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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	Obsolete
Core Processor	MIPS32® M-Class
Core Size	32-Bit Single-Core
Speed	200MHz
Connectivity	EBI/EMI, Ethernet, I <sup>2</sup> C, PMP, SPI, SQI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, I <sup>2</sup> S, POR, PWM, WDT
Number of I/O	97
Program Memory Size	512KB (512K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	128K x 8
Voltage - Supply (Vcc/Vdd)	2.1V ~ 3.6V
Data Converters	A/D 48x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	124-VFTLA Dual Rows, Exposed Pad
Supplier Device Package	124-VTLA (9x9)
Purchase URL	<a href="https://www.e-xfl.com/product-detail/microchip-technology/pic32mz0512efe124-i-tl">https://www.e-xfl.com/product-detail/microchip-technology/pic32mz0512efe124-i-tl</a>

# PIC32MZ Embedded Connectivity with Floating Point Unit (EF) Family

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## REGISTER 4-6: SBTxECLRS: SYSTEM BUS TARGET 'x' SINGLE ERROR CLEAR REGISTER ('x' = 0-13)

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

### 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

bit 31-1 **Unimplemented:** Read as '0'

bit 0 **CLEAR:** Clear Single Error on Read bit

A single error as reported via SBTxELOG1 and SBTxELOG2 is cleared by a read of this register.

**Note:** Refer to Table 4-6 for the list of available targets and their descriptions.

## REGISTER 4-7: SBTxECLRM: SYSTEM BUS TARGET 'x' MULTIPLE ERROR CLEAR REGISTER ('x' = 0-13)

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

### 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

bit 31-1 **Unimplemented:** Read as '0'

bit 0 **CLEAR:** Clear Multiple Errors on Read bit

Multiple errors as reported via SBTxELOG1 and SBTxELOG2 is cleared by a read of this register.

**Note:** Refer to Table 4-6 for the list of available targets and their descriptions.

TABLE 7-3: INTERRUPT REGISTER MAP (CONTINUED)

Virtual Address (BF81_#)	Register Name <sup>(1)</sup>	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
0584	OFF017	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
0588	OFF018	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
058C	OFF019	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
0590	OFF020	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
0594	OFF021	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
0598	OFF022	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
059C	OFF023	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
05A0	OFF024	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
05A4	OFF025	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
05A8	OFF026	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
05AC	OFF027	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
05B0	OFF028	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
05B4	OFF029	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
05B8	OFF030	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000
05BC	OFF031	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VOFF<17:16>	—	0000
		15:0	VOFF<15:1>																0000

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

- Note** 1: All registers in this table with the exception of the OFFx registers, have corresponding CLR, SET, and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See **Section 12.3 “CLR, SET, and INV Registers”** for more information.
- 2: This bit or register is not available on 64-pin devices.
- 3: This bit or register is not available on devices without a CAN module.
- 4: This bit or register is not available on 100-pin devices.
- 5: Bits 31 and 30 are not available on 64-pin and 100-pin devices; bits 29 through 14 are not available on 64-pin devices.
- 6: Bits 31, 30, 29, and bits 5 through 0 are not available on 64-pin and 100-pin devices; bit 31 is not available on 124-pin devices; bit 22 is not available on 64-pin devices.
- 7: This bit or register is not available on devices without a Crypto module.
- 8: This bit or register is not available on 124-pin devices.

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## REGISTER 7-2: PRISS: PRIORITY SHADOW SELECT REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	PRI7SS<3:0> <sup>(1)</sup>				PRI6SS<3:0> <sup>(1)</sup>			
23:16	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	PRI5SS<3:0> <sup>(1)</sup>				PRI4SS<3:0> <sup>(1)</sup>			
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	PRI3SS<3:0>				PRI2SS<3:0> <sup>(1)</sup>			
7:0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0	U-0	R/W-0
	PRI1SS<3:0> <sup>(1)</sup>				—	—	—	SS0

### Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 31-28 **PRI7SS<3:0>**: Interrupt with Priority Level 7 Shadow Set bits<sup>(1)</sup>

1xxx = Reserved (by default, an interrupt with a priority level of 7 uses Shadow Set 0)

0111 = Interrupt with a priority level of 7 uses Shadow Set 7

0110 = Interrupt with a priority level of 7 uses Shadow Set 6

•

•

0001 = Interrupt with a priority level of 7 uses Shadow Set 1

0000 = Interrupt with a priority level of 7 uses Shadow Set 0

bit 27-24 **PRI6SS<3:0>**: Interrupt with Priority Level 6 Shadow Set bits<sup>(1)</sup>

1xxx = Reserved (by default, an interrupt with a priority level of 6 uses Shadow Set 0)

0111 = Interrupt with a priority level of 6 uses Shadow Set 7

0110 = Interrupt with a priority level of 6 uses Shadow Set 6

•

•

0001 = Interrupt with a priority level of 6 uses Shadow Set 1

0000 = Interrupt with a priority level of 6 uses Shadow Set 0

bit 23-20 **PRI5SS<3:0>**: Interrupt with Priority Level 5 Shadow Set bits<sup>(1)</sup>

