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

Applications of "**Embedded - Microcontrollers**"

Details	
Product Status	Active
Core Processor	MIPS32® M4K™
Core Size	32-Bit Single-Core
Speed	40MHz
Connectivity	I²C, IrDA, LINbus, PMP, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, I²S, POR, PWM, WDT
Number of I/O	53
Program Memory Size	256KB (256K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	32K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 3.6V
Data Converters	A/D 28x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-VFQFN Exposed Pad
Supplier Device Package	64-QFN (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mx150f256ht-i-mr

Referenced Sources

This device data sheet is based on the following individual sections of the *"PIC32 Family Reference Manual"*. These documents should be considered as the general reference for the operation of a particular module or device feature.

> **Note:** To access the documents listed below, browse to the documentation section of the Microchip web site (www.microchip.com).

- **Section 1. "Introduction"** (DS60001127)
- **Section 2. "CPU"** (DS60001113)
- **Section 3. "Memory Organization"** (DS60001115)
- **Section 5. "Flash Program Memory"** (DS60001121)
- **Section 6. "Oscillator Configuration"** (DS60001112)
- **Section 7. "Resets"** (DS60001118)
- **Section 8. "Interrupt Controller"** (DS60001108)
- **Section 9. "Watchdog Timer and Power-up Timer"** (DS60001114)
- **Section 10. "Power-Saving Features"** (DS60001130)
- **Section 12. "I/O Ports"** (DS60001120)
- **Section 13. "Parallel Master Port (PMP)"** (DS60001128)
- **Section 14. "Timers"** (DS60001105)
- **Section 15. "Input Capture"** (DS60001122)
- **Section 16. "Output Compare"** (DS60001111)
- **Section 17. "10-bit Analog-to-Digital Converter (ADC)"** (DS60001104)
- **Section 19. "Comparator"** (DS60001110)
- **Section 20. "Comparator Voltage Reference (CV$_{REF}$)"** (DS60001109)
- **Section 21. "Universal Asynchronous Receiver Transmitter (UART)"** (DS60001107)
- **Section 23. "Serial Peripheral Interface (SPI)"** (DS60001106)
- **Section 24. "Inter-Integrated Circuit (I^{2}C)"** (DS60001116)
- **Section 27. "USB On-The-Go (OTG)"** (DS60001126)
- **Section 29. "Real-Time Clock and Calendar (RTCC)"** (DS60001125)
- **Section 31. "Direct Memory Access (DMA) Controller"** (DS60001117)
- **Section 32. "Configuration"** (DS60001124)
- **Section 33. "Programming and Diagnostics"** (DS60001129)
- **Section 34. "Controller Area Network (CAN)"** (DS60001123)
- **Section 37. "Charge Time Measurement Unit (CTMU)"** (DS60001167)

PIC32MX1XX/2XX/5XX 64/100-PIN FAMILY

2.0 GUIDELINES FOR GETTING STARTED WITH 32-BIT MCUS

> **Note:** This data sheet summarizes the features of the PIC32MX1XX/2XX/5XX 64/100-pin family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to the related section of the *"PIC32 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com/PIC32).

2.1 Basic Connection Requirements

Getting started with the PIC32MX1XX/2XX/5XX 64/100-pin family of 32-bit Microcontrollers (MCUs) requires attention to a minimal set of device pin connections before proceeding with development. The following is a list of pin names, which must always be connected:

- All V_{DD} and V_{SS} pins (see **2.2 "Decoupling Capacitors"**)
- All AV_{DD} and AV_{SS} pins, even if the ADC module is not used (see **2.2 "Decoupling Capacitors"**)
- V_{CAP} pin (see **2.3 "Capacitor on Internal Voltage Regulator (V_{CAP})"**)
- $\overline{MCLR}$ pin (see **2.4 "Master Clear (MCLR) Pin"**)
- PGECx/PGEDx pins, used for In-Circuit Serial Programming (ICSP™) and debugging purposes (see **2.5 "ICSP Pins"**)
- OSC1 and OSC2 pins, when external oscillator source is used (see **2.7 "External Oscillator Pins"**)

The following pins may be required:

$V_{REF}+/V_{REF}-$ pins, used when external voltage reference for the ADC module is implemented.

> **Note:** The AV_{DD} and AV_{SS} pins must be connected, regardless of ADC use and the ADC voltage reference source.

2.2 Decoupling Capacitors

The use of decoupling capacitors on power supply pins, such as V_{DD}, V_{SS}, AV_{DD} and AV_{SS} is required. See Figure 2-1.

Consider the following criteria when using decoupling capacitors:

- **Value and type of capacitor:** A value of 0.1 µF (100 nF), 10-20V is recommended. The capacitor should be a low Equivalent Series Resistance (low-ESR) capacitor and have resonance frequency in the range of 20 MHz and higher. It is further recommended that ceramic capacitors be used.

- **Placement on the printed circuit board:** The decoupling capacitors should be placed as close to the pins as possible. It is recommended that the capacitors be placed on the same side of the board as the device. If space is constricted, the capacitor can be placed on another layer on the PCB using a via; however, ensure that the trace length from the pin to the capacitor is within one-quarter inch (6 mm) in length.

- **Handling high frequency noise:** If the board is experiencing high frequency noise, upward of tens of MHz, add a second ceramic-type capacitor in parallel to the above described decoupling capacitor. The value of the second capacitor can be in the range of 0.01 µF to 0.001 µF. Place this second capacitor next to the primary decoupling capacitor. In high-speed circuit designs, consider implementing a decade pair of capacitances as close to the power and ground pins as possible. For example, 0.1 µF in parallel with 0.001 µF.

- **Maximizing performance:** On the board layout from the power supply circuit, run the power and return traces to the decoupling capacitors first, and then to the device pins. This ensures that the decoupling capacitors are first in the power chain. Equally important is to keep the trace length between the capacitor and the power pins to a minimum thereby reducing PCB track inductance.

3.2 Architecture Overview

The MIPS32® M4K® processor core contains several logic blocks working together in parallel, providing an efficient high-performance computing engine. The following blocks are included with the core:

- Execution Unit
- Multiply/Divide Unit (MDU)
- System Control Coprocessor (CP0)
- Fixed Mapping Translation (FMT)
- Dual Internal Bus interfaces
- Power Management
- MIPS16e® Support
- Enhanced JTAG (EJTAG) Controller

3.2.1 EXECUTION UNIT

The MIPS32® M4K® processor core execution unit implements a load/store architecture with single-cycle ALU operations (logical, shift, add, subtract) and an autonomous multiply/divide unit. The core contains thirty-two 32-bit General Purpose Registers (GPRs) used for integer operations and address calculation.

