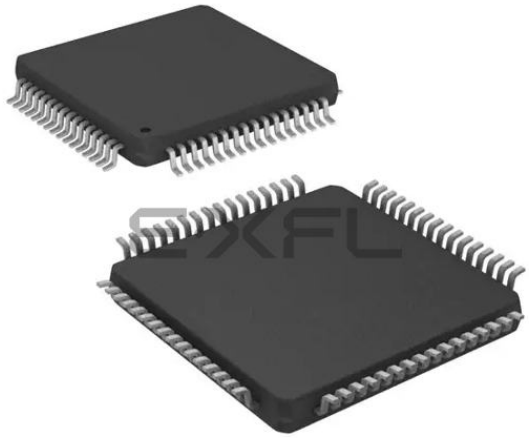
Microchip Technology - PIC24FJ64GA306T-I/PT Datasheet



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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, LCD, POR, PWM, WDT
Number of I/O	53
Program Memory Size	64KB (22K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	A/D 16x10b/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-TQFP
Supplier Device Package	64-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24fj64ga306t-i-pt

3.3 Arithmetic Logic Unit (ALU)

The PIC24F ALU is 16 bits wide and is capable of addition, subtraction, bit shifts and logic operations. Unless otherwise mentioned, arithmetic operations are 2's complement in nature. Depending on the operation, the ALU may affect the values of the Carry (C), Zero (Z), Negative (N), Overflow (OV) and Digit Carry (DC) Status bits in the SR register. The C and DC Status bits operate as Borrow and Digit Borrow bits, respectively, for subtraction operations.

The ALU can perform 8-bit or 16-bit operations, depending on the mode of the instruction that is used. Data for the ALU operation can come from the W register array, or data memory, depending on the addressing mode of the instruction. Likewise, output data from the ALU can be written to the W register array or a data memory location.

The PIC24F CPU incorporates hardware support for both multiplication and division. This includes a dedicated hardware multiplier and support hardware for 16-bit divisor division.

3.3.1 MULTIPLIER

The ALU contains a high-speed, 17-bit x 17-bit multiplier. It supports unsigned, signed or mixed sign operation in several multiplication modes:

1. 16-bit x 16-bit signed
2. 16-bit x 16-bit unsigned
3. 16-bit signed x 5-bit (literal) unsigned
4. 16-bit unsigned x 16-bit unsigned
5. 16-bit unsigned x 5-bit (literal) unsigned
6. 16-bit unsigned x 16-bit signed
7. 8-bit unsigned x 8-bit unsigned

3.3.2 DIVIDER

The divide block supports signed and unsigned integer divide operations with the following data sizes:

1. 32-bit signed/16-bit signed divide
2. 32-bit unsigned/16-bit unsigned divide
3. 16-bit signed/16-bit signed divide
4. 16-bit unsigned/16-bit unsigned divide

The quotient for all divide instructions ends up in W0 and the remainder in W1. Sixteen-bit signed and unsigned `DIV` instructions can specify any W register for both the 16-bit divisor (Wn), and any W register (aligned) pair (W(m + 1):Wm) for the 32-bit dividend. The divide algorithm takes one cycle per bit of divisor, so both 32-bit/16-bit and 16-bit/16-bit instructions take the same number of cycles to execute.

3.3.3 MULTI-BIT SHIFT SUPPORT

The PIC24F ALU supports both single bit and single-cycle, multi-bit arithmetic and logic shifts. Multi-bit shifts are implemented using a shifter block, capable of performing up to a 15-bit arithmetic right shift, or up to a 15-bit left shift, in a single cycle. All multi-bit shift instructions only support Register Direct Addressing for both the operand source and result destination.

A full summary of instructions that use the shift operation is provided in Table 3-2.

TABLE 3-2: INSTRUCTIONS THAT USE THE SINGLE BIT AND MULTI-BIT SHIFT OPERATION

Instruction	Description
ASR	Arithmetic shift right source register by one or more bits.
SL	Shift left source register by one or more bits.
LSR	Logical shift right source register by one or more bits.

TABLE 4-32: DEEP SLEEP REGISTER MAP

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
DSCON	0758	DSEN	—	—	—	—	—	—	—	—	—	—	—	—	r	DSBOR	RELEASE	0000(1)
DSWAKE	075A	—	—	—	—	—	—	—	DSINT0	DSFLT	—	—	DSWDT	DSRTCC	DSMCLR	—	—	0000(1)
DSGPR0	075C	Deep Sleep Semaphore Data 0																0000(1)
DSGPR1	075E	Deep Sleep Semaphore Data 1																0000(1)

Legend: — = unimplemented, read as '0'; r = reserved. Reset values are shown in hexadecimal.
Note 1: These registers are only reset on a VDD POR event.

TABLE 4-33: NVM REGISTER MAP

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
NVMCON	0760	WR	WREN	WRERR	—	—	—	—	—	—	ERASE	—	—	NVMOP3	NVMOP2	NVMOP1	NVMOP0	0000(1)
NVMKEY	0766	—	—	—	—	—	—	—	—	NVMKEY Register<7:0>								0000

Legend: — = unimplemented, read as '0'. Reset values are shown in hexadecimal.
Note 1: The Reset value shown is for POR only. The value on other Reset states is dependent on the state of memory write or erase operations at the time of Reset.

TABLE 4-34: PMD REGISTER MAP

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
PMD1	0770	T5MD	T4MD	T3MD	T2MD	T1MD	—	—	—	I2C1MD	U2MD	U1MD	SPI2MD	SPI1MD	—	—	ADC1MD	0000
PMD2	0772	—	IC7MD	IC6MD	IC5MD	IC4MD	IC3MD	IC2MD	IC1MD	—	OC7MD	OC6MD	OC5MD	OC4MD	OC3MD	OC2MD	OC1MD	0000
PMD3	0774	—	—	—	—	DSMMD	CMPMD	RTCCMD	PMPMD	CRCMD	—	—	—	U3MD	—	I2C2MD	—	0000
PMD4	0776	—	—	—	—	—	—	—	—	—	UPWMMD	U4MD	—	REFOMD	CTMUMD	LVDMD	—	0000
PMD6	077A	—	—	—	—	—	—	—	—	—	LCDMD	—	—	—	—	—	SPI3MD	0000
PMD7	077C	—	—	—	—	—	—	—	—	—	—	DMA1MD	DMA0MD	—	—	—	—	0000

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

4.3 Interfacing Program and Data Memory Spaces

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

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

- Using table instructions to access individual bytes or words anywhere in the program space
- Remapping a portion of the program space into the Data Space (Program Space Visibility)

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

4.3.1 ADDRESSING PROGRAM SPACE

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

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

For remapping operations, the 10-bit Extended Data Space Read register (DSRPAG) is used to define a 16K word page in the program space. When the Most Significant bit (MSb) of the EA is '1', and the MSb (bit 9) of DSRPAG is '1', the lower 8 bits of DSRPAG are concatenated with the lower 15 bits of the EA to form a 23-bit program space address. The DSRPAG<8> bit decides whether the lower word (when bit is '0') or the higher word (when bit is '1') of program memory is mapped. Unlike table operations, this strictly limits remapping operations to the user memory area.

Table 4-37 and Figure 4-8 show how the program EA is created for table operations and remapping accesses from the data EA. Here, P<23:0> refers to a program space word, whereas D<15:0> refers to a Data Space word.

TABLE 4-37: PROGRAM SPACE ADDRESS CONSTRUCTION

Access Type	Access Space	Program Space Address				
		<23>	<22:16>	<15>	<14:1>	<0>
Instruction Access (Code Execution)	User	0	PC<22:1>			0
		0xx xxxx xxxx xxxx xxxx xxx0				
TBLRD/TBLWT (Byte/Word Read/Write)	User	TBLPAG<7:0>		Data EA<15:0>		
		0xxx xxxx		xxxx xxxx xxxx xxxx		
	Configuration	TBLPAG<7:0>		Data EA<15:0>		
		1xxx xxxx		xxxx xxxx xxxx xxxx		
Program Space Visibility (Block Remap/Read)	User	0	DSRPAG<7:0>(2)		Data EA<14:0>(1)	
		0	xxxx xxxx		xxx xxxx xxxx xxxx	

Note 1: Data EA<15> is always '1' in this case, but is not used in calculating the program space address. Bit 15 of the address is DSRPAG<0>.

2: DSRPAG<9> is always '1' in this case. DSRPAG<8> decides whether the lower word or higher word of program memory is read. When DSRPAG<8> is '0', the lower word is read and when it is '1', the higher word is read.

EXAMPLE 6-2: ERASING A PROGRAM MEMORY BLOCK ('C' LANGUAGE CODE)

```
// C example using MPLAB C30
    unsigned long progAddr = 0xXXXXXX;          // Address of row to write
    unsigned int offset;
//Set up pointer to the first memory location to be written
    TBLPAG = progAddr>>16;                      // Initialize PM Page Boundary SFR
    offset = progAddr & 0xFFFF;                 // Initialize lower word of address
    __builtin_tblwtl(offset, 0x0000);           // Set base address of erase block
                                                // with dummy latch write
    NVMCON = 0x4042;                            // Initialize NVMCON
    asm("DISI #5");                             // Block all interrupts with priority <7
                                                // for next 5 instructions
    __builtin_write_NVM();                      // check function to perform unlock
                                                // sequence and set WR
```

EXAMPLE 6-3: LOADING THE WRITE BUFFERS

```
; Set up NVMCON for row programming operations
       MOV     #0x4001, W0                      ;
       MOV     W0, NVMCON                       ; Initialize NVMCON
; Set up a pointer to the first program memory location to be written
; program memory selected, and writes enabled
       MOV     #0x0000, W0                      ;
       MOV     W0, TBLPAG                       ; Initialize PM Page Boundary SFR
       MOV     #0x6000, W0                      ; An example program memory address
; Perform the TBLWT instructions to write the latches
; 0th_program_word
       MOV     #LOW_WORD_0, W2                  ;
       MOV     #HIGH_BYTE_0, W3                 ;
       TBLWTL  W2, [W0]                         ; Write PM low word into program latch
       TBLWTH  W3, [W0++]                       ; Write PM high byte into program latch
; 1st_program_word
       MOV     #LOW_WORD_1, W2                  ;
       MOV     #HIGH_BYTE_1, W3                 ;
       TBLWTL  W2, [W0]                         ; Write PM low word into program latch
       TBLWTH  W3, [W0++]                       ; Write PM high byte into program latch
;  2nd_program_word
       MOV     #LOW_WORD_2, W2                  ;
       MOV     #HIGH_BYTE_2, W3                 ;
       TBLWTL  W2, [W0]                         ; Write PM low word into program latch
       TBLWTH  W3, [W0++]                       ; Write PM high byte into program latch
       •
       •
       •
; 63rd_program_word
       MOV     #LOW_WORD_63, W2                 ;
       MOV     #HIGH_BYTE_63, W3                ;
       TBLWTL  W2, [W0]                         ; Write PM low word into program latch
       TBLWTH  W3, [W0]                         ; Write PM high byte into program latch
```

EXAMPLE 6-4: INITIATING A PROGRAMMING SEQUENCE

```
       DISI    #5                          ; Block all interrupts with priority <7
                                           ; for next 5 instructions
       MOV.B   #0x55, W0
       MOV     W0, NVMKEY                  ; Write the 0x55 key
       MOV.B   #0xAA, W1                   ;
       MOV     W1, NVMKEY                  ; Write the 0xAA key
       BSET    NVMCON, #WR                 ; Start the programming sequence
       NOP                                 ; Required delays
       NOP
       BTSC    NVMCON, #15                 ; and wait for it to be
       BRA     $-2                         ; completed
```

8.0 INTERRUPT CONTROLLER

Note:	This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information, refer to **"Interrupts"** (DS39707) in the *"dsPIC33/PIC24 Family Reference Manual*". The information in this data sheet supersedes the information in the FRM.

The PIC24F interrupt controller reduces the numerous peripheral interrupt request signals to a single interrupt request signal to the PIC24F CPU. It has the following features:

- Up to 8 processor exceptions and software traps
- Seven user-selectable priority levels
- Interrupt Vector Table (IVT) with up to 118 vectors
- Unique vector for each interrupt or exception source
- Fixed priority within a specified user priority level
- Alternate Interrupt Vector Table (AIVT) for debug support
- Fixed interrupt entry and return latencies

8.1 Interrupt Vector Table

The Interrupt Vector Table (IVT) is shown in Figure 8-1. The IVT resides in program memory, starting at location, 000004h. The IVT contains 126 vectors, consisting of 8 non-maskable trap vectors, plus up to 118 sources of interrupt. In general, each interrupt source has its own vector. Each interrupt vector contains a 24-bit wide address. The value programmed into each interrupt vector location is the starting address of the associated Interrupt Service Routine (ISR).

Interrupt vectors are prioritized in terms of their natural priority; this is linked to their position in the vector table. All other things being equal, lower addresses have a higher natural priority. For example, the interrupt associated with Vector 0 will take priority over interrupts at any other vector address.

PIC24FJ128GA310 family devices implement non-maskable traps and unique interrupts. These are summarized in Table 8-1 and Table 8-2.

8.1.1 ALTERNATE INTERRUPT VECTOR TABLE

The Alternate Interrupt Vector Table (AIVT) is located after the IVT, as shown in Figure 8-1. The ALTIVT (INTCON2<15>) control bit provides access to the AIVT. If the ALTIVT bit is set, all interrupt and exception processes will use the alternate vectors instead of the default vectors. The alternate vectors are organized in the same manner as the default vectors.

The AIVT supports emulation and debugging efforts by providing a means to switch between an application and a support environment without requiring the interrupt vectors to be reprogrammed. This feature also enables switching between applications for evaluation of different software algorithms at run time. If the AIVT is not needed, the AIVT should be programmed with the same addresses used in the IVT.

8.2 Reset Sequence

A device Reset is not a true exception because the interrupt controller is not involved in the Reset process. The PIC24F devices clear their registers in response to a Reset, which forces the PC to zero. The microcontroller then begins program execution at location, 000000h. The user programs a GOTO instruction at the Reset address, which redirects program execution to the appropriate start-up routine.

Note:	Any unimplemented or unused vector locations in the IVT and AIVT should be programmed with the address of a default interrupt handler routine that contains a RESET instruction.

REGISTER 8-2: CORCON: CPU CONTROL REGISTER

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

U-0	U-0	U-0	U-0	R/C-0	r-1	U-0	U-0
—	—	—	—	IPL3(1)	r	—	—
bit 7							bit 0

Legend:	r = Reserved bit	C = Clearable 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 15-4 **Unimplemented:** Read as '0'

bit 3 **IPL3:** CPU Interrupt Priority Level Status bit(1)
1 = CPU Interrupt Priority Level is greater than 7
0 = CPU Interrupt Priority Level is 7 or less

bit 2 **Reserved:** Read as '1'

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

Note 1: The IPL3 bit is concatenated with the IPL<2:0> bits (SR<7:5>) to form the CPU Interrupt Priority Level; see Register 3-2 for bit description.

REGISTER 8-13: IEC0: INTERRUPT ENABLE CONTROL REGISTER 0 (CONTINUED)

bit 2 **OC1IE:** Output Compare Channel 1 Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 1 **IC1IE:** Input Capture Channel 1 Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 0 **INT0IE:** External Interrupt 0 Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

REGISTER 8-18: IEC5: INTERRUPT ENABLE CONTROL REGISTER 5

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	U4TXIE	U4RXIE
bit 15							bit 8

R/W-0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	U-0
U4ERIE	—	—	—	U3TXIE	U3RXIE	U3ERIE	—
bit 7							bit 0

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

bit 15-10 **Unimplemented:** Read as '0'

bit 9 **U4TXIE:** UART4 Transmitter Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 8 **U4RXIE:** UART4 Receiver Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 7 **U4ERIE:** UART4 Error Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 6-4 **Unimplemented:** Read as '0'

bit 3 **U3TXIE:** UART3 Transmitter Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 2 **U3RXIE:** UART3 Receiver Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 1 **U3ERIE:** UART3 Error Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

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

REGISTER 14-1: ICxCON1: INPUT CAPTURE x CONTROL REGISTER 1

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0
—	—	ICSIDL	ICTSEL2	ICTSEL1	ICTSEL0	—	—
bit 15							bit 8

U-0	R/W-0	R/W-0	R-0, HSC	R-0, HSC	R/W-0	R/W-0	R/W-0
—	ICI1	ICI0	ICOV	ICBNE	ICM2(1)	ICM1(1)	ICM0(1)
bit 7							bit 0

Legend:	HSC = Hardware Settable/Clearable 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 15-14 **Unimplemented:** Read as '0'

bit 13 **ICSIDL:** Input Capture x Module Stop in Idle Control bit
- 1 = Input capture module halts in CPU Idle mode
- 0 = Input capture module continues to operate in CPU Idle mode

bit 12-10 **ICTSEL<2:0>:** Input Capture x Timer Select bits
- 111 = System clock (FOSC/2)
- 110 = Reserved
- 101 = Reserved
- 100 = Timer1
- 011 = Timer5
- 010 = Timer4
- 001 = Timer2
- 000 = Timer3

bit 9-7 **Unimplemented:** Read as '0'

bit 6-5 **ICI<1:0>:** Select Number of Captures per Interrupt bits
- 11 = Interrupt on every fourth capture event
- 10 = Interrupt on every third capture event
- 01 = Interrupt on every second capture event
- 00 = Interrupt on every capture event

bit 4 **ICOV:** Input Capture x Overflow Status Flag bit (read-only)
- 1 = Input capture overflow has occurred
- 0 = No input capture overflow has occurred

bit 3 **ICBNE:** Input Capture x Buffer Empty Status bit (read-only)
- 1 = Input capture buffer is not empty, at least one more capture value can be read
- 0 = Input capture buffer is empty

bit 2-0 **ICM<2:0>:** Input Capture x Mode Select bits(1)
- 111 = Interrupt mode: Input capture functions as an interrupt pin only when the device is in Sleep or Idle mode (rising edge detect only, all other control bits are not applicable)
- 110 = Unused (module is disabled)
- 101 = Prescaler Capture mode: Capture on every 16th rising edge
- 100 = Prescaler Capture mode: Capture on every 4th rising edge
- 011 = Simple Capture mode: Capture on every rising edge
- 010 = Simple Capture mode: Capture on every falling edge
- 001 = Edge Detect Capture mode: Capture on every edge (rising and falling); ICI<1:0> bits do not control interrupt generation for this mode
- 000 = Input capture module is turned off

Note 1: The ICx input must also be configured to an available RPn/RPIn pin. For more information, see **Section 11.4 "Peripheral Pin Select (PPS)"**.

15.3.2 PWM DUTY CYCLE

The PWM duty cycle is specified by writing to the OCxRS and OCxR registers. The OCxRS and OCxR registers can be written to at any time, but the duty cycle value is not latched until a match between PRy and TMRy occurs (i.e., the period is complete). This provides a double buffer for the PWM duty cycle and is essential for glitchless PWM operation.

Some important boundary parameters of the PWM duty cycle include:

- If OCxR, OCxRS, and PRy are all loaded with 0000h, the OCx pin will remain low (0% duty cycle).
- If OCxRS is greater than PRy, the pin will remain high (100% duty cycle).

See Example 15-1 for PWM mode timing details. Table 15-1 and Table 15-2 show example PWM frequencies and resolutions for a device operating at 4 MIPS and 10 MIPS, respectively.

EQUATION 15-2: CALCULATION FOR MAXIMUM PWM RESOLUTION(1)

$$\text{Maximum PWM Resolution (bits)} = \frac{\log_{10}\left(\frac{F_{CY}}{FPWM \bullet (\text{Timer Prescale Value})}\right)}{\log_{10}(2)} \text{ bits}$$

Note 1: Based on FCY = FOSC/2; Doze mode and PLL are disabled.

EXAMPLE 15-1: PWM PERIOD AND DUTY CYCLE CALCULATIONS(1)

1. Find the Timer Period register value for a desired PWM frequency of 52.08 kHz, where FOSC = 8 MHz with PLL (32 MHz device clock rate) and a Timer2 prescaler setting of 1:1.

   TCY = 2 • TOSC = 62.5 ns

   PWM Period = 1/PWM Frequency = 1/52.08 kHz = 19.2 ms

   PWM Period = (PR2 + 1) • TCY • (Timer2 Prescale Value)

   19.2 ms = (PR2 + 1) • 62.5 ns • 1

   PR2 = 306

2. Find the maximum resolution of the duty cycle that can be used with a 52.08 kHz frequency and a 32 MHz device clock rate:

   PWM Resolution = $\log_{10}(F_{CY}/F_{PWM})/\log_{10}2)$ bits

   = $(\log_{10}(16\text{ MHz}/52.08\text{ kHz})/\log_{10}2)$ bits

   = 8.3 bits

Note 1: Based on TCY = 2 * TOSC; Doze mode and PLL are disabled.

TABLE 15-1: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS AT 4 MIPS (FCY = 4 MHz)(1)

PWM Frequency	7.6 Hz	61 Hz	122 Hz	977 Hz	3.9 kHz	31.3 kHz	125 kHz
Timer Prescaler Ratio	8	1	1	1	1	1	1
Period Register Value	FFFFh	FFFFh	7FFFh	0FFFh	03FFh	007Fh	001Fh
Resolution (bits)	16	16	15	12	10	7	5

Note 1: Based on FCY = FOSC/2; Doze mode and PLL are disabled.

TABLE 15-2: EXAMPLE PWM FREQUENCIES AND RESOLUTIONS AT 16 MIPS (FCY = 16 MHz)(1)

PWM Frequency	30.5 Hz	244 Hz	488 Hz	3.9 kHz	15.6 kHz	125 kHz	500 kHz
Timer Prescaler Ratio	8	1	1	1	1	1	1
Period Register Value	FFFFh	FFFFh	7FFFh	0FFFh	03FFh	007Fh	001Fh
Resolution (bits)	16	16	15	12	10	7	5

Note 1: Based on FCY = FOSC/2; Doze mode and PLL are disabled.

NOTES:

17.2 Setting Baud Rate When Operating as a Bus Master

To compute the Baud Rate Generator reload value, use Equation 17-1.

EQUATION 17-1: COMPUTING BAUD RATE RELOAD VALUE(1,2)

$$FSCL = \frac{FCY}{I2CxBRG + 1 + \frac{FCY}{10{,}000{,}000}}$$

or:

$$I2CxBRG = \left(\frac{FCY}{FSCL} - \frac{FCY}{10{,}000{,}000} - 1\right)$$

Note 1: Based on FCY = FOSC/2; Doze mode and PLL are disabled.

2: These clock rate values are for guidance only. The actual clock rate can be affected by various system level parameters. The actual clock rate should be measured in its intended application.

17.3 Slave Address Masking

The I2CxMSK register (Register 17-3) designates address bit positions as “don’t care” for both 7-Bit and 10-Bit Addressing modes. Setting a particular bit location (= 1) in the I2CxMSK register causes the slave module to respond whether the corresponding address bit value is a ‘0’ or a ‘1’. For example, when I2CxMSK is set to ‘00100000’, the slave module will detect both addresses, ‘0000000’ and ‘0100000’.

To enable address masking, the Intelligent Peripheral Management Interface (IPMI) must be disabled by clearing the IPMIEN bit (I2CxCON<11>).

Note: As a result of changes in the I²C™ protocol, the addresses in Table 17-2 are reserved and will not be Acknowledged in Slave mode. This includes any address mask settings that include any of these addresses.

TABLE 17-1: I2C™ CLOCK RATES(1,2)

Required System FSCL	FCY	I2CxBRG Value		Actual FSCL
		(Decimal)	(Hexadecimal)	
100 kHz	16 MHz	157	9D	100 kHz
100 kHz	8 MHz	78	4E	100 kHz
100 kHz	4 MHz	39	27	99 kHz
400 kHz	16 MHz	37	25	404 kHz
400 kHz	8 MHz	18	12	404 kHz
400 kHz	4 MHz	9	9	385 kHz
400 kHz	2 MHz	4	4	385 kHz
1 MHz	16 MHz	13	D	1.026 MHz
1 MHz	8 MHz	6	6	1.026 MHz
1 MHz	4 MHz	3	3	0.909 MHz

Note 1: Based on FCY = FOSC/2; Doze mode and PLL are disabled.

2: These clock rate values are for guidance only. The actual clock rate can be affected by various system level parameters. The actual clock rate should be measured in its intended application.

TABLE 17-2: I²C™ RESERVED ADDRESSES(1)

Slave Address	R/$\overline{W}$ Bit	Description
0000 000	0	General Call Address(2)
0000 000	1	Start Byte
0000 001	x	CBus Address
0000 01x	x	Reserved
0000 1xx	x	HS Mode Master Code
1111 0xx	x	10-Bit Slave Upper Byte(3)
1111 1xx	x	Reserved

Note 1: The address bits listed here will never cause an address match, independent of address mask settings.

2: The address will be Acknowledged only if GCEN = 1.

3: A match on this address can only occur on the upper byte in 10-Bit Addressing mode.

REGISTER 17-2: I2CxSTAT: I2Cx STATUS REGISTER (CONTINUED)

bit 4 **P:** Stop bit
1 = Indicates that a Stop bit has been detected last
0 = Stop bit was not detected last
Hardware is set or clear when Start, Repeated Start or Stop is detected.

bit 3 **S:** Start bit
1 = Indicates that a Start (or Repeated Start) bit has been detected last
0 = Start bit was not detected last
Hardware is set or clear when Start, Repeated Start or Stop is detected.

bit 2 **R/$\overline{W}$:** Read/$\overline{Write}$ Information bit (when operating as I^2C slave)
1 = Read: Indicates the data transfer is output from the slave
0 = Write: Indicates the data transfer is input to the slave
Hardware is set or clear after the reception of an I^2C device address byte.

bit 1 **RBF:** Receive Buffer Full Status bit
1 = Receive is complete, I2CxRCV is full
0 = Receive is not complete, I2CxRCV is empty
Hardware is set when I2CxRCV is written with the received byte; hardware is clear when the software reads I2CxRCV.

bit 0 **TBF:** Transmit Buffer Full Status bit
1 = Transmit is in progress, I2CxTRN is full
0 = Transmit is complete, I2CxTRN is empty
Hardware is set when software writes to I2CxTRN; hardware is clear at the completion of data transmission.

REGISTER 17-3: I2CxMSK: I2Cx SLAVE MODE ADDRESS MASK REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	AMSK<9:8>	
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
AMSK<7:0>							
bit 7							bit 0

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

bit 15-10 **Unimplemented:** Read as '0'

bit 9-0 **AMSK<9:0>:** Mask for Address Bit x Select bits
1 = Enables masking for bit x of the incoming message address; bit match is not required in this position
0 = Disables masking for bit x; bit match is required in this position

REGISTER 22-2: RTCPWC: RTCC POWER CONTROL REGISTER(1)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PWCEN	PWCPOL	PWCPRE	PWSPRE	RTCLK1(2)	RTCLK0(2)	RTCOUT1	RTCOUT0
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
bit 7							bit 0

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

bit 15 **PWCEN:** Power Control Enable bit
1 = Power control is enabled
0 = Power control is disabled

bit 14 **PWCPOL:** Power Control Enable bit
1 = Power control is enabled
0 = Power control is disabled

bit 13 **PWCPRE:** Power Control/Stability Prescaler bits
1 = PWC stability window clock is divide-by-2 of the source RTCC clock
0 = PWC stability window clock is divide-by-1 of the source RTCC clock

bit 12 **PWSPRE:** Power Control Sample Prescaler bits
1 = PWC sample window clock is divide-by-2 of the source RTCC clock
0 = PWC sample window clock is divide-by-1 of the source RTCC clock

bit 11-10 **RTCLK<1:0>:** RTCC Clock Source Select bits(2)
11 = External power line (60 Hz)
10 = External power line source (50 Hz)
01 = Internal LPRC Oscillator
00 = External Secondary Oscillator (SOSC)

bit 9-8 **RTCOUT<1:0>:** RTCC Output Source Select bits
11 = Power control
10 = RTCC clock
01 = RTCC seconds clock
00 = RTCC alarm pulse

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

Note 1: The RTCPWC register is only affected by a POR.

2: When a new value is written to these register bits, the lower half of the MINSEC register should also be written to properly reset the clock prescalers in the RTCC.

REGISTER 22-3: ALCFGRPT: ALARM CONFIGURATION REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
ALRMEN	CHIME	AMASK3	AMASK2	AMASK1	AMASK0	ALRMPTR1	ALRMPTR0
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
ARPT7	ARPT6	ARPT5	ARPT4	ARPT3	ARPT2	ARPT1	ARPT0
bit 7							bit 0

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

bit 15 **ALRMEN:** Alarm Enable bit

1 = Alarm is enabled (cleared automatically after an alarm event whenever ARPT<7:0> = 00h and CHIME = 0)

0 = Alarm is disabled

bit 14 **CHIME:** Chime Enable bit

1 = Chime is enabled; ARPT<7:0> bits are allowed to roll over from 00h to FFh

0 = Chime is disabled; ARPT<7:0> bits stop once they reach 00h

bit 13-10 **AMASK<3:0>:** Alarm Mask Configuration bits

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 29th, once every 4 years)
101x = Reserved – do not use
11xx = Reserved – do not use

bit 9-8 **ALRMPTR<1:0>:** Alarm Value Register Window Pointer bits

Points to the corresponding Alarm Value registers when reading the ALRMVALH and ALRMVALL registers. The ALRMPTR<1:0> value decrements on every read or write of ALRMVALH until it reaches '00'.

ALRMVAL<15:8>:
00 = ALRMMIN
01 = ALRMWD
10 = ALRMMNTH
11 = PWCSTAB

ALRMVAL<7:0>:
00 = ALRMSEC
01 = ALRMHR
10 = ALRMDAY
11 = PWCSAMP

bit 7-0 **ARPT<7:0>:** Alarm Repeat Counter Value bits

11111111 = Alarm will repeat 255 more times
.
.
.
00000000 = Alarm will not repeat

The counter decrements on any alarm event; it is prevented from rolling over from 00h to FFh unless CHIME = 1.

REGISTER 24-1: AD1CON1: ADC1 CONTROL REGISTER 1 (CONTINUED)

bit 1 **SAMP:** ADC Sample Enable bit
1 = ADC Sample-and-Hold amplifiers are sampling
0 = ADC Sample-and-Hold amplifiers are holding

bit 0 **DONE:** ADC Conversion Status bit
1 = ADC conversion cycle has completed
0 = ADC conversion has not started or is in progress

Note 1: This bit is only available when extended DMA/buffer features are available (DMAEN = 1).

REGISTER 27-2: CTMUCON2: CTMU CONTROL REGISTER 2

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
EDG1MOD	EDG1POL	EDG1SEL3	EDG1SEL2	EDG1SEL1	EDG1SEL0	EDG2STAT	EDG1STAT
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0
EDG2MOD	EDG2POL	EDG2SEL3	EDG2SEL2	EDG2SEL1	EDG2SEL0	—	—
bit 7							bit 0

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

bit 15 **EDG1MOD:** Edge 1 Edge-Sensitive Select bit
1 = Input is edge-sensitive
0 = Input is level-sensitive

bit 14 **EDG1POL:** Edge 1 Polarity Select bit
1 = Edge 1 is programmed for a positive edge response
0 = Edge 1 is programmed for a negative edge response

bit 13-10 **EDG1SEL<3:0>:** Edge 1 Source Select bits
1111 = Edge 1 source is Comparator 3 output
1110 = Edge 1 source is Comparator 2 output
1101 = Edge 1 source is Comparator 1 output
1100 = Edge 1 source is IC3
1011 = Edge 1 source is IC2
1010 = Edge 1 source is IC1
1001 = Edge 1 source is CTED8
1000 = Edge 1 source is CTED7(1)
0111 = Edge 1 source is CTED6
0110 = Edge 1 source is CTED5
0101 = Edge 1 source is CTED4
0100 = Edge 1 source is CTED3(1)
0011 = Edge 1 source is CTED1
0010 = Edge 1 source is CTED2
0001 = Edge 1 source is OC1
0000 = Edge 1 source is Timer1

bit 9 **EDG2STAT:** Edge 2 Status bit
Indicates the status of Edge 2 and can be written to control current source.
1 = Edge 2 has occurred
0 = Edge 2 has not occurred

bit 8 **EDG1STAT:** Edge 1 Status bit
Indicates the status of Edge 1 and can be written to control current source.
1 = Edge 1 has occurred
0 = Edge 1 has not occurred

bit 7 **EDG2MOD:** Edge 2 Edge-Sensitive Select bit
1 = Input is edge-sensitive
0 = Input is level-sensitive

bit 6 **EDG2POL:** Edge 2 Polarity Select bit
1 = Edge 2 is programmed for a positive edge
0 = Edge 2 is programmed for a negative edge