1xxx = Reserved (by default, an interrupt with a priority level of 5 uses Shadow Set 0)

0111 = Interrupt with a priority level of 5 uses Shadow Set 7

0110 = Interrupt with a priority level of 5 uses Shadow Set 6

•

•

0001 = Interrupt with a priority level of 5 uses Shadow Set 1

0000 = Interrupt with a priority level of 5 uses Shadow Set 0

bit 19-16 **PRI4SS<3:0>**: Interrupt with Priority Level 4 Shadow Set bits<sup>(1)</sup>

1xxx = Reserved (by default, an interrupt with a priority level of 4 uses Shadow Set 0)

0111 = Interrupt with a priority level of 4 uses Shadow Set 7

0110 = Interrupt with a priority level of 4 uses Shadow Set 6

•

•

0001 = Interrupt with a priority level of 4 uses Shadow Set 1

0000 = Interrupt with a priority level of 4 uses Shadow Set 0

**Note 1:** These bits are ignored if the MVEC bit (INTCON<12>) = 0.

**TABLE 8-2: OSCILLATOR CONFIGURATION REGISTER MAP (CONTINUED)**

Virtual Address (BF80_#)	Register Name <sup>(1)</sup>	Bit Range	Bits																All Resets <sup>(2)</sup>
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
1360	PB7DIV	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	—	—	PBDIVRDY	—	—	—	—	PBDIV<6:0>							8800
1370	PB8DIV	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	—	—	PBDIVRDY	—	—	—	—	PBDIV<6:0>							8801
13C0	SLEWCON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	SYSDIV<3:0>				0000
		15:0	—	—	—	—	—	SLWDIV<2:0>			—	—	—	—	—	UPEN	DNEN	BUSY	0204
13D0	CLKSTAT	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	LPRC RDY	SOSC RDY	—	POSC RDY	SPLL DIVRDY	FRCRDY	0000

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

- Note** 1: All registers in this table have corresponding CLR, SET, and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See **Section 12.3 “CLR, SET, and INV Registers”** for more information.
- 2: Reset values are dependent on the DEVCFGx Configuration bits and the type of reset.

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## REGISTER 10-9: DCHxINT: DMA CHANNEL x INTERRUPT CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —
23:16	R/W-0 CHSDIE	R/W-0 CHSHIE	R/W-0 CHDDIE	R/W-0 CHDHIE	R/W-0 CHBCIE	R/W-0 CHCCIE	R/W-0 CHTAIE	R/W-0 CHERIE
15:8	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —
7:0	R/W-0 CHSDIF	R/W-0 CHSHIF	R/W-0 CHDDIF	R/W-0 CHDHIF	R/W-0 CHBCIF	R/W-0 CHCCIF	R/W-0 CHTAIF	R/W-0 CHERIF

### Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 31-24 **Unimplemented:** Read as '0'

bit 23 **CHSDIE:** Channel Source Done Interrupt Enable bit

1 = Interrupt is enabled  
0 = Interrupt is disabled

bit 22 **CHSHIE:** Channel Source Half Empty Interrupt Enable bit

1 = Interrupt is enabled  
0 = Interrupt is disabled

bit 21 **CHDDIE:** Channel Destination Done Interrupt Enable bit

1 = Interrupt is enabled  
0 = Interrupt is disabled

bit 20 **CHDHIE:** Channel Destination Half Full Interrupt Enable bit

1 = Interrupt is enabled  
0 = Interrupt is disabled

bit 19 **CHBCIE:** Channel Block Transfer Complete Interrupt Enable bit

1 = Interrupt is enabled  
0 = Interrupt is disabled

bit 18 **CHCCIE:** Channel Cell Transfer Complete Interrupt Enable bit

1 = Interrupt is enabled  
0 = Interrupt is disabled

bit 17 **CHTAIE:** Channel Transfer Abort Interrupt Enable bit

1 = Interrupt is enabled  
0 = Interrupt is disabled

bit 16 **CHERIE:** Channel Address Error Interrupt Enable bit

1 = Interrupt is enabled  
0 = Interrupt is disabled

bit 15-8 **Unimplemented:** Read as '0'

bit 7 **CHSDIF:** Channel Source Done Interrupt Flag bit

1 = Channel Source Pointer has reached end of source (CHSPTR = CHSSIZ)  
0 = No interrupt is pending

bit 6 **CHSHIF:** Channel Source Half Empty Interrupt Flag bit

1 = Channel Source Pointer has reached midpoint of source (CHSPTR = CHSSIZ/2)  
0 = No interrupt is pending

