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Applications of "<u>Embedded -</u> <u>Microcontrollers</u>"

Details

Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit Dual-Core
Speed	180MHz, 200MHz
Connectivity	I ² C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, Motor Control PWM, POR, PWM, QEI, WDT
Number of I/O	21
Program Memory Size	88KB (88K x 8)
Program Memory Type	FLASH, PRAM
EEPROM Size	-
RAM Size	20K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 23x12b; D/A 4x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SSOP (0.209", 5.30mm Width)
Supplier Device Package	28-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33ch64mp202-i-ss

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Address: Room A, 16/F, Full Win Commercial Centre, 573 Nathan Road, Mongkok, Hong Kong

Register	Address	All Resets	Register	Address	All Resets	Register	Address	All Resets
CAN FD (Con	tinued)		C1FLTOBJ15L	6F8	000000000000000000000000000000000000000	C1MASK15H	6FE	-0000000000000000
C1MASK14L	6F4	000000000000000000000000000000000000000	C1FLTOBJ15H	6FA	-0000000000000000			
C1MASK14H	6F6	-0000000000000000	C1MASK15L	6FC	000000000000000000000000000000000000000			

TABLE 3-10: MASTER SFR BLOCK 700h

Legend: x = unknown or indeterminate value; "." = unimplemented bits. Address and Reset values are in hexadecimal and binary, respectively.

TABLE 3-11: MASTER SFR BLOCK 800h

Register	Address	All Resets	Register	Address	All Resets	Register	Address	All Resets
Interrupts			IPC3	846	-100-100-100-100	IPC33	882	-100-100-100-100
IFS0	800	000000000-00000	IPC4	848	-100-100-100-100	IPC34	884	-100-100-100-100
IFS1	802	000000000000000000000000000000000000000	IPC5	84A	-100-100-100-100	IPC35	886	100-100
IFS2	804	00000-00-00000	IPC6	84C	-100-100-100-100	IPC35	886	100-100
IFS3	806	00000000	IPC7	84E	-100-100-100-100	IPC36	888	100
IFS4	808	0000000-00	IPC8	850	-100-100	IPC37	88A	100-100
IFS5	80A	00000000000000000-	IPC9	852	100-100-100	IPC38	88C	100-100
IFS6	80C	000000000000000000000000000000000000000	IPC10	854	-100100-100	IPC39	88E	100
IFS7	80E	0000000000000	IPC11	856	-100-100-100-100	IPC42	894	-100-100-100-100
IFS8	810	0000000000000-	IPC12	858	-100-100-100-100	IPC43	896	-100-100-100-100
IFS9	812	000-000	IPC13	85A	100	IPC44	898	-100-100-100-100
IFS10	814	0000000	IPC15	85E	-100-100-100	IPC45	89A	100
IFS11	816	-0000000	IPC16	860	-100100-100	IPC47	89E	100-100
IEC0	820	000000000-00000	IPC17	862	100-100-100	INTCON1	8C0	0000000000000000-
IEC1	822	000000000000000000000000000000000000000	IPC18	864	-100	INTCON2	8C2	00000000
IEC2	824	00000-00-00000	IPC19	866	100-100	INTCON3	8C4	00
IEC3	826	00000000	IPC20	868	-100-100-100	INTCON4	8C6	00
IEC4	828	0000000-00	IPC21	86A	-100-100-100-100	INTTREG	8C8	000-000000000000
IEC5	82A	00000000000000000-	IPC22	86C	-100-100-100-100	Flash		
IEC6	82C	000000000000000000000000000000000000000	IPC23	86E	-100-100-100-100	NVMCON	8D0	0000000000
IEC7	82E	0000000000000	IPC24	870	-100-100-100-100	NVMADR	8D2	000000000000000000
IEC8	830	0000000000000-	IPC25	872	-100-100-100-100	NVMADRU	8D4	00000000
IEC8	830	0000000000000-	IPC26	874	-100-100-100-100	NVMKEY	8D6	00000000
IEC9	832	000-000	IPC27	876	-100-100-100-100	NVMSRCADRL	8D8	000000000000000000
IEC10	834	000000000	IPC28	878	-100	NVMSRCADRH	8DA	00000000
IEC11	836	-0000000	IPC29	87A	-100-100-100-100	CBG		
IPC0	840	-100-100-100-100	IPC30	87C	-100-100-100-100	BIASCON	8F0	00000
IPC1	842	-100-100100	IPC31	87E	-100-100-100-100	IBIASCONL	8F4	000000000000
IPC2	844	-100-100-100-100	IPC32	880	-100-100-100	IBIASCONH	8F6	000000000000

Legend: x = unknown or indeterminate value; "-" = unimplemented bits. Address and Reset values are in hexadecimal and binary, respectively.

