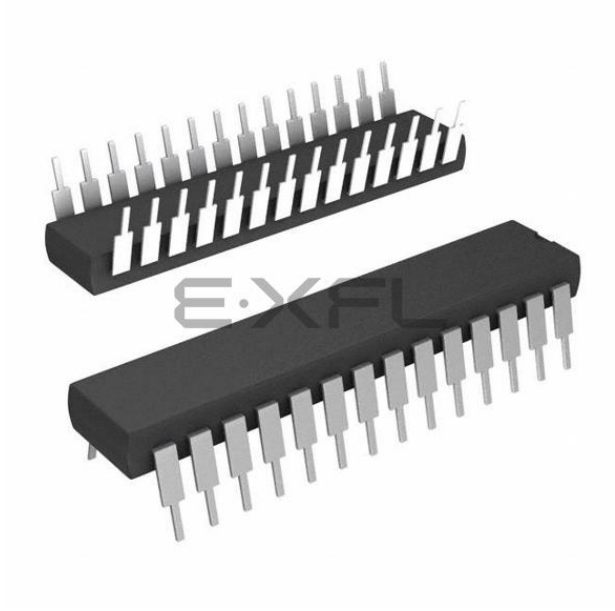

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	20 MIPS
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	21
Program Memory Size	6KB (2K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	256 x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 5.5V
Data Converters	A/D 6x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Through Hole
Package / Case	28-DIP (0.300", 7.62mm)
Supplier Device Package	28-SPDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic30f1010-20e-sp

TABLE 1-1: PINOUT I/O DESCRIPTIONS FOR dsPIC30F1010 (CONTINUED)

Pin Name	Pin Type	Buffer Type	Description
RE0-RE7	I/O	ST	PORTE is a bidirectional I/O port.
RF6, RF7, RF8	I/O	ST	PORTF is a bidirectional I/O port.
SCK1 SDI1 SDO1	I/O I O	ST ST —	Synchronous serial clock input/output for SPI #1. SPI #1 Data In. SPI #1 Data Out.
SCL SDA	I/O I/O	ST ST	Synchronous serial clock input/output for I^2C™. Synchronous serial data input/output for I^2C.
T1CK T2CK	I I	ST ST	Timer1 external clock input. Timer2 external clock input.
U1RX U1TX U1ARX U1ATX	I O I O	ST — ST —	UART1 Receive. UART1 Transmit. Alternate UART1 Receive. Alternate UART1 Transmit.
CMP1A CMP1B CMP1C CMP1D CMP2A CMP2B CMP2C CMP2D	I I I I I I I I	Analog Analog Analog Analog Analog Analog Analog Analog	Comparator 1 Channel A Comparator 1 Channel B Comparator 1 Channel C Comparator 1 Channel D Comparator 2 Channel A Comparator 2 Channel B Comparator 2 Channel C Comparator 2 Channel D
CN0-CN7	I	ST	Input Change notification inputs Can be software programmed for internal weak pull-ups on all inputs.
V_{DD}	P	—	Positive supply for logic and I/O pins.
V_{SS}	P	—	Ground reference for logic and I/O pins.
EXTREF	I	Analog	External reference to Comparator DAC

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

The SA and SB bits are modified each time data passes through the adder/subtracter, but can only be cleared by the user. When set, they indicate that the accumulator has overflowed its maximum range (bit 31 for 32-bit saturation, or bit 39 for 40-bit saturation) and will be saturated (if saturation is enabled). When saturation is not enabled, SA and SB default to bit 39 overflow and thus indicate that a catastrophic overflow has occurred. If the COVTE bit in the INTCON1 register is set, SA and SB bits will generate an arithmetic warning trap when saturation is disabled.

The overflow and saturation Status bits can optionally be viewed in the STATUS Register (SR) as the logical OR of OA and OB (in bit OAB) and the logical OR of SA and SB (in bit SAB). This allows programmers to check one bit in the STATUS Register to determine if either accumulator has overflowed, or one bit to determine if either accumulator has saturated. This is useful for complex number arithmetic, which typically uses both the accumulators.

The device supports three Saturation and Overflow modes.

1. Bit 39 Overflow and Saturation:
   When bit 39 overflow and saturation occurs, the saturation logic loads the maximally positive 9.31 (0x7FFFFFFFF) or maximally negative 9.31 value (0x8000000000) into the target accumulator. The SA or SB bit is set and remains set until cleared by the user. This is referred to as 'super saturation' and provides protection against erroneous data or unexpected algorithm problems (e.g., gain calculations).
2. Bit 31 Overflow and Saturation:
   When bit 31 overflow and saturation occurs, the saturation logic then loads the maximally positive 1.31 value (0x007FFFFFFF) or maximally negative 1.31 value (0x0080000000) into the target accumulator. The SA or SB bit is set and remains set until cleared by the user. When this Saturation mode is in effect, the guard bits are not used (so the OA, OB or OAB bits are never set).
3. Bit 39 Catastrophic Overflow
   The bit 39 overflow Status bit from the adder is used to set the SA or SB bit, which remain set until cleared by the user. No saturation operation is performed and the accumulator is allowed to overflow (destroying its sign). If the COVTE bit in the INTCON1 register is set, a catastrophic overflow can initiate a trap exception.

2.4.2.2 Accumulator 'Write Back'

The MAC class of instructions (with the exception of MPY, MPY.N, ED and EDAC) can optionally write a rounded version of the high word (bits 31 through 16) of the accumulator that is not targeted by the instruction into data space memory. The write is performed across the X bus into combined X and Y address space. The following addressing modes are supported:

1. W13, Register Direct:
   The rounded contents of the non-target accumulator are written into W13 as a 1.15 fraction.
2. [W13] + = 2, Register Indirect with Post-Increment: The rounded contents of the non-target accumulator are written into the address pointed to by W13 as a 1.15 fraction. W13 is then incremented by 2 (for a word write).