## 17.1 Input Capture Control Registers

**TABLE 17-2: INPUT CAPTURE 1 THROUGH INPUT CAPTURE 9 REGISTER MAP**

Virtual Address (BF84_#)	Register Name	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
2000	IC1CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2010	IC1BUF	31:16	IC1BUF<31:0>																xxxx
		15:0	IC1BUF<31:0>																xxxx
2200	IC2CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2210	IC2BUF	31:16	IC2BUF<31:0>																xxxx
		15:0	IC2BUF<31:0>																xxxx
2400	IC3CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2410	IC3BUF	31:16	IC3BUF<31:0>																xxxx
		15:0	IC3BUF<31:0>																xxxx
2600	IC4CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2610	IC4BUF	31:16	IC4BUF<31:0>																xxxx
		15:0	IC4BUF<31:0>																xxxx
2800	IC5CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2810	IC5BUF	31:16	IC5BUF<31:0>																xxxx
		15:0	IC5BUF<31:0>																xxxx
2A00	IC6CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2A10	IC6BUF	31:16	IC6BUF<31:0>																xxxx
		15:0	IC6BUF<31:0>																xxxx
2C00	IC7CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2C10	IC7BUF	31:16	IC7BUF<31:0>																xxxx
		15:0	IC7BUF<31:0>																xxxx
2E00	IC8CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2E10	IC8BUF	31:16	IC8BUF<31:0>																xxxx
		15:0	IC8BUF<31:0>																xxxx
3000	IC9CON <sup>(1)</sup>	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
3010	IC9BUF	31:16	IC9BUF<31:0>																xxxx
		15:0	IC9BUF<31:0>																xxxx

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

**Note 1:** This register has corresponding CLR, SET and INV registers at its virtual address, plus an offset of 0x4, 0x8 and 0xC, respectively. See **Section 12.3 “CLR, SET, and INV Registers”** for more information.

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**REGISTER 20-9: SQI1INTSTAT: SQI INTERRUPT STATUS REGISTER**

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —
23:16	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —
15:8	U-0 —	U-0 —	U-0 —	U-0 —	R/W-0, HS DMA EIF	R/W-0, HS PKT COMPIF	R/W-0, HS BD DONEIF	R/W-0, HS CON THRIF
7:0	R/W-1, HS CON EMPTYIF	R/W-0, HS CON FULLIF	R/W-1, HS RXTHRIF <sup>(1)</sup>	R/W-0, HS RXFULLIF	R/W-1, HS RX EMPTYIF	R/W-1, HS TXTHRIF	R/W-0, HS TXFULLIF	R/W-1, HS TX EMPTYIF

**Legend:**

R = Readable bit

-n = Value at POR

HS = Hardware Set

W = Writable bit

'1' = Bit is set

U = Unimplemented bit, read as '0'

'0' = Bit is cleared

x = Bit is unknown

bit 31-12 **Unimplemented:** Read as '0'

bit 11 **DMAEIF:** DMA Bus Error Interrupt Flag bit

1 = DMA bus error has occurred

0 = DMA bus error has not occurred

bit 10 **PKTCOMPIF:** DMA Buffer Descriptor Processor Packet Completion Interrupt Flag bit

1 = DMA BD packet is complete

0 = DMA BD packet is in progress

bit 9 **BDDONEIF:** DMA Buffer Descriptor Done Interrupt Flag bit

1 = DMA BD process is done

0 = DMA BD process is in progress

bit 8 **CONTHRIF:** Control Buffer Threshold Interrupt Flag bit

1 = The control buffer has more than THRES words of space available

0 = The control buffer has less than THRES words of space available

bit 7 **CONEMPTYIF:** Control Buffer Empty Interrupt Flag bit

1 = Control buffer is empty

0 = Control buffer is not empty

bit 6 **CONFULLIF:** Control Buffer Full Interrupt Flag bit

1 = Control buffer is full

0 = Control buffer is not full

bit 5 **RXTHRIF:** Receive Buffer Threshold Interrupt Flag bit<sup>(1)</sup>

1 = Receive buffer has more than RXINTTHR words of space available

0 = Receive buffer has less than RXINTTHR words of space available

bit 4 **RXFULLIF:** Receive Buffer Full Interrupt Flag bit

1 = Receive buffer is full

0 = Receive buffer is not full

bit 3 **RXEMPTYIF:** Receive Buffer Empty Interrupt Flag bit

1 = Receive buffer is empty

0 = Receive buffer is not empty

**Note 1:** In Boot/XIP mode, the POR value of the receive buffer threshold is zero. Therefore, this bit will be set to a '1', immediately after a POR until a read request on the System Bus is received.

**Note:** The bits in the register are cleared by writing a '1' to the corresponding bit position.

## REGISTER 25-1: RTCCON: REAL-TIME CLOCK AND CALENDAR CONTROL REGISTER (CONTINUED)

bit 10-9 **RTCCLKSEL<1:0>**: RTCC Clock Select bits

When a new value is written to these bits, the Seconds Value register should also be written to properly reset the clock prescalers in the RTCC.

11 = Reserved

10 = Reserved

01 = RTCC uses the external 32.768 kHz Secondary Oscillator (SOSC)

00 = RTCC uses the internal 32 kHz oscillator (LPRC)

bit 8-7 **RTCOUTSEL<1:0>**: RTCC Output Data Select bits<sup>(2)</sup>

11 = Reserved

10 = RTCC Clock is presented on the RTCC pin

01 = Seconds Clock is presented on the RTCC pin

00 = Alarm Pulse is presented on the RTCC pin when the alarm interrupt is triggered

bit 6 **RTCCLKON**: RTCC Clock Enable Status bit<sup>(5)</sup>

1 = RTCC Clock is actively running

0 = RTCC Clock is not running

bit 5-4 **Unimplemented**: Read as '0'

bit 3 **RTCWREN**: Real-Time Clock Value Registers Write Enable bit<sup>(3)</sup>

1 = Real-Time Clock Value registers can be written to by the user

0 = Real-Time Clock Value registers are locked out from being written to by the user

bit 2 **RTCSYNC**: Real-Time Clock Value Registers Read Synchronization bit

1 = Real-time clock value registers can change while reading (due to a rollover ripple that results in an invalid data read). If the register is read twice and results in the same data, the data can be assumed to be valid.

