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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	50MHz
Connectivity	I²C, IrDA, LINbus, PMP, SPI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, I²S, POR, PWM, WDT
Number of I/O	81
Program Memory Size	512KB (512K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	64K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 3.6V
Data Converters	A/D 48x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	100-TQFP
Supplier Device Package	100-TQFP (12x12)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mx270f512l-50i-pt

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

Device Pin Tables

TABLE 2: PIN NAMES FOR 64-PIN GENERAL PURPOSE DEVICES

64-PIN QFN ⁽⁴⁾ AND TQFP (TOP VIEW)	
PIC32MX120F064H	64
PIC32MX130F128H	1
PIC32MX150F256H	64
PIC32MX170F512H	1
QFN ⁽⁴⁾	TQFP
Pin #	Full Pin Name
1	AN22/RPE5/PMD5/RE5
2	AN23/PMD6/RE6
3	AN27/PMD7/RE7
4	AN16/C1IND/RPG6/SCK2/PMA5/RG6
5	AN17/C1INC/RPG7/PMA4/RG7
6	AN18/C2IND/RPG8/PMA3/RG8
7	MCLR
8	AN19/C2INC/RPG9/PMA2/RG9
9	Vss
10	VDD
11	AN5/C1INA/RPB5/RB5
12	AN4/C1INB/RB4
13	PGED3/AN3/C2INA/RPB3/RB3
14	PGEC3/AN2/CTCMP/C2INB/RPB2/CTED13/RB2
15	PGEC1/VREF-/AN1/RPB1/CTED12/RB1
16	PGED1/VREF+/AN0/RPB0/PMA6/RB0
17	PGEC2/AN6/RPB6/RB6
18	PGED2/AN7/RPB7/CTED3/RB7
19	AVDD
20	AVss
21	AN8/RPB8/CTED10/RB8
22	AN9/RPB9/CTED4/PMA7/RB9
23	TMS/CVREFOUT/AN10/RPB10/CTED11/PMA13/RB10
24	TDO/AN11/PMA12/RB11
25	Vss
26	VDD
27	TCK/AN12/PMA11/RB12
28	TDI/AN13/PMA10/RB13
29	AN14/RPB14/SCK3/CTED5/PMA1/RB14
30	AN15/RPB15/OCFB/CTED6/PMA0/RB15
31	RPF4/SDA2/PMA9/RF4
32	RPF5/SCL2/PMA8/RF5
Pin #	Full Pin Name
33	RPF3/RF3
34	RPF2/RF2
35	RPF6/SCK1/INT0/RF6
36	SDA1/RG3
37	SCL1/RG2
38	VDD
39	OSC1/CLK1/RC12
40	OSC2/CLK0/RC15
41	Vss
42	RPD8/RTCC/RD8
43	RPD9/RD9
44	RPD10/PMA15/RD10
45	RPD11/PMA14/RD11
46	RPD0/RD0
47	SOSCI/RPC13/RC13
48	SOSCO/RPC14/T1CK/RC14
49	AN24/RPD1/RD1
50	AN25/RPD2/RD2
51	AN26/C3IND/RPD3/RD3
52	RPD4/PMWR/RD4
53	RPD5/PMRD/RD5
54	C3INC/RD6
55	C3INB/RD7
56	VCAP
57	VDD
58	C3INA/RPF0/RF0
59	RPF1/RF1
60	PMD0/RE0
61	PMD1/RE1
62	AN20/PMD2/RE2
63	RPE3/CTPLS/PMD3/RE3
64	AN21/PMD4/RE4

- Note**
- 1: The Rⁿ pins can be used by remappable peripherals. See Table 1 for the available peripherals and **Section 11.3 "Peripheral Pin Select"** for restrictions.
 - 2: Every I/O port pin (RBx-RGx) can be used as a change notification pin (CNBx-CNGx). See **Section 11.0 "I/O Ports"** for more information.
 - 3: Shaded pins are 5V tolerant.
 - 4: The metal plane at the bottom of the device is not connected to any pins and is recommended to be connected to Vss externally.

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

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

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

Pin Name	Pin Number		Pin Type	Buffer Type	Description
	64-pin QFN/ TQFP	100-pin TQFP			
MCLR	7	13	I	ST	Master Clear (Reset) input. This pin is an active-low Reset to the device.
AVDD	19	30	P	P	Positive supply for analog modules. This pin must be connected at all times.
AVss	20	31	P	P	Ground reference for analog modules
VDD	10, 26, 38, 57	2, 16, 37, 46, 62, 86	P	—	Positive supply for peripheral logic and I/O pins
VCAP	56	85	P	—	Capacitor for Internal Voltage Regulator
VSS	9, 25, 41	15, 36, 45, 65, 75	P	—	Ground reference for logic and I/O pins
VREF+	16	29	P	Analog	Analog Voltage Reference (High) Input
VREF-	15	28	P	Analog	Analog Voltage Reference (Low) Input

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

- Note 1:** This pin is only available on devices without a USB module.
2: This pin is only available on devices with a USB module.
3: This pin is not available on 64-pin devices with a USB module.
4: This pin is only available on 100-pin devices without a USB module.

3.0 CPU

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 2. "CPU"** (DS60001113) in the "*PIC32 Family Reference Manual*", which is available from the Microchip web site (www.microchip.com/PIC32). Resources for the MIPS32® M4K® Processor Core are available at <http://www.imgtec.com>.