The execution unit includes:

- 32-bit adder used for calculating the data address
- Address unit for calculating the next instruction address
- Logic for branch determination and branch target address calculation
- Load aligner
- Bypass multiplexers used to avoid stalls when executing instruction streams where data producing instructions are followed closely by consumers of their results
- Leading Zero/One detect unit for implementing the CLZ and CLO instructions
- Arithmetic Logic Unit (ALU) for performing bitwise logical operations
- Shifter and store aligner

3.2.2 MULTIPLY/DIVIDE UNIT (MDU)

The MIPS32® M4K® processor core includes a Multiply/Divide Unit (MDU) that contains a separate pipeline for multiply and divide operations. This pipeline operates in parallel with the Integer Unit (IU) pipeline and does not stall when the IU pipeline stalls. This allows MDU operations to be partially masked by system stalls and/or other integer unit instructions.

The high-performance MDU consists of a 32x16 booth recoded multiplier, result/accumulation registers (HI and LO), a divide state machine, and the necessary multiplexers and control logic. The first number shown ('32' of 32x16) represents the *rs* operand. The second number ('16' of 32x16) represents the *rt* operand. The PIC32 core only checks the value of the latter (*rt*) operand to determine how many times the operation must pass through the multiplier. The 16x16 and 32x16 operations pass through the multiplier once. A 32x32 operation passes through the multiplier twice.

The MDU supports execution of one 16x16 or 32x16 multiply operation every clock cycle; 32x32 multiply operations can be issued every other clock cycle. Appropriate interlocks are implemented to stall the issuance of back-to-back 32x32 multiply operations. The multiply operand size is automatically determined by logic built into the MDU.

Divide operations are implemented with a simple 1 bit per clock iterative algorithm. An early-in detection checks the sign extension of the dividend (*rs*) operand. If *rs* is 8 bits wide, 23 iterations are skipped. For a 16-bit wide *rs*, 15 iterations are skipped and for a 24-bit wide *rs*, 7 iterations are skipped. Any attempt to issue a subsequent MDU instruction while a divide is still active causes an IU pipeline stall until the divide operation is completed.

Table 3-1 lists the repeat rate (peak issue rate of cycles until the operation can be reissued) and latency (number of cycles until a result is available) for the PIC32 core multiply and divide instructions. The approximate latency and repeat rates are listed in terms of pipeline clocks.

TABLE 3-1: MIPS32® M4K® PROCESSOR CORE HIGH-PERFORMANCE INTEGER MULTIPLY/ DIVIDE UNIT LATENCIES AND REPEAT RATES

Op code	Operand Size (mul *rt*) (div *rs*)	Latency	Repeat Rate
MULT/MULTU, MADD/MADDU, MSUB/MSUBU	16 bits	1	1
	32 bits	2	2
MUL	16 bits	2	1
	32 bits	3	2
DIV/DIVU	8 bits	12	11
	16 bits	19	18
	24 bits	26	25
	32 bits	33	32

PIC32MX1XX/2XX/5XX 64/100-PIN FAMILY

4.0 MEMORY ORGANIZATION

> **Note:** This data sheet summarizes the features of the PIC32MX1XX/2XX/5XX 64/100-pin family of devices. It is not intended to be a comprehensive reference source.For detailed information, refer to **Section 3. "Memory Organization"** (DS60001115) in the *"PIC32 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com/PIC32).

PIC32MX1XX/2XX/5XX 64/100-pin microcontrollers provide 4 GB of unified virtual memory address space. All memory regions, including program, data memory, SFRs and Configuration registers, reside in this address space at their respective unique addresses. The program and data memories can be optionally partitioned into user and kernel memories. In addition, the data memory can be made executable, allowing PIC32MX1XX/2XX/5XX 64/100-pin devices to execute from data memory.

The key features include:

- 32-bit native data width
- Separate User (KUSEG) and Kernel (KSEG0/KSEG1) mode address space
- Flexible program Flash memory partitioning
- Flexible data RAM partitioning for data and program space
- Separate boot Flash memory for protected code
- Robust bus exception handling to intercept runaway code
- Simple memory mapping with Fixed Mapping Translation (FMT) unit

4.1 Memory Layout

PIC32MX1XX/2XX/5XX 64/100-pin microcontrollers implement two address schemes: virtual and physical. All hardware resources, such as program memory, data memory and peripherals, are located at their respective physical addresses. Virtual addresses are exclusively used by the CPU to fetch and execute instructions as well as access peripherals. Physical addresses are used by bus master peripherals, such as DMA and the Flash controller, that access memory independently of the CPU.

The memory maps for the PIC32MX1XX/2XX/5XX 64/100-pin devices are illustrated in Figure 4-1 through Figure 4-4.