0 = Real-time clock value registers can be read without concern about a rollover ripple

bit 1 **HALFSEC**: Half-Second Status bit<sup>(4)</sup>

1 = Second half period of a second

0 = First half period of a second

bit 0 **RTCOE**: RTCC Output Enable bit

1 = RTCC output is enabled

0 = RTCC output is not enabled

**Note 1:** The ON bit is only writable when RTCWREN = 1.

**2:** Requires RTCOE = 1 (RTCCON<0>) for the output to be active.

**3:** The RTCWREN bit can be set only when the write sequence is enabled.

**4:** This bit is read-only. It is cleared to '0' on a write to the seconds bit fields (RTCTIME<14:8>).

**5:** This bit is undefined when RTCCLKSEL<1:0> = 00 (LPRC is the clock source).

**Note:** This register is reset only on a Power-on Reset (POR).

## 27.0 RANDOM NUMBER GENERATOR (RNG)

**Note:** This data sheet summarizes the features of the PIC32MZ EF family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 49. “Crypto Engine (CE) and Random Number Generator (RNG)”** (DS60001246) in the *“PIC32 Family Reference Manual”*, which is available from the Microchip web site ([www.microchip.com/PIC32](http://www.microchip.com/PIC32)).

The Random Number Generator (RNG) core implements a thermal noise-based, True Random Number Generator (TRNG) and a cryptographically secure Pseudo-Random Number Generator (PRNG).

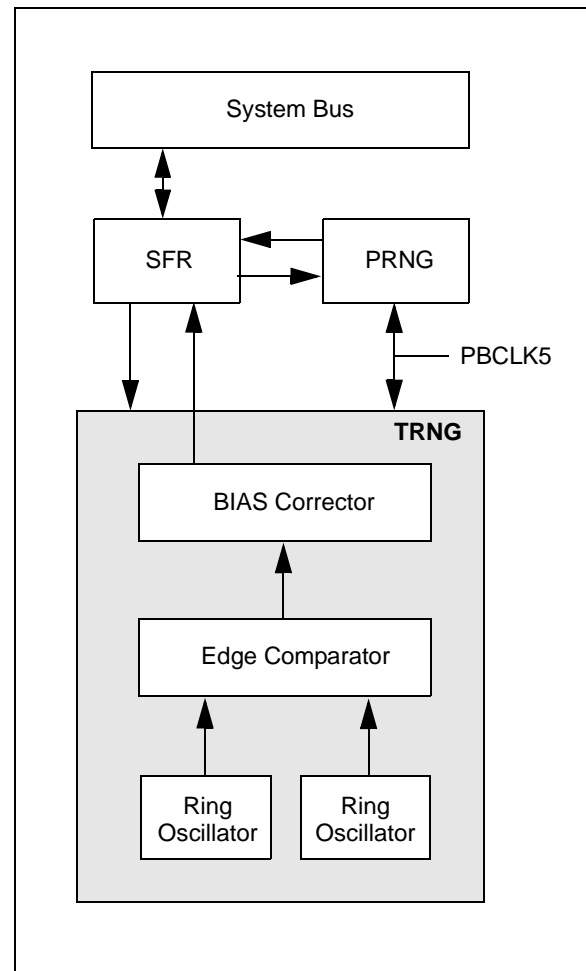
The TRNG uses multiple ring oscillators and the inherent thermal noise of integrated circuits to generate true random numbers that can initialize the PRNG.

The PRNG is a flexible LSFR, which is capable of manifesting a maximal length LFSR of up to 64-bits.

The following are some of the key features of the Random Number Generator:

- TRNG:
  - Up to 25 Mbps of random bits
  - Multi-Ring Oscillator based design
  - Built-in Bias Corrector
- PRNG:
  - LSFR-based
  - Up to 64-bit polynomial length
  - Programmable polynomial
  - TRNG can be seed value

