Microchip Technology - PIC32MM0128GPM036T-I/M2 Datasheet

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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	MIPS32® microAptiv™
Core Size	32-Bit Single-Core
Speed	25MHz
Connectivity	IrDA, LINbus, SPI, UART/USART, USB, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, HLVD, I²S, POR, PWM, WDT
Number of I/O	27
Program Memory Size	128KB (128K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	16K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	A/D 15x10/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	36-VFQFN Exposed Pad
Supplier Device Package	36-SQFN (6x6)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mm0128gpm036t-i-m2

1.0 DEVICE OVERVIEW

Note: This data sheet summarizes the features of the PIC32MM0256GPM064 family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to the *"PIC32 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com/PIC32). The information in this data sheet supersedes the information in the FRM.

This data sheet contains device-specific information for the PIC32MM0256GPM064 family devices.

Figure 1-1 illustrates a general block diagram of the core and peripheral modules in the PIC32MM0256GPM064 family of devices.

Table 1-1 lists the pinout I/O descriptions for the pins shown in the device pin tables.

FIGURE 1-1: PIC32MM0256GPM064 FAMILY BLOCK DIAGRAM

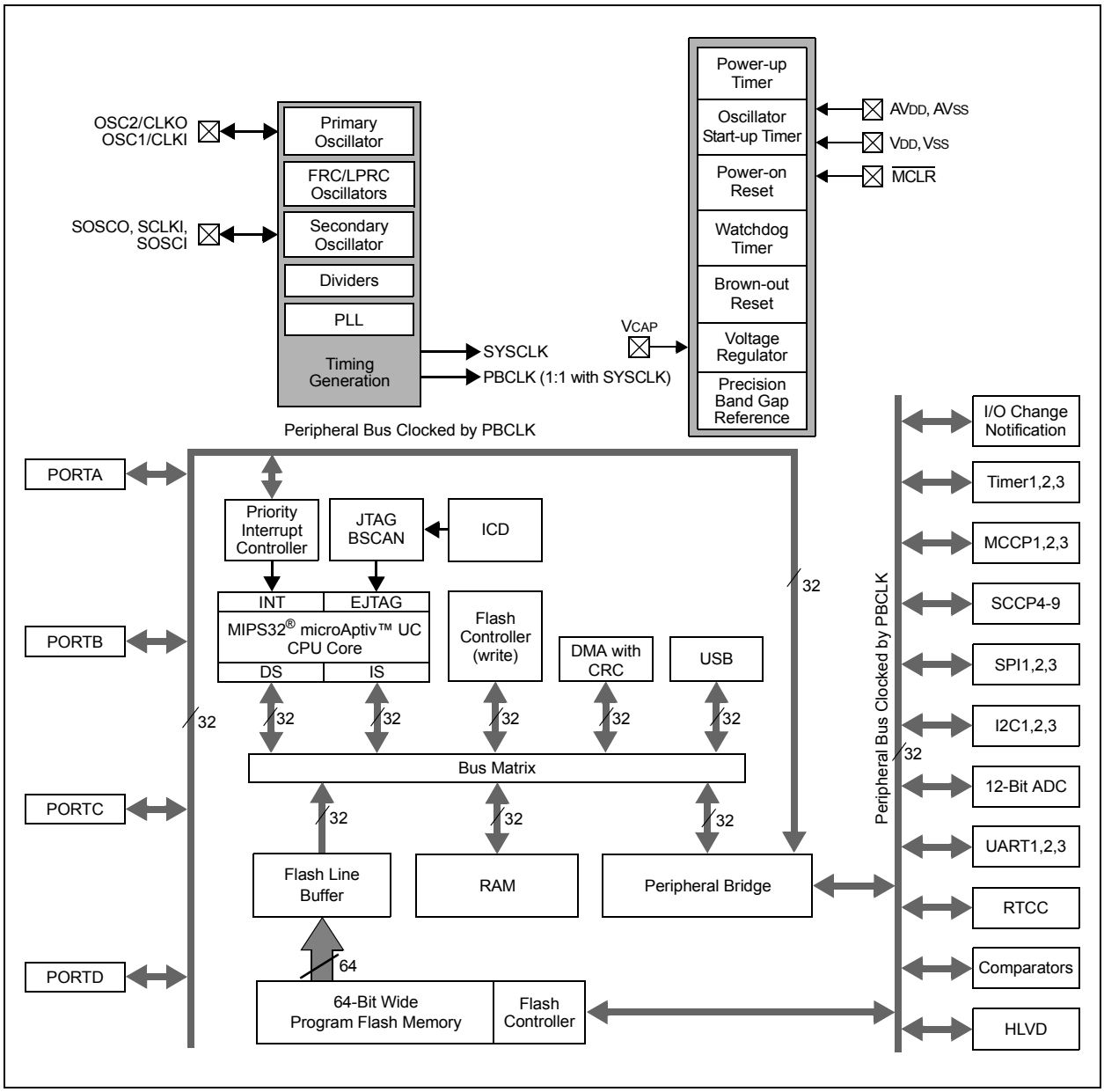
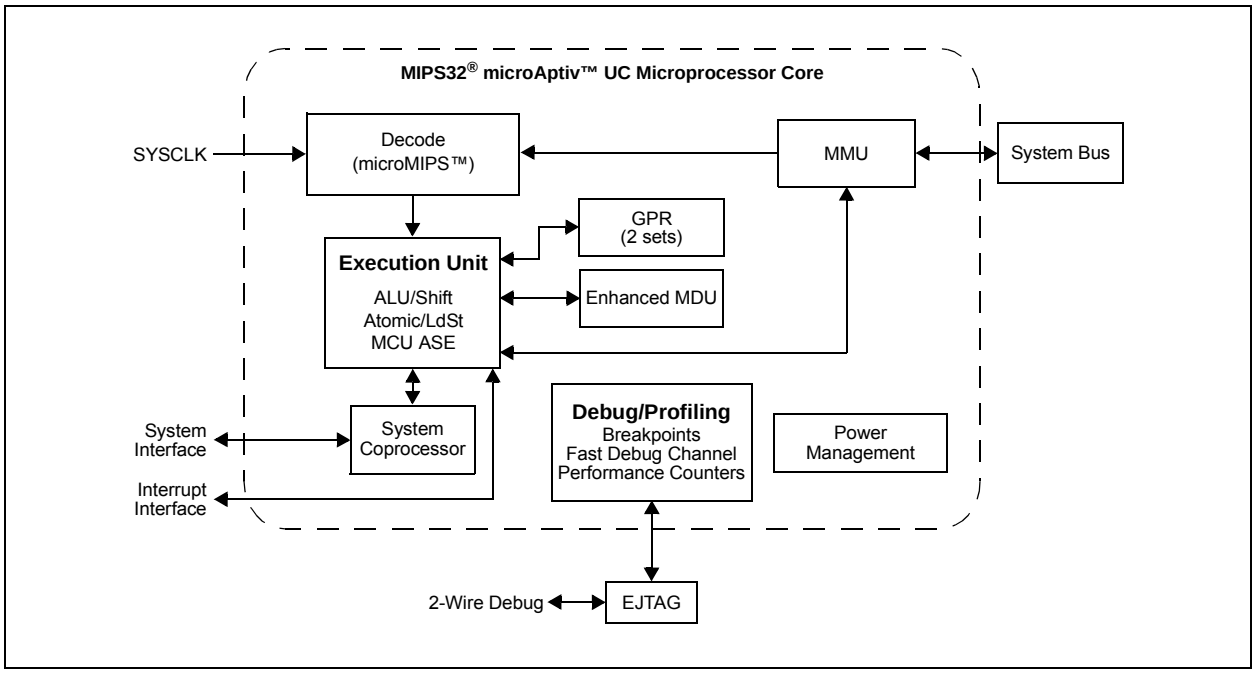