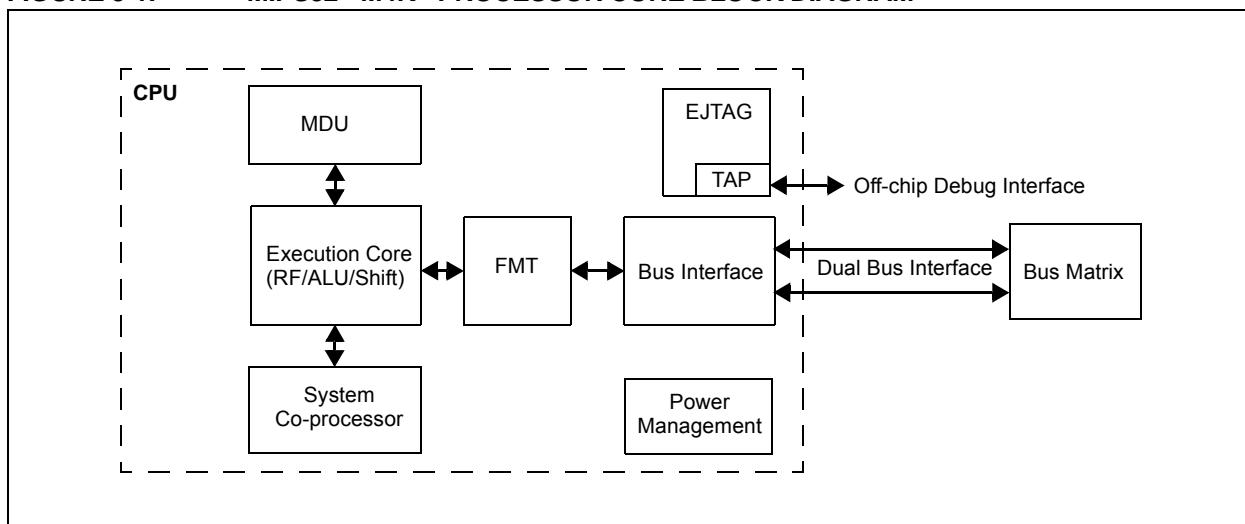
The the MIPS32® M4K® Processor Core is the heart of the PIC32MX1XX/2XX/5XX 64/100-pin device processor. The CPU fetches instructions, decodes each instruction, fetches source operands, executes each instruction and writes the results of instruction execution to the proper destinations.

3.1 Features

- 5-stage pipeline
- 32-bit address and data paths
- MIPS32® Enhanced Architecture (Release 2):
 - Multiply-accumulate and multiply-subtract instructions
 - Targeted multiply instruction
 - Zero/One detect instructions
 - WAIT instruction
 - Conditional move instructions (MOVN, MOVZ)
 - Vectored interrupts
 - Programmable exception vector base
 - Atomic interrupt enable/disable
 - Bit field manipulation instructions

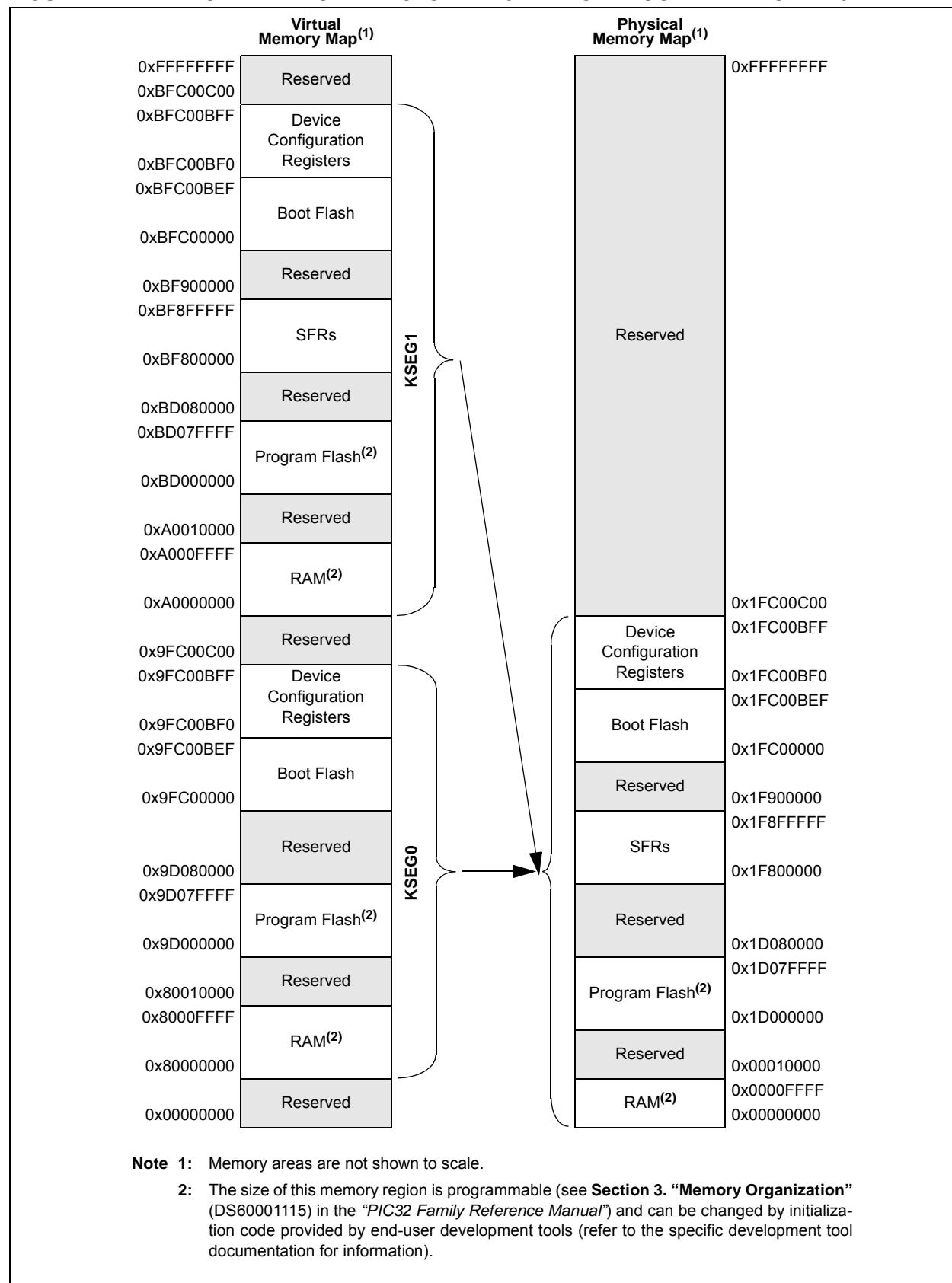
- MIPS16e® Code Compression:
 - 16-bit encoding of 32-bit instructions to improve code density
 - Special PC-relative instructions for efficient loading of addresses and constants
 - SAVE and RESTORE macro instructions for setting up and tearing down stack frames within subroutines
 - Improved support for handling 8 and 16-bit data types
- Simple Fixed Mapping Translation (FMT) Mechanism:
- Simple Dual Bus Interface:
 - Independent 32-bit address and data buses
 - Transactions can be aborted to improve interrupt latency
- Autonomous Multiply/Divide Unit (MDU):
 - Maximum issue rate of one 32x16 multiply per clock
 - Maximum issue rate of one 32x32 multiply every other clock
 - Early-in iterative divide. Minimum 11 and maximum 33 clock latency (dividend (*rs*) sign extension-dependent)
- Power Control:
 - Minimum frequency: 0 MHz
 - Low-Power mode (triggered by WAIT instruction)
 - Extensive use of local gated clocks
- EJTAG Debug:
 - Support for single stepping
 - Virtual instruction and data address/value
 - Breakpoints

