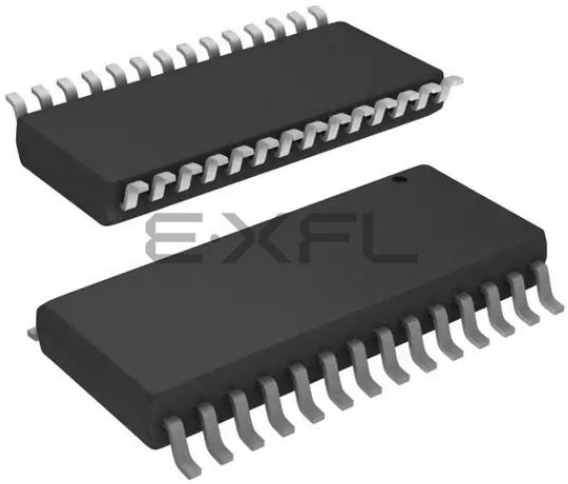
Microchip Technology - DSPIC33EV32GM102-I/SO Datasheet



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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	70 MIPs
Connectivity	CANbus, 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	32KB (11K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	4K x 8
Voltage - Supply (Vcc/Vdd)	4.5V ~ 5.5V
Data Converters	A/D 11x10/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SOIC (0.295", 7.50mm Width)
Supplier Device Package	28-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33ev32gm102-i-so

dsPIC33EVXXXGM00X/10X PRODUCT FAMILIES

The device names, pin counts, memory sizes and peripheral availability of each device are listed in Table 1. The following pages show the devices' pinout diagrams.

TABLE 1: dsPIC33EVXXXGM00X/10X FAMILY DEVICES

Device	Program Memory Bytes	SRAM Bytes	CAN	DMA Channels	16-Bit Timers (T1)	32-Bit Timers	Input Capture	Output Compare	PWM	UART	SPI	I^2C	SENT	10/12-Bit ADC	ADC Inputs	Op Amp/Comparators	CTMU	Security	Peripheral Pin Select (PPS)	General Purpose I/O (GPIO)	External Interrupts	Pins	Packages
dsPIC33EV32GM002	32K	4K	0	4	5	2	4	4	3x2	2	2	1	2	1	11	3/4	1	Intermediate	Y	21	3	28	SPDIP, SOIC, SSOP, QFN-S
dsPIC33EV32GM102			1																				
dsPIC33EV64GM002	64K	8K	0																				
dsPIC33EV64GM102			1																				
dsPIC33EV128GM002	128K	8K	0																				
dsPIC33EV128GM102			1																				
dsPIC33EV256GM002	256K	16K	0																				
dsPIC33EV256GM102			1																				
dsPIC33EV32GM004	32K	4K	0	4	5	2	4	4	3x2	2	2	1	2	1	24	4/5	1	Intermediate	Y	35	3	44	TQFP, QFN
dsPIC33EV32GM104			1																				
dsPIC33EV64GM004	64K	8K	0																				
dsPIC33EV64GM104			1																				
dsPIC33EV128GM004	128K	8K	0																				
dsPIC33EV128GM104			1																				
dsPIC33EV256GM004	256K	16K	0																				
dsPIC33EV256GM104			1																				
dsPIC33EV32GM006	32K	4K	0	4	5	2	4	4	3x2	2	2	1	2	1	36	4/5	1	Intermediate	Y	53	3	64	TQFP, QFN
dsPIC33EV32GM106			1																				
dsPIC33EV64GM006	64K	8K	0																				
dsPIC33EV64GM106			1																				
dsPIC33EV128GM006	128K	8K	0																				
dsPIC33EV128GM106			1																				
dsPIC33EV256GM006	256K	16K	0																				
dsPIC33EV256GM106			1																				

TABLE 1-1: PINOUT I/O DESCRIPTIONS (CONTINUED)

Pin Name	Pin Type	Buffer Type	PPS	Description
SCK2	I/O	ST	Yes	Synchronous serial clock input/output for SPI2.
SDI2	I	ST	Yes	SPI2 data in.
SDO2	O	—	Yes	SPI2 data out.
SS2	I/O	ST	Yes	SPI2 slave synchronization or frame pulse I/O.
SCL1	I/O	ST	No	Synchronous serial clock input/output for I2C1.
SDA1	I/O	ST	No	Synchronous serial data input/output for I2C1.
ASCL1	I/O	ST	No	Alternate synchronous serial clock input/output for I2C1.
ASDA1	I/O	ST	No	Alternate synchronous serial data input/output for I2C1.
C1RX	I	ST	Yes	CAN1 bus receive pin.
C1TX	O	—	Yes	CAN1 bus transmit pin.
SENT1TX	O	—	Yes	SENT1 transmit pin.
SENT1RX	I	—	Yes	SENT1 receive pin.
SENT2TX	O	—	Yes	SENT2 transmit pin.
SENT2RX	I	—	Yes	SENT2 receive pin.
CVREF	O	Analog	No	Comparator Voltage Reference output.
C1IN1+, C1IN2-, C1IN1-, C1IN3-	I	Analog	No	Comparator 1 inputs.
C1OUT	O	—	Yes	Comparator 1 output.
C2IN1+, C2IN2-, C2IN1-, C2IN3-	I	Analog	No	Comparator 2 inputs.
C2OUT	O	—	Yes	Comparator 2 output.
C3IN1+, C3IN2-, C2IN1-, C3IN3-	I	Analog	No	Comparator 3 inputs.
C3OUT	O	—	Yes	Comparator 3 output.
C4IN1+, C4IN2-, C4IN1-, C4IN3-	I	Analog	No	Comparator 4 inputs.
C4OUT	O	—	Yes	Comparator 4 output.
C5IN1+, C5IN2-, C5IN1-, C5IN3-	I	Analog	No	Comparator 5 inputs.
C5OUT	O	—	Yes	Comparator 5 output.
FLT1-FLT2	I	ST	Yes	PWM Fault Inputs 1 and 2.
FLT3-FLT8	I	ST	NO	PWM Fault Inputs 3 to 8.
FLT32	I	ST	NO	PWM Fault Input 32.
DTCMP1-DTCMP3	I	ST	Yes	PWM Dead-Time Compensation Inputs 1 to 3.
PWM1L-PWM3L	O	—	No	PWM Low Outputs 1 to 3.
PWM1H-PWM3H	O	—	No	PWM High Outputs 1 to 3.
SYNCI1	I	ST	Yes	PWM Synchronization Input 1.
SYNCO1	O	—	Yes	PWM Synchronization Output 1.
PGED1	I/O	ST	No	Data I/O pin for Programming/Debugging Communication Channel 1.
PGEC1	I	ST	No	Clock input pin for Programming/Debugging Communication Channel 1.
PGED2	I/O	ST	No	Data I/O pin for Programming/Debugging Communication Channel 2.
PGEC2	I	ST	No	Clock input pin for Programming/Debugging Communication Channel 2.
PGED3	I/O	ST	No	Data I/O pin for Programming/Debugging Communication Channel 3.
PGEC3	I	ST	No	Clock input pin for Programming/Debugging Communication Channel 3.
MCLR	I/P	ST	No	Master Clear (Reset) input. This pin is an active-low Reset to the device.