FIGURE 3-1: PIC32MM0256GPM064 FAMILY MICROPROCESSOR CORE BLOCK DIAGRAM



REGISTER 3-1: CONFIG: CONFIGURATION REGISTER; CP0 REGISTER 16, SELECT 0

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	r-1	R/W-0	R/W-1	R/W-0	R/W-0	R/W-1	R/W-0	r-0
	—	K23<2:0>			KU<2:0>(1)			—
23:16	r-0	R-0	R-1	R-0	r-0	r-0	r-0	R-1
	—	UDI	SB	MDU	—	—	—	DS
15:8	R-0	R-0	R-0	R-0	R-0	R-1	R-0	R-1
	BE	AT<1:0>		AR<2:0>			MT<2:1>	
7:0	R-1	r-0	r-0	r-0	r-0	R/W-0	R/W-1	R/W-0
	MT<0>	—	—	—	—	K0<2:0>		

Legend:	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 31 **Reserved:** This bit is hardwired to '1' to indicate the presence of the CONFIG1 register

bit 30-28 **K23<2:0>:** Cacheability of the kseg2 and kseg3 Segments bits
010 = Cache is not implemented

bit 27-25 **KU<2:0>:** Cacheability of the kuseg and useg Segments bits(1)
010 = Cache is not implemented

bit 24-23 **Reserved:** Must be written as zeros; returns zeros on reads

bit 22 **UDI:** User-Defined bit
0 = CorExtend user-defined instructions are not implemented

bit 21 **SB:** SimpleBE bit
1 = Only Simple Byte Enables are allowed on the internal bus interface

bit 20 **MDU:** Multiply/Divide Unit bit
0 = Fast, high-performance MDU

bit 19-17 **Reserved:** Must be written as zeros; returns zeros on reads

bit 16 **DS:** Dual SRAM Interface bit
1 = Dual instruction/data SRAM interface

bit 15 **BE:** Endian Mode bit
0 = Little-endian

bit 14-13 **AT<1:0>:** Architecture Type bits
00 = MIPS32®

bit 12-10 **AR<2:0>:** Architecture Revision Level bits
001 = MIPS32 Release 2

bit 9-7 **MT<2:0>:** MMU Type bits
011 = Fixed mapping

bit 6-3 **Reserved:** Must be written as zeros; returns zeros on reads

bit 2-0 **K0<2:0>:** kseg0 Coherency Algorithm bits
010 = Cache is not implemented

Note 1: The KU<2:0> bits are not usable as this device does not support User mode.

7.1 CPU Exceptions

CPU Coprocessor 0 contains the logic for identifying and managing exceptions. Exceptions can be caused by a variety of sources, including boundary cases in data, external events or program errors. Table 7-1 lists the exception types in order of priority.

TABLE 7-1: MIPS32® microAptiv™ UC MICROPROCESSOR CORE EXCEPTION TYPES

Exception Type (In Order of Priority)	Description	Branches to	Status Bits Set	Debug Bits Set	EXCCODE	XC32 Function Name
Highest Priority						
Reset	Assertion of $\overline{\text{MCLR}}$.	0xBFC0_0000	BEV, ERL	—	—	_on_reset
Soft Reset	Execution of a RESET instruction.	0xBFC0_0000	BEV, SR, ERL	—	—	_on_reset
DSS	EJTAG debug single step.	0xBFC0_0480 (ProbEn = 0 in ECR) 0xBFC0_0200 (ProbEn = 1 in ECR)	—	DSS	—	—
DINT	EJTAG debug interrupt. Caused by setting the EjtagBrk bit in the ECR register.	0xBFC0_0480 (ProbEn = 0 in ECR) 0xBFC0_0200 (ProbEn = 1 in ECR)	—	DINT	—	—
NMI	Non-Maskable Interrupt.	0xBFC0_0000	BEV, NMI, ERL	—	—	_nmi_handler
Interrupt	Assertion of unmasked hardware or software interrupt signal.	See Table 7-2	IPL<2:0>	—	Int (0x00)	See Table 7-2
DIB	EJTAG debug hardware instruction break matched.	0xBFC0_0480 (ProbEn = 0 in ECR) 0xBFC0_0200 (ProbEn = 1 in ECR)	—	DIB	—	—
AdEL	Load address alignment error.	EBASE + 0x180	EXL	—	ADEL (0x04)	_general_exception_handler
IBE	Instruction fetch bus error.	EBASE + 0x180	EXL	—	IBE (0x06)	_general_exception_handler
DBp	EJTAG breakpoint (execution of SDBBP instruction).	0xBFC0_0480 (ProbEn = 0 in ECR) 0xBFC0_0200 (ProbEn = 1 in ECR)	DBp	—	—	—
Sys	Execution of SYSCALL instruction.	EBASE + 0x180	EXL	—	Sys (0x08)	_general_exception_handler
Bp	Execution of BREAK instruction.	EBASE + 0x180	EXL	—	Bp (0x09)	_general_exception_handler