2.4.2.3 Round Logic

The round logic is a combinational block, which performs a conventional (biased) or convergent (unbiased) round function during an accumulator write (store). The Round mode is determined by the state of the RND bit in the CORCON register. It generates a 16-bit, 1.15 data value which is passed to the data space write saturation logic. If rounding is not indicated by the instruction, a truncated 1.15 data value is stored and the least significant word (lsw) is simply discarded.

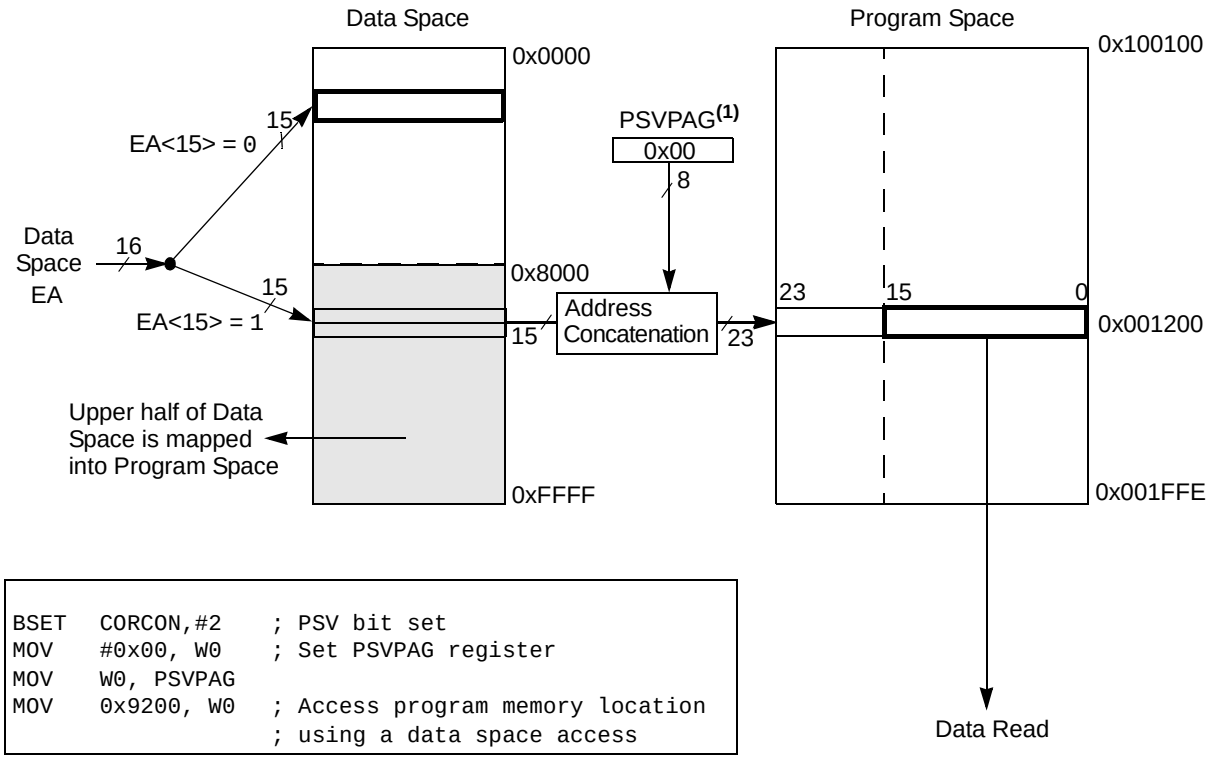
Conventional rounding takes bit 15 of the accumulator, zero-extends it and adds it to the ACCxH word (bits 16 through 31 of the accumulator). If the ACCxL word (bits 0 through 15 of the accumulator) is between 0x8000 and 0xFFFF (0x8000 included), ACCxH is incremented. If ACCxL is between 0x0000 and 0x7FFF, ACCxH is left unchanged. A consequence of this algorithm is that over a succession of random rounding operations, the value will tend to be biased slightly positive.

Convergent (or unbiased) rounding operates in the same manner as conventional rounding, except when ACCxL equals 0x8000. If this is the case, the LSb (bit 16 of the accumulator) of ACCxH is examined. If it is '1', ACCxH is incremented. If it is '0', ACCxH is not modified. Assuming that bit 16 is effectively random in nature, this scheme will remove any rounding bias that may accumulate.

The SAC and SAC.R instructions store either a truncated (SAC) or rounded (SAC.R) version of the contents of the target accumulator to data memory, via the X bus (subject to data saturation, see **Section 2.4.2.4 "Data Space Write Saturation"**). Note that for the MAC class of instructions, the accumulator write back operation will function in the same manner, addressing combined MCU (X and Y) data space though the X bus. For this class of instructions, the data is always subject to rounding.

NOTES:

FIGURE 3-5: DATA SPACE WINDOW INTO PROGRAM SPACE OPERATION



Note: PSVPAG is an 8-bit register, containing bits <22:15> of the program space address (i.e., it defines the page in program space to which the upper half of data space is being mapped).

3.2 Data Address Space

The core has two data spaces. The data spaces can be considered either separate (for some DSP instructions), or as one unified linear address range (for MCU instructions). The data spaces are accessed using two Address Generation Units (AGUs) and separate data paths.

3.2.1 DATA SPACE MEMORY MAP

The data space memory is split into two blocks, X and Y data space. A key element of this architecture is that Y space is a subset of X space, and is fully contained within X space. In order to provide an apparent linear addressing space, X and Y spaces have contiguous addresses.

When executing any instruction other than one of the MAC class of instructions, the X block consists of the 256 byte data address space (including all Y addresses). When executing one of the MAC class of instructions, the X block consists of the 256 bytes data address space excluding the Y address block (for data reads only). In other words, all other instructions regard the entire data memory as one composite address space. The MAC class instructions extract the Y address space from data space and address it using EAs sourced from W10 and W11. The remaining X data space is addressed using W8 and W9. Both address spaces are concurrently accessed only with the MAC class instructions.

A data space memory map is shown in Figure 3-6.

