Microchip Technology - PIC24FV16KA302-I/SS 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	Active
Core Processor	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	23
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 13x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SSOP (0.209", 5.30mm Width)
Supplier Device Package	28-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24fv16ka302-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	
CV_{REF}	17	25	22	14	15	17	25	22	14	15	I	ANA	Comparator Voltage Reference Output
CV_{REF+}	2	2	27	19	21	2	2	27	19	21	I	ANA	Comparator Reference Positive Input Voltage
CV_{REF-}	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	

TABLE 4-8: OUTPUT COMPARE 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
OC1CON1	0190	—	—	OCSIDL	OCTSEL2	OCTSEL1	OCTSEL0	ENFLT2	ENFLT1	ENFLT0	OCFLT2	OCFLT1	OCFLT0	TRIGMODE	OCM2	OCM1	OCM0	0000
OC1CON2	0192	FLTMD	FLTOUT	FLTTRIEN	OCINV	—	DCB1	DCB0	OC32	OCTRIG	TRIGSTAT	OCTRIS	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0	000C
OC1RS	0194	OC1RS																0000
OC1R	0196	OC1R																0000
OC1TMR	0198	OC1TMR																xxxx
OC2CON1	019A	—	—	OCSIDL	OCTSEL2	OCTSEL1	OCTSEL0	ENFLT2	ENFLT1	ENFLT0	OCFLT2	OCFLT1	OCFLT0	TRIGMODE	OCM2	OCM1	OCM0	0000
OC2CON2	019C	FLTMD	FLTOUT	FLTTRIEN	OCINV	—	DCB1	DCB0	OC32	OCTRIG	TRIGSTAT	OCTRIS	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0	000C
OC2RS	019E	OC2RS																0000
OC2R	01A0	OC2R																0000
OC2TMR	01A2	OC2TMR																xxxx
OC3CON1	01A4	—	—	OCSIDL	OCTSEL2	OCTSEL1	OCTSEL0	ENFLT2	ENFLT1	ENFLT0	OCFLT2	OCFLT1	OCFLT0	TRIGMODE	OCM2	OCM1	OCM0	0000
OC3CON2	01A6	FLTMD	FLTOUT	FLTTRIEN	OCINV	—	DCB1	DCB0	OC32	OCTRIG	TRIGSTAT	OCTRIS	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0	000C
OC3RS	01A8	OC3RS																0000
OC3R	01AA	OC3R																0000
OC3TMR	01AC	OC3TMR																xxxx

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

4.3.3 READING DATA FROM PROGRAM MEMORY USING PROGRAM SPACE VISIBILITY

The upper 32 Kbytes of data space may optionally be mapped into a 16K word page (in PIC24FV16KA3XX devices) and a 32K word page (in PIC24FV32KA3XX devices) of the program space. This provides transparent access of stored constant data from the data space without the need to use special instructions (i.e., TBLRDL/H).

Program space access through the data space occurs if the MSb of the data space EA is '1' and PSV is enabled by setting the PSV bit in the CPU Control (CORCON<2>) register. The location of the program memory space to be mapped into the data space is determined by the Program Space Visibility Page Address (PSVPAG) register. This 8-bit register defines any one of 256 possible pages of 16K words in program space. In effect, PSVPAG functions as the upper 8 bits of the program memory address, with the 15 bits of the EA functioning as the lower bits.

By incrementing the PC by 2 for each program memory word, the lower 15 bits of data space addresses directly map to the lower 15 bits in the corresponding program space addresses.

Data reads from this area add an additional cycle to the instruction being executed, since two program memory fetches are required.

Although each data space address, 8000h and higher, maps directly into a corresponding program memory address (see Figure 4-7), only the lower 16 bits of the 24-bit program word are used to contain the data. The upper 8 bits of any program space location used as data should be programmed with '1111 1111' or '0000 0000' to force a NOP. This prevents possible issues should the area of code ever be accidentally executed.

Note:	PSV access is temporarily disabled during table reads/writes.

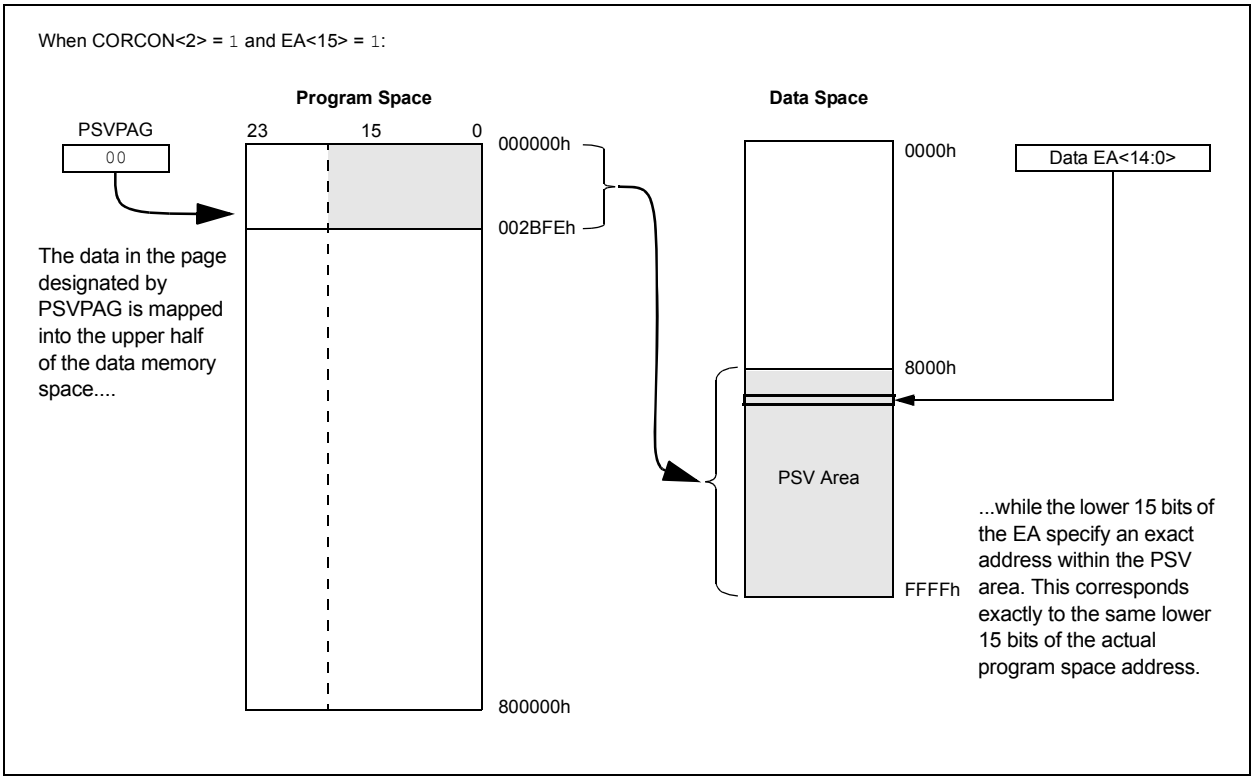
For operations that use PSV and are executed outside a REPEAT loop, the MOV and MOV.D instructions will require one instruction cycle in addition to the specified execution time. All other instructions will require two instruction cycles in addition to the specified execution time.

