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Details

Product Status	Active
Core Processor	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I ² C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, HLVD, POR, PWM, WDT
Number of I/O	24
Program Memory Size	16KB (5.5K x 24)
Program Memory Type	FLASH
EEPROM Size	512 x 8
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SSOP (0.209", 5.30mm Width)
Supplier Device Package	28-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24f16kl402-i-ss

PIC24F16KL402 FAMILY

1.2 Other Special Features

- **Communications:** The PIC24F16KL402 family incorporates multiple serial communication peripherals to handle a range of application requirements. The MSSP module implements both SPI and I²C™ protocols, and supports both Master and Slave modes of operation for each. Devices also include one of two UARTs with built-in IrDA® encoders/decoders.
- **Analog Features:** Select members of the PIC24F16KL402 family include a 10-bit A/D Converter module. The A/D module incorporates programmable acquisition time, allowing for a channel to be selected and a conversion to be initiated without waiting for a sampling period, as well as faster sampling speeds. The comparator modules are configurable for a wide range of operations and can be used as either a single or double comparator module.

1.3 Details on Individual Family Members

Devices in the PIC24F16KL402 family are available in 14-pin, 20-pin and 28-pin packages. The general block diagram for all devices is shown in Figure 1-1.

The PIC24F16KL402 family may be thought of as four different device groups, each offering a slightly different set of features. These differ from each other in multiple ways:

- The size of the Flash program memory
- The presence and size of data EEPROM
- The presence of an A/D Converter and the number of external analog channels available
- The number of analog comparators
- The number of general purpose timers
- The number and type of CCP modules (i.e., CCP vs. ECCP)
- The number of serial communications modules (both MSSPs and UARTs)

The general differences between the different sub-families are shown in Table 1-1. The feature sets for specific devices are summarized in Table 1-2 and Table 1-3.

A list of the individual pin features available on the PIC24F16KL402 family devices, sorted by function, is provided in Table 1-4 (for PIC24FXXKL40X/30X devices) and Table 1-5 (for PIC24FXXKL20X/10X devices). Note that these tables show the pin location of individual peripheral features and not how they are multiplexed on the same pin. This information is provided in the pinout diagrams in the beginning of this data sheet. Multiplexed features are sorted by the priority given to a feature, with the highest priority peripheral being listed first.

TABLE 1-1: FEATURE COMPARISON FOR PIC24F16KL402 FAMILY GROUPS

Device Group	Program Memory (bytes)	Data EEPROM (bytes)	Timers (8/16-bit)	CCP and ECCP	Serial (MSSP/UART)	A/D (channels)	Comparators
PIC24FXXKL10X	4K	—	1/2	2/0	1/1	—	1
PIC24FXXKL20X	8K	—	1/2	2/0	1/1	7 or 12	1
PIC24FXXKL30X	8K	256	2/2	2/1	2/2	—	2
PIC24FXXKL40X	8K or 16K	512	2/2	2/1	2/2	12	2

TABLE 4-5: INTERRUPT CONTROLLER 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
INTCON1	0080	NSTDIS	—	—	—	—	—	—	—	—	—	—	MATHERR	ADDRERR	STKERR	OSCFAIL	—	0000
INTCON2	0082	ALTIPT	DISI	—	—	—	—	—	—	—	—	—	—	—	INT2EP	INT1EP	INT0EP	0000
IFS0	0084	NVMIF	—	AD1IF	U1TXIF	U1RXIF	—	—	T3IF	T2IF	CCP2IF	—	—	T1IF	CCP1IF	—	INT0IF	0000
IFS1	0086	U2TXIF	U2RXIF	INT2IF	—	T4IF ⁽¹⁾	—	CCP3IF ⁽¹⁾	—	—	—	—	INT1IF	CNIF	CMIF	BCL1IF	SSP1IF	0000
IFS2	0088	—	—	—	—	—	—	—	—	—	—	T3GIF	—	—	—	—	—	0000
IFS3	008A	—	—	—	—	—	—	—	—	—	—	—	—	—	BCL2IF ⁽¹⁾	SSP2IF ⁽¹⁾	—	0000
IFS4	008C	—	—	—	—	—	—	—	HLVDIF	—	—	—	—	—	U2ERIF	U1ERIF	—	0000
IFS5	008E	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ULPWUIF	0000
IEC0	0094	NVMIE	—	AD1IE	U1TXIE	U1RXIE	—	—	T3IE	T2IE	CCP2IE	—	—	T1IE	CCP1IE	—	INT0IE	0000
IEC1	0096	U2TXIE	U2RXIE	INT2IE	—	T4IE ⁽¹⁾	—	CCP3IE ⁽¹⁾	—	—	—	—	INT1IE	CNIE	CMIE	BCL1IE	SSP1IE	0000
IEC2	0098	—	—	—	—	—	—	—	—	—	—	T3GIE	—	—	—	—	—	0000
IEC3	009A	—	—	—	—	—	—	—	—	—	—	—	—	—	BCL2IE ⁽¹⁾	SSP2IE ⁽¹⁾	—	0000
IEC4	009C	—	—	—	—	—	—	—	HLVDIE	—	—	—	—	—	U2ERIE	U1ERIE	—	0000
IEC5	009E	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ULPWUIE	0000
IPC0	00A4	—	T1IP2	T1IP1	T1IP0	—	CCP1IP2	CCP1IP1	CCP1IP0	—	—	—	—	—	INT0IP2	INT0IP1	INT0IP0	4404
IPC1	00A6	—	T2IP2	T2IP1	T2IP0	—	CCP2IP2	CCP2IP1	CCP2IP0	—	—	—	—	—	—	—	—	4400
IPC2	00A8	—	U1RXIP2	U1RXIP1	U1RXIP0	—	—	—	—	—	—	—	—	—	T3IP2	T3IP1	T3IP0	4004
IPC3	00AA	—	NVMIP2	NVMIP1	NVMIP0	—	—	—	—	—	AD1IP2	AD1IP1	AD1IP0	—	U1TXIP2	U1TXIP1	U1TXIP0	4044
IPC4	00AC	—	CNIP2	CNIP1	CNIP0	—	CMIP2	CMIP1	CMIP0	—	BCL1IP2	BCL1IP1	BCL1IP0	—	SSP1IP2	SSP1IP1	SS1IP0	4444
IPC5	00AE	—	—	—	—	—	—	—	—	—	—	—	—	—	INT1IP2	INT1IP1	INT1IP0	0004
IPC6	00B0	—	T4IP2 ⁽¹⁾	T4IP1 ⁽¹⁾	T4IP0 ⁽¹⁾	—	—	—	—	—	CCP3IP2 ⁽¹⁾	CCP3IP1 ⁽¹⁾	CCP3IP0 ⁽¹⁾	—	—	—	—	4040
IPC7	00B2	—	U2TXIP2	U2TXIP1	U2TXIP0	—	U2RXIP2	U2RXIP1	U2RXIP0	—	INT2IP2	INT2IP1	INT2IP0	—	—	—	—	4440
IPC9	00B6	—	—	—	—	—	—	—	—	—	T3GIP2	T3GIP1	T3GIP0	—	—	—	—	0040
IPC12	00BC	—	—	—	—	—	BCL2IP2 ⁽¹⁾	BCL2IP1 ⁽¹⁾	BCL2IP0 ⁽¹⁾	—	SSP2IP2 ⁽¹⁾	SSP2IP1 ⁽¹⁾	SSP2IP0 ⁽¹⁾	—	—	—	—	0440
IPC16	00C4	—	—	—	—	—	U2ERIP2	U2ERIP1	U2ERIP0	—	U1ERIP2	U1ERIP1	U1ERIP0	—	—	—	—	0440
IPC18	00C8	—	—	—	—	—	—	—	—	—	—	—	—	—	HLVDIP2	HLVDIP1	HLVDIP0	0004
IPC20	00CC	—	—	—	—	—	—	—	—	—	—	—	—	—	ULPWUIP2	ULPWUIP1	ULPWUIP0	0004
INTTREG	00E0	CPUIRQ	r	VHOLD	—	ILR3	ILR2	ILR1	ILR0	—	VECNUM6	VECNUM5	VECNUM4	VECNUM3	VECNUM2	VECNUM1	VECNUM0	0000