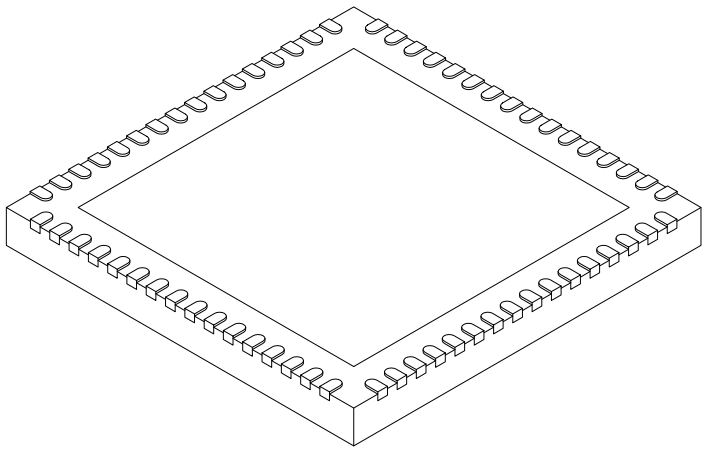
Note 1: Edge sources, CTED3, CTED7, CTED10 and CTED11, are available in 100-pin devices only.

TABLE 31-1: SYMBOLS USED IN OPCODE DESCRIPTIONS

Field	Description
#text	Means literal defined by "text"
(text)	Means "content of text"
[text]	Means "the location addressed by text"
{ }	Optional field or operation
<n:m>	Register bit field
.b	Byte mode selection
.d	Double-Word mode selection
.S	Shadow register select
.w	Word mode selection (default)
bit4	4-bit Bit Selection field (used in word addressed instructions) ∈ {0...15}
C, DC, N, OV, Z	MCU Status bits: Carry, Digit Carry, Negative, Overflow, Sticky Zero
Expr	Absolute address, label or expression (resolved by the linker)
f	File register address ∈ {0000h...1FFFh}
lit1	1-bit unsigned literal ∈ {0,1}
lit4	4-bit unsigned literal ∈ {0...15}
lit5	5-bit unsigned literal ∈ {0...31}
lit8	8-bit unsigned literal ∈ {0...255}
lit10	10-bit unsigned literal ∈ {0...255} for Byte mode, {0:1023} for Word mode
lit14	14-bit unsigned literal ∈ {0...16383}
lit16	16-bit unsigned literal ∈ {0...65535}
lit23	23-bit unsigned literal ∈ {0...8388607}; LSB must be '0'
None	Field does not require an entry, may be blank
PC	Program Counter
Slit10	10-bit signed literal ∈ {-512...511}
Slit16	16-bit signed literal ∈ {-32768...32767}
Slit6	6-bit signed literal ∈ {-16...16}
Wb	Base W register ∈ {W0..W15}
Wd	Destination W register ∈ { Wd, [Wd], [Wd++], [Wd--], [++Wd], [--Wd] }
Wdo	Destination W register ∈ { Wnd, [Wnd], [Wnd++], [Wnd--], [++Wnd], [--Wnd], [Wnd+Wb] }
Wm,Wn	Dividend, Divisor Working register pair (direct addressing)
Wn	One of 16 Working registers ∈ {W0..W15}
Wnd	One of 16 Destination Working registers ∈ {W0..W15}
Wns	One of 16 Source Working registers ∈ {W0..W15}
WREG	W0 (Working register used in file register instructions)
Ws	Source W register ∈ { Ws, [Ws], [Ws++], [Ws--], [++Ws], [--Ws] }
Wso	Source W register ∈ { Wns, [Wns], [Wns++], [Wns--], [++Wns], [--Wns], [Wns+Wb] }

64-Lead Plastic Quad Flat, No Lead Package (MR) – 9x9x0.9 mm Body [QFN]
With 7.15 x 7.15 Exposed Pad [QFN]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		64	
Pitch	e		0.50 BSC	
Overall Height	A	0.80	0.90	1.00
Standoff	A1	0.00	0.02	0.05
Contact Thickness	A3		0.20 REF	
Overall Width	E		9.00 BSC	
Exposed Pad Width	E2	7.05	7.15	7.50
Overall Length	D		9.00 BSC	
Exposed Pad Length	D2	7.05	7.15	7.50
Contact Width	b	0.18	0.25	0.30
Contact Length	L	0.30	0.40	0.50
Contact-to-Exposed Pad	K	0.20	-	-

Notes:

1. Pin 1 visual index feature may vary, but must be located within the hatched area.
2. Package is saw singulated.
3. Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.
REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-149C Sheet 2 of 2