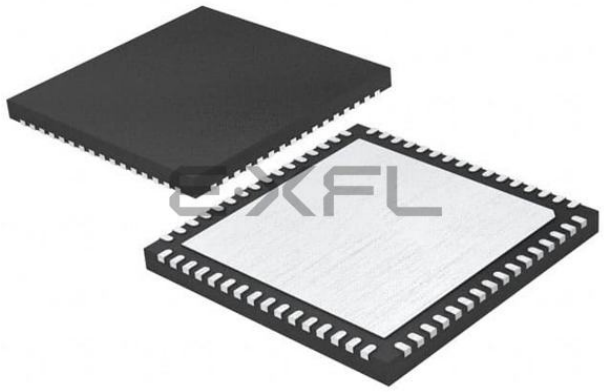

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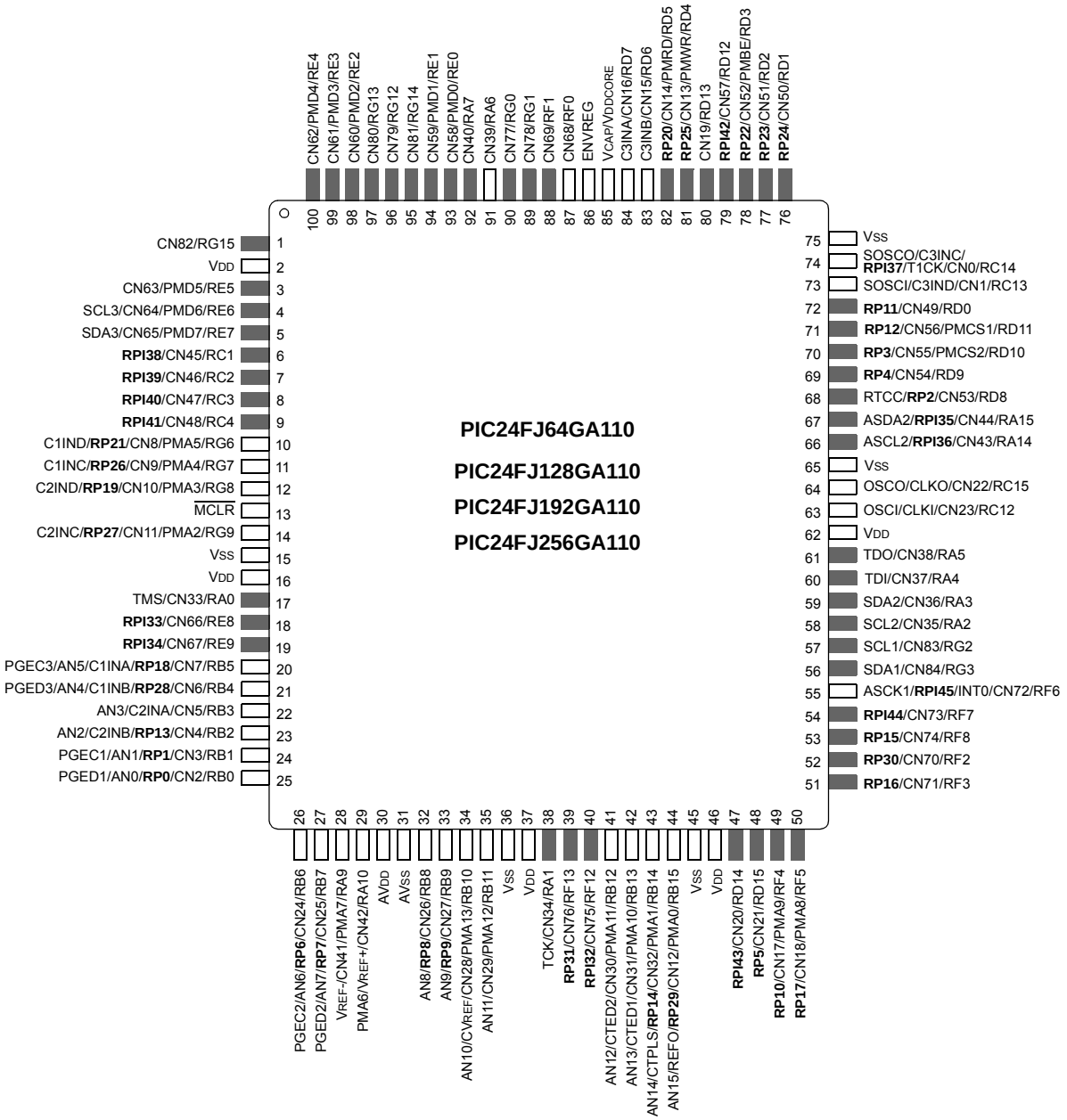
"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" 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, LVD, POR, PWM, WDT
Number of I/O	53
Program Memory Size	64KB (22K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	16K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	A/D 16x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-VFQFN Exposed Pad
Supplier Device Package	64-VQFN (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24fj64ga106-i-mr

Pin Diagram (100-Pin TQFP)



Legend: **Shaded pins** indicate pins tolerant to up to +5.5 VDC.
RPn represents remappable pins for Peripheral Pin Select (PPS) feature.

2.6 External Oscillator Pins

Many microcontrollers have options for at least two oscillators: a high-frequency primary oscillator and a low-frequency secondary oscillator (refer to **Section 8.0 "Oscillator Configuration"** for details).

The oscillator circuit should be placed on the same side of the board as the device. Place the oscillator circuit close to the respective oscillator pins with no more than 0.5 inch (12 mm) between the circuit components and the pins. The load capacitors should be placed next to the oscillator itself, on the same side of the board.

