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Details

Product Status	Active
Core Processor	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I ² C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	17
Program Memory Size	16KB (5.5K x 24)
Program Memory Type	FLASH
EEPROM Size	512 x 8
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 5.5V
Data Converters	A/D 12x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24fv16ka301t-i-ss

TABLE 1-3: PIC24FV32KA304 FAMILY PINOUT DESCRIPTIONS (CONTINUED)

Function	F					FV					I/O	Buffer	Description
	Pin Number					Pin Number							
	20-Pin PDIP/ SSOP/ SOIC	28-Pin SPDIP/ SSOP/ SOIC	28-Pin QFN	44-Pin QFN/ TQFP	48-Pin UQFN	20-Pin PDIP/ SSOP/ SOIC	28-Pin SPDIP/ SSOP/ SOIC	28-Pin QFN	44-Pin QFN/ TQFP	48-Pin UQFN			
CN23	11	16	13	43	47	11	16	13	43	47	I	ST	Interrupt-on-Change Inputs
CN24	—	15	12	42	46	—	15	12	42	46	I	ST	
CN25	—	—	—	37	40	—	—	—	37	40	I	ST	
CN26	—	—	—	38	41	—	—	—	38	41	I	ST	
CN27	—	14	11	41	45	—	14	11	41	45	I	ST	
CN28	—	—	—	36	39	—	—	—	36	39	I	ST	
CN29	8	10	7	31	34	8	10	7	31	34	I	ST	
CN30	7	9	6	30	33	7	9	6	30	33	I	ST	
CN31	—	—	—	26	28	—	—	—	26	28	I	ST	
CN32	—	—	—	25	27	—	—	—	25	27	I	ST	
CN33	—	—	—	32	35	—	—	—	32	35	I	ST	
CN34	—	—	—	35	38	—	—	—	35	38	I	ST	
CN35	—	—	—	12	13	—	—	—	12	13	I	ST	
CN36	—	—	—	13	14	—	—	—	13	14	I	ST	
CVREF	17	25	22	14	15	17	25	22	14	15	I	ANA	Comparator Voltage Reference Output
CVREF+	2	2	27	19	21	2	2	27	19	21	I	ANA	Comparator Reference Positive Input Voltage
CVREF-	3	3	28	20	22	3	3	28	20	22	I	ANA	Comparator Reference Negative Input Voltage
CTCMP	4	4	1	21	23	4	4	1	21	23	I	ANA	CTMU Comparator Input
CTED1	14	20	17	7	7	11	2	27	19	21	I	ST	CTMU Trigger Edge Inputs
CTED2	15	23	20	10	11	15	23	20	10	11	I	ST	
CTED3	—	19	16	6	6	—	19	16	6	6	I	ST	
CTED4	13	18	15	1	1	13	18	15	1	1	I	ST	
CTED5	17	25	22	14	15	17	25	22	14	15	I	ST	
CTED6	18	26	23	15	16	18	26	23	15	16	I	ST	
CTED7	—	—	—	5	5	—	—	—	5	5	I	ST	
CTED8	—	—	—	13	14	—	—	—	13	14	I	ST	
CTED9	—	22	19	9	10	—	22	19	9	10	I	ST	
CTED10	12	17	14	44	48	12	17	14	44	48	I	ST	
CTED11	—	21	18	8	9	—	21	18	8	9	I	ST	
CTED12	5	5	2	22	24	5	5	2	22	24	I	ST	
CTED13	6	6	3	23	25	6	6	3	23	25	I	ST	

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REGISTER 3-2: CORCON: CPU 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	U-0	U-0	R/C-0, HSC	R/W-0	U-0	U-0
—	—	—	—	IPL3 ⁽¹⁾	PSV	—	—
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 15-4 **Unimplemented:** Read as '0'
- bit 3 **IPL3:** CPU Interrupt Priority Level Status bit⁽¹⁾
 1 = CPU Interrupt Priority Level is greater than 7
 0 = CPU Interrupt Priority Level is 7 or less
- bit 2 **PSV:** Program Space Visibility in Data Space Enable bit
 1 = Program space is visible in data space
 0 = Program space is not visible in data space
- bit 1-0 **Unimplemented:** Read as '0'

Note 1: User interrupts are disabled when IPL3 = 1.

3.3 Arithmetic Logic Unit (ALU)

The PIC24F ALU is 16 bits wide and is capable of addition, subtraction, bit shifts and logic operations. Unless otherwise mentioned, arithmetic operations are 2's complement in nature. Depending on the operation, the ALU may affect the values of the Carry (C), Zero (Z), Negative (N), Overflow (OV) and Digit Carry (DC) Status bits in the SR register. The C and DC Status bits operate as Borrow and Digit Borrow bits, respectively, for subtraction operations.

The ALU can perform 8-bit or 16-bit operations, depending on the mode of the instruction that is used. Data for the ALU operation can come from the W register array, or data memory, depending on the addressing mode of the instruction. Likewise, output data from the ALU can be written to the W register array or a data memory location.

The PIC24F CPU incorporates hardware support for both multiplication and division. This includes a dedicated hardware multiplier and support hardware division for 16-bit divisor.

3.3.1 MULTIPLIER

The ALU contains a high-speed, 17-bit x 17-bit multiplier. It supports unsigned, signed or mixed sign operation in several multiplication modes:

- 16-bit x 16-bit signed
- 16-bit x 16-bit unsigned
- 16-bit signed x 5-bit (literal) unsigned
- 16-bit unsigned x 16-bit unsigned
- 16-bit unsigned x 5-bit (literal) unsigned
- 16-bit unsigned x 16-bit signed
- 8-bit unsigned x 8-bit unsigned

