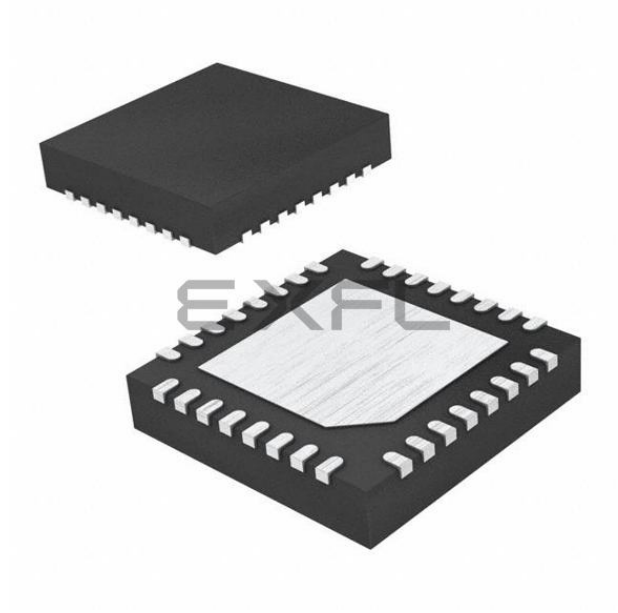
Microchip Technology - DSPIC33EV128GM002-E/MM Datasheet



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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	dsPIC
Core Size	16-Bit
Speed	60 MIPs
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, Motor Control PWM, POR, PWM, WDT
Number of I/O	21
Program Memory Size	128KB (43K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8K x 8
Voltage - Supply (Vcc/Vdd)	4.5V ~ 5.5V
Data Converters	A/D 11x10/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	28-VQFN Exposed Pad
Supplier Device Package	28-QFN-S (6x6)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33ev128gm002-e-mm

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2.5 ICSP Pins

The PGECx and PGEDx pins are used for ICSP and debugging purposes. It is recommended to keep the trace length between the ICSP connector and the ICSP pins on the device as short as possible. If the ICSP connector is expected to experience an ESD event, a series resistor is recommended, with the value in the range of a few tens of Ohms, not exceeding 100 Ohms.

Pull-up resistors, series diodes and capacitors on the PGECx and PGEDx pins are not recommended as they will interfere with the programmer/debugger communications to the device. If such discrete components are an application requirement, they should be removed from the circuit during programming and debugging. Alternatively, refer to the AC/DC characteristics and timing requirements information in the respective device Flash programming specification for information on capacitive loading limits and pin Voltage Input High (V_{IH}) and Voltage Input Low (V_{IL}) requirements.

Ensure that the "Communication Channel Select" (i.e., PGECx/PGEDx pins) programmed into the device matches the physical connections for the ICSP to MPLAB® PICkit™ 3, MPLAB ICD 3 or MPLAB REAL ICE™.

For more information on MPLAB ICD 2, ICD 3 and REAL ICE connection requirements, refer to the following documents that are available on the Microchip web site (www.microchip.com).

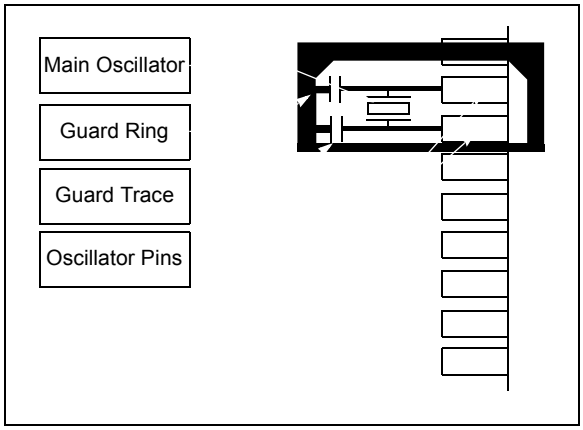
- *"Using MPLAB® ICD 3"* (poster) (DS51765)
- *"MPLAB® ICD 3 Design Advisory"* (DS51764)
- *"MPLAB® REAL ICE™ In-Circuit Emulator User's Guide"* (DS51616)
- *"Using MPLAB® REAL ICE™ In-Circuit Emulator"* (poster) (DS51749)

2.6 External Oscillator Pins

Many DSCs have options for at least two oscillators: a high-frequency primary oscillator and a low-frequency secondary oscillator. For more information, see **Section 9.0 "Oscillator Configuration"**.

The oscillator circuit should be placed on the same side of the board as the device. Also, place the oscillator circuit close to the respective oscillator pins, not exceeding one-half inch (12 mm) distance between them. 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 them 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 as shown in Figure 2-3.

FIGURE 2-3: SUGGESTED PLACEMENT OF THE OSCILLATOR CIRCUIT



2.7 Oscillator Value Conditions on Device Start-up

If the PLL of the target device is enabled and configured for the device start-up oscillator, the maximum oscillator source frequency must be limited to 5 MHz < F_{IN} < 13.6 MHz to comply with device PLL start-up conditions. This intends that, if the external oscillator frequency is outside this range, the application must start up in the FRC mode first. The default PLL settings after a POR with an oscillator frequency outside this range will violate the device operating speed.

Once the device powers up, the application firmware can initialize the PLL SFRs, CLKDIV and PLLFBD, to a suitable value, and then perform a clock switch to the Oscillator + PLL clock source.

Note:	Clock switching must be enabled in the device Configuration Word.

2.8 Unused I/Os

Unused I/O pins should be configured as outputs and driven to a logic low state.

Alternatively, connect a 1k to 10k resistor between V_{SS} and unused pins, and drive the output to logic low.

TABLE 4-11: CAN1 REGISTER MAP WHEN WIN (C1CTRL<0>) = 1 FOR dsPIC33EVXXXGM10X DEVICES (CONTINUED)

SFR 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
C1RXF11SID	046C	SID10	SID9	SID8	SID7	SID6	SID5	SID4	SID3	SID2	SID1	SID0	—	EXIDE	—	EID17	EID16	xxxx
C1RXF11EID	046E	EID<15:0>																xxxx
C1RXF12SID	0470	SID10	SID9	SID8	SID7	SID6	SID5	SID4	SID3	SID2	SID1	SID0	—	EXIDE	—	EID17	EID16	xxxx
C1RXF12EID	0472	EID<15:0>																xxxx
C1RXF13SID	0474	SID10	SID9	SID8	SID7	SID6	SID5	SID4	SID3	SID2	SID1	SID0	—	EXIDE	—	EID17	EID16	xxxx
C1RXF13EID	0476	EID<15:0>																xxxx
C1RXF14SID	0478	SID10	SID9	SID8	SID7	SID6	SID5	SID4	SID3	SID2	SID1	SID0	—	EXIDE	—	EID17	EID16	xxxx
C1RXF14EID	047A	EID<15:0>																xxxx
C1RXF15SID	047C	SID10	SID9	SID8	SID7	SID6	SID5	SID4	SID3	SID2	SID1	SID0	—	EXIDE	—	EID17	EID16	xxxx
C1RXF15EID	047E	EID<15:0>																xxxx