FIGURE 3-1: MIPS32® M4K® PROCESSOR CORE BLOCK DIAGRAM



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

FIGURE 4-4: MEMORY MAP FOR DEVICES WITH 512 KB OF PROGRAM MEMORY + 64 KB RAM



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

REGISTER 4-4: BMXDUPBA: DATA RAM USER PROGRAM BASE 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-0	R-0
	BMXDUPBA<15:8>							
7:0	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	BMXDUPBA<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 15-10 **BMXDUPBA<15:10>:** DRM User Program Base Address bits

When non-zero, the value selects the relative base address for User mode program space in RAM, BMXDUPBA must be greater than BMXDUDBA.

bit 9-0 **BMXDUPBA<9:0>:** Read-Only bits

Value is always '0', which forces 1 KB increments

- Note 1:** At Reset, the value in this register is forced to zero, which causes all of the RAM to be allocated to Kernel mode data usage.
- 2:** The value in this register must be less than or equal to BMXDRMSZ.

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

TABLE 5-1: INTERRUPT IRQ, VECTOR AND BIT LOCATION

Interrupt Source ⁽¹⁾	IRQ #	Vector #	Interrupt Bit Location				Persistent Interrupt
			Flag	Enable	Priority	Sub-priority	
Highest Natural Order Priority							
CT – Core Timer Interrupt	0	0	IFS0<0>	IEC0<0>	IPC0<4:2>	IPC0<1:0>	No
CS0 – Core Software Interrupt 0	1	1	IFS0<1>	IEC0<1>	IPC0<12:10>	IPC0<9:8>	No
CS1 – Core Software Interrupt 1	2	2	IFS0<2>	IEC0<2>	IPC0<20:18>	IPC0<17:16>	No
INT0 – External Interrupt	3	3	IFS0<3>	IEC0<3>	IPC0<28:26>	IPC0<25:24>	No
T1 – Timer1	4	4	IFS0<4>	IEC0<4>	IPC1<4:2>	IPC1<1:0>	No
IC1E – Input Capture 1 Error	5	5	IFS0<5>	IEC0<5>	IPC1<12:10>	IPC1<9:8>	Yes
IC1 – Input Capture 1	6	5	IFS0<6>	IEC0<6>	IPC1<12:10>	IPC1<9:8>	Yes
OC1 – Output Compare 1	7	6	IFS0<7>	IEC0<7>	IPC1<20:18>	IPC1<17:16>	No
INT1 – External Interrupt 1	8	7	IFS0<8>	IEC0<8>	IPC1<28:26>	IPC1<25:24>	No
T2 – Timer2	9	8	IFS0<9>	IEC0<9>	IPC2<4:2>	IPC2<1:0>	No
IC2E – Input Capture 2	10	9	IFS0<10>	IEC0<10>	IPC2<12:10>	IPC2<9:8>	Yes
IC2 – Input Capture 2	11	9	IFS0<11>	IEC0<11>	IPC2<12:10>	IPC2<9:8>	Yes
OC2 – Output Compare 2	12	10	IFS0<12>	IEC0<12>	IPC2<20:18>	IPC2<17:16>	No
INT2 – External Interrupt 2	13	11	IFS0<13>	IEC0<13>	IPC2<28:26>	IPC2<25:24>	No
T3 – Timer3	14	12	IFS0<14>	IEC0<14>	IPC3<4:2>	IPC3<1:0>	No
IC3E – Input Capture 3	15	13	IFS0<15>	IEC0<15>	IPC3<12:10>	IPC3<9:8>	Yes
IC3 – Input Capture 3	16	13	IFS0<16>	IEC0<16>	IPC3<12:10>	IPC3<9:8>	Yes
OC3 – Output Compare 3	17	14	IFS0<17>	IEC0<17>	IPC3<20:18>	IPC3<17:16>	No
INT3 – External Interrupt 3	18	15	IFS0<18>	IEC0<18>	IPC3<28:26>	IPC3<25:24>	No
T4 – Timer4	19	16	IFS0<19>	IEC0<19>	IPC4<4:2>	IPC4<1:0>	No
IC4E – Input Capture 4 Error	20	17	IFS0<20>	IEC0<20>	IPC4<12:10>	IPC4<9:8>	Yes
IC4 – Input Capture 4	21	17	IFS0<21>	IEC0<21>	IPC4<12:10>	IPC4<9:8>	Yes
OC4 – Output Compare 4	22	18	IFS0<22>	IEC0<22>	IPC4<20:18>	IPC4<17:16>	No
INT4 – External Interrupt 4	23	19	IFS0<23>	IEC0<23>	IPC4<28:26>	IPC4<25:24>	No