Legend: CMOS = CMOS compatible input or output; Analog = Analog input; P = Power
ST = Schmitt Trigger input with CMOS levels; O = Output; I = Input
PPS = Peripheral Pin Select; TTL = TTL input buffer

3.0 CPU

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 **"CPU"** (DS70359) 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 CPU has a 16-bit (data) modified Harvard architecture with an enhanced instruction set, including significant support for digital signal processing. The CPU has a 24-bit instruction word with a variable length opcode field. The Program Counter (PC) is 23 bits wide and addresses up to 4M x 24 bits of user program memory space.

An instruction prefetch mechanism helps maintain throughput and provides predictable execution. Most instructions execute in a single-cycle effective execution rate, with the exception of instructions that change the program flow, the double-word move (`MOV.D`) instruction, PSV accesses and the table instructions. Overhead-free program loop constructs are supported using the `DO` and `REPEAT` instructions, both of which are interruptible at any point.

3.1 Registers

The dsPIC33EVXXXGM00X/10X family devices have sixteen, 16-bit Working registers in the programmer's model. Each of the Working registers can act as a Data, Address or Address Offset register. The sixteenth Working register (W15) operates as a Software Stack Pointer for interrupts and calls.

In addition, the dsPIC33EVXXXGM00X/10X devices include two alternate Working register sets, which consist of W0 through W14. The alternate registers can be made persistent to help reduce the saving and restoring of register content during Interrupt Service Routines (ISRs). The alternate Working registers can be assigned to a specific Interrupt Priority Level (IPL1 through IPL6) by configuring the CTXTx<2:0> bits in the FALTREG Configuration register.

The alternate Working registers can also be accessed manually by using the `CTXTSWP` instruction.

The CCTXI<2:0> and MCTXI<2:0> bits in the CTXTSTAT register can be used to identify the current, and most recent, manually selected Working register sets.

3.2 Instruction Set

The device instruction set has two classes of instructions: the MCU class of instructions and the DSP class of instructions. These two instruction classes are seamlessly integrated into the architecture and execute from a single execution unit. The instruction set includes many addressing modes and was designed for optimum C compiler efficiency.

3.3 Data Space Addressing

The Base Data Space can be addressed as 4K words or 8 Kbytes and is split into two blocks, referred to as X and Y data memory. Each memory block has its own independent Address Generation Unit (AGU). The MCU class of instructions operates solely through the X memory AGU, which accesses the entire memory map as one linear Data Space. On dsPIC33EV devices, certain DSP instructions operate through the X and Y AGUs to support dual operand reads, which splits the data address space into two parts. The X and Y Data Space boundary is device-specific.

The upper 32 Kbytes of the Data Space (DS) memory map can optionally be mapped into Program Space (PS) at any 16K program word boundary. The Program-to-Data Space mapping feature, known as Program Space Visibility (PSV), lets any instruction access Program Space as if it were Data Space. Moreover, the Base Data Space address is used in conjunction with a Data Space Read or Write Page register (DSRPAG or DSWPAG) to form an Extended Data Space (EDS) address. The EDS can be addressed as 8M words or 16 Mbytes. For more information on EDS, PSV and table accesses, refer to **"Data Memory"** (DS70595) and **"dsPIC33E/PIC24E Program Memory"** (DS70000613) in the *"dsPIC33/PIC24 Family Reference Manual"*.

On dsPIC33EV devices, overhead-free circular buffers (Modulo Addressing) are supported in both X and Y address spaces. The Modulo Addressing removes the software boundary checking overhead for DSP algorithms. The X AGU Circular Addressing can be used with any of the MCU class of instructions. The X AGU also supports Bit-Reversed Addressing to greatly simplify input or output data reordering for radix-2 FFT algorithms. Figure 3-1 illustrates the block diagram of the dsPIC33EVXXXGM00X/10X family devices.

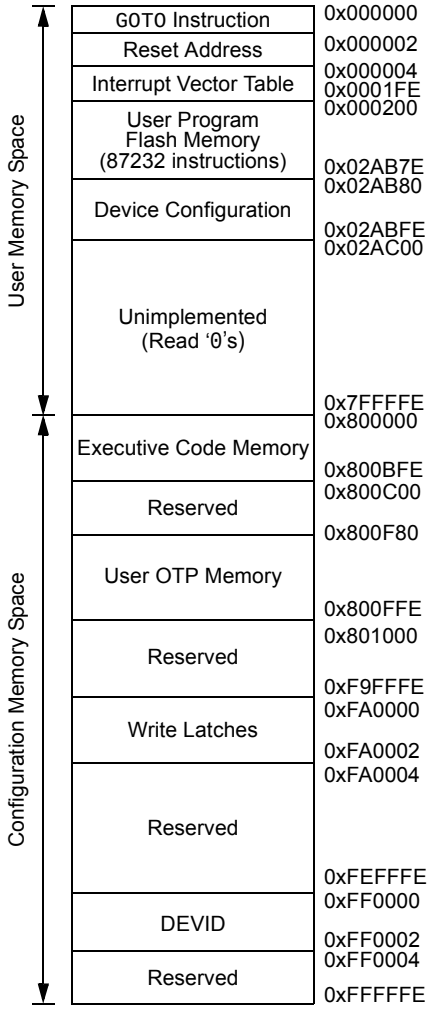
3.4 Addressing Modes

The CPU supports these addressing modes:

- Inherent (no operand)
- Relative
- Literal
- Memory Direct
- Register Direct
- Register Indirect

Each instruction is associated with a predefined addressing mode group, depending upon its functional requirements. As many as six addressing modes are supported for each instruction.

FIGURE 4-4: PROGRAM MEMORY MAP FOR dsPIC33EV256GM00X/10X DEVICES(1)



Note 1: Memory areas are not shown to scale.

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.

TABLE 4-14: PERIPHERAL PIN SELECT OUTPUT REGISTER MAP FOR dsPIC33EVXXXGM002/102 DEVICES

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
RPOR0	0670	—	—	RP35R5	RP35R4	RP35R3	RP35R2	RP35R1	RP35R0	—	—	RP20R5	RP20R4	RP20R3	RP20R2	RP20R1	RP20R0	0000
RPOR1	0672	—	—	RP37R5	RP37R4	RP37R3	RP37R2	RP37R1	RP37R0	—	—	RP36R5	RP36R4	RP36R3	RP36R2	RP36R1	RP36R0	0000
RPOR2	0674	—	—	RP39R5	RP39R4	RP39R3	RP39R2	RP39R1	RP39R0	—	—	RP38R5	RP38R4	RP38R3	RP38R2	RP38R1	RP38R0	0000
RPOR3	0676	—	—	RP41R5	RP41R4	RP41R3	RP41R2	RP41R1	RP41R0	—	—	RP40R5	RP40R4	RP40R3	RP40R2	RP40R1	RP40R0	0000
RPOR4	0678	—	—	RP43R5	RP43R4	RP43R3	RP43R2	RP43R1	RP43R0	—	—	RP42R5	RP42R4	RP42R3	RP42R2	RP42R1	RP42R0	0000
RPOR10	0684	—	—	RP176R<5:0>						—	—	—	—	—	—	—	—	0000
RPOR11	0686	—	—	RP178R5	RP178R4	RP178R3	RP178R2	RP178R1	RP178R0	—	—	RP177R5	RP177R4	RP177R3	RP177R2	RP177R1	RP177R0	0000
RPOR12	0688	—	—	RP180R5	RP180R4	RP180R3	RP180R2	RP180R1	RP180R0	—	—	RP179R5	RP179R4	RP179R3	RP179R2	RP179R1	RP179R0	0000
RPOR13	068A	—	—	—	—	—	—	—	—	—	—	RP181R<5:0>						0000