**TABLE 27-1: RANDOM NUMBER GENERATOR BLOCK DIAGRAM**



## REGISTER 28-3: ADCCON3: ADC CONTROL REGISTER 3 (CONTINUED)

bit 18 **DIGEN2:** ADC2 Digital Enable bit  
 1 = ADC2 is digital enabled  
 0 = ADC2 is digital disabled

bit 17 **DIGEN1:** ADC1 Digital Enable bit  
 1 = ADC1 is digital enabled  
 0 = ADC1 is digital disabled

bit 16 **DIGEN0:** ADC0 Digital Enable bit  
 1 = ADC0 is digital enabled  
 0 = ADC0 is digital disabled

bit 15-13 **VREFSEL<2:0>:** Voltage Reference (VREF) Input Selection bits

VREFSEL<2:0>	ADREF+	ADREF-
1xx	Reserved; do not use	
011	External VREFH	External VREFL
010	AVDD	External VREFL
001	External VREFH	AVss
000	AVDD	AVss

bit 12 **TRGSUSP:** Trigger Suspend bit  
 1 = Triggers are blocked from starting a new analog-to-digital conversion, but the ADC module is not disabled  
 0 = Triggers are not blocked

bit 11 **UPDIEN:** Update Ready Interrupt Enable bit  
 1 = Interrupt will be generated when the UPDRDY bit is set by hardware  
 0 = No interrupt is generated

bit 10 **UPDRDY:** ADC Update Ready Status bit  
 1 = ADC SFRs can be updated  
 0 = ADC SFRs cannot be updated

**Note:** This bit is only active while the TRGSUSP bit is set and there are no more running conversions of any ADC modules.

bit 9 **SAMP:** Class 2 and Class 3 Analog Input Sampling Enable bit<sup>(1,2,3,4)</sup>  
 1 = The ADC S&H amplifier is sampling  
 0 = The ADC S&H amplifier is holding

bit 8 **RQCNVRT:** Individual ADC Input Conversion Request bit  
 This bit and its associated ADINSEL<5:0> bits enable the user to individually request an analog-to-digital conversion of an analog input through software.  
 1 = Trigger the conversion of the selected ADC input as specified by the ADINSEL<5:0> bits  
 0 = Do not trigger the conversion

**Note:** This bit is automatically cleared in the next ADC clock cycle.

bit 7 **GLSWTRG:** Global Level Software Trigger bit  
 1 = Trigger conversion for ADC inputs that have selected the GLSWTRG bit as the trigger signal, either through the associated TRGSRC<4:0> bits in the ADCTRGx registers or through the STRGSRC<4:0> bits in the ADCCON1 register  
 0 = Do not trigger an analog-to-digital conversion

**Note 1:** The SAMP bit has the highest priority and setting this bit will keep the S&H circuit in Sample mode until the bit is cleared. Also, usage of the SAMP bit will cause settings of SAMC<9:0> bits (ADCCON2<25:16>) to be ignored.

**2:** The SAMP bit only connects Class 2 and Class 3 analog inputs to the shared ADC, ADC7. All Class 1 analog inputs are not affected by the SAMP bit.

**3:** The SAMP bit is not a self-clearing bit and it is the responsibility of application software to first clear this bit and only after setting the RQCNVRT bit to start the analog-to-digital conversion.

**4:** Normally, when the SAMP and RQCNVRT bits are used by software routines, all TRGSRCx<4:0> bits and STRGSRC<4:0> bits should be set to '00000' to disable all external hardware triggers and prevent them from interfering with the software-controlled sampling command signal SAMP and with the software-controlled trigger RQCNVRT.

### REGISTER 28-21: ADCCMPCONx: ADC DIGITAL COMPARATOR 'x' CONTROL REGISTER ( 'x' = 2 THROUGH 6) (CONTINUED)

- bit 1     **IELOHI:** Low/High Digital Comparator 'x' Event bit  
1 = Generate a Digital Comparator 'x' Event when the DCMPL0<15:0> bits  $\leq$  DATA<31:0> bits  
0 = Do not generate an event
- bit 0     **IELOLO:** Low/Low Digital Comparator 'x' Event bit  
1 = Generate a Digital Comparator 'x' Event when the DATA<31:0> bits < DCMPL0<15:0> bits  
0 = Do not generate an event

# PIC32MZ Embedded Connectivity with Floating Point Unit (EF) Family

**REGISTER 29-2: CiCFG: CAN BAUD RATE CONFIGURATION REGISTER**

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	R/W-0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0
	—	WAKFIL	—	—	—	SEG2PH<2:0> <sup>(1,4)</sup>		
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	SEG2PHTS <sup>(1)</sup>	SAM <sup>(2)</sup>	SEG1PH<2:0>			PRSEG<2:0>		
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	SJW<1:0> <sup>(3)</sup>		BRP<5:0>					

**Legend:** HC = Hardware Clear S = Settable bit  
R = Readable bit W = Writable bit P = Programmable bit r = Reserved bit  
U = Unimplemented bit -n = Bit Value at POR: ('0', '1', x = Unknown)

bit 31-23 **Unimplemented:** Read as '0'

bit 22 **WAKFIL:** CAN Bus Line Filter Enable bit  
1 = Use CAN bus line filter for wake-up  
0 = CAN bus line filter is not used for wake-up

bit 21-19 **Unimplemented:** Read as '0'