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

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

PIC24F16KL402 FAMILY

4.2.5 SOFTWARE STACK

In addition to its use as a Working register, the W15 register in PIC24F devices is also used as a Software Stack Pointer. The pointer always points to the first available free word and grows from lower to higher addresses. It decrements for stack pops and post-increments for stack pushes, as shown in Figure 4-4.

Note that for a PC push during any CALL instruction, the MSB of the PC is zero-extended before the push, ensuring that the MSB is always clear.

Note: A PC push during exception processing will concatenate the SRL register to the MSB of the PC prior to the push.

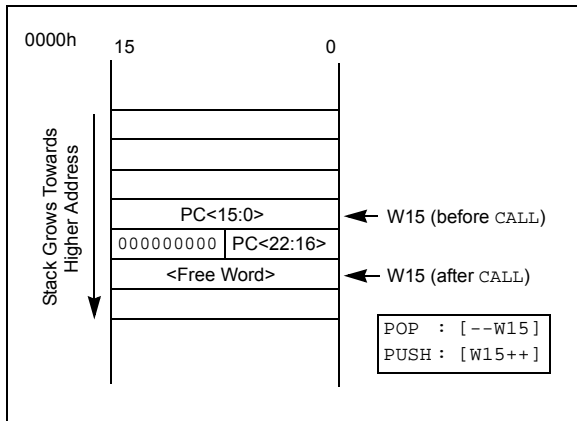
The Stack Pointer Limit Value (SPLIM) register, associated with the Stack Pointer, sets an upper address boundary for the stack. SPLIM is uninitialized at Reset. As is the case for the Stack Pointer, SPLIM<0> is forced to '0' as all stack operations must be word-aligned. Whenever an EA is generated, using W15 as a source or destination pointer, the resulting address is compared with the value in SPLIM. If the contents of the Stack Pointer (W15) and the SPLIM register are equal, and a push operation is performed, a stack error trap will not occur. The stack error trap will occur on a subsequent push operation.

Thus, for example, if it is desirable to cause a stack error trap when the stack grows beyond address, 0DF6, in RAM, initialize the SPLIM with the value, 0DF4.

Similarly, a Stack Pointer underflow (stack error) trap is generated when the Stack Pointer address is found to be less than 0800h. This prevents the stack from interfering with the Special Function Register (SFR) space.

Note: A write to the SPLIM register should not be immediately followed by an indirect read operation using W15.

FIGURE 4-4: CALL STACK FRAME



4.3 Interfacing Program and Data Memory Spaces

The PIC24F architecture uses a 24-bit wide program space and 16-bit wide data space. The architecture is also a modified Harvard scheme, meaning that data can also be present in the program space. To use this data successfully, it must be accessed in a way that preserves the alignment of information in both spaces.

Apart from the normal execution, the PIC24F architecture provides two methods by which the program space can be accessed during operation:

- Using table instructions to access individual bytes or words anywhere in the program space
- Remapping a portion of the program space into the data space, PSV

Table instructions allow an application to read or write small areas of the program memory. This makes the method ideal for accessing data tables that need to be updated from time to time. It also allows access to all bytes of the program word. The remapping method allows an application to access a large block of data on a read-only basis, which is ideal for look-ups from a large table of static data. It can only access the least significant word (lsw) of the program word.