Use a grounded copper pour around the oscillator circuit to isolate it from surrounding circuits. The grounded copper pour should be routed directly to the MCU ground. Do not run any signal traces or power traces inside the ground pour. Also, if using a two-sided board, avoid any traces on the other side of the board where the crystal is placed.

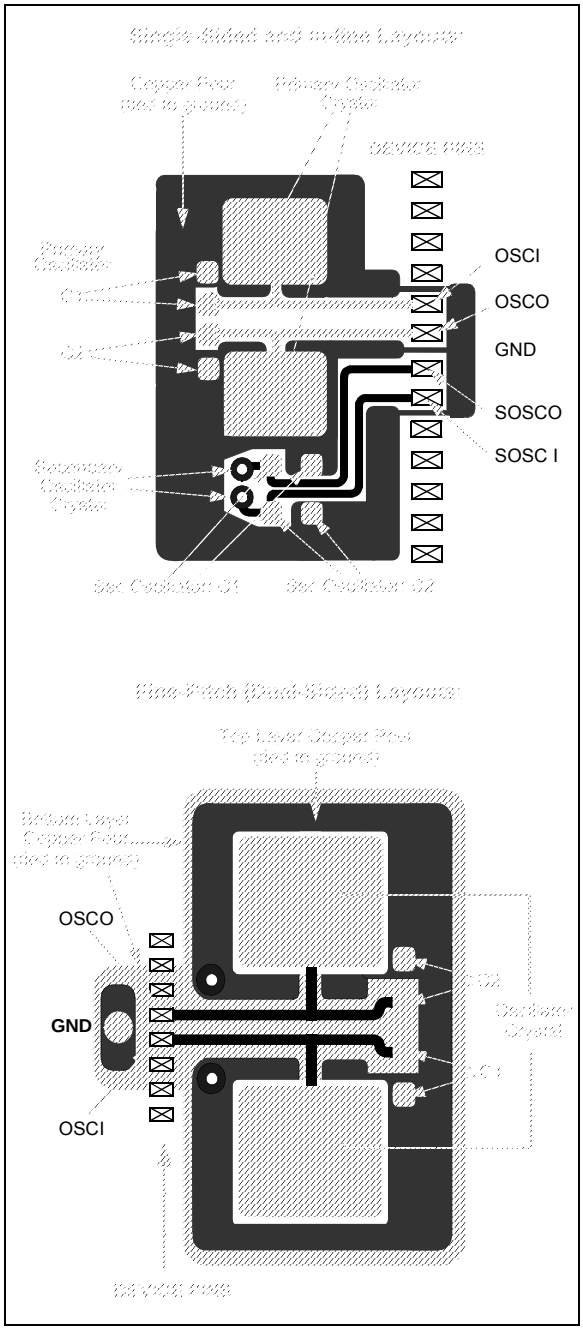
Layout suggestions are shown in Figure 2-5. In-line packages may be handled with a single-sided layout that completely encompasses the oscillator pins. With fine-pitch packages, it is not always possible to completely surround the pins and components. A suitable solution is to tie the broken guard sections to a mirrored ground layer. In all cases, the guard trace(s) must be returned to ground.

In planning the application's routing and I/O assignments, ensure that adjacent port pins, and other signals in close proximity to the oscillator, are benign (i.e., free of high frequencies, short rise and fall times and other similar noise).

For additional information and design guidance on oscillator circuits, please refer to these Microchip Application Notes, available at the corporate web site (www.microchip.com):

- *AN826, "Crystal Oscillator Basics and Crystal Selection for rfPIC™ and PICmicro® Devices"*
- *AN849, "Basic PICmicro® Oscillator Design"*
- *AN943, "Practical PICmicro® Oscillator Analysis and Design"*
- *AN949, "Making Your Oscillator Work"*

FIGURE 2-5: SUGGESTED PLACEMENT OF THE OSCILLATOR CIRCUIT



4.3.2 DATA ACCESS FROM PROGRAM MEMORY USING TABLE INSTRUCTIONS

The TBLRDL and TBLWTL instructions offer a direct method of reading or writing the lower word of any address within the program space without going through data space. The TBLRDH and TBLWTH instructions are the only method to read or write the upper 8 bits of a program space word as data.

The PC is incremented by two for each successive 24-bit program word. This allows program memory addresses to directly map to data space addresses. Program memory can thus be regarded as two, 16-bit word-wide address spaces, residing side by side, each with the same address range. TBLRDL and TBLWTL access the space which contains the least significant data word, and TBLRDH and TBLWTH access the space which contains the upper data byte.

Two table instructions are provided to move byte or word-sized (16-bit) data to and from program space. Both function as either byte or word operations.

1. TBLRDL (Table Read Low): In Word mode, it maps the lower word of the program space location (P<15:0>) to a data address (D<15:0>).

   In Byte mode, either the upper or lower byte of the lower program word is mapped to the lower byte of a data address. The upper byte is selected when the byte select is '1'; the lower byte is selected when it is '0'.

2. TBLRDH (Table Read High): In Word mode, it maps the entire upper word of a program address (P<23:16>) to a data address. Note that D<15:8>, the 'phantom' byte, will always be '0'.

