24-0 **CHELRU<24:0>:** Cache Least Recently Used State Encoding bits
Indicates the pseudo-LRU state of the cache.

REGISTER 11-5: U1PWRC: USB POWER CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	R-0	U-0	U-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0
	UACTPND	—	—	USLPGRD	USBBUSY(1)	—	USUSPEND	USBPWR

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

bit 31-8 **Unimplemented:** Read as '0'

bit 7 **UACTPND:** USB Activity Pending bit
- 1 = USB bus activity has been detected; but an interrupt is pending, it has not been generated yet
- 0 = An interrupt is not pending

bit 6-5 **Unimplemented:** Read as '0'

bit 4 **USLPGRD:** USB Sleep Entry Guard bit
- 1 = Sleep entry is blocked if USB bus activity is detected or if a notification is pending
- 0 = USB module does not block Sleep entry

bit 3 **USBBUSY:** USB Module Busy bit(1)
- 1 = USB module is active or disabled, but not ready to be enabled
- 0 = USB module is not active and is ready to be enabled

Note: When USBPWR = 0 and USBBUSY = 1, status from all other registers is invalid and writes to all USB module registers produce undefined results.

bit 2 **Unimplemented:** Read as '0'

bit 1 **USUSPEND:** USB Suspend Mode bit
- 1 = USB module is placed in Suspend mode
  (The 48 MHz USB clock will be gated off. The transceiver is placed in a low-power state.)
- 0 = USB module operates normally

bit 0 **USBPWR:** USB Operation Enable bit
- 1 = USB module is turned on
- 0 = USB module is disabled
  (Outputs held inactive, device pins not used by USB, analog features are shut down to reduce power consumption.)

REGISTER 11-14: U1FRMH: USB FRAME NUMBER HIGH REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	U-0	U-0	U-0	U-0	U-0	R-0	R-0	R-0
	—	—	—	—	—	FRMH<2:0>		

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

bit 31-3 **Unimplemented:** Read as '0'

bit 2-0 **FRMH<2:0>:** The Upper 3 bits of the Frame Numbers bits
The register bits are updated with the current frame number whenever a SOF TOKEN is received.

REGISTER 11-15: U1TOK: USB TOKEN REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	PID<3:0>(1)				EP<3:0>			

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

bit 31-8 **Unimplemented:** Read as '0'

bit 7-4 **PID<3:0>:** Token Type Indicator bits(1)
0001 = OUT (TX) token type transaction
1001 = IN (RX) token type transaction
1101 = SETUP (TX) token type transaction
Note: All other values are reserved and must not be used.

bit 3-0 **EP<3:0>:** Token Command Endpoint Address bits
The four bit value must specify a valid endpoint.

Note 1: All other values are reserved and must not be used.

REGISTER 11-18: U1BDTP2: USB BDT PAGE 2 REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	BDTPTRH<23:16>							

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

bit 31-8 **Unimplemented:** Read as '0'

bit 7-0 **BDTPTRH<23:16>:** BDT Base Address bits

This 8-bit value provides address bits 23 through 16 of the BDT base address, which defines the starting location of the BDT in system memory.

The 32-bit BDT base address is 512-byte aligned.

REGISTER 11-19: U1BDTP3: USB BDT PAGE 3 REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	BDTPTRU<31:24>							

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

bit 31-8 **Unimplemented:** Read as '0'

bit 7-0 **BDTPTRU<31:24>:** BDT Base Address bits

This 8-bit value provides address bits 31 through 24 of the BDT base address, defines the starting location of the BDT in system memory.

The 32-bit BDT base address is 512-byte aligned.

TABLE 12-18: PERIPHERAL PIN SELECT OUTPUT REGISTER MAP (CONTINUED)

Virtual Address (BF80_#)	Register Name	Bit Range	Bits															All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
FB90	RPC4R(1)	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPC4<3:0>				0000
FBB4	RPC13R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPC13<3:0>				0000
FBB8	RPC14R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPC14<3:0>				0000
FBC0	RPD0R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD0<3:0>				0000
FBC4	RPD1R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD1<3:0>				0000
FBC8	RPD2R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD2<3:0>				0000
FBCC	RPD3R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD3<3:0>				0000
FBD0	RPD4R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD4<3:0>				0000
FBD4	RPD5R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD5<3:0>				0000
FBE0	RPD8R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD8<3:0>				0000
FBE4	RPD9R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD9<3:0>				0000
FBE8	RPD10R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD10<3:0>				0000
FBEC	RPD11R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD11<3:0>				0000
FBF0	RPD12R(1)	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD12<3:0>				0000
FBF8	RPD14R(1)	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD14<3:0>				0000
FBFC	RPD15R(1)	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPD15<3:0>				0000
FC0C	RPE3R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPE3<3:0>				0000

Legend: x = unknown value on Reset; — = unimplemented, read as '0'. Reset values are shown in hexadecimal.

