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What is "Embedded - Microcontrollers"?

"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	17
Program Memory Size	4KB (1.375K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	512 x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	-
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Through Hole
Package / Case	20-DIP (0.300", 7.62mm)
Supplier Device Package	20-PDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24f04kl101-e-p

Analog Features:

- 10-Bit, up to 12-Channel Analog-to-Digital (A/D) Converter:
  - 500 ksps conversion rate
  - Conversion available during Sleep and Idle
- Dual Rail-to-Rail Analog Comparators with Programmable Input/Output Configuration
- On-Chip Voltage Reference

Special Microcontroller Features:

- Operating Voltage Range of 1.8V to 3.6V
- 10,000 Erase/Write Cycle Endurance Flash Program Memory, Typical
- 100,000 Erase/Write Cycle Endurance Data EEPROM, Typical
- Flash and Data EEPROM Data Retention: 40 Years Minimum
- Self-Programmable under Software Control
- Programmable Reference Clock Output
- Fail-Safe Clock Monitor (FSCM) Operation:
  - Detects clock failure and switches to on-chip, Low-Power RC (LPRC) oscillator
- Power-on Reset (POR), Power-up Timer (PWRT) and Oscillator Start-up Timer (OST)
- Flexible Watchdog Timer (WDT):
  - Uses its own Low-Power RC oscillator
  - Windowed operating modes
  - Programmable period of 2 ms to 131s
- In-Circuit Serial Programming™ (ICSP™) and In-Circuit Emulation (ICE) via 2 Pins
- Programmable High/Low-Voltage Detect (HLVD)
- Programmable Brown-out Reset (BOR):
  - Configurable for software controlled operation and shutdown in Sleep mode
  - Selectable trip points (1.8V, 2.7V and 3.0V)
  - Low-power 2.0V POR re-arm

TABLE 1-4: PIC24F16KL40X/30X FAMILY PINOUT DESCRIPTIONS (CONTINUED)

Function	Pin Number				I/O	Buffer	Description
	20-Pin PDIP/ SSOP/ SOIC	20-Pin QFN	28-Pin SPDIP/ SSOP/ SOIC	28-Pin QFN			
CN0	10	7	12	9	I	ST	Interrupt-on-Change Inputs
CN1	9	6	11	8	I	ST	
CN2	2	19	2	27	I	ST	
CN3	3	20	3	28	I	ST	
CN4	4	1	4	1	I	ST	
CN5	5	2	5	2	I	ST	
CN6	6	3	6	3	I	ST	
CN7	—	—	7	4	I	ST	
CN8	14	11	20	17	I	ST	
CN9	—	—	19	16	I	ST	
CN11	18	15	26	23	I	ST	
CN12	17	14	25	22	I	ST	
CN13	16	13	24	21	I	ST	
CN14	15	12	23	20	I	ST	
CN15	—	—	22	19	I	ST	
CN16	—	—	21	18	I	ST	
CN21	13	10	18	15	I	ST	
CN22	12	9	17	14	I	ST	
CN23	11	8	16	13	I	ST	
CN24	—	—	15	12	I	ST	
CN27	—	—	14	11	I	ST	
CN29	8	5	10	7	I	ST	
CN30	7	4	9	6	I	ST	
CVREF	17	14	25	22	I	ANA	Comparator Voltage Reference Output
CVREF+	2	19	2	27	I	ANA	Comparator Reference Positive Input Voltage
CVREF-	3	20	3	28	I	ANA	Comparator Reference Negative Input Voltage
$\overline{\text{FLT0}}$	17	14	25	22	I	ST	ECCP1 Enhanced PWM Fault Input
HLVDIN	15	12	23	20	I	ST	High/Low-Voltage Detect Input
INT0	11	8	16	13	I	ST	Interrupt 0 Input
INT1	17	14	25	22	I	ST	Interrupt 1 Input
INT2	14	11	20	17	I	ST	Interrupt 2 Input
$\overline{\text{MCLR}}$	1	18	1	26	I	ST	Master Clear (device Reset) Input. This line is brought low to cause a Reset.
OSCI	7	4	9	6	I	ANA	Main Oscillator Input
OSCO	8	5	10	7	O	ANA	Main Oscillator Output
P1A	14	11	20	17	O	—	ECCP1 Output A (Enhanced PWM Mode)
P1B	5	2	21	18	O	—	ECCP1 Output B (Enhanced PWM Mode)
P1C	4	1	22	19	O	—	ECCP1 Output C (Enhanced PWM Mode)
P1D	16	13	18	15	O	—	ECCP1 Output D (Enhanced PWM Mode)

Legend: TTL = TTL input buffer; ST = Schmitt Trigger input buffer; ANA = Analog level input/output; I^2C = I^2C™/SMBus input buffer