5.1 Interrupts Control Registers

TABLE 5-2: INTERRUPT REGISTER MAP

Virtual Address (BF88_#)	Register Name[3]	Bit Range	31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	All Resets
1000	INTCON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	MVEC	—		TPC<2:0>		—	—	—	INT4EP	INT3EP	INT2EP	INT1EP	INT0EP	0000
1010	INTSTAT[4]	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—		SRIPL<2:0>		—	—			VEC<5:0>				0000
1020	IPTMR	31:16							IPTMR<31:0>										0000
		15:0																	0000
1030	IFS0	31:16	FCEIF	RTCCIF	FSCMIF	AD1IF	OC5IF	IC5IF	IC5EIF	T5IF	INT4IF	OC4IF	IC4IF	IC4EIF	T4IF	INT3IF	OC3IF	IC3IF	0000
		15:0	IC3EIF	T3IF	INT2IF	OC2IF	IC2IF	IC2EIF	T2IF	INT1IF	OC1IF	IC1IF	IC1EIF	T1IF	INT0IF	CS1IF	CS0IF	CTIF	0000
1040	IFS1	31:16	U3RXIF	U3EIF	I2C2MIF	I2C2SIF	I2C2BIF	U2TXIF	U2RXIF	U2EIF	SPI2TXIF	SPI2RXIF	SPI2EIF	PMPEIF	PMPIF	CNGIF	CNFIF	CNEIF	0000
		15:0	CNDIF	CNCIF	CNBIF	CNAIF	I2C1MIF	I2C1SIF	I2C1BIF	U1TXIF	U1RXIF	U1EIF	SPI1TXIF	SPI1RXIF	SPI1EIF	USBIF[2]	CMP2IF	CMP1IF	0000
1050	IFS2	31:16	—	—	—	—	—	—	—	—	—	—	—	SPI4TXIF[1]	SPI4RXIF[1]	SPI4EIF[1]		SPI3TXIF	0000
		15:0	SPI3RXIF	SPI3EIF	CANIF	CMP3IF	DMA3IF	DMA2IF	DMA1IF	DMA0IF	CTMUIF	U5TXIF[1]	U5RXIF[1]	U5EIF[1]	U4TXIF	U4RXIF	U4EIF	U3TXIF	0000
1060	IEC0	31:16	FCEIE	RTCCIE	FSCMIE	AD1IE	OC5IE	IC5IE	IC5EIE	T5IE	INT4IE	OC4IE	IC4IE	IC4EIE	T4IE	INT3IE	OC3IE	IC3IE	0000
		15:0	IC3EIE	T3IE	INT2IE	OC2IE	IC2IE	IC2EIE	T2IE	INT1IE	OC1IE	IC1IE	IC1EIE	T1IE	INT0IE	CS1IE	CS0IE	CTIE	0000
1070	IEC1	31:16	U3RXIE	U3EIE	I2C2MIE	I2C2SIE	I2C2BIE	U2TXIE	U2RXIE	U2EIE	SPI2TXIE	SPI2RXIE	SPI2EIE	PMPEIE	PMPIE	CNGIE	CNFIE	CNEIE	0000
		15:0	CNDIE	CNCIE	CNBIE	CNAIE	I2C1MIE	I2C1SIE	I2C1BIE	U1TXIE	U1RXIE	U1EIE	SPI1TXIE	SPI1RXIE	SPI1EIE	USBIE[2]	CMP2IE	CMP1IE	0000
1080	IEC2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	DMA3IE	DMA2IE	DMA1IE	DMA0IE	CTMUIE	U5TXIE[1]	U5RXIE[1]	U5EIE[1]	U4TXIE	U4RXIE	U4EIE	U3TXIE	0000
1090	IPC0	31:16	—	—	—	INT0IP<2:0>			INT0IS<1:0>		—	—	—	CS1IP<2:0>			CS1IS<1:0>		0000
		15:0	—	—	—	CS0IP<2:0>			CS0IS<1:0>		—	—	—	CTIP<2:0>			CTIS<1:0>		0000
10A0	IPC1	31:16	—	—	—	INT1IP<2:0>			INT1IS<1:0>		—	—	—	OC1IP<2:0>			OC1IS<1:0>		0000
		15:0	—	—	—	IC1IP<2:0>			IC1IS<1:0>		—	—	—	T1IP<2:0>			T1IS<1:0>		0000
10B0	IPC2	31:16	—	—	—	INT2IP<2:0>			INT2IS<1:0>		—	—	—	OC2IP<2:0>			OC2IS<1:0>		0000
		15:0	—	—	—	IC2IP<2:0>			IC2IS<1:0>		—	—	—	T2IP<2:0>			T2IS<1:0>		0000
10C0	IPC3	31:16	—	—	—	INT3IP<2:0>			INT3IS<1:0>		—	—	—	OC3IP<2:0>			OC3IS<1:0>		0000
		15:0	—	—	—	IC3IP<2:0>			IC3IS<1:0>		—	—	—	T3IP<2:0>			T3IS<1:0>		0000
10D0	IPC4	31:16	—	—	—	INT4IP<2:0>			INT4IS<1:0>		—	—	—	OC4IP<2:0>			OC4IS<1:0>		0000
		15:0	—	—	—	IC4IP<2:0>			IC4IS<1:0>		—	—	—	T4IP<2:0>			T4IS<1:0>		0000

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

Note 1: This bit is only available on 100-pin devices.
2: This bit is only implemented on devices with a USB module.
3: With the exception of those noted, all registers in this table have corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4 0x8 and 0xC, respectively. See **Section 11.2 "CLR, SET, and INV Registers"** for more information.
4: This register does not have associated CLR, SET, and INV registers.
5: This bit is only implemented on devices with a CAN module.

8.1 Control Registers

TABLE 8-1: OSCILLATOR CONFIGURATION REGISTER MAP

Virtual Address (BF80_#)	Register Name[1]	Bit Range	\<31/15\>	\<30/14\>	\<29/13\>	\<28/12\>	\<27/11\>	\<26/10\>	\<25/9\>	\<24/8\>	\<23/7\>	\<22/6\>	\<21/5\>	\<20/4\>	\<19/3\>	\<18/2\>	\<17/1\>	\<16/0\>	All Resets
F000	OSCCON	31:16	—	—	PLLODIV\<2:0\>			FRCDIV\<2:0\>			—	SOSCRDY	PBDIVRDY	PBDIV\<1:0\>		PLLMULT\<2:0\>			x1xx[2]
		15:0	—	COSC\<2:0\>			—	NOSC\<2:0\>			CLKLOCK	ULOCK	SLOCK	SLPEN	CF	UFRCEN[3]	SOSCEN	OSWEN	xxxx[2]
F010	OSCTUN	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	TUN\<5:0\>						0000
F020	REFOCON	31:16	—	RODIV\<14:0\>															0000
		15:0	ON	—	SIDL	OE	RSLP	—	DIVSWEN	ACTIVE	—	—	—	—	ROSEL\<3:0\>				0000
F030	REFOTRIM	31:16	ROTRIM\<8:0\>									—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000

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

Note 1: With the exception of those noted, all registers in this table have corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See **Section 11.2 "CLR, SET, and INV Registers"** for more information.

2: Reset values are dependent on the DEVCFGx Configuration bits and the type of reset.

3: This bit is only available on devices with a USB module.