For operations that use PSV, which are executed inside a REPEAT loop, there will be some instances that require two instruction cycles in addition to the specified execution time of the instruction:

- Execution in the first iteration
- Execution in the last iteration
- Execution prior to exiting the loop due to an interrupt
- Execution upon re-entering the loop after an interrupt is serviced

Any other iteration of the REPEAT loop will allow the instruction accessing data, using PSV, to execute in a single cycle.

FIGURE 4-7: PROGRAM SPACE VISIBILITY OPERATION



7.1 Clock Source Selection at Reset

If clock switching is enabled, the system clock source at device Reset is chosen, as shown in Table 7-2. If clock switching is disabled, the system clock source is always selected according to the Oscillator Configuration bits. For more information, see **Section 9.0 "Oscillator Configuration"**.

TABLE 7-2: OSCILLATOR SELECTION vs. TYPE OF RESET (CLOCK SWITCHING ENABLED)

Reset Type	Clock Source Determinant
POR	FNOSCx Configuration bits (FNOSC<10:8>)
BOR	
$\overline{MCLR}$	COSCx Control bits (OSCCON<14:12>)
WDTO	
SWR	

7.2 Device Reset Times

The Reset times for various types of device Reset are summarized in Table 7-3. Note that the System Reset Signal, $\overline{SYSRST}$, is released after the POR and PWRT delay times expire.

The time at which the device actually begins to execute code will also depend on the system oscillator delays, which include the Oscillator Start-up Timer (OST) and the PLL lock time. The OST and PLL lock times occur in parallel with the applicable $\overline{SYSRST}$ delay times.

The FSCM delay determines the time at which the FSCM begins to monitor the system clock source after the $\overline{SYSRST}$ signal is released.

TABLE 7-3: DELAY TIMES FOR VARIOUS DEVICE RESETS

Reset Type	Clock Source	$\overline{SYSRST}$ Delay	System Clock Delay	Notes
POR(6)	EC	TPOR + TPWRT	—	1, 2
	FRC, FRCDIV	TPOR + TPWRT	TFRC	1, 2, 3
	LPRC	TPOR + TPWRT	TLPRC	1, 2, 3
	ECPLL	TPOR + TPWRT	TLOCK	1, 2, 4
	FRCPLL	TPOR + TPWRT	TFRC + TLOCK	1, 2, 3, 4
	XT, HS, SOSC	TPOR+ TPWRT	TOST	1, 2, 5
	XTPLL, HSPLL	TPOR + TPWRT	TOST + TLOCK	1, 2, 4, 5
BOR	EC	TPWRT	—	2
	FRC, FRCDIV	TPWRT	TFRC	2, 3
	LPRC	TPWRT	TLPRC	2, 3
	ECPLL	TPWRT	TLOCK	2, 4
	FRCPLL	TPWRT	TFRC + TLOCK	2, 3, 4
	XT, HS, SOSC	TPWRT	TOST	2, 5
	XTPLL, HSPLL	TPWRT	TFRC + TLOCK	2, 3, 4
All Others	Any Clock	—	—	None

Note 1: TPOR = Power-on Reset delay.

2: TPWRT = 64 ms nominal if the Power-up Timer (PWRT) is enabled; otherwise, it is zero.

3: TFRC and TLPRC = RC oscillator start-up times.

4: TLOCK = PLL lock time.

5: TOST = Oscillator Start-up Timer (OST). A 10-bit counter waits 1024 oscillator periods before releasing the oscillator clock to the system.

6: If Two-Speed Start-up is enabled, regardless of the primary oscillator selected, the device starts with FRC, and in such cases, FRC start-up time is valid.

Note: For detailed operating frequency and timing specifications, see **Section 29.0 "Electrical Characteristics"**.

REGISTER 8-11: IEC0: INTERRUPT ENABLE CONTROL REGISTER 0

bit 1 **IC1IE:** Input Capture Channel 1 Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 0 **INT0IE:** External Interrupt 0 Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

10.4 Voltage Regulator-Based Power-Saving Features

The PIC24FV32KA304 series devices have a Voltage Regulator that has the ability to alter functionality to provide power savings. The on-board regulator is made up of two basic modules: the Voltage Regulator (VREG) and the Retention Regulator (RETREG). With the combination of VREG and RETREG, the following power modes are available:

10.4.1 RUN MODE

In Run mode, the main VREG is providing a regulated voltage with enough current to supply a device running at full speed, and the device is not in Sleep or Deep Sleep Mode. The Retention Regulator may or may not be running, but is unused.

10.4.2 SLEEP (STANDBY) MODE

In Sleep mode, the device is in Sleep and the main VREG is providing a regulated voltage at a reduced (standby) supply current. This mode provides for limited functionality due to the reduced supply current. It requires a longer time to wake-up from Sleep.