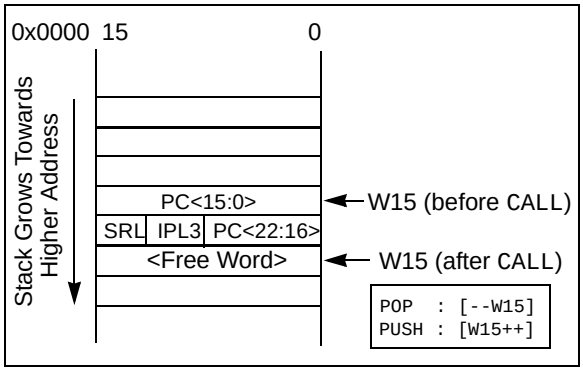
5.4 Interrupt Sequence

All interrupt event flags are sampled in the beginning of each instruction cycle by the IFSx registers. A pending interrupt request (IRQ) is indicated by the flag bit being equal to a '1' in an IFSx register. The IRQ will cause an interrupt to occur if the corresponding bit in the interrupt enable (IECx) register is set. For the remainder of the instruction cycle, the priorities of all pending interrupt requests are evaluated.

If there is a pending IRQ with a priority level greater than the current processor priority level in the IPL bits, the processor will be interrupted.

The processor then stacks the current Program Counter and the low byte of the processor STATUS Register (SRL), as shown in Figure 5-2. The low byte of the STATUS register contains the processor priority level at the time, prior to the beginning of the interrupt cycle. The processor then loads the priority level for this interrupt into the STATUS register. This action will disable all lower priority interrupts until the completion of the Interrupt Service Routine (ISR).

FIGURE 5-2: INTERRUPT STACK FRAME



Note 1: The user can always lower the priority level by writing a new value into SR. The Interrupt Service Routine must clear the interrupt flag bits in the IFSx register before lowering the processor interrupt priority, in order to avoid recursive interrupts.

2: The IPL3 bit (CORCON<3>) is always clear when interrupts are being processed. It is set only during execution of traps.

The RETFIE (Return from Interrupt) instruction will unstack the Program Counter and status registers to return the processor to its state prior to the interrupt sequence.

5.5 Alternate Vector Table

In Program Memory, the IVT is followed by the AIVT, as shown in Figure 5-1. Access to the Alternate Vector Table is provided by the ALTIVT bit in the INTCON2 register. 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 required, the program memory allocated to the AIVT may be used for other purposes. AIVT is not a protected section and may be freely programmed by the user.

5.6 Fast Context Saving

A context saving option is available using shadow registers. Shadow registers are provided for the DC, N, OV, Z and C bits in SR, and the registers W0 through W3. The shadows are only one level deep. The shadow registers are accessible using the PUSH.S and POP.S instructions only.

When the processor vectors to an interrupt, the PUSH.S instruction can be used to store the current value of the aforementioned registers into their respective shadow registers.

If an ISR of a certain priority uses the PUSH.S and POP.S instructions for fast context saving, then a higher priority ISR should not include the same instructions. Users must save the key registers in software during a lower priority interrupt, if the higher priority ISR uses fast context saving.

5.7 External Interrupt Requests

The interrupt controller supports three external interrupt request signals, INT0-INT2. These inputs are edge sensitive; they require a low-to-high or a high-to-low transition to generate an interrupt request. The INTCON2 register has three bits, INT0EP-INT2EP, that select the polarity of the edge detection circuitry.

5.8 Wake-up from Sleep and Idle

The interrupt controller may be used to wake-up the processor from either Sleep or Idle modes, if Sleep or Idle mode is active when the interrupt is generated.

If an enabled interrupt request of sufficient priority is received by the interrupt controller, then the standard interrupt request is presented to the processor. At the same time, the processor will wake-up from Sleep or Idle and begin execution of the Interrupt Service Routine needed to process the interrupt request.

REGISTER 5-4: IFS1: INTERRUPT FLAG STATUS REGISTER 1

R/W-0	R/W-0	R/W-0	U-0	R/W-0	U-0	U-0	U-0
AC3IF	AC2IF	AC1IF	—	CNIF	—	—	—
bit 15							bit 8

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	PWM4IF	PWM3IF	PWM2IF	PWM1IF	PSEMIF	INT2IF	INT1IF
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 **AC3IF:** Analog Comparator #3 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 14 **AC2IF:** Analog Comparator #2 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 13 **AC1IF:** Analog Comparator #1 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

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

bit 11 **CNIF:** Input Change Notification Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 10-7 **Unimplemented:** Read as '0'

bit 6 **PWM4IF:** Pulse Width Modulation Generator #4 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 5 **PWM3IF:** Pulse Width Modulation Generator #3 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 4 **PWM2IF:** Pulse Width Modulation Generator #2 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 3 **PWM1IF:** Pulse Width Modulation Generator #1 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 2 **PSEMIF:** PWM Special Event Match Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 1 **INT2IF:** External Interrupt 2 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 0 **INT1IF:** External Interrupt 1 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

REGISTER 5-6: IEC0: INTERRUPT ENABLE CONTROL REGISTER 0

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	MI2CIE	SI2CIE	NVMIE	ADIE	U1TXIE	U1RXIE	SPI1IE
bit 15							bit 8

R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
T3IE	T2IE	OC2IE	—	T1IE	OC1IE	IC1IE	INT0IE
bit 7							bit 0

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

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

bit 14 **MI2CIE:** I^2C Master Events Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 13 **SI2CIE:** I^2C Slave Events Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 12 **NVMIE:** Nonvolatile Memory Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 11 **ADIE:** ADC Conversion Complete Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 10 **U1TXIE:** UART1 Transmitter Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 9 **U1RXIE:** UART1 Receiver Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 8 **SPI1IE:** SPI1 Event Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 7 **T3IE:** Timer3 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 6 **T2IE:** Timer2 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

bit 5 **OC2IE:** Output Compare Channel 2 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