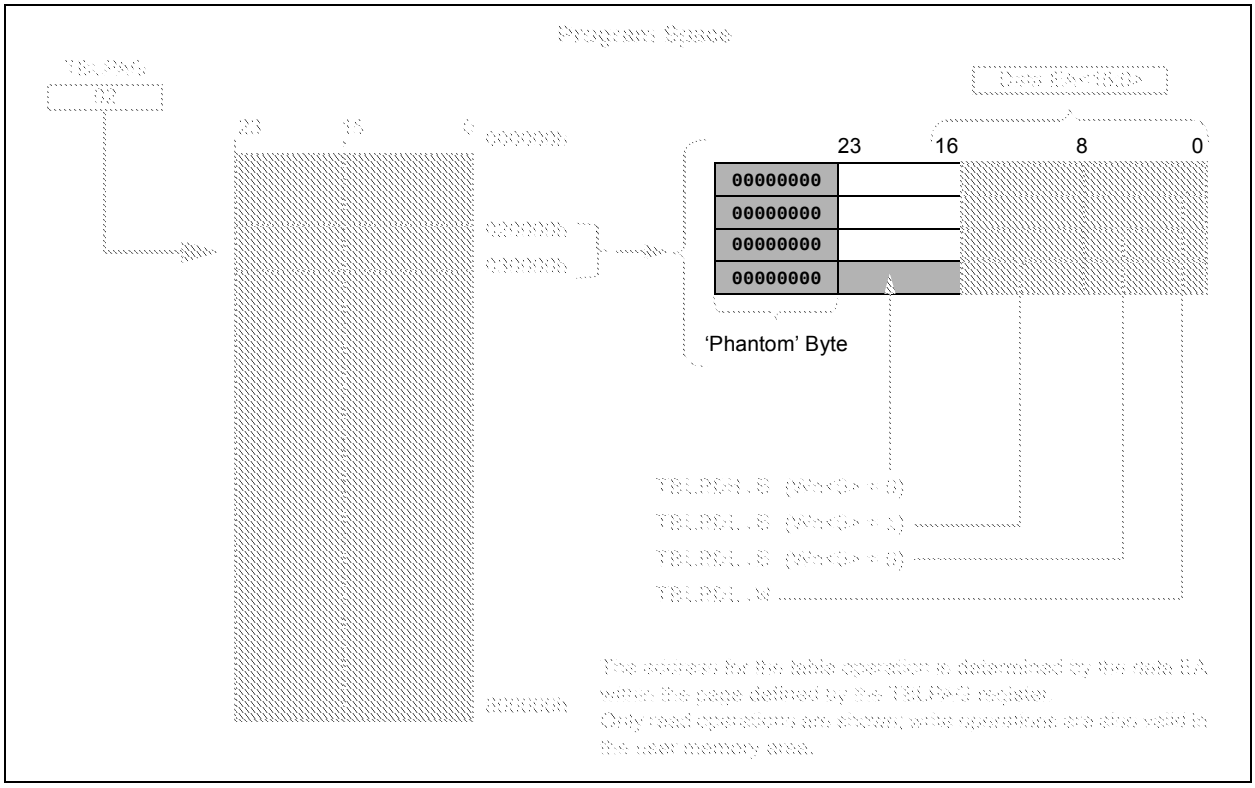
   In Byte mode, it maps the upper or lower byte of the program word to D<7:0> of the data address, as above. Note that the data will always be '0' when the upper 'phantom' byte is selected (byte select = 1).

In a similar fashion, two table instructions, TBLWTH and TBLWTL, are used to write individual bytes or words to a program space address. The details of their operation are explained in **Section 5.0 "Flash Program Memory"**.

For all table operations, the area of program memory space to be accessed is determined by the Table Memory Page Address (TBLPAG) register. TBLPAG covers the entire program memory space of the device, including user and configuration spaces. When TBLPAG<7> = 0, the table page is located in the user memory space. When TBLPAG<7> = 1, the page is located in configuration space.

Note:	Only table read operations will execute in the configuration memory space, and only then, in implemented areas, such as the Device ID. Table write operations are not allowed.

FIGURE 4-6: ACCESSING PROGRAM MEMORY WITH TABLE INSTRUCTIONS



REGISTER 7-6: IFS1: INTERRUPT FLAG STATUS REGISTER 1

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0
U2TXIF	U2RXIF	INT2IF	T5IF	T4IF	OC4IF	OC3IF	—
bit 15							bit 8

R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
IC8IF	IC7IF	—	INT1IF	CNIF	CMIF	MI2C1IF	SI2C1IF
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 **U2TXIF:** UART2 Transmitter Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 14 **U2RXIF:** UART2 Receiver Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 13 **INT2IF:** External Interrupt 2 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 12 **T5IF:** Timer5 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 11 **T4IF:** Timer4 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 10 **OC4IF:** Output Compare Channel 4 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 9 **OC3IF:** Output Compare Channel 3 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

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

bit 7 **IC8IF:** Input Capture Channel 8 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 6 **IC7IF:** Input Capture Channel 7 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

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

bit 4 **INT1IF:** External Interrupt 1 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 3 **CNIF:** Input Change Notification Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 2 **CMIF:** Comparator Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 1 **MI2C1IF:** Master I2C1 Event Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 0 **SI2C1IF:** Slave I2C1 Event Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

REGISTER 7-23: IPC6: INTERRUPT PRIORITY CONTROL REGISTER 6

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	T4IP2	T4IP1	T4IP0	—	OC4IP2	OC4IP1	OC4IP0
bit 15							bit 8

U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	OC3IP2	OC3IP1	OC3IP0	—	—	—	—
bit 7							bit 0

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

bit 15 **Unimplemented:** Read as ‘0’

bit 14-12 **T4IP<2:0>:** Timer4 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 11 **Unimplemented:** Read as ‘0’

bit 10-8 **OC4IP<2:0>:** Output Compare Channel 4 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **OC3IP<2:0>:** Output Compare Channel 3 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 3-0 **Unimplemented:** Read as ‘0’

REGISTER 7-24: IPC7: INTERRUPT PRIORITY CONTROL REGISTER 7

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	U2TXIP2	U2TXIP1	U2TXIP0	—	U2RXIP2	U2RXIP1	U2RXIP0
bit 15							bit 8

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	INT2IP2	INT2IP1	INT2IP0	—	T5IP2	T5IP1	T5IP0
bit 7							bit 0