10.4.3 RETENTION SLEEP MODE

In Retention Sleep mode, the device is in Sleep and all regulated voltage is provided solely by the Retention Regulator. Consequently, this mode has lower power consumption than regular Sleep mode, but is also limited in terms of how much functionality can be enabled. Retention Sleep wake-up time is longer than Sleep mode due to the extra time required to raise the V_{CORE} supply rail back to normal regulated levels.

Note: PIC24F32KA30X family devices do not use an On-Chip Voltage Regulator, so they do not support Retention Sleep mode.

10.4.4 DEEP SLEEP MODE

In Deep Sleep mode, both the main Voltage Regulator and Retention Regulator are shut down, providing the lowest possible device power consumption. However, this mode provides no retention or functionality of the device and has the longest wake-up time.

TABLE 10-1: VOLTAGE REGULATION CONFIGURATION SETTINGS FOR PIC24FV32KA304 FAMILY DEVICES

RETCGF Bit (FPOR<2>)	RETEN Bit (RCON<12>	PMSLP Bit (RCON<8>)	Power Mode During Sleep	Description
0	0	1	Sleep	VREG mode (normal) is unchanged during Sleep. RETREG is unused.
0	0	0	Sleep (Standby)	VREG goes to Low-Power Standby mode during Sleep. RETREG is unused.
0	1	0	Retention Sleep	VREG is off during Sleep. RETREG is enabled and provides Sleep voltage regulation.
1	X	1	Sleep	VREG mode (normal) is unchanged during Sleep. RETREG is disabled at all times.
1	X	0	Sleep (Standby)	VREG goes to Low-Power Standby mode during Sleep. RETREG is disabled at all times

REGISTER 12-1: T1CON: TIMER1 CONTROL REGISTER

R/W-0	U-0	R/W-0	U-0	U-0	U-0	R/W-0	R/W-0
TON	—	TSIDL	—	—	—	T1ECS1(1)	T1ECS0(1)
bit 15							bit 8

U-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	U-0
—	TGATE	TCKPS1	TCKPS0	—	TSYNC	TCS	—
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 **TON:** Timer1 On bit
1 = Starts 16-bit Timer1
0 = Stops 16-bit Timer1

bit 14 **Unimplemented:** Read as '0'

bit 13 **TSIDL:** Timer1 Stop in Idle Mode bit
1 = Discontinues module operation when device enters Idle mode
0 = Continues module operation in Idle mode

bit 12-10 **Unimplemented:** Read as '0'

bit 9-8 **T1ECS<1:0>:** Timer1 Extended Clock Select bits(1)
11 = Reserved; do not use
10 = Timer1 uses the LPRC as the clock source
01 = Timer1 uses the external clock from T1CK
00 = Timer1 uses the Secondary Oscillator (SOSC) as the clock source

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

bit 6 **TGATE:** Timer1 Gated Time Accumulation Enable bit
When TCS = 1:
This bit is ignored.
When TCS = 0:
1 = Gated time accumulation is enabled
0 = Gated time accumulation is disabled

bit 5-4 **TCKPS<1:0>:** Timer1 Input Clock Prescale Select bits
11 = 1:256
10 = 1:64
01 = 1:8
00 = 1:1

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

bit 2 **TSYNC:** Timer1 External Clock Input Synchronization Select bit
When TCS = 1:
1 = Synchronizes external clock input
0 = Does not synchronize external clock input
When TCS = 0:
This bit is ignored.

bit 1 **TCS:** Timer1 Clock Source Select bit
1 = Timer1 clock source is selected by T1ECS<1:0>
0 = Internal clock (FOSC/2)

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

Note 1: The T1ECSx bits are valid only when TCS = 1.

REGISTER 15-1: OCxCON1: OUTPUT COMPARE x CONTROL REGISTER 1

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	OCSIDL	OCTSEL2	OCTSEL1	OCTSEL0	ENFLT2	ENFLT1
bit 15							bit 8

R/W-0	R/W-0, HSC	R/W-0, HSC	R/W-0, HSC	R/W-0	R/W-0	R/W-0	R/W-0
ENFLT0	OCFLT2	OCFLT1	OCFLT0	TRIGMODE	OCM2(1)	OCM1(1)	OCM0(1)
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 15-14 **Unimplemented:** Read as '0'

bit 13 **OCSIDL:** Output Compare x Stop in Idle Mode Control bit
1 = Output Compare x halts in CPU Idle mode
0 = Output Compare x continues to operate in CPU Idle mode

bit 12-10 **OCTSEL<2:0>:** Output Compare x Timer Select bits
111 = System clock
110 = Reserved
101 = Reserved
100 = Timer1
011 = Timer5
010 = Timer4
001 = Timer3
000 = Timer2

bit 9 **ENFLT2:** Comparator Fault Input Enable bit
1 = Comparator Fault input is enabled
0 = Comparator Fault input is disabled

bit 8 **ENFLT1:** OCFB Fault Input Enable bit
1 = OCFB Fault input is enabled
0 = OCFB Fault input is disabled

bit 7 **ENFLT0:** OCFA Fault Input Enable bit
1 = OCFA Fault input is enabled
0 = OCFA Fault input is disabled

bit 6 **OCFLT2:** PWM Comparator Fault Condition Status bit
1 = PWM comparator Fault condition has occurred (this is cleared in hardware only)
0 = PWM comparator Fault condition has not occurred (this bit is used only when OCM<2:0> = 111)

bit 5 **OCFLT1:** PWM OCFB Fault Input Enable bit
1 = PWM OCFB Fault condition has occurred (this is cleared in hardware only)
0 = PWM OCFB Fault condition has not occurred (this bit is used only when OCM<2:0> = 111)

bit 4 **OCFLT0:** PWM OCFA Fault Condition Status bit
1 = PWM OCFA Fault condition has occurred (this is cleared in hardware only)
0 = PWM OCFA Fault condition has not occurred (this bit is used only when OCM<2:0> = 111)

bit 3 **TRIGMODE:** Trigger Status Mode Select bit
1 = TRIGSTAT (OCxCON2<6>) is cleared when OCxRS = OCxTMR or in software
0 = TRIGSTAT is only cleared by software

Note 1: The comparator module used for Fault input varies with the OCx module. OC1 and OC2 use Comparator 1; OC3 and OC4 use Comparator 2; OC5 uses Comparator 3.

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/$\overline{A}$	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 I^2C 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 I^2C 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/$\overline{A}$:** Data/$\overline{Address}$ bit (when operating as I^2C 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.

REGISTER 17-2: I2CxSTAT: I2Cx STATUS REGISTER (CONTINUED)

bit 4 **P:** Stop bit
1 = Indicates that a Stop bit has been detected last
0 = Stop bit was not detected last
Hardware is set or cleared when a Start, Repeated Start or Stop is detected.

bit 3 **S:** Start bit
1 = Indicates that a Start (or Repeated Start) bit has been detected last
0 = Start bit was not detected last
Hardware is set or clear when a Start, Repeated Start or Stop is detected.

bit 2 **R/$\overline{W}$:** Read/$\overline{\text{Write}}$ Information bit (when operating as I^2C slave)
1 = Read – indicates data transfer is output from the slave
0 = Write – indicates data transfer is input to the slave
Hardware is set or clear after the reception of an I^2C device address byte.

bit 1 **RBF:** Receive Buffer Full Status bit
1 = Receive is complete, I2CxRCV is full
0 = Receive is not complete, I2CxRCV is empty
Hardware is set when I2CxRCV is written with a received byte; hardware is clear when the software reads I2CxRCV.

bit 0 **TBF:** Transmit Buffer Full Status bit
1 = Transmit is in progress, I2CxTRN is full
0 = Transmit is complete, I2CxTRN is empty
Hardware is set when the software writes to I2CxTRN; hardware is clear at the completion of data transmission.

19.2.6 ALRMVAL REGISTER MAPPINGS

REGISTER 19-8: ALMTHDY: ALARM MONTH AND DAY VALUE REGISTER(1)

U-0	U-0	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
—	—	—	MTHTEN0	MTHONE3	MTHONE2	MTHONE1	MTHONE0
bit 15							bit 8

U-0	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
—	—	DAYTEN1	DAYTEN0	DAYONE3	DAYONE2	DAYONE1	DAYONE0
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 15-13 **Unimplemented:** Read as '0'

bit 12 **MTHTEN0:** Binary Coded Decimal Value of Month's Tens Digit bit
Contains a value of '0' or '1'.

bit 11-8 **MTHONE<3:0>:** Binary Coded Decimal Value of Month's Ones Digit bits
Contains a value from 0 to 9.

bit 7-6 **Unimplemented:** Read as '0'

bit 5-4 **DAYTEN<1:0>:** Binary Coded Decimal Value of Day's Tens Digit bits
Contains a value from 0 to 3.

bit 3-0 **DAYONE<3:0>:** Binary Coded Decimal Value of Day's Ones Digit bits
Contains a value from 0 to 9.

Note 1: A write to this register is only allowed when RTCWREN = 1.

REGISTER 19-9: ALWDHR: ALARM WEEKDAY AND HOURS VALUE REGISTER(1)

U-0	U-0	U-0	U-0	U-0	R/W-x	R/W-x	R/W-x
—	—	—	—	—	WDAY2	WDAY1	WDAY0
bit 15							bit 8

U-0	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
—	—	HRTEN1	HRTEN0	HRONE3	HRONE2	HRONE1	HRONE0
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 15-11 **Unimplemented:** Read as '0'

bit 10-8 **WDAY<2:0>:** Binary Coded Decimal Value of Weekday Digit bits
Contains a value from 0 to 6.

bit 7-6 **Unimplemented:** Read as '0'

bit 5-4 **HRTEN<1:0>:** Binary Coded Decimal Value of Hour's Tens Digit bits
Contains a value from 0 to 2.

bit 3-0 **HRONE<3:0>:** Binary Coded Decimal Value of Hour's Ones Digit bits
Contains a value from 0 to 9.

Note 1: A write to this register is only allowed when RTCWREN = 1.

REGISTER 22-1: AD1CON1: A/D CONTROL REGISTER 1

R/W-0	U-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0
ADON	—	ADSIDL	—	—	MODE12	FORM1	FORM0
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0, HSC	R/C-0, HSC
SSRC3	SSRC2	SSRC1	SSRC0	—	ASAM	SAMP	DONE
bit 7							bit 0

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

bit 15 **ADON:** A/D Operating Mode bit
1 = A/D Converter module is operating
0 = A/D Converter is off

bit 14 **Unimplemented:** Read as '0'

bit 13 **ADSIDL:** A/D Stop in Idle Mode bit
1 = Discontinues module operation when device enters Idle mode
0 = Continues module operation in Idle mode

bit 12-11 **Unimplemented:** Read as '0'

bit 10 **MODE12:** 12-Bit Operation Mode bit
1 = 12-bit A/D operation
0 = 10-bit A/D operation

bit 9-8 **FORM<1:0>:** Data Output Format bits (see the following formats)
11 = Fractional result, signed, left-justified
10 = Absolute fractional result, unsigned, left-justified
01 = Decimal result, signed, right-justified
00 = Absolute decimal result, unsigned, right-justified

bit 7-4 **SSRC<3:0>:** Sample Clock Source Select bits
1111 = Not available; do not use
•
•
•
1000 = Not available; do not use
0111 = Internal counter ends sampling and starts conversion (auto-convert)
0110 = Not available; do not use
0101 = Timer1 event ends sampling and starts conversion
0100 = CTMU event ends sampling and starts conversion
0011 = Timer5 event ends sampling and starts conversion
0010 = Timer3 event ends sampling and starts conversion
0001 = INT0 event ends sampling and starts conversion
0000 = Clearing the SAMP bit in software ends sampling and begins conversion

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

bit 2 **ASAM:** A/D Sample Auto-Start bit
1 = Sampling begins immediately after the last conversion; SAMP bit is auto-set
0 = Sampling begins when the SAMP bit is manually set

bit 1 **SAMP:** A/D Sample Enable bit
1 = A/D Sample-and-Hold amplifiers are sampling
0 = A/D Sample-and-Hold amplifiers are holding

bit 0 **DONE:** A/D Conversion Status bit
1 = A/D conversion cycle has completed
0 = A/D conversion cycle has not started or is in progress

REGISTER 24-1: CVRCON: COMPARATOR VOLTAGE REFERENCE CONTROL REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
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
CVREN	CVROE	CVRSS	CVR4	CVR3	CVR2	CVR1	CVR0
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 15-8 **Unimplemented:** Read as '0'

bit 7 **CVREN:** Comparator Voltage Reference Enable bit
1 = CVREF circuit is powered on
0 = CVREF circuit is powered down

bit 6 **CVROE:** Comparator VREF Output Enable bit
1 = CVREF voltage level is output on the CVREF pin
0 = CVREF voltage level is disconnected from the CVREF pin

bit 5 **CVRSS:** Comparator VREF Source Selection bit
1 = Comparator reference source, CVRSRC = VREF+ – VREF-
0 = Comparator reference source, CVRSRC = AVDD – AVSS

bit 4-0 **CVR<4:0>:** Comparator VREF Value Selection 0 ≤ CVR<4:0> ≤ 31 bits
When CVRSS = 1:
CVREF = (VREF-) + (CVR<4:0>/32) • (VREF+ – VREF-)
When CVRSS = 0:
CVREF = (AVSS) + (CVR<4:0>/32) • (AVDD – AVSS)

REGISTER 26-2: FGS: GENERAL SEGMENT CONFIGURATION REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	R/C-1	R/C-1
—	—	—	—	—	—	GSS0	GWRP
bit 7							bit 0

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

bit 7-2 **Unimplemented:** Read as '0'

bit 1 **GSS0:** General Segment Code Flash Code Protection bit
1 = No protection
0 = Standard security is enabled

bit 0 **GWRP:** General Segment Code Flash Write Protection bit
1 = General segment may be written
0 = General segment is write-protected

REGISTER 26-3: FOSCSEL: OSCILLATOR SELECTION CONFIGURATION REGISTER

R/P-1	R/P-1	R/P-1	U-0	U-0	R/P-1	R/P-1	R/P-1
IESO	LPRCSEL	SOSCSRC	—	—	FNOSC2	FNOSC1	FNOSC0
bit 7							bit 0

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

bit 7 **IESO:** Internal External Switchover bit
1 = Internal External Switchover mode is enabled (Two-Speed Start-up is enabled)
0 = Internal External Switchover mode is disabled (Two-Speed Start-up is disabled)

bit 6 **LPRCSEL:** Internal LPRC Oscillator Power Select bit
1 = High-Power/High-Accuracy mode
0 = Low-Power/Low-Accuracy mode

bit 5 **SOSCSRC:** Secondary Oscillator Clock Source Configuration bit
1 = SOSC analog crystal function is available on the SOSCI/SOSCO pins
0 = SOSC crystal is disabled; digital SCLKI function is selected on the SOSCO pin

bit 4-3 **Unimplemented:** Read as '0'

bit 2-0 **FNOSC<2:0>:** Oscillator Selection bits
000 = Fast RC Oscillator (FRC)
001 = Fast RC Oscillator with Divide-by-N with PLL module (FRCDIV+PLL)
010 = Primary Oscillator (XT, HS, EC)
011 = Primary Oscillator with PLL module (HS+PLL, EC+PLL)
100 = Secondary Oscillator (SOSC)
101 = Low-Power RC Oscillator (LPRC)
110 = 500 kHz Low-Power FRC Oscillator with Divide-by-N (LPFRCDIV)
111 = 8 MHz FRC Oscillator with Divide-by-N (FRCDIV)

27.0 DEVELOPMENT SUPPORT

The PIC® microcontrollers and dsPIC® digital signal controllers are supported with a full range of software and hardware development tools:

- Integrated Development Environment
  - MPLAB® IDE Software
- Compilers/Assemblers/Linkers
  - MPLAB C Compiler for Various Device Families
  - HI-TECH C® for Various Device Families
  - MPASM™ Assembler
  - MPLINK™ Object Linker/ MPLIB™ Object Librarian
  - MPLAB Assembler/Linker/Librarian for Various Device Families
- Simulators
  - MPLAB SIM Software Simulator
- Emulators
  - MPLAB REAL ICE™ In-Circuit Emulator
- In-Circuit Debuggers
  - MPLAB ICD 3
  - PICkit™ 3 Debug Express
- Device Programmers
  - PICkit™ 2 Programmer
  - MPLAB PM3 Device Programmer
- Low-Cost Demonstration/Development Boards, Evaluation Kits, and Starter Kits

27.1 MPLAB Integrated Development Environment Software

The MPLAB IDE software brings an ease of software development previously unseen in the 8/16/32-bit microcontroller market. The MPLAB IDE is a Windows® operating system-based application that contains:

- A single graphical interface to all debugging tools
  - Simulator
  - Programmer (sold separately)
  - In-Circuit Emulator (sold separately)
  - In-Circuit Debugger (sold separately)
- A full-featured editor with color-coded context
- A multiple project manager
- Customizable data windows with direct edit of contents
- High-level source code debugging
- Mouse over variable inspection
- Drag and drop variables from source to watch windows
- Extensive on-line help
- Integration of select third party tools, such as IAR C Compilers

The MPLAB IDE allows you to:

- Edit your source files (either C or assembly)
- One-touch compile or assemble, and download to emulator and simulator tools (automatically updates all project information)
- Debug using:
  - Source files (C or assembly)
  - Mixed C and assembly
  - Machine code

MPLAB IDE supports multiple debugging tools in a single development paradigm, from the cost-effective simulators, through low-cost in-circuit debuggers, to full-featured emulators. This eliminates the learning curve when upgrading to tools with increased flexibility and power.