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

bit 3 **T1IE:** Timer1 Interrupt Enable bit
1 = Interrupt request enabled
0 = Interrupt request not enabled

REGISTER 5-9: IPC0: INTERRUPT PRIORITY CONTROL REGISTER 0

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	T1IP<2:0>			—	OC1IP<2:0>		
bit 15							bit 8

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	IC1IP<2:0>			—	INT0IP<2:0>		
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 **Unimplemented:** Read as ‘0’

bit 14-12 **T1IP<2:0>:** Timer1 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 11 **Unimplemented:** Read as ‘0’

bit 10-8 **OC1IP<2:0>:** Output Compare Channel 1 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **IC1IP<2:0>:** Input Capture Channel 1 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 3 **Unimplemented:** Read as ‘0’

bit 2-0 **INT0IP<2:0>:** External Interrupt 0 Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

TABLE 8-1: TIMER1 REGISTER MAP

SFR 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	Reset State
TMR1	0100	Timer 1 Register																uuuu uuuu uuuu uuuu
PR1	0102	Period Register 1																1111 1111 1111 1111
T1CON	0104	TON	—	TSIDL	—	—	—	—	—	—	TGATE	TCKPS<1:0>		—	TSYNC	TCS	—	0000 0000 0000 0000

Legend: u = uninitialized bit

Note: Refer to the "*dsPIC30F Family Reference Manual*" (DS70046) for descriptions of register bit fields.

TABLE 10-1: INPUT CAPTURE REGISTER MAP

SFR 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	Reset State
IC1BUF	0140	Input 1 Capture Register																uuuu uuuu uuuu uuuu
IC1CON	0142	—	—	ICSIDL	—	—	—	—	—	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000 0000 0000 0000

Legend: u = uninitialized bit

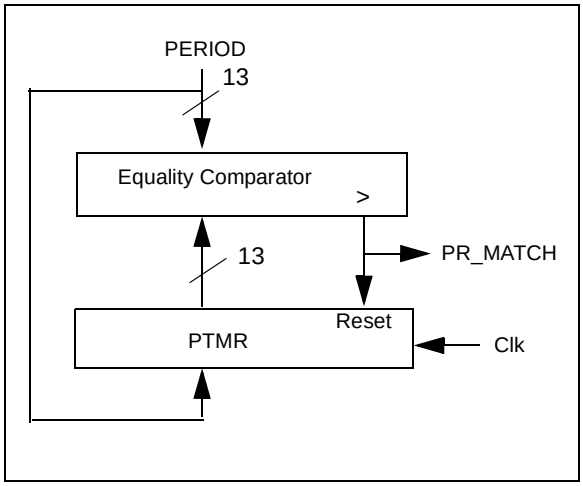
Note: Refer to the "*dsPIC30F Family Reference Manual*" (DS70046) for descriptions of register bit fields.

12.5 Primary PWM Time Base

There is a Primary Time Base (PTMR) counter for the entire PWM module, In addition, each PWM generator has an individual time base counter.

The PTMR determines when the individual time base counters are to update their duty cycle and phase-shift registers. The master time base is also responsible for generating the Special Event Triggers and timer-based interrupts. Figure 12-12 shows a block diagram of the primary time base logic.

FIGURE 12-12: PTMR BLOCK DIAGRAM



The primary time base may be reset by an external signal specified via the SYNCSRC<2:0> bits in the PTCON register. The external reset feature is enabled via the SYNCEN bit in the PTCON register. The primary time base reset feature supports synchronization of the primary time base with another SMPS dsPIC DSC device or other circuitry in the user's application. The primary time base logic also provides an output signal when a period match occurs that can be used to synchronize an external device such as another SMPS dsPIC DSC.

12.5.1 PTMR SYNCHRONIZATION

Because absolute synchronization is not possible, the user should program the time base period of the secondary (slave) device to be slightly larger than the primary device time base to ensure that the two time bases will reset at the same time.

12.6 Primary PWM Time Base Roll Counter

The primary time base has an additional 6-bit counter that counts the period matches of the primary time base. This ROLL counter enables the PWM generators to stagger their trigger events in time to the ADC module. This counter is not accessible for reading. Each PWM generator has six bits (TRGSTRT<5:0>) in the TRGCONx registers. These bits are used to specify the start enable for each TRIGx postscaler controlled by the TRGDIV<2:0> bits in the TRGCONx registers.

The TRGDIV bits specify how frequently a trigger pulse is generated, and the ROLL bits specify when the sequence begins. Once the TRIG postscaler is enabled, the ROLL bits and the TRGSTRT bits have no further effect until the PWM module is disabled and then reenabled.

The purpose of the ROLL counter and the TRGSTRT bits is to allow the user to spread the system work load over a series of PWM cycles.

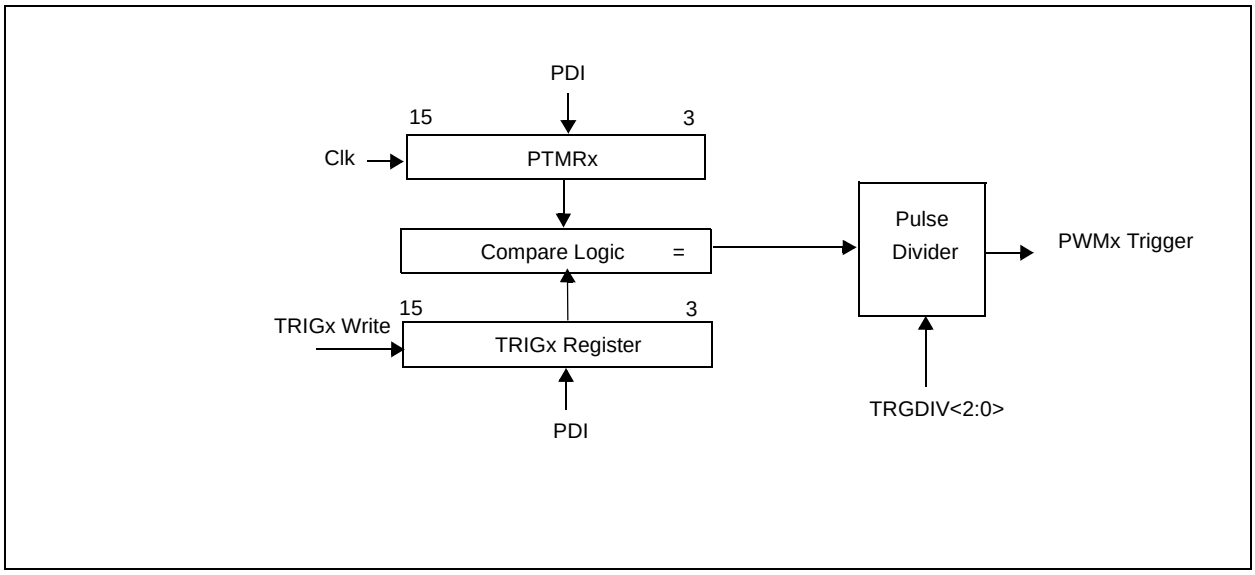
An additional use of the ROLL counter is to allow the internal FRC oscillator to be varied on a PWM cycle basis to reduce peak EMI emissions generated by switching transistors in the power conversion application.

