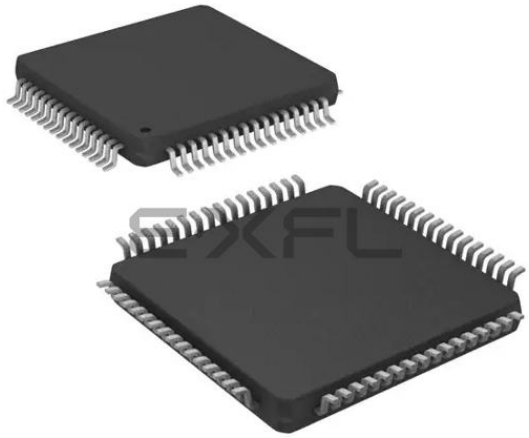
Microchip Technology - DSPIC33CH64MP206T-I/PT Datasheet



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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit Dual-Core
Speed	180MHz, 200MHz
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, Motor Control PWM, POR, PWM, QEI, WDT
Number of I/O	53
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 34x12b; D/A 4x12b
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/dspic33ch64mp206t-i-pt

2.0 GUIDELINES FOR GETTING STARTED WITH 16-BIT DIGITAL SIGNAL CONTROLLERS

2.1 Basic Connection Requirements

Getting started with the family devices of the dsPIC33CH128MP508 requires attention to a minimal set of device pin connections before proceeding with development. The following is a list of pin names which must always be connected:

- All VDD and VSS pins
  (see **Section 2.2 “Decoupling Capacitors”**)
- All AVDD and AVSS pins
  regardless if ADC module is not used (see **Section 2.2 “Decoupling Capacitors”**)
- $\overline{\text{MCLR}}$ pin
  (see **Section 2.3 “Master Clear (MCLR) Pin”**)
- PGCx/PGDx pins
  used for In-Circuit Serial Programming™ (ICSP™) and debugging purposes (see **Section 2.4 “ICSP Pins”**)
- OSCI and OSCO pins
  when an external oscillator source is used (see **Section 2.5 “External Oscillator Pins”**)

2.2 Decoupling Capacitors

The use of decoupling capacitors on every pair of power supply pins, such as VDD, VSS, AVDD and AVSS is required.

Consider the following criteria when using decoupling capacitors:

- **Value and type of capacitor:** Recommendation of 0.1 µF (100 nF), 10-20V. This capacitor should be a low-ESR and have resonance frequency in the range of 20 MHz and higher. It is recommended to use ceramic capacitors.
- **Placement on the printed circuit board:** The decoupling capacitors should be placed as close to the pins as possible. It is recommended to place the capacitors on the same side of the board as the device. If space is constricted, the capacitor can be placed on another layer on the PCB using a via; however, ensure that the trace length from the pin to the capacitor is within one-quarter inch (6 mm) in length.
- **Handling high-frequency noise:** If the board is experiencing high-frequency noise, above tens of MHz, add a second ceramic-type capacitor in parallel to the above described decoupling capacitor. The value of the second capacitor can be in the range of 0.01 µF to 0.001 µF. Place this second capacitor next to the primary decoupling capacitor. In high-speed circuit designs, consider implementing a decade pair of capacitances as close to the power and ground pins as possible. For example, 0.1 µF in parallel with 0.001 µF.
- **Maximizing performance:** On the board layout from the power supply circuit, run the power and return traces to the decoupling capacitors first, and then to the device pins. This ensures that the decoupling capacitors are first in the power chain. Equally important is to keep the trace length between the capacitor and the power pins to a minimum, thereby reducing PCB track inductance.

2.4 ICSP Pins

The PGCx and PGDx pins are used for ICSP and debugging purposes. It is recommended to keep the trace length between the ICSP connector and the ICSP pins on the device as short as possible. If the ICSP connector is expected to experience an ESD event, a series resistor is recommended, with the value in the range of a few tens of Ohms, not to exceed 100 Ohms.

Pull-up resistors, series diodes and capacitors on the PGCx and PGDx pins are not recommended as they will interfere with the programmer/debugger communications to the device. If such discrete components are an application requirement, they should be removed from the circuit during programming and debugging. Alternatively, refer to the AC/DC characteristics and timing requirements information in the respective device Flash programming specification for information on capacitive loading limits and pin Voltage Input High (V_{IH}) and Voltage Input Low (V_{IL}) requirements.

Ensure that the "Communication Channel Select" (i.e., PGCx/PGDx pins) programmed into the device matches the physical connections for the ICSP to PICkit™ 3, MPLAB® ICD 3 or MPLAB REAL ICE™ emulator.

For more information on MPLAB ICD 2, MPLAB ICD 3 and REAL ICE emulator connection requirements, refer to the following documents that are available on the Microchip web site.

- *"Using MPLAB® ICD 3 In-Circuit Debugger"* (poster) (DS51765)
- *"Development Tools Design Advisory"* (DS51764)
- *"MPLAB® REAL ICE™ In-Circuit Emulator User's Guide"* (DS51616)
- *"Using MPLAB® REAL ICE™ In-Circuit Emulator"* (poster) (DS51749)

2.5 External Oscillator Pins

Many DSCs have options for at least two oscillators: a high-frequency Primary Oscillator (POSC) and a low-frequency Secondary Oscillator (SOSC). For details, see **Section 6.4.1 "Master Oscillator Control Registers"**.

The oscillator circuit should be placed on the same side of the board as the device. Also, place the oscillator circuit close to the respective oscillator pins, not exceeding one-half inch (12 mm) distance between them. The load capacitors should be placed next to the oscillator itself, on the same side of the board. Use a grounded copper pour around the oscillator circuit to isolate them from surrounding circuits. The grounded copper pour should be routed directly to the MCU ground. Do not run any signal traces or power traces inside the ground pour. Also, if using a two-sided board, avoid any traces on the other side of the board where the crystal is placed. A suggested layout is shown in Figure 2-3.