REGISTER 7-2: PRISS: PRIORITY SHADOW SELECT REGISTER (CONTINUED)

bit 23-20 **PRI5SS<3:0>:** Interrupt with Priority Level 5 Shadow Set bits(1)
1111 = Reserved
•
•
•
0010 = Reserved
0001 = Interrupt with a priority level of 5 uses Shadow Set 1
0000 = Interrupt with a priority level of 5 uses Shadow Set 0

bit 19-16 **PRI4SS<3:0>:** Interrupt with Priority Level 4 Shadow Set bits(1)
1111 = Reserved
•
•
•
0010 = Reserved
0001 = Interrupt with a priority level of 4 uses Shadow Set 1
0000 = Interrupt with a priority level of 4 uses Shadow Set 0

bit 15-12 **PRI3SS<3:0>:** Interrupt with Priority Level 3 Shadow Set bits(1)
1111 = Reserved
•
•
•
0010 = Reserved
0001 = Interrupt with a priority level of 3 uses Shadow Set 1
0000 = Interrupt with a priority level of 3 uses Shadow Set 0

bit 11-8 **PRI2SS<3:0>:** Interrupt with Priority Level 2 Shadow Set bits(1)
1111 = Reserved
•
•
•
0010 = Reserved
0001 = Interrupt with a priority level of 2 uses Shadow Set 1
0000 = Interrupt with a priority level of 2 uses Shadow Set 0

bit 7-4 **PRI1SS<3:0>:** Interrupt with Priority Level 1 Shadow Set bits(1)
1111 = Reserved
•
•
•
0010 = Reserved
0001 = Interrupt with a priority level of 1 uses Shadow Set 1
0000 = Interrupt with a priority level of 1 uses Shadow Set 0

bit 3-1 **Unimplemented:** Read as '0'

bit 0 **SS0:** Single Vector Shadow Register Set bit
1 = Single vector is presented with a shadow set
0 = Single vector is not presented with a shadow set

Note 1: These bits are ignored if the MVEC bit (INTCON<12>) = 0.

8.1 DMA Control Registers

TABLE 8-1: DMA CONTROLLER REGISTER MAP

Virtual Address (BF88_#)	Register Name(1)	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
8900	DMACON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	—	SUSPEND	DMABUSY	—	—	—	—	—	—	—	—	—	—	—	0000
8910	DMASTAT	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	RDWR	DMACH<2:0>			0000
8920	DMAADDR	31:16	DMAADDR<31:0>																0000
		15:0																	0000
8930	DCRCCON	31:16	—	—	BYTO<1:0>		WBO	—	—	BITO	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	PLEN<4:0>					CRCEN	CRCAPP	CRCTYP	—	—	CRCCH<2:0>			0000
8940	DCRCDATA	31:16	DCRCDATA<31:0>																0000
		15:0																	0000
8950	DCRCXOR	31:16	DCRCXOR<31:0>																0000
		15:0																	0000

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

Note 1: All registers in this table have corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See **Section 10.1 "CLR, SET and INV Registers"** for more information.

REGISTER 8-7: DCHxCON: DMA CHANNEL x CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	U-0	U-0	U-0	U-0	U-0	U-0	R/W-0
	CHBUSY	—	—	—	—	—	—	CHCHNS(1)
7:0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R-0	R/W-0	R/W-0
	CHEN(2)	CHAED	CHCHN	CHAEN	—	CHEDET	CHPRI<1:0>	

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

bit 15 **CHBUSY:** Channel Busy bit
- 1 = Channel is active or has been enabled
- 0 = Channel is inactive or has been disabled

bit 14-9 **Unimplemented:** Read as '0'

bit 8 **CHCHNS:** Chain Channel Selection bit(1)
- 1 = Chain to channel lower in natural priority (CH1 will be enabled by CH2 transfer complete)
- 0 = Chain to channel higher in natural priority (CH1 will be enabled by CH0 transfer complete)

bit 7 **CHEN:** Channel Enable bit(2)
- 1 = Channel is enabled
- 0 = Channel is disabled

bit 6 **CHAED:** Channel Allow Events if Disabled bit
- 1 = Channel start/abort events will be registered, even if the channel is disabled
- 0 = Channel start/abort events will be ignored if the channel is disabled

bit **CHCHN:** Channel Chain Enable bit
- 1 = Allows channel to be chained
- 0 = Does not allow channel to be chained

bit 4 **CHAEN:** Channel Automatic Enable bit
- 1 = Channel is continuously enabled and not automatically disabled after a block transfer is complete
- 0 = Channel is disabled on a block transfer complete

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

bit 2 **CHEDET:** Channel Event Detected bit
- 1 = An event has been detected
- 0 = No events have been detected

bit 1-0 **CHPRI<1:0>:** Channel Priority bits
- 11 = Channel has Priority 3 (highest)
- 10 = Channel has Priority 2
- 01 = Channel has Priority 1
- 00 = Channel has Priority 0

Note 1: The chain selection bit takes effect when chaining is enabled (CHCHN = 1).

2: When the channel is suspended by clearing this bit, the user application should poll the CHBUSY bit (if available on the device variant) to see when the channel is suspended, as it may take some clock cycles to complete a current transaction before the channel is suspended.