4.3.1 ADDRESSING PROGRAM SPACE

Since the address ranges for the data and program spaces are 16 and 24 bits, respectively, a method is needed to create a 23-bit or 24-bit program address from 16-bit data registers. The solution depends on the interface method to be used.

For table operations, the 8-bit Table Memory Page Address register (TBLPAG) is used to define a 32K word region within the program space. This is concatenated with a 16-bit EA to arrive at a full 24-bit program space address. In this format, the Most Significant bit (MSb) of TBLPAG is used to determine if the operation occurs in the user memory (TBLPAG<7> = 0) or the configuration memory (TBLPAG<7> = 1).

For remapping operations, the 8-bit Program Space Visibility Page Address register (PSVPAG) is used to define a 16K word page in the program space. When the MSb of the EA is '1', PSVPAG is concatenated with the lower 15 bits of the EA to form a 23-bit program space address. Unlike the table operations, this limits remapping operations strictly to the user memory area.

Table 4-20 and Figure 4-5 show how the program EA is created for table operations and remapping accesses from the data EA. Here, P<23:0> bits refer to a program space word, whereas the D<15:0> bits refer to a data space word.

PIC24F16KL402 FAMILY

EXAMPLE 5-2: ERASING A PROGRAM MEMORY ROW – ‘C’ LANGUAGE CODE

```
// C example using MPLAB C30

int __attribute__((space(auto_psv))) progAddr = &progAddr; // Global variable located in Pgm Memory
unsigned int offset;

//Set up pointer to the first memory location to be written

TBLPAG = __builtin_tblpage(&progAddr); // Initialize PM Page Boundary SFR
offset = &progAddr & 0xFFFF; // Initialize lower word of address

__builtin_tblwtl(offset, 0x0000); // Set base address of erase block
// with dummy latch write

NVMCON = 0x4058; // Initialize NVMCON

asm("DISI #5"); // Block all interrupts for next 5
// instructions
__builtin_write_NVM(); // C30 function to perform unlock
// sequence and set WR
```

EXAMPLE 5-3: LOADING THE WRITE BUFFERS – ASSEMBLY LANGUAGE CODE

```
; Set up NVMCON for row programming operations
MOV    #0x4004, W0           ;
MOV    W0, NVMCON           ; Initialize NVMCON
; Set up a pointer to the first program memory location to be written
; program memory selected, and writes enabled
MOV    #0x0000, W0           ;
MOV    W0, TBLPAG           ; Initialize PM Page Boundary SFR
MOV    #0x6000, W0           ; An example program memory address
; Perform the TBLWT instructions to write the latches
; 0th_program_word
MOV    #LOW_WORD_0, W2       ;
MOV    #HIGH_BYTE_0, W3      ;
TBLWTL W2, [W0]              ; Write PM low word into program latch
TBLWTH W3, [W0++]           ; Write PM high byte into program latch
; 1st_program_word
MOV    #LOW_WORD_1, W2       ;
MOV    #HIGH_BYTE_1, W3      ;
TBLWTL W2, [W0]              ; Write PM low word into program latch
TBLWTH W3, [W0++]           ; Write PM high byte into program latch
; 2nd_program_word
MOV    #LOW_WORD_2, W2       ;
MOV    #HIGH_BYTE_2, W3      ;
TBLWTL W2, [W0]              ; Write PM low word into program latch
TBLWTH W3, [W0++]           ; Write PM high byte into program latch
.
.
.
; 32nd_program_word
MOV    #LOW_WORD_31, W2      ;
MOV    #HIGH_BYTE_31, W3     ;
TBLWTL W2, [W0]              ; Write PM low word into program latch
TBLWTH W3, [W0]              ; Write PM high byte into program latch
```

PIC24F16KL402 FAMILY

EXAMPLE 5-4: LOADING THE WRITE BUFFERS – ‘C’ LANGUAGE CODE

```
// C example using MPLAB C30

#define NUM_INSTRUCTION_PER_ROW 64
int __attribute__((space(auto_psv))) progAddr = &progAddr; // Global variable located in Pgm Memory
unsigned int offset;
unsigned int i;
unsigned int progData[2*NUM_INSTRUCTION_PER_ROW]; // Buffer of data to write

//Set up NVMCON for row programming
NVMCON = 0x4004; // Initialize NVMCON

//Set up pointer to the first memory location to be written
TBLPAG = __builtin_tblpage(&progAddr); // Initialize PM Page Boundary SFR
offset = &progAddr & 0xFFFF; // Initialize lower word of address

//Perform TBLWT instructions to write necessary number of latches
for(i=0; i < 2*NUM_INSTRUCTION_PER_ROW; i++)
{
    __builtin_tblwtl(offset, progData[i++]); // Write to address low word
    __builtin_tblwth(offset, progData[i]); // Write to upper byte
    offset = offset + 2; // Increment address
}
```

EXAMPLE 5-5: INITIATING A PROGRAMMING SEQUENCE – ASSEMBLY LANGUAGE CODE

```
DISI    #5                ; Block all interrupts
                        ; for next 5 instructions

MOV     #0x55, W0
MOV     W0, NVMKEY       ; Write the 55 key
MOV     #0xAA, W1
MOV     W1, NVMKEY       ; Write the AA key
BSET    NVMCON, #WR      ; Start the erase sequence
NOP     ; 2 NOPs required after setting WR
NOP     ;
BTSC    NVMCON, #15      ; Wait for the sequence to be completed
BRA     $-2              ;
```

EXAMPLE 5-6: INITIATING A PROGRAMMING SEQUENCE – ‘C’ LANGUAGE CODE

```
// C example using MPLAB C30

asm("DISI #5"); // Block all interrupts for next 5 instructions

__builtin_write_NVM(); // Perform unlock sequence and set WR
```