TABLE 4-4: ICN REGISTER MAP

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
CNPD1	0056	CN15PDE(1)	CN14PDE(1)	CN13PDE(1)	CN12PDE	CN11PDE	—	CN9PDE(2)	CN8PDE	CN7PDE(2)	CN6PDE(1)	CN5PDE(1)	CN4PDE(1)	CN3PDE	CN2PDE	CN1PDE	CN0PDE	0000
CNPD2	0058	—	CN30PDE	CN29PDE	—	CN27PDE(2)	—	—	CN24PDE(2)	CN23PDE(1)	CN22PDE	CN21PDE	—	—	—	—	CN16PDE(2)	0000
CNEN1	0062	CN15IE(1)	CN14IE(1)	CN13IE(1)	CN12IE	CN11IE	—	CN9IE(1)	CN8IE	CN7IE(1)	CN6IE(2)	CN5PIE(2)	CN4IE(2)	CN3IE	CNIE	CN1IE	CN0IE	0000
CNEN2	0064	—	CN30IE	CN29IE	—	CN27IE(2)	—	—	CN24IE(2)	CN23IE(1)	CN22IE	CN21IE	—	—	—	—	CN16IE(2)	0000
CNPU1	006E	CN15PUE(1)	CN14PUE(1)	CN13PUE(1)	CN12PUE	CN11PUE	—	CN9PUE(1)	CN8PUE	CN7PUE(1)	CN6PUE(2)	CN5PUE(2)	CN4PUE(2)	CN3PUE	CN2PUE	CN1PUE	CN0PUE	0000
CNPU2	0070	—	CN30PUE	CN29PUE	—	CN27PUE(2)	—	—	CN24PUE(2)	CN23PUE(1)	CN22PUE	CN21PUE	—	—	—	—	CN16PUE(2)	0000

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

Note 1: These bits are unimplemented in 14-pin devices; read as '0'.

2: These bits are unimplemented in 14-pin and 20-pin devices; read as '0'.

TABLE 4-10: PORTA REGISTER MAP

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7(1)	Bit 6	Bit 5(2)	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
TRISA	02C0	—	—	—	—	—	—	—	—	TRISA7	TRISA6	—	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	00DF
PORTA	02C2	—	—	—	—	—	—	—	—	RA7	RA6	RA5	RA4	RA3	RA2	RA1	RA0	xxxx
LATA	02C4	—	—	—	—	—	—	—	—	LATA7	LATA6	—	LATA4	LATA3	LATA2	LATA1	LATA0	xxxx
ODCA	02C6	—	—	—	—	—	—	—	—	ODA7	ODA6	—	ODA4	ODA3	ODA2	ODA1	ODA0	0000

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

Note 1: These ports and their associated bits are unimplemented on 14-pin and 20-pin devices; read as '0'.

2: PORTA<5> is unavailable when $\overline{\text{MCLR}}$ functionality is enabled (MCLRE Configuration bit = 1).

TABLE 4-11: PORTB REGISTER MAP

File Name	Addr	Bit 15	Bit 14	Bit 13(1)	Bit 12(1)	Bit 11(2)	Bit 10(2)	Bit 9	Bit 8	Bit 7(1)	Bit 6(2)	Bit 5(2)	Bit 4	Bit 3(2)	Bit 2(1)	Bit 1(1)	Bit 0	All Resets
TRISB	02C8	TRISB15	TRISB14	TRISB13	TRISB12	TRISB11	TRISB10	TRISB9	TRISB8	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	FFFF
PORTB	02CA	RB15	RB14	RB13	RB12	RB11	RB10	RB9	RB8	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	xxxx
LATB	02CC	LATB15	LATB14	LATB13	LATB12	LATB11	LATB10	LATB9	LATB8	LATB7	LATB6	LATB5	LATB4	LATB3	LATB2	LATB1	LATB0	xxxx
ODCB	02CE	ODB15	ODB14	ODB13	ODB12	ODB11	ODB10	ODB9	ODB8	ODB7	ODB6	ODB5	ODB4	ODB3	ODB2	ODB1	ODB0	0000

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

Note 1: These ports and their associated bits are unimplemented on 14-pin and 20-pin devices.

2: These ports and their associated bits are unimplemented in 14-pin devices.

TABLE 4-12: PAD CONFIGURATION REGISTER MAP

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
PADCFG1	02FC	—	—	—	—	SDO2DIS(1)	SCK2DIS(1)	SDO1DIS	SCK1DIS	—	—	—	—	—	—	—	—	0000

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

Note 1: These bits are unimplemented on PIC24FXXKL10X and PIC24FXXKL20X family devices; read as '0'.

4.3.2 DATA ACCESS FROM PROGRAM MEMORY AND DATA EEPROM 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 memory without going through data space. It also offers a direct method of reading or writing a word of any address within data EEPROM memory. The TBLRDH and TBLWTH instructions are the only method to read or write the upper 8 bits of a program space word as data.