FIGURE 2-3: SUGGESTED PLACEMENT OF THE OSCILLATOR CIRCUIT

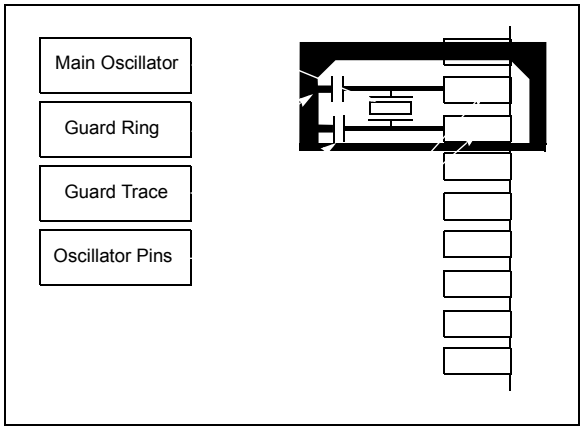


FIGURE 3-8: PAGED DATA MEMORY SPACE

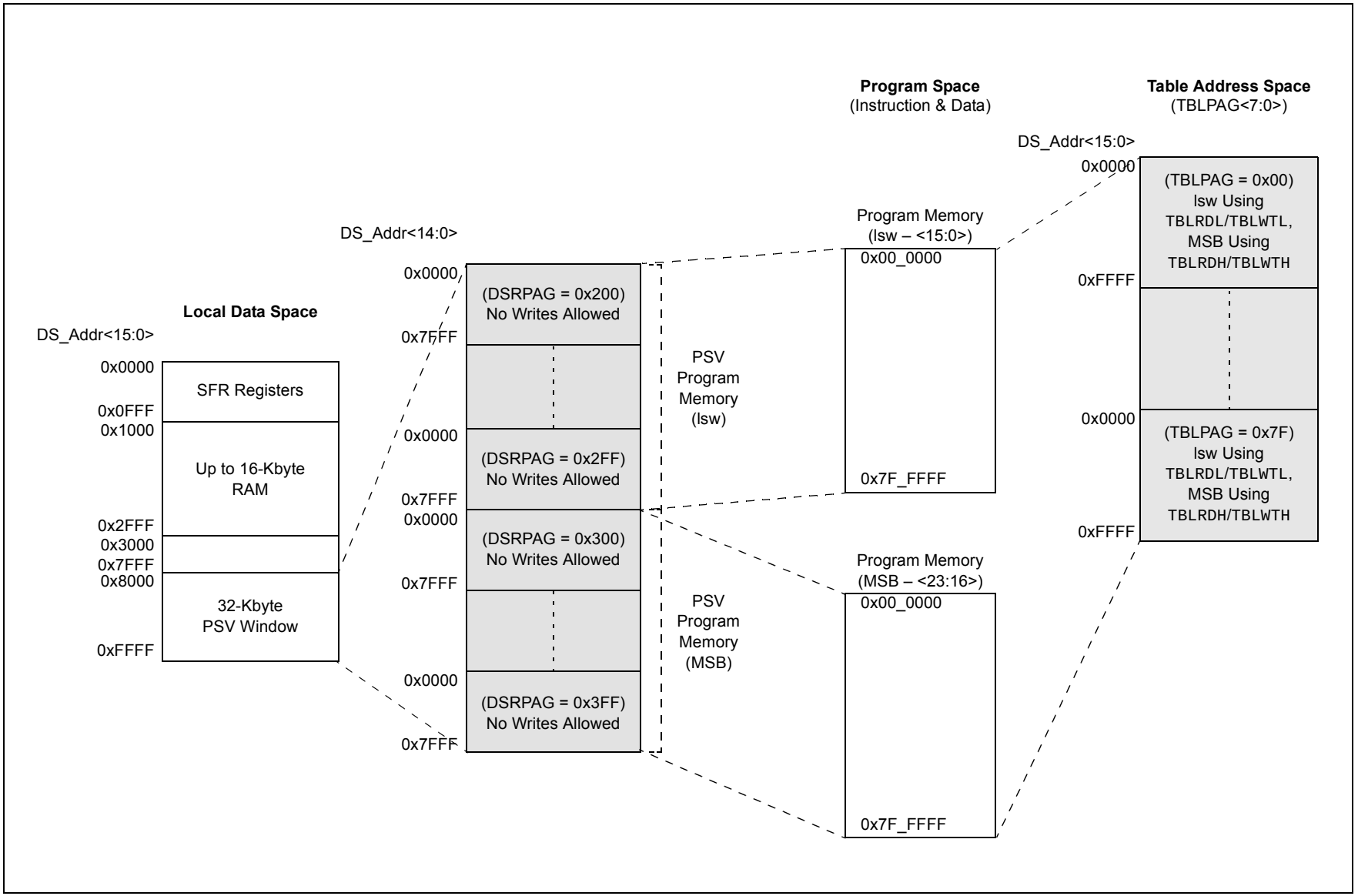


TABLE 3-27: PIN AND ANSELx AVAILABILITY

Device	Rx15	Rx14	Rx13	Rx12	Rx11	Rx10	Rx9	Rx8	Rx7	Rx6	Rx5	Rx4	Rx3	Rx2	Rx1	Rx0
PORTA																
dsPIC33XXXMP508/208	—	—	—	—	—	—	—	—	—	—	—	X	X	X	X	X
dsPIC33XXXMP506/206	—	—	—	—	—	—	—	—	—	—	—	X	X	X	X	X
dsPIC33XXXMP505/205	—	—	—	—	—	—	—	—	—	—	—	X	X	X	X	X
dsPIC33XXXMP503/203	—	—	—	—	—	—	—	—	—	—	—	X	X	X	X	X
dsPIC33XXXMP502/202	—	—	—	—	—	—	—	—	—	—	—	X	X	X	X	X
ANSELA	—	—	—	—	—	—	—	—	—	—	—	X	X	X	X	X
PORTB																
dsPIC33XXXMP508/208	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP506/206	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP505/205	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP503/203	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP502/202	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
ANSELB	—	—	—	—	—	X	X	X	—	—	—	X	X	X	X	X
PORTC																
dsPIC33XXXMP508/208	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP506/206	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP505/205	—	—	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP503/203	—	—	—	—	—	—	—	—	—	—	X	X	X	X	X	X
dsPIC33XXXMP502/202	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
ANSELC	—	—	—	—	—	—	—	—	X	—	—	—	X	X	X	X
PORTD																
dsPIC33XXXMP508/208	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP506/206	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP505/205	—	—	X	—	—	X	—	X	—	—	—	—	—	—	X	—
dsPIC33XXXMP503/203	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
dsPIC33XXXMP502/202	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
ANSELD	—	—	—	—	—	X	—	—	—	—	—	—	—	—	—	—
PORTE																
dsPIC33XXXMP508/208	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
dsPIC33XXXMP506/206	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
dsPIC33XXXMP505/205	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
dsPIC33XXXMP503/203	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
dsPIC33XXXMP502/202	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