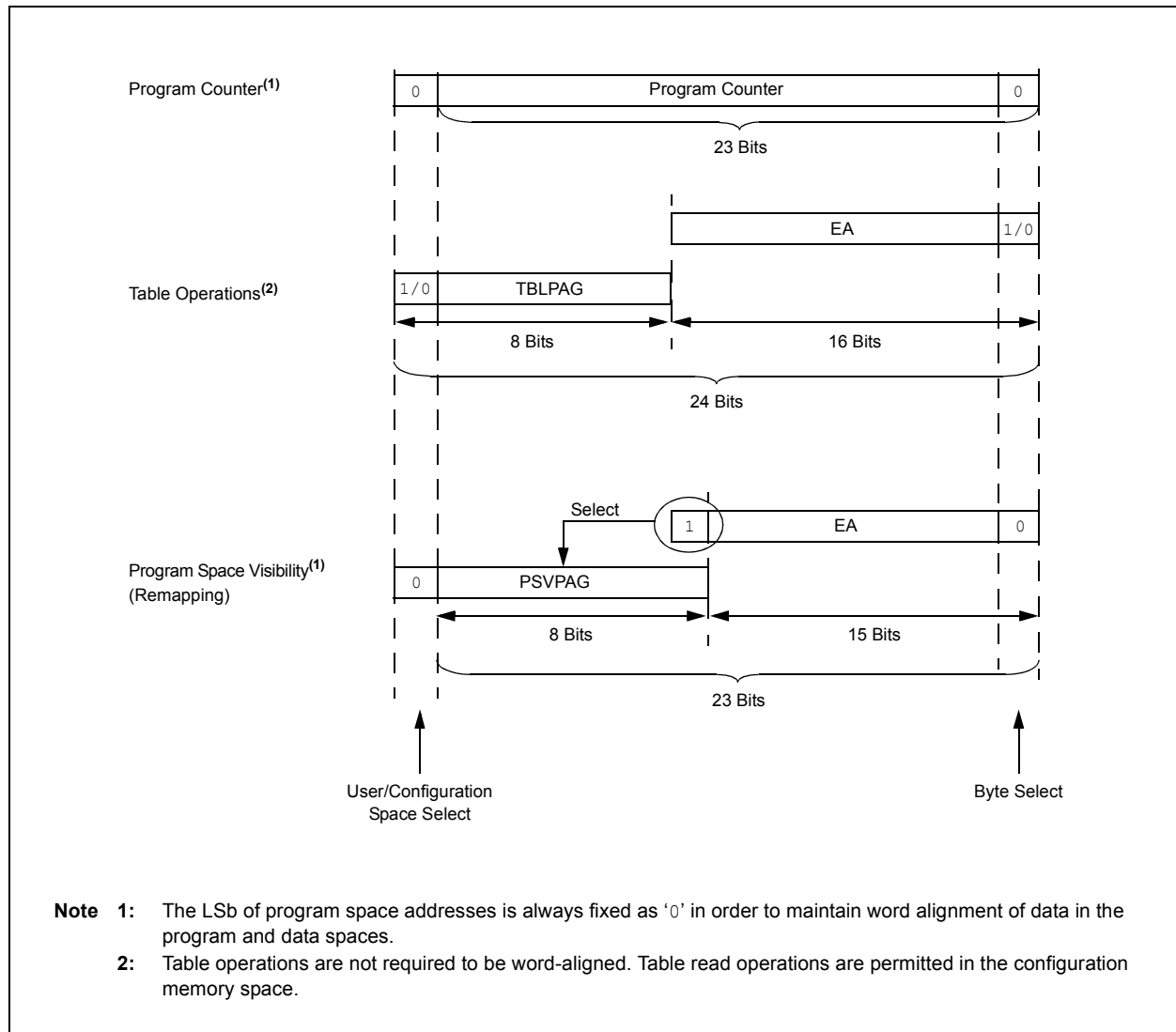
PIC24FV32KA304 FAMILY

TABLE 4-27: PROGRAM SPACE ADDRESS CONSTRUCTION

Access Type	Access Space	Program Space Address				
		<23>	<22:16>	<15>	<14:1>	<0>
Instruction Access (Code Execution)	User	0	PC<22:1>			0
		0xx xxxx xxxx xxxx xxxx xxx0				
TBLRD/TBLWT (Byte/Word Read/Write)	User	TBLPAG<7:0>		Data EA<15:0>		
		0xxx xxxx		xxxx xxxx xxxx xxxx		
	Configuration	TBLPAG<7:0>		Data EA<15:0>		
		1xxx xxxx		xxxx xxxx xxxx xxxx		
Program Space Visibility (Block Remap/Read)	User	0	PSVPAG<7:0> ⁽²⁾		Data EA<14:0> ⁽¹⁾	
		0	xxxx xxxx		xxx xxxx xxxx xxxx	

- Note 1:** Data EA<15> is always '1' in this case, but is not used in calculating the program space address. Bit 15 of the address is PSVPAG<0>.
- 2:** PSVPAG can have only two values ('00' to access program memory and FF to access data EEPROM) in the PIC24FV32KA304 family.

FIGURE 4-5: DATA ACCESS FROM PROGRAM SPACE ADDRESS GENERATION



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REGISTER 6-1: NVMCON: NONVOLATILE MEMORY CONTROL REGISTER

R/S-0, HC	R/W-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0
WR	WREN	WRERR	PGMONLY	—	—	—	—
bit 15							bit 8

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	ERASE	NVMOP5	NVMOP4	NVMOP3	NVMOP2	NVMOP1	NVMOP0
bit 7							bit 0

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

- bit 15 **WR:** Write Control bit (program or erase)
1 = Initiates a data EEPROM erase or write cycle (can be set, but not cleared in software)
0 = Write cycle is complete (cleared automatically by hardware)
- bit 14 **WREN:** Write Enable bit (erase or program)
1 = Enables an erase or program operation
0 = No operation allowed (device clears this bit on completion of the write/erase operation)
- bit 13 **WRERR:** Write Flash Error Flag bit
1 = A write operation is prematurely terminated (any $\overline{\text{MCLR}}$ or WDT Reset during programming operation)
0 = The write operation completed successfully
- bit 12 **PGMONLY:** Program Only Enable bit
1 = Write operation is executed without erasing target address(es) first
0 = Automatic erase-before-write
Write operations are preceded automatically by an erase of the target address(es).
- bit 11-7 **Unimplemented:** Read as '0'
- bit 6 **ERASE:** Erase Operation Select bit
1 = Performs an erase operation when WR is set
0 = Performs a write operation when WR is set
- bit 5-0 **NVMOP<5:0>:** Programming Operation Command Byte bits
Erase Operations (when ERASE bit is '1'):
011010 = Erases 8 words
011001 = Erases 4 words
011000 = Erases 1 word
0100xx = Erases entire data EEPROM
Programming Operations (when ERASE bit is '0'):
0010xx = Writes 1 word

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6.4.3 READING THE DATA EEPROM

To read a word from data EEPROM, the table read instruction is used. Since the EEPROM array is only 16 bits wide, only the `TBLRD` instruction is needed. The read operation is performed by loading `TBLPAG` and `WREG` with the address of the EEPROM location, followed by a `TBLRD` instruction.

A typical read sequence, using the Table Pointer management (`builtin_tblpage` and `builtin_tbloffset`) and table read procedures (`builtin_tblrdl`) from the C30 compiler library, is provided in Example 6-5.

Program Space Visibility (PSV) can also be used to read locations in the data EEPROM.

