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### What is "[Embedded - Microcontrollers](#)"?

"[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	Active
Core Processor	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I <sup>2</sup> C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	24
Program Memory Size	32KB (11K x 24)
Program Memory Type	FLASH
EEPROM Size	512 x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 13x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-VQFN Exposed Pad
Supplier Device Package	28-QFN (6x6)
Purchase URL	<a href="https://www.e-xfl.com/product-detail/microchip-technology/pic24f32ka302t-i-ml">https://www.e-xfl.com/product-detail/microchip-technology/pic24f32ka302t-i-ml</a>

# PIC24FV32KA304 FAMILY

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NOTES:

**TABLE 4-21: CRC REGISTER MAP**

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
CRCCON1	0640	CRCEN	—	CSIDL	VWORD4	VWORD3	VWORD2	VWORD1	VWORD0	CRCFUL	CRCMPT	CRCISEL	CRCGO	LENDIAN	—	—	—	0000
CRCCON2	0642	—	—	—	DWIDTH4	DWIDTH3	DWIDTH2	DWIDTH1	DWIDTH0	—	—	—	PLEN4	PLEN3	PLEN2	PLEN1	PLEN0	0000
CRCXORL	0644	X15	X14	X13	X12	X11	X10	X9	X8	X7	X6	X5	X4	X3	X2	X1	—	0000
CRCXORH	0646	X31	X30	X29	X28	X27	X26	X25	X24	X23	X22	X21	X20	X19	X18	X17	X16	0000
CRCDATL	0648	CRCDATL																xxxx
CRCDATL	064A	CRCDATL																xxxx
CRCWDATL	064C	CRCWDATL																xxxx
CRCWDATH	064E	CRCWDATH																xxxx

**Legend:** — = unimplemented, read as '0'. Reset values are shown in hexadecimal.

**TABLE 4-22: CLOCK CONTROL REGISTER MAP**

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
RCON	0740	TRAPR	IOPUWR	SBOREN	RETEN	—	DPSLP	CM	PMSLP	EXTR	SWR	SWDTEN	WDTO	SLEEP	IDLE	BOR	POR	(Note 1)
OSCCON	0742	—	COSC2	COSC1	COSC0	—	NOSC2	NOSC1	NOSC0	CLKLOCK	—	LOCK	—	CF	SOSCDRV	SOSCEN	OSWEN	(Note 2)
CLKDIV	0744	ROI	DOZE2	DOZE1	DOZE0	DOZEN	RCDIV2	RCDIV1	RCDIV0	—	—	—	—	—	—	—	—	3140
OSCTUN	0748	—	—	—	—	—	—	—	—	—	—	TUN5	TUN4	TUN3	TUN2	TUN1	TUN0	0000
REFOCON	074E	ROEN	—	ROSSLP	ROSEL	RODIV3	RODIV2	RODIV1	RODIV0	—	—	—	—	—	—	—	—	0000
HLVDCON	0756	HLVDEN	—	HLSIDL	—	—	—	—	—	VDIR	BGVST	IRVST	—	HLVDL3	HLVDL2	HLVDL1	HLVDL0	0000

**Legend:** — = unimplemented, read as '0'. Reset values are shown in hexadecimal.

**Note 1:** RCON register Reset values are dependent on the type of Reset.

**Note 2:** OSCCON register Reset values are dependent on the Configuration Fuses and by type of Reset.

**TABLE 4-23: DEEP SLEEP REGISTER MAP**

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
DSCON	0758	DSEN	—	—	—	—	—	—	RTCCWDIS	—	—	—	—	—	ULPWDIS	DSBOR	RELEASE	0000
DSWAKE	075A	—	—	—	—	—	—	—	DSINT0	DSFLT	—	—	DSWDT	DSRTCC	DSMCLR	—	DSPOR	0000
DSGPR0 <sup>(1)</sup>	075C	DSGPR0																0000
DSGPR1 <sup>(1)</sup>	075E	DSGPR1																0000

**Legend:** — = unimplemented, read as '0'. Reset values are shown in hexadecimal.

**Note 1:** The Deep Sleep registers, DSGPR0 and DSGPR1, are only reset on a VDD POR event.

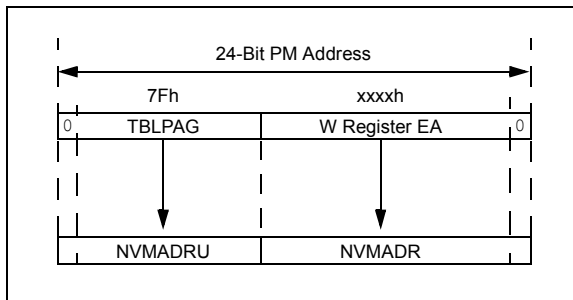
## 6.3 NVM Address Register

As with Flash program memory, the NVM Address registers, NVMADRU and NVMADR, form the 24-bit Effective Address (EA) of the selected row or word for data EEPROM operations. The NVMADRU register is used to hold the upper 8 bits of the EA, while the NVMADR register is used to hold the lower 16 bits of the EA. These registers are not mapped into the Special Function Register (SFR) space. Instead, they directly capture the EA<23:0> of the last table write instruction that has been executed and selects the data EEPROM row to erase. Figure 6-1 depicts the program memory EA that is formed for programming and erase operations.

Like program memory operations, the Least Significant bit (LSb) of NVMADR is restricted to even addresses. This is because any given address in the data EEPROM space consists of only the lower word of the program memory width; the upper word, including the uppermost “phantom byte”, are unavailable. This means that the LSb of a data EEPROM address will always be ‘0’.

Similarly, the Most Significant bit (MSb) of NVMADRU is always ‘0’, since all addresses lie in the user program space.

**FIGURE 6-1: DATA EEPROM ADDRESSING WITH TBLPAG AND NVM ADDRESS REGISTERS**



## 6.4 Data EEPROM Operations

The EEPROM block is accessed using table read and write operations similar to those used for program memory. The TBLWTH and TBLRDH instructions are not required for data EEPROM operations since the memory is only 16 bits wide (data on the lower address is valid only). The following programming operations can be performed on the data EEPROM:

- Erase one, four or eight words
- Bulk erase the entire data EEPROM
- Write one word
- Read one word

**Note 1:** Unexpected results will be obtained if the user attempts to read the EEPROM while a programming or erase operation is underway.

- 2:** The C30 C compiler includes library procedures to automatically perform the table read and table write operations, manage the Table Pointer and write buffers, and unlock and initiate memory write sequences. This eliminates the need to create assembler macros or time critical routines in C for each application.

The library procedures are used in the code examples detailed in the following sections. General descriptions of each process are provided for users who are not using the C30 compiler libraries.