TABLE 3-28: 5V INPUT TOLERANT PORTS

PORTA	—	—	—	—	—	—	—	—	—	—	—	RA4	RA3	RA2	RA1	RA0
PORTB	RB15	RB14	RB13	RB12	RB11	RB10	RB9	RB8	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0
PORTC	RC15	RC14	RC13	RC12	RC11	RC10	RC9	RC8	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0
PORTD	RD15	RD14	RD13	RD12	RD11	RD10	RD9	RD8	RD7	RD6	RD5	RD4	RD3	RD2	RD1	RD0
PORTE	RE15	RE14	RE13	RE12	RE11	RE10	RE9	RE8	RE7	RE6	RE5	RE4	RE3	RE2	RE1	RE0

Legend: **Shaded pins** are up to 5.5 VDC input tolerant.

REGISTER 3-65: 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

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
SENT2R7	SENT2R6	SENT2R5	SENT2R4	SENT2R3	SENT2R2	SENT2R1	SENT2R0
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 **CLCINAR<7:0>:** Assign CLC Input A (CLCINA) to the Corresponding RPn Pin bits
See Table 3-30.

bit 7-0 **SENT2R<7:0>:** Assign SENT2 Input (SENT2) to the Corresponding RPn Pin bits
See Table 3-30.

REGISTER 3-66: RPINR46: PERIPHERAL PIN SELECT INPUT REGISTER 46

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
CLCINCR7	CLCINCR6	CLCINCR5	CLCINCR4	CLCINCR3	CLCINCR2	CLCINCR1	CLCINCR0
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
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 (CLCINC) to the Corresponding RPn Pin bits
See Table 3-30.

bit 7-0 **CLCINBR<7:0>:** Assign CLC Input B (CLCINB) to the Corresponding RPn Pin bits
See Table 3-30.

TABLE 4-9: SLAVE SFR BLOCK 900h

Register	Address	All Resets	Register	Address	All Resets	Register	Address	All Resets
CCP			CCP2STATL	980	-----0--00xx0000	CCP3RAL	9B0	0000000000000000
CCP1CON1L	950	0-00000000000000	CCP2STATH	982	----------00000	CCP3RBL	9B4	0000000000000000
CCP1CON1H	952	00--000000000000	CCP2TMRL	984	0000000000000000	CCP3BUFL	9B8	0000000000000000
CCP1CON2L	954	00-0----00000000	CCP2TMRH	986	0000000000000000	CCP3BUFH	9BA	0000000000000000
CCP1CON2H	956	0------100-00000	CCP2PRL	988	1111111111111111	CCP4CON1L	9BC	0-00000000000000
CCP1CON3H	95A	0000------0-00--	CCP2PRH	98A	1111111111111111	CCP4CON1H	9BE	00--000000000000
CCP1STATL	95C	-----0--00xx0000	CCP2RAL	98C	0000000000000000	CCP4CON2L	9C0	00-0----00000000
CCP1STATH	95E	----------00000	CCP2RBL	990	0000000000000000	CCP4CON2H	9C2	0------100-00000
CCP1TMRL	960	0000000000000000	CCP2BUFL	994	0000000000000000	CCP4CON3H	9C6	0000------0-00--
CCP1TMRH	962	0000000000000000	CCP2BUFH	996	0000000000000000	CCP4STATL	9C8	-----0--00xx0000
CCP1PRL	964	1111111111111111	CCP3CON1L	998	0-00000000000000	CCP4STATH	9CA	----------00000
CCP1PRH	966	1111111111111111	CCP3CON1H	99A	00--000000000000	CCP4TMRL	9CC	0000000000000000
CCP1RAL	968	0000000000000000	CCP3CON2L	99C	00-0----00000000	CCP4TMRH	9CE	0000000000000000
CCP1RBL	96C	0000000000000000	CCP3CON2H	99E	0------100-00000	CCP4PRL	9D0	1111111111111111
CCP1BUFL	970	0000000000000000	CCP3CON3H	9A2	0000------0-00--	CCP4PRH	9D2	1111111111111111
CCP1BUFH	972	0000000000000000	CCP3STATL	9A4	-----0--00xx0000	CCP4RAL	9D4	0000000000000000
CCP2CON1L	974	0-00000000000000	CCP3STATH	9A6	----------00000	CCP4RBL	9D8	0000000000000000
CCP2CON1H	976	00--000000000000	CCP3TMRL	9A8	0000000000000000	CCP4BUFL	9DC	0000000000000000
CCP2CON2L	978	00-0----00000000	CCP3TMRH	9AA	0000000000000000	CCP4BUFH	9DE	0000000000000000
CCP2CON2H	97A	0------100-00000	CCP3PRL	9AC	1111111111111111			
CCP2CON3H	97E	0000------0-00--	CCP3PRH	9AE	1111111111111111			