> **Note:** The TBLRDH and TBLWTH instructions are not used while accessing data EEPROM memory.

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'.

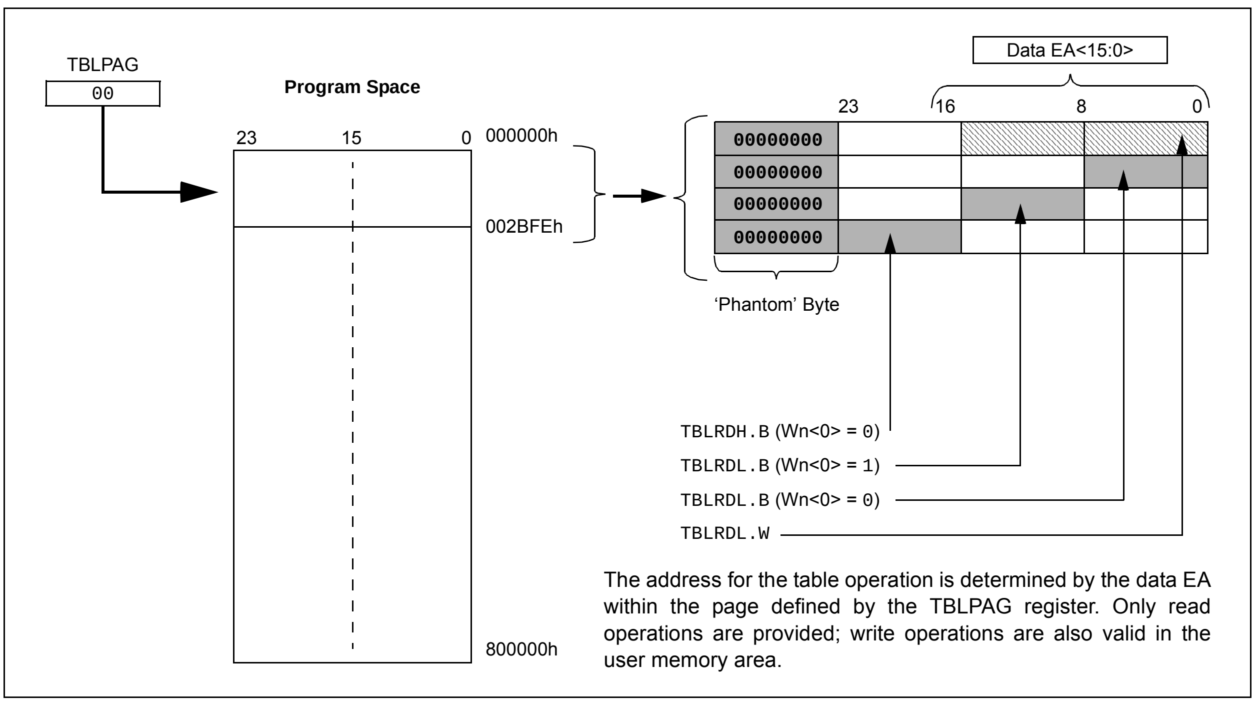
   In Byte mode, it maps the upper or lower byte of the program word to D<7:0> of the data address, as above. Note that the data will always be '0' when the upper 'phantom' byte is selected (byte select = 1).

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 register (TBLPAG). 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



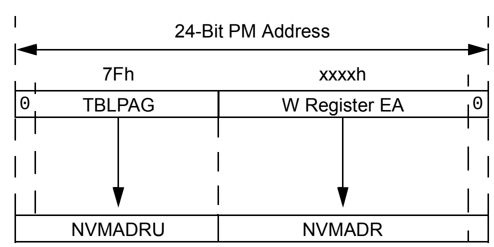
6.3 NVM Address Register

As with Flash program memory, the NVM Address Registers, NVMADRU and NVMADR, form the 24-bit Effective Address (EA) of the selected row or word for data EEPROM operations. The NVMADRU register is used to hold the upper 8 bits of the EA, while the NVMADR register is used to hold the lower 16 bits of the EA. These registers are not mapped into the Special Function Register (SFR) space; instead, they directly capture the EA<23:0> of the last Table Write instruction that has been executed and selects the data EEPROM row to erase. Figure 6-1 depicts the program memory EA that is formed for programming and erase operations.

Like program memory operations, the Least Significant bit (LSb) of NVMADR is restricted to even addresses. This is because any given address in the data EEPROM space consists of only the lower word of the program memory width; the upper word, including the uppermost "phantom byte", is unavailable. This means that the LSb of a data EEPROM address will always be '0'.

Similarly, the Most Significant bit (MSb) of NVMADRU is always '0', since all addresses lie in the user program space.