# PIC24FV32KA304 FAMILY

**REGISTER 8-15: IEC4: INTERRUPT ENABLE CONTROL REGISTER 4**

U-0	U-0	R/W-0	U-0	U-0	U-0	U-0	R/W-0
—	—	CTMUIE	—	—	—	—	HLVDIE
bit 15							bit 8

U-0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	U-0
—	—	—	—	CRCIE	U2ERIE	U1ERIE	—
bit 7							bit 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 15-14 **Unimplemented:** Read as '0'
- bit 13 **CTMUIE:** CTMU Interrupt Enable bit
  - 1 = Interrupt request is enabled
  - 0 = Interrupt request is not enabled
- bit 12-9 **Unimplemented:** Read as '0'
- bit 8 **HLVDIE:** High/Low-Voltage Detect Interrupt Enable bit
  - 1 = Interrupt request is enabled
  - 0 = Interrupt request is not enabled
- bit 7-4 **Unimplemented:** Read as '0'
- bit 3 **CRCIE:** CRC Generator Interrupt Enable bit
  - 1 = Interrupt request is enabled
  - 0 = Interrupt request is not enabled
- bit 2 **U2ERIE:** UART2 Error Interrupt Enable bit
  - 1 = Interrupt request is enabled
  - 0 = Interrupt request is not enabled
- bit 1 **U1ERIE:** UART1 Error Interrupt Enable bit
  - 1 = Interrupt request is enabled
  - 0 = Interrupt request is not enabled
- bit 0 **Unimplemented:** Read as '0'

# PIC24FV32KA304 FAMILY

## REGISTER 8-20: IPC3: INTERRUPT PRIORITY CONTROL REGISTER 3

U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	NVMIP2	NVMIP1	NVMIP0	—	—	—	—
bit 15				bit 8			

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	AD1IP2	AD1IP1	AD1IP0	—	U1TXIP2	U1TXIP1	U1TXIP0
bit 7				bit 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 15 **Unimplemented:** Read as '0'

bit 14-12 **NVMIP<2:0>:** NVM Interrupt Priority bits  
 111 = Interrupt is Priority 7 (highest priority interrupt)

•  
•  
•

001 = Interrupt is Priority 1  
 000 = Interrupt source is disabled

bit 11-7 **Unimplemented:** Read as '0'

bit 6-4 **AD1IP<2:0>:** A/D Conversion Complete Interrupt Priority bits  
 111 = Interrupt is Priority 7 (highest priority interrupt)

•  
•  
•

001 = Interrupt is Priority 1  
 000 = Interrupt source is disabled

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

bit 2-0 **U1TXIP<2:0>:** UART1 Transmitter Interrupt Priority bits  
 111 = Interrupt is Priority 7 (highest priority interrupt)

•  
•  
•

001 = Interrupt is Priority 1  
 000 = Interrupt source is disabled

# PIC24FV32KA304 FAMILY

## 10.0 POWER-SAVING FEATURES

**Note:** This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information, refer to the “PIC24F Family Reference Manual”, “Section 39. Power-Saving Features with Deep Sleep” (DS39727).

The PIC24FV32KA304 family of devices provides the ability to manage power consumption by selectively managing clocking to the CPU and the peripherals. In general, a lower clock frequency and a reduction in the number of circuits being clocked constitutes lower consumed power. All PIC24F devices manage power consumption in four different ways:

- Clock Frequency
- Instruction-Based Sleep, Idle and Deep Sleep modes
- Software Controlled Doze mode
- Selective Peripheral Control in Software

Combinations of these methods can be used to selectively tailor an application’s power consumption, while still maintaining critical application features, such as timing-sensitive communications.

### 10.1 Clock Frequency and Clock Switching

PIC24F devices allow for a wide range of clock frequencies to be selected under application control. If the system clock configuration is not locked, users can choose low-power or high-precision oscillators by simply changing the NOSC<sub>x</sub> bits. The process of changing a system clock during operation, as well as limitations to the process, are discussed in more detail in **Section 9.0 “Oscillator Configuration”**.

### 10.2 Instruction-Based Power-Saving Modes

PIC24F devices have two special power-saving modes that are entered through the execution of a special **PWRS<sub>AV</sub>** instruction. Sleep mode stops clock operation and halts all code execution; Idle mode halts the CPU and code execution, but allows peripheral modules to continue operation. Deep Sleep mode stops clock operation, code execution and all peripherals, except RTCC and DSWDT. It also freezes I/O states and removes power to SRAM and Flash memory.

The assembly syntax of the **PWRS<sub>AV</sub>** instruction is shown in Example 10-1.

**Note:** **SLEEP<sub>MODE</sub>** and **IDLE<sub>MODE</sub>** are constants defined in the assembler include file for the selected device.

Sleep and Idle modes can be exited as a result of an enabled interrupt, WDT time-out or a device Reset. When the device exits these modes, it is said to “wake-up”.

#### 10.2.1 SLEEP MODE

Sleep mode includes these features:

- The system clock source is shut down. If an on-chip oscillator is used, it is turned off.
- The device current consumption will be reduced to a minimum provided that no I/O pin is sourcing current.
- The I/O pin directions and states are frozen.
- The Fail-Safe Clock Monitor does not operate during Sleep mode since the system clock source is disabled.
- The LPRC clock will continue to run in Sleep mode if the WDT or RTCC with LPRC as the clock source is enabled.
- The WDT, if enabled, is automatically cleared prior to entering Sleep mode.
- Some device features or peripherals may continue to operate in Sleep mode. This includes items, such as the Input Change Notification on the I/O ports, or peripherals that use an external clock input. Any peripheral that requires the system clock source for its operation will be disabled in Sleep mode.

The device will wake-up from Sleep mode on any of these events:

- On any interrupt source that is individually enabled
- On any form of device Reset
- On a WDT time-out

On wake-up from Sleep, the processor will restart with the same clock source that was active when Sleep mode was entered.

#### EXAMPLE 10-1: **PWRS<sub>AV</sub>** INSTRUCTION SYNTAX

```
PWRSAV    #SLEEPMODE    ; Put the device into SLEEP mode
PWRSAV    #IDLEMODE     ; Put the device into IDLE mode
BSET      DCON, #DSEN     ; Enable Deep Sleep
PWRSAV    #SLEEPMODE    ; Put the device into Deep SLEEP mode
```

## 13.0 TIMER2/3 AND TIMER4/5

**Note:** This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information on Timers, refer to the *"PIC24F Family Reference Manual"*, Section 14. "Timers" (DS39704).

The Timer2/3 and Timer4/5 modules are 32-bit timers, which can also be configured as four independent, 16-bit timers with selectable operating modes.