REGISTER 12-2: T3CON: TIMER3 CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	U-0	R/W-0	U-0	U-0	U-0	U-0	U-0
	ON	—	SIDL	—	—	—	—	—
7:0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0	U-0
	TGATE	TCKPS<2:0>			—	—	TCS	—

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

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

bit 15 **ON:** Timer3 On bit
1 = Timer3 is enabled
0 = Timer3 is disabled

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

bit 13 **SIDL:** Timer3 Stop in Idle Mode bit
1 = Discontinues operation when device enters Idle mode
0 = Continues operation even in Idle mode

bit 12-8 **Unimplemented:** Read as '0'

bit 7 **TGATE:** Timer3 Gated Time Accumulation Enable bit
When TCS = 1:
This bit is ignored.
When TCS = 0:
1 = Gated time accumulation is enabled
0 = Gated time accumulation is disabled

bit 6-4 **TCKPS<2:0>:** Timer3 Input Clock Prescale Select bits
111 = 1:256 prescale value
110 = 1:64 prescale value
101 = 1:32 prescale value
100 = 1:16 prescale value
011 = 1:8 prescale value
010 = 1:4 prescale value
001 = 1:2 prescale value
000 = 1:1 prescale value

bit 3-2 **Unimplemented:** Read as '0'

bit 1 **TCS:** Timer3 Clock Source Select bit
1 = External clock is from the T3CK pin
0 = Internal peripheral clock

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

REGISTER 15-3: SPIxSTAT: SPIx STATUS REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	R-0	R-0	R-0	R-0	R-0
	—	—	—	RXBUFELM<4:0>				
23:16	U-0	U-0	U-0	R-0	R-0	R-0	R-0	R-0
	—	—	—	TXBUFELM<4:0>				
15:8	U-0	U-0	U-0	R/C-0, HS	R-0	U-0	U-0	R-0
	—	—	—	FRMERR	SPIBUSY	—	—	SPITUR
7:0	R-0	R/W-0	R-0	U-0	R-1	U-0	R-0	R-0
	SRMT	SPIROV	SPIRBE	—	SPITBE	—	SPITBF	SPIRBF

Legend:	C = Clearable bit	HS = Hardware 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 31-29 **Unimplemented:** Read as '0'

bit 28-24 **RXBUFELM<4:0>:** Receive Buffer Element Count bits (valid only when ENHBUF = 1)

bit 23-21 **Unimplemented:** Read as '0'

bit 20-16 **TXBUFELM<4:0>:** Transmit Buffer Element Count bits (valid only when ENHBUF = 1)

bit 15-13 **Unimplemented:** Read as '0'

bit 12 **FRMERR:** SPIx Frame Error status bit
1 = Frame error detected
0 = No frame error detected
This bit is only valid when FRMEN = 1.

bit 11 **SPIBUSY:** SPIx Activity Status bit
1 = SPIx peripheral is currently busy with some transactions
0 = SPIx peripheral is currently Idle

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

bit 8 **SPITUR:** Transmit Underrun (TUR) bit
1 = Transmit buffer has encountered an underrun condition
0 = Transmit buffer has no underrun condition
This bit is only valid in Framed Sync mode; the underrun condition must be cleared by disabling/re-enabling the module.

bit 7 **SRMT:** Shift Register Empty bit (valid only when ENHBUF = 1)
1 = When the SPIx Shift register is empty
0 = When the SPIx Shift register is not empty

bit 6 **SPIROV:** Receive Overflow (ROV) Flag bit
1 = A new data is completely received and discarded; the user software has not read the previous data in the SPIxBUF register
0 = No overflow has occurred
This bit is set in hardware; it can only be cleared (= 0) in software.

bit 5 **SPIRBE:** RX FIFO Empty bit (valid only when ENHBUF = 1)
1 = RX FIFO is empty (CPU Read Pointer (CRPTR) = SPI Write Pointer (SWPTR))
0 = RX FIFO is not empty (CRPTR ≠ SWPTR)

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

REGISTER 18-6: U1IR: USB INTERRUPT REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	R/WC-0, HS	R/WC-0, HS	R/WC-0, HS	R/WC-0, HS	R/WC-0, HS	R/WC-0, HS	R-0	R/WC-0, HS
	STALLIF	ATTACHIF(1)	RESUMEIF(2)	IDLEIF	TRNIF(3)	SOFIF	UERRIF(4)	URSTIF(5) / DETACHIF(6)

Legend:	WC = Write '1' to Clear bit	HS = Hardware 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 31-8 **Unimplemented:** Read as '0'

bit 7 **STALLIF:** Stall Handshake Interrupt bit
- 1 = In Host mode, a Stall handshake was received during the handshake phase of the transaction; in Device mode, a Stall handshake was transmitted during the handshake phase of the transaction
- 0 = Stall handshake has not been sent

bit 6 **ATTACHIF:** Peripheral Attach Interrupt bit(1)
- 1 = Peripheral attachment was detected by the USB module
- 0 = Peripheral attachment was not detected

bit 5 **RESUMEIF:** Resume Interrupt bit(2)
- 1 = K-State is observed on the D+ or D- pin for 2.5 µs
- 0 = K-State is not observed

bit 4 **IDLEIF:** Idle Detect Interrupt bit
- 1 = Idle condition detected (constant Idle state of 3 ms or more)
- 0 = No Idle condition detected

bit 3 **TRNIF:** Token Processing Complete Interrupt bit(3)
- 1 = Processing of current token is complete; a read of the U1STAT register will provide endpoint information
- 0 = Processing of current token not complete

bit 2 **SOFIF:** SOF Token Interrupt bit
- 1 = SOF token received by the peripheral or the SOF threshold reached by the host
- 0 = SOF token was not received nor threshold reached

bit 1 **UERRIF**: USB Error Condition Interrupt bit(4)
- 1 = Unmasked error condition has occurred
- 0 = Unmasked error condition has not occurred

Note 1: This bit is only valid if the HOSTEN bit is set (see Register 18-11), there is no activity on the USB for 2.5 µs and the current bus state is not SE0.
2: When not in Suspend mode, this interrupt should be disabled.
3: Clearing this bit will cause the STAT FIFO to advance.
4: Only error conditions enabled through the U1EIE register will set this bit.
5: Device mode.
6: Host mode.