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

TABLE 4-12: SENT1 RECEIVER REGISTER MAP

SFR 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
SENT1CON1	0500	SNTEN	—	SNTSIDL	—	RCVEN	TXM	TXPOL	CRCEN	PPP	SPCEN	—	PS	—	NIBCNT2	NIBCNT1	NIBCNT0	0000
SENT1CON2	0504	TICKTIME<15:0> (Transmit modes) or SYNCMAX<15:0> (Receive mode)																FFFF
SENT1CON3	0508	FRAMETIME<15:0> (Transmit modes) or SYNCMIN<15:0> (Receive mode)																FFFF
SENT1STAT	050C	—	—	—	—	—	—	—	—	PAUSE	NIB2	NIB1	NIB0	CRCERR	FRMERR	RXIDLE	SYNCTXEN	0000
SENT1SYNC	0510	Synchronization Time Period Register (Transmit mode)																0000
SENT1DATL	0514	DATA4<3:0>				DATA5<3:0>				DATA6<3:0>				CRC<3:0>				0000
SENT1DATH	0516	STAT<3:0>				DATA1<3:0>				DATA2<3:0>				DATA3<3:0>				0000

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

TABLE 4-13: SENT2 RECEIVER REGISTER MAP

SFR 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
SENT2CON1	0520	SNTEN	—	SNTSIDL	—	RCVEN	TXM	TXPOL	CRCEN	PPP	SPCEN	—	PS	—	NIBCNT2	NIBCNT1	NIBCNT0	0000
SENT2CON2	0524	TICKTIME<15:0> (Transmit modes) or SYNCMAX<15:0> (Receive mode)																FFFF
SENT2CON3	0528	FRAMETIME<15:0> (Transmit modes) or SYNCMIN<15:0> (Receive mode)																FFFF
SENT2STAT	052C	—	—	—	—	—	—	—	—	PAUSE	NIB2	NIB1	NIB0	CRCERR	FRMERR	RXIDLE	SYNCTXEN	0000
SENT2SYNC	0530	Synchronization Time Period Register (Transmit mode)																0000
SENT2DATL	0534	DATA4<3:0>				DATA5<3:0>				DATA6<3:0>				CRC<3:0>				0000
SENT2DATH	0536	STAT<3:0>				DATA1<3:0>				DATA2<3:0>				DATA3<3:0>				0000

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

Allocating different Page registers for read and write access allows the architecture to support data movement between different pages in the data memory. This is accomplished by setting the DSRPAG register value to the page from which you want to read, and configure the DSWPAG register to the page to which it needs to be written. Data can also be moved from different PSV to EDS pages by configuring the DSRPAG and DSWPAG registers to address PSV and EDS space, respectively. The data can be moved between pages by a single instruction.

When an EDS or PSV page overflow or underflow occurs, EA<15> is cleared as a result of the register indirect EA calculation. An overflow or underflow of the EA in the EDS or PSV pages can occur at the page boundaries when:

- The initial address, prior to modification, addresses an EDS or a PSV page.
- The EA calculation uses Pre- or Post-Modified Register Indirect Addressing. However, this does not include Register Offset Addressing.

In general, when an overflow is detected, the DSxPAG register is incremented and the EA<15> bit is set to keep the base address within the EDS or PSV window. When an underflow is detected, the DSxPAG register is decremented and the EA<15> bit is set to keep the base address within the EDS or PSV window. This creates a linear EDS and PSV address space, but only when using the Register Indirect Addressing modes.

Exceptions to the operation described above arise when entering and exiting the boundaries of Page 0, EDS and PSV spaces. Table 4-43 lists the effects of overflow and underflow scenarios at different boundaries.

In the following cases, when an overflow or underflow occurs, the EA<15> bit is set and the DSxPAG is not modified; therefore, the EA will wrap to the beginning of the current page:

- Register Indirect with Register Offset Addressing
- Modulo Addressing
- Bit-Reversed Addressing

TABLE 4-43: OVERFLOW AND UNDERFLOW SCENARIOS AT PAGE 0, EDS AND PSV SPACE BOUNDARIES(2,3,4)

O/U, R/W	Operation	Before			After		
		DSxPAG	DS EA<15>	Page Description	DSxPAG	DS EA<15>	Page Description
O, Read	[++Wn] or [Wn++]	DSRPAG = 0x1FF	1	EDS: Last Page	DSRPAG = 0x1FF	0	See **Note 1**
O, Read		DSRPAG = 0x2FF	1	PSV: Last lsw Page	DSRPAG = 0x300	1	PSV: First MSB Page
O, Read		DSRPAG = 0x3FF	1	PSV: Last MSB Page	DSRPAG = 0x3FF	0	See **Note 1**
O, Write		DSWPAG = 0x1FF	1	EDS: Last Page	DSWPAG = 0x1FF	0	See **Note 1**
U, Read	[--Wn] or [Wn--]	DSRPAG = 0x001	1	PSV Page	DSRPAG = 0x001	0	See **Note 1**
U, Read		DSRPAG = 0x200	1	PSV: First lsw Page	DSRPAG = 0x200	0	See **Note 1**
U, Read		DSRPAG = 0x300	1	PSV: First MSB Page	DSRPAG = 0x2FF	1	PSV: Last lsw Page

Legend: O = Overflow, U = Underflow, R = Read, W = Write

Note 1: The Register Indirect Addressing now addresses a location in the Base Data Space (0x0000-0x8000).

2: An EDS access with DSxPAG = 0x000 will generate an address error trap.

3: Only reads from PS are supported using DSRPAG. An attempt to write to PS using DSWPAG will generate an address error trap.

4: Pseudolinear Addressing is not supported for large offsets.

REGISTER 7-3: INTCON1: INTERRUPT CONTROL REGISTER 1 (CONTINUED)

bit 3 **ADDRERR:** Address Error Trap Status bit
1 = Address error trap has occurred
0 = Address error trap has not occurred

bit 2 **STKERR:** Stack Error Trap Status bit
1 = Stack error trap has occurred
0 = Stack error trap has not occurred

bit 1 **OSCFAIL:** Oscillator Failure Trap Status bit
1 = Oscillator failure trap has occurred
0 = Oscillator failure trap has not occurred

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

REGISTER 10-6: PMD7: PERIPHERAL MODULE DISABLE CONTROL REGISTER 7

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	R/W-0	U-0	U-0	U-0	U-0
—	—	—	DMA0MD(1)	—	—	—	—
			DMA1MD(1)				
			DMA2MD(1)				
			DMA3MD(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 15-5 **Unimplemented:** Read as '0'

bit 4 **DMA0MD:** DMA0 Module Disable bit(1)
1 = DMA0 module is disabled
0 = DMA0 module is enabled

DMA1MD: DMA1 Module Disable bit(1)
1 = DMA1 module is disabled
0 = DMA1 module is enabled

DMA2MD: DMA2 Module Disable bit(1)
1 = DMA2 module is disabled
0 = DMA2 module is enabled

DMA3MD: DMA3 Module Disable bit(1)
1 = DMA3 module is disabled
0 = DMA3 module is enabled

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

Note 1: This single bit enables and disables all four DMA channels.