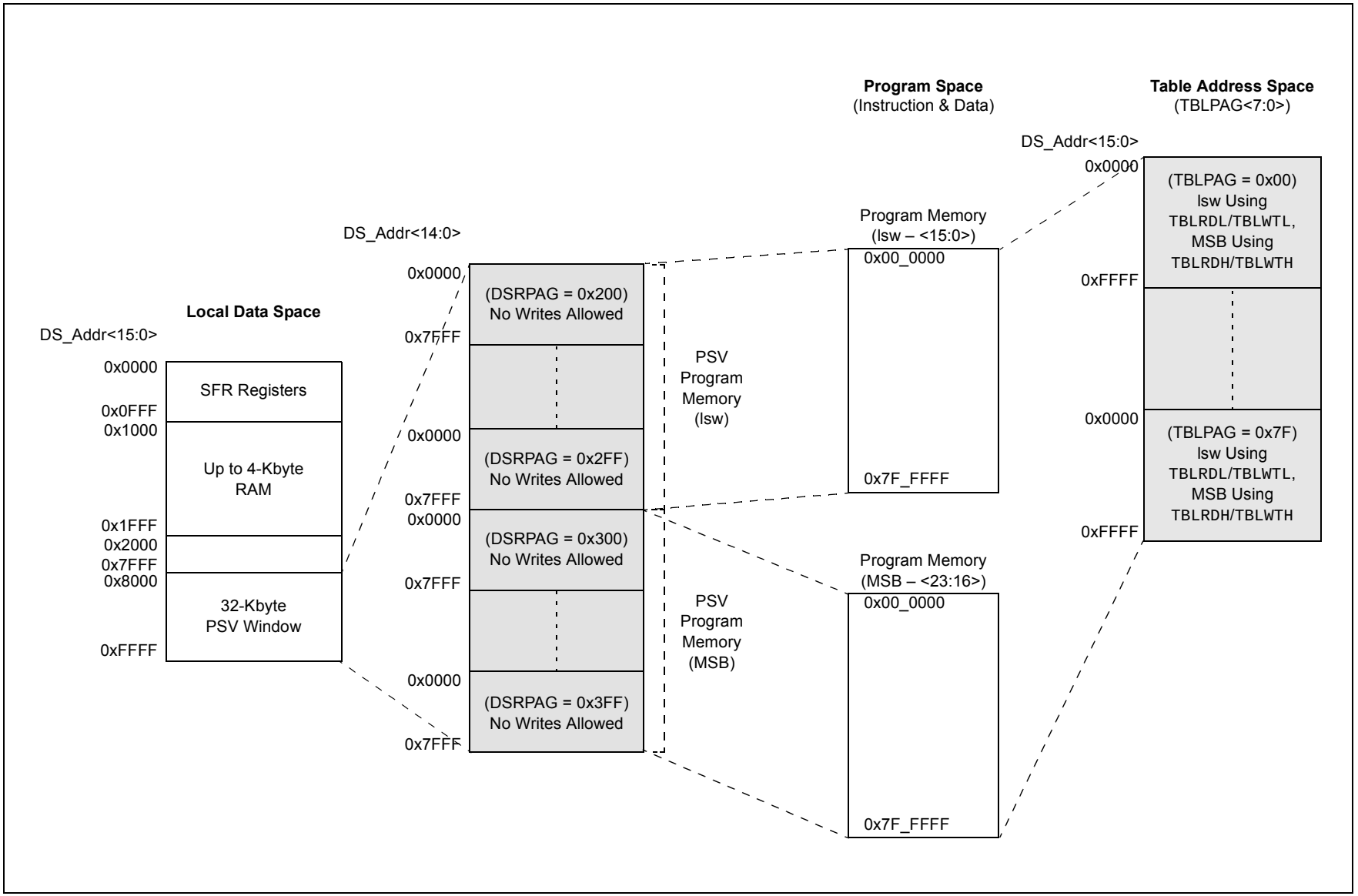
Legend: x = unknown or indeterminate value; "-" = unimplemented bits. Address and Reset values are in hexadecimal and binary, respectively.

TABLE 4-10: SLAVE SFR BLOCK A00h

Register	Address	All Resets	Register	Address	All Resets	Register	Address	All Resets
DMA			DMACH0	AC4	---0-00000000000	DMACH1	ACE	---0-00000000000
DMACON	ABC	0-0----------0	DMAINT0	AC6	0000000000000--0	DMAINT1	AD0	0000000000000--0
DMABUF	ABE	0000000000000000	DMASRC0	AC8	0000000000000000	DMASRC1	AD2	0000000000000000
DMAL	AC0	0001000000000000	DMADST0	ACA	0000000000000000	DMADST1	AD4	0000000000000000
DMAH	AC2	0001000000000000	DMACNT0	ACC	0000000000000001	DMACNT1	AD6	0000000000000001

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

FIGURE 4-7: PAGED DATA MEMORY SPACE



REGISTER 4-15: RCON: RESET CONTROL REGISTER(1) (CONTINUED)

bit 0 **POR:** Power-on Reset Flag bit
1 = A Power-on Reset has occurred
0 = A Power-on Reset has not occurred

Note 1: All of the Reset status bits can be set or cleared in software. Setting one of these bits in software does not cause a device Reset.