PIC32MX1XX/2XX/5XX 64/100-PIN FAMILY
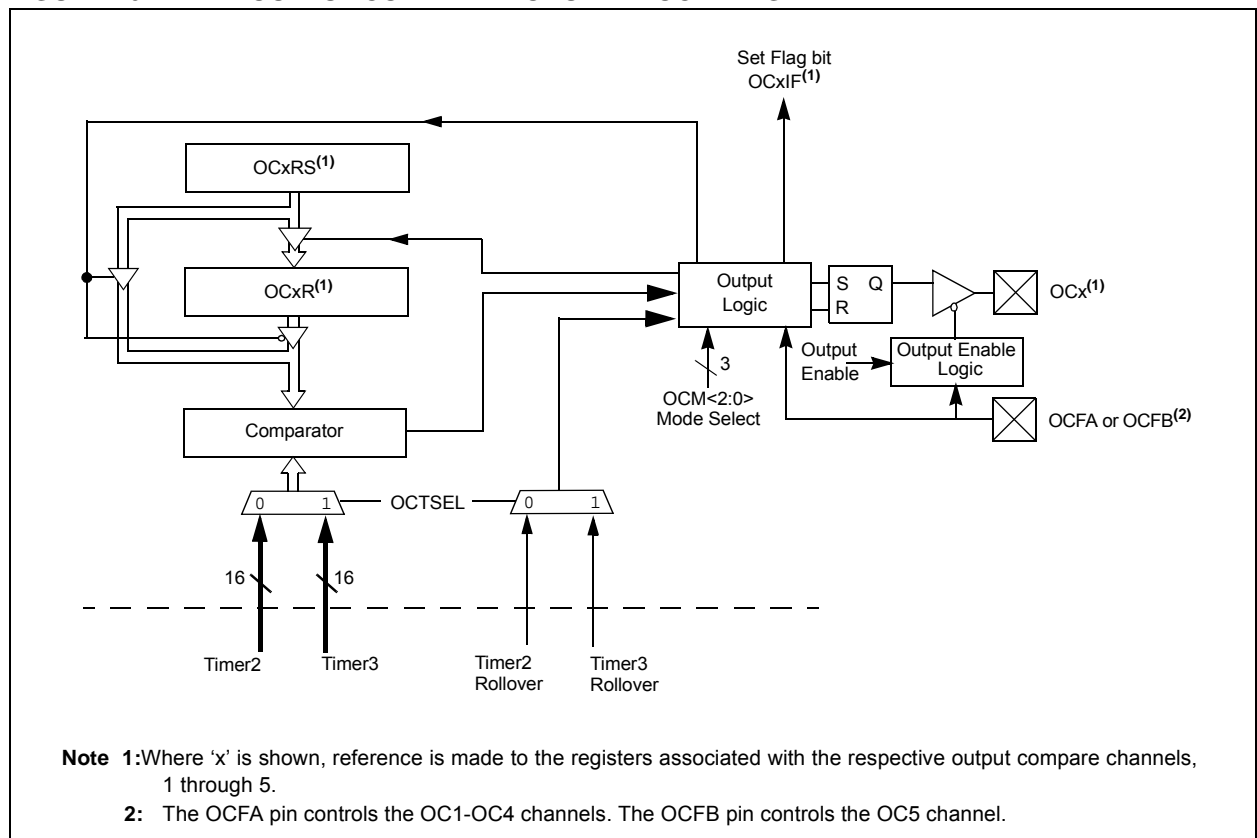
16.0 OUTPUT COMPARE

Note:	This data sheet summarizes the features of the PIC32MX1XX/2XX/5XX 64/100-pin family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 16. "Output Compare"** (DS60001111) in the *"PIC32 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com/PIC32).

The Output Compare module is used to generate a single pulse or a train of pulses in response to selected time base events. For all modes of operation, the Output Compare module compares the values stored in the OCxR and/or the OCxRS registers to the value in the selected timer. When a match occurs, the Output Compare module generates an event based on the selected mode of operation.

The following are the key features of this module:

- Multiple Output Compare modules in a device
- Programmable interrupt generation on compare event
- Single and Dual Compare modes
- Single and continuous output pulse generation
- Pulse-Width Modulation (PWM) mode
- Hardware-based PWM Fault detection and automatic output disable
- Can operate from either of two available 16-bit time bases or a single 32-bit time base

FIGURE 16-1: OUTPUT COMPARE MODULE BLOCK DIAGRAM

Note 1: Where 'x' is shown, reference is made to the registers associated with the respective output compare channels, 1 through 5.

2: The OCFA pin controls the OC1-OC4 channels. The OCFB pin controls the OC5 channel.

REGISTER 19-2: UxSTA: UARTx STATUS AND CONTROL REGISTER (CONTINUED)

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

bit 7-6 **URXISEL<1:0>:** Receive Interrupt Mode Selection bit
11 = Reserved; do not use
10 = Interrupt flag bit is asserted while receive buffer is 3/4 or more full (i.e., has 6 or more data characters)
01 = Interrupt flag bit is asserted while receive buffer is 1/2 or more full (i.e., has 4 or more data characters)
00 = Interrupt flag bit is asserted while receive buffer is not empty (i.e., has at least 1 data character)

bit 5 **ADDEN:** Address Character Detect bit (bit 8 of received data = 1)
1 = Address Detect mode is enabled. If 9-bit mode is not selected, this control bit has no effect
0 = Address Detect mode is disabled

bit 4 **RIDLE:** Receiver Idle bit (read-only)
1 = Receiver is Idle
0 = Data is being received

bit 3 **PERR:** Parity Error Status bit (read-only)
1 = Parity error has been detected for the current character
0 = Parity error has not been detected

bit 2 **FERR:** Framing Error Status bit (read-only)
1 = Framing error has been detected for the current character
0 = Framing error has not been detected

bit 1 **OERR:** Receive Buffer Overrun Error Status bit.
This bit is set in hardware and can only be cleared (= 0) in software. Clearing a previously set OERR bit resets the receiver buffer and RSR to empty state.
1 = Receive buffer has overflowed
0 = Receive buffer has not overflowed

bit 0 **URXDA:** Receive Buffer Data Available bit (read-only)
1 = Receive buffer has data, at least one more character can be read
0 = Receive buffer is empty

REGISTER 20-8:   PMWADDR: PARALLEL PORT WRITE ADDRESS REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	WCS2[1] WADDR15[2]	WCS1[3] WADDR14[4]	WADDR<13:8>					
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	WADDR<7:0>							

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 31-16   **Unimplemented:** Read as '0'

bit 15   **WCS2:** Chip Select 2 bit[1]

    1 = Chip Select 2 is active
    0 = Chip Select 2 is inactive

bit 15   **WADDR<15>:** Target Address bit 15[2]

bit 14   **WCS1:** Chip Select 1 bit[3]

    1 = Chip Select 1 is active
    0 = Chip Select 1 is inactive

bit 14   **WADDR<14>:** Target Address bit 14[4]

bit 13-0   **WADDR<13:0>:** Address bits

Note 1:   When the CSF<1:0> bits (PMCON<7:6>) = 10 or 01.
    2:   When the CSF<1:0> bits (PMCON<7:6>) = 00.
    3:   When the CSF<1:0> bits (PMCON<7:6>) = 10.
    4:   When the CSF<1:0> bits (PMCON<7:6>) = 00 or 01.

Note:	This register is only used when the DUALBUF bit (PMCON<17>) is set to '1'.