TABLE 11-1: SELECTABLE INPUT SOURCES (MAPS INPUT TO FUNCTION)

Input Name(1)	Function Name	Register	Configuration Bits
External Interrupt 1	INT1	RPINR0	INT1R<7:0>
External Interrupt 2	INT2	RPINR1	INT2R<7:0>
Timer2 External Clock	T2CK	RPINR3	T2CKR<7:0>
Input Capture 1	IC1	RPINR7	IC1R<7:0>
Input Capture 2	IC2	RPINR7	IC2R<7:0>
Input Capture 3	IC3	RPINR8	IC3R<7:0>
Input Capture 4	IC4	RPINR8	IC4R<7:0>
Output Compare Fault A	OCFA	RPINR11	OCFAR<7:0>
PWM Fault 1	FLT1	RPINR12	FLT1R<7:0>
PWM Fault 2	FLT2	RPINR12	FLT2R<7:0>
UART1 Receive	U1RX	RPINR18	U1RXR<7:0>
UART2 Receive	U2RX	RPINR19	U2RXR<7:0>
SPI2 Data Input	SDI2	RPINR22	SDI2R<7:0>
SPI2 Clock Input	SCK2	RPINR22	SCK2R<7:0>
SPI2 Slave Select	$\overline{SS2}$	RPINR23	SS2R<7:0>
CAN1 Receive	C1RX	RPINR26	C1RXR<7:0>
PWM Sync Input 1	SYNCI1	RPINR37	SYNCI1R<7:0>
PWM Dead-Time Compensation 1	DTCMP1	RPINR38	DTCMP1R<7:0>
PWM Dead-Time Compensation 2	DTCMP2	RPINR39	DTCMP2R<7:0>
PWM Dead-Time Compensation 3	DTCMP3	RPINR39	DTCMP3R<7:0>
SENT1 Input	SENT1R	RPINR44	SENT1R<7:0>
SENT2 Input	SENT2R	RPINR45	SENT2R<7:0>

Note 1: Unless otherwise noted, all inputs use the Schmitt Trigger input buffers.

14.0 DEADMAN TIMER (DMT)

Note 1: This data sheet summarizes the features of the dsPIC33EVXXXGM00X/10X family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **"Deadman Timer (DMT)"** (DS70005155) in the *"dsPIC33/PIC24 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com).

2: Some registers and associated bits described in this section may not be available on all devices. Refer to **Section 4.0 "Memory Organization"** in this data sheet for device-specific register and bit information.

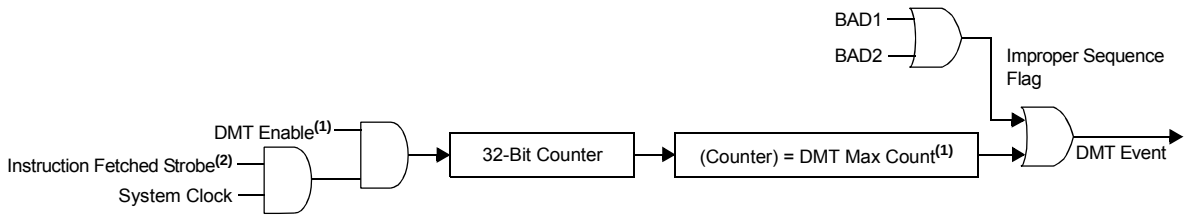
The primary function of the Deadman Timer (DMT) is to reset the processor in the event of a software malfunction. The DMT, which works on the system clock, is a free-running instruction fetch timer, which is clocked whenever an instruction fetch occurs, until a count match occurs. Instructions are not fetched when the processor is in Sleep mode.

DMT can be enabled in the Configuration fuse or by software in the DMTCON register by setting the ON bit. The DMT consists of a 32-bit counter with a time-out count match value, as specified by the two 16-bit Configuration Fuse registers: FDMTCNTL and FDMTCNTH.

A DMT is typically used in mission-critical, and safety-critical applications, where any single failure of the software functionality and sequencing must be detected.

Figure 14-1 shows a block diagram of the Deadman Timer module.

FIGURE 14-1: DEADMAN TIMER BLOCK DIAGRAM



Note 1: DMT Max Count is controlled by the initial value of the FDMTCNTL and FDMTCNTH Configuration registers.

2: DMT window interval is controlled by the value of the FDMTINTVL and FDMTINTVH Configuration registers.

REGISTER 19-2: I2CxCON2: I2Cx CONTROL REGISTER 2

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

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	PCIE	SCIE	BOEN	SDAHT	SBCDE	AHEN	DHEN
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 **PCIE:** Stop Condition Interrupt Enable bit (I^2C Slave mode only).
1 = Enables interrupt on detection of Stop condition
0 = Stop detection interrupts are disabled

bit 5 **SCIE:** Start Condition Interrupt Enable bit (I^2C Slave mode only)
1 = Enables interrupt on detection of Start or Restart conditions
0 = Start detection interrupts are disabled

bit 4 **BOEN:** Buffer Overwrite Enable bit (I^2C Slave mode only)
1 = The I2CxRCV register bit is updated and an ACK is generated for a received address/data byte, ignoring the state of the I2COV bit only if the RBF bit = 0
0 = The I2CxRCV register bit is only updated when I2COV is clear

bit 3 **SDAHT:** SDAx Hold Time Selection bit
1 = Minimum of 300 ns hold time on SDAx after the falling edge of SCLx
0 = Minimum of 100 ns hold time on SDAx after the falling edge of SCLx

bit 2 **SBCDE:** Slave Mode Bus Collision Detect Enable bit (I^2C Slave mode only)
If, on the rising edge of SCLx, SDAx is sampled low when the module is outputting a high state, the BCL bit is set and the bus goes Idle. This Detection mode is only valid during data and ACK transmit sequences.
1 = Slave bus collision interrupts are enabled
0 = Slave bus collision interrupts are disabled

bit 1 **AHEN:** Address Hold Enable bit (I^2C Slave mode only)
1 = Following the 8^{th} falling edge of SCLx for a matching received address byte; the SCLREL bit (I2CxCON1<12>) will be cleared and the SCLx will be held low
0 = Address holding is disabled

bit 0 **DHEN:** Data Hold Enable bit (I^2C Slave mode only)
1 = Following the 8^{th} falling edge of SCLx for a received data byte; slave hardware clears the SCLREL bit (I2CxCON1<12>) and the SCLx is held low
0 = Data holding is disabled

REGISTER 19-3: I2CxSTAT: I2Cx STATUS REGISTER

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

R/C-0, HS	R/C-0, HS	R-0, HSC	R/C-0, HSC	R/C-0, HSC	R-0, HSC	R-0, HSC	R-0, HSC
IWCOL	I2COV	D_A	P	S	R_W	RBF	TBF
bit 7							bit 0

Legend:	C = Clearable 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	HS = Hardware Settable bit

bit 15 **ACKSTAT:** Acknowledge Status bit (updated in all Master and Slave modes)
1 = Acknowledge was not received from slave
0 = Acknowledge was received from slave