FIGURE 6-1: DATA EEPROM ADDRESSING WITH TBLPAG AND NVM ADDRESS REGISTERS



6.4 Data EEPROM Operations

The EEPROM block is accessed using Table Read and Table Write operations, similar to those used for program memory. The `TBLWTH` and `TBLRDH` instructions are not required for data EEPROM operations since the memory is only 16 bits wide (data on the lower address is valid only). The following programming operations can be performed on the data EEPROM:

- Erase one, four or eight words
- Bulk erase the entire data EEPROM
- Write one word
- Read one word

Note:	Unexpected results will be obtained if the user attempts to read the EEPROM while a programming or erase operation is underway. The C30 C compiler includes library procedures to automatically perform the Table Read and Table Write operations, manage the Table Pointer and write buffers, and unlock and initiate memory write sequences. This eliminates the need to create assembler macros or time critical routines in C for each application.

The library procedures are used in the code examples detailed in the following sections. General descriptions of each process are provided for users who are not using the C30 compiler libraries.

8.3 Interrupt Control and Status Registers

Depending on the particular device, the PIC24F16KL402 family of devices implements up to 28 registers for the interrupt controller:

- INTCON1
- INTCON2
- IFS0 through IFS5
- IEC0 through IEC5
- IPC0 through IPC7, ICP9, IPC12, ICP16, ICP18 and IPC20
- INTTREG

Global interrupt control functions are controlled from INTCON1 and INTCON2. INTCON1 contains the Interrupt Nesting Disable (NSTDIS) bit, as well as the control and status flags for the processor trap sources. The INTCON2 register controls the external interrupt request signal behavior and the use of the AIV table.

The IFSx registers maintain all of the interrupt request flags. Each source of interrupt has a status bit, which is set by the respective peripherals or external signal, and is cleared via software.

The IECx registers maintain all of the interrupt enable bits. These control bits are used to individually enable interrupts from the peripherals or external signals.

The IPCx registers are used to set the Interrupt Priority Level for each source of interrupt. Each user interrupt source can be assigned to one of eight priority levels.

The INTTREG register contains the associated interrupt vector number and the new CPU Interrupt Priority Level, which are latched into the Vector Number (VECNUM<6:0>) and the Interrupt Level (ILR<3:0>) bit fields in the INTTREG register. The new Interrupt Priority Level is the priority of the pending interrupt.

The interrupt sources are assigned to the IFSx, IECx and IPCx registers in the same sequence listed in Table 8-2. For example, the INT0 (External Interrupt 0) is depicted as having a vector number and a natural order priority of 0. The INT0IF status bit is found in IFS0<0>, the INT0IE enable bit in IEC0<0> and the INT0IP<2:0> priority bits are in the first position of IPC0 (IPC0<2:0>).

Although they are not specifically part of the interrupt control hardware, two of the CPU control registers contain bits that control interrupt functionality. The ALU STATUS Register (SR) contains the IPL<2:0> bits (SR<7:5>). These indicate the current CPU Interrupt Priority Level. The user may change the current CPU priority level by writing to the IPL bits.

The CORCON register contains the IPL3 bit, which together with the IPL<2:0> bits, also indicates the current CPU priority level. IPL3 is a read-only bit so that the trap events cannot be masked by the user's software.

All interrupt registers are described in Register 8-3 through Register 8-30, in the following sections.

REGISTER 8-5: IFS0: INTERRUPT FLAG STATUS REGISTER 0

R/W-0	U-0	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0
NVMIF	—	AD1IF	U1TXIF	U1RXIF	—	—	T3IF
bit 15							bit 8

R/W-0	R/W-0	U-0	U-0	R/W-0	R/W-0	U-0	R/W-0
T2IF	CCP2IF	—	—	T1IF	CCP1IF	—	INT0IF
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 **NVMIF:** NVM Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

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

bit 13 **AD1IF:** A/D Conversion Complete Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 12 **U1TXIF:** UART1 Transmitter Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 11 **U1RXIF:** UART1 Receiver Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 10-9 **Unimplemented:** Read as '0'

bit 8 **T3IF:** Timer3 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 7 **T2IF:** Timer2 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 6 **CCP2IF:** Capture/Compare/PWM2 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

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

bit 3 **T1IF:** Timer1 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 2 **CCP1IF:** Capture/Compare/PWM1 Interrupt Flag Status bit (ECCP1 on PIC24FXXKL40X devices)
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

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

bit 0 **INT0IF:** External Interrupt 0 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

REGISTER 8-19: IPC2: INTERRUPT PRIORITY CONTROL REGISTER 2

U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	U1RXIP2	U1RXIP1	U1RXIP0	—	—	—	—
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	R/W-1	R/W-0	R/W-0
—	—	—	—	—	T3IP2	T3IP1	T3IP0
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 **U1RXIP<2:0>:** UART1 Receiver Interrupt Priority bits
111 = Interrupt is Priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is Priority 1
000 = Interrupt source is disabled

bit 11-3 **Unimplemented:** Read as '0'

bit 2-0 **T3IP<2:0>:** Timer3 Interrupt Priority bits
111 = Interrupt is Priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is Priority 1
000 = Interrupt source is disabled