PIC24F16KL402 FAMILY

REGISTER 8-17: IPC0: INTERRUPT PRIORITY CONTROL REGISTER 0

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	T1IP2	T1IP1	T1IP0	—	CCP1IP2	CCP1IP1	CCP1IP0
bit 15				bit 8			

U-0	U-0	U-0	U-0	U-0	R/W-1	R/W-0	R/W-0
—	—	—	—	—	INT0IP2	INT0IP1	INT0IP0
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 **T1IP<2:0>:** Timer1 Interrupt Priority bits

111 = Interrupt is Priority 7 (highest priority interrupt)

-
-
-

001 = Interrupt is Priority 1

000 = Interrupt source is disabled

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

bit 10-8 **CCP1IP<2:0>:** Capture/Compare/PWM1 Interrupt Priority bits

111 = Interrupt is Priority 7 (highest priority interrupt)

-
-
-

001 = Interrupt is Priority 1

000 = Interrupt source is disabled

bit 7-3 **Unimplemented:** Read as '0'

bit 2-0 **INT0IP<2:0>:** External Interrupt 0 Priority bits

111 = Interrupt is Priority 7 (highest priority interrupt)

-
-
-

001 = Interrupt is Priority 1

000 = Interrupt source is disabled

PIC24F16KL402 FAMILY

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

PIC24F16KL402 FAMILY

REGISTER 8-26: IPC12: INTERRUPT PRIORITY CONTROL REGISTER 12

U-0	U-0	U-0	U-0	U-0	R/W-1	R/W-0	R/W-0
—	—	—	—	—	BCL2IP2 ⁽¹⁾	BCL2IP1 ⁽¹⁾	BCL2IP0 ⁽¹⁾
bit 15						bit 8	

U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	SSP2IP2 ⁽¹⁾	SSP2IP1 ⁽¹⁾	SSP2IP0 ⁽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 15-11 **Unimplemented:** Read as '0'
- bit 10-8 **BCL2IP<2:0>:** MSSP2 I²C™ Bus Collision Interrupt Priority bits⁽¹⁾
 - 111 = Interrupt is Priority 7 (highest priority interrupt)
 -
 -
 -
 - 001 = Interrupt is Priority 1
 - 000 = Interrupt source is disabled
- bit 7 **Unimplemented:** Read as '0'
- bit 6-4 **SSP2IP<2:0>:** MSSP2 SPI/I²C Event Interrupt Priority bits⁽¹⁾
 - 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'

Note 1: These bits are unimplemented on PIC24FXXKL10X and PIC24FXXKL20X devices.

9.4 Clock Switching Operation

With few limitations, applications are free to switch between any of the four clock sources (POSC, SOSC, FRC and LPRC) under software control and at any time. To limit the possible side effects that could result from this flexibility, PIC24F devices have a safeguard lock built into the switching process.

Note: The Primary Oscillator mode has three different submodes (XT, HS and EC), which are determined by the POSCMDx Configuration bits. While an application can switch to and from Primary Oscillator mode in software, it cannot switch between the different primary submodes without reprogramming the device.

9.4.1 ENABLING CLOCK SWITCHING

To enable clock switching, the FCKSM1 Configuration bit in the FOSC Configuration register must be programmed to '0'. (Refer to **Section 23.0 "Special Features"** for further details.) If the FCKSM1 Configuration bit is unprogrammed ('1'), the clock switching function and FSCM function are disabled; this is the default setting.

The NOSCx control bits (OSCCON<10:8>) do not control the clock selection when clock switching is disabled. However, the COSCx bits (OSCCON<14:12>) will reflect the clock source selected by the FNOSCx Configuration bits.

The OSWEN control bit (OSCCON<0>) has no effect when clock switching is disabled; it is held at '0' at all times.

9.4.2 OSCILLATOR SWITCHING SEQUENCE

At a minimum, performing a clock switch requires this basic sequence:

1. If desired, read the COSCx bits (OSCCON<14:12>) to determine the current oscillator source.
2. Perform the unlock sequence to allow a write to the OSCCON register high byte.
3. Write the appropriate value to the NOSCx bits (OSCCON<10:8>) for the new oscillator source.
4. Perform the unlock sequence to allow a write to the OSCCON register low byte.
5. Set the OSWEN bit to initiate the oscillator switch.

Once the basic sequence is completed, the system clock hardware responds automatically, as follows:

1. The clock switching hardware compares the COSCx bits with the new value of the NOSCx bits. If they are the same, then the clock switch is a redundant operation. In this case, the OSWEN bit is cleared automatically and the clock switch is aborted.
2. If a valid clock switch has been initiated, the LOCK (OSCCON<5>) and CF (OSCCON<3>) bits are cleared.
3. The new oscillator is turned on by the hardware if it is not currently running. If a crystal oscillator must be turned on, the hardware will wait until the OST expires. If the new source is using the PLL, then the hardware waits until a PLL lock is detected (LOCK = 1).
4. The hardware waits for 10 clock cycles from the new clock source and then performs the clock switch.
5. The hardware clears the OSWEN bit to indicate a successful clock transition. In addition, the NOSCx bits value is transferred to the COSCx bits.
6. The old clock source is turned off at this time, with the exception of LPRC (if WDT or FSCM, with LPRC as a clock source, are enabled) or SOSC (if SOSSEN remains enabled).

Note 1: The processor will continue to execute code throughout the clock switching sequence. Timing-sensitive code should not be executed during this time.

- 2: Direct clock switches between any Primary Oscillator mode with PLL and FRCPLL mode are not permitted. This applies to clock switches in either direction. In these instances, the application must switch to FRC mode as a transition clock source between the two PLL modes.