3.4.2 RESET CONTROL REGISTER

REGISTER 3-15: RCON: RESET CONTROL REGISTER⁽¹⁾

R/W-0	R/W-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
TRAPR	IOPUWR	—	—	—	—	CM	VREGS
bit 15							bit 8
R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-1	R/W-1
EXTR	SWR		WDTO	SLEEP	IDLE	BOR	POR
bit 7	own		WBIO	OLLLI	IDEE	Bolt	bit (
Legend:							
R = Readable	bit	W = Writable	bit	U = Unimpler	nented bit, read	l as '0'	
-n = Value at F	POR	'1' = Bit is set		'0' = Bit is cle	ared	x = Bit is unki	nown
		Deest Flee bit					
bit 15		Reset Flag bit					
		onflict Reset ha		d			
bit 14	•				ess Reset Flag	bit	
					ode or Uninitial		er used as a
	Address	Pointer caused	l a Reset			-	
	•	•		Register Reset	has not occurre	d	
oit 13-10	-	ted: Read as '					
oit 9	•	ation Mismatch	•				
		ration Mismato					
oit 8	VREGS: Volta	age Regulator	Standby Durin	ig Sleep bit			
	•	egulator is acti equlator goes i	•	ep node during Sle	еер		
oit 7	-	al Reset (MCL		3 -	1-		
		Clear (pin) Res Clear (pin) Res					
bit 6		re RESET (Inst					
	1 = A reset i	instruction has instruction has	been execute	ed			
oit 5		ted: Read as '					
oit 4	-	hdog Timer Tin		ŀ			
		e-out has occur		-			
	0 = WDT time	e-out has not o	ccurred				
bit 3	SLEEP: Wake	e-up from Slee	p Flag bit				
		is been in Slee is not been in S	-				
bit 2	IDLE: Wake-u	up from Idle Fla	ag bit				
	1 = Device ha	s been in Idle	mode				
L:1 A		is not been in I					
bit 1		out Reset Flag					
		out Reset has out Reset has					
Note 1: All	of the Reset sta	tue hite can he	set or cleared	t in coffwara. S	etting one of th	oso hite in coft	wara daga na

cause a device Reset.

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	
NSTDIS	OVAERR	OVBERR	COVAERR	COVBERR	OVATE	OVBTE	COVTE	
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	U-0	
SFTACERR	DIV0ERR	DMACERR	MATHERR	ADDRERR	STKERR	OSCFAIL	—	
bit 7							bit 0	
Legend:	1.11		1.11			(0)		
R = Readable		W = Writable		•	ented bit, read			
-n = Value at F	VOR	'1' = Bit is set		'0' = Bit is clea	ired	x = Bit is unk	nown	
bit 15	NSTDIS: Inte	errupt Nesting	Disable bit					
2.1.10		nesting is disa						
	•	nesting is ena						
bit 14	OVAERR: A	ccumulator A (Overflow Trap F	-lag bit				
			overflow of Ac					
h# 40	-		-	of Accumulator A	A			
bit 13			Overflow Trap I	•				
			overflow of Ac	f Accumulator B	3			
bit 12	-		-	Overflow Trap F				
			•	erflow of Accum	•			
				c overflow of Ac				
bit 11			-	Overflow Trap F	-			
				erflow of Accum				
bit 10	-			c overflow of Ac	cumulator B			
bit 10		erflow of Accur	erflow Trap En					
	1 = Trap over 0 = Trap is d							
bit 9	OVBTE: Acc	cumulator B O	verflow Trap En	able bit				
	1 = Trap ove	OVBTE: Accumulator B Overflow Trap Enable bit 1 = Trap overflow of Accumulator B						
		0 = Trap is disabled						
bit 8			flow Trap Enal					
			low of Accumu	lator A or B is ei	nabled			
bit 7	0 = Trap is d		lator Error Stat	us hit				
				alid accumulator	shift			
			•	invalid accumul				
		-	-					