REGISTER 18-21: U1EP0-U1EP15: USB ENDPOINT CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	LSPD	RETRYDIS	—	EPCONDIS	EPRXEN	EPTXEN	EPSTALL	EPHSHK

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

bit 31-8 **Unimplemented:** Read as '0'

bit 7 **LSPD:** Low-Speed Direct Connection Enable bit (Host mode and U1EP0 only)
1 = Direct connection to a low-speed device is enabled
0 = Direct connection to a low-speed device is disabled; hub required with PRE_PID

bit 6 **RETRYDIS:** Retry Disable bit (Host mode and U1EP0 only)
1 = Retry NACK'd transactions are disabled
0 = Retry NACK'd transactions are enabled; retry done in hardware

bit 5 **Unimplemented:** Read as '0'

bit 4 **EPCONDIS:** Bidirectional Endpoint Control bit
If EPTXEN = 1 and EPRXEN = 1:
1 = Disables Endpoint n from control transfers; only TX and RX transfers are allowed
0 = Enables Endpoint n for control (SETUP) transfers; TX and RX transfers are also allowed
Otherwise, this bit is ignored.

bit 3 **EPRXEN:** Endpoint Receive Enable bit
1 = Endpoint n receive is enabled
0 = Endpoint n receive is disabled

bit 2 **EPTXEN:** Endpoint Transmit Enable bit
1 = Endpoint n transmit is enabled
0 = Endpoint n transmit is disabled

bit 1 **EPSTALL:** Endpoint Stall Status bit
1 = Endpoint n was stalled
0 = Endpoint n was not stalled

bit 0 **EPHSHK:** Endpoint Handshake Enable bit
1 = Endpoint handshake is enabled
0 = Endpoint handshake is disabled (typically used for isochronous endpoints)

19.0 REAL-TIME CLOCK AND CALENDAR (RTCC)

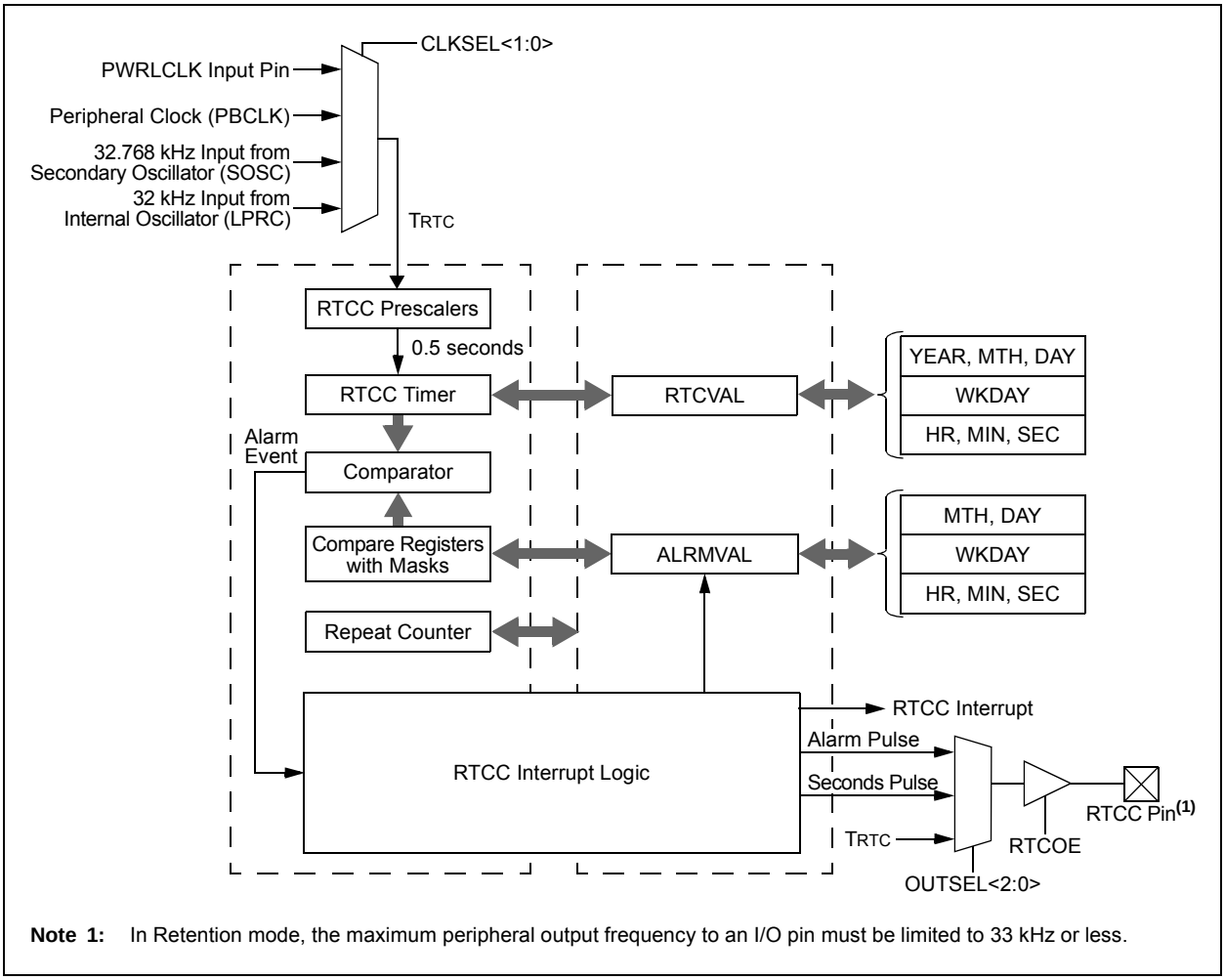
Note: This data sheet summarizes the features of the PIC32MM0256GPM064 family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 28. "RTCC with Timestamp"** (DS60001362) in the *"PIC32 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com/PIC32). The information in this data sheet supersedes the information in the FRM.

The RTCC module is intended for applications in which accurate time must be maintained for extended periods of time with minimal or no CPU intervention. Low-power optimization provides extended battery lifetime while keeping track of time.

Key features of the RTCC module are:

- Time: Hours, Minutes and Seconds
- 24-Hour Format (military time)
- Visibility of One-Half Second Period
- Provides Calendar: Weekday, Date, Month and Year
- Alarm Intervals are Configurable for Half of a Second, 1 Second, 10 Seconds, 1 Minute, 10 Minutes, 1 Hour, 1 Day, 1 Week, 1 Month and 1 Year
- Alarm Repeat with Decrementing Counter
- Alarm with Indefinite Repeat: Chime
- Year Range: 2000 to 2099
- Leap Year Correction
- BCD Format for Smaller Firmware Overhead
- Optimized for Long-Term Battery Operation
- Fractional Second Synchronization
- User Calibration of the Clock Crystal Frequency with Auto-Adjust
- Uses External 32.768 kHz Crystal, 32 kHz Internal Oscillator, PWRLCLK Input Pin or Peripheral Clock
- Alarm Pulse, Seconds Clock or Internal Clock Output on RTCC Pin

FIGURE 19-1: RTCC BLOCK DIAGRAM



Note 1: In Retention mode, the maximum peripheral output frequency to an I/O pin must be limited to 33 kHz or less.