bit 18-16 **SEG2PH<2:0>:** Phase Buffer Segment 2 bits<sup>(1,4)</sup>

111 = Length is 8 x Tq

•  
•  
•

000 = Length is 1 x Tq

bit 15 **SEG2PHTS:** Phase Segment 2 Time Select bit<sup>(1)</sup>

1 = Freely programmable

0 = Maximum of SEG1PH or Information Processing Time, whichever is greater

bit 14 **SAM:** Sample of the CAN Bus Line bit<sup>(2)</sup>

1 = Bus line is sampled three times at the sample point

0 = Bus line is sampled once at the sample point

bit 13-11 **SEG1PH<2:0>:** Phase Buffer Segment 1 bits<sup>(4)</sup>

111 = Length is 8 x Tq

•  
•  
•

000 = Length is 1 x Tq

**Note 1:**  $SEG2PH \leq SEG1PH$ . If SEG2PHTS is clear, SEG2PH will be set automatically.

**2:** 3 Time bit sampling is not allowed for BRP < 2.

**3:**  $SJW \leq SEG2PH$ .

**4:** The Time Quanta per bit must be greater than 7 (that is, TqBIT > 7).

**Note:** This register can only be modified when the CAN module is in Configuration mode (OPMOD<2:0> (CiCON<23:21>) = 100).

## REGISTER 30-14: ETHIRQ: ETHERNET CONTROLLER INTERRUPT REQUEST REGISTER

bit 7	<b>RXDONE:</b> Receive Done Interrupt bit <sup>(2)</sup> 1 = RX packet was successfully received 0 = No interrupt pending  This bit is set whenever an RX packet is successfully received. It is cleared by either a Reset or CPU write of a '1' to the CLR register.
bit 6	<b>PKTPEND:</b> Packet Pending Interrupt bit <sup>(2)</sup> 1 = RX packet pending in memory 0 = RX packet is not pending in memory  This bit is set when the BUFCNT counter has a value other than '0'. It is cleared by either a Reset or by writing the BUFCDEC bit to decrement the BUFCNT counter. Writing a '0' or a '1' has no effect.
bit 5	<b>RXACT:</b> Receive Activity Interrupt bit <sup>(2)</sup> 1 = RX packet data was successfully received 0 = No interrupt pending  This bit is set whenever RX packet data is stored in the RXBM FIFO. It is cleared by either a Reset or CPU write of a '1' to the CLR register.
bit 4	<b>Unimplemented:</b> Read as '0'
bit 3	<b>TXDONE:</b> Transmit Done Interrupt bit <sup>(2)</sup> 1 = TX packet was successfully sent 0 = No interrupt pending  This bit is set when the currently transmitted TX packet completes transmission, and the Transmit Status Vector is loaded into the first descriptor used for the packet. It is cleared by either a Reset or CPU write of a '1' to the CLR register.
bit 2	<b>TXABORT:</b> Transmit Abort Condition Interrupt bit <sup>(2)</sup> 1 = TX abort condition occurred on the last TX packet 0 = No interrupt pending  This bit is set when the MAC aborts the transmission of a TX packet for one of the following reasons: <ul style="list-style-type: none"><li>• Jumbo TX packet abort</li><li>• Underrun abort</li><li>• Excessive defer abort</li><li>• Late collision abort</li><li>• Excessive collisions abort</li></ul> This bit is cleared by either a Reset or CPU write of a '1' to the CLR register.
bit 1	<b>RXBUFNA:</b> Receive Buffer Not Available Interrupt bit <sup>(2)</sup> 1 = RX Buffer Descriptor Not Available condition has occurred 0 = No interrupt pending  This bit is set by a RX Buffer Descriptor Overrun condition. It is cleared by either a Reset or a CPU write of a '1' to the CLR register.
bit 0	<b>RXOVFLW:</b> Receive FIFO Over Flow Error bit <sup>(2)</sup> 1 = RX FIFO Overflow Error condition has occurred 0 = No interrupt pending  RXOVFLW is set by the RXBM Logic for an RX FIFO Overflow condition. It is cleared by either a Reset or CPU write of a '1' to the CLR register.

**Note 1:** This bit is only used for TX operations.

**2:** This bit is are only used for RX operations.

<b>Note:</b> It is recommended to use the SET, CLR, or INV registers to set or clear any bit in this register. Setting or clearing any bits in this register should only be done for debug/test purposes.
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# PIC32MZ Embedded Connectivity with Floating Point Unit (EF) Family

## REGISTER 31-1: CMxCON: COMPARATOR CONTROL REGISTER

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

### Legend:

R = Readable bit  
-n = Value at POR

W = Writable bit  
'1' = Bit is set

U = Unimplemented bit, read as '0'  
'0' = Bit is cleared  
x = Bit is unknown

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

bit 15 **ON:** Comparator ON bit

1 = Module is enabled. Setting this bit does not affect the other bits in this register

0 = Module is disabled and does not consume current. Clearing this bit does not affect the other bits in this register

bit 14 **COE:** Comparator Output Enable bit

1 = Comparator output is driven on the output CxOUT pin

0 = Comparator output is not driven on the output CxOUT pin

bit 13 **CPOL:** Comparator Output Inversion bit<sup>(1)</sup>

1 = Output is inverted

0 = Output is not inverted

bit 12-9 **Unimplemented:** Read as '0'

bit 8 **COUT:** Comparator Output bit

1 = Output of the Comparator is a '1'

0 = Output of the Comparator is a '0'

bit 7-6 **EVPOL<1:0>:** Interrupt Event Polarity Select bits

11 = Comparator interrupt is generated on a low-to-high or high-to-low transition of the comparator output