TABLE 4-20: SLAVE INTERRUPT VECTOR DETAILS

Interrupt Source	Vector #	IRQ #	IVT Address	Interrupt Bit Location		
				Flag	Enable	Priority
INT0 – External Interrupt 0	8	0	0x000014	IFS0<0>	IEC0<0>	IPC0<2:0>
T1 – Timer1	9	1	0x000016	IFS0<1>	IEC0<1>	IPC0<6:4>
CNA – Change Notice Interrupt A	10	2	0x000018	IFS0<2>	IEC0<2>	IPC0<10:8>
CNB – Change Notice Interrupt B	11	3	0x00001A	IFS0<3>	IEC0<3>	IPC0<14:12>
DMA0 – DMA Channel 0	12	4	0x00002C	IFS0<4>	IEC0<4>	IPC1<2:0>
Reserved	13	5	0x00002E	—	—	—
CCP1 – Input Capture/Output Compare 1	14	6	0x000020	IFS0<6>	IEC0<6>	IPC1<10:8>
CCT1 – CCP1 Timer	15	7	0x000022	IFS0<7>	IEC0<7>	IPC1<14:12>
DMA1 – DMA Channel 1	16	8	0x000024	IFS0<8>	IEC0<8>	IPC2<2:0>
SPI1RX – SPI1 Receiver	17	9	0x000026	IFS0<9>	IEC0<9>	IPC2<6:4>
SPI1TX – SPI1 Transmitter	18	10	0x000028	IFS0<10>	IEC0<10>	IPC2<10:8>
U1RX – UART1 Receiver	19	11	0x00002A	IFS0<11>	IEC0<11>	IPC2<14:12>
U1TX – UART1 Transmitter	20	12	0x00002C	IFS0<12>	IEC0<12>	IPC3<2:0>
ECCSBE – ECC Single Bit Error	21	13	0x00002E	IFS0<13>	IEC0<13>	IPC3<6:4>
NVM – NVM Write Complete	22	14	0x000030	IFS0<14>	IEC0<14>	IPC3<10:8>
INT1 – External Interrupt 1	23	15	0x000032	IFS0<15>	IEC0<15>	IPC3<14:12>
SI2C1 – I2C1 Slave Event	24	16	0x000034	IFS1<0>	IEC1<0>	IPC4<2:0>
MI2C1 – I2C1 Master Event	25	17	0x000036	IFS1<1>	IEC1<1>	IPC4<6:4>
Reserved	26	18	0x000038	—	—	—
CNC – Change Notice Interrupt C	27	19	0x00003A	IFS1<3>	IEC1<3>	IPC4<14:12>
INT2 – External Interrupt 2	28	20	0x00003C	IFS1<4>	IEC1<4>	IPC5<2:0>
Reserved	29-30	21-22	0x00003E-0x000040	—	—	—
CCP2 – Input Capture/Output Compare 2	31	23	0x000042	IFS1<7>	IEC1<7>	IPC5<14:12>
CCT2 – CCP2 Timer	32	24	0x000044	IFS1<8>	IEC1<8>	IPC6<2:0>
Reserved	33	25	0x000046	IFS1<9>	IEC1<9>	IPC6<6:4>
INT3 – External Interrupt 3	34	26	0x000048	IFS1<10>	IEC1<10>	IPC6<10:8>
Reserved	35-42	27-34	0x00004A-0x000058	—	—	—
CCP3– Input Capture/Output Compare 3	43	35	0x00005A	IFS2<3>	IEC2<3>	IPC8<14:12>
CCT3 – CCP3 Timer	44	36	0x00005C	IFS2<4>	IEC2<4>	IPC9<2:0>
Reserved	45-47	37-39	0x00005E-0x000062	—	—	—
CCP4 – Input Capture/Output Compare 4	48	40	0x000064	IFS2<8>	IEC2<8>	IPC10<2:0>
CCT4 – CCP4 Timer	49	41	0x000066	IFS2<9>	IEC2<9>	IPC10<6:4>
Reserved	50-55	42-47	0x000068-0x000072	—	—	—
QEI1 – Position Counter Compare	56	48	0x000074	IFS3<0>	IEC3<0>	IPC12<2:0>
U1E – UART1 Error Interrupt	57	49	0x000076	IFS3<1>	IEC3<1>	IPC12<6:4>
Reserved	58-71	50-63	0x000078-0x000092	—	—	—
I2C1BC – I2C1 Bus Collision	72	64	0x000094	IFS4<0>	IEC4<0>	IPC16<2:0>
Reserved	73-74	65-66	0x000096-0x000098	—	—	—
PWM1 – PWM Generator 1	75	67	0x00009A	IFS4<3>	IEC4<3>	IPC16<14:12>
PWM2 – PWM Generator 2	76	68	0x00009C	IFS4<4>	IEC4<4>	IPC17<2:0>
PWM3 – PWM Generator 3	77	69	0x00009E	IFS4<5>	IEC4<5>	IPC17<6:4>
PWM4 – PWM Generator 4	78	70	0x0000A0	IFS4<6>	IEC4<6>	IPC17<10:8>
PWM5 – PWM Generator 5	79	71	0x0000A2	IFS4<7>	IEC4<7>	IPC17<14:12>
PWM6 – PWM Generator 6	80	72	0x0000A4	IFS4<8>	IEC4<8>	IPC18<2:0>
PWM7 – PWM Generator 7	81	73	0x0000A6	IFS4<9>	IEC4<9>	IPC18<6:4>
PWM8 – PWM Generator 8	82	74	0x0000A8	IFS4<10>	IEC4<10>	IPC18<10:8>

REGISTER 4-74: RPOR14: PERIPHERAL PIN SELECT OUTPUT REGISTER 14

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

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 S1RP61 Output Pin bits (see Table 4-31 for peripheral function numbers)

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **RP60R<5:0>:** Peripheral Output Function is Assigned to S1RP60 Output Pin bits (see Table 4-31 for peripheral function numbers)

REGISTER 4-75: 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:			
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 S1RP63 Output Pin bits (see Table 4-31 for peripheral function numbers)

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **RP62R<5:0>:** Peripheral Output Function is Assigned to S1RP62 Output Pin bits (see Table 4-31 for peripheral function numbers)

REGISTER 6-2: CLKDIV: CLOCK DIVIDER REGISTER (MASTER) (CONTINUED)

bit 3-0 **PLLPRE<3:0>:** PLL Phase Detector Input Divider Select bits (also denoted as 'N1', PLL prescaler)(4)
11111 = Reserved
...
1001 = Reserved
1000 = Input divided by 8
0111 = Input divided by 7
0110 = Input divided by 6
0101 = Input divided by 5
0100 = Input divided by 4
0011 = Input divided by 3
0010 = Input divided by 2
0001 = Input divided by 1 (power-on default selection)
0000 = Reserved

Note 1: The DOZE<2:0> bits can only be written to when the DOZEN bit is clear. If DOZEN = 1, any writes to DOZE<2:0> are ignored.

2: This bit is cleared when the ROI bit is set and an interrupt occurs.

3: The DOZEN bit cannot be set if DOZE<2:0> = 000. If DOZE<2:0> = 000, any attempt by user software to set the DOZEN bit is ignored.

4: PLLPRE<3:0> may be updated while the PLL is operating, but the VCO may overshoot.

