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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	CANbus, I <sup>2</sup> C, IrDA, LINbus, PMP, SPI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, I <sup>2</sup> S, 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	<a href="https://www.e-xfl.com/product-detail/microchip-technology/pic32mx570f512lt-50i-pt">https://www.e-xfl.com/product-detail/microchip-technology/pic32mx570f512lt-50i-pt</a>

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

**TABLE 1: PIC32MX1XX/2XX/5XX 64/100-PIN CONTROLLER FAMILY FEATURES**

Device	Pins	Packages <sup>(4)</sup>	Program Memory (KB) <sup>(1)</sup>	Data Memory (KB)	Remappable Peripherals					10-bit 1 Msps ADC (Channels)	Analog Comparators	USB On-The-Go (OTG)	CAN	CTMU	I <sup>2</sup> C	PMP	RTCC	DMA Channels (Programmable/Dedicated)	I/O Pins	JTAG
					Remappable Pins	Timers/Capture/Compare <sup>(2)</sup>	UART	SPI/I <sup>2</sup> S	External Interrupts <sup>(3)</sup>											
PIC32MX120F064H	64	QFN, TQFP	64+3	8	37	5/5/5	4	3	5	28	3	N	0	Y	2	Y	Y	4/0	53	Y
PIC32MX130F128H	64	QFN, TQFP	128+3	16	37	5/5/5	4	3	5	28	3	N	0	Y	2	Y	Y	4/0	53	Y
PIC32MX130F128L	100	TQFP	128+3	16	54	5/5/5	5	4	5	48	3	N	0	Y	2	Y	Y	4/0	85	Y
	100	TFBGA																		
PIC32MX230F128H	64	QFN, TQFP	128+3	16	37	5/5/5	4	3	5	28	3	Y	0	Y	2	Y	Y	4/2	49	Y
PIC32MX230F128L	100	TQFP	128+3	16	54	5/5/5	5	4	5	48	3	Y	0	Y	2	Y	Y	4/2	81	Y
	100	TFBGA																		
PIC32MX530F128H	64	QFN, TQFP	128+3	16	37	5/5/5	4	3	5	28	3	Y	1	Y	2	Y	Y	4/4	49	Y
PIC32MX530F128L	100	TQFP	128+3	16	54	5/5/5	5	4	5	48	3	Y	1	Y	2	Y	Y	4/4	81	Y
	100	TFBGA																		
PIC32MX150F256H	64	QFN, TQFP	256+3	32	37	5/5/5	4	3	5	28	3	N	0	Y	2	Y	Y	4/0	53	Y
PIC32MX150F256L	100	TQFP	256+3	32	54	5/5/5	5	4	5	48	3	N	0	Y	2	Y	Y	4/0	85	Y
	100	TFBGA																		
PIC32MX250F256H	64	QFN, TQFP	256+3	32	37	5/5/5	4	3	5	28	3	Y	0	Y	2	Y	Y	4/2	49	Y
PIC32MX250F256L	100	TQFP	256+3	32	54	5/5/5	5	4	5	48	3	Y	0	Y	2	Y	Y	4/2	81	Y
	100	TFBGA																		
PIC32MX550F256H	64	QFN, TQFP	256+3	32	37	5/5/5	4	3	5	28	3	Y	1	Y	2	Y	Y	4/4	49	Y
PIC32MX550F256L	100	TQFP	256+3	32	54	5/5/5	5	4	5	48	3	Y	1	Y	2	Y	Y	4/4	81	Y
	100	TFBGA																		
PIC32MX170F512H	64	QFN, TQFP	512+3	64	37	5/5/5	4	3	5	28	3	N	0	Y	2	Y	Y	4/0	53	Y
PIC32MX170F512L	100	TQFP	512+3	64	54	5/5/5	5	4	5	48	3	N	0	Y	2	Y	Y	4/0	85	Y
	100	TFBGA																		
PIC32MX270F512H	64	QFN, TQFP	512+3	64	37	5/5/5	4	3	5	28	3	Y	0	Y	2	Y	Y	4/2	49	Y
PIC32MX270F512L	100	TQFP	512+3	64	54	5/5/5	5	4	5	48	3	Y	0	Y	2	Y	Y	4/2	81	Y
	100	TFBGA																		
PIC32MX570F512H	64	QFN, TQFP	512+3	64	37	5/5/5	4	3	5	28	3	Y	1	Y	2	Y	Y	4/4	49	Y
PIC32MX570F512L	100	TQFP	512+3	64	54	5/5/5	5	4	5	48	3	Y	1	Y	2	Y	Y	4/4	81	Y
	100	TFBGA																		

**Note 1:** All devices feature 3 KB of Boot Flash memory.

**2:** Four out of five timers are remappable.

**3:** Four out of five external interrupts are remappable.

**4:** Please contact your local Microchip Sales Office for information regarding the availability of devices in the 100-pin TFBGA package.