PIC32MX1XX/2XX/5XX 64/100-PIN FAMILY

23.1 Control Registers

TABLE 23-1: CAN1 REGISTER SUMMARY

Virtual Address (BF88_#)	Register Name[1]	Bit Range	31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	All Resets
B000	C1CON	31:16	—	—	—	—	ABAT	REQOP<2:0>			OPMOD<2:0>			CANCAP	—	—	—	—	0480
		15:0	ON	—	SIDLE	—	CANBUSY	—	—	—	—	—	—	DNCNT<4:0>					0000
B010	C1CFG	31:16	—	—	—	—	—	—	—	—	WAKFIL	—	—	—	SEG2PH<2:0>				0000
		15:0	SEG2PHTS	SAM	SEG1PH<2:0>			PRSEG<2:0>			SJW<1:0>		BRP<5:0>						0000
B020	C1INT	31:16	IVRIE	WAKIE	CERRIE	SERRIE	RBOVIE	—	—	—	—	—	—	—	MODIE	CTMRIE	RBIE	TBIE	0000
		15:0	IVRIF	WAKIF	CERRIF	SERRIF	RBOVIF	—	—	—	—	—	—	—	MODIF	CTMRIF	RBIF	TBIF	0000
B030	C1VEC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	FILHIT<4:0>				—	ICODE<6:0>								0040
B040	C1TREC	31:16	—	—	—	—	—	—	—	—	—	—	TXBO	TXBP	RXBP	TXWARN	RXWARN	EWARN	0000
		15:0	TERRCNT<7:0>								RERRCNT<7:0>								0000
B050	C1FSTAT	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	FIFOIP15	FIFOIP14	FIFOIP13	FIFOIP12	FIFOIP11	FIFOIP10	FIFOIP9	FIFOIP8	FIFOIP7	FIFOIP6	FIFOIP5	FIFOIP4	FIFOIP3	FIFOIP2	FIFOIP1	FIFOIP0	0000
B060	C1RXOVF	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	RXOVF15	RXOVF14	RXOVF13	RXOVF12	RXOVF11	RXOVF10	RXOVF9	RXOVF8	RXOVF7	RXOVF6	RXOVF5	RXOVF4	RXOVF3	RXOVF2	RXOVF1	RXOVF0	0000
B070	C1TMR	31:16	CANTS<15:0>																0000
		15:0	CANTSPRE<15:0>																0000
B080	C1RXM0	31:16	SID<10:0>											——	MIDE	—	EID<17:16>		xxxx
		15:0	EID<15:0>																xxxx
B090	C1RXM1	31:16	SID<10:0>											——	MIDE	—	EID<17:16>		xxxx
		15:0	EID<15:0>																xxxx
B0A0	C1RXM2	31:16	SID<10:0>											——	MIDE	—	EID<17:16>		xxxx
		15:0	EID<15:0>																xxxx
B0B0	C1RXM3	31:16	SID<10:0>											——	MIDE	—	EID<17:16>		xxxx
		15:0	EID<15:0>																xxxx
B0C0	C1FLTCON0	31:16	FLTEN3	MSEL3<1:0>		FSEL3<4:0>					FLTEN2	MSEL2<1:0>		FSEL2<4:0>					0000
		15:0	FLTEN1	MSEL1<1:0>		FSEL1<4:0>					FLTEN0	MSEL0<1:0>		FSEL0<4:0>					0000
B0D0	C1FLTCON1	31:16	FLTEN7	MSEL7<1:0>		FSEL7<4:0>					FLTEN6	MSEL6<1:0>		FSEL6<4:0>					0000
		15:0	FLTEN5	MSEL5<1:0>		FSEL5<4:0>					FLTEN4	MSEL4<1:0>		FSEL4<4:0>					0000
B0E0	C1FLTCON2	31:16	FLTEN11	MSEL11<1:0>		FSEL11<4:0>					FLTEN10	MSEL10<1:0>		FSEL10<4:0>					0000
		15:0	FLTEN9	MSEL9<1:0>		FSEL9<4:0>					FLTEN8	MSEL8<1:0>		FSEL8<4:0>					0000
B0F0	C1FLTCON3	31:16	FLTEN15	MSEL15<1:0>		FSEL15<4:0>					FLTEN14	MSEL14<1:0>		FSEL14<4:0>					0000
		15:0	FLTEN13	MSEL13<1:0>		FSEL13<4:0>					FLTEN12	MSEL12<1:0>		FSEL12<4:0>					0000
B140	C1RXFn (n = 0-15)	31:16	SID<10:0>											——	EXID	—	EID<17:16>		xxxx
		15:0	EID<15:0>																xxxx

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

Note 1: All registers in this table have corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See **Section 11.2 "CLR, SET, and INV Registers"** for more information.

PIC32MX1XX/2XX/5XX 64/100-PIN FAMILY

25.1 Control Registers

TABLE 25-1: COMPARATOR VOLTAGE REFERENCE REGISTER MAP

Virtual Address (BF80_#)	Register Name[1]	Bit Range	31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	All Resets
9800	CVRCON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	—	—	—	—	—	—	—	CVROE	CVRR	CVRSS	CVR<3:0>				0000

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

Note 1: The register in this table has corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See **Section 11.2 "CLR, SET, and INV Registers"** for more information.

28.0 SPECIAL FEATURES

Note:	This data sheet summarizes the features of the PIC32MX1XX/2XX/5XX 64/100-pin family of devices. However, it is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 9. "Watchdog Timer and Power-up Timer"** (DS60001114), **Section 32. "Configuration"** (DS60001124) and **Section 33. "Programming and Diagnostics"** (DS60001129) in the *"PIC32 Family Reference Manual"*, which are available from the Microchip web site (www.microchip.com/PIC32).

PIC32MX1XX/2XX/5XX 64/100-pin devices include several features intended to maximize application flexibility and reliability and minimize cost through elimination of external components. These are:

- Flexible device configuration
- Watchdog Timer (WDT)
- Joint Test Action Group (JTAG) interface
- In-Circuit Serial Programming™ (ICSP™)

28.1 Configuration Bits

The Configuration bits can be programmed using the following registers to select various device configurations.

- DEVCFG0: Device Configuration Word 0
- DEVCFG1: Device Configuration Word 1
- DEVCFG2: Device Configuration Word 2
- DEVCFG3: Device Configuration Word 3
- CFGCON: Configuration Control Register

In addition, the DEVID register (Register 28-6) provides device and revision information.