As a 32-bit timer, Timer2/3 or Timer4/5 operate in three modes:

- Two Independent 16-Bit Timers (Timer2 and Timer3) with all 16-Bit Operating modes (except Asynchronous Counter mode)
- Single 32-Bit Timer
- Single 32-Bit Synchronous Counter

They also support these features:

- Timer Gate Operation
- Selectable Prescaler Settings
- Timer Operation during Idle mode
- Interrupt on a 32-Bit Period Register Match
- A/D Event Trigger

Individually, all four of the 16-bit timers can function as synchronous timers or counters. They also offer the features listed above, except for the A/D event trigger (this is implemented only with Timer3). The operating modes and enabled features are determined by setting the appropriate bit(s) in the T2CON, T3CON, T4CON and T5CON registers. The T2CON, T3CON, T4CON and T5CON registers are provided in generic form in Register 13-1 and Register 13-2, respectively.

For 32-bit timer/counter operation, Timer2/Timer4 is the least significant word (lsw) and Timer3/Timer5 is the most significant word (msw) of the 32-bit timer.

**Note:** For 32-bit operation, T3CON or T5CON control bits are ignored. Only T2CON or T4CON control bits are used for setup and control. Timer2 or Timer4 clock and gate inputs are utilized for the 32-bit timer modules, but an interrupt is generated with the Timer3 or Timer5 interrupt flags.

To configure Timer2/3 or Timer4/5 for 32-bit operation:

1. Set the T32 bit (T2CON<3> or T4CON<3> = 1).
2. Select the prescaler ratio for Timer2 or Timer4 using the TCKPS<1:0> bits.
3. Set the Clock and Gating modes using the TCS and TGATE bits.
4. Load the timer period value. PR3 (or PR5) will contain the most significant word of the value, while PR2 (or PR4) contains the least significant word.
5. If interrupts are required, set the Timerx Interrupt Enable bit, TxIE. Use the Timerx Interrupt Priority bits, TxIP<2:0>, to set the interrupt priority.
6. Set the TON bit (TxCON<15> = 1).

The timer value, at any point, is stored in the register pair, TMR3:TMR2 (or TMR5:TMR4). TMR3 (TMR5) always contains the most significant word of the count, while TMR2 (TMR4) contains the least significant word.

To configure any of the timers for individual 16-bit operation:

1. Clear the T32 bit corresponding to that timer (T2CON<3> for Timer2 and Timer3 or T4CON<3> for Timer4 and Timer5).
2. Select the timer prescaler ratio using the TCKPS<1:0> bits.
3. Set the Clock and Gating modes using the TCS and TGATE bits.
4. Load the timer period value into the PRx register.
5. If interrupts are required, set the Timerx Interrupt Enable bit, TxIE; use the Timerx Interrupt Priority bits, TxIP<2:0>, to set the interrupt priority.
6. Set the TON bit (TxCON<15> = 1).



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## 14.0 INPUT CAPTURE WITH DEDICATED TIMERS

**Note:** This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information, refer to the “PIC24F Family Reference Manual”, Section 34. “Input Capture with Dedicated Timer” (DS39722).

All devices in the PIC24FV32KA304 family feature three independent input capture modules. Each of the modules offers a wide range of configuration and operating options for capturing external pulse events, and generating interrupts.

Key features of the input capture module include:

- Hardware-configurable for 32-bit operation in all modes by cascading two adjacent modules
- Synchronous and Trigger modes of output compare operation, with up to 20 user-selectable Sync/trigger sources available
- A 4-level FIFO buffer for capturing and holding timer values for several events
- Configurable interrupt generation
- Up to 6 clock sources available for each module, driving a separate internal 16-bit counter

The module is controlled through two registers: ICxCON1 (Register 14-1) and ICxCON2 (Register 14-2). A general block diagram of the module is shown in Figure 14-1.

## 14.1 General Operating Modes

### 14.1.1 SYNCHRONOUS AND TRIGGER MODES

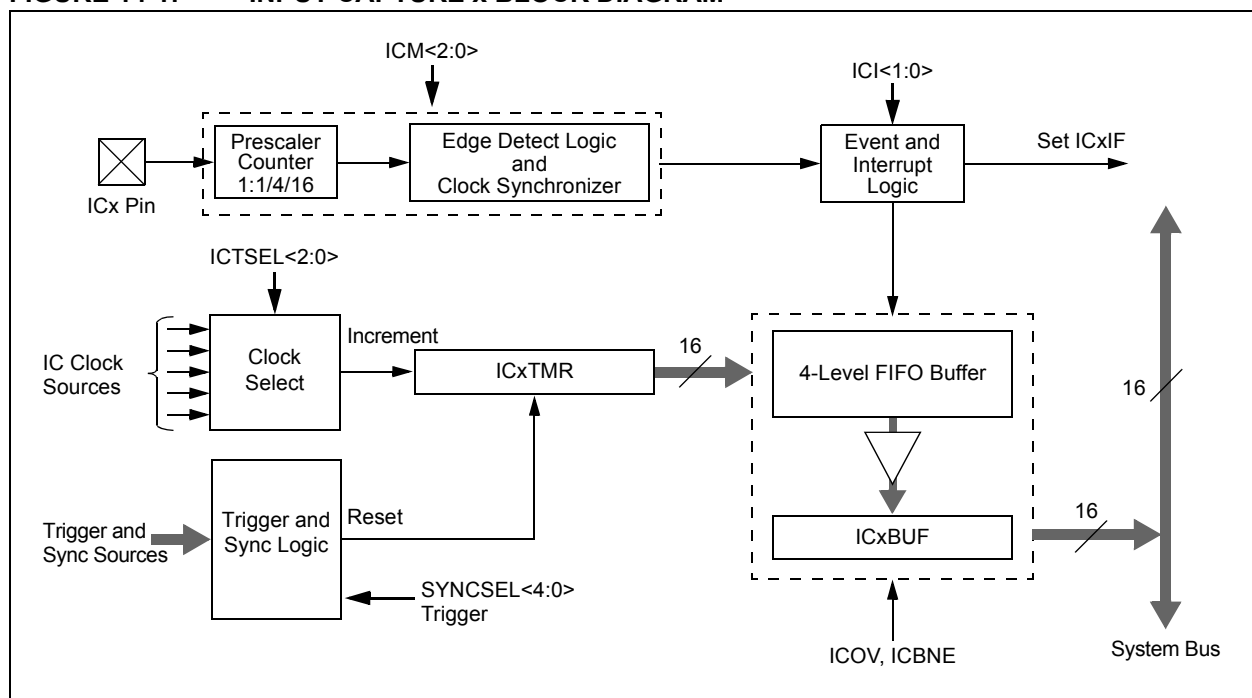
By default, the input capture module operates in a Free-Running mode. The internal 16-bit counter, ICxTMR, counts up continuously, wrapping around from FFFFh to 0000h on each overflow, with its period synchronized to the selected external clock source. When a capture event occurs, the current 16-bit value of the internal counter is written to the FIFO buffer.