PIC24F16KL402 FAMILY

10.2.1 SLEEP MODE

Sleep mode includes these features:

- The system clock source is shut down. If an on-chip oscillator is used, it is turned off.
- The device current consumption will be reduced to a minimum, provided that no I/O pin is sourcing current.
- The I/O pin directions and states are frozen.
- The Fail-Safe Clock Monitor does not operate during Sleep mode since the system clock source is disabled.
- The LPRC clock will continue to run in Sleep mode if any active module has selected the LPRC as its source, including the WDT, Timer1 and Timer3.
- The WDT, if enabled, is automatically cleared prior to entering Sleep mode.
- Some device features, or peripherals, may continue to operate in Sleep mode. This includes items, such as the Input Change Notification (ICN) on the I/O ports or peripherals that use an external clock input. Any peripheral that requires the system clock source for its operation will be disabled in Sleep mode.

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

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

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

10.2.2 IDLE MODE

Idle mode has these features:

- The CPU will stop executing instructions.
- The WDT is automatically cleared.
- The system clock source remains active. By default, all peripheral modules continue to operate normally from the system clock source, but can also be selectively disabled (see **Section 10.5 “Selective Peripheral Module Control”**).
- If the WDT or FSCM is enabled, the LPRC will also remain active.

The device will wake from Idle mode on any of these events:

- Any interrupt that is individually enabled
- Any device Reset
- A WDT time-out

On wake-up from Idle, the clock is re-applied to the CPU. Instruction execution begins immediately, starting with the instruction following the `PWRSVAV` instruction or the first instruction in the ISR.

10.2.3 INTERRUPTS COINCIDENT WITH POWER SAVE INSTRUCTIONS

Any interrupt that coincides with the execution of a `PWRSVAV` instruction will be held off until entry into Sleep or Idle mode has completed. The device will then wake-up from Sleep or Idle mode.

PIC24F16KL402 FAMILY

11.3 Input Change Notification

The Input Change Notification (ICN) function of the I/O ports allows the PIC24F16KL402 family of devices to generate interrupt requests to the processor in response to a Change-of-State (COS) on selected input pins. This feature is capable of detecting input Change-of-States, even in Sleep mode, when the clocks are disabled. Depending on the device pin count, there are up to 23 external signals that may be selected (enabled) for generating an interrupt request on a Change-of-State.

There are six control registers associated with the Change Notification (CN) module. The CNEN1 and CNEN2 registers contain the interrupt enable control bits for each of the CN input pins. Setting any of these bits enables a CN interrupt for the corresponding pins.

Each CN pin also has a weak pull-up/pull-down connected to it. The pull-ups act as a current source that is connected to the pin. The pull-downs act as a current sink to eliminate the need for external resistors when push button or keypad devices are connected.

On any pin, only the pull-up resistor or the pull-down resistor should be enabled, but not both of them. If the push button or the keypad is connected to VDD, enable the pull-down, or if they are connected to VSS, enable the pull-up resistors. The pull-ups are enabled separately using the CNPU1 and CNPU2 registers, which contain the control bits for each of the CN pins.

Setting any of the control bits enables the weak pull-ups for the corresponding pins. The pull-downs are enabled separately, using the CNPD1 and CNPD2 registers, which contain the control bits for each of the CN pins. Setting any of the control bits enables the weak pull-downs for the corresponding pins.

When the internal pull-up is selected, the pin uses VDD as the pull-up source voltage. When the internal pull-down is selected, the pins are pulled down to VSS by an internal resistor. Make sure that there is no external pull-up source/pull-down sink when the internal pull-ups/pull-downs are enabled.

Note: Pull-ups and pull-downs on Change Notification pins should always be disabled whenever the port pin is configured as a digital output.

EXAMPLE 11-1: PORT WRITE/READ EXAMPLE (ASSEMBLY LANGUAGE)

```
MOV    #0xFF00, W0           ; Configure PORTB<15:8> as inputs and PORTB<7:0> as outputs
MOV    W0, TRISB
MOV    #0x00FF, W0           ; Enable PORTB<15:8> digital input buffers
MOV    W0, ANSB
NOP                                     ; Delay 1 cycle
BTSS   PORTB, #13           ; Next Instruction
```

EXAMPLE 11-2: PORT WRITE/READ EXAMPLE (C LANGUAGE)

```
TRISB = 0xFF00;           // Configure PORTB<15:8> as inputs and PORTB<7:0> as outputs
ANSB = 0x00FF;           // Enable PORTB<15:8> digital input buffers
NOP();                   // Delay 1 cycle
if(PORTBbits.RB13 == 1) // execute following code if PORTB pin 13 is set.
{
}
```

PIC24F16KL402 FAMILY

REGISTER 16-2: CCP1CON: ECCP1 CONTROL REGISTER (ECCP MODULES ONLY)⁽¹⁾

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
PM1	PM0	DC1B1	DC1B0	CCP1M3 ⁽²⁾	CCP1M2 ⁽²⁾	CCP1M1 ⁽²⁾	CCP1M0 ⁽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 7-6 **PM<1:0>:** Enhanced PWM Output Configuration bits

If CCP1M<3:2> = 00, 01, 10:

xx = P1A is assigned as a capture input or compare output; P1B, P1C and P1D are assigned as port pins

If CCP1M<3:2> = 11:

11 = Full-bridge output reverse: P1B is modulated; P1C is active; P1A and P1D are inactive

10 = Half-bridge output: P1A, P1B are modulated with dead-band control; P1C and P1D are assigned as port pins

01 = Full-bridge output forward: P1D is modulated; P1A is active; P1B, P1C are inactive

00 = Single output: P1A, P1B, P1C and P1D are controlled by steering

bit 5-4 **DC1B<1:0>:** PWM Duty Cycle bit 1 and bit 0 for CCP1 Module bits

Capture and Compare modes:

Unused.