TABLE 7-2: MASTER PMD REGISTERS

Register	Bit 15	Bit14	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
PMDCONL	—	—	—	—	PMDLOCK	—	—	—	—	—	—	—	—	—	—	—
PMD1	—	—	—	—	T1MD	QEIMD	PWMMD	—	I2C1MD	U2MD	U1MD	SPI2MD	SPI1MD	—	C1MD	ADC1MD
PMD2	—	—	—	—	—	—	—	—	CCP8MD	CCP7MD	CCP6MD	CCP5MD	CCP4MD	CCP3MD	CCP2MD	CCP1MD
PMD3	—	—	—	—	—	—	—	—	CRCMD	—	—	—	—	—	I2C2MD	—
PMD4	—	—	—	—	—	—	—	—	—	—	—	—	REFOMD	—	—	—
PMD6	—	—	DMA5MD	DMA4MD	DMA3MD	DMA2MD	DMA1MD	DMA0MD	—	—	—	—	—	—	—	—
PMD7	—	—	—	—	—	—	—	CMP1MD	—	—	—	—	PTGMD	—	—	—
PMD8	—	—	—	SENT2MD	SENT1MD	—	—	—	—	—	CLC4MD	CLC3MD	CLC2MD	CLC1MD	BIASMD	—

TABLE 7-3: SLAVE PMD REGISTERS

Register	Bit 15	Bit14	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
PMDCON	—	—	—	—	PMDLOCK	—	—	—	—	—	—	—	—	—	—	—
PMD1	—	—	—	—	T1MD	QEIMD	PWMMD	—	I2C1MD	—	U1MD	—	SPI1MD	—	—	ADC1MD
PMD2	—	—	—	—	—	—	—	—	—	—	—	—	CCP4MD	CCP3MD	CCP2MD	CCP1MD
PMD4	—	—	—	—	—	—	—	—	—	—	—	—	REFOMD	—	—	—
PMD6	—	—	—	—	—	—	DMA1MD	DMA0MD	—	—	—	—	—	—	—	—
PMD7	—	—	—	—	—	CMP3MD	CMP2MD	CMP1MD	—	—	—	—	—	—	PGA1MD	—
PMD8	—	PGA3MD	—	—	—	PGA2MD	—	—	—	—	CLC4MD	CLC3MD	CLC2MD	CLC1MD	—	—

REGISTER 13-4: UxSTAH: UARTx STATUS REGISTER HIGH

U-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0
—	UTXISEL2	UTXISEL1	UTXISEL0	—	URXISEL2(1)	URXISEL1(1)	URXISEL0(1)
bit 15							bit 8

HS/R/W-0	R/W-0	R/S-1	R-0	R-1	R-1	R/S-1	R-0
TXWRE	STPMD	UTXBE	UTXBF	RIDLE	XON	URXBE	URXBF
bit 7							bit 0

Legend:	HS = Hardware Settable bit	S = Settable 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 **Unimplemented:** Read as '0'

bit 14-12 **UTXISEL<2:0>:** UART Transmit Interrupt Select bits
111 = Sets transmit interrupt when there is one empty slot left in the buffer
...
010 = Sets transmit interrupt when there are six empty slots or more in the buffer
001 = Sets transmit interrupt when there are seven empty slots or more in the buffer
000 = Sets transmit interrupt when there are eight empty slots in the buffer; TX buffer is empty

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

bit 10-8 **URXISEL<2:0>:** UART Receive Interrupt Select bits(1)
111 = Triggers receive interrupt when there are eight words in the buffer; RX buffer is full
...
001 = Triggers receive interrupt when there are two words or more in the buffer
000 = Triggers receive interrupt when there is one word or more in the buffer

bit 7 **TXWRE:** TX Write Transmit Error Status bit
LIN and Parity Modes:
1 = A new byte was written when the buffer was full or when P2<8:0> = 0 (must be cleared by software)
0 = No error
Address Detect Mode:
1 = A new byte was written when the buffer was full or to P1<8:0> when P1x was full (must be cleared by software)
0 = No error
Other Modes:
1 = A new byte was written when the buffer was full (must be cleared by software)
0 = No error

bit 6 **STPMD:** Stop Bit Detection Mode bit
1 = Triggers RXIF at the end of the last Stop bit
0 = Triggers RXIF in the middle of the first (or second, depending on the STSEL<1:0> setting) Stop bit

bit 5 **UTXBE:** UART TX Buffer Empty Status bit
1 = Transmit buffer is empty; writing '1' when UTXEN = 0 will reset the TX FIFO Pointers and counters
0 = Transmit buffer is not empty

bit 4 **UTXBF:** UART TX Buffer Full Status bit
1 = Transmit buffer is full
0 = Transmit buffer is not full

bit 3 **RIDLE:** Receive Idle bit
1 = UART RX line is in the Idle state
0 = UART RX line is receiving something

Note 1: The receive watermark interrupt is not set if PERIF or FERIF is set and the corresponding IE bit is set.

REGISTER 14-4: SPIxSTATL: SPIx STATUS REGISTER LOW (CONTINUED)

bit 3 **SPITBE:** SPIx Transmit Buffer Empty Status bit

1 = SPIxTXB is empty
0 = SPIxTXB is not empty

Standard Buffer Mode:
Automatically set in hardware when SPIx transfers data from SPIxTXB to SPIxTXSR. Automatically cleared in hardware when SPIxBUF is written, loading SPIxTXB.

Enhanced Buffer Mode:
Indicates TXELM<5:0> = 000000.

bit 2 **Unimplemented:** Read as '0'

bit 1 **SPITBF:** SPIx Transmit Buffer Full Status bit

1 = SPIxTXB is full
0 = SPIxTXB not full

Standard Buffer Mode:
Automatically set in hardware when SPIxBUF is written, loading SPIxTXB. Automatically cleared in hardware when SPIx transfers data from SPIxTXB to SPIxTXSR.

Enhanced Buffer Mode:
Indicates TXELM<5:0> = 111111.

bit 0 **SPIRBF:** SPIx Receive Buffer Full Status bit

1 = SPIxRXB is full
0 = SPIxRXB is not full

Standard Buffer Mode:
Automatically set in hardware when SPIx transfers data from SPIxRXSR to SPIxRXB. Automatically cleared in hardware when SPIxBUF is read from, reading SPIxRXB.

Enhanced Buffer Mode:
Indicates RXELM<5:0> = 111111.

Note 1: SPITUR is cleared when SPIEN = 0. When IGNTUR = 1, SPITUR provides dynamic status of the Transmit Underrun condition, but does not stop RX/TX operation and does not need to be cleared by software.