REGISTER 20-3: AD1CON3: ADC CONTROL REGISTER 3

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	ADRC	EXTSAM	—	SAMC<4:0>				
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	ADCS<7:0>							

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

bit 15 **ADRC:** ADC Conversion Clock Source (TSRC) bit
1 = Clock derived from the Fast RC (FRC) oscillator
0 = Clock derived from the Peripheral Bus Clock (PBCLK, 1:1 with SYSCLK)

bit 14 **EXTSAM:** Extended Sampling Time bit
1 = ADC is still sampling after SAMP bit = 0
0 = ADC stops sampling when SAMP bit = 0

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

bit 12-8 **SAMC<4:0>:** Auto-Sample Time bits
11111 = 31 TAD
•
•
•
00001 = 1 TAD
00000 = 0 TAD (Not allowed)

bit 7-0 **ADCS<7:0>:** ADC Conversion Clock Select bits
11111111 = 2 • TSRC • ADCS<7:0> = 510 • TSRC = TAD
•
•
•
00000001 = 2 • TSRC • ADCS<7:0> = 2 • TSRC = TAD
00000000 = 1 • TSRC = TAD
Where TSRC is a period of clock selected by the ADRC bit (AD1CON3<15>).

25.0 POWER-SAVING FEATURES

Note:	This data sheet summarizes the features of the PIC32MM0256GPM064 family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 10. "Power-Saving Modes"** (DS60001130) in the *"PIC32 Family "Reference Manual"*, which is available from the Microchip web site (www.microchip.com/PIC32). The information in this data sheet supersedes the information in the FRM.

This section describes the power-saving features for the PIC32MM0256GPM064 family devices. These devices offer various methods and modes that allow the application to balance power consumption with device performance. In all of the methods and modes described in this section, power saving is controlled by software. The peripherals and CPU can be halted or disabled to reduce power consumption.

25.1 Sleep Mode

In Sleep mode, the CPU and most peripherals are halted and the associated clocks are disabled. Some peripherals can continue to operate in Sleep mode and can be used to wake the device from Sleep. See the individual peripheral module sections for descriptions of behavior in Sleep. The device enters Sleep mode when the SLPEN bit (OSCCON<4>) is set and a `WAIT` instruction is executed.

Sleep mode includes the following characteristics:

- There can be a Wake-up Delay based on the Oscillator Selection
- The Fail-Safe Clock Monitor (FSCM) does not Operate During Sleep mode
- The BOR Circuit remains Operative during Sleep mode
- The WDT, if Enabled, is not automatically Cleared prior to Entering Sleep mode
- Some Peripherals can Continue to Operate at Limited Functionality in Sleep mode; these Peripherals include I/O Pins that Detect a Change in the Input Signal, WDT, ADC, UART and Peripherals that use an External Clock Input or the Internal LPRC Oscillator (e.g., RTCC and Timer1)
- I/O Pins Continue to Sink or Source Current in the Same Manner as they do when the Device is not in Sleep

The processor will exit, or "wake-up", from Sleep on one of the following events:

- On any interrupt from an enabled source that is operating in Sleep. The interrupt priority must be greater than the current CPU priority.
- On any form of device Reset.
- On a WDT time-out.

If the interrupt priority is lower than or equal to the current priority, the CPU will remain halted, but the Peripheral Bus Clock (PBCLK) will start running and the device will enter into Idle mode. To set or clear the SLPEN bit, an unlock sequence must be executed. Refer to **Section 26.4 "System Registers Write Protection"** for details.

25.2 Standby Sleep Mode

Standby Sleep mode places the voltage regulator in Standby mode. This mode draws less power than Sleep mode but has a longer wake-up time. Standby Sleep mode is entered by setting the VREGS bit (PWRCON<0>) prior to entering Sleep by executing a `WAIT` instruction. All peripherals that can operate in Sleep mode can operate in Standby Sleep mode.

25.3 Retention Sleep Mode

Retention Sleep uses a separate voltage regulator to provide the lowest power Sleep mode. This mode has a longer wake-up time than Sleep or Standby Sleep. This mode is entered by clearing the RETVR Configuration bit (FPOR<2>) and setting the RETEN bit (PWRCON<1>), prior to entering Sleep mode, and executing a `WAIT` instruction.

Only select peripherals, such as Timer1, WDT, RTCC and REFO, can operate in Retention Sleep mode.

Note:	In Retention mode, the maximum peripheral output frequency to an I/O pin must be less than 33 kHz.

Note:	When $\overline{\text{MCLR}}$ is used to wake the device from Retention Sleep, a POR Reset will occur.

25.4 Idle Mode

In Idle mode, the CPU is halted; however, all clocks are still enabled. This allows peripherals to continue to operate. Peripherals can be individually configured to halt when entering Idle by setting their respective SIDL bit. Latency, when exiting Idle mode, is very low due to the CPU oscillator source remaining active.

The device enters Idle mode when the SLPEN bit (OSCCON<4>) is clear and a `WAIT` instruction is executed.

The processor will wake or exit from Idle mode on the following events:

- On any interrupt event for which the interrupt source is enabled. The priority of the interrupt event must be greater than the current priority of the CPU. If the priority of the interrupt event is lower than or equal to the current priority of the CPU, the CPU will remain halted and the device will remain in Idle mode.
- On any form of device Reset.
- On a WDT time-out interrupt.

To set or clear the SLPEN bit, an unlock sequence must be executed. Refer to **Section 26.4 "System Registers Write Protection"** for details.