PWM mode:

These bits are the two Least Significant bits (bit 1 and bit 0) of the 10-bit PWM duty cycle. The eight Most Significant bits (DC1B<9:2>) of the duty cycle are found in CCPR1L.

bit 3-0 **CCP1M<3:0>:** ECCP1 Module Mode Select bits⁽²⁾

1111 = PWM mode: P1A and P1C are active-low; P1B and P1D are active-low

1110 = PWM mode: P1A and P1C are active-low; P1B and P1D are active-high

1101 = PWM mode: P1A and P1C are active-high; P1B and P1D are active-low

1100 = PWM mode: P1A and P1C are active-high; P1B and P1D are active-high

1011 = Compare mode: Special Event Trigger; resets timer on CCP1 match (CCPxIF bit is set)

1010 = Compare mode: Generates software interrupt on compare match (CCP1IF bit is set, CCP1 pin reflects I/O state)

1001 = Compare mode: Initializes CCP1 pin high; on compare match, forces CCP1 pin low (CCP1IF bit is set)

1000 = Compare mode: Initializes CCP1 pin low; on compare match, forces CCP1 pin high (CCP1IF bit is set)

0111 = Capture mode: Every 16th rising edge

0110 = Capture mode: Every 4th rising edge

0101 = Capture mode: Every rising edge

0100 = Capture mode: Every falling edge

0011 = Reserved

0010 = Compare mode: Toggles output on match (CCP1IF bit is set)

0001 = Reserved

0000 = Capture/Compare/PWM is disabled (resets CCP1 module)

Note 1: This register is implemented only on PIC24FXXKL40X/30X devices. For all other devices, CCP1CON is configured as Register 16-1.

2: CCP1M<3:0> = 1011 will only reset the timer and not start the A/D conversion on a CCP1 match.

22.0 HIGH/LOW-VOLTAGE DETECT (HLVD)

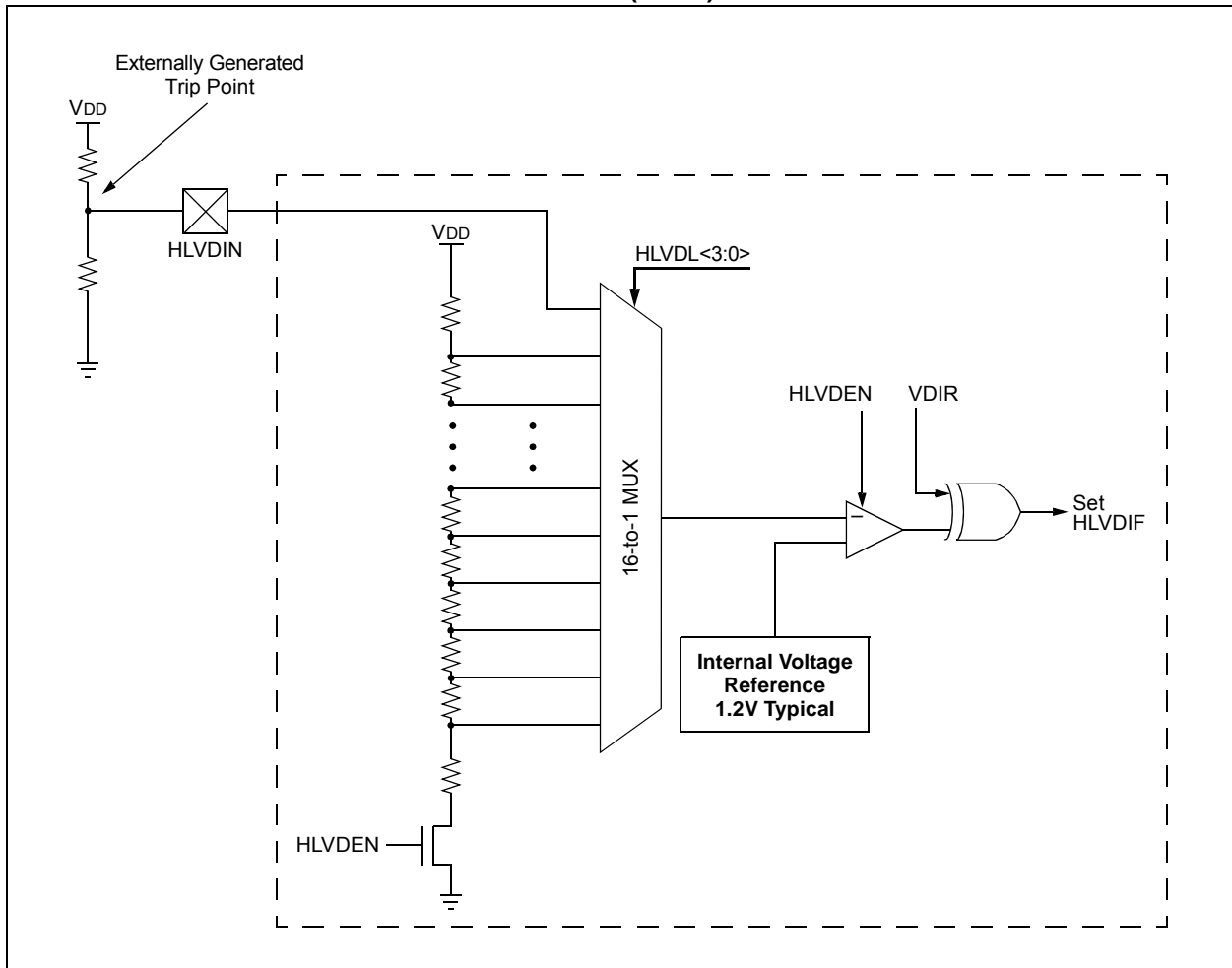
Note: This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information on the High/Low-Voltage Detect, refer to the “dsPIC33/PIC24 Family Reference Manual”, “High-Level Integration with Programmable High/Low-Voltage Detect (HLVD)” (DS39725).