REGISTER 14-6: SPIxIMSKL: SPIx INTERRUPT MASK REGISTER LOW

U-0	U-0	U-0	R/W-0	R/W-0	U-0	U-0	R/W-0
—	—	—	FRMERREN	BUSYEN	—	—	SPITUREN
bit 15							bit 8

R/W-0	R/W-0	R/W-0	U-0	R/W-0	U-0	R/W-0	R/W-0
SRMTEN	SPIROVEN	SPIRBEN	—	SPITBEN	—	SPITBFEN	SPIRBFEN
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 15-13 **Unimplemented:** Read as '0'

bit 12 **FRMERREN:** Enable Interrupt Events via FRMERR bit
1 = Frame error generates an interrupt event
0 = Frame error does not generate an interrupt event

bit 11 **BUSYEN:** Enable Interrupt Events via SPIBUSY bit
1 = SPIBUSY generates an interrupt event
0 = SPIBUSY does not generate an interrupt event

bit 10-9 **Unimplemented:** Read as '0'

bit 8 **SPITUREN:** Enable Interrupt Events via SPITUR bit
1 = Transmit Underrun (TUR) generates an interrupt event
0 = Transmit Underrun does not generate an interrupt event

bit 7 **SRMTEN:** Enable Interrupt Events via SRMT bit
1 = Shift Register Empty (SRMT) generates interrupt events
0 = Shift Register Empty does not generate interrupt events

bit 6 **SPIROVEN:** Enable Interrupt Events via SPIROV bit
1 = SPIx Receive Overflow (ROV) generates an interrupt event
0 = SPIx Receive Overflow does not generate an interrupt event

bit 5 **SPIRBEN:** Enable Interrupt Events via SPIRBE bit
1 = SPIx RX buffer empty generates an interrupt event
0 = SPIx RX buffer empty does not generate an interrupt event

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

bit 3 **SPITBEN:** Enable Interrupt Events via SPITBE bit
1 = SPIx transmit buffer empty generates an interrupt event
0 = SPIx transmit buffer empty does not generate an interrupt event

bit 2 **Unimplemented:** Read as '0'

bit 1 **SPITBFEN:** Enable Interrupt Events via SPITBF bit
1 = SPIx transmit buffer full generates an interrupt event
0 = SPIx transmit buffer full does not generate an interrupt event

bit 0 **SPIRBFEN:** Enable Interrupt Events via SPIRBF bit
1 = SPIx receive buffer full generates an interrupt event
0 = SPIx receive buffer full does not generate an interrupt event

18.0 CONFIGURABLE LOGIC CELL (CLC)

Note 1: This data sheet summarizes the features of the dsPIC33CH128MP508 family of devices. It is not intended to be a comprehensive reference source. For more information, refer to **"Configurable Logic Cell (CLC)"** (DS70005298) in the *"dsPIC33/PIC24 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com). The information in this data sheet supersedes the information in the FRM.

2: The CLC is identical for both Master core and Slave core (where the x represents the number of the specific module being addressed in Master or Slave).

3: All associated register names are the same on the Master core and the Slave core. The Slave code will be developed in a separate project in MPLAB® X IDE with the device selection, dsPIC33CH128MP508**S1**, where the **S1** indicates the Slave device. The Master and Slave are CLC1 and CLC2.

The Configurable Logic Cell (CLC) module allows the user to specify combinations of signals as inputs to a logic function and to use the logic output to control other peripherals or I/O pins. This provides greater flexibility and potential in embedded designs, since the CLC module can operate outside the limitations of software execution, and supports a vast amount of output designs.

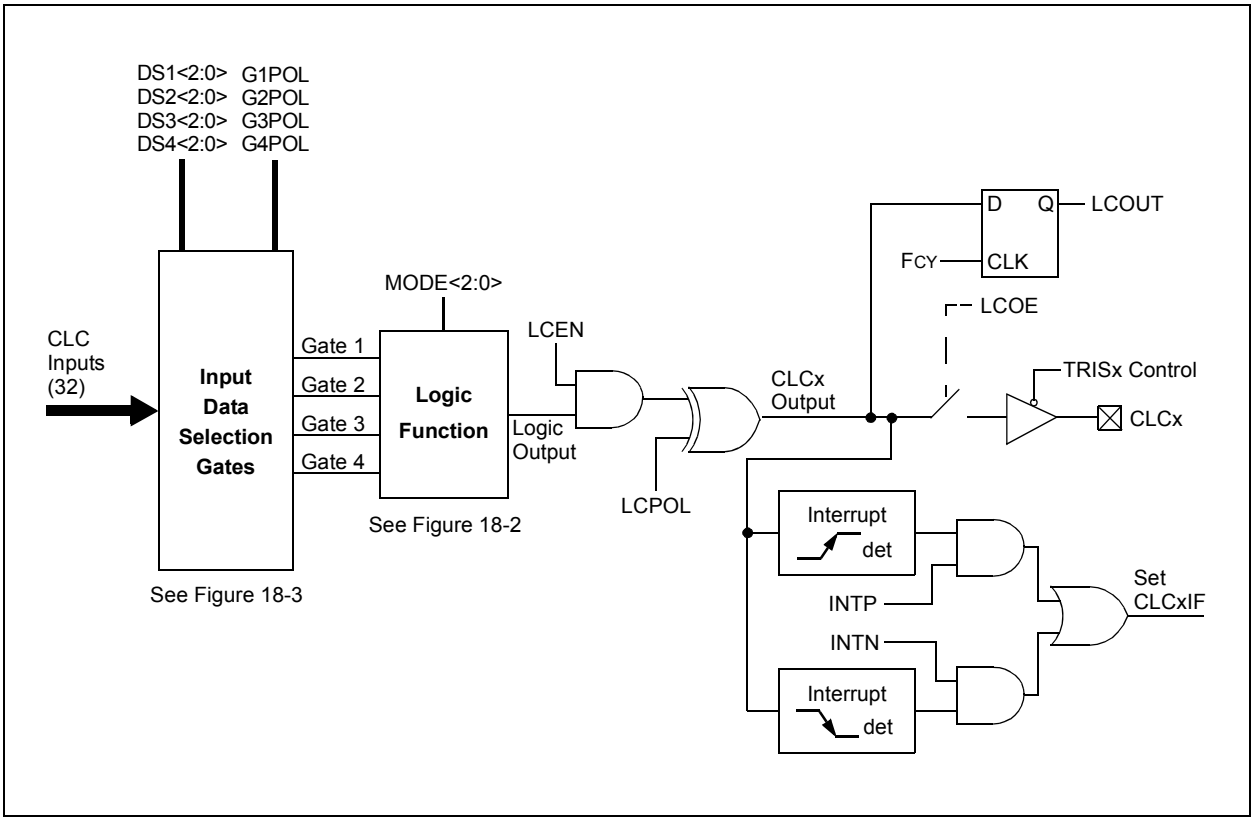
There are four input gates to the selected logic function. These four input gates select from a pool of up to 32 signals that are selected using four data source selection multiplexers. Table 18-1 shows an overview of the module.