REGISTER 3-18: INTCON1: INTERRUPT CONTROL REGISTER 1

REGISTER 3-30: CNCONX: CHANGE NOTIFICATION CONTROL FOR PORTX REGISTER

R/W-0	U-0	U-0	U-0	R/W-0	U-0	U-0	U-0
ON		—		CNSTYLE	—	—	_
bit 15							bit 8
U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
		<u> </u>	—	<u> </u>	—	<u> </u>	—
bit 7							bit 0
Legend:							
R = Readab	le bit	W = Writable	bit	U = Unimpler	nented bit, read	as '0'	
-n = Value a	t POR	'1' = Bit is set		'0' = Bit is cle	ared	red x = Bit is unknown	
bit 15	ON: Change	Notification (CN	I) Control for	PORTx On bit			
	1 = CN is ena 0 = CN is disa						
bit 14-12	Unimplemen	ted: Read as ')'				
bit 11	CNSTYLE: C	hange Notificat	ion Style Sele	ection bit			
	 1 = Edge style (detects edge transitions, CNFx<15:0> bits are used for a Change Notification event) 0 = Mismatch style (detects change from last port read, CNSTATx<15:0> bits are used for a Change Notification event) 						
bit 10-0	Unimplemen	ted: Read as ')'				

REGISTER 3-31: CNEN0x: INTERRUPT CHANGE NOTIFICATION ENABLE FOR PORTX 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
			CNEN0	x<15:8>			
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
			CNEN)x<7:0>			
bit 7							bit 0
Legend:							

=ogona.					
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 15-0 **CNEN0x<15:0>:** Interrupt Change Notification Enable for PORTx bits 1 = Interrupt-on-change (from the last read value) is enabled for PORTx[n] 0 = Interrupt-on-change is disabled for PORTx[n]

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Input Name ⁽¹⁾	Function Name	Register	Register Bits
External Interrupt 1	INT1	RPINR0	INT1R<7:0>
External Interrupt 2	INT2	RPINR1	INT2R<7:0>
External Interrupt 3	INT3	RPINR1	INT3R<7:0>
Timer1 External Clock	T1CK	RPINR2	T1CK<7:0>
SCCP Timer1	TCKI1	RPINR3	TCKI1R<7:0>
SCCP Capture 1	ICM1	RPINR3	ICM1R<7:0>
SCCP Timer2	TCKI2	RPINR4	TCKI2R<7:0>
SCCP Capture 2	ICM2	RPINR4	ICM2R<7:0>
SCCP Timer3	TCKI3	RPINR5	TCKI3R<7:0>
SCCP Capture 3	ICM3	RPINR5	ICM3R<7:0>
SCCP Timer4	TCKI4	RPINR6	TCKI4R<7:0>
SCCP Capture 4	ICM4	RPINR6	ICM4R<7:0>
SCCP Timer5	TCKI5	RPINR7	TCKI5R<7:0>
SCCP Capture 5	ICM5	RPINR7	ICM5R<7:0>
SCCP Timer6	TCKI6	RPINR8	TCKI6R<7:0>
SCCP Capture 6	ICM6	RPINR8	ICM6R<7:0>
SCCP Timer7	TCKI7	RPINR9	TCKI7R<7:0>
SCCP Capture 7	ICM7	RPINR9	ICM7R<7:0>
SCCP Timer8	TCKI8	RPINR10	TCKI8R<7:0>
SCCP Capture 8	ICM8	RPINR10	ICM8R<7:0>
SCCP Fault A	OCFA	RPINR11	OCFAR<7:0>
SCCP Fault B	OCFB	RPINR11	OCFBR<7:0>
PWM Input 8	PCI8	RPINR12	PCI8R<7:0>
PWM Input 9	PCI9	RPINR12	PCI9R<7:0>
PWM Input 10	PCI10	RPINR13	PCI10R<7:0>
PWM Input 11	PCI11	RPINR13	PCI11R<7:0>
QEI Input A	QEIA1	RPINR14	QEIA1R<7:0>
QEI Input B	QEIB1	RPINR14	QEIB1R<7:0>
QEI Index 1 Input	QEINDX1	RPINR15	QEINDX1R<7:0>
QEI Home 1 Input	QEIHOM1	RPINR15	QEIHOM1R<7:0>
UART1 Receive	U1RX	RPINR18	U1RXR<7:0>
UART1 Data-Set-Ready	U1DSR	RPINR18	U1DSRR<7:0>
UART2 Receive	U2RX	RPINR19	U2RXR<7:0>
UART2 Data-Set-Ready	U2DSR	RPINR19	U2DSRR<7:0>
SPI1 Data Input	SDI1	RPINR20	SDI1R<7:0>
SPI1 Clock Input	SCK1IN	RPINR20	SCK1R<7:0>
SPI1 Slave Select	SS1	RPINR21	SS1R<7:0>
Reference Clock Input	REFOI	RPINR21	REFOIR<7:0>
SPI2 Data Input	SDI2	RPINR22	SDI2R<7:0>
SPI2 Clock Input	SCK2IN	RPINR22	SCK2R<7:0>
SPI2 Slave Select	SS2	RPINR23	SS2R<7:0>
UART1 Clear-to-Send	U1CTS	RPINR23	U1CTSR<7:0>