EXAMPLE 6-5: READING THE DATA EEPROM USING THE `TBLRD` COMMAND

```
int __attribute__((space(eedata))) eeData = 0x1234;
int data;                                     // Data read from EEPROM
/*-----
The variable eeData must be a Global variable declared outside of any method

the code following this comment can be written inside the method that will execute the read
-----
*/
    unsigned int offset;

    // Set up a pointer to the EEPROM location to be erased
    TBLPAG = __builtin_tblpage(&eeData);           // Initialize EE Data page pointer
    offset = __builtin_tbloffset(&eeData);          // Initialize lower word of address
    data = __builtin_tblrdl(offset);                 // Write EEPROM data to write latch
```

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REGISTER 7-1: RCON: RESET CONTROL REGISTER⁽¹⁾ (CONTINUED)

bit 5	SWDTEN: Software Enable/Disable of WDT bit ⁽²⁾ 1 = WDT is enabled 0 = WDT is disabled
bit 4	WDTO: Watchdog Timer Time-out Flag bit 1 = WDT time-out has occurred 0 = WDT time-out has not occurred
bit 3	SLEEP: Wake-up from Sleep Flag bit 1 = Device has been in Sleep mode 0 = Device has not been in Sleep mode
bit 2	IDLE: Wake-up from Idle Flag bit 1 = Device has been in Idle mode 0 = Device has not been in Idle mode
bit 1	BOR: Brown-out Reset Flag bit 1 = A Brown-out Reset has occurred (the BOR is also set after a POR) 0 = A Brown-out Reset has not occurred
bit 0	POR: Power-on Reset Flag bit 1 = A Power-up Reset has occurred 0 = A Power-up Reset has not occurred

Note 1: All of the Reset status bits may be set or cleared in software. Setting one of these bits in software does not cause a device Reset.

2: If the FWDTENx Configuration bit is '1' (unprogrammed), the WDT is always enabled regardless of the SWDTEN bit setting.

3: This is implemented on PIC24FV32KA3XX parts only; not used on PIC24F32KA3XX devices.

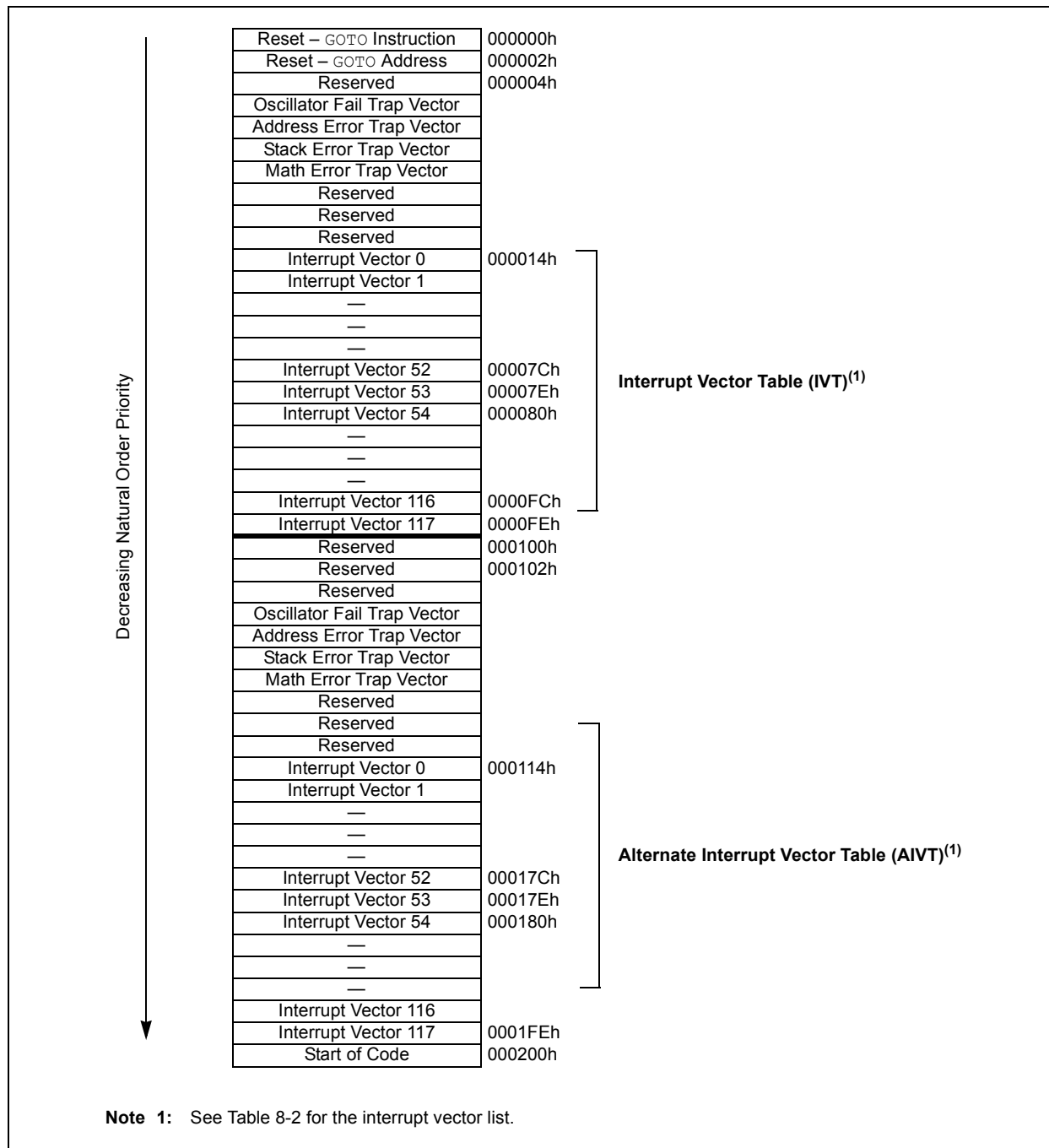
TABLE 7-1: RESET FLAG BIT OPERATION

Flag Bit	Setting Event	Clearing Event
TRAPR (RCON<15>)	Trap Conflict Event	POR
IOPUWR (RCON<14>)	Illegal Opcode or Uninitialized W Register Access	POR
CM (RCON<9>)	Configuration Mismatch Reset	POR
EXTR (RCON<7>)	MCLR Reset	POR
SWR (RCON<6>)	RESET Instruction	POR
WDTO (RCON<4>)	WDT Time-out	PWRSV Instruction, POR
SLEEP (RCON<3>)	PWRSV #SLEEP Instruction	POR
IDLE (RCON<2>)	PWRSV #IDLE Instruction	POR
BOR (RCON<1>)	POR, BOR	—
POR (RCON<0>)	POR	—
DPSLP (RCON<10>)	PWRSV #SLEEP Instruction with DSEN (DSCON<15>) Set	POR

Note: All Reset flag bits may be set or cleared by the user software.