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

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

bit 14-12 **U2TXIP<2:0>:** UART2 Transmitter Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 10-8 **U2RXIP<2:0>:** UART2 Receiver Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **INT2IP<2:0>:** External Interrupt 2 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 2-0 **T5IP<2:0>:** Timer5 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

REGISTER 7-28: IPC11: INTERRUPT PRIORITY CONTROL REGISTER 11

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

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	PMPIP2	PMPIP1	PMPIP0	—	OC8IP2	OC8IP1	OC8IP0
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 15-7 **Unimplemented:** Read as ‘0’

bit 6-4 **PMPIP<2:0>:** Parallel Master Port Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 3 **Unimplemented:** Read as ‘0’

bit 2-0 **OC8IP<2:0>:** Output Compare Channel 8 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

REGISTER 7-30: IPC13: INTERRUPT PRIORITY CONTROL REGISTER 13

U-0	U-0	U-0	U-0	U-0	R/W-1	R/W-0	R/W-0
—	—	—	—	—	INT4IP2	INT4IP1	INT4IP0
bit 15							bit 8

U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	INT3IP2	INT3IP1	INT3IP0	—	—	—	—
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 **INT4IP<2:0>:** External Interrupt 4 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

bit 6-4 **INT3IP<2:0>:** External Interrupt 3 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

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

9.0 POWER-SAVING FEATURES

Note: This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information, refer to the *"PIC24F Family Reference Manual"*, **Section 10. "Power-Saving Features"** (DS39698).

The PIC24FJ256GA110 family of devices provides the ability to manage power consumption by selectively managing clocking to the CPU and the peripherals. In general, a lower clock frequency and a reduction in the number of circuits being clocked constitutes lower consumed power. All PIC24F devices manage power consumption in four different ways:

- Clock frequency
- Instruction-based Sleep and Idle modes
- Software controlled Doze mode
- Selective peripheral control in software

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

9.1 Clock Frequency and Clock Switching

PIC24F devices allow for a wide range of clock frequencies to be selected under application control. If the system clock configuration is not locked, users can choose low-power or high-precision oscillators by simply changing the NOSC bits. The process of changing a system clock during operation, as well as limitations to the process, are discussed in more detail in **Section 8.0 "Oscillator Configuration"**.

9.2 Instruction-Based Power-Saving Modes

PIC24F devices have two special power-saving modes that are entered through the execution of a special PWRSAV instruction. Sleep mode stops clock operation and halts all code execution; Idle mode halts the CPU and code execution, but allows peripheral modules to continue operation. The assembly syntax of the PWRSAV instruction is shown in Example 9-1.

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

9.2.1 SLEEP MODE

Sleep mode has these features:

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

Additional power reductions can be achieved by disabling the on-chip voltage regulator whenever Sleep mode is invoked. This is done by clearing the PMSLP bit (RCON<8>). Disabling the regulator adds an additional delay of about 190 μs to the device wake-up time. It is recommended that applications not using the voltage regulator leave the PMSLP bit set. For additional details on the regulator and Sleep mode, see **Section 25.2.5 "Voltage Regulator Standby Mode"**.

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

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

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

EXAMPLE 9-1: PWRSAV INSTRUCTION SYNTAX

```
PWRSAV    #0                ; Put the device into SLEEP mode
PWRSAV    #1                ; Put the device into IDLE mode
```

REGISTER 10-7: RPINR8: PERIPHERAL PIN SELECT INPUT REGISTER 8

U-0	U-0	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
—	—	IC4R5	IC4R4	IC4R3	IC4R2	IC4R1	IC4R0
bit 15							bit 8

U-0	U-0	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
—	—	IC3R5	IC3R4	IC3R3	IC3R2	IC3R1	IC3R0
bit 7							bit 0

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

bit 15-14 **Unimplemented:** Read as ‘0’

bit 13-8 **IC4R<5:0>:** Assign Input Capture 4 (IC4) to Corresponding RPn or RPIn Pin bits

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-0 **IC3R<5:0>:** Assign Input Capture 3 (IC3) to Corresponding RPn or RPIn Pin bits

REGISTER 10-8: RPINR9: PERIPHERAL PIN SELECT INPUT REGISTER 9

U-0	U-0	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
—	—	IC6R5	IC6R4	IC6R3	IC6R2	IC6R1	IC6R0
bit 15							bit 8

U-0	U-0	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1	R/W-1
—	—	IC5R5	IC5R4	IC5R3	IC5R2	IC5R1	IC5R0
bit 7							bit 0

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

bit 15-14 **Unimplemented:** Read as ‘0’

bit 13-8 **IC6R<5:0>:** Assign Input Capture 6 (IC6) to Corresponding RPn or RPIn Pin bits

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-0 **IC5R<5:0>:** Assign Input Capture 5 (IC5) to Corresponding RPn or RPIn Pin bits

REGISTER 14-1: OCxCON1: OUTPUT COMPARE x CONTROL 1 REGISTER

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

R/W-0	U-0	U-0	R/W-0, HCS	R/W-0	R/W-0	R/W-0	R/W-0
ENFLT0	—	—	OCFLT0	TRIGMODE	OCM2(1)	OCM1(1)	OCM0(1)
bit 7							bit 0

Legend:	HCS = Hardware Clearable/Settable 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:** Stop Output Compare x 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 = Peripheral Clock (FCY)
- 110 = Reserved
- 101 = Reserved
- 100 = Timer1
- 011 = Timer5
- 010 = Timer4
- 001 = Timer3
- 000 = Timer2