Note 1: This register is not available on 64-pin devices.

2: This register is only available on devices without a USB module.

3: This register is not available on 64-pin devices with a USB module.

TABLE 12-18: PERIPHERAL PIN SELECT OUTPUT REGISTER MAP (CONTINUED)

Virtual Address (BF80_#)	Register Name	Bit Range	Bits															All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
FCA0	RPG8R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPG8<3:0>				0000
FCA4	RPG9R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RPG9<3:0>				0000

Legend: x = unknown value on Reset; — = unimplemented, read as '0'. Reset values are shown in hexadecimal.

Note 1: This register is not available on 64-pin devices.

2: This register is only available on devices without a USB module.

3: This register is not available on 64-pin devices with a USB module.

NOTES:

REGISTER 21-2: PMMODE: PARALLEL PORT MODE REGISTER (CONTINUED)

bit 5-2 **WAITM<3:0>:** Data Read/Write Strobe Wait States bits(1)

1111 = Wait of 16 TPB
•
•
•
0001 = Wait of 2 TPB
0000 = Wait of 1 TPB (default)

bit 1-0 **WAITE<1:0>:** Data Hold After Read/Write Strobe Wait States bits(1)

11 = Wait of 4 TPB
10 = Wait of 3 TPB
01 = Wait of 2 TPB
00 = Wait of 1 TPB (default)

For Read operations:
11 = Wait of 3 TPB
10 = Wait of 2 TPB
01 = Wait of 1 TPB
00 = Wait of 0 TPB (default)

Note 1: Whenever WAITM<3:0> = 0000, WAITB and WAITE bits are ignored and forced to 1 TPB cycle for a write operation; WAITB = 1 TPB cycle, WAITE = 0 TPB cycles for a read operation.

2: Address bits, A15 and A14, are not subject to automatic increment/decrement if configured as Chip Select CS2 and CS1.

3: These pins are active when MODE16 = 1 (16-bit mode).

22.1 Control Registers

TABLE 22-1: RTCC REGISTER MAP

Virtual Address (BF80_#)	Register Name(1)	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
0200	RTCCON	31:16	—	—	—	—	—	—	CAL<9:0>										0000
		15:0	ON	—	SIDL	—	—	—	—	—	RTSECSEL	RTCCLKON	—	—	RTCWREN	RTCSYNC	HALFSEC	RTCOE	0000
0210	RTCALRM	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ALRMEN	CHIME	PIV	ALRMSYNC	AMASK<3:0>				ARPT<7:0>								0000
0220	RTCTIME	31:16	HR10<3:0>				HR01<3:0>				MIN10<3:0>				MIN01<3:0>				xxxx
		15:0	SEC10<3:0>				SEC01<3:0>				—	—	—	—	—	—	—	—	xx00
0230	RTCDATE	31:16	YEAR10<3:0>				YEAR01<3:0>				MONTH10<3:0>				MONTH01<3:0>				xxxx
		15:0	DAY10<3:0>				DAY01<3:0>				—	—	—	—	WDAY01<3:0>				xx00
0240	ALRMTIME	31:16	HR10<3:0>				HR01<3:0>				MIN10<3:0>				MIN01<3:0>				xxxx
		15:0	SEC10<3:0>				SEC01<3:0>				—	—	—	—	—	—	—	—	xx00
0250	ALRMDATE	31:16	—	—	—	—	—	—	—	—	MONTH10<3:0>				MONTH01<3:0>				00xx
		15:0	DAY10<3:0>				DAY01<3:0>				—	—	—	—	WDAY01<3:0>				xx0x

Legend: x = unknown value on Reset; — = unimplemented, read as '0'. Reset values are shown in hexadecimal.

Note 1: All registers in this table have corresponding CLR, SET and INV registers at its virtual address, plus an offset of 0x4, 0x8 and 0xC, respectively. See **Section 12.2 "CLR, SET, and INV Registers"** for more information.