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FIGURE 8-1: PIC24F INTERRUPT VECTOR TABLE



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8.3 Interrupt Control and Status Registers

The PIC24FV32KA304 family of devices implements a total of 23 registers for the interrupt controller:

- INTCON1
- INTCON2
- IFS0, IFS1, IFS3 and IFS4
- IEC0, IEC1, IEC3 and IEC4
- IPC0 through IPC5, IPC7 and IPC15 through IPC19
- INTTREG

Global Interrupt Enable (GIE) control functions are controlled from INTCON1 and INTCON2. INTCON1 contains the Interrupt Nesting Disable (NSTDIS) bit, as well as the control and status flags for the processor trap sources. The INTCON2 register controls the external interrupt request signal behavior and the use of the AIVT.

The IFSx registers maintain all of the interrupt request flags. Each source of interrupt has a status bit, which is set by the respective peripherals, or external signal, and is cleared via software.

The IECx registers maintain all of the interrupt enable bits. These control bits are used to individually enable interrupts from the peripherals or external signals.

The IPCx registers are used to set the Interrupt Priority Level (IPL) for each source of interrupt. Each user interrupt source can be assigned to one of eight priority levels.

The INTTREG register contains the associated interrupt vector number and the new CPU Interrupt Priority Level, which are latched into the Vector Number (VECNUM<6:0>) and the Interrupt Level (ILR<3:0>) bit fields in the INTTREG register. The new Interrupt Priority Level is the priority of the pending interrupt.

The interrupt sources are assigned to the IFSx, IECx and IPCx registers in the same sequence listed in Table 8-2. For example, the INTO (External Interrupt 0) is depicted as having a vector number and a natural order priority of 0. The INTOIF status bit is found in IFS0<0>, the INTOIE enable bit in IEC0<0> and the INTOIP<2:0> priority bits are in the first position of IPC0 (IPC0<2:0>).

Although they are not specifically part of the interrupt control hardware, two of the CPU Control registers contain bits that control interrupt functionality. The ALU STATUS Register (SR) contains the IPL<2:0> bits (SR<7:5>). These indicate the current CPU Interrupt Priority Level. The user may change the current CPU Interrupt Priority Level by writing to the IPLx bits.

The CORCON register contains the IPL3 bit, which together with IPL<2:0>, also indicates the current CPU Interrupt Priority Level. IPL3 is a read-only bit so that the trap events cannot be masked by the user's software.

All Interrupt registers are described in Register 8-1 through Register 8-33, in the following sections.

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The following code sequence for a clock switch is recommended:

1. Disable interrupts during the OSCCON register unlock and write sequence.
2. Execute the unlock sequence for the OSCCON high byte by writing 78h and 9Ah to OSCCON<15:8>, in two back-to-back instructions.
3. Write new oscillator source to the NOSCx bits in the instruction immediately following the unlock sequence.
4. Execute the unlock sequence for the OSCCON low byte by writing 46h and 57h to OSCCON<7:0>, in two back-to-back instructions.
5. Set the OSWEN bit in the instruction immediately following the unlock sequence.
6. Continue to execute code that is not clock-sensitive (optional).
7. Invoke an appropriate amount of software delay (cycle counting) to allow the selected oscillator and/or PLL to start and stabilize.
8. Check to see if OSWEN is '0'. If it is, the switch was successful. If OSWEN is still set, then check the LOCK bit to determine the cause of failure.

The core sequence for unlocking the OSCCON register and initiating a clock switch is shown in Example 9-1.

EXAMPLE 9-1: BASIC CODE SEQUENCE FOR CLOCK SWITCHING

```
;Place the new oscillator selection in W0
;OSCCONH (high byte) Unlock Sequence
MOV      #OSCCONH, w1
MOV      #0x78, w2
MOV      #0x9A, w3
MOV.b    w2, [w1]
MOV.b    w3, [w1]
;Set new oscillator selection
MOV.b    WREG, OSCCONH
;OSCCONL (low byte) unlock sequence
MOV      #OSCCONL, w1
MOV      #0x46, w2
MOV      #0x57, w3
MOV.b    w2, [w1]
MOV.b    w3, [w1]
;Start oscillator switch operation
BSET     OSCCON, #0
```

9.5 Reference Clock Output

In addition to the CLKO output ($F_{osc}/2$) available in certain oscillator modes, the device clock in the PIC24FV32KA304 family devices can also be configured to provide a reference clock output signal to a port pin. This feature is available in all oscillator configurations and allows the user to select a greater range of clock submultiples to drive external devices in the application.

This reference clock output is controlled by the REFOCON register (Register 9-4). Setting the ROEN bit (REFOCON<15>) makes the clock signal available on the REFO pin. The RODIVx bits (REFOCON<11:8>) enable the selection of 16 different clock divider options.

The ROSSLP and ROSEL bits (REFOCON<13:12>) control the availability of the reference output during Sleep mode. The ROSEL bit determines if the oscillator on OSC1 and OSC2, or the current system clock source, is used for the reference clock output. The ROSSLP bit determines if the reference source is available on REFO when the device is in Sleep mode.

To use the reference clock output in Sleep mode, both the ROSSLP and ROSEL bits must be set. The device clock must also be configured for one of the primary modes (EC, HS or XT); otherwise, if the ROSEL bit is not also set, the oscillator on OSC1 and OSC2 will be powered down when the device enters Sleep mode. Clearing the ROSEL bit allows the reference output frequency to change as the system clock changes during any clock switches.

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REGISTER 15-2: OCxCON2: OUTPUT COMPARE x CONTROL REGISTER 2 (CONTINUED)

bit 4-0 **SYNCSEL<4:0>**: Trigger/Synchronization Source Selection bits

11111 = This output compare module⁽¹⁾
11110 = Reserved
11101 = Reserved
11100 = CTMU⁽²⁾
11011 = A/D⁽²⁾
11010 = Comparator 3⁽²⁾
11001 = Comparator 2⁽²⁾
11000 = Comparator 1⁽²⁾
10111 = Input Capture 4⁽²⁾
10110 = Input Capture 3⁽²⁾
10101 = Input Capture 2⁽²⁾
10100 = Input Capture 1⁽²⁾
100xx = Reserved
01111 = Timer5
01110 = Timer4
01101 = Timer3
01100 = Timer2
01011 = Timer1
01010 = Input Capture 5⁽²⁾
01001 = Reserved
01000 = Reserved
00111 = Reserved
00110 = Reserved
00101 = Output Compare 5⁽¹⁾
00100 = Output Compare 4⁽¹⁾
00011 = Output Compare 3⁽¹⁾
00010 = Output Compare 2⁽¹⁾
00001 = Output Compare 1⁽¹⁾
00000 = Not synchronized to any other module

Note 1: Do not use an output compare module as its own trigger source, either by selecting this mode or another equivalent SYNCSELx setting.