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 + $\overline{ACK}$)
0 = Master transmit is not in progress

bit 13 **ACKTIM:** Acknowledge Time Status bit (valid in I^2C Slave mode only)
1 = Indicates I^2C bus is in an Acknowledge sequence, set on 8^{th} falling edge of SCLx clock
0 = Not an Acknowledge sequence, cleared on 9^{th} rising edge of SCLx clock

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

bit 10 **BCL:** Bus Collision Detect bit (Master/Slave mode; cleared when I^2C module is disabled, I2CEN = 0)
1 = A bus collision has been detected during a master or slave transmit operation
0 = Bus collision has not been detected

bit 9 **GCSTAT:** General Call Status bit (cleared after Stop detection)
1 = General call address was received
0 = General call address was not received

bit 8 **ADD10:** 10-Bit Address Status bit (cleared after Stop detection)
1 = 10-bit address was matched
0 = 10-bit address was not matched

bit 7 **IWCOL:** Write Collision Detect bit
1 = An attempt to write to the I2CxTRN register failed because the I^2C module is busy; must be cleared in software
0 = Collision has not occurred

bit 6 **I2COV:** I2Cx Receive Overflow Flag bit
1 = A byte was received while the I2CxRCV register is still holding the previous byte; I2COV is a "don't care" in Transmit mode, must be cleared in software
0 = Overflow has not occurred

bit 5 **D_A:** Data/Address bit (when operating as I^2C slave)
1 = Indicates that the last byte received was data
0 = Indicates that the last byte received or transmitted was an address

bit 4 **P:** I2Cx Stop bit
Updated when Start, Reset or Stop is detected; cleared when the I^2C module is disabled, I2CEN = 0.
1 = Indicates that a Stop bit has been detected last
0 = Indicates that a Stop bit was not detected last

REGISTER 21-2: UxSTA: UARTx STATUS AND CONTROL REGISTER

R/W-0	R/W-0	R/W-0	U-0	R/W-0, HC	R/W-0	R-0	R-1
UTXISEL1	UTXINV	UTXISEL0	—	UTXBRK	UTXEN(1)	UTXBF	TRMT
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R-1	R-0	R-0	R/C-0	R-0
URXISEL1	URXISEL0	ADDEN	RIDLE	PERR	FERR	OERR	URXDA
bit 7							bit 0

Legend:	C = Clearable bit	HC = Hardware 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 15,13 **UTXISEL<1:0>:** UARTx Transmission Interrupt Mode Selection bits
- 11 = Reserved; do not use
- 10 = Interrupt when a character is transferred to the Transmit Shift Register (TSR), and as a result, the transmit buffer becomes empty
- 01 = Interrupt when the last character is shifted out of the Transmit Shift Register; all transmit operations are completed
- 00 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer)

bit 14 **UTXINV:** UARTx Transmit Polarity Inversion bit

If IREN = 0:
- 1 = UxTX Idle state is '0'
- 0 = UxTX Idle state is '1'

If IREN = 1:
- 1 = IrDA® encoded UxTX Idle state is '1'
- 0 = IrDA encoded UxTX Idle state is '0'

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

bit 11 **UTXBRK:** UARTx Transmit Break bit
- 1 = Sends Sync Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion
- 0 = Sync Break transmission is disabled or has completed

bit 10 **UTXEN:** UARTx Transmit Enable bit(1)
- 1 = Transmit is enabled, UxTX pin is controlled by UARTx
- 0 = Transmit is disabled, any pending transmission is aborted and the buffer is reset; UxTX pin is controlled by the PORT

bit 9 **UTXBF:** UARTx Transmit Buffer Full Status bit (read-only)
- 1 = Transmit buffer is full
- 0 = Transmit buffer is not full, at least one more character can be written

bit 8 **TRMT:** Transmit Shift Register (TSR) Empty bit (read-only)
- 1 = Transmit Shift Register is empty and transmit buffer is empty (the last transmission has completed)
- 0 = Transmit Shift Register is not empty, a transmission is in progress or queued

bit 7-6 **URXISEL<1:0>:** UARTx Receive Interrupt Mode Selection bits
- 11 = Interrupt is set on UxRSR transfer, making the receive buffer full (i.e., has 4 data characters)
- 10 = Interrupt is set on UxRSR transfer, making the receive buffer 3/4 full (i.e., has 3 data characters)
- 0x = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer; receive buffer has one or more characters

Note 1: Refer to **"Universal Asynchronous Receiver Transmitter (UART)"** (DS70000582) in the *"dsPIC33/PIC24 Family Reference Manual"* for information on enabling the UART module for transmit operation.

25.0 OP AMP/COMPARATOR MODULE

Note 1: This data sheet summarizes the features of the dsPIC33EVXXXGM00X/10X family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **"Op Amp/Comparator"** (DS70000357) in the *"dsPIC33/PIC24 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com).

2: Some registers and associated bits described in this section may not be available on all devices. Refer to **Section 4.0 "Memory Organization"** in this data sheet for device-specific register and bit information.

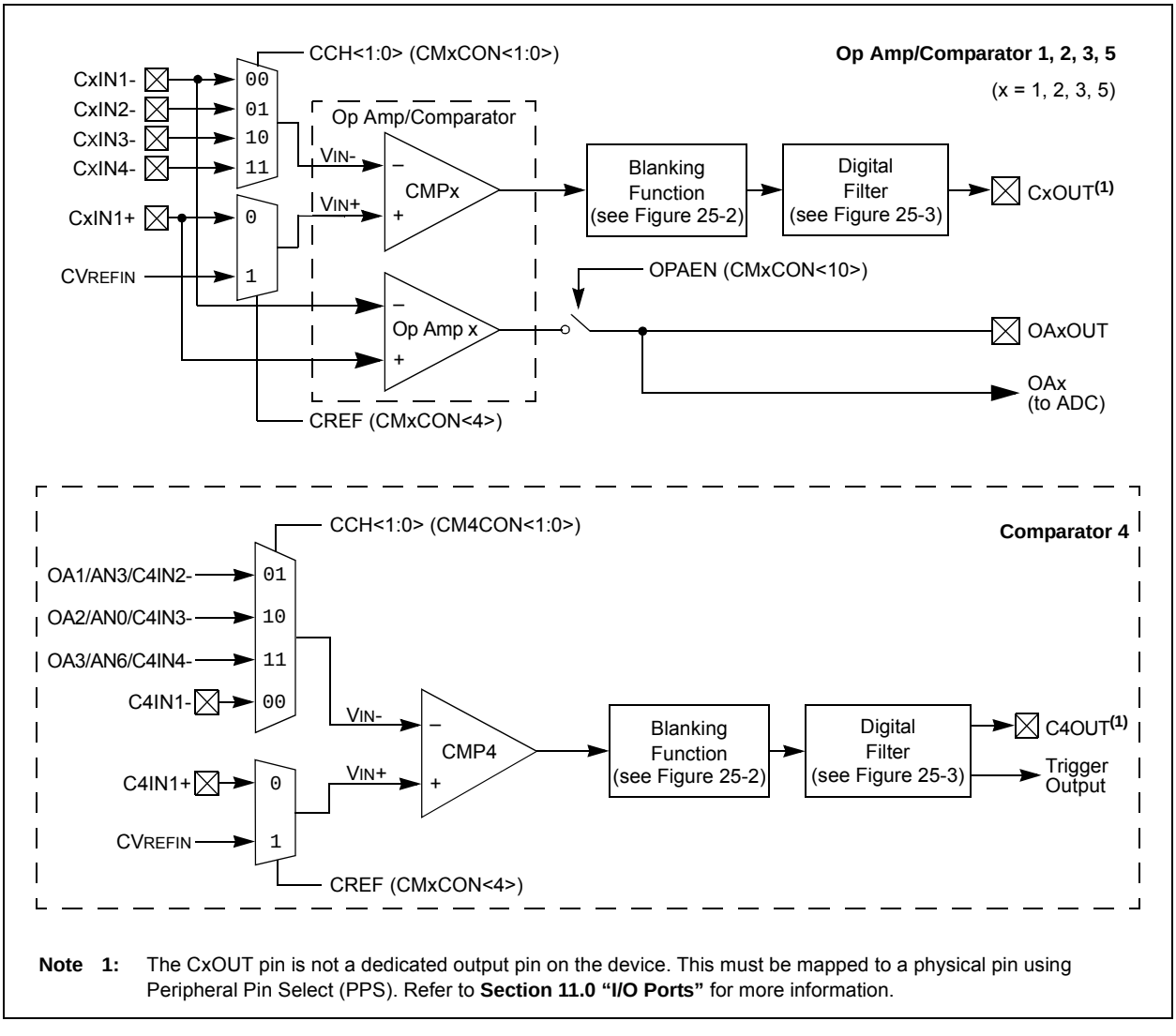
The dsPIC33EVXXXGM00X/10X family devices contain up to five comparators that can be configured in various ways. CMP1, CMP2, CMP3 and CMP5 also have the option to be configured as op amps, with the output being brought to an external pin for gain/filtering connections. As shown in Figure 25-1, individual comparator options are specified by the comparator module's Special Function Register (SFR) control bits.