TABLE 3-31:	SELECTABLE INPUT SOURCES (MAPS INPUT TO FUNCTION)

Note 1: Unless otherwise noted, all inputs use the Schmitt Trigger input buffers.

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP61R5	RP61R4	RP61R3	RP61R2	RP61R1	RP61R0
bit 15							bit 8
U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP60R5	RP60R4	RP60R3	RP60R2	RP60R1	RP60R0
bit 7							bit 0

REGISTER 3-82: RPOR14: PERIPHERAL PIN SELECT OUTPUT REGISTER 14

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 15-14	Unimplemented: Read as '0'
bit 13-8	RP61R<5:0>: Peripheral Output Function is Assigned to RP61 Output Pin bits (see Table 3-33 for peripheral function numbers)
bit 7-6	Unimplemented: Read as '0'
bit 5-0	RP60R<5:0>: Peripheral Output Function is Assigned to RP60 Output Pin bits (see Table 3-33 for peripheral function numbers)

REGISTER 3-83: RPOR15: PERIPHERAL PIN SELECT OUTPUT REGISTER 15

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP63R5	RP63R4	RP63R3	RP63R2	RP63R1	RP63R0
bit 15							bit 8
U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP62R5	RP62R4	RP62R3	RP62R2	RP62R1	RP62R0
bit 7							bit 0
Legend:							
1							

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 13-8 **RP63R<5:0>:** Peripheral Output Function is Assigned to RP63 Output Pin bits (see Table 3-33 for peripheral function numbers)

bit 7-6 Unimplemented: Read as '0'

bit 5-0 **RP62R<5:0>:** Peripheral Output Function is Assigned to RP62 Output Pin bits (see Table 3-33 for peripheral function numbers)

3.9.3 ADC CONTROL/STATUS REGISTERS

REGISTER 3-157: ADCON1L: ADC CONTROL REGISTER 1 LOW

R/W-0	U-0	R/W-0	U-0	U-0	U-0	U-0	U-0
ADON ⁽¹⁾	—	ADSIDL	—	—	—	—	
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	1 as '0'
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

- bit 15 ADON: ADC Enable bit⁽¹⁾
 - 1 = ADC module is enabled
 - 0 = ADC module is off
- bit 14 Unimplemented: Read as '0'
- bit 13 ADSIDL: ADC Stop in Idle Mode bit
 - 1 = Discontinues module operation when device enters Idle mode
 - 0 = Continues module operation in Idle mode
- bit 12-0 Unimplemented: Read as '0'
- **Note 1:** Set the ADON bit only after the ADC module has been configured. Changing ADC Configuration bits when ADON = 1 will result in unpredictable behavior.