The ROLL counter is cleared when the PWM module is disabled (PTEN = 0), and the TRIGx postscalers are disabled, requiring a new ROLL versus TRGSTRT match to begin counting again.

12.7 Individual PWM Time Base(s)

Each PWM generator also has its own PWM time base. Figure 12-13 shows a block diagram for the individual time base circuits. With a time base per PWM generator, the PWM module can generate PWM outputs that are phase shifted relative to each other, or totally independent of each other. The individual PWM timers (TMRx) provide the time base values that are compared to the duty cycle registers to create the PWM signals. The user may initialize these individual time base counters before or during operation via the phase-shift registers. The primary (PTMR) and the individual timers (TMRx) are not user readable.

FIGURE 12-19: PWM TRIGGER BLOCK DIAGRAM



12.19 PWM Interrupts

The PWM module can generate interrupts based on internal timing or based on external signals via the current-limit and Fault inputs. The primary time base module can generate an interrupt request when a special event occurs. Each PWM generator module has its own interrupt request signal to the interrupt controller. The interrupt for each PWM generator is an OR of the trigger event interrupt request, the current-limit input event or the Fault input event for that module.

There are four interrupt request signals to the interrupt control plus another interrupt request from the primary time base on special events.

12.20 PWM Time Base Interrupts

The PWM module can generate interrupts based on the primary time base and/or the individual time bases in each PWM generator. The interrupt timing is specified by the Special Event Comparison Register (SEVTCMP) for the primary time base, and by the TRIGx registers for the individual time bases in the PWM generator modules.

The primary time base special event interrupt is enabled via the SEIEN bit in the PTCON register. The individual time base interrupts generated by the trigger logic in each PWM generator are controlled by the TRGIEN bit in the PWMCONx registers.

12.21 PWM Fault and Current-Limit Pins

The PWM module supports multiple Fault pins for each PWM generator. These pins are labeled SFLTx (Shared Fault) or IFLTx (Individual Fault). The Shared Fault pins can be seen and used by any of the PWM generators. The Individual Fault pins are usable by specific PWM generators.

Each PWM generator can have one pin for use as a cycle-by-cycle current limit, and another pin for use as either a cycle-by-cycle current limit or a latching current Fault disable function.

12.22 Leading Edge Blanking

Each PWM generator supports “Leading Edge Blanking” of the current-limit and Fault inputs via the LEB<9:3> bits and the PHR, PHF, PLR, PLF, FLTLEBEN and CLLEBEN bits in the LEBCONx registers. The purpose of leading edge blanking is to mask the transients that occur on the application printed circuit board when the power transistors are turned on and off.

The LEB bits support the blanking (ignoring) of the current-limit and Fault inputs for a period of 0 to 1024 nsec in 8.4 nsec increments following any specified rising or falling edge of the coarse PWMH and PWML signals. The coarse PWM signal (signal prior to the PWM fine tuning) has resolution of 8.4 nsec (at 30 MIPS), which is the same time resolution as the LEB counters.

The PHR, PHF, PLR and PLF bits select which edge of the PWMH and PLWL signals will start the blanking timer. If a new selected edge triggers the LEB timer while the timer is still active from a previously selected PWM edge, the timer reinitializes and continues counting.

14.2 I²C Module Addresses

The I2CADD register contains the Slave mode addresses. The register is a 10-bit register.

If the A10M bit (I2CCON<10>) is '0', the address is interpreted by the module as a 7-bit address. When an address is received, it is compared to the 7 Least Significant bits of the I2CADD register.

If the A10M bit is '1', the address is assumed to be a 10-bit address. When an address is received, it will be compared with the binary value '1 1 1 1 0 A9 A8' (where A9, A8 are two Most Significant bits of I2CADD). If that value matches, the next address will be compared with the Least Significant 8 bits of I2CADD, as specified in the 10-bit addressing protocol.

14.3 I²C 7-bit Slave Mode Operation

Once enabled (I2CEN = 1), the slave module will wait for a Start bit to occur (i.e., the I²C module is 'Idle'). Following the detection of a Start bit, 8 bits are shifted into I2CRSR and the address is compared against I2CADD. In 7-bit mode (A10M = 0), bits I2CADD<6:0> are compared against I2CRSR<7:1> and I2CRSR<0> is the R_W bit. All incoming bits are sampled on the rising edge of SCL.

If an address match occurs, an acknowledgement will be sent, and the slave event interrupt flag (SI2CIF) is set on the falling edge of the ninth (ACK) bit. The address match does not affect the contents of the I2CRCV buffer or the RBF bit.