2: Use these inputs as trigger sources only and never as Sync sources.

3: These bits affect the rising edge when OCINV = 1. The bits have no effect when the OCMx bits (OCxCON1<2:0>) = 001.

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REGISTER 17-2: I2CxSTAT: I2Cx STATUS REGISTER

R-0, HSC	R-0, HSC	U-0	U-0	U-0	R/C-0, HS	R-0, HSC	R-0, HSC
ACKSTAT	TRSTAT	—	—	—	BCL	GCSTAT	ADD10
bit 15							bit 8

R/C-0, HS	R/C-0, HS	R-0, HSC	R/C-0, HSC	R/C-0, HSC	R-0, HSC	R-0, HSC	R-0, HSC
IWCOL	I2COV	D/A	P	S	R \overline{W}	RBF	TBF
bit 7							bit 0

Legend:	C = Clearable bit	HS = Hardware Settable bit	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 **ACKSTAT:** Acknowledge Status bit
1 = NACK was detected last
0 = ACK was detected last
Hardware is set or clear at the end of Acknowledge.
- bit 14 **TRSTAT:** Transmit Status bit
(when operating as I²C master; applicable to master transmit operation)
1 = Master transmit is in progress (8 bits + ACK)
0 = Master transmit is not in progress
Hardware is set at the beginning of the master transmission; hardware is clear at the end of slave Acknowledge.
- bit 13-11 **Unimplemented:** Read as '0'
- bit 10 **BCL:** Master Bus Collision Detect bit
1 = A bus collision has been detected during a master operation
0 = No collision
Hardware is set at the detection of a bus collision.
- bit 9 **GCSTAT:** General Call Status bit
1 = General call address was received
0 = General call address was not received
Hardware is set when an address matches the general call address; hardware is clear at Stop detection.
- bit 8 **ADD10:** 10-Bit Address Status bit
1 = 10-bit address was matched
0 = 10-bit address was not matched
Hardware is set at a match of the 2nd byte of the matched 10-bit address; hardware is clear at Stop detection.
- bit 7 **IWCOL:** I2Cx Write Collision Detect bit
1 = An attempt to write to the I2CxTRN register failed because the I²C module is busy
0 = No collision
Hardware is set at an occurrence of a write to I2CxTRN while busy (cleared by software).
- bit 6 **I2COV:** I2Cx Receive Overflow Flag bit
1 = A byte was received while the I2CxRCV register is still holding the previous byte
0 = No overflow
Hardware is set at an attempt to transfer I2CxRSR to I2CxRCV (cleared by software).
- bit 5 **D/A:** Data/Address bit (when operating as I²C slave)
1 = Indicates that the last byte received was data
0 = Indicates that the last byte received was the device address
Hardware is clear at a device address match; hardware is set by a write to I2CxTRN or by reception of a slave byte.

18.0 UNIVERSAL ASYNCHRONOUS RECEIVER TRANSMITTER (UART)

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 the Universal Asynchronous Receiver Transmitter, refer to the “PIC24F Family Reference Manual”, Section 21. “UART” (DS39708).

The Universal Asynchronous Receiver Transmitter (UART) module is one of the serial I/O modules available in this PIC24F device family. The UART is a full-duplex, asynchronous system that can communicate with peripheral devices, such as personal computers, LIN/J2602, RS-232 and RS-485 interfaces. This module also supports a hardware flow control option with the UxCTS and UxRTS pins, and also includes an IrDA® encoder and decoder.

The primary features of the UART module are:

- Full-Duplex, 8-Bit or 9-Bit Data Transmission through the UxTX and UxRX Pins
- Even, Odd or No Parity Options (for 8-bit data)
- One or Two Stop bits
- Hardware Flow Control Option with UxCTS and UxRTS pins
- Fully Integrated Baud Rate Generator (IBRG) with 16-Bit Prescaler

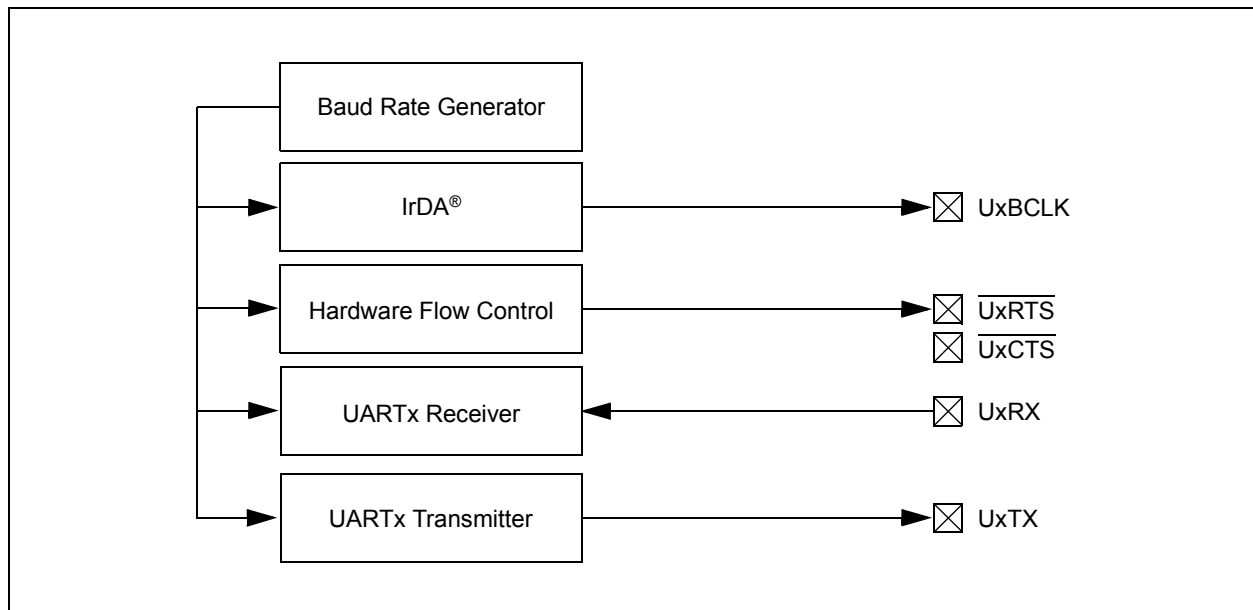
- Baud Rates Ranging from 1 Mbps to 15 bps at 16 MIPS
- 4-Deep, First-In-First-Out (FIFO) Transmit Data Buffer
- 4-Deep FIFO Receive Data Buffer
- Parity, Framing and Buffer Overrun Error Detection
- Support for 9-Bit mode with Address Detect (9th bit = 1)
- Transmit and Receive Interrupts
- Loopback mode for Diagnostic Support
- Support for Sync and Break Characters
- Supports Automatic Baud Rate Detection
- IrDA® Encoder and Decoder Logic
- 16x Baud Clock Output for IrDA Support