T5 – Timer5	24	20	IFS0<24>	IEC0<24>	IPC5<4:2>	IPC5<1:0>	No
IC5E – Input Capture 5 Error	25	21	IFS0<25>	IEC0<25>	IPC5<12:10>	IPC5<9:8>	Yes
IC5 – Input Capture 5	26	21	IFS0<26>	IEC0<26>	IPC5<12:10>	IPC5<9:8>	Yes
OC5 – Output Compare 5	27	22	IFS0<27>	IEC0<27>	IPC5<20:18>	IPC5<17:16>	No
AD1 – ADC1 Convert done	28	23	IFS0<28>	IEC0<28>	IPC5<28:26>	IPC5<25:24>	Yes
FSCM – Fail-Safe Clock Monitor	29	24	IFS0<29>	IEC0<29>	IPC6<4:2>	IPC6<1:0>	No
RTCC – Real-Time Clock and Calendar	30	25	IFS0<30>	IEC0<30>	IPC6<12:10>	IPC6<9:8>	No
FCE – Flash Control Event	31	26	IFS0<31>	IEC0<31>	IPC6<20:18>	IPC6<17:16>	No
CMP1 – Comparator Interrupt	32	27	IFS1<0>	IEC1<0>	IPC6<28:26>	IPC6<25:24>	No
CMP2 – Comparator Interrupt	33	28	IFS1<1>	IEC1<1>	IPC7<4:2>	IPC7<1:0>	No
USB – USB Interrupts	34	29	IFS1<2>	IEC1<2>	IPC7<12:10>	IPC7<9:8>	Yes
SPI1E – SPI1 Fault	35	30	IFS1<3>	IEC1<3>	IPC7<20:18>	IPC7<17:16>	Yes
SPI1RX – SPI1 Receive Done	36	30	IFS1<4>	IEC1<4>	IPC7<20:18>	IPC7<17:16>	Yes
SPI1TX – SPI1 Transfer Done	37	30	IFS1<5>	IEC1<5>	IPC7<20:18>	IPC7<17:16>	Yes
U1E – UART1 Fault	38	31	IFS1<6>	IEC1<6>	IPC7<28:26>	IPC7<25:24>	Yes
U1RX – UART1 Receive Done	39	31	IFS1<7>	IEC1<7>	IPC7<28:26>	IPC7<25:24>	Yes
U1TX – UART1 Transfer Done	40	31	IFS1<8>	IEC1<8>	IPC7<28:26>	IPC7<25:24>	Yes
I2C1B – I2C1 Bus Collision Event	41	32	IFS1<9>	IEC1<9>	IPC8<4:2>	IPC8<1:0>	Yes
I2C1S – I2C1 Slave Event	42	32	IFS1<10>	IEC1<10>	IPC8<4:2>	IPC8<1:0>	Yes
I2C1M – I2C1 Master Event	43	32	IFS1<11>	IEC1<11>	IPC8<4:2>	IPC8<1:0>	Yes

Note 1: Not all interrupt sources are available on all devices. See **TABLE 1: "PIC32MX1XX/2XX/5XX 64/100-pin Controller Family Features"** for the list of available peripherals.

2: This interrupt source is not available on 64-pin devices.

6.0 FLASH PROGRAM MEMORY

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 5. “Flash Program Memory”** (DS60001121) in the “*PIC32 Family Reference Manual*”, which is available from the Microchip web site (www.microchip.com/PIC32).

PIC32MX1XX/2XX/5XX 64/100-pin devices contain an internal Flash program memory for executing user code. There are three methods by which the user can program this memory:

- Run-Time Self-Programming (RTSP)
- EJTAG Programming
- In-Circuit Serial Programming™ (ICSP™)

RTSP is performed by software executing from either Flash or RAM memory. Information about RTSP techniques is available in **Section 5. “Flash Program Memory”** (DS60001121) in the “*PIC32 Family Reference Manual*”.

EJTAG is performed using the EJTAG port of the device and an EJTAG capable programmer.

ICSP is performed using a serial data connection to the device and allows much faster programming times than RTSP.

The EJTAG and ICSP methods are described in the “*PIC32 Flash Programming Specification*” (DS60001145), which can be downloaded from the Microchip web site.

Note: On PIC32MX1XX/2XX/5XX 64/100-pin devices, the Flash page size is 1 KB and the row size is 128 bytes (256 IW and 32 IW, respectively).

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

NOTES:

7.0 RESETS

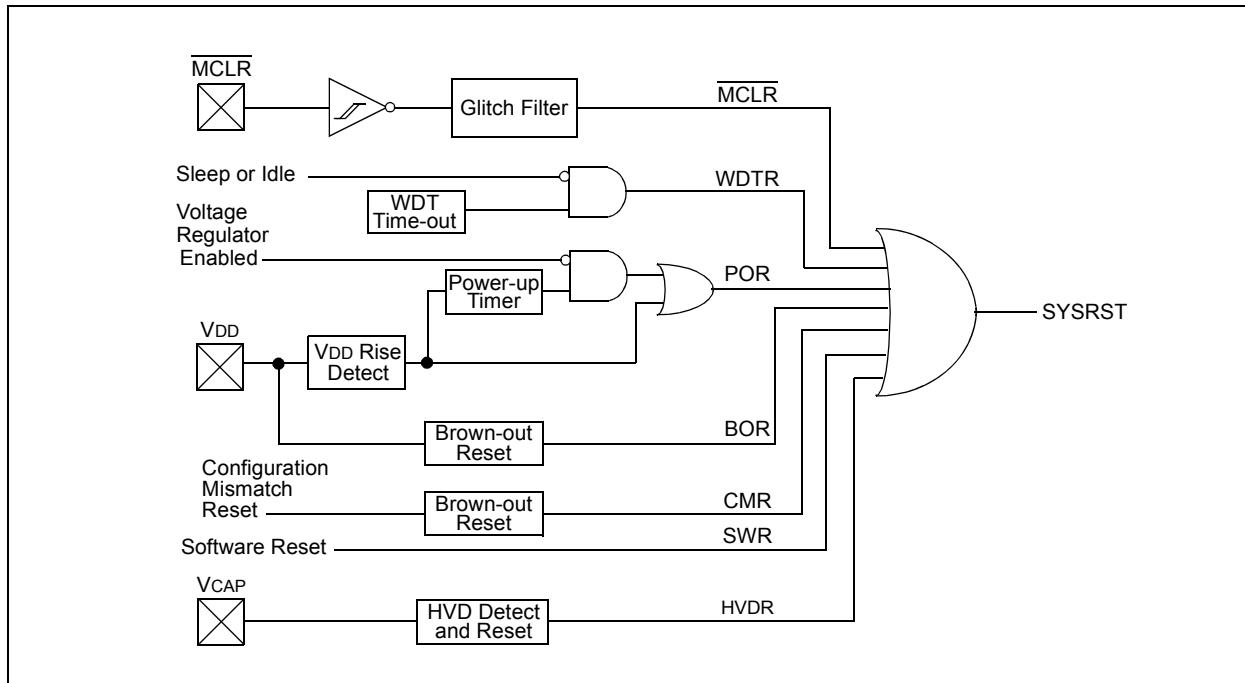
Note: This data sheet summarizes the features of the PIC32MX1XX/2XX/5XX 64/100-pin family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 7. “Resets”** (DS60001118) in the “*PIC32 Family Reference Manual*”, which is available from the Microchip web site (www.microchip.com/PIC32).

The Reset module combines all Reset sources and controls the device Master Reset signal, SYSRST. The following is a list of device Reset sources:

- POR: Power-on Reset
- MCLR: Master Clear Reset pin
- SWR: Software Reset
- WDTR: Watchdog Timer Reset
- BOR: Brown-out Reset
- CMR: Configuration Mismatch Reset
- HVDR: High Voltage Detect Reset

A simplified block diagram of the Reset module is illustrated in Figure 7-1.

FIGURE 7-1: SYSTEM RESET BLOCK DIAGRAM



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

REGISTER 9-4: DCRCCON: DMA CRC CONTROL 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	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0
	—	—	BYTO<1:0>		WBO ⁽¹⁾	—	—	BITO
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	—	—	—	PLEN<4:0>				
7:0	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0
	CRCEN	CRCAPP ⁽¹⁾	CRCTYP	—	—	CRCCH<2:0>		

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 31-30 **Unimplemented:** Read as '0'

bit 29-28 **BYTO<1:0>:** CRC Byte Order Selection bits

- 11 = Endian byte swap on half-word boundaries (i.e., source half-word order with reverse source byte order per half-word)
- 10 = Swap half-words on word boundaries (i.e., reverse source half-word order with source byte order per half-word)
- 01 = Endian byte swap on word boundaries (i.e., reverse source byte order)
- 00 = No swapping (i.e., source byte order)

bit 27 **WBO:** CRC Write Byte Order Selection bit⁽¹⁾

- 1 = Source data is written to the destination re-ordered as defined by BYTO<1:0>
- 0 = Source data is written to the destination unaltered

bit 26-25 **Unimplemented:** Read as '0'

bit 24 **BITO:** CRC Bit Order Selection bit⁽¹⁾

When CRCTYP (DCRCCON<15>) = 1 (CRC module is in IP Header mode):

- 1 = The IP header checksum is calculated Least Significant bit (LSb) first (i.e., reflected)
- 0 = The IP header checksum is calculated Most Significant bit (MSb) first (i.e., not reflected)

When CRCTYP (DCRCCON<15>) = 0 (CRC module is in LFSR mode):

- 1 = The LFSR CRC is calculated Least Significant bit first (i.e., reflected)
- 0 = The LFSR CRC is calculated Most Significant bit first (i.e., not reflected)

bit 23-13 **Unimplemented:** Read as '0'

bit 12-8 **PLEN<4:0>:** Polynomial Length bits⁽¹⁾

When CRCTYP (DCRCCON<15>) = 1 (CRC module is in IP Header mode):

These bits are unused.

When CRCTYP (DCRCCON<15>) = 0 (CRC module is in LFSR mode):

Denotes the length of the polynomial – 1.

bit 7 **CRCEN:** CRC Enable bit

- 1 = CRC module is enabled and channel transfers are routed through the CRC module
- 0 = CRC module is disabled and channel transfers proceed normally

Note 1: When WBO = 1, unaligned transfers are not supported and the CRCAPP bit cannot be set.

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

REGISTER 13-1: TxCON: TYPE B TIMER 'x' CONTROL REGISTER ('x' = 2 THROUGH 5)

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	U-0	R/W-0	U-0	U-0	U-0	U-0	U-0
	ON ^(1,3)	—	SIDL ⁽⁴⁾	—	—	—	—	—
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	U-0
	TGATE ⁽³⁾	TCKPS<2:0> ⁽³⁾			T32 ⁽²⁾	—	TCS ⁽³⁾	—

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 **ON:** Timer On bit^(1,3)

1 = Module is enabled
0 = Module is disabled

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

bit 13 **SIDL:** Stop in Idle Mode bit⁽⁴⁾

1 = Discontinue operation when device enters Idle mode
0 = Continue operation even in Idle mode

bit 12-8 **Unimplemented:** Read as '0'

bit 7 **TGATE:** Timer Gated Time Accumulation Enable bit⁽³⁾

When TCS = 1:

This bit is ignored and is read as '0'.