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

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

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

bit 4 **OCFLT0:** PWM Fault Condition Status bit
- 1 = PWM Fault condition has occurred (cleared in HW only)
- 0 = No PWM Fault condition has occurred (this bit is only used 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

bit 2-0 **OCM<2:0>:** Output Compare x Mode Select bits(1)
- 111 = Center-Aligned PWM mode on OCx(2)
- 110 = Edge-Aligned PWM mode on OCx(2)
- 101 = Double Compare Continuous Pulse mode: initialize OCx pin low, toggle OCx state continuously on alternate matches of OCxR and OCxRS
- 100 = Double Compare Single-Shot mode: initialize OCx pin low, toggle OCx state on matches of OCxR and OCxRS for one cycle
- 011 = Single Compare Continuous Pulse mode: compare events continuously toggle OCx pin
- 010 = Single Compare Single-Shot mode: initialize OCx pin high, compare event forces OCx pin low
- 001 = Single Compare Single-Shot mode: initialize OCx pin low, compare event forces OCx pin high
- 000 = Output compare channel is disabled

Note 1: The OCx output must also be configured to an available RPn pin. For more information, see **Section 10.4 "Peripheral Pin Select"**.

2: OCFA pin controls OC1-OC4 channels; OCFB pin controls the OC5-OC9 channels. OCxR and OCxRS are double-buffered only in PWM modes.

17.0 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, 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 the PIC24F device family. The UART is a full-duplex asynchronous system that can communicate with peripheral devices, such as personal computers, LIN, RS-232 and RS-485 interfaces. The module also supports a hardware flow control option with the $\overline{\text{UxCTS}}$ and $\overline{\text{UxRTS}}$ pins, and also includes an IrDA® encoder and decoder.

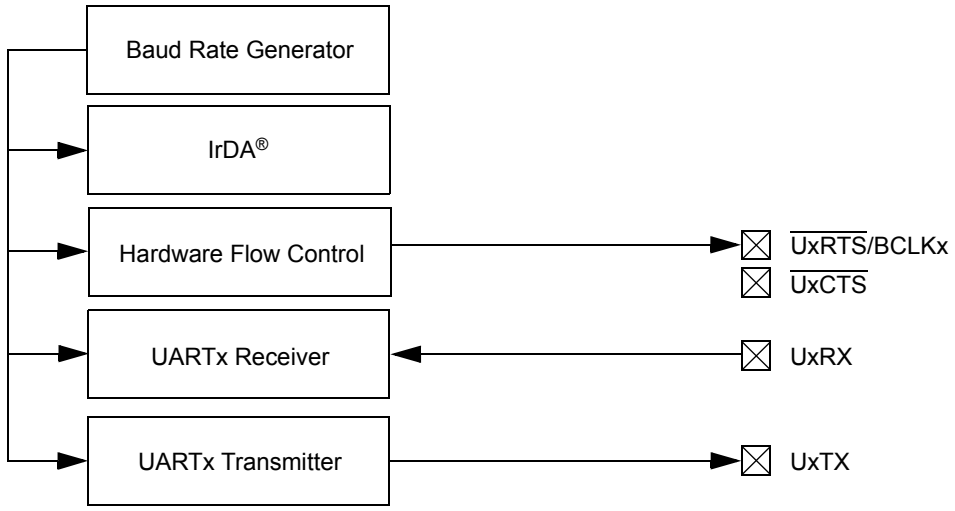
The primary features of the UART module are:

- Full-Duplex, 8 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 $\overline{\text{UxCTS}}$ and $\overline{\text{UxRTS}}$ Pins
- Fully Integrated Baud Rate Generator 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 UART is shown in Figure 17-1. The UART module consists of these key important hardware elements:

- Baud Rate Generator
- Asynchronous Transmitter
- Asynchronous Receiver

FIGURE 17-1: UART SIMPLIFIED BLOCK DIAGRAM



Note: The UART inputs and outputs must all be assigned to available RPn pins before use. Please see **Section 10.4 "Peripheral Pin Select"** for more information.

NOTES:

REGISTER 18-2: PMMODE: PARALLEL MASTER PORT MODE REGISTER

R-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
BUSY	IRQM1	IRQM0	INCM1	INCM0	MODE16	MODE1	MODE0
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
WAITB1(1)	WAITB0(1)	WAITM3	WAITM2	WAITM1	WAITM0	WAITE1(1)	WAITE0(1)
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 **BUSY:** Busy bit (Master mode only)
1 = Port is busy (not useful when the processor stall is active)
0 = Port is not busy

bit 14-13 **IRQM<1:0>:** Interrupt Request Mode bits
11 = Interrupt generated when Read Buffer 3 is read or Write Buffer 3 is written (Buffered PSP mode), or on a read or write operation when PMA<1:0> = 11 (Addressable PSP mode only)
10 = No interrupt generated, processor stall activated
01 = Interrupt generated at the end of the read/write cycle
00 = No interrupt generated

bit 12-11 **INCM<1:0>:** Increment Mode bits
11 = PSP read and write buffers auto-increment (Legacy PSP mode only)
10 = Decrement ADDR<10:0> by 1 every read/write cycle
01 = Increment ADDR<10:0> by 1 every read/write cycle
00 = No increment or decrement of address

bit 10 **MODE16:** 8/16-Bit Mode bit
1 = 16-bit mode: Data register is 16 bits; a read or write to the Data register invokes two 8-bit transfers
0 = 8-bit mode: Data register is 8 bits; a read or write to the Data register invokes one 8-bit transfer