A simplified block diagram of the UARTx is shown in Figure 18-1. The UARTx module consists of these important hardware elements:

- Baud Rate Generator
- Asynchronous Transmitter
- Asynchronous Receiver

Note: Throughout this section, references to register and bit names that may be associated with a specific USART module are referred to generically by the use of ‘x’ in place of the specific module number. Thus, “UxSTA” might refer to the USART Status register for either USART1 or USART2.

FIGURE 18-1: UARTx SIMPLIFIED BLOCK DIAGRAM



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 22-6: AD1CHITH: A/D SCAN COMPARE HIT REGISTER (HIGH WORD)⁽¹⁾

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

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	CHH17	CHH16
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 15-2 **Unimplemented:** Read as '0'.

bit 1-0 **CHH<17:16>:** A/D Compare Hit bits

If CM<1:0> = 11:

1 = A/D Result Buffer x has been written with data or a match has occurred

0 = A/D Result Buffer x has not been written with data

For All Other Values of CM<1:0>:

1 = A match has occurred on A/D Result Channel x

0 = No match has occurred on A/D Result Channel x

Note 1: Unimplemented channels are read as '0'.

REGISTER 22-7: AD1CHITL: A/D SCAN COMPARE HIT REGISTER (LOW WORD)⁽¹⁾

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
CHH15	CHH14	CHH13	CHH12	CHH11	CHH10	CHH9	CHH8
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
CHH7	CHH6	CHH5	CHH4	CHH3	CHH2	CHH1	CHH0
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 15-0 **CHH<15:0>:** A/D Compare Hit bits

If CM<1:0> = 11:

1 = A/D Result Buffer x has been written with data or a match has occurred

0 = A/D Result Buffer x has not been written with data

For all other values of CM<1:0>:

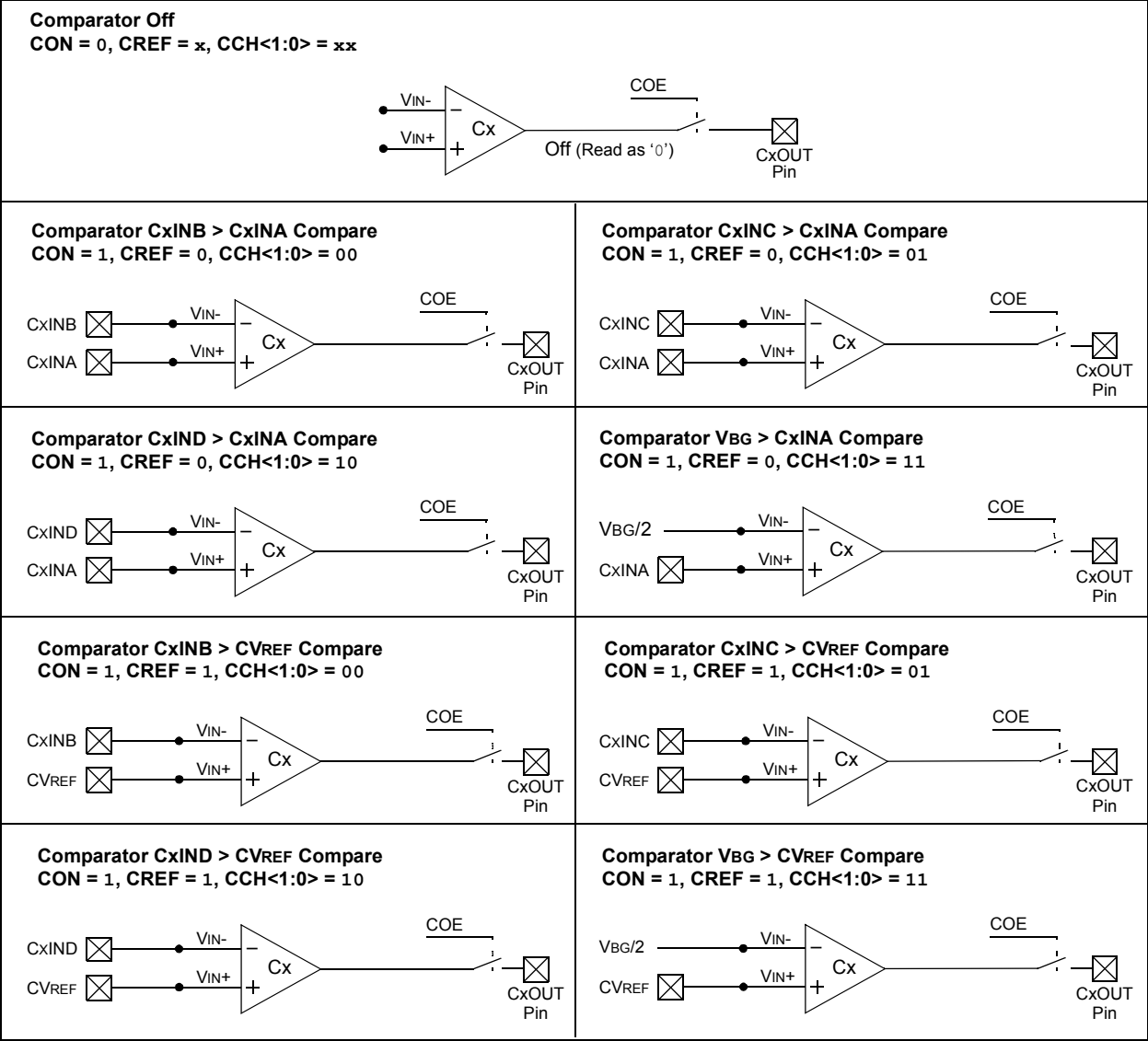
1 = A match has occurred on A/D Result Channel x

0 = No match has occurred on A/D Result Channel x

Note 1: Unimplemented channels are read as '0'.