When TCS = 0:

1 = Gated time accumulation is enabled
0 = Gated time accumulation is disabled

bit 6-4 **TCKPS<2:0>:** Timer Input Clock Prescale Select bits⁽³⁾

111 = 1:256 prescale value
110 = 1:64 prescale value
101 = 1:32 prescale value
100 = 1:16 prescale value
011 = 1:8 prescale value
010 = 1:4 prescale value
001 = 1:2 prescale value
000 = 1:1 prescale value

Note 1: When using 1:1 PBCLK divisor, the user's software should not read/write the peripheral SFRs in the SYSCLK cycle immediately following the instruction that clears the module's ON bit.

2: This bit is available only on even numbered timers (Timer2 and Timer4).

3: While operating in 32-bit mode, this bit has no effect for odd numbered timers (Timer3 and Timer5). All timer functions are set through the even numbered timers.

4: While operating in 32-bit mode, this bit must be cleared on odd numbered timers to enable the 32-bit timer in Idle mode.

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NOTES:

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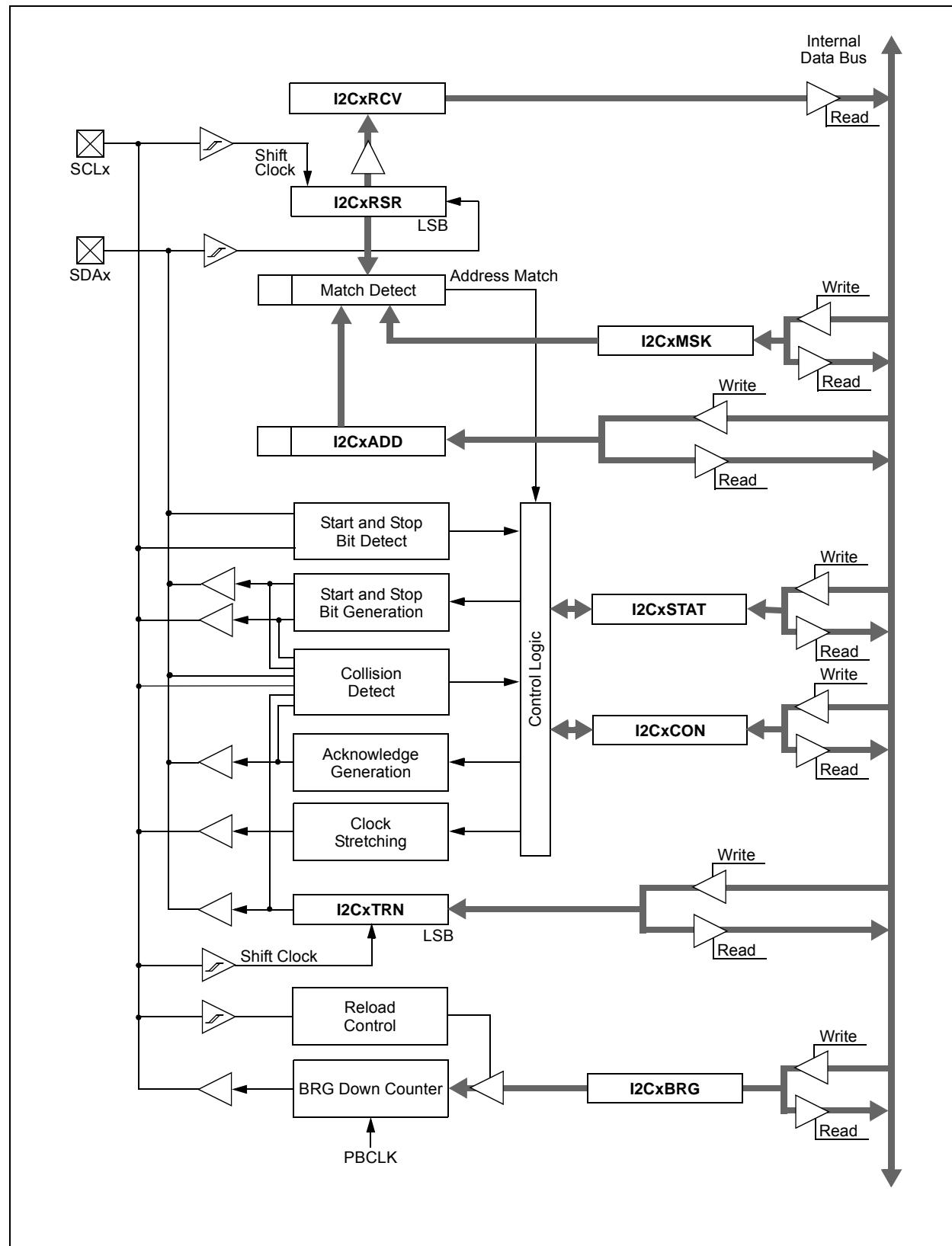
REGISTER 17-1: SPIxCON: SPI CONTROL REGISTER (CONTINUED)

- bit 4 **DISSDI:** Disable SDI bit
1 = SDI pin is not used by the SPI module (pin is controlled by PORT function)
0 = SDI pin is controlled by the SPI module
- bit 3-2 **STXISEL<1:0>:** SPI Transmit Buffer Empty Interrupt Mode bits
11 = Interrupt is generated when the buffer is not full (has one or more empty elements)
10 = Interrupt is generated when the buffer is empty by one-half or more
01 = Interrupt is generated when the buffer is completely empty
00 = Interrupt is generated when the last transfer is shifted out of SPISR and transmit operations are complete
- bit 1-0 **SRXISEL<1:0>:** SPI Receive Buffer Full Interrupt Mode bits
11 = Interrupt is generated when the buffer is full
10 = Interrupt is generated when the buffer is full by one-half or more
01 = Interrupt is generated when the buffer is not empty
00 = Interrupt is generated when the last word in the receive buffer is read (i.e., buffer is empty)

- Note 1:** When using the 1:1 PBCLK divisor, the user software should not read or write the peripheral's SFRs in the SYSCLK cycle immediately following the instruction that clears the module's ON bit.
- 2:** This bit can only be written when the ON bit = 0.
- 3:** This bit is not used in the Framed SPI mode. The user should program this bit to '0' for the Framed SPI mode (FRMEN = 1).
- 4:** When AUDEN = 1, the SPI module functions as if the CKP bit is equal to '1', regardless of the actual value of CKP.