In Synchronous mode, the module begins capturing events on the ICx pin as soon as its selected clock source is enabled. Whenever an event occurs on the selected Sync source, the internal counter is reset. In Trigger mode, the module waits for a Sync event from another internal module to occur before allowing the internal counter to run.

Standard, free-running operation is selected by setting the SYNCSELx bits to '00000' and clearing the ICTRIG bit (ICxCON2<7>). Synchronous and Trigger modes are selected any time the SYNCSELx bits are set to any value except '00000'. The ICTRIG bit selects either Synchronous or Trigger mode; setting the bit selects Trigger mode operation. In both modes, the SYNCSELx bits determine the Sync/trigger source.

When the SYNCSELx bits are set to '00000' and ICTRIG is set, the module operates in Software Trigger mode. In this case, capture operations are started by manually setting the TRIGSTAT bit (ICxCON2<6>).

**FIGURE 14-1: INPUT CAPTURE x BLOCK DIAGRAM**



# PIC24FV32KA304 FAMILY

## 14.1.2 CASCADED (32-BIT) MODE

By default, each module operates independently with its own 16-bit timer. To increase resolution, adjacent even and odd modules can be configured to function as a single 32-bit module. (For example, Modules 1 and 2 are paired, as are Modules 3 and 4, and so on.) The odd numbered module (ICx) provides the Least Significant 16 bits of the 32-bit register pairs, and the even numbered module (ICy) provides the Most Significant 16 bits. Wraparounds of the ICx registers cause an increment of their corresponding ICy registers.

Cascaded operation is configured in hardware by setting the IC32 bit (ICxCON2<8>) for both modules.

## 14.2 Capture Operations

The input capture module can be configured to capture timer values and generate interrupts on rising edges on ICx or all transitions on ICx. Captures can be configured to occur on all rising edges or just some (every 4th or 16th). Interrupts can be independently configured to generate on each event or a subset of events.

To set up the module for capture operations:

1. If Synchronous mode is to be used, disable the Sync source before proceeding.
2. Make sure that any previous data has been removed from the FIFO by reading ICxBUF until the ICBNE bit (ICxCON1<3>) is cleared.
3. Set the SYNCSELx bits (ICxCON2<4:0>) to the desired Sync/trigger source.
4. Set the ICTSELx bits (ICxCON1<12:10>) for the desired clock source. If the desired clock source is running, set the ICTSELx bits before the input capture module is enabled, for proper synchronization with the desired clock source.
5. Set the ICLx bits (ICxCON1<6:5>) to the desired interrupt frequency.
6. Select Synchronous or Trigger mode operation:
  - a) Check that the SYNCSELx bits are not set to '00000'.
  - b) For Synchronous mode, clear the ICTRIG bit (ICxCON2<7>).
  - c) For Trigger mode, set ICTRIG and clear the TRIGSTAT bit (ICxCON2<6>).
7. Set the ICMx bits (ICxCON1<2:0>) to the desired operational mode.
8. Enable the selected Sync/trigger source.

For 32-bit cascaded operations, the setup procedure is slightly different:

1. Set the IC32 bits for both modules (ICyCON2<8> and ICxCON2<8>), enabling the even numbered module first. This ensures the modules will start functioning in unison.
2. Set the ICTSELx and SYNCSELx bits for both modules to select the same Sync/trigger and time base source. Set the even module first, then the odd module. Both modules must use the same ICTSELx and SYNCSELx bit settings.
3. Clear the ICTRIG bit of the even module (ICyCON2<7>). This forces the module to run in Synchronous mode with the odd module, regardless of its trigger setting.
4. Use the odd module's ICLx bits (ICxCON1<6:5>) to the desired interrupt frequency.
5. Use the ICTRIG bit of the odd module (ICxCON2<7>) to configure Trigger or Synchronous mode operation.

**Note:** For Synchronous mode operation, enable the Sync source as the last step. Both input capture modules are held in Reset until the Sync source is enabled.

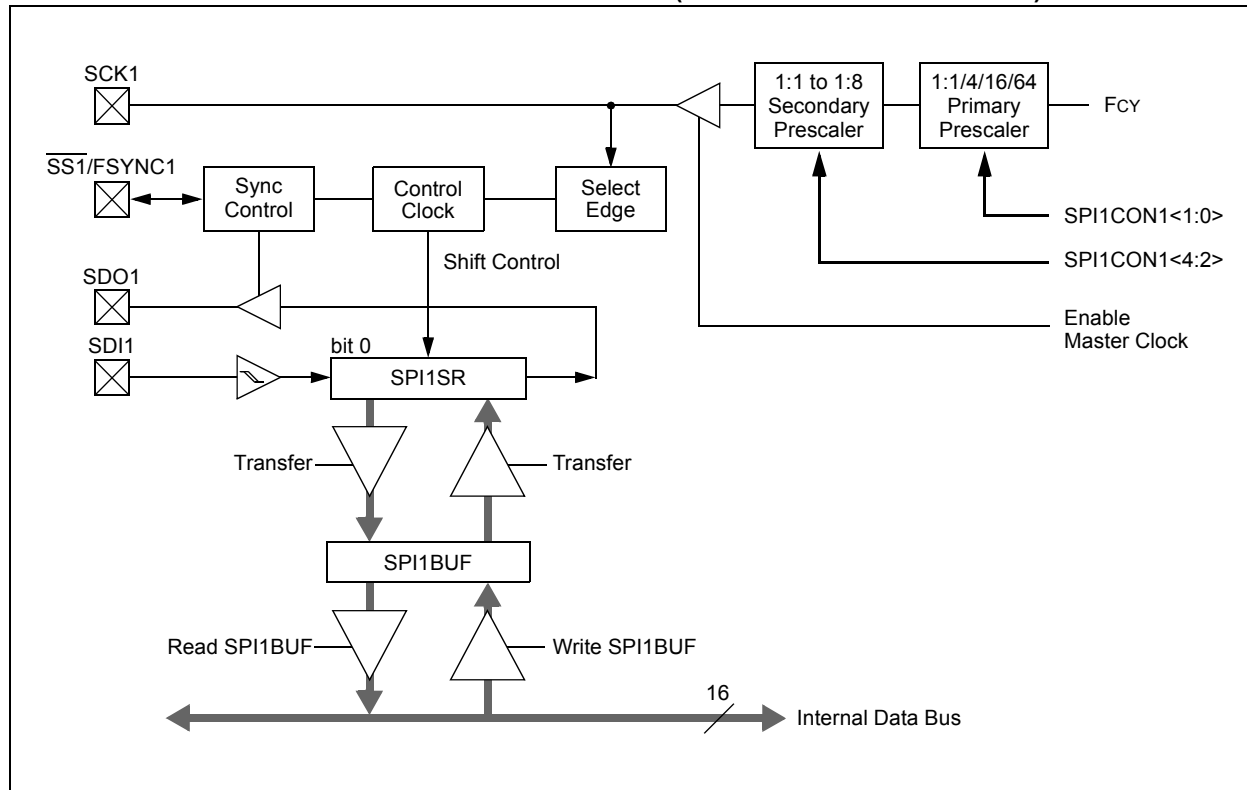
6. Use the ICMx bits of the odd module (ICxCON1<2:0>) to set the desired capture mode.