REGISTER 28-2: **DEVCFG1: DEVICE CONFIGURATION WORD 1 (CONTINUED)**

bit 15-14 **FCKSM<1:0>:** Clock Switching and Monitor Selection Configuration bits

    1x = Clock switching is disabled, Fail-Safe Clock Monitor is disabled
    01 = Clock switching is enabled, Fail-Safe Clock Monitor is disabled
    00 = Clock switching is enabled, Fail-Safe Clock Monitor is enabled

bit 13-12 **FPBDIV<1:0>:** Peripheral Bus Clock Divisor Default Value bits

    11 = PBCLK is SYSCLK divided by 8
    10 = PBCLK is SYSCLK divided by 4
    01 = PBCLK is SYSCLK divided by 2
    00 = PBCLK is SYSCLK divided by 1

bit 11 **Reserved:** Write '1'

bit 10 **OSCIOFNC:** CLKO Enable Configuration bit

    1 = CLKO output disabled
    0 = CLKO output signal active on the OSCO pin; Primary Oscillator must be disabled or configured for the External Clock mode (EC) for the CLKO to be active (POSCMOD<1:0> = 11 or 00)

bit 9-8 **POSCMOD<1:0>:** Primary Oscillator Configuration bits

    11 = Primary Oscillator disabled
    10 = HS Oscillator mode selected
    01 = XT Oscillator mode selected
    00 = External Clock mode selected

bit 7 **IESO:** Internal External Switchover bit

    1 = Internal External Switchover mode is enabled (Two-Speed Start-up is enabled)
    0 = Internal External Switchover mode is disabled (Two-Speed Start-up is disabled)

bit 6 **Reserved:** Write '1'

bit 5 **FSOSCEN:** Secondary Oscillator Enable bit

    1 = Enable Secondary Oscillator
    0 = Disable Secondary Oscillator

bit 4-3 **Reserved:** Write '1'

bit 2-0 **FNOSC<2:0>:** Oscillator Selection bits

    111 = Fast RC Oscillator with divide-by-N (FRCDIV)
    110 = FRCDIV16 Fast RC Oscillator with fixed divide-by-16 postscaler
    101 = Low-Power RC Oscillator (LPRC)
    100 = Secondary Oscillator (SOSC)
    011 = Primary Oscillator (POSC) with PLL module (XT+PLL, HS+PLL, EC+PLL)
    010 = Primary Oscillator (XT, HS, EC)[1]
    001 = Fast RC Oscillator with divide-by-N with PLL module (FRCDIV+PLL)
    000 = Fast RC Oscillator (FRC)

Note 1: Do not disable the POSC (POSCMOD = 11) when using this oscillator source.

REGISTER 28-3: DEVCFG2: DEVICE CONFIGURATION WORD 2

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	r-1	r-1	r-1	r-1	r-1	r-1	r-1	r-1
	—	—	—	—	—	—	—	—
23:16	r-1	r-1	r-1	r-1	r-1	R/P	R/P	R/P
	—	—	—	—	—	FPLLODIV<2:0>		
15:8	R/P	r-1	r-1	r-1	r-1	R/P	R/P	R/P
	UPLLEN[1]	—	—	—	—	UPLLIDIV<2:0>[1]		
7:0	r-1	R/P-1	R/P	R/P-1	r-1	R/P	R/P	R/P
	—	FPLLMUL<2:0>			—	FPLLIDIV<2:0>		

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

bit 31-19 **Reserved:** Write '1'

bit 18-16 **FPLLODIV<2:0>:** Default PLL Output Divisor bits

111 = PLL output divided by 256
110 = PLL output divided by 64
101 = PLL output divided by 32
100 = PLL output divided by 16
011 = PLL output divided by 8
010 = PLL output divided by 4
001 = PLL output divided by 2
000 = PLL output divided by 1

bit 15 **UPLLEN:** USB PLL Enable bit[1]

1 = Disable and bypass USB PLL
0 = Enable USB PLL

bit 14-11 **Reserved:** Write '1'

bit 10-8 **UPLLIDIV<2:0>:** USB PLL Input Divider bits[1]

111 = 12x divider
110 = 10x divider
101 = 6x divider
100 = 5x divider
011 = 4x divider
010 = 3x divider
010 = 3x divider
001 = 2x divider
000 = 1x divider

bit 7 **Reserved:** Write '1'

bit 6-4 **FPLLMUL<2:0>:** PLL Multiplier bits

111 = 24x multiplier
110 = 21x multiplier
101 = 20x multiplier
100 = 19x multiplier
011 = 18x multiplier
010 = 17x multiplier
001 = 16x multiplier
000 = 15x multiplier

bit 3 **Reserved:** Write '1'

Note 1: This bit is available on PIC32MX2XX/5XX devices only.

REGISTER 28-4: DEVCFG3: DEVICE CONFIGURATION WORD 3

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/P	R/P	R/P	R/P	U-0	U-0	U-0	U-0
	FVBUSONIO	FUSBIDIO	IOL1WAY	PMDL1WAY	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/P	R/P	R/P	R/P	R/P	R/P	R/P	R/P
	USERID<15:8>							
7:0	R/P	R/P	R/P	R/P	R/P	R/P	R/P	R/P
	USERID<7:0>							

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

bit 31   **FVBUSONIO:** USB VBUS_ON Selection bit

1 = VBUSON pin is controlled by the USB module
0 = VBUSON pin is controlled by the port function

bit 30   **FUSBIDIO:** USB USBID Selection bit

1 = USBID pin is controlled by the USB module
0 = USBID pin is controlled by the port function

bit 29   **IOL1WAY:** Peripheral Pin Select Configuration bit

1 = Allow only one reconfiguration
0 = Allow multiple reconfigurations

bit 28   **PMDL1WAY:** Peripheral Module Disable Configuration bit

1 = Allow only one reconfiguration
0 = Allow multiple reconfigurations

bit 27-16   **Unimplemented:** Read as '0'

bit 15-0   **USERID<15:0>:** This is a 16-bit value that is user-defined and is readable via ICSP™ and JTAG