REGISTER 8-25: IPC9: INTERRUPT PRIORITY CONTROL REGISTER 9

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	U-0	U-0	U-0
—	T3GIP2	T3GIP1	T3GIP0	—	—	—	—
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 **T3GIP<2:0>:** Timer3 External Gate 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’

NOTES:

11.1.1 OPEN-DRAIN CONFIGURATION

In addition to the PORTx, LATx and TRISx registers for data control, each port pin can be individually configured for either digital or open-drain output. This is controlled by the Open-Drain Control register, ODCx, associated with each port. Setting any of the bits configures the corresponding pin to act as an open-drain output.

The maximum open-drain voltage allowed is the same as the maximum VIH specification.

11.1.2 I/O PORT WRITE/READ TIMING

One instruction cycle is required between a port direction change or port write operation and a read operation of the same port. Typically, this instruction would be a NOP.

11.2 Configuring Analog Port Pins

The use of the ANSx and TRISx registers control the operation of the A/D port pins. The port pins that are desired as analog inputs must have their corresponding TRISx bit set (input). If the TRISx bit is cleared (output), the digital output level (VOH or VOL) will be converted.

When reading the PORTx register, all pins configured as analog input channels will read as cleared (a low level). Analog levels on any pin that is defined as a digital input (including the ANx pins) may cause the input buffer to consume current that exceeds the device specifications.

11.2.1 ANALOG SELECTION REGISTER

I/O pins with shared analog functionality, such as A/D inputs and comparator inputs, must have their digital inputs shut off when analog functionality is used. Note that analog functionality includes an analog voltage being applied to the pin externally.

To allow for analog control, the ANSx registers are provided. There is one ANS register for each port (ANSA and ANSB, Register 11-1 and Register 11-2). Within each ANSx register, there is a bit for each pin that shares analog functionality with the digital I/O functionality. If a particular pin does not have an analog function, that bit is unimplemented.

REGISTER 17-2: SSPxSTAT: MSSPx STATUS REGISTER (I^{2}C™ MODE)

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

R/W-0	R/W-0	R-0	R-0	R-0	R-0	R-0	R-0
SMP	CKE	D/$\overline{\text{A}}$	P(1)	S(1)	R/$\overline{\text{W}}$	UA	BF
bit 7							bit 0

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

bit 15-8 **Unimplemented:** Read as ‘0’

bit 7 **SMP:** Slew Rate Control bit
In Master or Slave mode:
1 = Slew rate control is disabled for Standard Speed mode (100 kHz and 1 MHz)
0 = Slew rate control is enabled for High-Speed mode (400 kHz)

bit 6 **CKE:** SMBus Select bit
In Master or Slave mode:
1 = Enables SMBus specific inputs
0 = Disables SMBus specific inputs

bit 5 **D/$\overline{\text{A}}$:** Data/$\overline{\text{Address}}$ bit
In Master mode:
Reserved.
In Slave mode:
1 = Indicates that the last byte received or transmitted was data
0 = Indicates that the last byte received or transmitted was address

bit 4 **P:** Stop bit(1)
1 = Indicates that a Stop bit has been detected last
0 = Stop bit was not detected last

bit 3 **S:** Start bit(1)
1 = Indicates that a Start bit has been detected last
0 = Start bit was not detected last

bit 2 **R/$\overline{\text{W}}$:** Read/$\overline{\text{Write}}$ Information bit
In Slave mode:(2)
1 = Read
0 = Write
In Master mode:(3)
1 = Transmit is in progress
0 = Transmit is not in progress

bit 1 **UA:** Update Address bit (10-Bit Slave mode only)
1 = Indicates that the user needs to update the address in the SSPxADD register
0 = Address does not need to be updated

Note 1: This bit is cleared on RESET and when SSPEN is cleared.
2: This bit holds the R/$\overline{\text{W}}$ bit information following the last address match. This bit is only valid from the address match to the next Start bit, Stop bit or not $\overline{\text{ACK}}$ bit.
3: ORing this bit with SEN, RSEN, PEN, RCEN or ACKEN will indicate if the MSSPx is in Active mode.