The module is ready to capture events when the time base and the Sync/trigger source are enabled. When the ICBNE bit (ICxCON1<3>) becomes set, at least one capture value is available in the FIFO. Read input capture values from the FIFO until the ICBNE clears to '0'.

For 32-bit operation, read both the ICxBUF and ICyBUF for the full 32-bit timer value (ICxBUF for the lsw, ICyBUF for the msw). At least one capture value is available in the FIFO buffer when the odd module's ICBNE bit (ICxCON1<3>) becomes set. Continue to read the buffer registers until ICBNE is cleared (performed automatically by hardware).

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**FIGURE 16-1: SPI1 MODULE BLOCK DIAGRAM (STANDARD BUFFER MODE)**



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## REGISTER 16-1: SPIxSTAT: SPIx STATUS AND CONTROL REGISTER (CONTINUED)

bit 1      **SPITBF:** SPIx Transmit Buffer Full Status bit

1 = Transmit has not yet started, SPIxTXB is full

0 = Transmit has started, SPIxTXB is empty

In Standard Buffer mode:

Automatically set in hardware when the CPU writes the SPIxBUF location, loading SPIxTXB. Automatically cleared in hardware when the SPIx module transfers data from SPIxTXB to SPIxSR.

In Enhanced Buffer mode:

Automatically set in hardware when the CPU writes the SPIxBUF location, loading the last available buffer location. Automatically cleared in hardware when a buffer location is available for a CPU write.

bit 0      **SPIRBF:** SPIx Receive Buffer Full Status bit

1 = Receive is complete, SPIxRXB is full

0 = Receive is not complete, SPIxRXB is empty

In Standard Buffer mode:

Automatically set in hardware when the SPIx transfers data from the SPIxSR to SPIxRXB. Automatically cleared in hardware when the core reads the SPIxBUF location, reading SPIxRXB.

In Enhanced Buffer mode:

Automatically set in hardware when SPIx transfers data from SPIxSR to buffer, filling the last unread buffer location. Automatically cleared in hardware when a buffer location is available for a transfer from SPIxSR.

# PIC24FV32KA304 FAMILY

## REGISTER 17-3: I2CxMSK: I2Cx SLAVE MODE ADDRESS MASK REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	AMSK9	AMSK8
bit 15						bit 8	

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
AMSK7	AMSK6	AMSK5	AMSK4	AMSK3	AMSK2	AMSK1	AMSK0
bit 7							bit 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 15-10 **Unimplemented:** Read as '0'

bit 9-0 **AMSK<9:0>:** Mask for Address Bit x Select bits

1 = Enables masking for bit x of an incoming message address; bit match is not required in this position

0 = Disables masking for bit x; bit match is required in this position

## REGISTER 17-4: PADCFG1: PAD CONFIGURATION CONTROL REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
bit 15						bit 8	

U-0	U-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	—	SMBUSDEL2	SMBUSDEL1	—	—	—	—
bit 7							bit 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 15-6 **Unimplemented:** Read as '0'

bit 5 **SMBUSDEL2:** SMBus SDA2 Input Delay Select bit

1 = The I2C2 module is configured for a longer SMBus input delay (nominal 300 ns delay)

0 = The I2C2 module is configured for a legacy input delay (nominal 150 ns delay)

bit 4 **SMBUSDEL1:** SMBus SDA1 Input Delay Select bit

1 = The I2C1 module is configured for a longer SMBus input delay (nominal 300 ns delay)

0 = The I2C1 module is configured for a legacy input delay (nominal 150 ns delay)

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

## 18.2 Transmitting in 8-Bit Data Mode

1. Set up the UARTx:
  - a) Write appropriate values for data, parity and Stop bits.
  - b) Write appropriate baud rate value to the UxBRG register.
  - c) Set up transmit and receive interrupt enable and priority bits.
2. Enable the UARTx.
3. Set the UTXEN bit (causes a transmit interrupt, two cycles after being set).
4. Write the data byte to the lower byte of the UxTXREG word. The value will be immediately transferred to the Transmit Shift Register (TSR) and the serial bit stream will start shifting out with the next rising edge of the baud clock.
5. Alternately, the data byte may be transferred while UTXEN = 0 and then, the user may set UTXEN. This will cause the serial bit stream to begin immediately, because the baud clock will start from a cleared state.
6. A transmit interrupt will be generated as per interrupt control bit, UTXISELx.

## 18.3 Transmitting in 9-Bit Data Mode

1. Set up the UARTx (as described in **Section 18.2 “Transmitting in 8-Bit Data Mode”**).
2. Enable the UARTx.
3. Set the UTXEN bit (causes a transmit interrupt, two cycles after being set).
4. Write UxTXREG as a 16-bit value only.
5. A word write to UxTXREG triggers the transfer of the 9-bit data to the TSR. The serial bit stream will start shifting out with the first rising edge of the baud clock.
6. A transmit interrupt will be generated as per the setting of control bit, UTXISELx.

## 18.4 Break and Sync Transmit Sequence

The following sequence will send a message frame header made up of a Break, followed by an auto-baud Sync byte.

1. Configure the UARTx for the desired mode.
2. Set UTXEN and UTXBRK – this sets up the Break character.
3. Load the UxTXREG with a dummy character to initiate transmission (value is ignored).
4. Write '55h' to UxTXREG – loads the Sync character into the transmit FIFO.
5. After the Break has been sent, the UTXBRK bit is reset by hardware. The Sync character now transmits.

## 18.5 Receiving in 8-Bit or 9-Bit Data Mode

1. Set up the UARTx (as described in **Section 18.2 “Transmitting in 8-Bit Data Mode”**).
2. Enable the UARTx.
3. A receive interrupt will be generated when one or more data characters have been received, as per interrupt control bit, URXISELx.
4. Read the OERR bit to determine if an overrun error has occurred. The OERR bit must be reset in software.
5. Read UxRXREG.