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

TABLE 4-15: PERIPHERAL PIN SELECT OUTPUT REGISTER MAP FOR dsPIC33EVXXXGM004/104 DEVICES

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
RPOR0	0670	—	—	RP35R5	RP35R4	RP35R3	RP35R2	RP35R1	RP35R0	—	—	RP20R5	RP20R4	RP20R3	RP20R2	RP20R1	RP20R0	0000
RPOR1	0672	—	—	RP37R5	RP37R4	RP37R3	RP37R2	RP37R1	RP37R0	—	—	RP36R5	RP36R4	RP36R3	RP36R2	RP36R1	RP36R0	0000
RPOR2	0674	—	—	RP39R5	RP39R4	RP39R3	RP39R2	RP39R1	RP39R0	—	—	RP38R5	RP38R4	RP38R3	RP38R2	RP38R1	RP38R0	0000
RPOR3	0676	—	—	RP41R5	RP41R4	RP41R3	RP41R2	RP41R1	RP41R0	—	—	RP40R5	RP40R4	RP40R3	RP40R2	RP40R1	RP40R0	0000
RPOR4	0678	—	—	RP43R5	RP43R4	RP43R3	RP43R2	RP43R1	RP43R0	—	—	RP42R5	RP42R4	RP42R3	RP42R2	RP42R1	RP42R0	0000
RPOR5	067A	—	—	RP49R5	RP49R4	RP49R3	RP49R2	RP49R1	RP49R0	—	—	RP48R5	RP48R4	RP48R3	RP48R2	RP48R1	RP48R0	0000
RPOR6	067C	—	—	RP55R5	RP55R4	RP55R3	RP55R2	RP55R1	RP55R0	—	—	RP54R5	RP54R4	RP54R3	RP54R2	RP54R1	RP54R0	0000
RPOR7	067E	—	—	RP57R5	RP57R4	RP57R3	RP57R2	RP57R1	RP57R0	—	—	RP56R5	RP56R4	RP56R3	RP56R2	RP56R1	RP56R0	0000
RPOR10	0684	—	—	RP176R<5:0>						—	—	—	—	—	—	—	—	0000
RPOR11	0686	—	—	RP178R5	RP178R4	RP178R3	RP178R2	RP178R1	RP178R0	—	—	RP177R5	RP177R4	RP177R3	RP177R2	RP177R1	RP177R0	0000
RPOR12	0688	—	—	RP180R5	RP180R4	RP180R3	RP180R2	RP180R1	RP180R0	—	—	RP179R5	RP179R4	RP179R3	RP179R2	RP179R1	RP179R0	0000
RPOR13	068A	—	—	—	—	—	—	—	—	—	—	RP181R<5:0>						0000

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

4.5 Modulo Addressing

Modulo Addressing mode is a method of providing an automated means to support circular data buffers using hardware. The objective is to remove the need for software to perform data address boundary checks when executing tightly looped code, as is typical in many DSP algorithms.

Modulo Addressing can operate in either Data or Program Space (since the Data Pointer mechanism is essentially the same for both). One circular buffer can be supported in each of the X (which also provides the pointers into Program Space) and Y Data Spaces. Modulo Addressing can operate on any W Register Pointer. However, it is not advisable to use W14 or W15 for Modulo Addressing, since these two registers are used as the SFP and SSP, respectively.

In general, any particular circular buffer can be configured to operate in only one direction, as there are certain restrictions on the buffer start address (for incrementing buffers) or end address (for decrementing buffers), based upon the direction of the buffer.

The only exception to the usage restrictions is for buffers that have a power-of-two length. As these buffers satisfy the start and end address criteria, they can operate in a Bidirectional mode (that is, address boundary checks are performed on both the lower and upper address boundaries).

4.5.1 START AND END ADDRESS

The Modulo Addressing scheme requires that a starting and ending address be specified and loaded into the 16-bit Modulo Buffer Address registers: XMODSRT, XMODEND, YMODSRT and YMODEND (see Table 4-1).

Note:	Y Data Space Modulo Addressing EA calculations assume word-sized data (LSb of every EA is always clear).

The length of a circular buffer is not directly specified. It is determined by the difference between the corresponding start and end addresses. The maximum possible length of the circular buffer is 32K words (64 Kbytes).

4.5.2 W ADDRESS REGISTER SELECTION

The Modulo and Bit-Reversed Addressing Control register, MODCON<15:0>, contains enable flags, as well as a W register field to specify the W Address registers. The XWM and YWM fields select the registers that operate with Modulo Addressing:

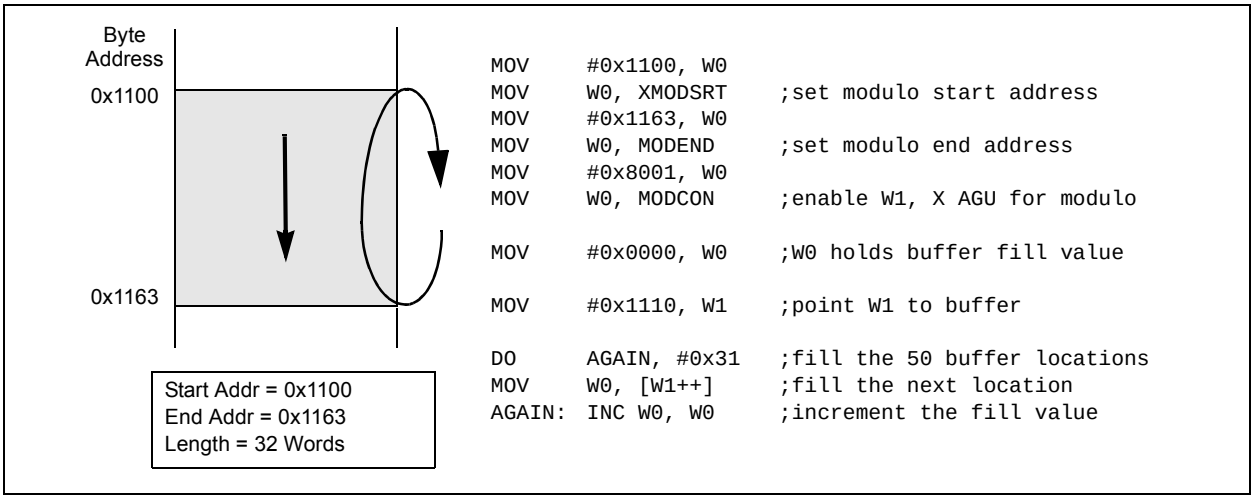
- If XWM = 1111, X RAGU and X WAGU Modulo Addressing is disabled
- If YWM = 1111, Y AGU Modulo Addressing is disabled

The X Address Space Pointer W register (XWM) to which Modulo Addressing is to be applied is stored in MODCON<3:0> (see Table 4-1). Modulo Addressing is enabled for X Data Space when XWM is set to any value other than '1111' and the XMODEN bit (MODCON<15>) is set

The Y Address Space Pointer W register (YWM) to which Modulo Addressing is to be applied is stored in MODCON<7:4>. Modulo Addressing is enabled for Y Data Space when YWM is set to any value other than '1111' and the YMODEN bit (MODCON<14>) is set.