REGISTER 4-57: RPINR45: PERIPHERAL PIN SELECT INPUT REGISTER 45

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	
CLCINAR7	CLCINAR6	CLCINAR5	CLCINAR4	CLCINAR3	CLCINAR2	CLCINAR1	CLCINAR0	
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			bit	U = Unimplemented bit, read as '0'				
-n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unk				x = Bit is unkr	nown			

bit 15-8 **CLCINAR<7:0>:** Assign CLC Input A (S1CLCINA) to the Corresponding S1RPn Pin bits See Table 4-27.

bit 7-0 Unimplemented: Read as '0'

REGISTER 4-58: RPINR46: PERIPHERAL PIN SELECT INPUT REGISTER 46

| R/W-0 |
|----------|----------|----------|----------|----------|----------|----------|----------|
| CLCINCR7 | CLCINCR6 | CLCINCR5 | CLCINCR4 | CLCINCR3 | CLCINCR2 | CLCINCR1 | CLCINCR0 |
| bit 15 | | | | | | | bit 8 |

| R/W-0 |
|----------|----------|----------|----------|----------|----------|----------|----------|
| CLCINBR7 | CLCINBR6 | CLCINBR5 | CLCINBR4 | CLCINBR3 | CLCINBR2 | CLCINBR1 | CLCINBR0 |
| 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 15-8 **CLCINCR<7:0>:** Assign CLC Input C (S1CLCINC) to the Corresponding S1RPn Pin bits See Table 4-27.

bit 7-0 CLCINBR<7:0>: Assign CLC Input B (S1CLCINB) to the Corresponding S1RPn Pin bits See Table 4-27.

REGISTER 4-104: ADSTATL: ADC DATA READY STATUS REGISTER LOW

HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0		
			AN<15	:8>RDY					
bit 15	bit 15 bit 8								
HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0		
			AN<7:	0>RDY					
bit 7							bit 0		
Legend:		U = Unimplem	nented bit, rea	d as '0'					
R = Readable	R = Readable bit W = Writable bit HSC = Hardware Settable/Clearable bit								
-n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown						nown			

bit 15-0 AN<15:0>RDY: Common Interrupt Enable for Corresponding Analog Inputs bits

1 = Channel conversion result is ready in the corresponding ADCBUFx register

0 = Channel conversion result is not ready

REGISTER 4-105: ADSTATH: ADC DATA READY STATUS REGISTER HIGH

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	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0	HSC/R-0
—	—	—		A	\N<20:16>RD	Y	
bit 7							bit 0

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

bit 15-5 Unimplemented: Read as '0'

bit 4-0 AN<20:16>RDY: Common Interrupt Enable for Corresponding Analog Inputs bits

1 = Channel conversion result is ready in the corresponding ADCBUFx register

0 = Channel conversion result is not ready

U-0	R/W-0	U-0	U-0	U-0	R/W-0	U-0	U-0
_	PGA3MD	—	—	_	PGA2MD	—	_
bit 15							bit 8
U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0
	—	CLC4MD	CLC3MD	CLC2MD	CLC1MD	—	—
bit 7							bit 0
Legend:							
R = Readab		W = Writable I	oit	•	nented bit, rea		
-n = Value a	at POR	'1' = Bit is set		'0' = Bit is clea	ared	x = Bit is unk	nown
6:4 <i>4 E</i>		ted. Deed en fr	, ,				
bit 15	-	ted: Read as '0					
bit 14		GA3 Module Dis Indule is disabled					
		dule is enabled					
bit 13-11		ted: Read as '0					
bit 10	-	GA2 Module Dis					
	1 = PGA2 mo	dule is disabled	ł				
	0 = PGA2 mo	dule is enabled					
bit 9-6	Unimplemen	ted: Read as '0)'				
bit 5	CLC4MD: CL	C4 Module Dis	able bit				
		dule is disabled					
		dule is enabled					
bit 4		C3 Module Dis dule is disabled					
		dule is enabled	-				
bit 3		CLC2MD: CLC2 Module Disable bit					
	1 = CLC2 module is disabled						
	0 = CLC2 module is enabled						
bit 2	CLC1MD: CL	C1 Module Dis	able bit				
		dule is disabled					
		dule is enabled					
bit 1-0	Unimplemen	ted: Read as '0)'				

REGISTER 7-15: PMD8: SLAVE PERIPHERAL MODULE DISABLE 8 CONTROL REGISTER

8.1.6 CHANNEL PRIORITY

Each DMA channel functions independently of the others, but also competes with the others for access to the data and DMA buses. When access collisions occur, the DMA Controller arbitrates between the channels using a user-selectable priority scheme. Two schemes are available:

- Round Robin: When two or more channels collide, the lower numbered channel receives priority on the first collision. On subsequent collisions, the higher numbered channels each receive priority based on their channel number.
- Fixed: When two or more channels collide, the lowest numbered channel always receives priority, regardless of past history; however, any channel being actively processed is not available for an immediate retrigger. If a higher priority channel is continually requesting service, it will be scheduled for service after the next lower priority channel with a pending request.