The act of reading the UxRXREG character will move the next character to the top of the receive FIFO, including a new set of PERR and FERR values.

## 18.6 Operation of $\overline{\text{UxCTS}}$ and $\overline{\text{UxRTS}}$ Control Pins

UARTx Clear-to-Send ( $\overline{\text{UxCTS}}$ ) and Request-to-Send ( $\overline{\text{UxRTS}}$ ) are the two hardware-controlled pins that are associated with the UARTx module. These two pins allow the UARTx to operate in Simplex and Flow Control modes. They are implemented to control the transmission and reception between the Data Terminal Equipment (DTE). The UEN<1:0> bits in the UxMODE register configure these pins.

## 18.7 Infrared Support

The UARTx module provides two types of infrared UARTx support: one is the IrDA clock output to support an external IrDA encoder and decoder device (legacy module support), and the other is the full implementation of the IrDA encoder and decoder.

As the IrDA modes require a 16x baud clock, they will only work when the BRGH bit (UxMODE<3>) is '0'.

### 18.7.1 EXTERNAL IrDA SUPPORT – IrDA CLOCK OUTPUT

To support external IrDA encoder and decoder devices, the UxBCLK pin (same as the  $\overline{\text{UxRTS}}$  pin) can be configured to generate the 16x baud clock. When UEN<1:0> = 11, the UxBCLK pin will output the 16x baud clock if the UARTx module is enabled; it can be used to support the IrDA codec chip.

### 18.7.2 BUILT-IN IrDA ENCODER AND DECODER

The UARTx has full implementation of the IrDA encoder and decoder as part of the UARTx module. The built-in IrDA encoder and decoder functionality is enabled using the IREN bit (UxMODE<12>). When enabled (IREN = 1), the receive pin (UxRX) acts as the input from the infrared receiver. The transmit pin (UxTX) acts as the output to the infrared transmitter.

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## REGISTER 18-3: UxTXREG: UARTx TRANSMIT REGISTER

U-x	U-x	U-x	U-x	U-x	U-x	U-x	W-x
—	—	—	—	—	—	—	UTX8
bit 15							bit 8

W-x	W-x	W-x	W-x	W-x	W-x	W-x	W-x
UTX7	UTX6	UTX5	UTX4	UTX3	UTX2	UTX1	UTX0
bit 7							bit 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 15-9      **Unimplemented:** Read as '0'  
 bit 8      **UTX8:** UARTx Data of the Transmitted Character bit (in 9-bit mode)  
 bit 7-0      **UTX<7:0>:** UARTx Data of the Transmitted Character bits

## REGISTER 18-4: UxRXREG: UARTx RECEIVE REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	U-0	R-0, HSC
—	—	—	—	—	—	—	URX8
bit 15							bit 8

R-0, HSC	R-0, HSC	R-0, HSC	R-0, HSC	R-0, HSC	R-0, HSC	R-0, HSC	R-0, HSC
URX7	URX6	URX5	URX4	URX3	URX2	URX1	URX0
bit 7							bit 0

### Legend:

HSC = Hardware Settable/Clearable 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 15-9      **Unimplemented:** Read as '0'  
 bit 8      **URX8:** UARTx Data of the Received Character bit (in 9-bit mode)  
 bit 7-0      **URX<7:0>:** UARTx Data of the Received Character bits

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**TABLE 29-24: COMPARATOR TIMINGS**

Param No.	Symbol	Characteristic	Min	Typ	Max	Units	Comments
300	TRESP	Response Time <sup>(1)</sup>	—	150	400	ns	
301	TMC2OV	Comparator Mode Change to Output Valid*	—	—	10	μs	

\* Parameters are characterized but not tested.

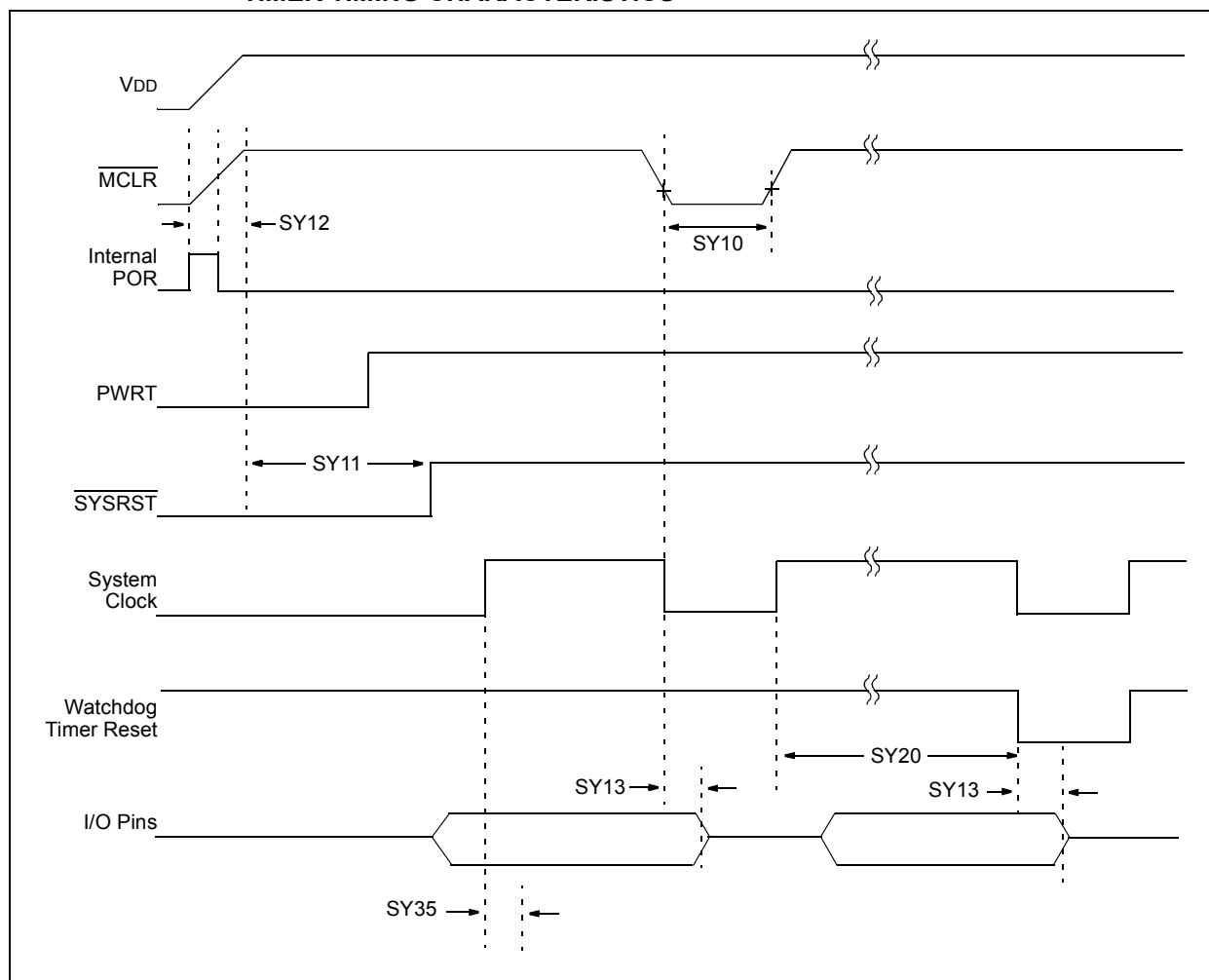
**Note 1:** Response time is measured with one comparator input at  $(V_{DD} - 1.5)/2$ , while the other input transitions from VSS to VDD.