bit 9-8 **MODE<1:0>:** Parallel Port Mode Select bits
11 = Master Mode 1 (PMCS1, PMRD/$\overline{\text{PMWR}}$, PMENB, PMBE, PMA<x:0> and PMD<7:0>)
10 = Master Mode 2 (PMCS1, PMRD, PMWR, PMBE, PMA<x:0> and PMD<7:0>)
01 = Enhanced PSP, control signals ($\overline{\text{PMRD}}$, $\overline{\text{PMWR}}$, $\overline{\text{PMCS1}}$, PMD<7:0> and PMA<1:0>)
00 = Legacy Parallel Slave Port, control signals ($\overline{\text{PMRD}}$, $\overline{\text{PMWR}}$, $\overline{\text{PMCS1}}$ and PMD<7:0>)

bit 7-6 **WAITB<1:0>:** Data Setup to Read/Write Wait State Configuration bits(1)
11 = Data wait of 4 TCY; multiplexed address phase of 4 TCY
10 = Data wait of 3 TCY; multiplexed address phase of 3 TCY
01 = Data wait of 2 TCY; multiplexed address phase of 2 TCY
00 = Data wait of 1 TCY; multiplexed address phase of 1 TCY

bit 5-2 **WAITM<3:0>:** Read to Byte Enable Strobe Wait State Configuration bits
1111 = Wait of additional 15 TCY
...
0001 = Wait of additional 1 TCY
0000 = No additional wait cycles (operation forced into one TCY)(2)

bit 1-0 **WAITE<1:0>:** Data Hold After Strobe Wait State Configuration bits(1)
11 = Wait of 4 TCY
10 = Wait of 3 TCY
01 = Wait of 2 TCY
00 = Wait of 1 TCY

Note 1: WAITB and WAITE bits are ignored whenever WAITM<3:0> = 0000.
2: A single cycle delay is required between consecutive read and/or write operations.

REGISTER 19-1: RCFGCAL: RTCC CALIBRATION AND CONFIGURATION REGISTER(1) (CONTINUED)

bit 7-0 **CAL<7:0>:** RTC Drift Calibration bits
01111111 = Maximum positive adjustment; adds 508 RTC clock pulses every one minute
...
00000001 = Minimum positive adjustment; adds 4 RTC clock pulses every one minute
00000000 = No adjustment
11111111 = Minimum negative adjustment; subtracts 4 RTC clock pulses every one minute
...
10000000 = Maximum negative adjustment; subtracts 512 RTC clock pulses every one minute

Note 1: The RCFGCAL register is only affected by a POR.
2: A write to the RTCEN bit is only allowed when RTCWREN = 1.
3: This bit is read-only; it is cleared to '0' on a write to the lower half of the MINSEC register.

REGISTER 19-2: PADCFG1: PAD CONFIGURATION CONTROL REGISTER

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

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	RTSECSEL(1)	PMPTTL
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 **RTSECSEL:** RTCC Seconds Clock Output Select bit(1)
1 = RTCC seconds clock is selected for the RTCC pin
0 = RTCC alarm pulse is selected for the RTCC pin
bit 0 **PMPTTL:** PMP Module TTL Input Buffer Select bit
1 = PMP module inputs (PMDx, PMCS1) use TTL input buffers
0 = PMP module inputs use Schmitt Trigger input buffers

Note 1: To enable the actual RTCC output, the RTCOE (RCFGCAL<10>) bit must also be set.

21.0 10-BIT HIGH-SPEED A/D CONVERTER

Note: This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information, refer to the *"PIC24F Family Reference Manual"*, **Section 17. "10-Bit A/D Converter"** (DS39705).

The 10-bit A/D Converter has the following key features:

- Successive Approximation (SAR) Conversion
- Conversion Speeds of up to 500 ksps
- 16 Analog Input pins
- External Voltage Reference Input pins
- Internal Band Gap Reference Inputs
- Automatic Channel Scan mode
- Selectable Conversion Trigger Source
- 16-Word Conversion Result Buffer
- Selectable Buffer Fill modes
- Four Result Alignment Options
- Operation during CPU Sleep and Idle modes

On all PIC24FJ256GA110 family devices, the 10-bit A/D Converter has 16 analog input pins, designated AN0 through AN15. In addition, there are two analog input pins for external voltage reference connections (V_{REF}+ and V_{REF}-). These voltage reference inputs may be shared with other analog input pins.

A block diagram of the A/D Converter is shown in Figure 21-1.

To perform an A/D conversion:

1. Configure the A/D module:
   a) Configure port pins as analog inputs and/or select band gap reference input (AD1PCFGL<15:0> and AD1PCFGH<1:0>).
   b) Select voltage reference source to match expected range on analog inputs (AD1CON2<15:13>).
   c) Select the analog conversion clock to match the desired data rate with the processor clock (AD1CON3<7:0>).
   d) Select the appropriate sample/conversion sequence (AD1CON1<7:5> and AD1CON3<12:8>).
   e) Select how conversion results are presented in the buffer (AD1CON1<9:8>).
   f) Select interrupt rate (AD1CON2<5:2>).
   g) Turn on A/D module (AD1CON1<15>).
2. Configure the A/D interrupt (if required):
   a) Clear the AD1IF bit.
   b) Select A/D interrupt priority.