TABLE 25-2: PERIPHERAL MODULE DISABLE REGISTERS MAP

Virtual Address (BF80_#)	Register Name(1)	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
35B0	PMDCON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FFFF
		15:0	—	—	—	—	PMDLOCK	—	—	—	—	—	—	—	—	—	—	—	F7FF
35C0	PMD1	31:16	—	—	—	—	—	—	—	—	—	—	—	HLVDMD	—	—	—	—	FFEF
		15:0	—	—	—	VREFMD	—	—	—	—	—	—	—	—	—	—	—	ADCMD	EFFE
35D0	PMD2	31:16	—	—	—	—	CLC4MD	CLC3MD	CLC2MD	CLC1MD	—	—	—	—	—	—	—	—	F0FF
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	CMP3MD	CMP2MD	CMP1MD	FFF8
35E0	PMD3	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CCP9MD	FFFE
		15:0	CCP8MD	CCP7MD	CCP6MD	CCP5MD	CCP4MD	CCP3MD	CCP2MD	CCP1MD	—	—	—	—	—	—	—	—	00FF
35F0	PMD4	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FFFF
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	T3MD	T2MD	T1MD	FFF8
3600	PMD5	31:16	—	—	—	—	—	—	—	USBMD	—	—	—	—	—	I2C3MD	I2C2MD	I2C1MD	FEF8
		15:0	—	—	—	—	—	SPI3MD	SPI2MD	SPI1MD	—	—	—	—	—	U3MD	U2MD	U1MD	F8F8
3610	PMD6	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FEFF
		15:0	—	—	—	—	—	—	—	REFOMD	—	—	—	—	—	—	—	RTCCMD	FEFE
3620	PMD7	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FFFF
		15:0	—	—	—	—	—	—	—	—	—	—	—	DMAMD	—	—	—	—	FFEF

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

Note 1: All registers in this table have corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively.

REGISTER 26-10: ANCFG: BAND GAP CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	U-0	U-0	U-0	U-0	U-0	R/W-0, HS, HC	R/W-0, HS, HC	U-0
	—	—	—	—	—	VBGADC	VBGCMP	—

Legend:	HC = Hardware Clearable bit	HS = Hardware 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 31-3 **Unimplemented:** Read as '0'

bit 2 **VBGADC:** ADC Band Gap Enable bit
1 = ADC band gap is enabled
0 = ADC band gap is disabled

bit 1 **VBGCMP:** Comparator Band Gap Enable bit
1 = Comparator band gap is enabled
0 = Comparator band gap is disabled

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

TABLE 29-3: OPERATING VOLTAGE SPECIFICATIONS

DC CHARACTERISTICS			Operating Conditions: 2.0V < VDD < 3.6V, -40°C < TA < +85°C (unless otherwise stated)				
Param No.	Symbol	Characteristic	Min	Typ	Max	Units	Conditions
DC10	VDD	**Supply Voltage**	2.0	—	3.6	V	
DC16	VPOR(1)	**VDD Start Voltage** to Ensure Internal Power-on Reset Signal	VSS	—	100	mV	
DC17A	SVDD(1)	**Recommended VDD Rise Rate** to Ensure Internal Power-on Reset Signal	0.05	—	—	V/ms	0-3.3V in 66 ms, 0-2.0V in 40 ms
DC17B	VBOR	**Brown-out Reset Voltage** on VDD Transition, High-to-Low	2.0	—	2.083	V	

Note 1: If the VPOR or SVDD parameters are not met, or the application experiences slow power-down VDD ramp rates, it is recommended to enable and use BOR.

TABLE 29-4: OPERATING CURRENT (IDD)(2)

DC CHARACTERISTICS						
Parameter No.	Typical(1)	Max	Units	Operating Temperature	VDD	Conditions
DC19	.72	.96	mA	-40°C to +85°C	2.0V	FSYS = 1 MHz
	—	.96	mA	-40°C to +85°C	3.3V	
DC23	2.5	3.7	mA	-40°C to +85°C	2.0V	FSYS = 8 MHz
	2.5	3.7	mA	-40°C to +85°C	3.3V	
DC24	7.9	10.2	mA	-40°C to +85°C	2.0V	FSYS = 25 MHz
	7.9	10.2	mA	-40°C to +85°C	3.3V	
DC25	.4	.8	μA	-40°C to +85°C	2.0V	LPRC, FSYS = 32 kHz
	.4	.8	μA	-40°C to +85°C	3.3V	

Note 1: Typical parameters are for design guidance only and are not tested.

2: IDD is primarily a function of the operating voltage and frequency. Other factors, such as I/O pin loading and switching rate, oscillator type, internal code execution pattern and temperature, also have an impact on the current consumption. The test conditions for all IDD measurements are as follows:

- Oscillator is configured in EC mode with PLL, OSC1 is driven with external square wave from rail-to-rail (EC Clock Overshoot/Undershoot < 250 mV required)
- CLKO is configured as an I/O input pin in the Configuration Word
- All I/O pins are configured as outputs and driving low
- $\overline{\text{MCLR}}$ = VDD; WDT and FSCM are disabled
- CPU, SRAM, program memory and data memory are operational
- No peripheral modules are operating or being clocked (defined PMDx bits are all ones)
- CPU executing:

```
while(1)
 {
 NOP();
 }
```