Figure 4-15 shows an example of Modulo Addressing operation.

FIGURE 4-15: MODULO ADDRESSING OPERATION EXAMPLE



5.2 RTSP Operation

RTSP allows the user application to erase a single page of memory, program a row and to program two instruction words at a time. See Table 1 in the **"dsPIC33EVXXXGM00X/10X Product Families"** section for the page sizes of each device.memory array is organized into rows of 64 instructions or 192 bytes. RTSP allows the user application to era

The Flash program memory array is organized into rows of 64 instructions or 192 bytes. RTSP allows the user application to erase a page of program memory, which consists of eight rows (512 instructions) at a time, and to program one row or two adjacent words at a time. The 8-row erase pages and single row write rows are edge-aligned, from the beginning of program memory, on boundaries of 1536 bytes and 192 bytes, respectively. Table 30-13 in **Section 30.0 "Electrical Characteristics"** lists the typical erase and programming times.

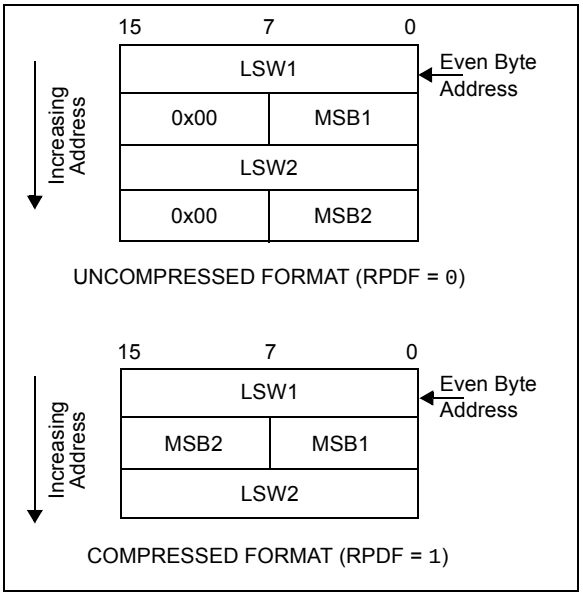
The basic sequence for RTSP word programming is to use the TBLWTL and TBLWTH instructions to load two of the 24-bit instructions into the write latches found in configuration memory space. See Figure 4-1 to Figure 4-5 for write latch addresses. Programming is performed by unlocking and setting the control bits in the NVMCON register.

Row programming is performed by loading 192 bytes into data memory and then loading the address of the first byte in that row into the NVMSRCADR register. Once the write has been initiated, the device will automatically load the write latches and increment the NVMSRCADR and the NVMADR(U) registers until all bytes have been programmed. The RPDF bit (NVMCON<9>) selects the format of the stored data in RAM to be either compressed or uncompressed. See Figure 5-2 for data formatting. Compressed data helps to reduce the amount of required RAM by using the upper byte of the second word for the MSB of the second instruction.

For more information on erasing and programming the Flash memory, refer to **"Flash Programming"** (DS70609) in the *"dsPIC33/PIC24 Family Reference Manual"*.

Note 1:	Before reprogramming either of the two words in a double-word pair, the user must erase the Flash memory page in which it is located.
2:	Before reprogramming any word in a row, the user must erase the Flash memory page in which it is located.

FIGURE 5-2: UNCOMPRESSED/ COMPRESSED FORMAT



5.3 Programming Operations

A complete programming sequence is necessary for programming or erasing the internal Flash in RTSP mode. The processor stalls (waits) until the programming operation is finished. Setting the WR bit (NVMCON<15>) starts the operation and the WR bit is automatically cleared when the operation is finished.

5.3.1 PROGRAMMING ALGORITHM FOR FLASH PROGRAM MEMORY

Programmers can program two adjacent words (24 bits x 2) of program Flash memory at a time on every other word address boundary (0x000002, 0x000006, 0x00000A, etc.). To do this, erase the page that contains the desired address of the location the user wants to change. For protection against accidental operations, the write initiate sequence for NVMKEY must be used to allow any erase or program operation to proceed. After the programming command has been executed, the user application must wait for the programming time until programming is complete. The two instructions following the start of the programming sequence should be NOPs.

Refer to **"Flash Programming"** (DS70609) in the "*dsPIC33/PIC24 Family Reference Manual*" for details and code examples on programming using RTSP.

8.0 DIRECT MEMORY ACCESS (DMA)

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 **"Direct Memory Access (DMA)"** (DS70348) 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 DMA Controller transfers data between Peripheral Data registers and Data Space SRAM. For the simplified DMA block diagram, refer to Figure 8-1.

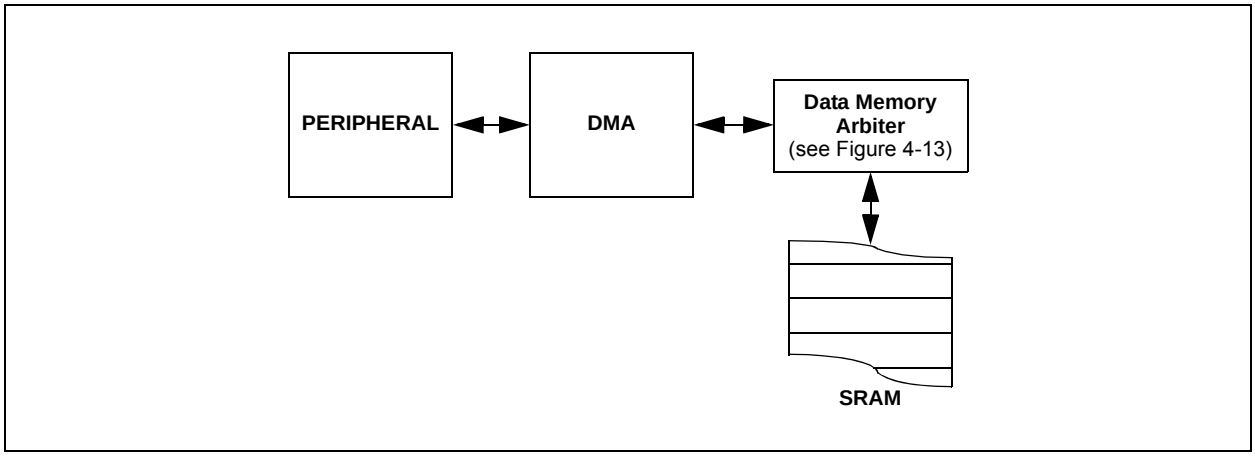
In addition, DMA can access the entire data memory space. The data memory bus arbiter is utilized when either the CPU or DMA attempts to access SRAM, resulting in potential DMA or CPU stalls.