# 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			
AN36	—	47	I	Analog	Analog input channels.
AN37	—	48	I	Analog	
AN38	—	52	I	Analog	
AN39	—	53	I	Analog	
AN40	—	79	I	Analog	
AN41	—	80	I	Analog	
AN42	—	83	I	Analog	
AN43	—	84	I	Analog	
AN44	—	87	I	Analog	
AN45	—	88	I	Analog	
AN46	—	93	I	Analog	
AN47	—	94	I	Analog	
CLKI	39	63	I	ST/CMOS	External clock source input. Always associated with OSC1 pin function.
CLKO	40	64	O	—	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode. Optionally functions as CLKO in RC and EC modes. Always associated with the OSC2 pin function.
OSC1	39	63	I	ST/CMOS	Oscillator crystal input. ST buffer when configured in RC mode; CMOS otherwise.
OSC2	40	64	O	—	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode. Optionally functions as CLKO in RC and EC modes.
SOSCI	47	73	I	ST/CMOS	32.768 kHz low-power oscillator crystal input; CMOS otherwise.
SOSCO	48	74	O	—	32.768 kHz low-power oscillator crystal output.
IC1	PPS	PPS	I	ST	Capture Input 1-5
IC2	PPS	PPS	I	ST	
IC3	PPS	PPS	I	ST	
IC4	PPS	PPS	I	ST	
IC5	PPS	PPS	I	ST	
OC1	PPS	PPS	O	ST	Output Compare Output 1
OC2	PPS	PPS	O	ST	Output Compare Output 2
OC3	PPS	PPS	O	ST	Output Compare Output 3
OC4	PPS	PPS	O	ST	Output Compare Output 4
OC5	PPS	PPS	O	ST	Output Compare Output 5
OCFA	PPS	PPS	I	ST	Output Compare Fault A Input
OCFB	30	44	I	ST	Output Compare Fault B 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.

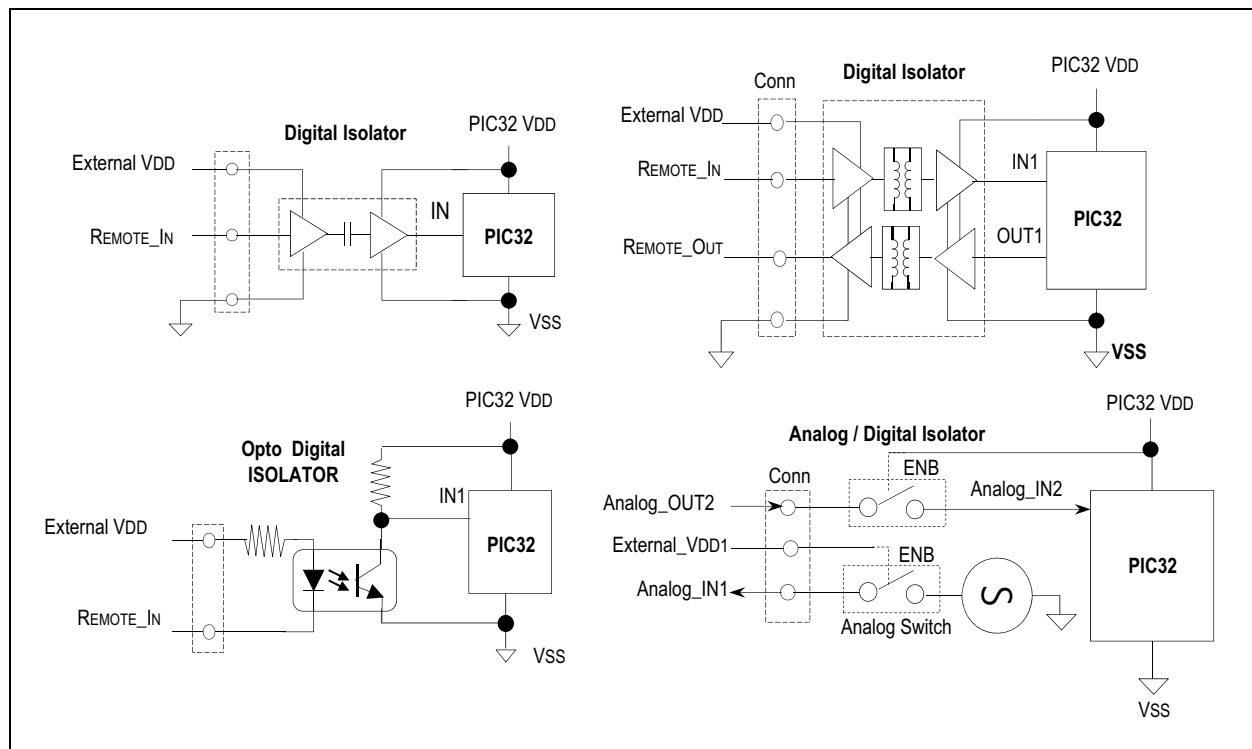
# PIC32MX1XX/2XX/5XX 64/100-PIN FAMILY

Without proper signal isolation, on non-5V tolerant pins, the remote signal can power the PIC32 device through the high side ESD protection diodes. Besides violating the absolute maximum rating specification when VDD of the PIC32 device is restored and ramping up or ramping down, it can also negatively affect the internal Power-on Reset (POR) and Brown-out Reset (BOR) circuits, which can lead to improper initialization of internal PIC32 logic circuits. In these cases, it is recommended to implement digital or analog signal isolation as depicted in Figure 2-6, as appropriate. This is indicative of all industry microcontrollers and not just Microchip products.