**TABLE 29-25: COMPARATOR VOLTAGE REFERENCE SETTling TIME SPECIFICATIONS**

Param No.	Symbol	Characteristic	Min	Typ	Max	Units	Comments
VR310	TSET	Settling Time <sup>(1)</sup>	—	—	10	μs	

**Note 1:** Settling time is measured while CVRSS = 1 and the CVR<3:0> bits transition from '0000' to '1111'.

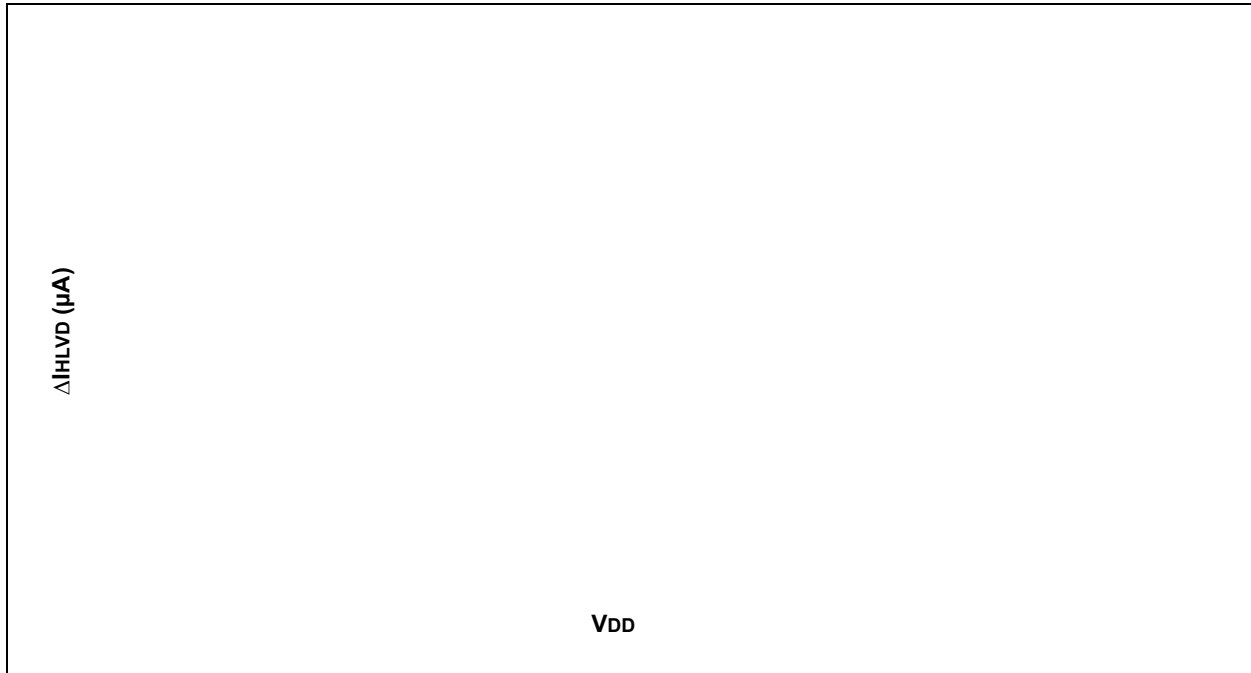
**FIGURE 29-6: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER AND POWER-UP TIMER TIMING CHARACTERISTICS**





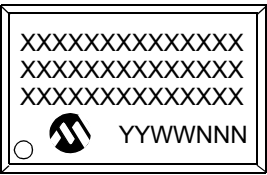
# PIC24FV32KA304 FAMILY

**FIGURE 30-48: TYPICAL  $\Delta I_{HLVD}$  vs.  $V_{DD}$**

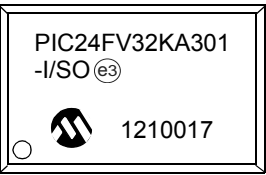


# PIC24FV32KA304 FAMILY

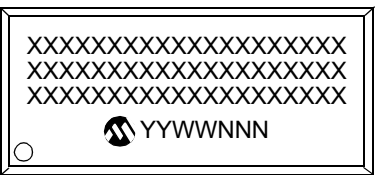
20-Lead SOIC (7.50 mm)



Example



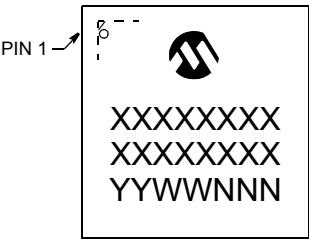
28-Lead SOIC (7.50 mm)



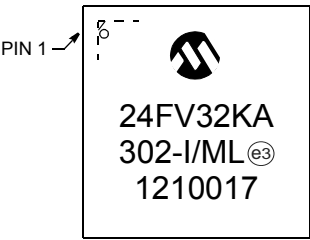
Example



28-Lead QFN (6x6 mm)