REGISTER 21-1: AD1CON1: A/D CONTROL REGISTER 1

R/W-0	U-0	R/W-0	U-0	U-0	U-0	R/W-0	R/W-0
ADON(1)	—	ADSIDL	—	—	—	FORM1	FORM0
bit 15							bit 8

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

Legend:	HCS = Hardware Clearable/Settable 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 **ADON:** A/D Operating Mode bit(1)
1 = A/D Converter module is operating
0 = A/D Converter is off

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

bit 13 **ADSIDL:** Stop in Idle Mode bit
1 = Discontinue module operation when device enters Idle mode
0 = Continue module operation in Idle mode

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

bit 9-8 **FORM<1:0>:** Data Output Format bits
11 = Signed fractional (sddd dddd dd00 0000)
10 = Fractional (dddd dddd dd00 0000)
01 = Signed integer (ssss sssd dddd dddd)
00 = Integer (0000 00dd dddd dddd)

bit 7-5 **SSRC<2:0>:** Conversion Trigger Source Select bits
111 = Internal counter ends sampling and starts conversion (auto-convert)
110 = CTMU event ends sampling and starts conversion
101 = Reserved
100 = Timer5 compare ends sampling and starts conversion
011 = Reserved
010 = Timer3 compare ends sampling and starts conversion
001 = Active transition on INT0 pin ends sampling and starts conversion
000 = Clearing SAMP bit ends sampling and starts conversion

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

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

bit 1 **SAMP:** A/D Sample Enable bit
1 = A/D sample/hold amplifier is sampling input
0 = A/D sample/hold amplifier is holding

bit 0 **DONE:** A/D Conversion Status bit
1 = A/D conversion is done
0 = A/D conversion is NOT done

Note 1: Values of ADC1BUFx registers will not retain their values once the ADON bit is cleared. Read out the conversion values from the buffer before disabling the module.

TABLE 26-2: INSTRUCTION SET OVERVIEW (CONTINUED)

Assembly Mnemonic	Assembly Syntax		Description	# of Words	# of Cycles	Status Flags Affected
GOTO	GOTO	Expr	Go to Address	2	2	None
	GOTO	Wn	Go to Indirect	1	2	None
INC	INC	f	f = f + 1	1	1	C, DC, N, OV, Z
	INC	f,WREG	WREG = f + 1	1	1	C, DC, N, OV, Z
	INC	Ws,Wd	Wd = Ws + 1	1	1	C, DC, N, OV, Z
INC2	INC2	f	f = f + 2	1	1	C, DC, N, OV, Z
	INC2	f,WREG	WREG = f + 2	1	1	C, DC, N, OV, Z
	INC2	Ws,Wd	Wd = Ws + 2	1	1	C, DC, N, OV, Z
IOR	IOR	f	f = f .IOR. WREG	1	1	N, Z
	IOR	f,WREG	WREG = f .IOR. WREG	1	1	N, Z
	IOR	#lit10,Wn	Wd = lit10 .IOR. Wd	1	1	N, Z
	IOR	Wb,Ws,Wd	Wd = Wb .IOR. Ws	1	1	N, Z
	IOR	Wb,#lit5,Wd	Wd = Wb .IOR. lit5	1	1	N, Z
LNK	LNK	#lit14	Link Frame Pointer	1	1	None
LSR	LSR	f	f = Logical Right Shift f	1	1	C, N, OV, Z
	LSR	f,WREG	WREG = Logical Right Shift f	1	1	C, N, OV, Z
	LSR	Ws,Wd	Wd = Logical Right Shift Ws	1	1	C, N, OV, Z
	LSR	Wb,Wns,Wnd	Wnd = Logical Right Shift Wb by Wns	1	1	N, Z
	LSR	Wb,#lit5,Wnd	Wnd = Logical Right Shift Wb by lit5	1	1	N, Z
MOV	MOV	f,Wn	Move f to Wn	1	1	None
	MOV	[Wns+Slit10],Wnd	Move [Wns+Slit10] to Wnd	1	1	None
	MOV	f	Move f to f	1	1	N, Z
	MOV	f,WREG	Move f to WREG	1	1	N, Z
	MOV	#lit16,Wn	Move 16-bit Literal to Wn	1	1	None
	MOV.b	#lit8,Wn	Move 8-bit Literal to Wn	1	1	None
	MOV	Wn,f	Move Wn to f	1	1	None
	MOV	Wns,[Wns+Slit10]	Move Wns to [Wns+Slit10]	1	1	
	MOV	Wso,Wdo	Move Ws to Wd	1	1	None
	MOV	WREG,f	Move WREG to f	1	1	N, Z
	MOV.D	Wns,Wd	Move Double from W(ns):W(ns + 1) to Wd	1	2	None
	MOV.D	Ws,Wnd	Move Double from Ws to W(nd + 1):W(nd)	1	2	None
MUL	MUL.SS	Wb,Ws,Wnd	{Wnd + 1, Wnd} = Signed(Wb) * Signed(Ws)	1	1	None
	MUL.SU	Wb,Ws,Wnd	{Wnd + 1, Wnd} = Signed(Wb) * Unsigned(Ws)	1	1	None
	MUL.US	Wb,Ws,Wnd	{Wnd + 1, Wnd} = Unsigned(Wb) * Signed(Ws)	1	1	None
	MUL.UU	Wb,Ws,Wnd	{Wnd + 1, Wnd} = Unsigned(Wb) * Unsigned(Ws)	1	1	None
	MUL.SU	Wb,#lit5,Wnd	{Wnd + 1, Wnd} = Signed(Wb) * Unsigned(lit5)	1	1	None
	MUL.UU	Wb,#lit5,Wnd	{Wnd + 1, Wnd} = Unsigned(Wb) * Unsigned(lit5)	1	1	None
	MUL	f	W3:W2 = f * WREG	1	1	None
NEG	NEG	f	f = $\overline{f}$ + 1	1	1	C, DC, N, OV, Z
	NEG	f,WREG	WREG = $\overline{f}$ + 1	1	1	C, DC, N, OV, Z
	NEG	Ws,Wd	Wd = $\overline{Ws}$ + 1	1	1	C, DC, N, OV, Z
NOP	NOP		No Operation	1	1	None
	NOPR		No Operation	1	1	None
POP	POP	f	Pop f from Top-of-Stack (TOS)	1	1	None
	POP	Wdo	Pop from Top-of-Stack (TOS) to Wdo	1	1	None
	POP.D	Wnd	Pop from Top-of-Stack (TOS) to W(nd):W(nd + 1)	1	2	None
	POP.S		Pop Shadow Registers	1	1	All
PUSH	PUSH	f	Push f to Top-of-Stack (TOS)	1	1	None
	PUSH	Wso	Push Wso to Top-of-Stack (TOS)	1	1	None
	PUSH.D	Wns	Push W(ns):W(ns + 1) to Top-of-Stack (TOS)	1	2	None
	PUSH.S		Push Shadow Registers	1	1	None