TABLE 18-1: CLC MODULE OVERVIEW

	Number of CLC Modules	Identical (Modules)
Master	4	Yes
Slave	4	Yes

Figure 18-3 shows the details of the data source multiplexers and Figure 18-2 shows the logic input gate connections.

FIGURE 18-1: CLCx MODULE



REGISTER 18-5: CLCxGLSH: CLCx GATE LOGIC INPUT SELECT HIGH 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
G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N
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
G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N
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 **G4D4T:** Gate 4 Data Source 4 True Enable bit
1 = Data Source 4 signal is enabled for Gate 4
0 = Data Source 4 signal is disabled for Gate 4

bit 14 **G4D4N:** Gate 4 Data Source 4 Negated Enable bit
1 = Data Source 4 inverted signal is enabled for Gate 4
0 = Data Source 4 inverted signal is disabled for Gate 4

bit 13 **G4D3T:** Gate 4 Data Source 3 True Enable bit
1 = Data Source 3 signal is enabled for Gate 4
0 = Data Source 3 signal is disabled for Gate 4

bit 12 **G4D3N:** Gate 4 Data Source 3 Negated Enable bit
1 = Data Source 3 inverted signal is enabled for Gate 4
0 = Data Source 3 inverted signal is disabled for Gate 4

bit 11 **G4D2T:** Gate 4 Data Source 2 True Enable bit
1 = Data Source 2 signal is enabled for Gate 4
0 = Data Source 2 signal is disabled for Gate 4

bit 10 **G4D2N:** Gate 4 Data Source 2 Negated Enable bit
1 = Data Source 2 inverted signal is enabled for Gate 4
0 = Data Source 2 inverted signal is disabled for Gate 4

bit 9 **G4D1T:** Gate 4 Data Source 1 True Enable bit
1 = Data Source 1 signal is enabled for Gate 4
0 = Data Source 1 signal is disabled for Gate 4

bit 8 **G4D1N:** Gate 4 Data Source 1 Negated Enable bit
1 = Data Source 1 inverted signal is enabled for Gate 4
0 = Data Source 1 inverted signal is disabled for Gate 4

bit 7 **G3D4T:** Gate 3 Data Source 4 True Enable bit
1 = Data Source 4 signal is enabled for Gate 3
0 = Data Source 4 signal is disabled for Gate 3

bit 6 **G3D4N:** Gate 3 Data Source 4 Negated Enable bit
1 = Data Source 4 inverted signal is enabled for Gate 3
0 = Data Source 4 inverted signal is disabled for Gate 3

bit 5 **G3D3T:** Gate 3 Data Source 3 True Enable bit
1 = Data Source 3 signal is enabled for Gate 3
0 = Data Source 3 signal is disabled for Gate 3

bit 4 **G3D3N:** Gate 3 Data Source 3 Negated Enable bit
1 = Data Source 3 inverted signal is enabled for Gate 3
0 = Data Source 3 inverted signal is disabled for Gate 3

20.1 Current Bias Generator Control Registers

REGISTER 20-1: BIASCON: CURRENT BIAS GENERATOR CONTROL REGISTER

R/W-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
ON	—	—	—	—	—	—	—
bit 15							bit 8

U-0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	—	I10EN3	I10EN2	I10EN1	I10EN0
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 **ON:** Current Bias Module Enable bit
1 = Module is enabled
0 = Module is disabled

bit 14-4 **Unimplemented:** Read as '0'

bit 3 **I10EN3:** 10 µA Enable for Output 3 bit
1 = 10 µA output is enabled
0 = 10 µA output is disabled

bit 2 **I10EN2:** 10 µA Enable for Output 2 bit
1 = 10 µA output is enabled
0 = 10 µA output is disabled

bit 1 **I10EN1:** 10 µA Enable for Output 1 bit
1 = 10 µA output is enabled
0 = 10 µA output is disabled

bit 0 **I10EN0:** 10 µA Enable for Output 0 bit
1 = 10 µA output is enabled
0 = 10 µA output is disabled

REGISTER 21-7: FPOR CONFIGURATION REGISTER

U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1
—	—	—	—	—	—	—	—
bit 23							bit 16

U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1
—	—	—	—	—	—	—	—
bit 15							bit 8

U-1	U-1	r-1	r-1	U-1	U-1	U-1	U-1
—	—	—	—	—	—	—	—
bit 7							bit 0

Legend:	PO = Program Once bit	r = Reserved 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 23-6 **Unimplemented:** Read as ‘1’

bit 5-4 **Reserved:** Maintain as ‘1’

bit 3-0 **Unimplemented:** Read as ‘1’

REGISTER 21-31: FS1ALTREG CONFIGURATION REGISTER (SLAVE) (CONTINUED)

bit 2-0 **S1CTXT1<2:0>:** Alternate Working Register Set #1 Interrupt Priority Level Selection bits
111 = Not assigned
110 = Alternate Register Set #1 is assigned to IPL Level 7
101 = Alternate Register Set #1 is assigned to IPL Level 6
100 = Alternate Register Set #1 is assigned to IPL Level 5
011 = Alternate Register Set #1 is assigned to IPL Level 4
010 = Alternate Register Set #1 is assigned to IPL Level 3
001 = Alternate Register Set #1 is assigned to IPL Level 2
000 = Alternate Register Set #1 is assigned to IPL Level 1