10 = Comparator interrupt is generated on a high-to-low transition of the comparator output

01 = Comparator interrupt is generated on a low-to-high transition of the comparator output

00 = Comparator interrupt generation is disabled

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

bit 4 **CREF:** Comparator Positive Input Configure bit

1 = Comparator non-inverting input is connected to the internal CVREF

0 = Comparator non-inverting input is connected to the CxINA pin

bit 3-2 **Unimplemented:** Read as '0'

bit 1-0 **CCH<1:0>:** Comparator Negative Input Select bits for Comparator

11 = Comparator inverting input is connected to the IVREF

10 = Comparator inverting input is connected to the CxIND pin

01 = Comparator inverting input is connected to the CxINC pin

00 = Comparator inverting input is connected to the CxINB pin

**Note 1:** Setting this bit will invert the signal to the comparator interrupt generator as well. This will result in an interrupt being generated on the opposite edge from the one selected by EVPOL<1:0>.

# PIC32MZ Embedded Connectivity with Floating Point Unit (EF) Family

**TABLE 37-34: SQI TIMING REQUIREMENTS**

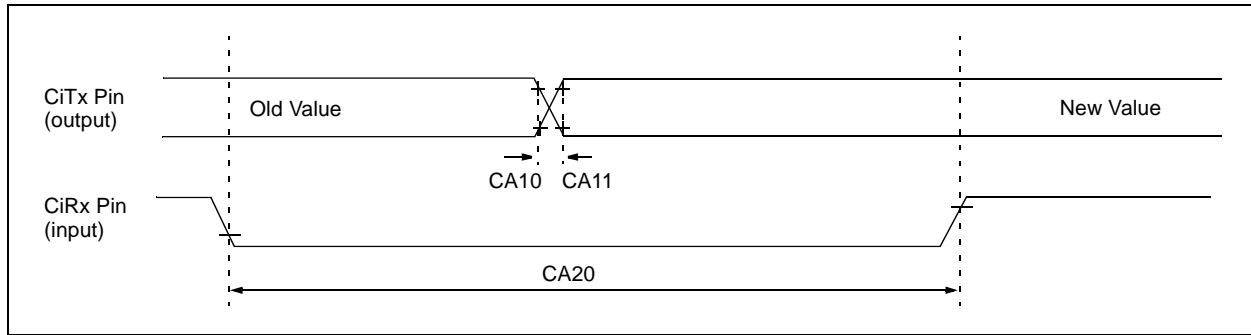
AC CHARACTERISTICS			Standard Operating Conditions: 2.1V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended				
Param. No.	Symbol	Characteristic <sup>(1,3)</sup>	Min.	Typ. <sup>(2)</sup>	Max.	Units	Conditions
SQ10	FCLK	Serial Clock Frequency (1/TsQI)	—	66	—	MHz	DMA mode Read, SPI mode 0
			—	33	—	MHz	DMA mode Read, SPI mode 3
			—	100	—	MHz	PIO mode Write
SQ11	TCLKH	Serial Clock High Time	5	—	—	ns	—
SQ12	TCLKL	Serial Clock Low Time	5	—	—	ns	—
SQ13	TCLKR	Serial Clock Rise Time	—	—	—	ns	See parameter DO31
SQ14	TCLKF	Serial Clock Fall Time	—	—	—	ns	See parameter DO32
SQ15	TCSS (TCES)	$\overline{CS}$ Active Setup Time	5	—	—	ns	—
SQ16	TCSH (TCEH)	$\overline{CS}$ Active Hold Time	5	—	—	ns	—
SQ17	TCHS	$\overline{CS}$ Not Active Setup Time	3	—	—	ns	—
SQ18	TCHH	$\overline{CS}$ Not Active Hold Time	3	—	—	ns	—
SQ22	TDIS	Data In Setup Time	6	—	—	ns	—
SQ23	TDIH	Data In Hold Time	3	—	—	ns	—
SQ24	TDOH	Data Out Hold	0	—	—	ns	—
SQ25	TDOV	Data Out Valid	—	—	6	ns	—

**Note 1:** These parameters are characterized, but not tested in manufacturing.

**2:** Data in the Typical column is at 3.3V, +25°C unless otherwise stated. Parameters are for design guidance only and are not tested.

**3:** Assumes 10 pF load on all SQIx pins

**FIGURE 37-20: CANx MODULE I/O TIMING CHARACTERISTICS**



**TABLE 37-37: CANx MODULE I/O TIMING REQUIREMENTS**

AC CHARACTERISTICS			Standard Operating Conditions: 2.1V to 3.6V (unless otherwise stated)				
			Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended				
Param No.	Symbol	Characteristic <sup>(1)</sup>	Min	Typ <sup>(2)</sup>	Max	Units	Conditions
CA10	TioF	Port Output Fall Time	—	—	—	ns	See parameter DO32
CA11	TioR	Port Output Rise Time	—	—	—	ns	See parameter DO31
CA20	Tcwf	Pulse Width to Trigger CAN Wake-up Filter	700	—	—	ns	—