The following options allow users to:

- Select the Edge for Trigger and Interrupt Generation
- Configure the Comparator Voltage Reference
- Configure Output Blanking and Masking
- Configure as a Comparator or Op Amp (CMP1, CMP2, CMP3 and CMP5 only)

Note: Not all op amp/comparator input/output connections are available on all devices. See the **"Pin Diagrams"** section for available connections.

FIGURE 25-1: OP AMP/COMPARATOR x MODULE BLOCK DIAGRAM



Note 1: The CxOUT pin is not a dedicated output pin on the device. This must be mapped to a physical pin using Peripheral Pin Select (PPS). Refer to **Section 11.0 "I/O Ports"** for more information.

TABLE 27-1: CONFIGURATION WORD REGISTER MAP

File Name	Address	Device Memory Size (Kbytes)	Bits 23-16	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
FSEC	005780	32	—	AIVTDIS	—	—	—	CSS2	CSS1	CSS0	CWRP	GSS1	GSS0	GWRP	—	BSEN	BSS1	BSS0	BWRP
	00AB80	64																	
	015780	128																	
	02AB80	256																	
FBSLIM	005790	32	—	—	—	—	BSLIM<12:0>												
	00AB90	64																	
	015790	128																	
	02AB90	256																	
Reserved	005794	32	—	Reserved(1)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	00AB94	64																	
	015794	128																	
	02AB94	256																	
FOSCSEL	005798	32	—	—	—	—	—	—	—	—	—	$\overline{\text{IESO}}$	—	—	—	—	FNOSC2	FNOSC1	FNOSC0
	00AB98	64																	
	015798	128																	
	02AB98	256																	
FOSC	00579C	32	—	—	—	—	—	—	—	—	PLLKEN	FCKSM1	FCKSM0	IOL1WAY	—	—	OSCIOFNC	POSCMD1	POSCMD0
	00AB9C	64																	
	01579C	128																	
	02AB9C	256																	
FWDT	0057A0	32	—	—	—	—	—	—	—	WDTWIN1	WDTWIN0	WINDIS	FWDTEN1	FWDTEN0	WDTPRE	WDTPS3	WDTPS2	WDTPS1	WDTPS0
	00ABA0	64																	
	0157A0	128																	
	02ABA0	256																	
FPOR	0057A4	32	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	BOREN
	00ABA4	64																	
	0157A4	128																	
	02ABA4	256																	
FICD	0057A8	32	—	—	—	—	—	—	—	—	—	Reserved(2)	—	—	—	—	—	ICS1	ICS0
	00ABA8	64																	
	0157A8	128																	
	02ABA8	256																	

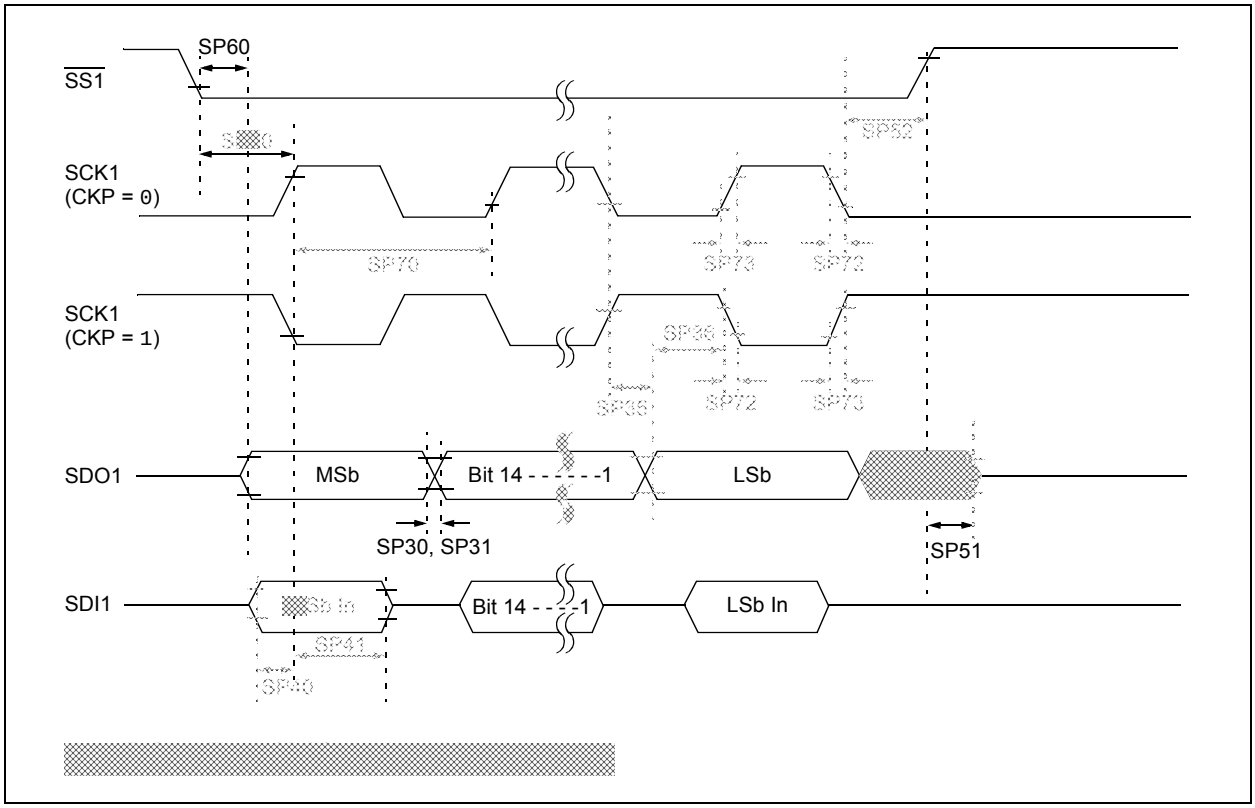
Legend: — = unimplemented, read as '1'.
Note 1: This bit is reserved and must be programmed as '0'.
2: This bit is reserved and must be programmed as '1'.