14.3.1 SLAVE TRANSMISSION

If the R_W bit received is a '1', then the serial port will go into Transmit mode. It will send ACK on the ninth bit and then hold SCL to '0' until the CPU responds by writing to I2CTRN. SCL is released by setting the SCLREL bit, and 8 bits of data are shifted out. Data bits are shifted out on the falling edge of SCL, such that SDA is valid during SCL high (see timing diagram). The interrupt pulse is sent on the falling edge of the ninth clock pulse, regardless of the status of the ACK received from the master.

14.3.2 SLAVE RECEPTION

If the R_W bit received is a '0' during an address match, then Receive mode is initiated. Incoming bits are sampled on the rising edge of SCL. After 8 bits are received, if I2CRCV is not full or I2COV is not set, I2CRSR is transferred to I2CRCV. ACK is sent on the ninth clock.

If the RBF flag is set, indicating that I2CRCV is still holding data from a previous operation (RBF = 1), then ACK is not sent; however, the interrupt pulse is generated. In the case of an overflow, the contents of the I2CRSR are not loaded into the I2CRCV.

Note:	The I2CRCV will be loaded if the I2COV bit = 1 and the RBF flag = 0. In this case, a read of the I2CRCV was performed, but the user did not clear the state of the I2COV bit before the next receive occurred. The acknowledgement is not sent (ACK = 1) and the I2CRCV is updated.

14.4 I²C 10-bit Slave Mode Operation

In 10-bit mode, the basic receive and transmit operations are the same as in the 7-bit mode. However, the criteria for address match is more complex.

The I²C specification dictates that a slave must be addressed for a write operation, with two address bytes following a Start bit.

The A10M bit is a control bit that signifies that the address in I2CADD is a 10-bit address rather than a 7-bit address. The address detection protocol for the first byte of a message address is identical for 7-bit and 10-bit messages, but the bits being compared are different.

I2CADD holds the entire 10-bit address. Upon receiving an address following a Start bit, I2CRSR <7:3> is compared against a literal '11110' (the default 10-bit address) and I2CRSR<2:1> are compared against I2CADD<9:8>. If a match occurs and if R_W = 0, the interrupt pulse is sent. The ADD10 bit will be cleared to indicate a partial address match. If a match fails or R_W = 1, the ADD10 bit is cleared and the module returns to the Idle state.

The low byte of the address is then received and compared with I2CADD<7:0>. If an address match occurs, the interrupt pulse is generated and the ADD10 bit is set, indicating a complete 10-bit address match. If an address match did not occur, the ADD10 bit is cleared and the module returns to the Idle state.

14.4.1 10-BIT MODE SLAVE TRANSMISSION

Once a slave is addressed in this fashion, with the full 10-bit address (we will refer to this state as "PRIOR_ADDR_MATCH"), the master can begin sending data bytes for a slave reception operation.

14.4.2 10-BIT MODE SLAVE RECEPTION

Once addressed, the master can generate a Repeated Start, reset the high byte of the address and set the R_W bit without generating a Stop bit, thus initiating a slave transmit operation.

REGISTER 15-1: U1MODE: UART1 MODE REGISTER (CONTINUED)

bit 2-1 **PDSEL1:PDSEL0:** Parity and Data Selection bits

11 = 9-bit data, no parity
10 = 8-bit data, odd parity
01 = 8-bit data, even parity
00 = 8-bit data, no parity

bit 0 **STSEL:** Stop Bit Selection bit

1 = Two Stop bits
0 = One Stop bit

16.18 Module Power-Down Modes

The module has two internal power modes.

When the ADON bit is '1', the module is in Active mode and is fully powered and functional.

When ADON is '0', the module is in Off mode. The state machine for the module is reset, as are all of the pending conversion requests.

To return to the Active mode from Off mode, the user must wait for the bias generators to stabilize. The stabilization time is specified in the electrical specs.

16.19 Effects of a Reset

A device Reset forces all registers to their Reset state. This forces the ADC module to be turned off, and any conversion and sampling sequence is aborted. The value that is in the ADCBUFx register is not modified.

The ADCBUFx registers contain unknown data after a Power-on Reset.

16.20 Configuring Analog Port Pins

The use of the ADPCFG and TRIS registers control the operation of the A/D port pins.

The port pins that are desired as analog inputs should have their corresponding TRIS bit set (input). If the TRIS bit is cleared (output), the digital output level (V_{OH} or V_{OL}) will be converted.

Port pins that are desired as analog inputs must have the corresponding ADPCFG bit clear. This will configure the port to disable the digital input buffer. Analog levels on pins where ADPCFG<n> = 1, may cause the digital input buffer to consume excessive current.

If a pin is not configured as an analog input ADPCFG<n> = 1, the analog input is forced to AVss, and conversions of that input do not yield meaningful results.

When reading the PORT register, all pins configured as analog input ADPCFG<n> = 0 will read '0'.

The A/D operation is independent of the state of the input selection bits and the TRIS bits.

16.21 Output Formats

The A/D converts 10 bits. The data buffer RAM is 16 bits wide. The ADC data can be read in one of two different formats, as shown in Figure 16-5. The FORM bit selects the format. Each of the output formats translates to a 16-bit result on the data bus.