An interrupt flag is set if the device experiences an excursion past the trip point in the direction of change. If the interrupt is enabled, the program execution will branch to the interrupt vector address and the software can then respond to the interrupt.

The HLVD Control register (see Register 22-1) completely controls the operation of the HLVD module. This allows the circuitry to be “turned off” by the user under software control, which minimizes the current consumption for the device.

The High/Low-Voltage Detect module (HLVD) is a programmable circuit that allows the user to specify both the device voltage trip point and the direction of change.

FIGURE 22-1: HIGH/LOW-VOLTAGE DETECT (HLVD) MODULE BLOCK DIAGRAM



PIC24F16KL402 FAMILY

NOTES:

PIC24F16KL402 FAMILY

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®

25.0 INSTRUCTION SET SUMMARY

Note: This chapter is a brief summary of the PIC24F Instruction Set Architecture (ISA) and is not intended to be a comprehensive reference source.

The PIC24F instruction set adds many enhancements to the previous PIC[®] MCU instruction sets, while maintaining an easy migration from previous PIC MCU instruction sets. Most instructions are a single program memory word. Only three instructions require two program memory locations.

Each single-word instruction is a 24-bit word divided into an 8-bit opcode, which specifies the instruction type and one or more operands, which further specify the operation of the instruction. The instruction set is highly orthogonal and is grouped into four basic categories:

- Word or byte-oriented operations
- Bit-oriented operations
- Literal operations
- Control operations

Table 25-1 lists the general symbols used in describing the instructions. The PIC24F instruction set summary in Table 25-2 lists all the instructions, along with the status flags affected by each instruction.

Most word or byte-oriented *W* register instructions (including barrel shift instructions) have three operands:

- The first source operand, which is typically a register 'Wb' without any address modifier
- The second source operand, which is typically a register 'Ws' with or without an address modifier
- The destination of the result, which is typically a register 'Wd' with or without an address modifier

However, word or byte-oriented file register instructions have two operands:

- The file register specified by the value, 'f'
- The destination, which could either be the file register, 'f', or the *W0* register, which is denoted as 'WREG'

Most bit-oriented instructions (including simple rotate/shift instructions) have two operands:

- The *W* register (with or without an address modifier) or file register (specified by the value of 'Ws' or 'f')
- The bit in the *W* register or file register (specified by a literal value or indirectly by the contents of register, 'Wb')

The literal instructions that involve data movement may use some of the following operands:

- A literal value to be loaded into a *W* register or file register (specified by the value of 'k')
- The *W* register or file register where the literal value is to be loaded (specified by 'Wb' or 'f')

However, literal instructions that involve arithmetic or logical operations use some of the following operands:

- The first source operand, which is a register 'Wb' without any address modifier
- The second source operand, which is a literal value
- The destination of the result (only if not the same as the first source operand), which is typically a register 'Wd' with or without an address modifier

The control instructions may use some of the following operands:

- A program memory address
- The mode of the Table Read and Table Write instructions

All instructions are a single word, except for certain double-word instructions, which were made double-word instructions so that all of the required information is available in these 48 bits. In the second word, the 8 MSBs are '0's. If this second word is executed as an instruction (by itself), it will execute as a *NOOP*.

Most single-word instructions are executed in a single instruction cycle, unless a conditional test is true or the Program Counter (PC) is changed as a result of the instruction. In these cases, the execution takes two instruction cycles, with the additional instruction cycle(s) executed as a *NOOP*. Notable exceptions are the *BRA* (unconditional/computed branch), indirect *CALL/GOTO*, all Table Reads and Table Writes, and *RETURN/RETFIE* instructions, which are single-word instructions but take two or three cycles.

Certain instructions that involve skipping over the subsequent instruction require either two or three cycles if the skip is performed, depending on whether the instruction being skipped is a single-word or two-word instruction. Moreover, double-word moves require two cycles. The double-word instructions execute in two instruction cycles.

PIC24F16KL402 FAMILY

TABLE 26-8: DC CHARACTERISTICS: POWER-DOWN CURRENT (IPD)

DC CHARACTERISTICS			Standard Operating Conditions: 1.8V to 3.6V			
			Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended			
Parameter No.	Typical ⁽¹⁾	Max	Units	Conditions		
Power-Down Current (IPD)						
DC60	0.01	0.20	μA	-40°C	1.8V	Sleep Mode ⁽²⁾
	0.03	0.20	μA	+25°C		
	0.06	0.87	μA	+60°C		
	0.20	1.35	μA	+85°C		
	—	8.00	μA	+125°C		
	0.01	0.54	μA	-40°C	3.3V	
	0.03	0.54	μA	+25°C		
	0.08	1.68	μA	+60°C		
	0.25	2.45	μA	+85°C		
	—	10.00	μA	+125°C		