The DMA Controller supports 4 independent channels. Each channel can be configured for transfers to or from selected peripherals. The peripherals supported by the DMA Controller include:

- CAN
- Analog-to-Digital Converter (ADC)
- Serial Peripheral Interface (SPI)
- UART
- Input Capture
- Output Compare

Refer to Table 8-1 for a complete list of supported peripherals.

FIGURE 8-1: PERIPHERAL TO DMA CONTROLLER



REGISTER 8-12: DMARQC: DMA REQUEST COLLISION STATUS REGISTER

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

U-0	U-0	U-0	U-0	R-0	R-0	R-0	R-0
—	—	—	—	RQCOL3	RQCOL2	RQCOL1	RQCOL0
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 15-4 **Unimplemented:** Read as ‘0’

bit 3 **RQCOL3:** Channel 3 Transfer Request Collision Flag bit
1 = User force and interrupt-based request collision is detected
0 = User force and interrupt-based request collision is not detected

bit 2 **RQCOL2:** Channel 2 Transfer Request Collision Flag bit
1 = User force and interrupt-based request collision is detected
0 = User force and interrupt-based request collision is not detected

bit 1 **RQCOL1:** Channel 1 Transfer Request Collision Flag bit
1 = User force and interrupt-based request collision is detected
0 = User force and interrupt-based request collision is not detected

bit 0 **RQCOL0:** Channel 0 Transfer Request Collision Flag bit
1 = User force and interrupt-based request collision is detected
0 = User force and interrupt-based request collision is not detected

REGISTER 15-2: ICxCON2: INPUT CAPTURE x CONTROL REGISTER 2 (CONTINUED)

bit 4-0 **SYNCSEL<4:0>:** Input Source Select for Synchronization and Trigger Operation bits(4)

11111 = Reserved
11110 = Reserved
11101 = Reserved
11100 = CTMU trigger is the source for the capture timer synchronization
11011 = ADC1 interrupt is the source for the capture timer synchronization(5)
11010 = Analog Comparator 3 is the source for the capture timer synchronization(5)
11001 = Analog Comparator 2 is the source for the capture timer synchronization(5)
11000 = Analog Comparator 1 is the source for the capture timer synchronization(5)
10111 = Analog Comparator 5 is the source for the capture timer synchronization(5)
10110 = Analog Comparator 4 is the source for the capture timer synchronization(5)
10101 = Reserved
10100 = Reserved
10011 = Input Capture 4 interrupt is the source for the capture timer synchronization
10010 = Input Capture 3 interrupt is the source for the capture timer synchronization
10001 = Input Capture 2 interrupt is the source for the capture timer synchronization
10000 = Input Capture 1 interrupt is the source for the capture timer synchronization
01111 = GP Timer5 is the source for the capture timer synchronization
01110 = GP Timer4 is the source for the capture timer synchronization
01101 = GP Timer3 is the source for the capture timer synchronization
01100 = GP Timer2 is the source for the capture timer synchronization
01011 = GP Timer1 is the source for the capture timer synchronization
01010 = Reserved
01001 = Reserved
01000 = Input Capture 4 is the source for the capture timer synchronization(6)
00111 = Input Capture 3 is the source for the capture timer synchronization(6)
00110 = Input Capture 2 is the source for the capture timer synchronization(6)
00101 = Input Capture 1 is the source for the capture timer synchronization(6)
00100 = Output Compare 4 is the source for the capture timer synchronization
00011 = Output Compare 3 is the source for the capture timer synchronization
00010 = Output Compare 2 is the source for the capture timer synchronization
00001 = Output Compare 1 is the source for the capture timer synchronization
00000 = Reserved

Note 1: The IC32 bit in both the odd and even ICx must be set to enable Cascade mode.
2: The input source is selected by the SYNCSEL<4:0> bits of the ICxCON2 register.
3: This bit is set by the selected input source (selected by the SYNCSEL<4:0> bits); it can be read, set and cleared in software.
4: Do not use the ICx module as its own sync or trigger source.
5: This option should only be selected as a trigger source and not as a synchronization source.
6: When the source ICx timer rolls over, then in the next clock cycle, trigger or synchronization occurs.

REGISTER 22-13: CxBUFPNT2: CANx FILTERS 4-7 BUFFER POINTER REGISTER 2

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
F7BP3	F7BP2	F7BP1	F7BP0	F6BP3	F6BP2	F6BP1	F6BP0
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
F5BP3	F5BP2	F5BP1	F5BP0	F4BP3	F4BP2	F4BP1	F4BP0
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 15-12 **F7BP<3:0>:** RX Buffer Mask for Filter 7 bits
1111 = Filter hits received in RX FIFO buffer
1110 = Filter hits received in RX Buffer 14
•
•
•
0001 = Filter hits received in RX Buffer 1
0000 = Filter hits received in RX Buffer 0

bit 11-8 **F6BP<3:0>:** RX Buffer Mask for Filter 6 bits (same values as bits 15-12)

bit 7-4 **F5BP<3:0>:** RX Buffer Mask for Filter 5 bits (same values as bits 15-12)

bit 3-0 **F4BP<3:0>:** RX Buffer Mask for Filter 4 bits (same values as bits 15-12)

REGISTER 24-2: ADxCON2: ADCx CONTROL REGISTER 2 (CONTINUED)

bit 1 **BUFM:** Buffer Fill Mode Select bit
1 = Starts buffer filling the first half of the buffer on the first interrupt and the second half of the buffer on the next interrupt
0 = Always starts filling the buffer from the Start address

bit 0 **ALTS:** Alternate Input Sample Mode Select bit
1 = Uses channel input selects for Sample MUX A on the first sample and Sample MUX B on the next sample
0 = Always uses channel input selects for Sample MUX A

Note 1: The ADCx VREFH Input is connected to AVDD and the VREFL input is connected to AVSS.