FIGURE 16-5: A/D OUTPUT DATA FORMAT

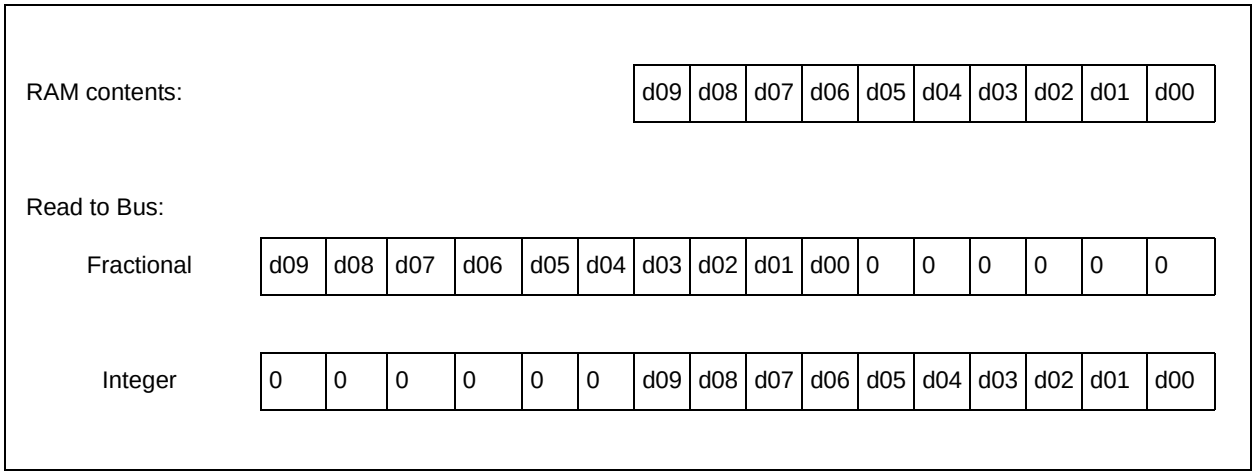


FIGURE 21-10: POWER SUPPLY PWM MODULE FAULT TIMING CHARACTERISTICS

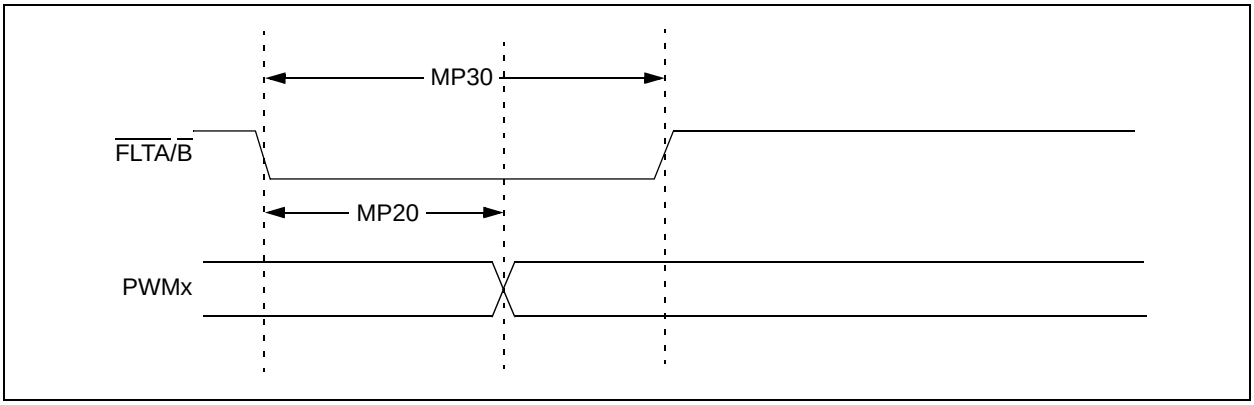
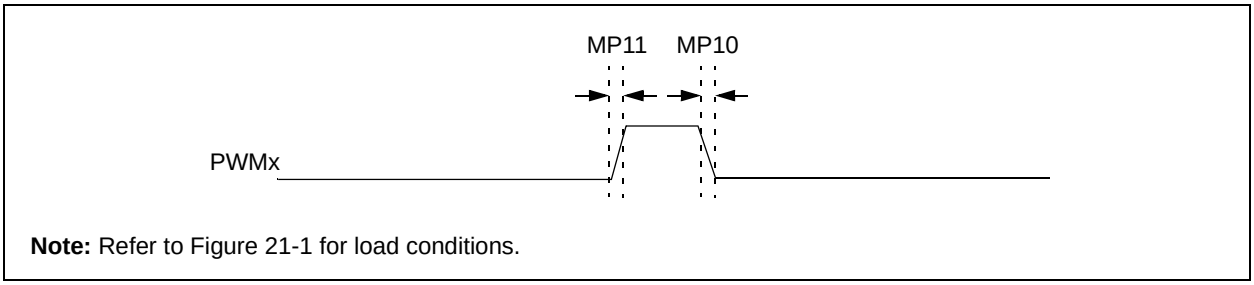


FIGURE 21-11: POWER SUPPLY PWM MODULE TIMING CHARACTERISTICS



Note: Refer to Figure 21-1 for load conditions.

TABLE 21-26: POWER SUPPLY PWM MODULE TIMING REQUIREMENTS

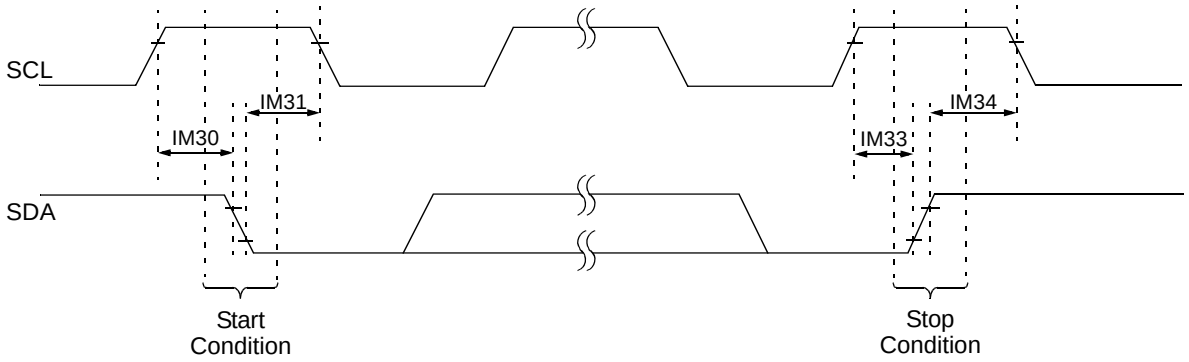
AC CHARACTERISTICS			Standard Operating Conditions: 3.3V and 5.0V (±10%) (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended				
Param No.	**Symbol**	**Characteristic(1)**	**Min**	**Typ(2)**	**Max**	**Units**	**Conditions**
MP10	TFPWM	PWM Output Fall Time	—	10	25	ns	VDD = 5V
MP11	TRPWM	PWM Output Rise Time	—	10	25	ns	VDD = 5V
MP12	TFPWM	PWM Output Fall Time	—	TBD	TBD	ns	VDD = 3.3V
MP13	TRPWM	PWM Output Rise Time	—	TBD	TBD	ns	VDD = 3.3V
MP20	TFD	Fault Input ↓ to PWM I/O Change	—	—	TBD	ns	VDD = 3.3V
					25	ns	VDD = 5V
MP30	TFH	Minimum Pulse Width	—	—	TBD	ns	VDD = 3.3V
					50	ns	VDD = 5V