REGISTER 23-2: AD1CON2: ADC CONTROL REGISTER 2

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	U-0	U-0
	VCFG<2:0>			OFFCAL	—	CSCNA	—	—
7:0	R-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	BUFS	—	SMPI<3:0>				BUFM	ALTS

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

bit 31-16 **Unimplemented:** Read as '0'

bit 15-13 **VCFG<2:0>:** Voltage Reference Configuration bits

	VREFH	VREFL
000	AVDD	AVss
001	External VREF+ pin	AVSS
010	AVDD	External VREF- pin
011	External VREF+ pin	External VREF- pin
1xx	AVDD	AVSS

bit 12 **OFFCAL:** Input Offset Calibration Mode Select bit
1 = Enable Offset Calibration mode
Positive and negative inputs of the sample and hold amplifier are connected to VREFL
0 = Disable Offset Calibration mode
The inputs to the sample and hold amplifier are controlled by AD1CHS or AD1CSSL

bit 11 **Unimplemented:** Read as '0'

bit 10 **CSCNA:** Input Scan Select bit
1 = Scan inputs
0 = Do not scan inputs

bit 9-8 **Unimplemented:** Read as '0'

bit 7 **BUFS:** Buffer Fill Status bit
Only valid when BUFM = 1.
1 = ADC is currently filling buffer 0x8-0xF, user should access data in 0x0-0x7
0 = ADC is currently filling buffer 0x0-0x7, user should access data in 0x8-0xF

bit 6 **Unimplemented:** Read as '0'

bit 5-2 **SMPI<3:0>:** Sample/Convert Sequences Per Interrupt Selection bits
1111 = Interrupts at the completion of conversion for each 16th sample/convert sequence
1110 = Interrupts at the completion of conversion for each 15th sample/convert sequence
•
•
•
0001 = Interrupts at the completion of conversion for each 2nd sample/convert sequence
0000 = Interrupts at the completion of conversion for each sample/convert sequence

bit 1 **BUFM:** ADC Result Buffer Mode Select bit
1 = Buffer configured as two 8-word buffers, ADC1BUF7-ADC1BUF0, ADC1BUFF-ADCBUF8
0 = Buffer configured as one 16-word buffer ADC1BUFF-ADC1BUF0

bit 0 **ALTS:** Alternate Input Sample Mode Select bit
1 = Uses Sample A input multiplexer settings for first sample, then alternates between Sample B and Sample A input multiplexer settings for all subsequent samples
0 = Always use Sample A input multiplexer settings

REGISTER 28-4: DEVCFG3: DEVICE CONFIGURATION WORD 3

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/P	R/P	R/P	R/P	U-0	U-0	U-0	U-0
	FVBUSONIO	FUSBIDIO	IOL1WAY	PMDL1WAY	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	R/P	R/P	R/P
	—	—	—	—	—	FSRSSEL<2:0>		
15:8	R/P	R/P	R/P	R/P	R/P	R/P	R/P	R/P
	USERID<15:8>							
7:0	R/P	R/P	R/P	R/P	R/P	R/P	R/P	R/P
	USERID<7:0>							

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

bit 31 **FVBUSONIO:** USB VBUS_ON Selection bit
- 1 = VBUSON pin is controlled by the USB module
- 0 = VBUSON pin is controlled by the port function

bit 30 **FUSBIDIO:** USB USBID Selection bit
- 1 = USBID pin is controlled by the USB module
- 0 = USBID pin is controlled by the port function

bit 29 **IOL1WAY:** Peripheral Pin Select Configuration bit
- 1 = Allow only one reconfiguration
- 0 = Allow multiple reconfigurations

bit 28 **PMDL1WAY:** Peripheral Module Disable Configuration bit
- 1 = Allow only one reconfiguration
- 0 = Allow multiple reconfigurations

bit 27-19 **Unimplemented:** Read as '0'

bit 18-16 **FSRSSEL<2:0>:** Shadow Register Set Priority Select bit

These bits assign an interrupt priority to a shadow register.
- 111 = Shadow register set used with interrupt priority 7
- 110 = Shadow register set used with interrupt priority 6
- 101 = Shadow register set used with interrupt priority 5
- 100 = Shadow register set used with interrupt priority 4
- 011 = Shadow register set used with interrupt priority 3
- 010 = Shadow register set used with interrupt priority 2
- 001 = Shadow register set used with interrupt priority 1
- 000 = Shadow register set used with interrupt priority 0

bit 15-0 **USERID<15:0>:** This is a 16-bit value that is user-defined and is readable via ICSP™ and JTAG

30.6 MPLAB X SIM Software Simulator

The MPLAB X SIM Software Simulator allows code development in a PC-hosted environment by simulating the PIC MCUs and dsPIC DSCs on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a comprehensive stimulus controller. Registers can be logged to files for further run-time analysis. The trace buffer and logic analyzer display extend the power of the simulator to record and track program execution, actions on I/O, most peripherals and internal registers.

The MPLAB X SIM Software Simulator fully supports symbolic debugging using the MPLAB XC Compilers, and the MPASM and MPLAB Assemblers. The software simulator offers the flexibility to develop and debug code outside of the hardware laboratory environment, making it an excellent, economical software development tool.

30.7 MPLAB REAL ICE In-Circuit Emulator System

The MPLAB REAL ICE In-Circuit Emulator System is Microchip's next generation high-speed emulator for Microchip Flash DSC and MCU devices. It debugs and programs all 8, 16 and 32-bit MCU, and DSC devices with the easy-to-use, powerful graphical user interface of the MPLAB X IDE.