FIGURE 29-8: TIMER1/2/3/4/5 EXTERNAL CLOCK INPUT TIMING

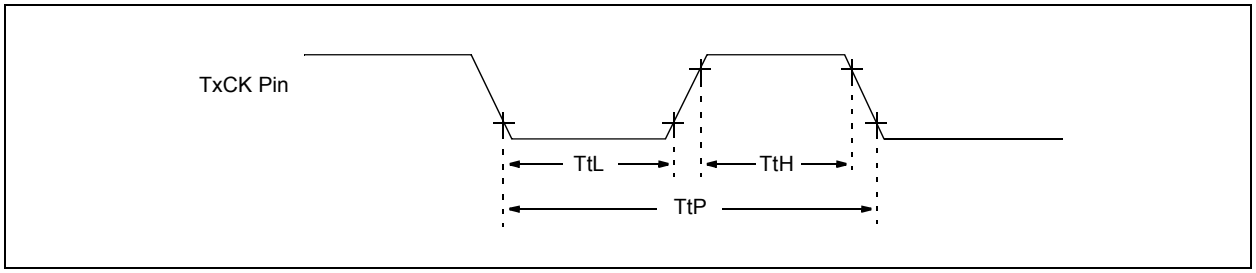


TABLE 29-27: TIMER1/2/3/4/5 EXTERNAL CLOCK INPUT REQUIREMENTS

Param. No.	Symbol	Characteristic		Min	Max	Units	Conditions
	TtH	TxCK High Pulse Time	Sync w/Prescaler	TCY + 20	—	ns	Must also meet Parameter Ttp
			Async w/Prescaler	10	—	ns	
			Async Counter	20	—	ns	
	TtL	TxCK Low Pulse Time	Sync w/Prescaler	TCY + 20	—	ns	Must also meet Parameter Ttp
			Async w/Prescaler	10	—	ns	
			Async Counter	20	—	ns	
	TtP	TxCK External Input Period	Sync w/Prescaler	2 * TCY + 40	—	ns	N = Prescale Value (1, 4, 8, 16)
			Async w/Prescaler	Greater of: 20 or $\frac{2 * T_{CY} + 40}{N}$	—	ns	
			Async Counter	40	—	ns	
		Delay for Input Edge to Timer Increment	Synchronous	1	2	TCY	
			Asynchronous	—	20	ns	

FIGURE 29-9: INPUT CAPTURE x TIMINGS

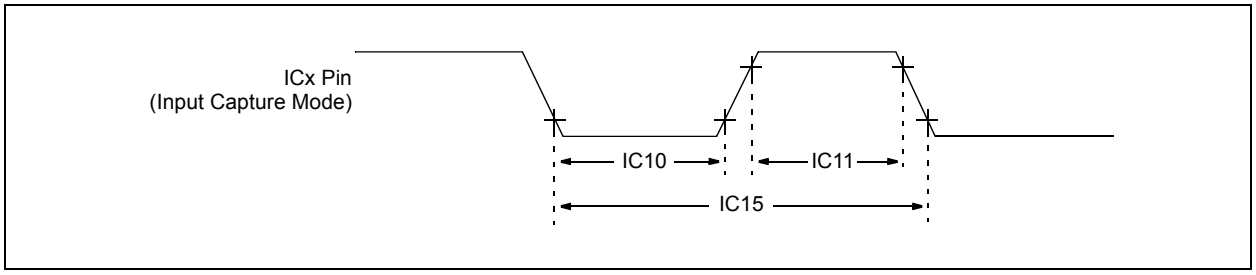


TABLE 29-28: INPUT CAPTURE x REQUIREMENTS

Param. No.	Symbol	Characteristic		Min	Max	Units	Conditions
IC10	TccL	ICx Input Low Time – Synchronous Timer	No Prescaler	TCY + 20	—	ns	Must also meet Parameter IC15
			With Prescaler	20	—	ns	
IC11	TccH	ICx Input Low Time – Synchronous Timer	No Prescaler	TCY + 20	—	ns	Must also meet Parameter IC15
			With Prescaler	20	—	ns	
IC15	TccP	ICx Input Period – Synchronous Timer		$\frac{2 * T_{CY} + 40}{N}$	—	ns	N = prescale value (1, 4, 16)