Legend: TBD = To Be Determined

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

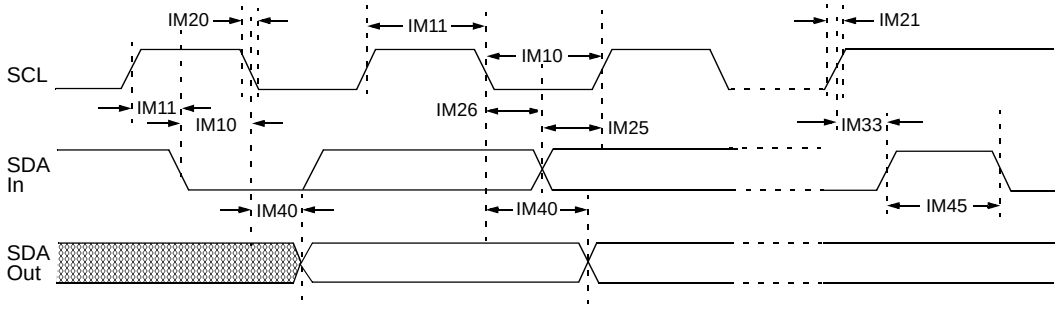
2: Data in "Typ" column is at 5V, +25°C unless otherwise stated. Parameters are for design guidance only and are not tested.

FIGURE 21-16: I²C™ BUS START/STOP BITS TIMING CHARACTERISTICS (MASTER MODE)



Note: Refer to Figure 21-1 for load conditions.

FIGURE 21-17: I²C™ BUS DATA TIMING CHARACTERISTICS (MASTER MODE)

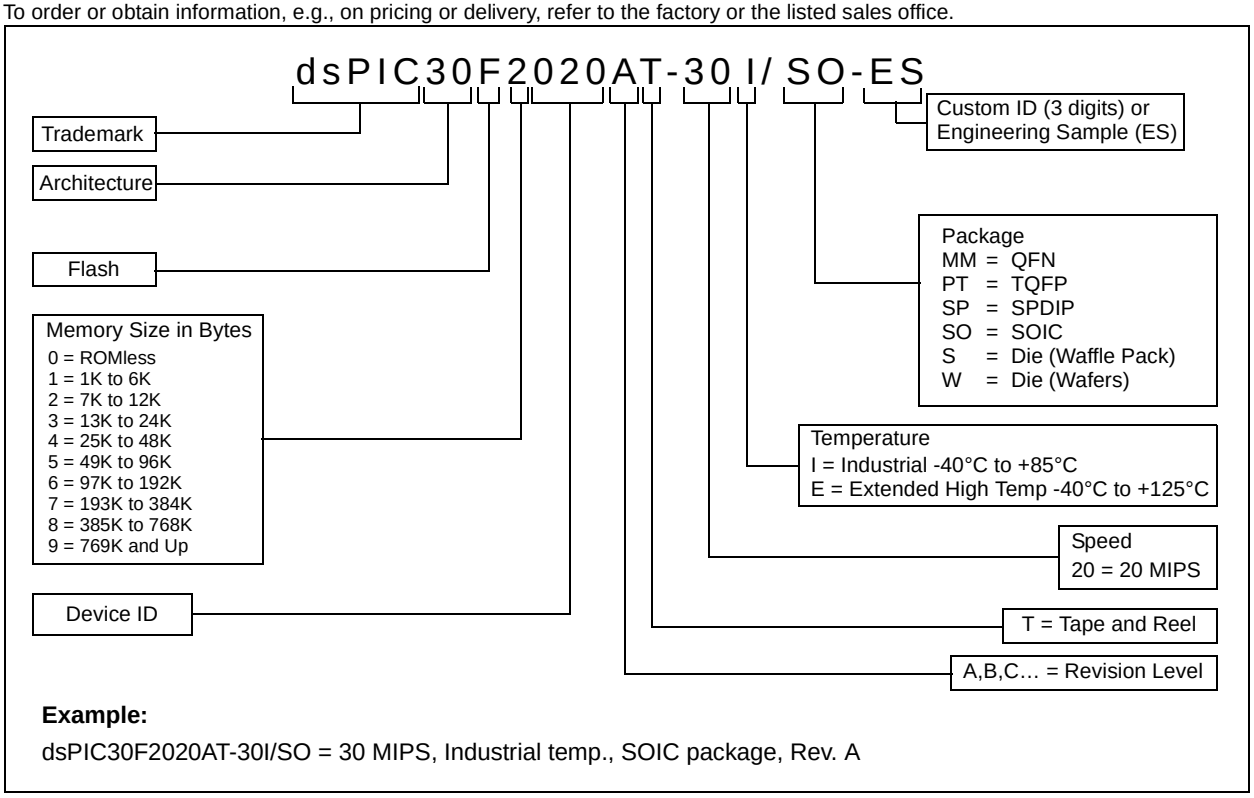


Note: Refer to Figure 21-1 for load conditions.

NOTES:

PRODUCT IDENTIFICATION SYSTEM

To order or obtain information, e.g., on pricing or delivery, refer to the factory or the listed sales office.



Example:

dsPIC30F2020AT-30I/SO = 30 MIPS, Industrial temp., SOIC package, Rev. A