TABLE 28-2: INSTRUCTION SET OVERVIEW (CONTINUED)

Base Instr #	Assembly Mnemonic	Assembly Syntax	Description	# of Words	# of Cycles	Status Flags Affected
8	BSW	BSW.C Ws,Wb	Write C bit to Ws<Wb>	1	1	None
		BSW.Z Ws,Wb	Write Z bit to Ws<Wb>	1	1	None
9	BTG	BTG f,#bit4	Bit Toggle f	1	1	None
		BTG Ws,#bit4	Bit Toggle Ws	1	1	None
10	BTSC	BTSC f,#bit4	Bit Test f, Skip if Clear	1	1 (2 or 3)	None
		BTSC Ws,#bit4	Bit Test Ws, Skip if Clear	1	1 (2 or 3)	None
11	BTSS	BTSS f,#bit4	Bit Test f, Skip if Set	1	1 (2 or 3)	None
		BTSS Ws,#bit4	Bit Test Ws, Skip if Set	1	1 (2 or 3)	None
12	BTST	BTST f,#bit4	Bit Test f	1	1	Z
		BTST.C Ws,#bit4	Bit Test Ws to C	1	1	C
		BTST.Z Ws,#bit4	Bit Test Ws to Z	1	1	Z
		BTST.C Ws,Wb	Bit Test Ws<Wb> to C	1	1	C
		BTST.Z Ws,Wb	Bit Test Ws<Wb> to Z	1	1	Z
13	BTSTS	BTSTS f,#bit4	Bit Test then Set f	1	1	Z
		BTSTS.C Ws,#bit4	Bit Test Ws to C, then Set	1	1	C
		BTSTS.Z Ws,#bit4	Bit Test Ws to Z, then Set	1	1	Z
14	CALL	CALL lit23	Call subroutine	2	4	SFA
		CALL Wn	Call indirect subroutine	1	4	SFA
		CALL.L Wn	Call indirect subroutine (long address)	1	4	SFA
15	CLR	CLR f	f = 0x0000	1	1	None
		CLR WREG	WREG = 0x0000	1	1	None
		CLR Ws	Ws = 0x0000	1	1	None
		CLR Acc,Wx,Wxd,Wy,Wyd,AWB	Clear Accumulator	1	1	OA,OB,SA, SB
16	CLRWDT	CLRWDT	Clear Watchdog Timer	1	1	WDTO,Sleep
17	COM	COM f	$f = \overline{f}$	1	1	N,Z
		COM f,WREG	$WREG = \overline{f}$	1	1	N,Z
		COM Ws,Wd	$Wd = \overline{Ws}$	1	1	N,Z
18	CP	CP f	Compare f with WREG	1	1	C,DC,N,OV,Z
		CP Wb,#lit8	Compare Wb with lit8	1	1	C,DC,N,OV,Z
		CP Wb,Ws	Compare Wb with Ws (Wb – Ws)	1	1	C,DC,N,OV,Z
19	CP0	CP0 f	Compare f with 0x0000	1	1	C,DC,N,OV,Z
		CP0 Ws	Compare Ws with 0x0000	1	1	C,DC,N,OV,Z
20	CPB	CPB f	Compare f with WREG, with Borrow	1	1	C,DC,N,OV,Z
		CPB Wb,#lit8	Compare Wb with lit8, with Borrow	1	1	C,DC,N,OV,Z
		CPB Wb,Ws	Compare Wb with Ws, with Borrow ($Wb – Ws – \overline{C}$)	1	1	C,DC,N,OV,Z
21	CPSEQ	CPSEQ Wb,Wn	Compare Wb with Wn, skip if =	1	1 (2 or 3)	None
	CPBEQ	CPBEQ Wb,Wn,Expr	Compare Wb with Wn, branch if =	1	1 (5)	None
22	CPSGT	CPSGT Wb,Wn	Compare Wb with Wn, skip if >	1	1 (2 or 3)	None
	CPBGT	CPBGT Wb,Wn,Expr	Compare Wb with Wn, branch if >	1	1 (5)	None
23	CPSLT	CPSLT Wb,Wn	Compare Wb with Wn, skip if <	1	1 (2 or 3)	None
	CPBLT	CPBLT Wb,Wn,Expr	Compare Wb with Wn, branch if <	1	1 (5)	None
24	CPSNE	CPSNE Wb,Wn	Compare Wb with Wn, skip if ≠	1	1 (2 or 3)	None
	CPBNE	CPBNE Wb,Wn,Expr	Compare Wb with Wn, branch if ≠	1	1 (5)	None

Note: Read and Read-Modify-Write (e.g., bit operations and logical operations) on non-CPU SFRs incur an additional instruction cycle.

FIGURE 30-25: SPI1 SLAVE MODE (FULL-DUPLEX, CKE = 1, CKP = 1, SMP = 0) TIMING CHARACTERISTICS



NOTES:

FIGURE 32-9: TYPICAL IIDLE vs. VDD (EC MODE, 20 MIPS)