**TABLE 2-1: EXAMPLES OF DIGITAL/ANALOG ISOLATORS WITH OPTIONAL LEVEL TRANSLATION**

Example Digital/Analog Signal Isolation Circuits	Inductive Coupling	Capacitive Coupling	Opto Coupling	Analog/Digital Switch
ADuM7241 / 40 ARZ (1 Mbps)	X	—	—	—
ADuM7241 / 40 CRZ (25 Mbps)	X	—	—	—
ISO721	—	X	—	—
LTV-829S (2 Channel)	—	—	X	—
LTV-849S (4 Channel)	—	—	X	—
FSA266 / NC7WB66	—	—	—	X

**FIGURE 2-6: DIGITAL/ANALOG SIGNAL ISOLATION CIRCUITS**



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

**REGISTER 5-4: IFSx: INTERRUPT FLAG STATUS 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	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IFS31	IFS30	IFS29	IFS28	IFS27	IFS26	IFS25	IFS24
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
	IFS23	IFS22	IFS21	IFS20	IFS19	IFS18	IFS17	IFS16
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
	IFS15	IFS14	IFS13	IFS12	IFS11	IFS10	IFS9	IFS8
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
	IFS7	IFS6	IFS5	IFS4	IFS3	IFS2	IFS1	IFS0

**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 31-0 **IFS31-IFS0:** Interrupt Flag Status bits

1 = Interrupt request has occurred

0 = No interrupt request has occurred

**Note:** This register represents a generic definition of the IFSx register. Refer to Table 5-1 for the exact bit definitions.

**REGISTER 5-5: IECx: INTERRUPT ENABLE 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	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IEC31	IEC30	IEC29	IEC28	IEC27	IEC26	IEC25	IEC24
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
	IEC23	IEC22	IEC21	IEC20	IEC19	IEC18	IEC17	IEC16
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
	IEC15	IEC14	IEC13	IEC12	IEC11	IEC10	IEC9	IEC8
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
	IEC7	IEC6	IEC5	IEC4	IEC3	IEC2	IEC1	IEC0

**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 31-0 **IEC31-IEC0:** Interrupt Enable bits

1 = Interrupt is enabled

0 = Interrupt is disabled

**Note:** This register represents a generic definition of the IECx register. Refer to Table 5-1 for the exact bit definitions.

## 7.1 Control Registers

**TABLE 7-1: RESET SFR SUMMARY**

Virtual Address (BF80_#)	Register Name <sup>(1)</sup>	Bit Range	Bits																All Resets
			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	
F600	RCON	31:16	—	—	HVDR	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	CMR	VREGS	EXTR	SWR	—	WDTO	SLEEP	IDLE	BOR	POR	xxxx <sup>(1)</sup>
F610	RSWRST	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SWRST	0000

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

**Note 1:** The Reset value is dependent on the DEVCFGx Configuration bits and the type of reset.

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

## REGISTER 7-2: RSWRST: SOFTWARE RESET 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	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	U-0	U-0	U-0	U-0	U-0	U-0	U-0	W-0, HC
	—	—	—	—	—	—	—	SWRST <sup>(1)</sup>

<b>Legend:</b>	HC = Cleared by hardware		
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 31-1 **Unimplemented:** Read as '0'

bit 0 **SWRST:** Software Reset Trigger bit<sup>(1)</sup>

1 = Enable software Reset event

0 = No effect

**Note 1:** The system unlock sequence must be performed before the SWRST bit can be written. Refer to **Section 6. "Oscillator"** (DS60001112) in the *"PIC32 Family Reference Manual"* for details.

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

**REGISTER 9-9: DCHxINT: DMA CHANNEL 'x' INTERRUPT 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 —	U-0 —
23:16	R/W-0 CHSDIE	R/W-0 CHSHIE	R/W-0 CHDDIE	R/W-0 CHDHIE	R/W-0 CHBCIE	R/W-0 CHCCIE	R/W-0 CHTAIE	R/W-0 CHERIE
15:8	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —
7:0	R/W-0 CHSDIF	R/W-0 CHSHIF	R/W-0 CHDDIF	R/W-0 CHDHIF	R/W-0 CHBCIF	R/W-0 CHCCIF	R/W-0 CHTAIF	R/W-0 CHERIF

**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 31-24 **Unimplemented:** Read as '0'

bit 23 **CHSDIE:** Channel Source Done Interrupt Enable bit

1 = Interrupt is enabled

0 = Interrupt is disabled

bit 22 **CHSHIE:** Channel Source Half Empty Interrupt Enable bit

1 = Interrupt is enabled

0 = Interrupt is disabled

bit 21 **CHDDIE:** Channel Destination Done Interrupt Enable bit

1 = Interrupt is enabled

0 = Interrupt is disabled

bit 20 **CHDHIE:** Channel Destination Half Full Interrupt Enable bit

1 = Interrupt is enabled

0 = Interrupt is disabled

bit 19 **CHBCIE:** Channel Block Transfer Complete Interrupt Enable bit

1 = Interrupt is enabled

0 = Interrupt is disabled

bit 18 **CHCCIE:** Channel Cell Transfer Complete Interrupt Enable bit

1 = Interrupt is enabled

0 = Interrupt is disabled

bit 17 **CHTAIE:** Channel Transfer Abort Interrupt Enable bit

1 = Interrupt is enabled

0 = Interrupt is disabled

bit 16 **CHERIE:** Channel Address Error Interrupt Enable bit

1 = Interrupt is enabled

0 = Interrupt is disabled

bit 15-8 **Unimplemented:** Read as '0'

bit 7 **CHSDIF:** Channel Source Done Interrupt Flag bit

1 = Channel Source Pointer has reached end of source (CHSPTR = CHSSIZ)

0 = No interrupt is pending

bit 6 **CHSHIF:** Channel Source Half Empty Interrupt Flag bit

1 = Channel Source Pointer has reached midpoint of source (CHSPTR = CHSSIZ/2)

0 = No interrupt is pending

bit 5 **CHDDIF:** Channel Destination Done Interrupt Flag bit

1 = Channel Destination Pointer has reached end of destination (CHDPTR = CHDSIZ)

0 = No interrupt is pending



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

## 11.0 I/O PORTS

**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 12. “I/O Ports”** (DS60001120) in the “PIC32 Family Reference Manual”, which is available from the Microchip web site ([www.microchip.com/PIC32](http://www.microchip.com/PIC32)).