TABLE 28-2: INSTRUCTION SET OVERVIEW (CONTINUED)

Base Instr #	Assembly Mnemonic	Assembly Syntax	Description	# of Words	# of Cycles	Status Flags Affected
53	MUL	MUL.SS Wb,Ws,Wnd	{Wnd + 1, Wnd} = signed(Wb) * signed(Ws)	1	1	None
		MUL.SS Wb,Ws,Acc	Accumulator = signed(Wb) * signed(Ws)	1	1	None
		MUL.SU Wb,Ws,Wnd	{Wnd + 1, Wnd} = signed(Wb) * unsigned(Ws)	1	1	None
		MUL.SU Wb,Ws,Acc	Accumulator = signed(Wb) * unsigned(Ws)	1	1	None
		MUL.SU Wb,#lit5,Acc	Accumulator = signed(Wb) * unsigned(lit5)	1	1	None
		MUL.US Wb,Ws,Wnd	{Wnd + 1, Wnd} = unsigned(Wb) * signed(Ws)	1	1	None
		MUL.US Wb,Ws,Acc	Accumulator = unsigned(Wb) * signed(Ws)	1	1	None
		MUL.UU Wb,Ws,Wnd	{Wnd + 1, Wnd} = unsigned(Wb) * unsigned(Ws)	1	1	None
		MUL.UU Wb,#lit5,Acc	Accumulator = unsigned(Wb) * unsigned(lit5)	1	1	None
		MUL.UU Wb,Ws,Acc	Accumulator = unsigned(Wb) * unsigned(Ws)	1	1	None
		MULW.SS Wb,Ws,Wnd	Wnd = signed(Wb) * signed(Ws)	1	1	None
		MULW.SU Wb,Ws,Wnd	Wnd = signed(Wb) * unsigned(Ws)	1	1	None
		MULW.US Wb,Ws,Wnd	Wnd = unsigned(Wb) * signed(Ws)	1	1	None
		MULW.UU Wb,Ws,Wnd	Wnd = unsigned(Wb) * unsigned(Ws)	1	1	None
		MUL.SU Wb,#lit5,Wnd	{Wnd + 1, Wnd} = signed(Wb) * unsigned(lit5)	1	1	None
		MUL.SU Wb,#lit5,Wnd	Wnd = signed(Wb) * unsigned(lit5)	1	1	None
		MUL.UU Wb,#lit5,Wnd	{Wnd + 1, Wnd} = unsigned(Wb) * unsigned(lit5)	1	1	None
		MUL.UU Wb,#lit5,Wnd	Wnd = unsigned(Wb) * unsigned(lit5)	1	1	None
		MUL f	W3:W2 = f * WREG	1	1	None
54	NEG	NEG Acc	Negate Accumulator	1	1	OA,OB,OAB, SA,SB,SAB
		NEG f	f = $\bar{f}$ + 1	1	1	C,DC,N,OV,Z
		NEG f,WREG	WREG = $\bar{f}$ + 1	1	1	C,DC,N,OV,Z
		NEG Ws,Wd	Wd = $\overline{Ws}$ + 1	1	1	C,DC,N,OV,Z
55	NOP	NOP	No Operation	1	1	None
		NOPR	No Operation	1	1	None
56	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
57	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
58	PWRSAV	PWRSAV #lit1	Go into Sleep or Idle mode	1	1	WDTO,Sleep
59	RCALL	RCALL Expr	Relative Call	1	4	SFA
		RCALL Wn	Computed Call	1	4	SFA
60	REPEAT	REPEAT #lit15	Repeat Next Instruction lit15 + 1 times	1	1	None
		REPEAT Wn	Repeat Next Instruction (Wn) + 1 times	1	1	None
61	RESET	RESET	Software device Reset	1	1	None
62	RETFIE	RETFIE	Return from interrupt	1	6 (5)	SFA

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

30.2 AC Characteristics and Timing Parameters

This section defines the dsPIC33EVXXXGM00X/10X family AC characteristics and timing parameters.

TABLE 30-15: TEMPERATURE AND VOLTAGE SPECIFICATIONS – AC

AC CHARACTERISTICS	**Standard Operating Conditions: 4.5V to 5.5V (unless otherwise stated)** Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended Operating voltage VDD range as described in **Section 30.1 "DC Characteristics"**.

FIGURE 30-1: LOAD CONDITIONS FOR DEVICE TIMING SPECIFICATIONS

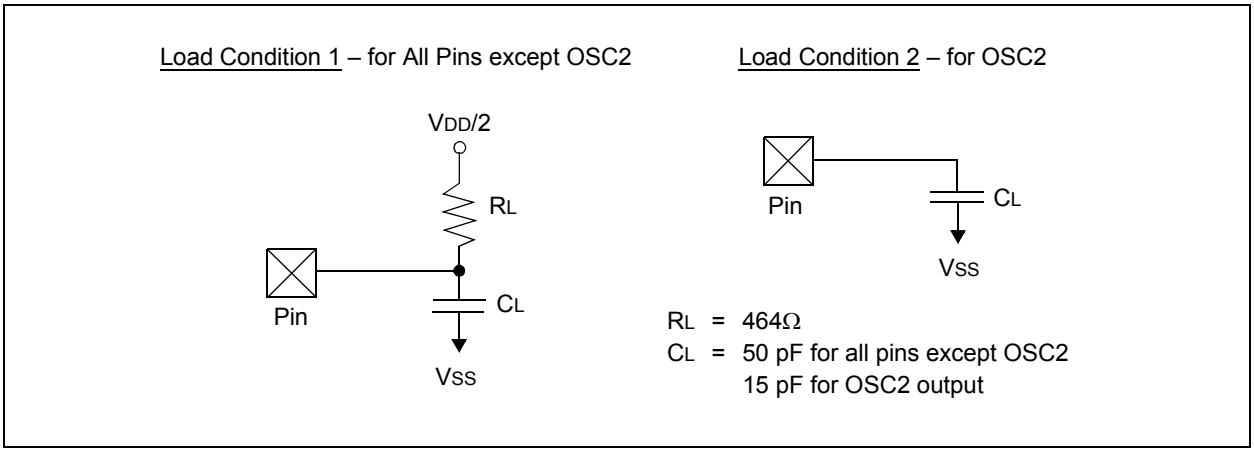


TABLE 30-16: CAPACITIVE LOADING REQUIREMENTS ON OUTPUT PINS

Param No.	Symbol	Characteristic	Min.	Typ.	Max.	Units	Conditions
DO50	COSCO	OSC2 Pin	—	—	15	pF	In XT and HS modes, when external clock is used to drive OSC1
DO56	CIO	All I/O Pins and OSC2	—	—	50	pF	EC mode
DO58	CB	SCLx, SDAx	—	—	400	pF	In I^2C mode

TABLE 30-58: ADC CONVERSION (10-BIT MODE) TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions (see Note 1): 4.5V to 5.5V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended				
Param No.	**Symbol**	**Characteristic**	**Min.**	**Typ.(4)**	**Max.**	**Units**	**Conditions**
Clock Parameters							
AD50	TAD	ADC Clock Period	75	—	—	ns	
AD51	tRC	ADC Internal RC Oscillator Period	—	250	—	ns	
Conversion Rate							
AD55	tCONV	Conversion Time	—	12	—	TAD	
AD56	FCNV	Throughput Rate	—	—	1.1	Msps	Using simultaneous sampling
AD57a	TSAMP	Sample Time When Sampling Any ANx Input	2	—	—	TAD	
AD57b	TSAMP	Sample Time When Sampling the Op Amp Outputs	4	—	—	TAD	
Timing Parameters							
AD60	tPCS	Conversion Start from Sample Trigger(2)	2	—	3	TAD	Auto-convert trigger is not selected
AD61	tPSS	Sample Start from Setting Sample (SAMP) bit(2)	2	—	3	TAD	
AD62	tCSS	Conversion Completion to Sample Start (ASAM = 1)(2)	—	0.5	—	TAD	
AD63	tDPU	Time to Stabilize Analog Stage from ADC Off to ADC On(2)	—	—	20	μs	See **Note 3**

Note 1: Device is functional at VBORMIN < VDD < VDDMIN, but will have degraded performance. Device functionality is tested, but is not characterized. Analog modules: ADC, op amp/comparator and comparator voltage reference, will have degraded performance. Refer to Parameter BO10 in Table 30-12 for the minimum and maximum BOR values.