FIGURE 28-19: I²C™ BUS START/STOP BITS TIMING CHARACTERISTICS (SLAVE MODE)

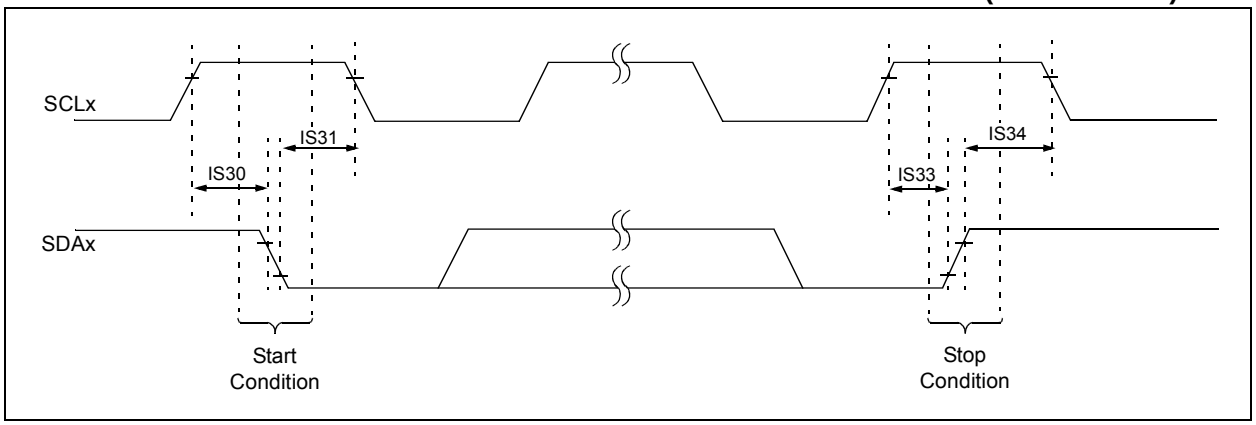


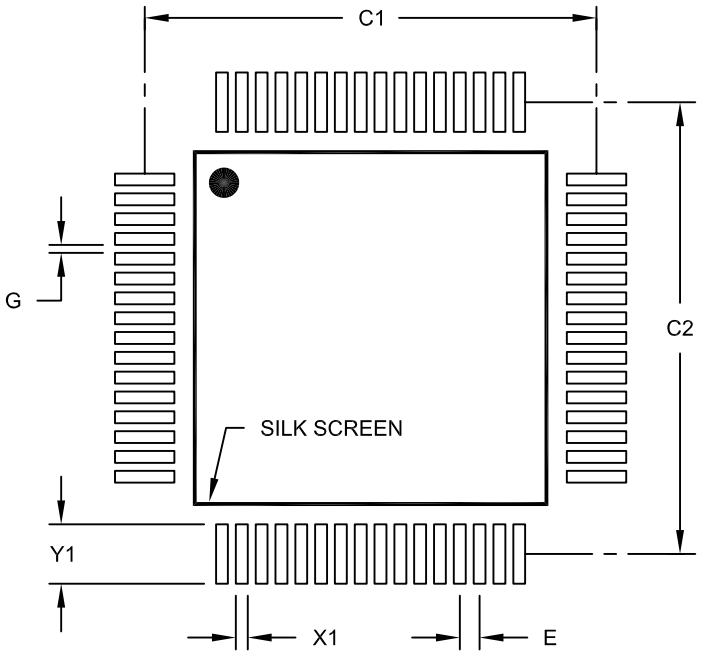
TABLE 28-32: I²C™ BUS START/STOP BIT TIMING REQUIREMENTS (SLAVE MODE)

AC CHARACTERISTICS				Standard Operating Conditions: 2.0V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C (Industrial)			
Param No.	**Symbol**	**Characteristic**		**Min**	**Max**	**Units**	**Conditions**
IS30	TSU:STA	Start Condition Setup Time	100 kHz mode	4.7	—	µs	Only relevant for Repeated Start condition
			400 kHz mode	0.6	—	µs	
			1 MHz mode(1)	0.25	—	µs	
IS31	THD:STA	Start Condition Hold Time	100 kHz mode	4.0	—	µs	After this period, the first clock pulse is generated
			400 kHz mode	0.6	—	µs	
			1 MHz mode(1)	0.25	—	µs	
IS33	TSU:STO	Stop Condition Setup Time	100 kHz mode	4.7	—	µs	—
			400 kHz mode	0.6	—	µs	
			1 MHz mode(1)	0.6	—	µs	
IS34	THD:STO	Stop Condition Hold Time	100 kHz mode	4000	—	ns	—
			400 kHz mode	600	—	ns	
			1 MHz mode(1)	250	—	ns	

Note 1: Maximum pin capacitance = 10 pF for all I²C™ pins (for 1 MHz mode only).

64-Lead Plastic Thin Quad Flatpack (PT) – 10x10x1 mm Body, 2.00 mm [TQFP]

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



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E		0.50 BSC	
Contact Pad Spacing	C1		11.40	
Contact Pad Spacing	C2		11.40	
Contact Pad Width (X64)	X1			0.30
Contact Pad Length (X64)	Y1			1.50
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

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

Microchip Technology Drawing No. C04-2085A