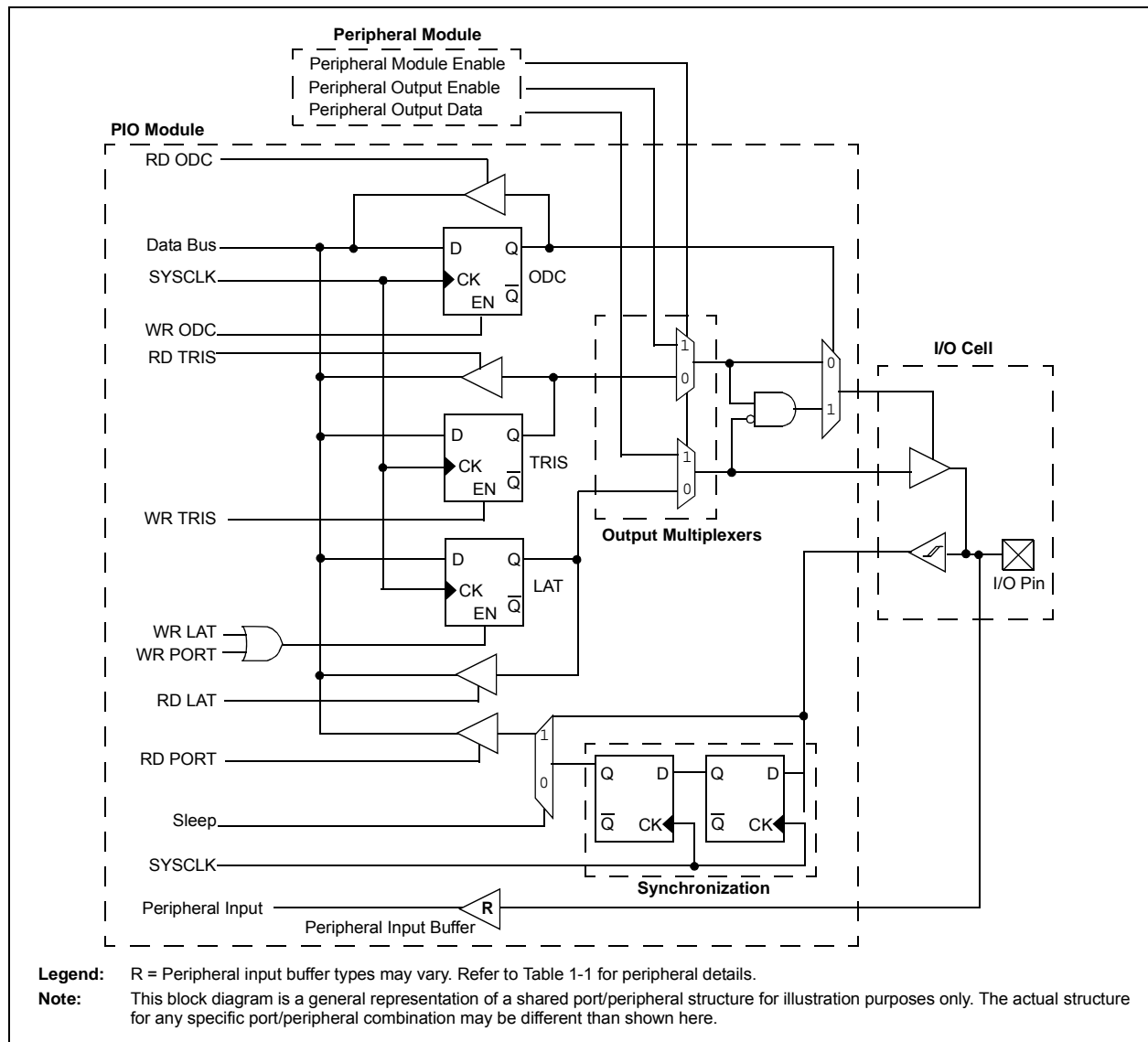
General purpose I/O pins are the simplest of peripherals. They allow the PIC® MCU to monitor and control other devices. To add flexibility and functionality, some pins are multiplexed with alternate functions. These functions depend on which peripheral features are on the device. In general, when a peripheral is functioning, that pin may not be used as a general purpose I/O pin.

The following are the key features of this module:

- Individual output pin open-drain enable or disable
- Individual input pin weak pull-up and pull-down
- Monitor selective inputs and generate interrupt when change in pin state is detected
- Operation during CPU Sleep and Idle modes
- Fast bit manipulation using CLR, SET and INV registers

Figure 11-1 illustrates a block diagram of a typical multiplexed I/O port.

**FIGURE 11-1: BLOCK DIAGRAM OF A TYPICAL MULTIPLEXED PORT STRUCTURE**



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

TABLE 11-1: INPUT PIN SELECTION (CONTINUED)

Peripheral Pin	[pin name]R SFR	[pin name]R bits	[pin name]R Value to RPN Pin Selection
INT1	INT1R	INT1R<3:0>	0000 = RPD1 0001 = RPG9 0010 = RPB14 0011 = RPD0 0100 = RPD8 0101 = RPB6 0110 = RPD5 0111 = RPB2 1000 = RPF3 <sup>(4)</sup> 1001 = RPF13 <sup>(3)</sup> 1010 = Reserved 1011 = RPF2 <sup>(1)</sup> 1100 = RPC2 <sup>(3)</sup> 1101 = RPE8 <sup>(3)</sup> 1110 = Reserved 1111 = Reserved
T3CK	T3CKR	T3CKR<3:0>	
IC1	IC1R	IC1R<3:0>	
$\overline{\text{U3CTS}}$	U3CTSR	U3CTSR<3:0>	
U4RX	U4RXR	U4RXR<3:0>	
U5RX	U5RXR	U5RXR<3:0>	
$\overline{\text{SS2}}$	SS2R	SS2R<3:0>	
OCFA	OCFAR	OCFAR<3:0>	

- Note 1:** This selection is not available on 64-pin USB devices.  
**2:** This selection is only available on 100-pin General Purpose devices.  
**3:** This selection is not available on 64-pin devices.  
**4:** This selection is not available when USBID functionality is used on USB devices.  
**5:** This selection is not available on devices without a CAN module.  
**6:** This selection is not available on USB devices.  
**7:** This selection is not available when VBUSON functionality is used on USB devices.

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

**TABLE 11-2: OUTPUT PIN SELECTION**

RPN Port Pin	RPNR SFR	RPNR bits	RPNR Value to Peripheral Selection
RPD2	RPD2R	RPD2R<3:0>	0000 = No Connect 0001 = U3TX 0010 = U4RTS 0011 = Reserved 0100 = Reserved 0101 = Reserved 0110 = SDO2 0111 = Reserved 1000 = Reserved 1001 = Reserved 1010 = Reserved 1011 = OC3 1100 = C1TX <sup>(5)</sup> 1101 = C2OUT 1110 = SDO3 1111 = SDO4 <sup>(3)</sup>
RPG8	RPG8R	RPG8R<3:0>	
RPF4	RPF4R	RPF4R<3:0>	
RPD10	RPD10R	RPD10R<3:0>	
RPF1	RPF1R	RPF1R<3:0>	
RPB9	RPB9R	RPB9R<3:0>	
RPB10	RPB10R	RPB10R<3:0>	
RPC14	RPC14R	RPC14R<3:0>	
RPB5 <sup>(7)</sup>	RPB5R	RPB5R<3:0>	
RPC1 <sup>(3)</sup>	RPC1R	RPC1R<3:0>	
RPD14 <sup>(3)</sup>	RPD14R	RPD14R<3:0>	
RPG1 <sup>(3)</sup>	RPG1R	RPG1R<3:0>	
RPA14 <sup>(3)</sup>	RPA14R	RPA14R<3:0>	
RPD3	RPD3R	RPD3R<3:0>	0000 = No Connect 0001 = U2TX 0010 = Reserved 0011 = U1TX 0100 = U5RTS <sup>(3)</sup> 0101 = Reserved 0110 = SDO2 0111 = Reserved 1000 = SDO1 1001 = Reserved 1010 = Reserved 1011 = OC4 1100 = Reserved 1101 = C3OUT 1110 = SDO3 1111 = SDO4 <sup>(3)</sup>
RPG7	RPG7R	RPG7R<3:0>	
RPF5	RPF5R	RPF5R<3:0>	
RPD11	RPD11R	RPD11R<3:0>	
RPF0	RPF0R	RPF0R<3:0>	
RPB1	RPB1R	RPB1R<3:0>	
RPE5	RPE5R	RPE5R<3:0>	
RPC13	RPC13R	RPC13R<3:0>	
RPB3	RPB3R	RPB3R<3:0>	
RPF3 <sup>(4)</sup>	RPF3R	RPF3R<3:0>	
RPC4 <sup>(3)</sup>	RPC4R	RPC4R<3:0>	
RPD15 <sup>(3)</sup>	RPD15R	RPD15R<3:0>	
RPG0 <sup>(3)</sup>	RPG0R	RPG0R<3:0>	
RPA15 <sup>(3)</sup>	RPA15R	RPA15R<3:0>	

**Note 1:** This selection is not available on 64-pin USB devices.

**2:** This selection is only available on 100-pin General Purpose devices.

**3:** This selection is not available on 64-pin devices.

**4:** This selection is not available when USBID functionality is used on USB devices.

**5:** This selection is not available on devices without a CAN module.

**6:** This selection is not available on USB devices.

**7:** This selection is not available when VBUSON functionality is used on USB devices.

TABLE 11-5: PORTC REGISTER MAP FOR 100-PIN DEVICES ONLY

Virtual Address (BF88_#)	Register Name <sup>(1)</sup>	Bit Range	Bits																All Resets
			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	
6200	ANSELC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	ANSELC3	ANSELC2	ANSELC1	—	000E
6210	TRISC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	TRISC15	TRISC14	TRISC13	TRISC12	—	—	—	—	—	—	—	TRISC4	TRISC3	TRISC2	TRISC1	—	FFFF
6220	PORTC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	RC15	RC14	RC13	RC12	—	—	—	—	—	—	—	RC4	RC3	RC2	RC1	—	xxxx
6230	LATC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	LATC15	LATC14	LATC13	LATC12	—	—	—	—	—	—	—	LATC4	LATC3	LATC2	LATC1	—	xxxx
6240	ODCC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ODCC15	ODCC14	ODCC13	ODCC12	—	—	—	—	—	—	—	ODCC4	ODCC3	ODCC2	ODCC1	—	0000
6250	CNPUC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	CNPUC15	CNPUC14	CNPUC13	CNPUC12	—	—	—	—	—	—	—	CNPUC4	CNPUC3	CNPUC2	CNPUC1	—	0000
6260	CNPDC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	CNPDC15	CNPDC14	CNPDC13	CNPDC12	—	—	—	—	—	—	—	CNPDC4	CNPDC3	CNPDC2	CNPDC1	—	0000
6270	CNCONC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
6280	CNENC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	CNIEC15	CNIEC14	CNIEC13	CNIEC12	—	—	—	—	—	—	—	CNIEC4	CNIEC3	CNIEC2	CNIEC1	—	0000
6290	CNSTATC	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	CNSTATC15	CNSTATC14	CNSTATC13	CNSTATC12	—	—	—	—	—	—	—	CNSTATC4	CNSTATC3	CNSTATC2	CNSTATC1	—	0000

**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 its virtual address, plus an offset 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

**REGISTER 18-2: I2CxSTAT: I<sup>2</sup>C STATUS 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-0, HSC	R-0, HSC	U-0	U-0	U-0	R/C-0, HS	R-0, HSC	R-0, HSC
	ACKSTAT	TRSTAT	—	—	—	BCL	GCSTAT	ADD10
7:0	R/C-0, HS	R/C-0, HS	R-0, HSC	R/C-0, HSC	R/C-0, HSC	R-0, HSC	R-0, HSC	R-0, HSC
	IWCOL	I2COV	D_A	P	S	R_W	RBF	TBF

<b>Legend:</b>	HS = Set in hardware	HSC = Hardware set/cleared
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared
		C = Clearable bit

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

bit 15 **ACKSTAT:** Acknowledge Status bit  
(when operating as I<sup>2</sup>C master, applicable to master transmit operation)  
1 = Acknowledge was not received from slave  
0 = Acknowledge was received from slave  
Hardware set or clear at end of slave Acknowledge.

bit 14 **TRSTAT:** Transmit Status bit (when operating as I<sup>2</sup>C master, applicable to master transmit operation)  
1 = Master transmit is in progress (8 bits + ACK)  
0 = Master transmit is not in progress  
Hardware set at beginning of master transmission. Hardware clear at end of slave Acknowledge.

bit 13-11 **Unimplemented:** Read as '0'

bit 10 **BCL:** Master Bus Collision Detect bit  
1 = A bus collision has been detected during a master operation  
0 = No collision  
Hardware set at detection of bus collision. This condition can only be cleared by disabling (ON bit = 0) and re-enabling (ON bit = 1) the module.

bit 9 **GCSTAT:** General Call Status bit  
1 = General call address was received  
0 = General call address was not received  
Hardware set when address matches general call address. Hardware clear at Stop detection.

bit 8 **ADD10:** 10-bit Address Status bit  
1 = 10-bit address was matched  
0 = 10-bit address was not matched  
Hardware set at match of 2nd byte of matched 10-bit address. Hardware clear at Stop detection.

bit 7 **IWCOL:** Write Collision Detect bit  
1 = An attempt to write the I2CxTRN register failed because the I<sup>2</sup>C module is busy  
0 = No collision  
Hardware set at occurrence of write to I2CxTRN while busy (cleared by software).

bit 6 **I2COV:** Receive Overflow Flag bit  
1 = A byte was received while the I2CxRCV register is still holding the previous byte  
0 = No overflow  
Hardware set at attempt to transfer I2CxRSR to I2CxRCV (cleared by software).

bit 5 **D\_A:** Data/Address bit (when operating as I<sup>2</sup>C slave)  
1 = Indicates that the last byte received was data  
0 = Indicates that the last byte received was device address  
Hardware clear at device address match. Hardware set by reception of slave byte.

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

**REGISTER 21-2: RTCALRM: RTC ALARM 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	U-0
23:16	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
7:0	R/W-0	R/W-0	R/W-0	R-0	R/W-0	R/W-0	R/W-0	R/W-0
	ALRMEN <sup>(1,2)</sup>	CHIME <sup>(2)</sup>	PIV <sup>(2)</sup>	ALRMSYNC <sup>(3)</sup>	AMASK<3:0> <sup>(3)</sup>			
	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	ARPT<7:0> <sup>(3)</sup>							

**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 **ALRMEN:** Alarm Enable bit<sup>(1,2)</sup>

1 = Alarm is enabled

0 = Alarm is disabled

bit 14 **CHIME:** Chime Enable bit<sup>(2)</sup>

1 = Chime is enabled – ARPT<7:0> is allowed to rollover from 0x00 to 0xFF

0 = Chime is disabled – ARPT<7:0> stops once it reaches 0x00

bit 13 **PIV:** Alarm Pulse Initial Value bit<sup>(2)</sup>

When ALRMEN = 0, PIV is writable and determines the initial value of the Alarm Pulse.

When ALRMEN = 1, PIV is read-only and returns the state of the Alarm Pulse.

bit 12 **ALRMSYNC:** Alarm Sync bit<sup>(3)</sup>

1 = ARPT<7:0> and ALRMEN may change as a result of a half second rollover during a read.

The ARPT must be read repeatedly until the same value is read twice. This must be done since multiple bits may be changing, which are then synchronized to the PB clock domain

0 = ARPT<7:0> and ALRMEN can be read without concerns of rollover because the prescaler is > 32 RTC clocks away from a half-second rollover

bit 11-8 **AMASK<3:0>:** Alarm Mask Configuration bits<sup>(3)</sup>

0000 = Every half-second

0001 = Every second

0010 = Every 10 seconds

0011 = Every minute

0100 = Every 10 minutes

0101 = Every hour

0110 = Once a day

0111 = Once a week

1000 = Once a month

1001 = Once a year (except when configured for February 29, once every four years)

1010 = Reserved; do not use

1011 = Reserved; do not use

11xx = Reserved; do not use

**Note 1:** Hardware clears the ALRMEN bit anytime the alarm event occurs, when ARPT<7:0> = 00 and CHIME = 0.

**2:** This field should not be written when the RTCC ON bit = '1' (RTCCON<15>) and ALRMSYNC = 1.

**3:** This assumes a CPU read will execute in less than 32 PBCLKs.

**Note:** This register is reset only on a Power-on Reset (POR).

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

## REGISTER 23-12: C1FLTCON2: CAN FILTER CONTROL REGISTER 2 (CONTINUED)

- bit 20-16 **FSEL10<4:0>**: FIFO Selection bits  
11111 = Reserved  
.  
.  
.  
10000 = Reserved  
01111 = Message matching filter is stored in FIFO buffer 15  
.  
.  
.  
00000 = Message matching filter is stored in FIFO buffer 0
- bit 15 **FLTEN9**: Filter 9 Enable bit  
1 = Filter is enabled  
0 = Filter is disabled
- bit 14-13 **MSEL9<1:0>**: Filter 9 Mask Select bits  
11 = Acceptance Mask 3 selected  
10 = Acceptance Mask 2 selected  
01 = Acceptance Mask 1 selected  
00 = Acceptance Mask 0 selected
- bit 12-8 **FSEL9<4:0>**: FIFO Selection bits  
11111 = Reserved  
.  
.  
.  
10000 = Reserved  
01111 = Message matching filter is stored in FIFO buffer 15  
.  
.  
.  
00000 = Message matching filter is stored in FIFO buffer 0
- bit 7 **FLTEN8**: Filter 8 Enable bit  
1 = Filter is enabled  
0 = Filter is disabled
- bit 6-5 **MSEL8<1:0>**: Filter 8 Mask Select bits  
11 = Acceptance Mask 3 selected  
10 = Acceptance Mask 2 selected  
01 = Acceptance Mask 1 selected  
00 = Acceptance Mask 0 selected
- bit 4-0 **FSEL8<4:0>**: FIFO Selection bits  
11111 = Reserved  
.  
.  
.  
10000 = Reserved  
01111 = Message matching filter is stored in FIFO buffer 15  
.  
.  
.  
00000 = Message matching filter is stored in FIFO buffer 0

**Note:** The bits in this register can only be modified if the corresponding filter enable (FLTENn) bit is '0'.

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

**REGISTER 24-2: CMSTAT: COMPARATOR STATUS 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	U-0	U-0	R/W-0	U-0	U-0	U-0	U-0	U-0
	—	—	SIDL	—	—	—	—	—
7:0	U-0	U-0	U-0	U-0	U-0	R-0	R-0	R-0
	—	—	—	—	—	C3OUT	C2OUT	C1OUT

**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 31-14 **Unimplemented:** Read as '0'

bit 13 **SIDL:** Stop in IDLE Control bit

1 = All Comparator modules are disabled in IDLE mode

0 = All Comparator modules continue to operate in the IDLE mode

bit 12-3 **Unimplemented:** Read as '0'

bit 2 **C3OUT:** Comparator Output bit

1 = Output of Comparator 3 is a '1'

0 = Output of Comparator 3 is a '0'

bit 1 **C2OUT:** Comparator Output bit

1 = Output of Comparator 2 is a '1'

0 = Output of Comparator 2 is a '0'

bit 0 **C1OUT:** Comparator Output bit

1 = Output of Comparator 1 is a '1'

0 = Output of Comparator 1 is a '0'



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

## 27.4 Peripheral Module Disable

The Peripheral Module Disable (PMD) registers provide a method to disable a peripheral module by stopping all clock sources supplied to that module. When a peripheral is disabled using the appropriate PMD control bit, the peripheral is in a minimum power consumption state. The control and status registers associated with the peripheral are also disabled, so writes to those registers do not have effect and read values are invalid.

To disable a peripheral, the associated PMDx bit must be set to '1'. To enable a peripheral, the associated PMDx bit must be cleared (default). See Table 27-1 for more information.

**Note:** Disabling a peripheral module while its ON bit is set, may result in undefined behavior. The ON bit for the associated peripheral module must be cleared prior to disable a module via the PMDx bits.

**TABLE 27-1: PERIPHERAL MODULE DISABLE BITS AND LOCATIONS**

Peripheral <sup>(1)</sup>	PMDx bit Name <sup>(1)</sup>	Register Name and Bit Location
ADC1	AD1MD	PMD1<0>
CTMU	CTMUMD	PMD1<8>
Comparator Voltage Reference	CVRMD	PMD1<12>
Comparator 1	CMP1MD	PMD2<0>
Comparator 2	CMP2MD	PMD2<1>
Comparator 3	CMP3MD	PMD2<2>
Input Capture 1	IC1MD	PMD3<0>
Input Capture 2	IC2MD	PMD3<1>
Input Capture 3	IC3MD	PMD3<2>
Input Capture 4	IC4MD	PMD3<3>
Input Capture 5	IC5MD	PMD3<4>
Output Compare 1	OC1MD	PMD3<16>
Output Compare 2	OC2MD	PMD3<17>
Output Compare 3	OC3MD	PMD3<18>
Output Compare 4	OC4MD	PMD3<19>
Output Compare 5	OC5MD	PMD3<20>
Timer1	T1MD	PMD4<0>
Timer2	T2MD	PMD4<1>
Timer3	T3MD	PMD4<2>
Timer4	T4MD	PMD4<3>
Timer5	T5MD	PMD4<4>
UART1	U1MD	PMD5<0>
UART2	U2MD	PMD5<1>
UART3	U3MD	PMD5<2>
UART4	U4MD	PMD5<3>
UART5	U5MD	PMD5<4>
SPI1	SPI1MD	PMD5<8>
SPI2	SPI2MD	PMD5<9>
SPI3	SPI3MD	PMD5<10>
SPI4	SPI4MD	PMD5<11>
I2C1	I2C1MD	PMD5<16>
I2C2	I2C2MD	PMD5<17>
USB <sup>(2)</sup>	USBMD	PMD5<24>
CAN	CAN1MD	PMD5<28>
RTCC	RTCCMD	PMD6<0>
Reference Clock Output	REFOMD	PMD6<1>
PMP	PMPMD	PMD6<16>

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

**2:** Module must not be busy after clearing the associated ON bit and prior to setting the USBMD bit.

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

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NOTES:

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

**REGISTER 28-2: DEVCFG1: DEVICE CONFIGURATION WORD 1**

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/P	R/P
	—	—	—	—	—	—	FWDTWINSZ<1:0>	
23:16	R/P	R/P	r-1	R/P	R/P	R/P	R/P	R/P
	FWDTEN	WINDIS	—	WDTPS<4:0>				
15:8	R/P	R/P	R/P	R/P	r-1	R/P	R/P	R/P
	FCKSM<1:0>		FPBDIV<1:0>		—	OSCIOFNC	POSCMOD<1:0>	
7:0	R/P	r-1	R/P	r-1	r-1	R/P	R/P	R/P
	IESO	—	FSOSCEN	—	—	FNOSC<2:0>		

<b>Legend:</b>	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 31-26 **Reserved:** Write '1'

bit 25-24 **FWDTWINSZ:** Watchdog Timer Window Size bits

11 = Window size is 25%  
 10 = Window size is 37.5%  
 01 = Window size is 50%  
 00 = Window size is 75%

bit 23 **FWDTEN:** Watchdog Timer Enable bit

1 = Watchdog Timer is enabled and cannot be disabled by software  
 0 = Watchdog Timer is not enabled; it can be enabled in software

bit 22 **WINDIS:** Watchdog Timer Window Enable bit

1 = Watchdog Timer is in non-Window mode  
 0 = Watchdog Timer is in Window mode

bit 21 **Reserved:** Write '1'

bit 20-16 **WDTPS<4:0>:** Watchdog Timer Postscale Select bits

10100 = 1:1048576  
 10011 = 1:524288  
 10010 = 1:262144  
 10001 = 1:131072  
 10000 = 1:65536  
 01111 = 1:32768  
 01110 = 1:16384  
 01101 = 1:8192  
 01100 = 1:4096  
 01011 = 1:2048  
 01010 = 1:1024  
 01001 = 1:512  
 01000 = 1:256  
 00111 = 1:128  
 00110 = 1:64  
 00101 = 1:32  
 00100 = 1:16  
 00011 = 1:8  
 00010 = 1:4  
 00001 = 1:2  
 00000 = 1:1

All other combinations not shown result in operation = 10100

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

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

**TABLE 31-18: PLL CLOCK TIMING SPECIFICATIONS**

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					
Param. No.	Symbol	Characteristics <sup>(1)</sup>	Min.	Typical	Max.	Units	Conditions
OS50	FPLLI	PLL Voltage Controlled Oscillator (VCO) Input Frequency Range	3.92	—	5	MHz	ECPLL, HSPLL, XTPLL, FRCPLL modes
OS51	FSYS	On-Chip VCO System Frequency	60	—	120	MHz	—
OS52	TLOCK	PLL Start-up Time (Lock Time)	—	—	2	ms	—
OS53	DCLK	CLKO Stability <sup>(2)</sup> (Period Jitter or Cumulative)	-0.25	—	+0.25	%	Measured over 100 ms period

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

**Note 2:** This jitter specification is based on clock-cycle by clock-cycle measurements. To get the effective jitter for individual time-bases on communication clocks, use the following formula:

$$EffectiveJitter = \frac{D_{CLK}}{\sqrt{\frac{SYSCLK}{CommunicationClock}}}$$

For example, if SYSCLK = 40 MHz and SPI bit rate = 20 MHz, the effective jitter is as follows:

$$EffectiveJitter = \frac{D_{CLK}}{\sqrt{\frac{40}{20}}} = \frac{D_{CLK}}{1.41}$$

**TABLE 31-19: INTERNAL FRC ACCURACY**

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				
Param. No.	Characteristics	Min.	Typical	Max.	Units	Conditions
<b>Internal FRC Accuracy @ 8.00 MHz<sup>(1)</sup></b>						
F20a	FRC	-0.9	—	+0.9	%	-40°C ≤ TA ≤ +85°C
F20b	FRC	-2	—	+2	%	-40°C ≤ TA ≤ +105°C

**Note 1:** Frequency calibrated at 25°C and 3.3V. The TUN bits can be used to compensate for temperature drift.

**TABLE 31-20: INTERNAL LPRC ACCURACY**

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				
Param. No.	Characteristics	Min.	Typical	Max.	Units	Conditions
<b>LPRC @ 31.25 kHz<sup>(1)</sup></b>						
F21	LPRC	-15	—	+15	%	—

**Note 1:** Change of LPRC frequency as VDD changes.

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