FIGURE 31-16: I2Cx BUS START/STOP BITS TIMING CHARACTERISTICS (SLAVE MODE)
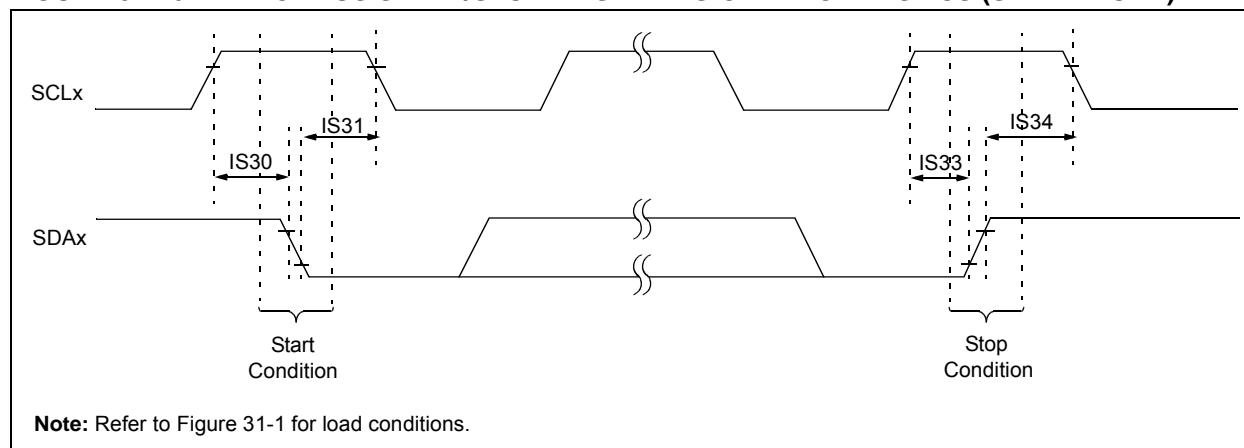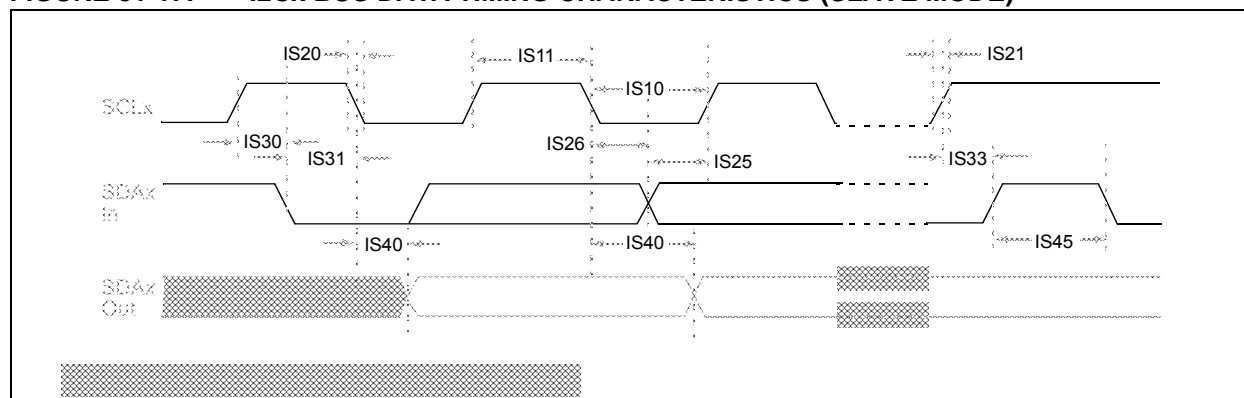

Note: Refer to Figure 31-1 for load conditions.

FIGURE 31-17: I2Cx BUS DATA TIMING CHARACTERISTICS (SLAVE MODE)

Preliminary

TABLE 31-38: PARALLEL MASTER PORT READ TIMING REQUIREMENTS

Param. No.	Symbol	Characteristics[1]	Min.	Typ.	Max.	Units	Conditions
		AC CHARACTERISTICS	...				

Param. No.	Symbol	Characteristics[1]	Min.	Typ.	Max.	Units	Conditions
PM1	T_{LAT}	PMALL/PMALH Pulse Width	—	1 T_{PB}	—	—	—
PM2	T_{ADSU}	Address Out Valid to PMALL/PMALH Invalid (address setup time)	—	2 T_{PB}	—	—	—
PM3	T_{ADHOLD}	PMALL/PMALH Invalid to Address Out Invalid (address hold time)	—	1 T_{PB}	—	—	—
PM4	T_{AHOLD}	PMRD Inactive to Address Out Invalid (address hold time)	5	—	—	ns	—
PM5	T_{RD}	PMRD Pulse Width	—	1 T_{PB}	—	—	—
PM6	T_{DSU}	PMRD or PMENB Active to Data In Valid (data setup time)	15	—	—	ns	—
PM7	T_{DHOLD}	PMRD or PMENB Inactive to Data In Invalid (data hold time)	—	80	—	ns	—

AC CHARACTERISTICS — **Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated)** Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +105°C for V-temp

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

FIGURE 31-22: PARALLEL MASTER PORT WRITE TIMING DIAGRAM
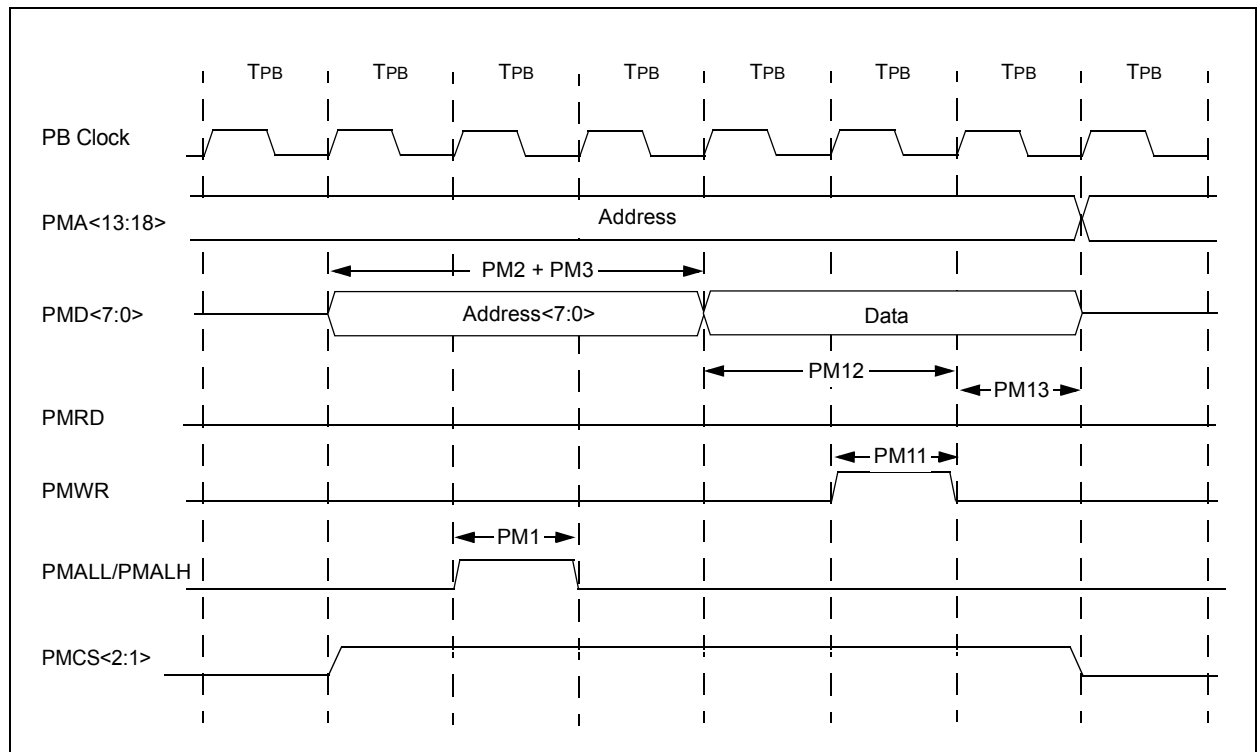
100-Lead Plastic Thin Quad Flatpack (PT)‑12x12x1mm Body, 2.00 mm Footprint [TQFP]