REGISTER 17-5: SSPxCON2: MSSPx CONTROL REGISTER 2 (I^2C™ MODE)

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

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
GCEN	ACKSTAT	ACKDT(1)	ACKEN(2)	RCEN(2)	PEN(2)	RSEN(2)	SEN(2)
bit 7							bit 0

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

bit 15-8 **Unimplemented:** Read as ‘0’

bit 7 **GCEN:** General Call Enable bit (Slave mode only)
1 = Enables interrupt when a general call address (0000h) is received in the SSPxSR
0 = General call address is disabled

bit 6 **ACKSTAT:** Acknowledge Status bit (Master Transmit mode only)
1 = Acknowledge was not received from slave
0 = Acknowledge was received from slave

bit 5 **ACKDT:** Acknowledge Data bit (Master Receive mode only)(1)
1 = No Acknowledge
0 = Acknowledge

bit 4 **ACKEN:** Acknowledge Sequence Enable bit (Master mode only)(2)
1 = Initiates Acknowledge sequence on SDAx and SCLx pins, and transmits ACKDT data bit; automatically cleared by hardware
0 = Acknowledge sequence is Idle

bit 3 **RCEN:** Receive Enable bit (Master Receive mode only)(2)
1 = Enables Receive mode for I^2C
0 = Receive is Idle

bit 2 **PEN:** Stop Condition Enable bit (Master mode only)(2)
1 = Initiates Stop condition on SDAx and SCLx pins; automatically cleared by hardware
0 = Stop condition is Idle

bit 1 **RSEN:** Repeated Start Condition Enable bit (Master mode only)(2)
1 = Initiates Repeated Start condition on SDAx and SCLx pins; automatically cleared by hardware
0 = Repeated Start condition is Idle

bit 0 **SEN:** Start Condition Enable bit(2)
Master Mode:
1 = Initiates Start condition on SDAx and SCLx pins; automatically cleared by hardware
0 = Start condition is Idle
Slave Mode:
1 = Clock stretching is enabled for both slave transmit and slave receive (stretch is enabled)
0 = Clock stretching is disabled

Note 1: The value that will be transmitted when the user initiates an Acknowledge sequence at the end of a receive.

2: If the I^2C module is active, these bits may not be set (no spooling) and the SSPxBUF may not be written (or writes to the SSPxBUF are disabled).

24.11 Demonstration/Development Boards, Evaluation Kits and Starter Kits

A wide variety of demonstration, development and evaluation boards for various PIC MCUs and dsPIC DSCs allows quick application development on fully functional systems. Most boards include prototyping areas for adding custom circuitry and provide application firmware and source code for examination and modification.

The boards support a variety of features, including LEDs, temperature sensors, switches, speakers, RS-232 interfaces, LCD displays, potentiometers and additional EEPROM memory.

The demonstration and development boards can be used in teaching environments, for prototyping custom circuits and for learning about various microcontroller applications.

In addition to the PICDEM™ and dsPICDEM™ demonstration/development board series of circuits, Microchip has a line of evaluation kits and demonstration software for analog filter design, KEELOQ® security ICs, CAN, IrDA®, PowerSmart battery management, SEEVAL® evaluation system, Sigma-Delta ADC, flow rate sensing, plus many more.

Also available are starter kits that contain everything needed to experience the specified device. This usually includes a single application and debug capability, all on one board.

Check the Microchip web page (www.microchip.com) for the complete list of demonstration, development and evaluation kits.

24.12 Third-Party Development Tools

Microchip also offers a great collection of tools from third-party vendors. These tools are carefully selected to offer good value and unique functionality.

- Device Programmers and Gang Programmers from companies, such as SoftLog and CCS
- Software Tools from companies, such as Gimpel and Trace Systems
- Protocol Analyzers from companies, such as Saleae and Total Phase
- Demonstration Boards from companies, such as MikroElektronika, Digilent® and Olimex
- Embedded Ethernet Solutions from companies, such as EZ Web Lynx, WIZnet and IPLogika®