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FIGURE 18-1: I²C BLOCK DIAGRAM



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REGISTER 19-2: UxSTA: UARTx STATUS AND CONTROL 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	R/W-0
	—	—	—	—	—	—	—	ADM_EN
23:16	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	ADDR<7:0>							
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-0	R-1
	UTXISEL<1:0>		UTXINV	URXEN	UTXBRK	UTXEN	UTXBF	TRMT
7:0	R/W-0	R/W-0	R/W-0	R-1	R-0	R-0	R/W-0	R-0
	URXISEL<1:0>		ADDEN	RIDLE	PERR	FERR	OERR	URXDA

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 31-25 **Unimplemented:** Read as '0'

bit 24 **ADM_EN:** Automatic Address Detect Mode Enable bit

- 1 = Automatic Address Detect mode is enabled
- 0 = Automatic Address Detect mode is disabled

bit 23-16 **ADDR<7:0>:** Automatic Address Mask bits

When the ADM_EN bit is '1', this value defines the address character to use for automatic address detection.

bit 15-14 **UTXISEL<1:0>:** TX Interrupt Mode Selection bits

- 11 = Reserved, do not use
- 10 = Interrupt is generated and asserted while the transmit buffer is empty
- 01 = Interrupt is generated and asserted when all characters have been transmitted
- 00 = Interrupt is generated and asserted while the transmit buffer contains at least one empty space

bit 13 **UTXINV:** Transmit Polarity Inversion bit

If IrDA mode is disabled (i.e., IREN (UxMODE<12>) is '0'):

- 1 = UxTX Idle state is '0'
- 0 = UxTX Idle state is '1'

If IrDA mode is enabled (i.e., IREN (UxMODE<12>) is '1'):

- 1 = IrDA encoded UxTX Idle state is '1'
- 0 = IrDA encoded UxTX Idle state is '0'

bit 12 **URXEN:** Receiver Enable bit

- 1 = UARTx receiver is enabled. UxRX pin is controlled by UARTx (if ON = 1)
- 0 = UARTx receiver is disabled. UxRX pin is ignored by the UARTx module. UxRX pin is controlled by the port.

bit 11 **UTXBRK:** Transmit Break bit

- 1 = Send Break on next transmission. Start bit followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion
- 0 = Break transmission is disabled or completed

bit 10 **UTXEN:** Transmit Enable bit

- 1 = UARTx transmitter is enabled. UxTX pin is controlled by UARTx (if ON = 1)
- 0 = UARTx transmitter is disabled. Any pending transmission is aborted and buffer is reset. UxTX pin is controlled by the port.

bit 9 **UTXBF:** Transmit Buffer Full Status bit (read-only)

- 1 = Transmit buffer is full
- 0 = Transmit buffer is not full, at least one more character can be written

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TABLE 31-10: ELECTRICAL CHARACTERISTICS: BOR

DC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated)				
Param. No.	Symbol	Characteristics	Min. ⁽¹⁾	Typical	Max.	Units	Conditions
BO10	VBOR	BOR Event on VDD transition high-to-low ⁽²⁾	2.0	—	2.3	V	—

Note 1: Parameters are for design guidance only and are not tested in manufacturing.

2: Overall functional device operation at $V_{BORMIN} < VDD < V_{DDMIN}$ is tested, but not characterized. All device Analog modules, such as ADC, etc., will function, but with degraded performance below V_{DDMIN} .

TABLE 31-11: ELECTRICAL CHARACTERISTICS: HVD

DC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated)				
Param. No. ⁽¹⁾	Symbol	Characteristics	Min.	Typical	Max.	Units	Conditions
HV10	VHVD	High Voltage Detect on VCAP pin	—	2.5	—	V	—

Note 1: Parameters are for design guidance only and are not tested in manufacturing.

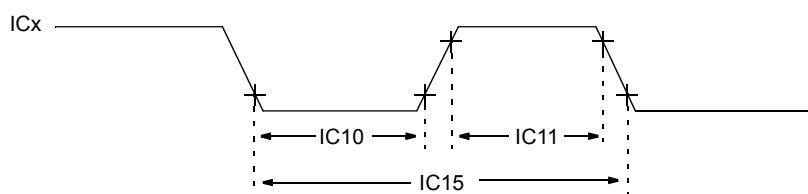
PIC32MX1XX/2XX/5XX 64/100-PIN FAMILY

TABLE 31-24: TIMER2, 3, 4, 5 EXTERNAL CLOCK TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated)				
Param. No.	Symbol	Characteristics ⁽¹⁾		Min.	Max.	Units	Conditions
TB10	T _{TXH}	TxCK High Time	Synchronous, with prescaler	$[(12.5 \text{ ns or } 1 \text{ TPB})/N] + 25 \text{ ns}$	—	ns	Must also meet parameter TB15 N = prescale value (1, 2, 4, 8, 16, 32, 64, 256)
TB11	T _{TXL}	TxCK Low Time	Synchronous, with prescaler	$[(12.5 \text{ ns or } 1 \text{ TPB})/N] + 25 \text{ ns}$	—	ns	Must also meet parameter TB15
TB15	T _{TXP}	TxCK Input Period	Synchronous, with prescaler	$[(\text{Greater of } [(25 \text{ ns or } 2 \text{ TPB})/N] + 30 \text{ ns}]$	—	ns	V _{DD} > 2.7V
				$[(\text{Greater of } [(25 \text{ ns or } 2 \text{ TPB})/N] + 50 \text{ ns}]$	—	ns	V _{DD} < 2.7V
TB20	T _{CKEXTMRL}	Delay from External TxCK Clock Edge to Timer Increment		—	1	TPB	—