**Note 1:** These parameters are characterized but not tested in manufacturing.

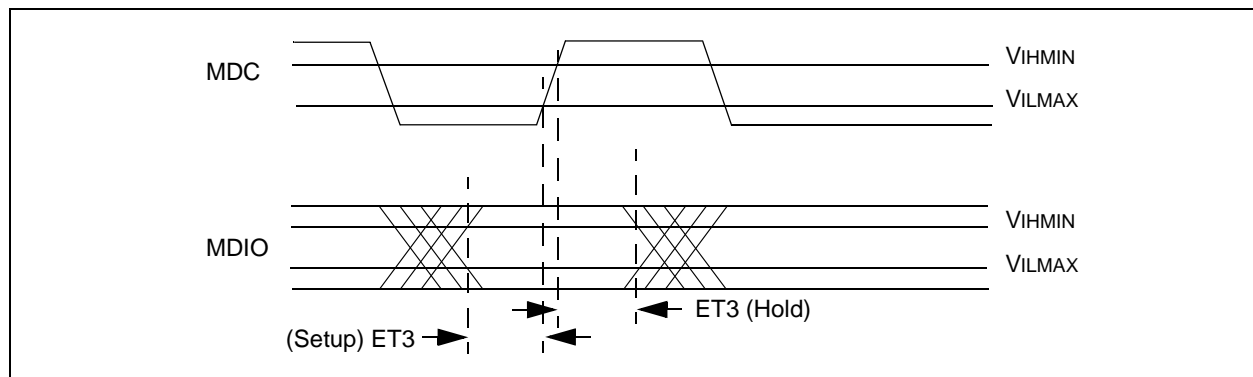
**Note 2:** Data in “Typ” column is at 3.3V, +25°C unless otherwise stated. Parameters are for design guidance only and are not tested.

# PIC32MZ Embedded Connectivity with Floating Point Unit (EF) Family

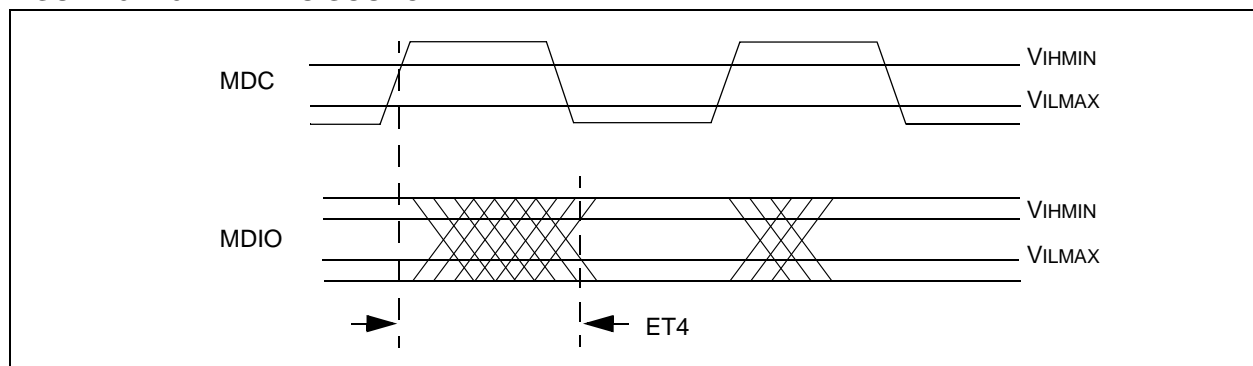
**TABLE 37-46: ETHERNET MODULE SPECIFICATIONS**

AC CHARACTERISTICS		Standard Operating Conditions: 2.1V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended				
Param. No.	Characteristic	Min.	Typical	Max.	Units	Conditions
<b>MIIM Timing Requirements</b>						
ET1	MDC Duty Cycle	40	—	60	%	—
ET2	MDC Period	400	—	—	ns	—
ET3	MDIO Output Setup and Hold	10	—	10	ns	See Figure 37-24
ET4	MDIO Input Setup and Hold	0	—	300	ns	See Figure 37-25
<b>MII Timing Requirements</b>						
ET5	TX Clock Frequency	—	25	—	MHz	—
ET6	TX Clock Duty Cycle	35	—	65	%	—
ET7	ETXDx, ETEN, ETXERR Output Delay	0	—	25	ns	See Figure 37-26
ET8	RX Clock Frequency	—	25	—	MHz	—
ET9	RX Clock Duty Cycle	35	—	65	%	—
ET10	ERXDx, ERXDv, ERXERR Setup and Hold	10	—	30	ns	See Figure 37-27
<b>RMII Timing Requirements</b>						
ET11	Reference Clock Frequency	—	50	—	MHz	—
ET12	Reference Clock Duty Cycle	35	—	65	%	—
ET13	ETXDx, ETEN, Setup and Hold	2	—	4	ns	—
ET14	ERXDx, ERXDv, ERXERR Setup and Hold	2	—	4	ns	—

**FIGURE 37-24: MDIO SOURCED BY THE PIC32 DEVICE**



**FIGURE 37-25: MDIO SOURCED BY THE PHY**



## PIC32MZ Embedded Connectivity with Floating Point Unit (EF) Family

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NOTES:

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