TABLE 25-2: INSTRUCTION SET OVERVIEW

Assembly Mnemonic	Assembly Syntax		Description	# of Words	# of Cycles	Status Flags Affected
ADD	ADD	f	f = f + WREG	1	1	C, DC, N, OV, Z
	ADD	f,WREG	WREG = f + WREG	1	1	C, DC, N, OV, Z
	ADD	#lit10,Wn	Wd = lit10 + Wd	1	1	C, DC, N, OV, Z
	ADD	Wb,Ws,Wd	Wd = Wb + Ws	1	1	C, DC, N, OV, Z
	ADD	Wb,#lit5,Wd	Wd = Wb + lit5	1	1	C, DC, N, OV, Z
ADDC	ADDC	f	f = f + WREG + (C)	1	1	C, DC, N, OV, Z
	ADDC	f,WREG	WREG = f + WREG + (C)	1	1	C, DC, N, OV, Z
	ADDC	#lit10,Wn	Wd = lit10 + Wd + (C)	1	1	C, DC, N, OV, Z
	ADDC	Wb,Ws,Wd	Wd = Wb + Ws + (C)	1	1	C, DC, N, OV, Z
	ADDC	Wb,#lit5,Wd	Wd = Wb + lit5 + (C)	1	1	C, DC, N, OV, Z
AND	AND	f	f = f .AND. WREG	1	1	N, Z
	AND	f,WREG	WREG = f .AND. WREG	1	1	N, Z
	AND	#lit10,Wn	Wd = lit10 .AND. Wd	1	1	N, Z
	AND	Wb,Ws,Wd	Wd = Wb .AND. Ws	1	1	N, Z
	AND	Wb,#lit5,Wd	Wd = Wb .AND. lit5	1	1	N, Z
ASR	ASR	f	f = Arithmetic Right Shift f	1	1	C, N, OV, Z
	ASR	f,WREG	WREG = Arithmetic Right Shift f	1	1	C, N, OV, Z
	ASR	Ws,Wd	Wd = Arithmetic Right Shift Ws	1	1	C, N, OV, Z
	ASR	Wb,Wns,Wnd	Wnd = Arithmetic Right Shift Wb by Wns	1	1	N, Z
	ASR	Wb,#lit5,Wnd	Wnd = Arithmetic Right Shift Wb by lit5	1	1	N, Z
BCLR	BCLR	f,#bit4	Bit Clear f	1	1	None
	BCLR	Ws,#bit4	Bit Clear Ws	1	1	None
BRA	BRA	C,Expr	Branch if Carry	1	1 (2)	None
	BRA	GE,Expr	Branch if Greater than or Equal	1	1 (2)	None
	BRA	GEU,Expr	Branch if Unsigned Greater than or Equal	1	1 (2)	None
	BRA	GT,Expr	Branch if Greater than	1	1 (2)	None
	BRA	GTU,Expr	Branch if Unsigned Greater than	1	1 (2)	None
	BRA	LE,Expr	Branch if Less than or Equal	1	1 (2)	None
	BRA	LEU,Expr	Branch if Unsigned Less than or Equal	1	1 (2)	None
	BRA	LT,Expr	Branch if Less than	1	1 (2)	None
	BRA	LTU,Expr	Branch if Unsigned Less than	1	1 (2)	None
	BRA	N,Expr	Branch if Negative	1	1 (2)	None
	BRA	NC,Expr	Branch if Not Carry	1	1 (2)	None
	BRA	NN,Expr	Branch if Not Negative	1	1 (2)	None
	BRA	NOV,Expr	Branch if Not Overflow	1	1 (2)	None
	BRA	NZ,Expr	Branch if Not Zero	1	1 (2)	None
	BRA	OV,Expr	Branch if Overflow	1	1 (2)	None
	BRA	Expr	Branch Unconditionally	1	2	None
	BRA	Z,Expr	Branch if Zero	1	1 (2)	None
	BRA	Wn	Computed Branch	1	2	None
BSET	BSET	f,#bit4	Bit Set f	1	1	None
	BSET	Ws,#bit4	Bit Set Ws	1	1	None
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
BTG	BTG	f,#bit4	Bit Toggle f	1	1	None
	BTG	Ws,#bit4	Bit Toggle Ws	1	1	None
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

26.0 ELECTRICAL CHARACTERISTICS

This section provides an overview of the PIC24F16KL402 family electrical characteristics. Additional information will be provided in future revisions of this document as it becomes available.

Absolute maximum ratings for the PIC24F16KL402 family are listed below. Exposure to these maximum rating conditions for extended periods may affect device reliability. Functional operation of the device at these, or any other conditions above the parameters indicated in the operation listings of this specification, is not implied.

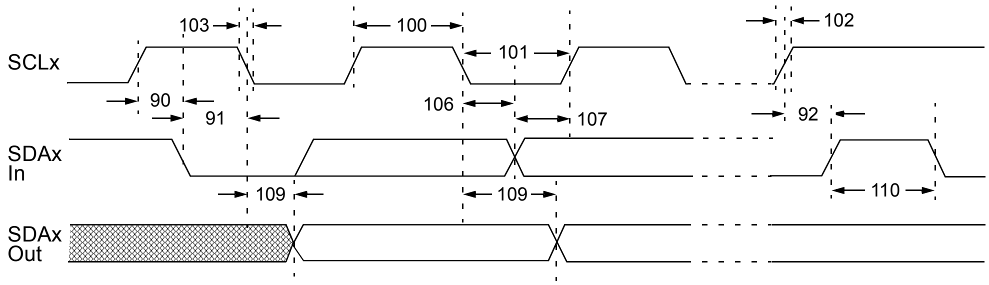
Absolute Maximum Ratings(†)

Ambient temperature under bias .... -40°C to +125°C
Storage temperature .... -65°C to +150°C
Voltage on VDD with respect to VSS .... -0.3V to +4.5V
Voltage on any combined analog and digital pin, with respect to VSS .... -0.3V to (VDD + 0.3V)
Voltage on any digital only pin with respect to VSS .... -0.3V to (VDD + 0.3V)
Voltage on $\overline{MCLR}$/VPP pin with respect to VSS .... -0.3V to +9.0V
Maximum current out of VSS pin .... 300 mA
Maximum current into VDD pin(1) .... 250 mA
Maximum output current sunk by any I/O pin .... 25 mA
Maximum output current sourced by any I/O pin .... 25 mA
Maximum current sunk by all ports .... 200 mA
Maximum current sourced by all ports(1) .... 200 mA

Note 1: Maximum allowable current is a function of device maximum power dissipation (see Table 26-1).