2: Because the sample caps will eventually lose charge, clock rates below 10 kHz may affect linearity performance, especially at elevated temperatures.

3: The parameter, tDPU, is the time required for the ADC module to stabilize at the appropriate level when the module is turned on (ADON (ADxCON1<15>) = 1). During this time, the ADC result is indeterminate.

4: These parameters are characterized but not tested in manufacturing.

TABLE 30-59: DMA MODULE TIMING REQUIREMENTS

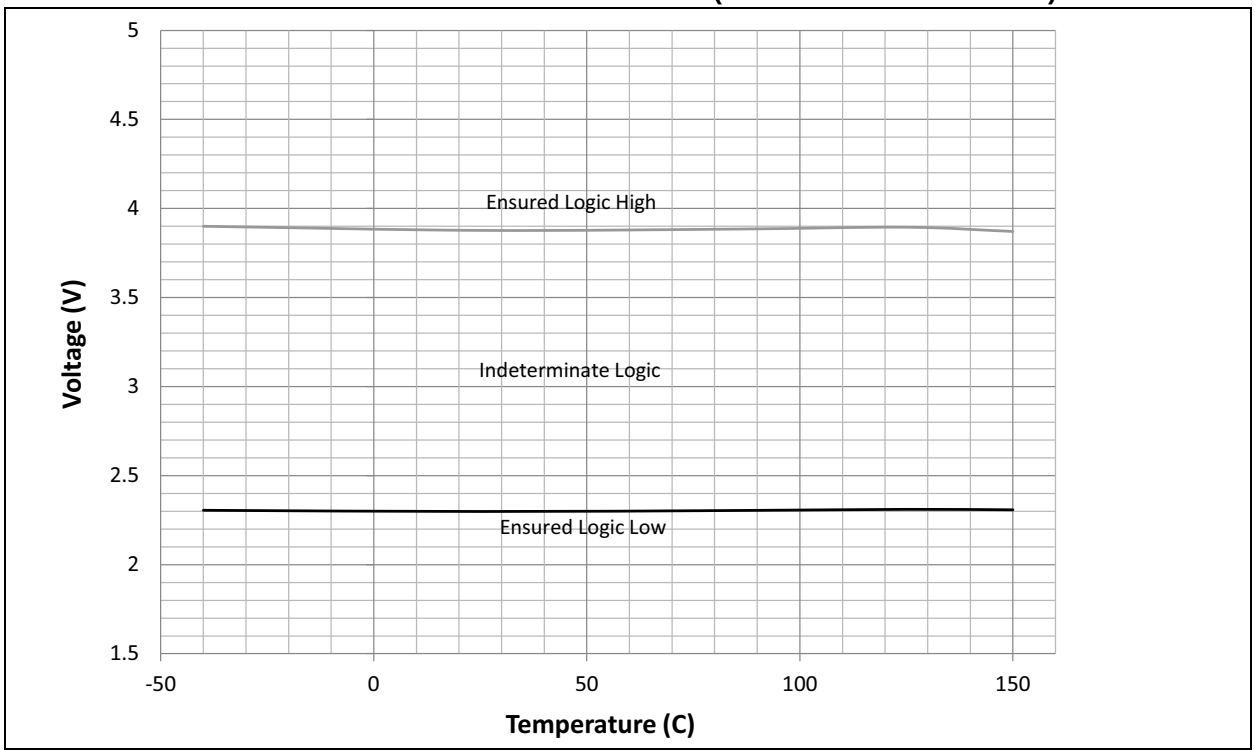
AC CHARACTERISTICS		Standard Operating Conditions: 4.5V to 5.5V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended				
Param No.	**Characteristic**	**Min.**	**Typ.(1)**	**Max.**	**Units**	**Conditions**
DM1	DMA Byte/Word Transfer Latency	1 TCY(2)	—	—	ns	

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

2: Because DMA transfers use the CPU data bus, this time is dependent on other functions on the bus.

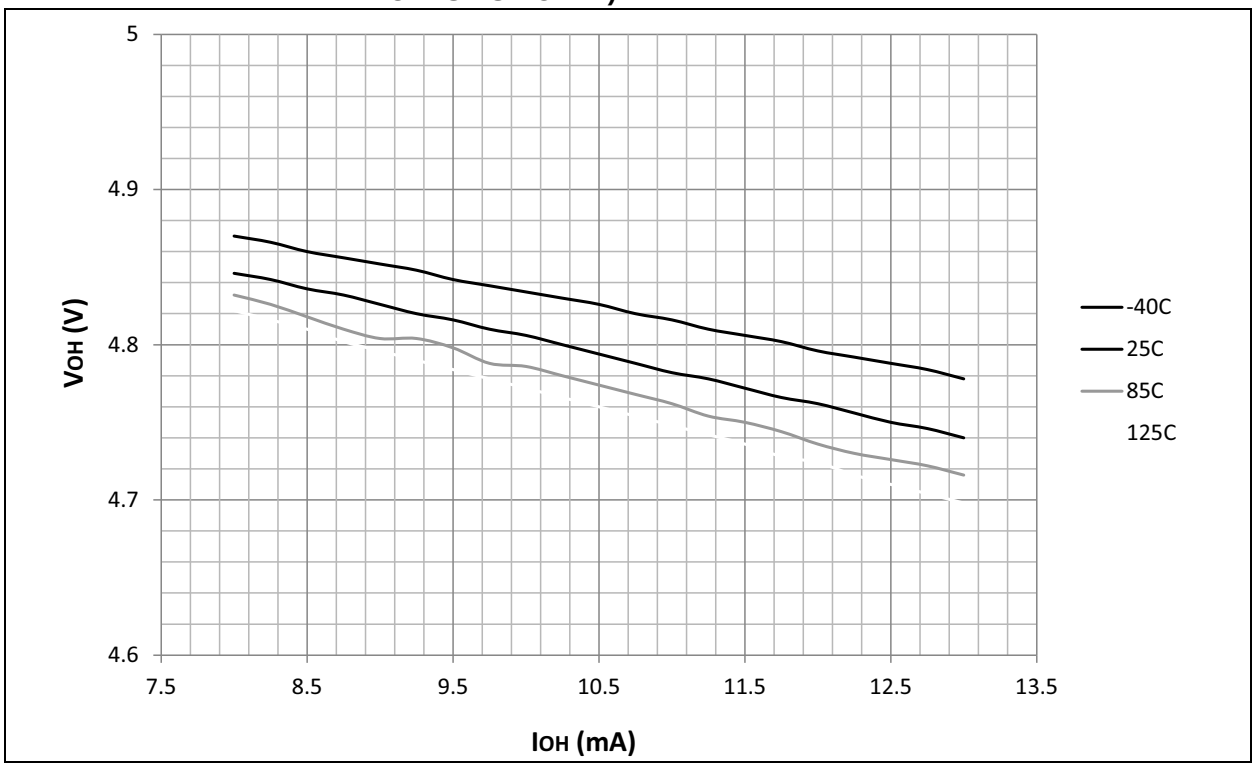
32.9 Voltage Input Low (VIL) – Voltage Input High (VIH)