8.2 Typical Setup

To set up a DMA channel for a basic data transfer:

- Enable the DMA Controller (DMAEN = 1) and select an appropriate channel priority scheme by setting or clearing PRSSEL.
- Program DMAH and DMAL with appropriate upper and lower address boundaries for data RAM operations.
- Select the DMA channel to be used and disable its operation (CHEN = 0).
- Program the appropriate source and destination addresses for the transaction into the channel's DMASRCn and DMADSTn registers. For PIA mode addressing, use the base address value.
- Program the DMACNTn register for the number of triggers per transfer (One-Shot or Continuous modes) or the number of words (bytes) to be transferred (Repeated modes).
- 6. Set or clear the SIZE bit to select the data size.
- 7. Program the TRMODE<1:0> bits to select the Data Transfer mode.
- Program the SAMODE<1:0> and DAMODE<1:0> bits to select the addressing mode.
- 9. Enable the DMA channel by setting CHEN.
- 10. Enable the trigger source interrupt.

8.3 Peripheral Module Disable

The channels of the DMA Controller can be individually powered down using the Peripheral Module Disable (PMD) registers.

8.4 Registers

The DMA Controller uses a number of registers to control its operation. The number of registers depends on the number of channels implemented for a particular device.

There are always four module-level registers (one control and three buffer/address):

- DMACON: DMA Engine Control Register (Register 8-1)
- DMAH and DMAL: DMA High and Low Address Limit Registers
- DMABUF: DMA Transfer Data Buffer

Each of the DMA channels implements five registers (two control and three buffer/address):

- DMACHn: DMA Channel n Control Register (Register 8-2)
- DMAINTn: DMA Channel n Interrupt Register (Register 8-3)
- DMASRCn: DMA Data Source Address Pointer for Channel n Register
- DMADSTn: DMA Data Destination Source for Channel n Register
- DMACNTn: DMA Transaction Counter for Channel n Register

For dsPIC33CH128MP508 devices, there are a total of 34 registers.

REGISTER 9-30: PGxDTL: PWM GENERATOR x DEAD-TIME REGISTER LOW

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
_	_			DTL<1	3:8> ⁽¹⁾		
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
			DTL	_<7:0>			
bit 7							bit 0

Legend:			
R = Readable bit	W = Writable bit	U = Unimplemented bit, rea	ad 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 13-0 DTL<13:0>: PWMxL Dead-Time Delay bits⁽¹⁾

Note 1: DTL<13:11> bits are not available when HREN (PGxCONL<7>) = 0.

REGISTER 9-31: PGxDTH: PWM GENERATOR x DEAD-TIME REGISTER HIGH

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—			DTH<1	3:8> ⁽¹⁾		
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

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 15-14 Unimplemented: Read as '0'

bit 7

bit 13-0 DTH<13:0>: PWMxH Dead-Time Delay bits⁽¹⁾

Note 1: DTH<13:11> bits are not available when HREN (PGxCONL<7>) = 0.

bit 0

R-0							
I V O	R-0	R-0	R-0	R-0	R-0	R-0	R-0
			PGxCA	AP<15:8>			
bit 15							bit 8
R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
			PGxCA	\P<7:0> ⁽¹⁾			
bit 7							bit 0
Legend:							
R = Readable bit		W = Writable bit		U = Unimpleme	nted hit rea	d as '0'	
			•				
-n = Value at POF	۲	'1' = Bit is set		'0' = Bit is cleare	ed	x = Bit is unki	nown

REGISTER 9-32: PGxCAP: PWM GENERATOR x CAPTURE REGISTER

bit 15-0 **PGxCAP<15:0>:** PGx Time Base Capture bits⁽¹⁾

Note 1: PGxCAP<1:0> will read as '0' in Standard Resolution mode. PGxCAP<4:0> will read as '0' in High-Resolution mode.