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FIGURE 23-2: INDIVIDUAL COMPARATOR CONFIGURATIONS



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REGISTER 26-10: DEVREV: DEVICE REVISION REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
bit 23				bit 16			

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

U-0	U-0	U-0	U-0	R	R	R	R
—	—	—	—	REV3	REV2	REV1	REV0
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 23-4 **Unimplemented:** Read as '0'

bit 3-0 **REV<3:0>:** Minor Revision Identifier bits

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TABLE 29-15: INTERNAL VOLTAGE REGULATOR SPECIFICATIONS

Operating Conditions: $-40^{\circ}\text{C} < T_A < +125^{\circ}\text{C}$ (unless otherwise stated)							
Param No.	Symbol	Characteristics	Min	Typ	Max	Units	Comments
DVR10	V _{BG}	Band Gap Reference Voltage	0.973	1.024	1.075	V	
DVR11	T _{BG}	Band Gap Reference Start-up Time	—	1	—	ms	
DVR20	V _{RGOUT}	Regulator Output Voltage	3.1	3.3	3.6	V	$-40^{\circ}\text{C} < T_A < +85^{\circ}\text{C}$
			3.0	3.19	3.6	V	$-40^{\circ}\text{C} < T_A < +125^{\circ}\text{C}$
DVR21	C _{EFC}	External Filter Capacitor Value	4.7	10	—	μF	Series resistance < 3 Ohm recommended; < 5 Ohm is required.
DVR30	V _{LVR}	Retention Regulator Output Voltage	—	2.6	—	V	

TABLE 29-16: CTMU CURRENT SOURCE SPECIFICATIONS

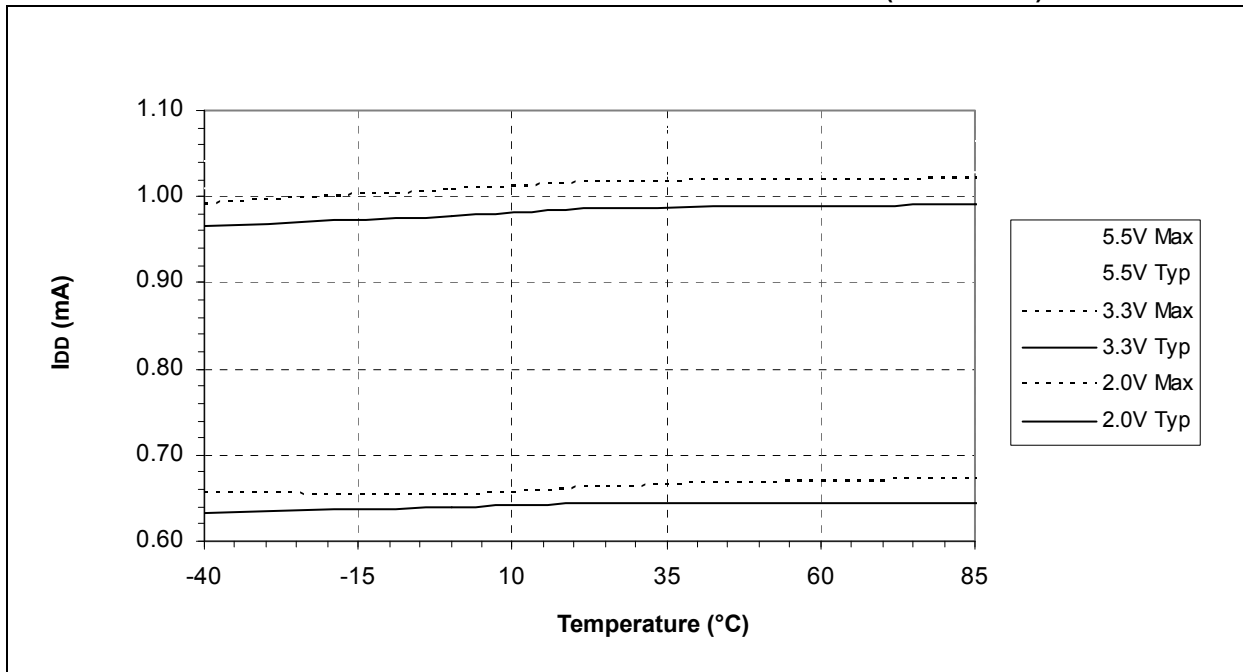
DC CHARACTERISTICS			Standard Operating Conditions: 1.8V to 3.6V PIC24F32KA3XX 2.0V to 5.5V PIC24FV32KA3XX					
			Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for Industrial $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ for Extended					
Param No.	Sym	Characteristic	Min	Typ ⁽¹⁾	Max	Units	Comments	Conditions
DCT10	I _{OUT1}	CTMU Current Source, Base Range	—	550	—	nA	CTMUICON<9:8> = 01	2.5V < V _{DD} < V _{DDMAX}
DCT11	I _{OUT2}	CTMU Current Source, 10x Range	—	5.5	—	μA	CTMUICON<9:8> = 10	
DCT12	I _{OUT3}	CTMU Current Source, 100x Range	—	55	—	μA	CTMUICON<9:8> = 11	
DCT13	I _{OUT4}	CTMU Current Source, 1000x Range	—	550	—	μA	CTMUICON<9:8> = 00 (Note 2)	
DCT20	V _F	Temperature Diode Forward Voltage	—	.76	—	V		
DCT21	V _Δ	Voltage Change per Degree Celsius	—	1.6	—	mV/°C		

Note 1: Nominal value at the center point of the current trim range (CTMUICON<7:2> = 000000). On PIC24F32KA parts, the current output is limited to the typical current value when I_{OUT4} is chosen.

2: Do not use this current range with a temperature sensing diode.