FIGURE 32-29: TYPICAL VIH/VIL vs. TEMPERATURE (GENERAL PURPOSE I/Os)



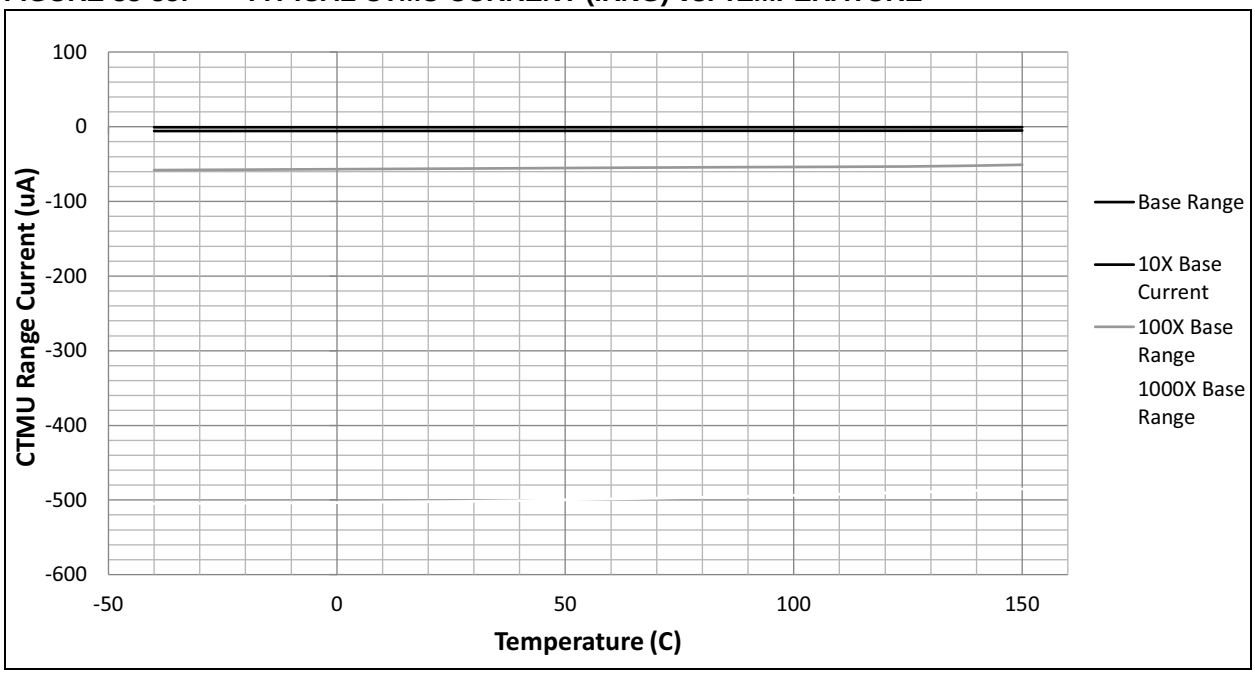
32.10 Voltage Output Low (VOL) – Voltage Output High (VOH)

FIGURE 32-30: TYPICAL VOH 8x DRIVER PINS vs. IOH (GENERAL PURPOSE I/Os, TEMPERATURES AS NOTED)



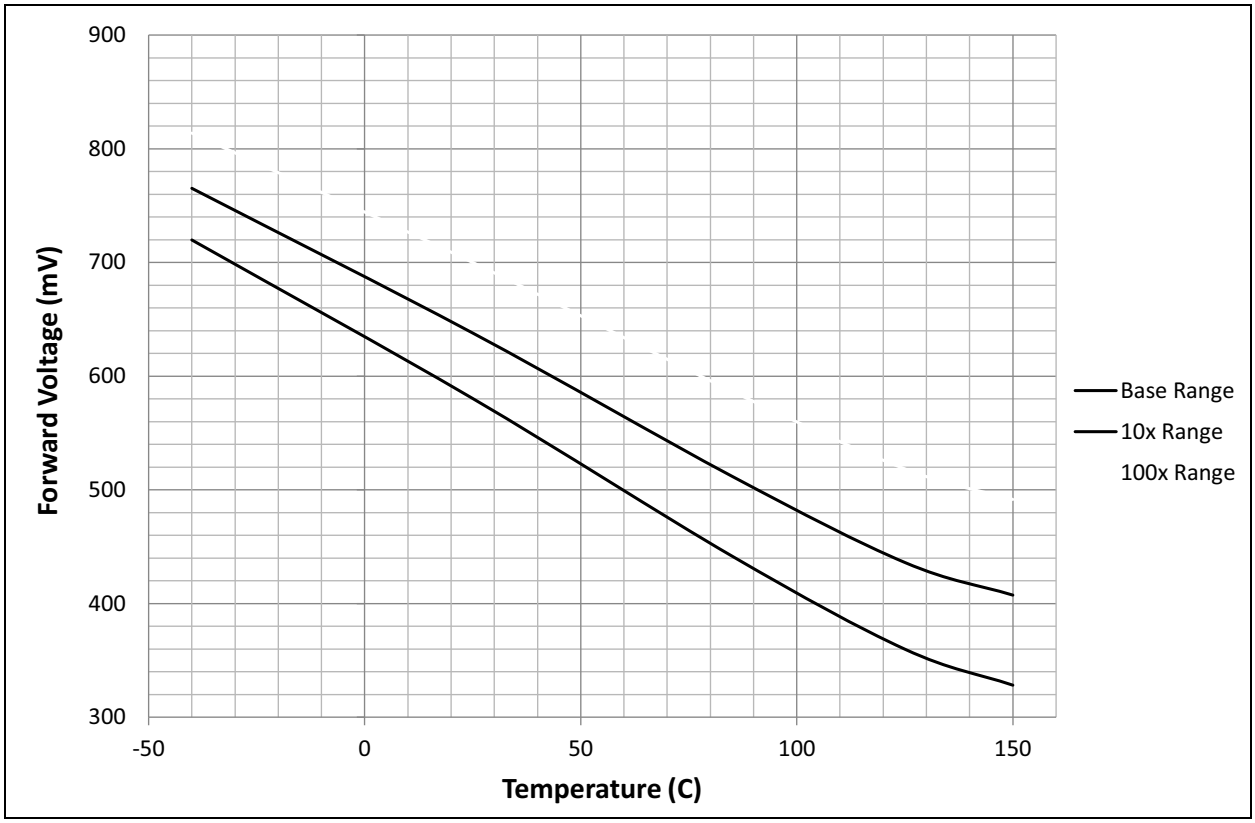
33.15 CTMU Current V/S Temperature

FIGURE 33-35: TYPICAL CTMU CURRENT (IRNG) vs. TEMPERATURE



33.16 CTMU Temperature Forward Diode (V)

FIGURE 33-36: TYPICAL CTMU TEMPERATURE DIODE FORWARD VOLTAGE vs. TEMPERATURE



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