3: JTAG is disabled

FIGURE 29-11: SPIx MODULE SLAVE MODE (CKE = 0) TIMING CHARACTERISTICS

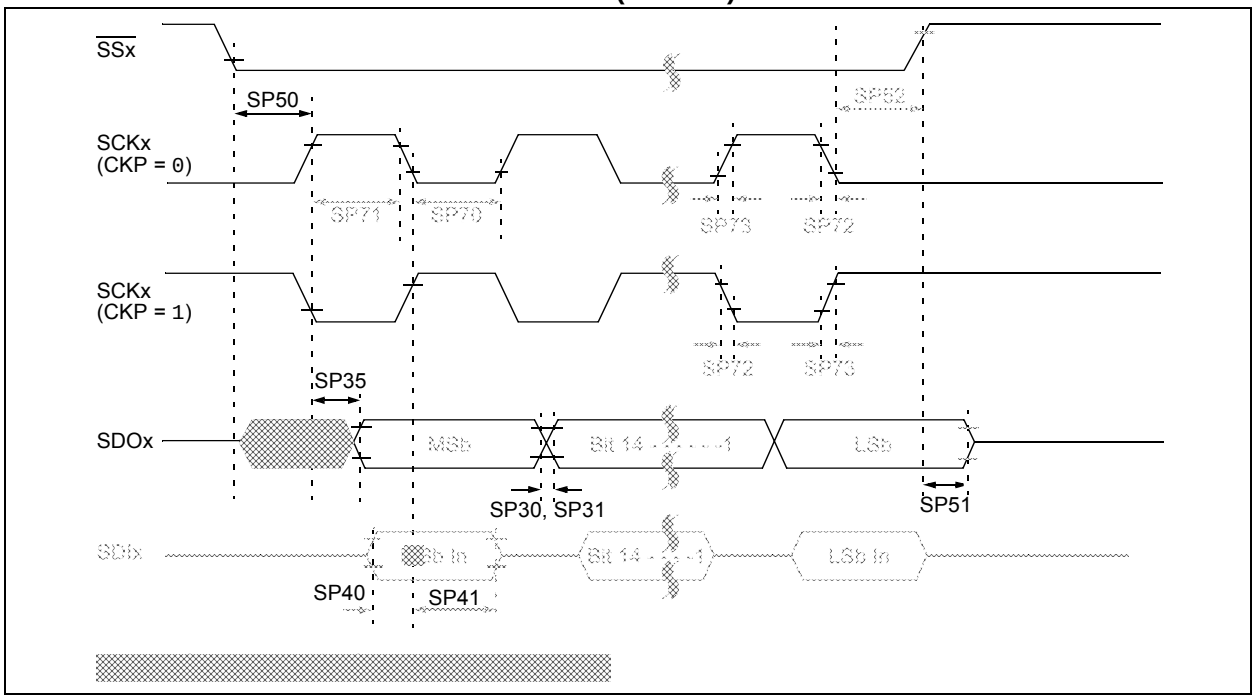


TABLE 29-30: SPIx MODULE SLAVE MODE (CKE = 0) TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.0V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C				
Param No.	**Symbol**	**Characteristics(1)**	**Min.**	**Typ.(2)**	**Max.**	**Units**	**Conditions**
SP70	TscL	SCKx Input Low Time(3)	Tsck/2	—	—	ns	
SP71	TscH	SCKx Input High Time(3)	Tsck/2	—	—	ns	
SP72	TscF	SCKx Input Fall Time	—	—	—	ns	See Parameter DO32
SP73	TscR	SCKx Input Rise Time	—	—	—	ns	See Parameter DO31
SP30	TdoF	SDOx Data Output Fall Time(4)	—	—	—	ns	See Parameter DO32
SP31	TdoR	SDOx Data Output Rise Time(4)	—	—	—	ns	See Parameter DO31
SP35	TscH2doV, TscL2doV	SDOx Data Output Valid after SCKx Edge	—	—	7	ns	VDD > 2.0V
			—	—	10	ns	VDD < 2.0V
SP40	TdiV2scH, TdiV2scL	Setup Time of SDIx Data Input to SCKx Edge	5	—	—	ns	
SP41	TscH2diL, TscL2diL	Hold Time of SDIx Data Input to SCKx Edge	5	—	—	ns	
SP50	TssL2scH, TssL2scL	$\overline{SSx}$ ↓ to SCKx ↑ or SCKx Input	88	—	—	ns	
SP51	TssH2doZ	$\overline{SSx}$ ↑ to SDOx Output High-Impedance(4)	2.5	—	12	ns	
SP52	TscH2ssH TscL2ssH	$\overline{SSx}$ after SCKx Edge	10	—	—	ns	

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

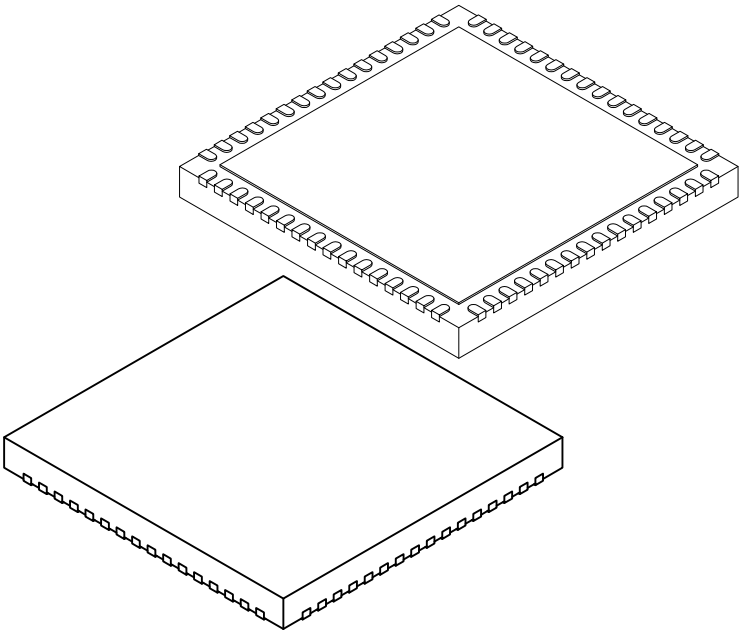
2: Data in "Typ." column is at 3.3V, +25°C unless otherwise stated. Parameters are for design guidance only and are not tested.

3: The minimum clock period for SCKx is 40 ns.

4: Assumes 10 pF load on all SPIx pins.

64-Lead Plastic Quad Flat, No Lead Package (MR) – 9x9x0.9 mm Body [QFN] With 7.70 x 7.70 Exposed Pad [QFN]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N		64	
Pitch	e		0.50 BSC	
Overall Height	A	0.80	0.85	0.90
Standoff	A1	0.00	0.02	0.05
Contact Thickness	A3		0.20 REF	
Overall Width	E		9.00 BSC	
Exposed Pad Width	E2	7.60	7.70	7.80
Overall Length	D		9.00 BSC	
Exposed Pad Length	D2	7.60	7.70	7.80
Contact Width	b	0.20	0.25	0.30
Contact Length	L	0.30	0.40	0.50
Contact-to-Exposed Pad	K	0.20	-	-

Notes:

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

   BSC: Basic Dimension. Theoretically exact value shown without tolerances.

   REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-213B Sheet 2 of 2

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