FIGURE 30-18: TYPICAL ΔIBOR vs. VDD

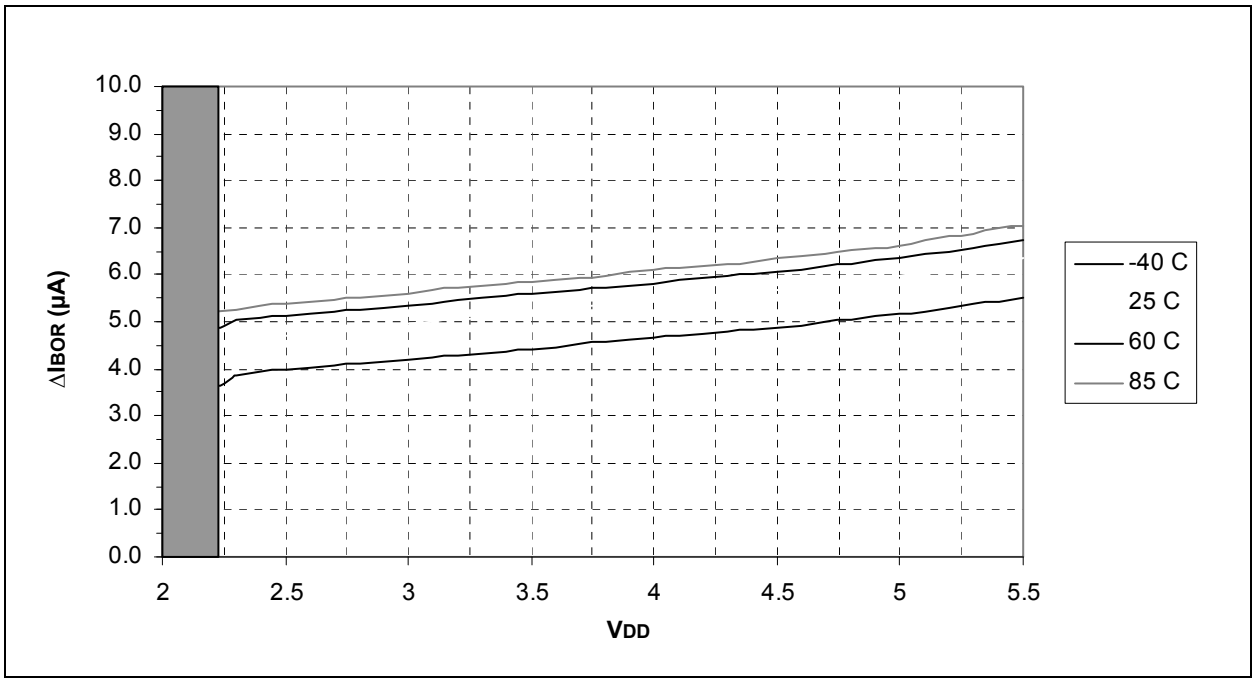


FIGURE 30-19: TYPICAL ΔIWDT vs. VDD

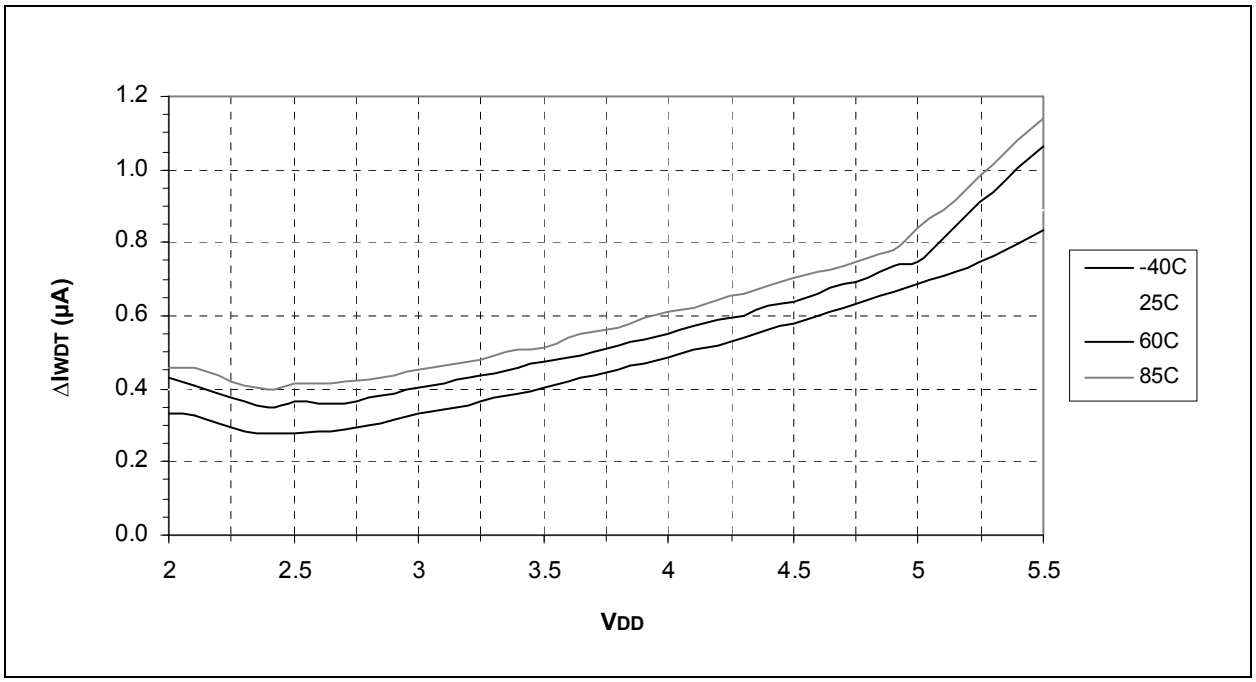


FIGURE 30-24: TYPICAL V_{OH} vs. I_{OH} (GENERAL PURPOSE I/O, AS A FUNCTION OF V_{DD})