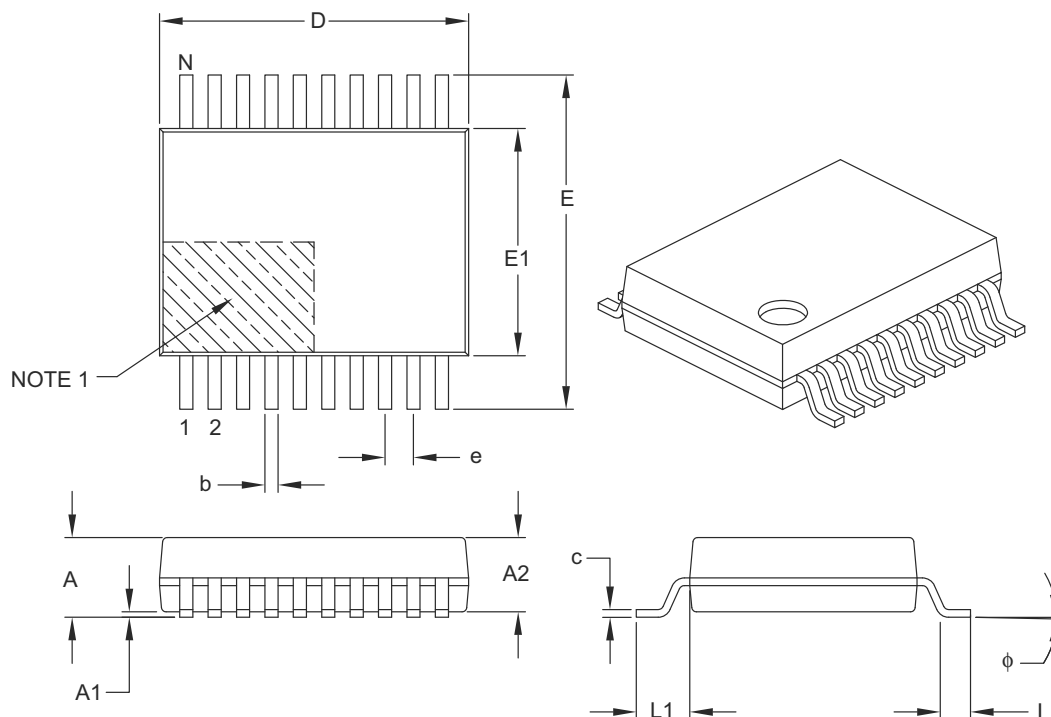
Example



# PIC24FV32KA304 FAMILY

## 20-Lead Plastic Shrink Small Outline (SS) – 5.30 mm Body [SSOP]

**Note:** For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packaging>



		Units	MILLIMETERS		
Dimension Limits			MIN	NOM	MAX
Number of Pins	N		20		
Pitch	e		0.65 BSC		
Overall Height	A		–	–	2.00
Molded Package Thickness	A2		1.65	1.75	1.85
Standoff	A1		0.05	–	–
Overall Width	E		7.40	7.80	8.20
Molded Package Width	E1		5.00	5.30	5.60
Overall Length	D		6.90	7.20	7.50
Foot Length	L		0.55	0.75	0.95
Footprint	L1		1.25 REF		
Lead Thickness	c		0.09	–	0.25
Foot Angle	φ		0°	4°	8°
Lead Width	b		0.22	–	0.38

### Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.20 mm per side.
- Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

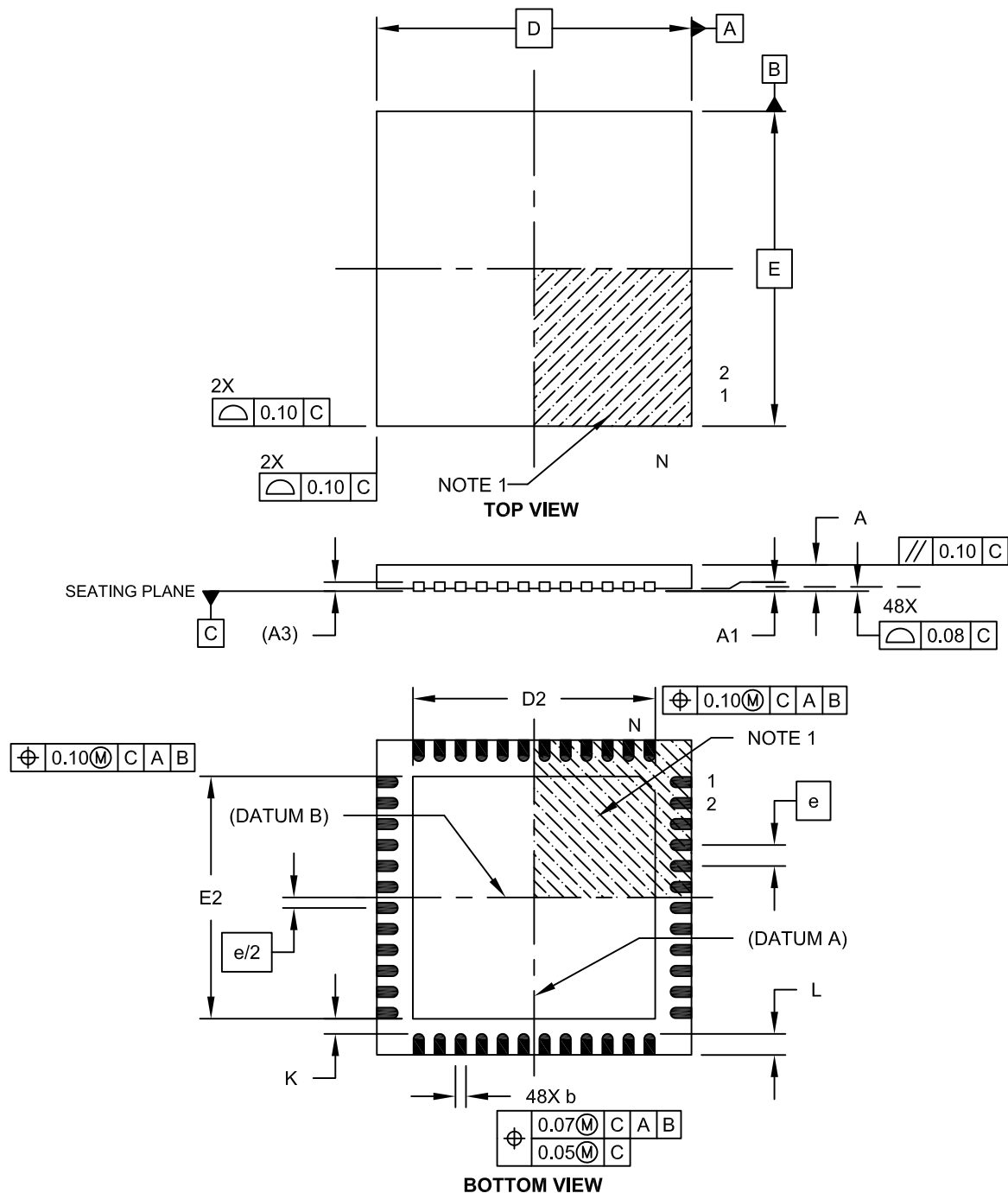
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-072B

# PIC24FV32KA304 FAMILY

## 48-Lead Plastic Ultra Thin Quad Flat, No Lead Package (MV) – 6x6x0.5 mm Body [UQFN]

**Note:** For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packaging>



Microchip Technology Drawing C04-153A Sheet 1 of 2

# PIC24FV32KA304 FAMILY

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