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

RECOMMENDED LAND PATTERN
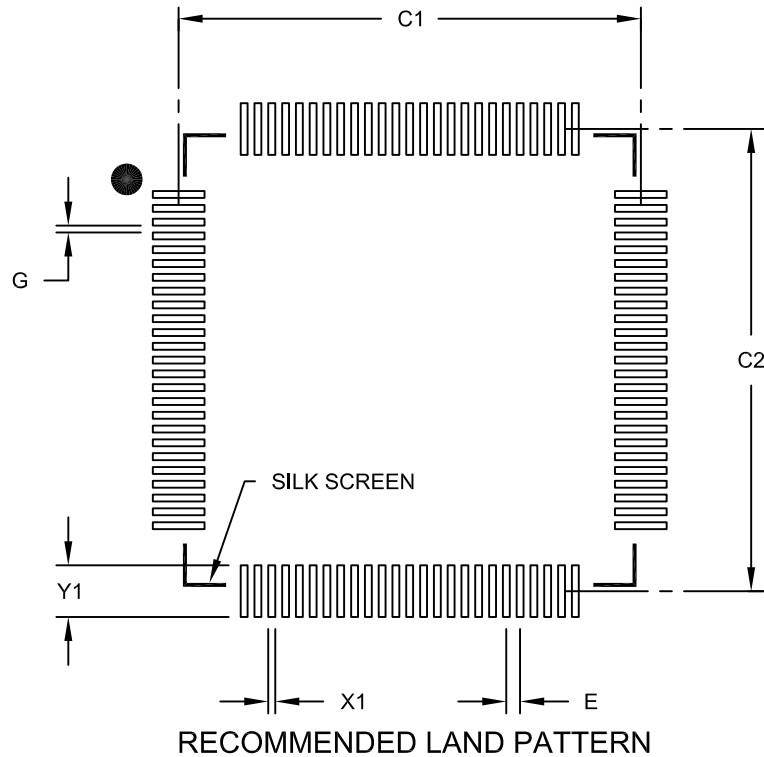
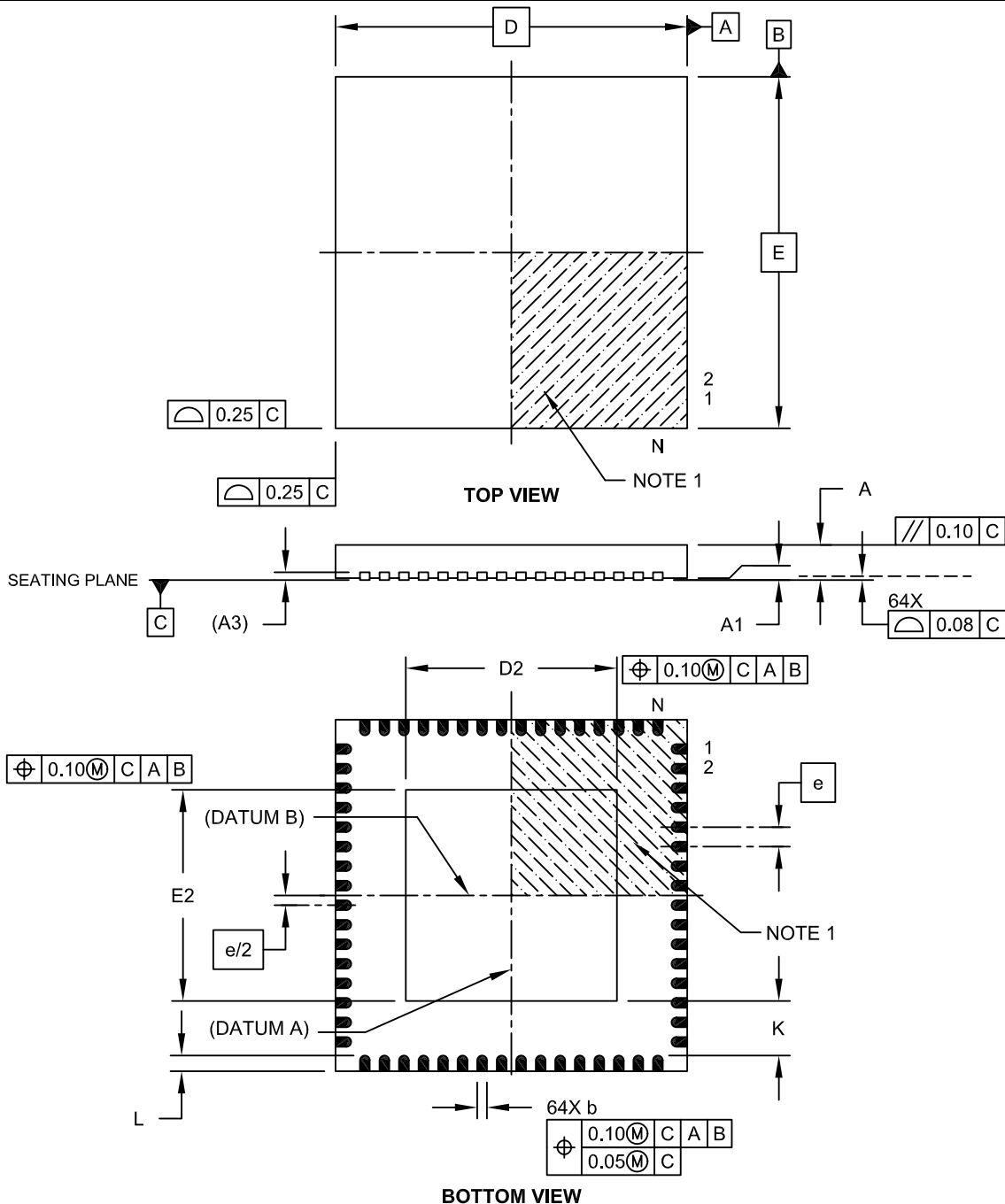|	Units	MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	0.40 BSC		
Contact Pad Spacing	C1		13.40	
Contact Pad Spacing	C2		13.40	
Contact Pad Width (X100)	X1			0.20
Contact Pad Length (X100)	Y1			1.50
Distance Between Pads	G	0.20		

Notes:
1. Dimensioning and tolerancing per ASME Y14.5M

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

Microchip Technology Drawing No. C04-2100B

64-Lead Plastic Quad Flat, No Lead Package (MR) – 9x9x0.9 mm Body
with 5.40 x 5.40 Exposed Pad [QFN]

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

TOP VIEW

NOTE 1

SEATING PLANE

(A3)

A1

64X

BOTTOM VIEW

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PIC32MX1XX/2XX/5XX 64/100-PIN FAMILY

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