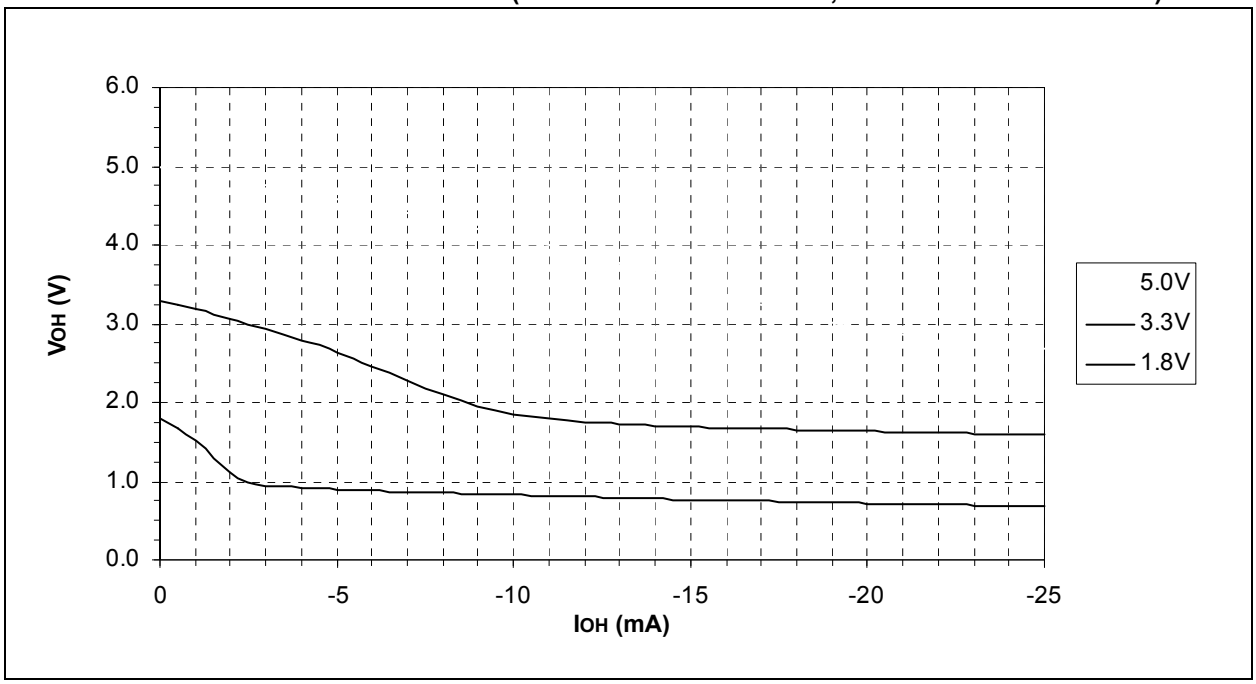
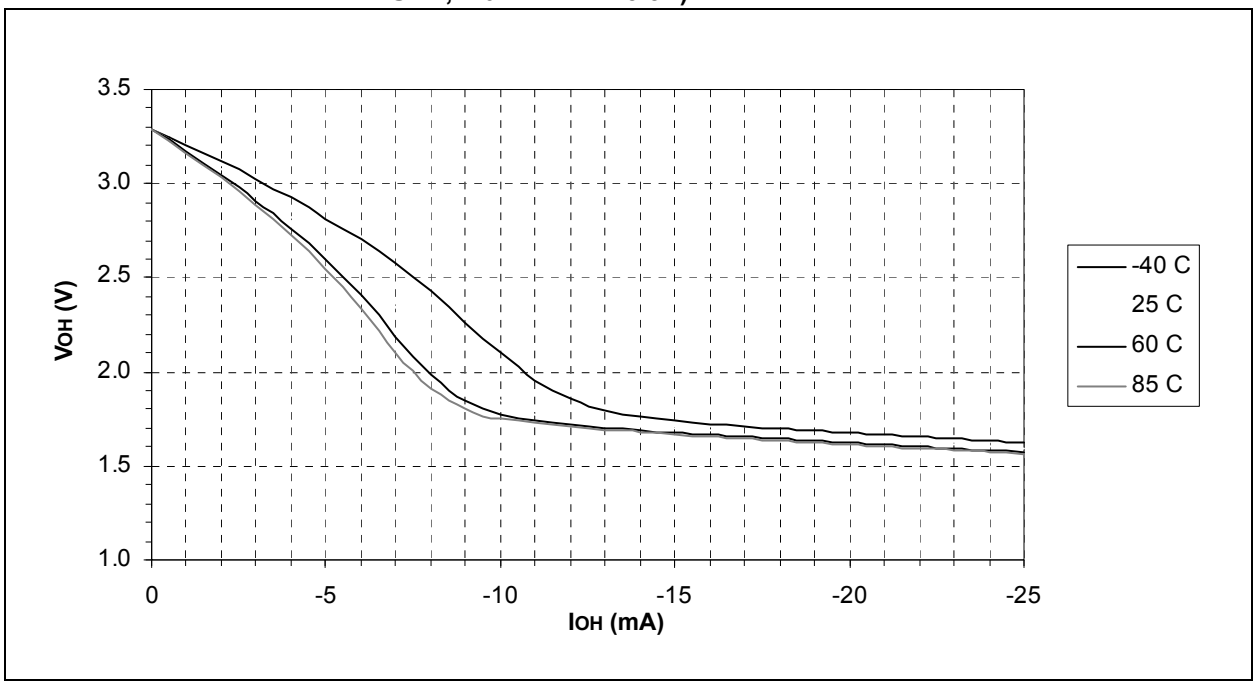
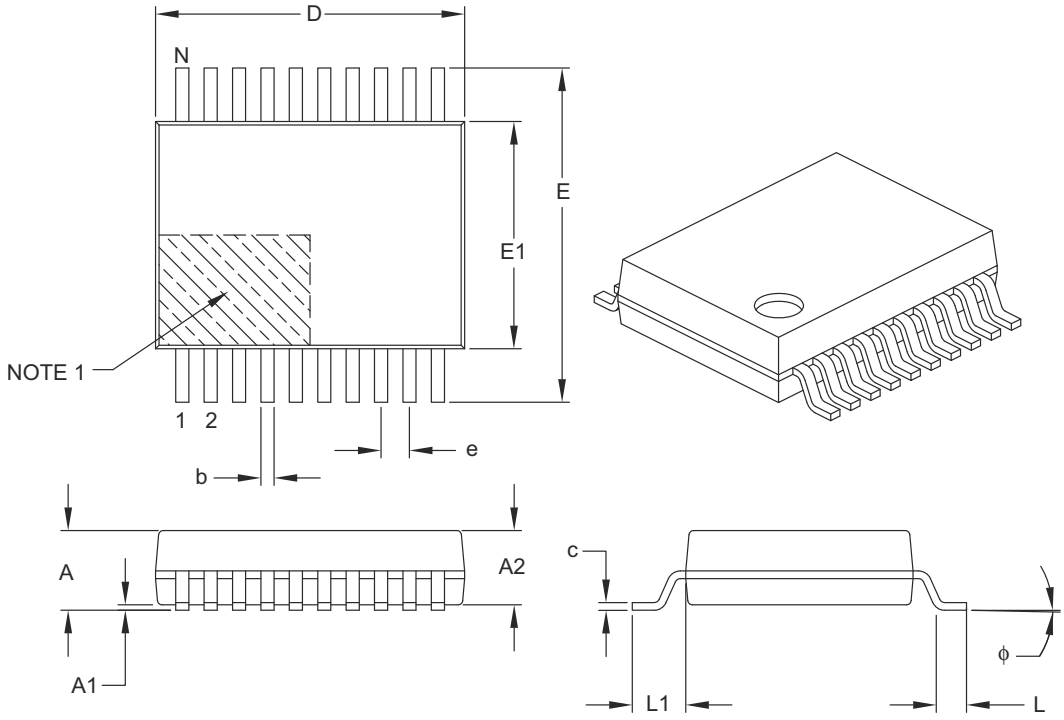


FIGURE 30-25: TYPICAL V_{OH} vs. I_{OH} (GENERAL PURPOSE I/O, AS A FUNCTION OF TEMPERATURE, 2.0V ≤ V_{DD} ≤ 5.5V)



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:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Dimensions D and E1 do not include mold flash or protrusions. Mold flash or protrusions shall not exceed 0.20 mm per side.
3. 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.

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