REGISTER 14-2: SPIxCON1H: SPIx CONTROL REGISTER 1 HIGH (CONTINUED)

bit 6	FRMSYNC: Frame Sync Pulse Direction Control bit
	1 = Frame Sync pulse input (Slave) 0 = Frame Sync pulse output (Master)
bit 5	FRMPOL: Frame Sync/Slave Select Polarity bit
	 1 = Frame Sync pulse/Slave select is active-high 0 = Frame Sync pulse/Slave select is active-low
bit 4	MSSEN: Master Mode Slave Select Enable bit
	 1 = SPIx Slave select support is enabled with polarity determined by FRMPOL (SSx pin is automatically driven during transmission in Master mode) 0 = Slave select SPIx support is disabled (SSx pin will be controlled by port I/O)
bit 3	FRMSYPW: Frame Sync Pulse-Width bit
	 1 = Frame Sync pulse is one serial word length wide (as defined by MODE<32,16>/WLENGTH<4:0>) 0 = Frame Sync pulse is one clock (SCKx) wide
bit 2-0	FRMCNT<2:0>: Frame Sync Pulse Counter bits
	Controls the number of serial words transmitted per Sync pulse. 111 = Reserved 110 = Reserved
	101 = Generates a Frame Sync pulse on every 32 serial words
	100 = Generates a Frame Sync pulse on every 16 serial words
	011 = Generates a Frame Sync pulse on every 8 serial words 010 = Generates a Frame Sync pulse on every 4 serial words
	001 = Generates a Frame Sync pulse on every 2 serial words (value used by audio protocols) 000 = Generates a Frame Sync pulse on each serial word

Note 1: AUDEN can only be written when the SPIEN bit = 0.

- **2:** AUDMONO can only be written when the SPIEN bit = 0 and is only valid for AUDEN = 1.
- **3:** URDTEN is only valid when IGNTUR = 1.
- **4:** AUDMOD<1:0> can only be written when the SPIEN bit = 0 and is only valid when AUDEN = 1. When NOT in PCM/DSP mode, this module functions as if FRMSYPW = 1, regardless of its actual value.

REGISTER 16-3: SENTXDATL: SENTX RECEIVE DATA REGISTER LOW⁽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
DATA4<3:0>				DATAS	5<3:0>		
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
	DATA6	6<3:0>		CRC<3:0>			
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 15-12	DATA4<3:0>: Data Nibble 4 Data bits
bit 11-8	DATA5<3:0>: Data Nibble 5 Data bits
bit 7-4	DATA6<3:0>: Data Nibble 6 Data bits
bit 3-0	CRC<3:0>: CRC Nibble Data bits

Note 1: Register bits are read-only in Receive mode (RCVEN = 1). In Transmit mode, the CRC<3:0> bits are read-only when automatic CRC calculation is enabled (RCVEN = 0, CRCEN = 1).

REGISTER 16-4: SENTxDATH: SENTx RECEIVE DATA REGISTER HIGH⁽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	
STAT<3:0>				DATA1<3:0>				
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	
DATA2<3:0>				DATA3<3:0>				
bit 7							bit C	
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 15-12 STAT<3:0>: Status Nibble Data bits

bit 11-8 **DATA1<3:0>:** Data Nibble 1 Data bits

bit 7-4 DATA2<3:0>: Data Nibble 2 Data bits

bit 3-0 DATA3<3:0>: Data Nibble 3 Data bits

Note 1: Register bits are read-only in Receive mode (RCVEN = 1). In Transmit mode, the CRC<3:0> bits are read-only when automatic CRC calculation is enabled (RCVEN = 0, CRCEN = 1).