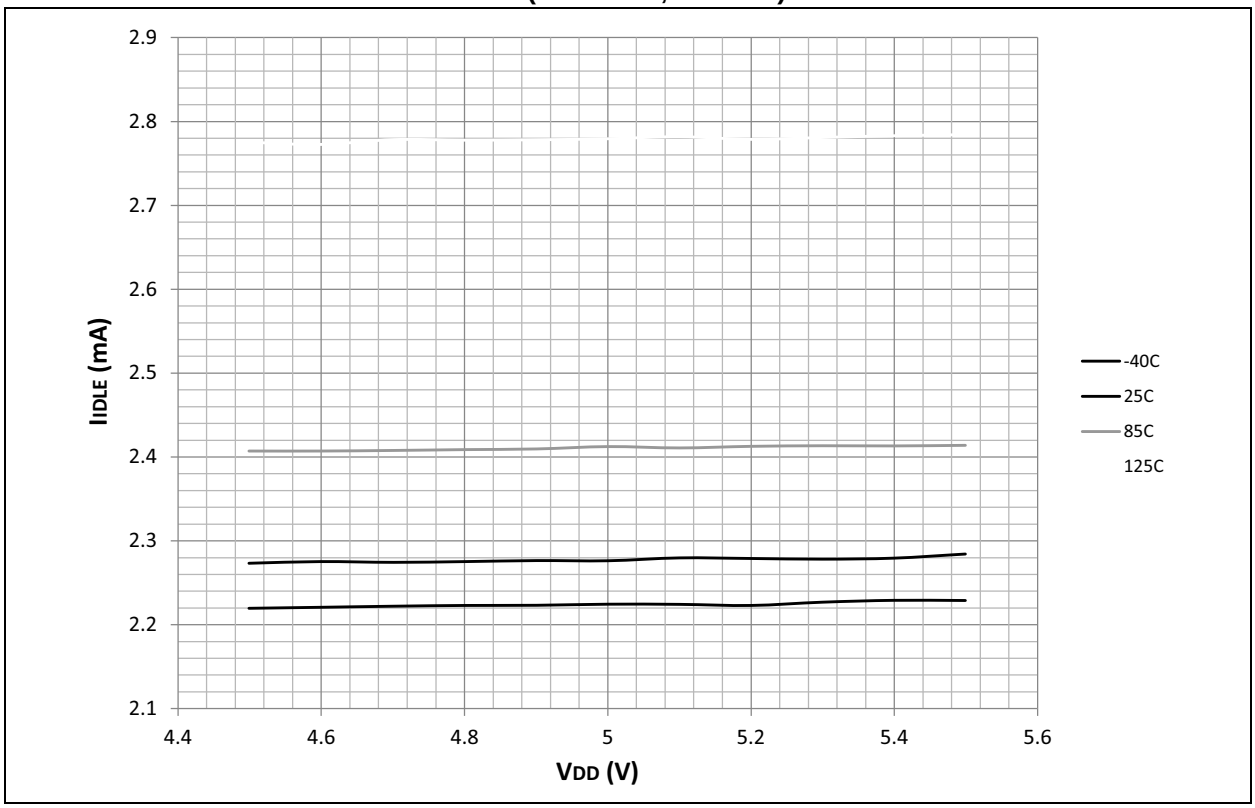
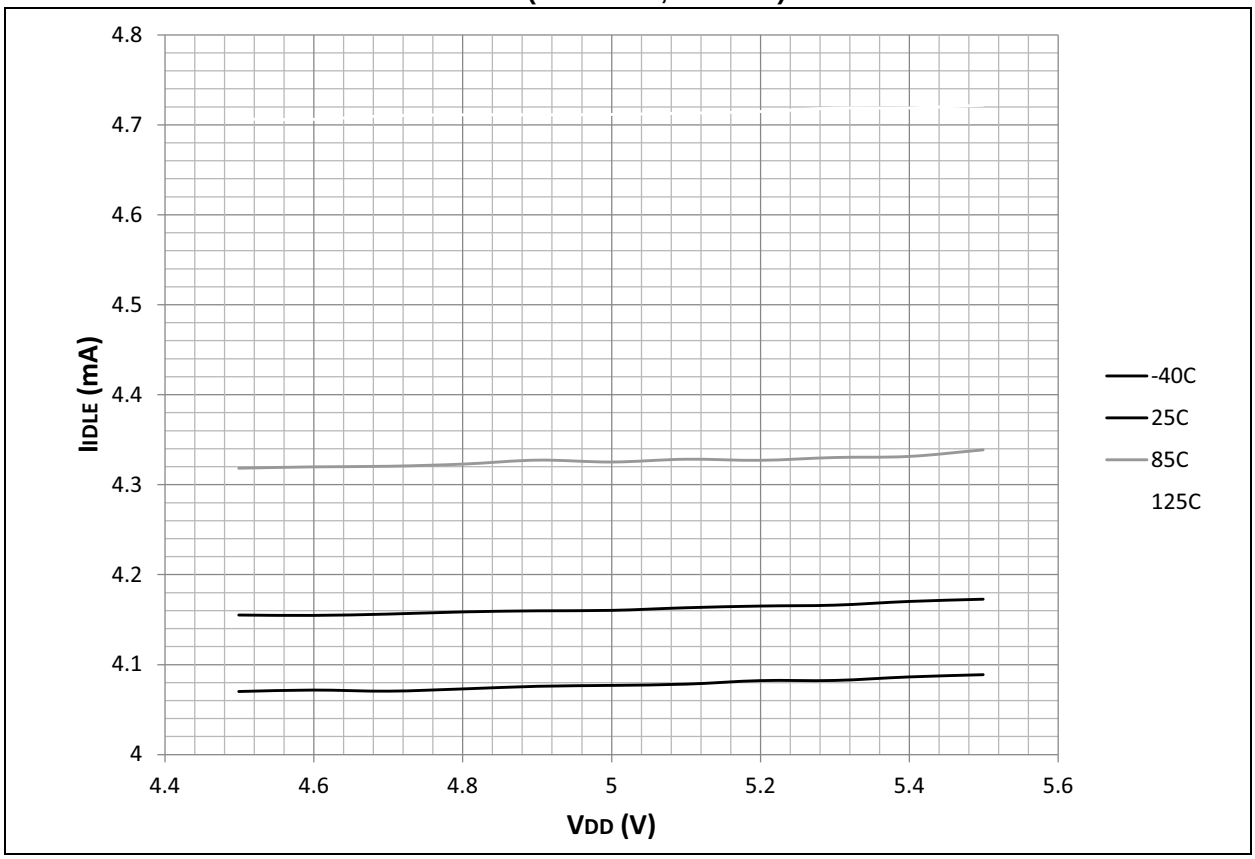


FIGURE 32-10: TYPICAL IIDLE vs. VDD (EC MODE, 40 MIPS)



NOTES:

33.4 IPD

FIGURE 33-13: TYPICAL IPD vs. VDD

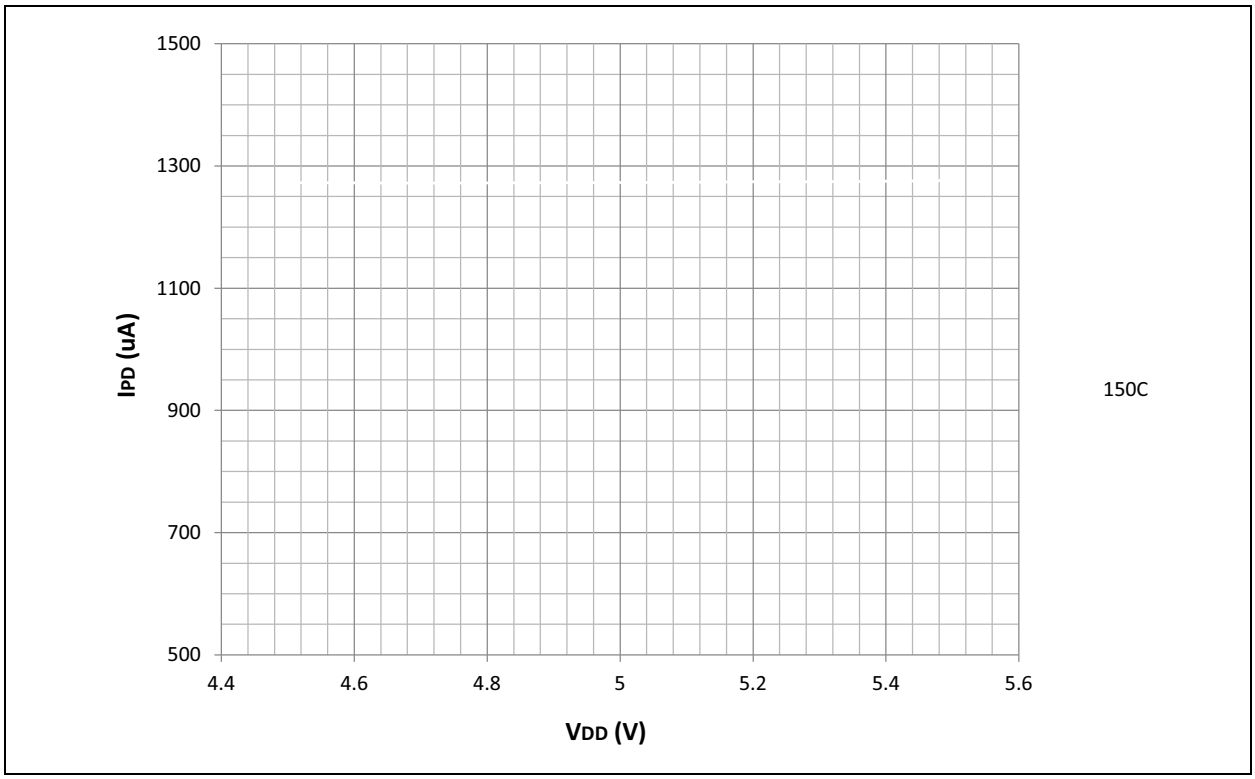
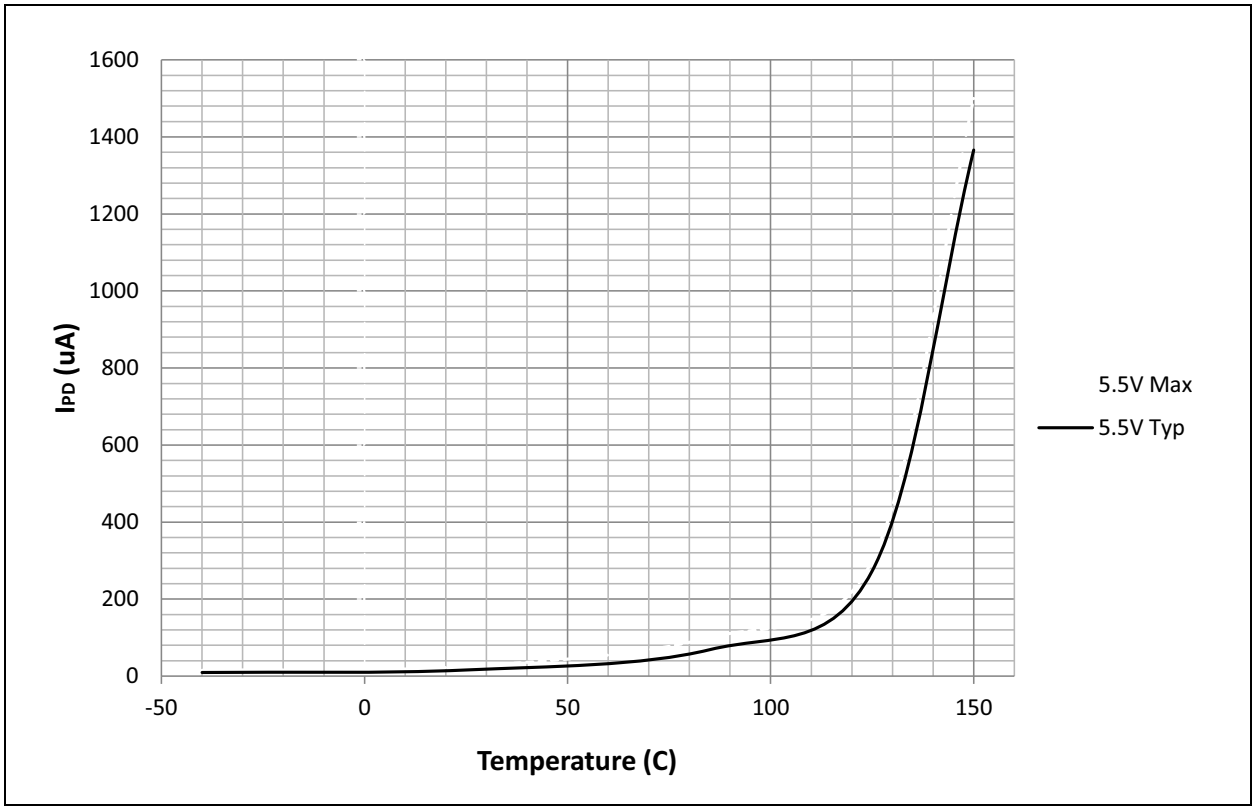
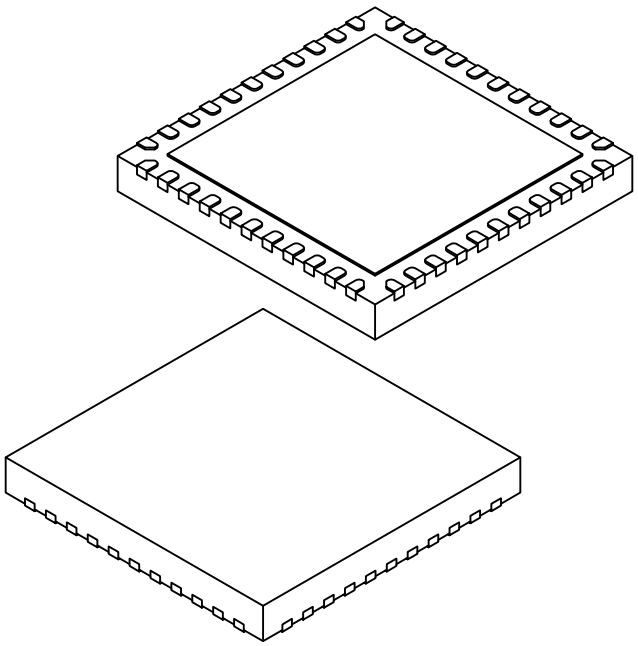


FIGURE 33-14: TYPICAL/MAXIMUM IPD vs. TEMPERATURE



44-Lead Plastic Quad Flat, No Lead Package (ML) - 8x8 mm Body [QFN or VQFN]

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		44	
Pitch	e		0.65 BSC	
Overall Height	A	0.80	0.90	1.00
Standoff	A1	0.00	0.02	0.05
Terminal Thickness	A3		0.20 REF	
Overall Width	E		8.00 BSC	
Exposed Pad Width	E2	6.25	6.45	6.60
Overall Length	D		8.00 BSC	
Exposed Pad Length	D2	6.25	6.45	6.60
Terminal Width	b	0.20	0.30	0.35
Terminal Length	L	0.30	0.40	0.50
Terminal-to-Exposed-Pad	K	0.20	-	-

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Package is saw singulated
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.

Microchip Technology Drawing C04-103D Sheet 2 of 2