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

FIGURE 31-7: INPUT CAPTURE (CAP_x) TIMING CHARACTERISTICS



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

TABLE 31-25: INPUT CAPTURE MODULE TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated)				
Param. No.	Symbol	Characteristics ⁽¹⁾		Min.	Max.	Units	Conditions
IC10	T _{CCL}	IC _x Input Low Time		$[(12.5 \text{ ns or } 1 \text{ TPB})/N] + 25 \text{ ns}$	—	ns	Must also meet parameter IC15. N = prescale value (1, 4, 16)
IC11	T _{CCH}	IC _x Input High Time		$[(12.5 \text{ ns or } 1 \text{ TPB})/N] + 25 \text{ ns}$	—	ns	Must also meet parameter IC15.
IC15	T _{CCP}	IC _x Input Period		$[(25 \text{ ns or } 2 \text{ TPB})/N] + 50 \text{ ns}$	—	ns	—

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

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TABLE 31-37: PARALLEL SLAVE PORT REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated)				
Para m.No.	Symbol	Characteristics ⁽¹⁾	Min.	Typ.	Max.	Units	Conditions
PS1	TdtV2wr H	Data In Valid before \overline{WR} or \overline{CS} Inactive (setup time)	20	—	—	ns	—
PS2	TwrH2dt I	\overline{WR} or \overline{CS} Inactive to Data-In Invalid (hold time)	40	—	—	ns	—
PS3	TrdL2dt V	RD and \overline{CS} Active to Data-Out Valid	—	—	60	ns	—
PS4	TrdH2dtl	RD Active or \overline{CS} Inactive to Data-Out Invalid	0	—	10	ns	—
PS5	Tcs	\overline{CS} Active Time	TPB + 40	—	—	ns	—
PS6	TWR	\overline{WR} Active Time	TPB + 25	—	—	ns	—
PS7	TRD	RD Active Time	TPB + 25	—	—	ns	—

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

FIGURE 31-21: PARALLEL MASTER PORT READ TIMING DIAGRAM

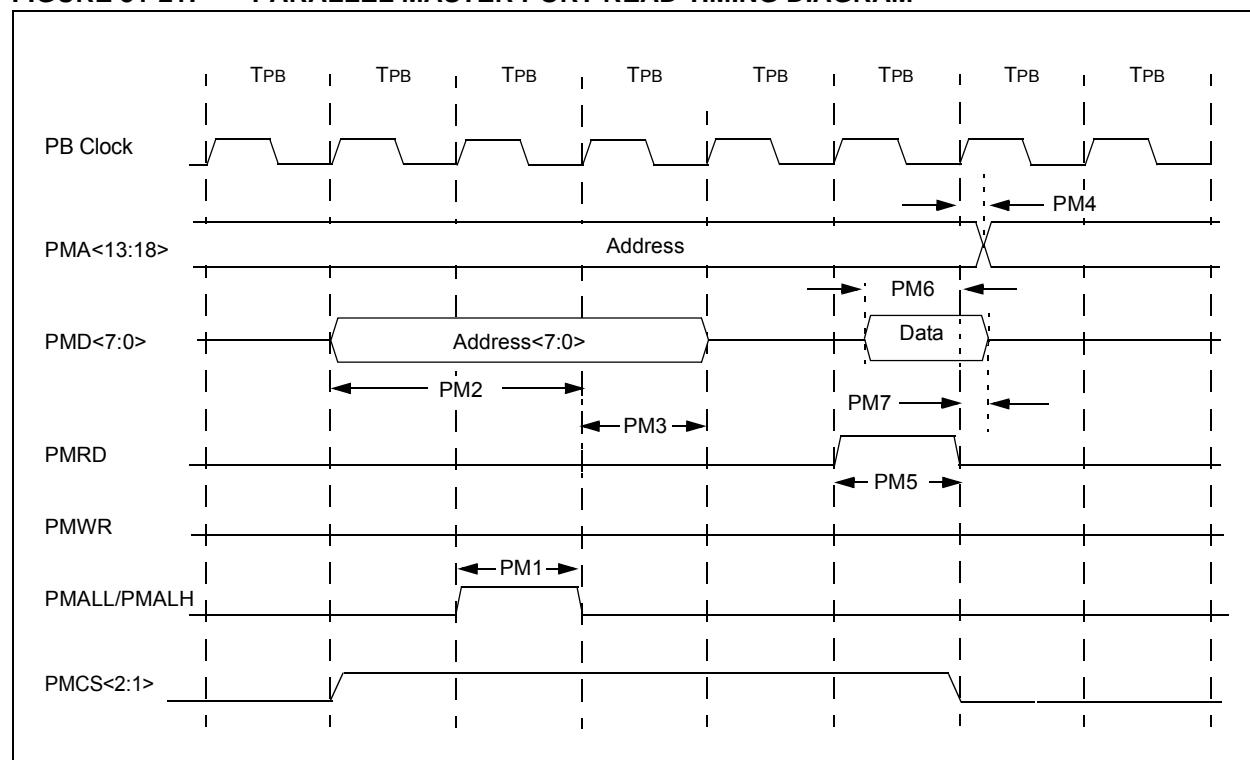


FIGURE 33-5: TYPICAL CTMU TEMPERATURE DIODE FORWARD VOLTAGE