Base Instr #	Assembly Mnemonic		Assembly Syntax	Description	# of Words	# of Cycles ⁽¹⁾	Status Flags Affected
40	DIV2.U	DIV2.U	Wm,Wn	Unsigned 16/16-bit Integer Divide (W1:W0 preserved)	1	6	N,Z,C,OV
		DIV2.UD	Wm,Wn	Unsigned 32/16-bit Integer Divide (W1:W0 preserved)	1	6	N,Z,C,OV
41	DO	DO	#lit15,Expr	Do Code to PC + Expr, lit15 + 1 Times	2	2	None
		DO	Wn,Expr	Do code to PC + Expr, (Wn) + 1 Times	2	2	None
42	ED	ED	Wm*Wm,Acc,Wx,Wy,Wxd	Euclidean Distance (no accumulate)	1	1	OA,OB,OAB, SA,SB,SAB
43	EDAC	EDAC	Wm*Wm,Acc,Wx,Wy,Wxd	Euclidean Distance	1	1	OA,OB,OAB, SA,SB,SAB
44	EXCH	EXCH	Wns,Wnd	Swap Wns with Wnd	1	1	None
46	FBCL	FBCL	Ws,Wnd	Find Bit Change from Left (MSb) Side	1	1	С
47	FF1L	FF1L	Ws,Wnd	Find First One from Left (MSb) Side	1	1	С
48	FF1R	FF1R	Ws,Wnd	Find First One from Right (LSb) Side	1	1	С
49	FLIM	FLIM	Wb, Ws	Force Data (Upper and Lower) Range Limit without Limit Excess Result	1	1	N,Z,OV
		FLIM.V	Wb, Ws, Wd	Force Data (Upper and Lower) Range Limit with Limit Excess Result	1	1	N,Z,OV
50	GOTO	GOTO	Expr	Go to Address	2	4/2 ⁽²⁾	None
		GOTO	Wn	Go to Indirect	1	4/2 ⁽²⁾	None
		GOTO.L	Wn	Go to Indirect (long address)	1	4/2 ⁽²⁾	None
51	INC	INC	f	f = f + 1	1	1	C,DC,N,OV,Z
		INC	f,WREG	WREG = f + 1	1	1	C,DC,N,OV,Z
		INC	Ws,Wd	Wd = Ws + 1	1	1	C,DC,N,OV,Z
52	INC2	INC2	f	f = f + 2	1	1	C,DC,N,OV,Z
		INC2	f,WREG	WREG = f + 2	1	1	C,DC,N,OV,Z
		INC2	Ws,Wd	Wd = Ws + 2	1	1	C,DC,N,OV,Z
53	IOR	IOR	f	f = f .IOR. WREG	1	1	N,Z
		IOR	f,WREG	WREG = f.IOR. WREG	1	1	N,Z
		IOR	#lit10,Wn	Wd = lit10 .IOR. Wd	1	1	N,Z
		IOR	Wb,Ws,Wd	Wd = Wb .IOR. Ws	1	1	N,Z
		IOR	Wb,#lit5,Wd	Wd = Wb .IOR. lit5	1	1	N,Z
54	LAC	LAC	Wso,#Slit4,Acc	Load Accumulator	1	1	OA,OB,OAB, SA,SB,SAB
		LAC.D	Wso, #Slit4, Acc	Load Accumulator Double	1	2	OA,SA,OB,SB
55	LDSLV	LDSLV	Wso,Wdo,lit2	Move a Single Instruction Word from Master to Slave PRAM	1	1	None
56	LNK	LNK	#lit14	Link Frame Pointer	1	1	SFA
57	LSR	LSR	f	f = Logical Right Shift f	1	1	C,N,OV,Z
		LSR	f,WREG	WREG = Logical Right Shift f	1	1	C,N,OV,Z
		LSR	Ws,Wd	Wd = Logical Right Shift Ws	1	1	C,N,OV,Z
		LSR	Wb,Wns,Wnd	Wnd = Logical Right Shift Wb by Wns	1	1	N,Z
		LSR	Wb,#lit5,Wnd	Wnd = Logical Right Shift Wb by lit5	1	1	N,Z
58	MAC	MAC	Wm*Wn,Acc,Wx,Wxd,Wy,Wyd, AWB	Multiply and Accumulate	1	1	OA,OB,OAB, SA,SB,SAB
		MAC	Wm*Wm,Acc,Wx,Wxd,Wy,Wyd	Square and Accumulate	1	1	OA,OB,OAB, SA,SB,SAB
59	MAX	MAX	Acc	Force Data Maximum Range Limit	1	1	N,OV,Z
		MAX.V	Acc, Wnd	Force Data Maximum Range Limit with Result	1	1	N,OV,Z

TABLE 22-2: INSTRUCTION SET OVERVIEW (CONTINUED)

Read and Read-Modify-Write (e.g., bit operations and logical operations) on non-CPU SFRs incur an additional instruction cycle. Note 1: 2:

Cycle times for Slave core are different for Master core, as shown in 2.

3: For dsPIC33CH128MP508 devices, the divide instructions must be preceded with a "REPEAT #5" instruction, such that they are executed six consecutive times

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