† **Notice:** Stresses above those listed under “Absolute Maximum Ratings” may cause permanent damage to the device. This is a stress rating only and functional operation of the device at those or any other conditions above those indicated in the operation listings of this specification is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

FIGURE 26-14: MSSPx I²C™ BUS DATA TIMING



Note: Refer to Figure 26-3 for load conditions.

TABLE 26-34: I²C™ BUS DATA REQUIREMENTS (MASTER MODE)

Param. No.	Symbol	Characteristic		Min	Max	Units	Conditions
100	THIGH	Clock High Time	100 kHz mode	2(TOSC)(BRG + 1)	—	—	
			400 kHz mode	2(TOSC)(BRG + 1)	—	—	
101	TLOW	Clock Low Time	100 kHz mode	2(TOSC)(BRG + 1)	—	—	
			400 kHz mode	2(TOSC)(BRG + 1)	—	—	
102	TR	SDAx and SCLx Rise Time	100 kHz mode	—	1000	ns	CB is specified to be from 10 to 400 pF
			400 kHz mode	20 + 0.1 CB	300	ns	
103	TF	SDAx and SCLx Fall Time	100 kHz mode	—	300	ns	CB is specified to be from 10 to 400 pF
			400 kHz mode	20 + 0.1 CB	300	ns	
90	TSU:STA	Start Condition Setup Time	100 kHz mode	2(TOSC)(BRG + 1)	—	—	Only relevant for Repeated Start condition
			400 kHz mode	2(TOSC)(BRG + 1)	—	—	
91	THD:STA	Start Condition Hold Time	100 kHz mode	2(TOSC)(BRG + 1)	—	—	After this period, the first clock pulse is generated
			400 kHz mode	2(TOSC)(BRG + 1)	—	—	
106	THD:DAT	Data Input Hold Time	100 kHz mode	0	—	ns	
			400 kHz mode	0	0.9	μs	
107	TSU:DAT	Data Input Setup Time	100 kHz mode	250	—	ns	**(Note 1)**
			400 kHz mode	100	—	ns	
92	TSU:STO	Stop Condition Setup Time	100 kHz mode	2(TOSC)(BRG + 1)	—	—	
			400 kHz mode	2(TOSC)(BRG + 1)	—	—	
109	TAA	Output Valid from Clock	100 kHz mode	—	3500	ns	
			400 kHz mode	—	1000	ns	
110	TBUF	Bus Free Time	100 kHz mode	4.7	—	μs	Time the bus must be free before a new transmission can start
			400 kHz mode	1.3	—	μs	
D102	CB	Bus Capacitive Loading		—	400	pF	

Note 1: A Fast mode I²C bus device can be used in a Standard mode I²C bus system, but Parameter 107 ≥ 250 ns must then be met. This will automatically be the case if the device does not stretch the LOW period of the SCLx signal. If such a device does stretch the LOW period of the SCLx signal, it must output the next data bit to the SDAx line, Parameter 102 + Parameter 107 = 1000 + 250 = 1250 ns (for 100 kHz mode), before the SCLx line is released.

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PIC 24 F 16 KL4 02 T - I / PT - XXX

- **Microchip Trademark** — PIC
- **Architecture** — 24
- **Flash Memory Family** — F
- **Program Memory Size (Kbytes)** — 16
- **Product Group** — KL4
- **Pin Count** — 02
- **Tape and Reel Flag (if applicable)** — T
- **Temperature Range** — I
- **Package** — PT
- **Pattern** — XXX

Architecture	24	= 16-bit modified Harvard without DSP
Flash Memory Family	F	= Standard voltage range Flash program memory
Product Group	KL4 KL3 KL2 KL1	= General purpose microcontrollers
Pin Count	00 01 02	= 14-pin = 20-pin = 28-pin
Temperature Range	I E	= -40°C to +85°C (Industrial) = -40°C to +125°C (Extended)
Package	SP SO SS ST ML, MQ P	= SPDIP = SOIC = SSOP = TSSOP = QFN = PDIP
Pattern	Three-digit QTP, SQTP, Code or Special Requirements (blank otherwise) ES	 = Engineering Sample

Examples:

a) PIC24F16KL402-I/ML: General Purpose, 16-Kbyte Program Memory, 28-Pin, Industrial Temperature, QFN Package

b) PIC24F04KL101T-I/SS: General Purpose, 4-Kbyte Program Memory, 20-Pin, Industrial Temperature, SSOP Package, Tape-and-Reel