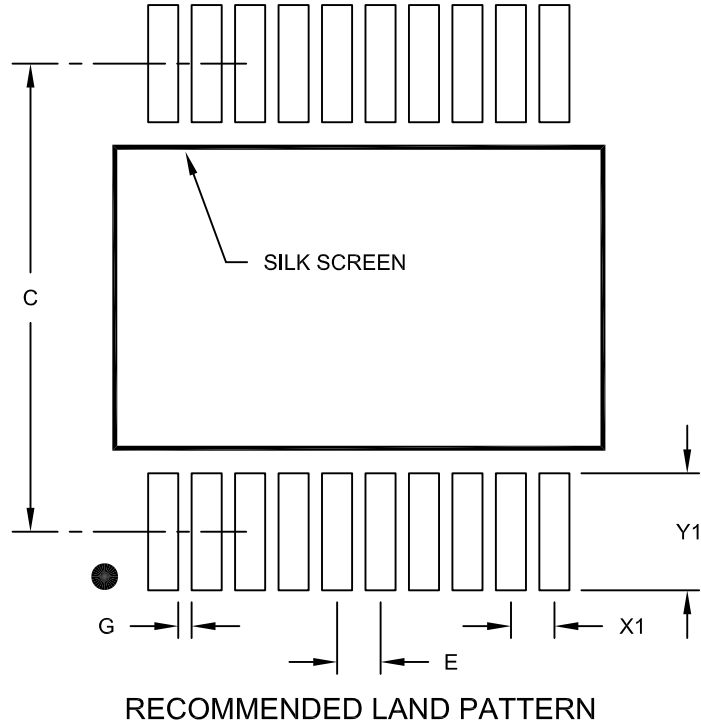
Note 1: Data in the Typical column is at 3.3V, +25°C unless otherwise stated.

Note 2: Base IPD is measured with all peripherals and clocks disabled. All I/Os are configured as outputs and set low; PMDx bits are set to '1' and WDT, etc., are all disabled

PIC24F16KL402 FAMILY

20-Lead Plastic Shrink Small Outline (SS) - 5.30 mm Body [SSOP]

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



Dimension Limits	Units	MILLIMETERS		
		MIN	NOM	MAX
Contact Pitch	E	0.65 BSC		
Contact Pad Spacing	C		7.20	
Contact Pad Width (X20)	X1			0.45
Contact Pad Length (X20)	Y1			1.75
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

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

Microchip Technology Drawing No. C04-2072A

PIC24F16KL402 FAMILY

NOTES:

PIC24F16KL402 FAMILY

DC Characteristics			
BOR Trip Points	202	Inter-Integrated Circuit. See I ² C.	
Comparator	208	Internet Address	257
Comparator Voltage Reference	208	Interrupt Sources	
Data EEPROM Memory	208	TMR3 Overflow	119
High/Low-Voltage Detect	202	TMR4 to PR4 Match (PWM)	123
I/O Pin Input Specifications	206	Interrupts	
I/O Pin Output Specifications	207	Alternate Interrupt Vector Table (AIVT)	65
Idle Current (I _{IDLE})	203	Control and Status Registers	68
Operating Current (I _{DD})	203	Implemented Vectors	67
Power-Down Current (I _{PD})	204, 205	Interrupt Vector Table (IVT)	65
Program Memory	207	Reset Sequence	65
Temperature and Voltage Specifications	201	Setup Procedures	94
Demo/Development Boards, Evaluation and		Trap Vectors	67
Starter Kits	190	Vector Table	66
Development Support	187	M	
Third-Party Tools	190	Master Synchronous Serial Port (MSSP)	135
Device Features for PIC24F16KL20X/10X		I/O Pin Configuration for SPI	135
Devices (Summary)	12	Microchip Internet Web Site	257
Device Features for PIC24F16KL40X/30X		MPLAB Assembler, Linker, Librarian	188
Devices (Summary)	11	MPLAB ICD 3 In-Circuit Debugger	189
E		MPLAB PM3 Device Programmer	189
Electrical Characteristics		MPLAB REAL ICE In-Circuit Emulator System	189
Absolute Maximum Ratings	199	MPLAB X Integrated Development	
Thermal Operating Conditions	201	Environment Software	187
Thermal Packaging Characteristics	201	MPLAB X SIM Software Simulator	189
V/F Graph, Extended	200	MPLIB Object Librarian	188
V/F Graph, Industrial	200	MPLINK Object Linker	188
Enhanced CCP	125	N	
Equations		Near Data Space	34
A/D Conversion Clock Period	164	O	
UARTx Baud Rate with BRGH = 0	150	Oscillator Configuration	
UARTx Baud Rate with BRGH = 1	150	Clock Switching	101
Errata	7	Sequence	101
Examples		Configuration Bit Values for Clock Selection	96
Baud Rate Error Calculation (BRGH = 0)	150	CPU Clocking Scheme	96
F		Initial Configuration on POR	96
Flash Program Memory		Reference Clock Output	102
Control Registers	48	Oscillator, Timer3	119
Enhanced ICSP Operation	48	P	
Programming Algorithm	50	Packaging	
Programming Operations	48	Details	228
RTSP Operation	48	Marking	225
Table Instructions	47	PICkit 3 In-Circuit Debugger/Programmer	189
G		Pinout Descriptions	
Getting Started Guidelines for 16-Bit MCUs	21	PIC24F16KL20X/10X Devices	18
H		PIC24F16KL40X/30X Devices	14
High/Low-Voltage Detect (HLVD)	173	Power-Saving	109
I		Power-Saving Features	105
I/O Ports		Clock Frequency, Clock Switching	105
Analog Port Configuration	112	Coincident Interrupts	106
Analog Selection Registers	112	Instruction-Based Modes	105
Input Change Notification	114	Idle	106
Open-Drain Configuration	112	Sleep	106
Parallel (PIO)	111	Selective Peripheral Control	109
In-Circuit Debugger	185	Ultra Low-Power Wake-up (ULPWU)	107
In-Circuit Serial Programming (ICSP)	185	Product Identification System	259
Instruction Set		Program and Data Memory	
Opcode Symbols	192	Access Using Table Instructions	45
Overview	193	Program Space Visibility	46
Summary	191	Program and Data Memory Spaces	
		Addressing	43
		Interfacing	43