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FIGURE 30-9: TYPICAL AND MAXIMUM I_{DD} vs. TEMPERATURE (FRC MODE)



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FIGURE 30-51: V_{IL}/V_{IH} vs. V_{DD} (GENERAL PURPOSE I/O, TEMPERATURES AS NOTED)

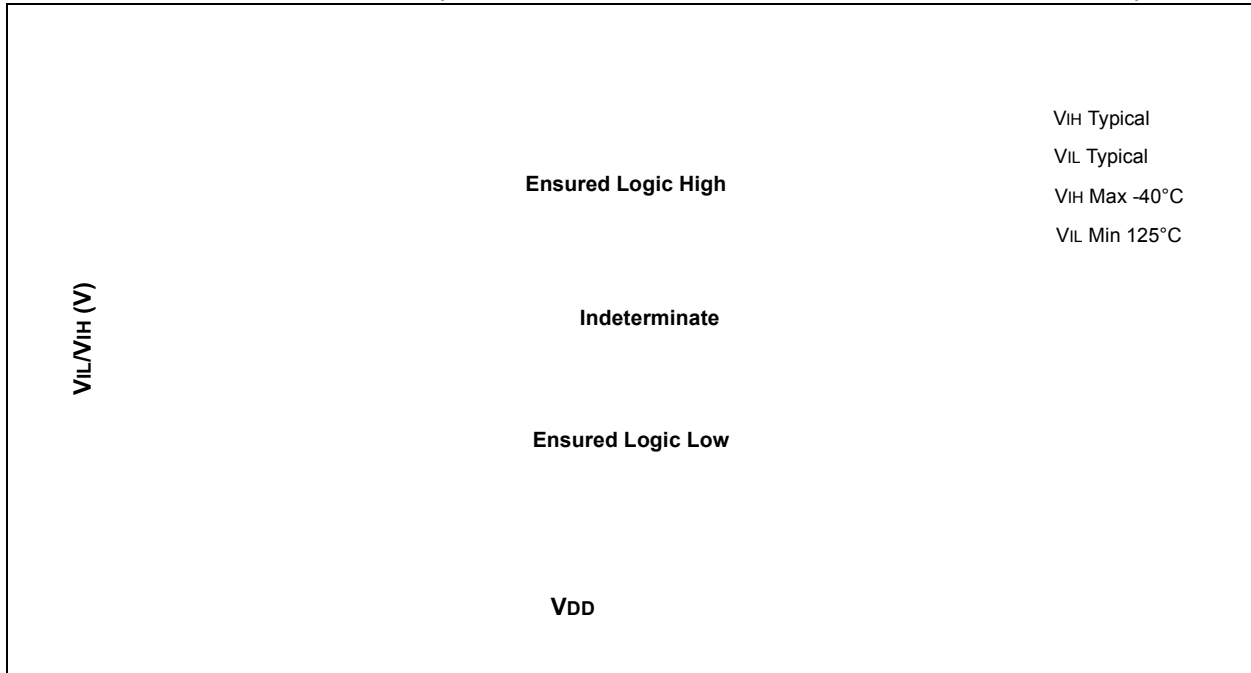
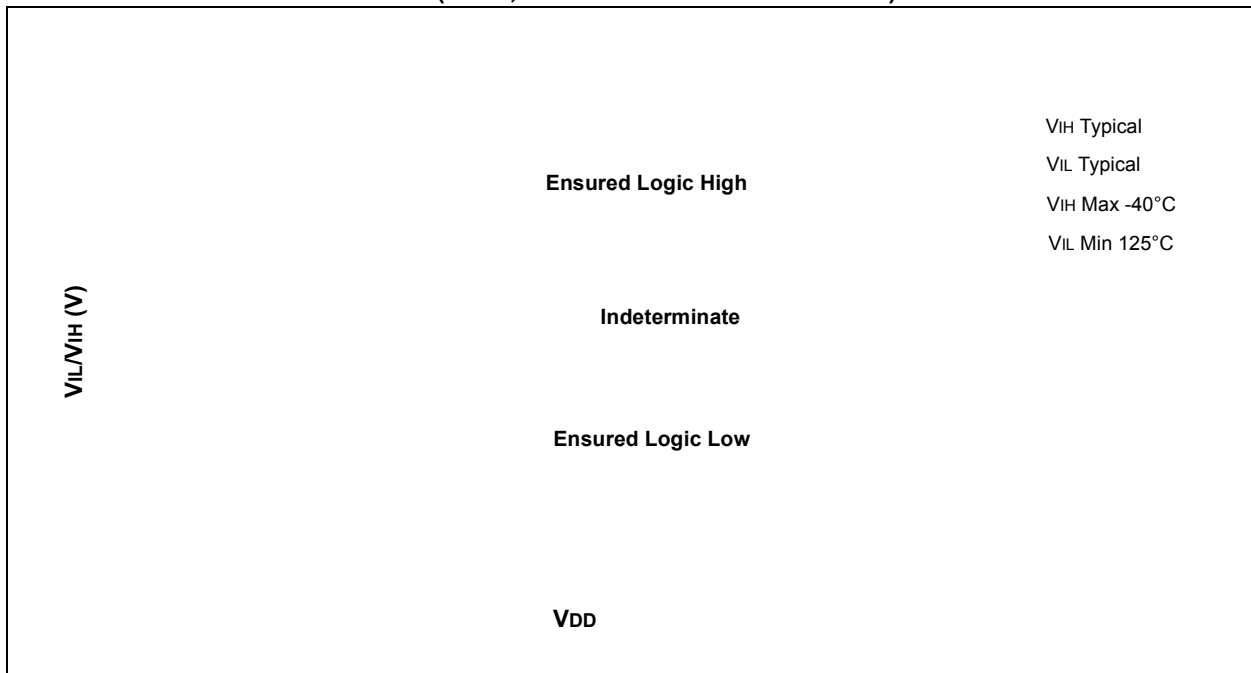


FIGURE 30-52: V_{IL}/V_{IH} vs. V_{DD} (I^2C^{TM} , TEMPERATURES AS NOTED)



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PRODUCT IDENTIFICATION SYSTEM

To order or obtain information, e.g., on pricing or delivery, refer to the factory or the listed sales office.

	PIC	24	FV	32	KA3	04	T	- I /	PT	- XXX
Microchip Trademark	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Architecture	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Flash Memory Family	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Program Memory Size (KB)	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Product Group	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Pin Count	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Tape and Reel Flag (if applicable)	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Temperature Range	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Package	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Pattern	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Architecture	24	= 16-bit modified Harvard without DSP
Flash Memory Family	F	= Standard voltage range Flash program memory
	FV	= Wide voltage range Flash program memory
Product Group	KA3	= General purpose microcontrollers
Pin Count	01	= 20-pin
	02	= 28-pin
	04	= 44-pin
Temperature Range	I	= -40°C to +85°C (Industrial)
	E	= -40°C to +125°C (Industrial)
Package	SP	= SPDIP
	SO	= SOIC
	SS	= SSOP
	ML	= QFN
	P	= PDIP
	PT	= TQFP
	MV	= UQFN
Pattern	Three-digit QTP, SQTP, Code or Special Requirements (blank otherwise)	
	ES	= Engineering Sample

Examples:

- a) PIC24FV32KA304-I/ML: Wide voltage range, General Purpose, 32-Kbyte program memory, 44-pin, Industrial temp., QFN package
- b) PIC24F16KA302-I/SS: Standard voltage range, General Purpose, 16-Kbyte program memory, 28-pin, Industrial temp., SSOP package