The emulator is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with either a connector compatible with in-circuit debugger systems (RJ-11) or with the new high-speed, noise tolerant, Low-Voltage Differential Signal (LVDS) interconnection (CAT5).

The emulator is field upgradable through future firmware downloads in MPLAB X IDE. MPLAB REAL ICE offers significant advantages over competitive emulators including full-speed emulation, run-time variable watches, trace analysis, complex breakpoints, logic probes, a ruggedized probe interface and long (up to three meters) interconnection cables.

30.8 MPLAB ICD 3 In-Circuit Debugger System

The MPLAB ICD 3 In-Circuit Debugger System is Microchip's most cost-effective, high-speed hardware debugger/programmer for Microchip Flash DSC and MCU devices. It debugs and programs PIC Flash microcontrollers and dsPIC DSCs with the powerful, yet easy-to-use graphical user interface of the MPLAB IDE.

The MPLAB ICD 3 In-Circuit Debugger probe is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with a connector compatible with the MPLAB ICD 2 or MPLAB REAL ICE systems (RJ-11). MPLAB ICD 3 supports all MPLAB ICD 2 headers.

30.9 PICkit 3 In-Circuit Debugger/ Programmer

The MPLAB PICkit 3 allows debugging and programming of PIC and dsPIC Flash microcontrollers at a most affordable price point using the powerful graphical user interface of the MPLAB IDE. The MPLAB PICkit 3 is connected to the design engineer's PC using a full-speed USB interface and can be connected to the target via a Microchip debug (RJ-11) connector (compatible with MPLAB ICD 3 and MPLAB REAL ICE). The connector uses two device I/O pins and the Reset line to implement in-circuit debugging and In-Circuit Serial Programming™ (ICSP™).

30.10 MPLAB PM3 Device Programmer

The MPLAB PM3 Device Programmer is a universal, CE compliant device programmer with programmable voltage verification at V_{DDMIN} and V_{DDMAX} for maximum reliability. It features a large LCD display (128 x 64) for menus and error messages, and a modular, detachable socket assembly to support various package types. The ICSP cable assembly is included as a standard item. In Stand-Alone mode, the MPLAB PM3 Device Programmer can read, verify and program PIC devices without a PC connection. It can also set code protection in this mode. The MPLAB PM3 connects to the host PC via an RS-232 or USB cable. The MPLAB PM3 has high-speed communications and optimized algorithms for quick programming of large memory devices, and incorporates an MMC card for file storage and data applications.

Revision D (March 2015)

This revision includes the following updates, as listed in Table A-3.

TABLE A-3: MAJOR SECTION UPDATES

Section	Update Description
"32-bit Microcontrollers (up to 512 KB Flash and 128 KB SRAM) with Audio/Graphics/ Touch (HMI), USB, and Advanced Analog"	100 MHz and 120 MHz operation information was added. Pins 59 through 63 of the 64-pin QFN and TQFP pin diagrams were updated.
2.0 "Guidelines for Getting Started with 32-bit MCUs"	Added **2.8.1 "Crystal Oscillator Design Consideration"**.
12.0 "I/O Ports"	The Block Diagram of a Typical Multiplexed Port Structure was updated (see Figure 12-1).
21.0 "Parallel Master Port (PMP)"	The PMADDR: Parallel Port Address Register was updated (see Register 21-3).
31.0 "Electrical Characteristics"	Specifications for 120 MHz operation were added to the following tables: • Table 31-1: "Operating MIPS vs. Voltage" • Table 31-5: "DC Characteristics: Operating Current (I_{DD})" • Table 31-6: "DC Characteristics: Idle Current (I_{IDLE})" • Table 31-7: "DC Characteristics: Idle Current (I_{PD})" • Table 31-13: "DC Characteristics: Program Flash Memory Wait State" • Table 31-18: "External Clock Timing Requirements" The unit of measure for I_{IDLE} Current parameters DC37a, DC37b, and DC37c were updated (see Table 31-6). Parameter D312 (T_{SET}) was removed from the Comparator Specifications (see Table 31-14). Comparator Voltage Reference Specifications were added (see Table 31-15). Parameter OS10 (F_{OSC}) in the External Clock Timing Requirements was updated (see Table 31-18). Parameter USB321 (V_{OL}) in the OTG Electrical Specifications was updated (see Table 31-41).
32.0 "Packaging Information"	The 64-lead QFN package marking information was updated. The 124-lead VTLA package land pattern information was added.
"Product Identification System"	The Speed category was removed. The Example was updated. The MR package was updated. The RG package was added.

NOTES: