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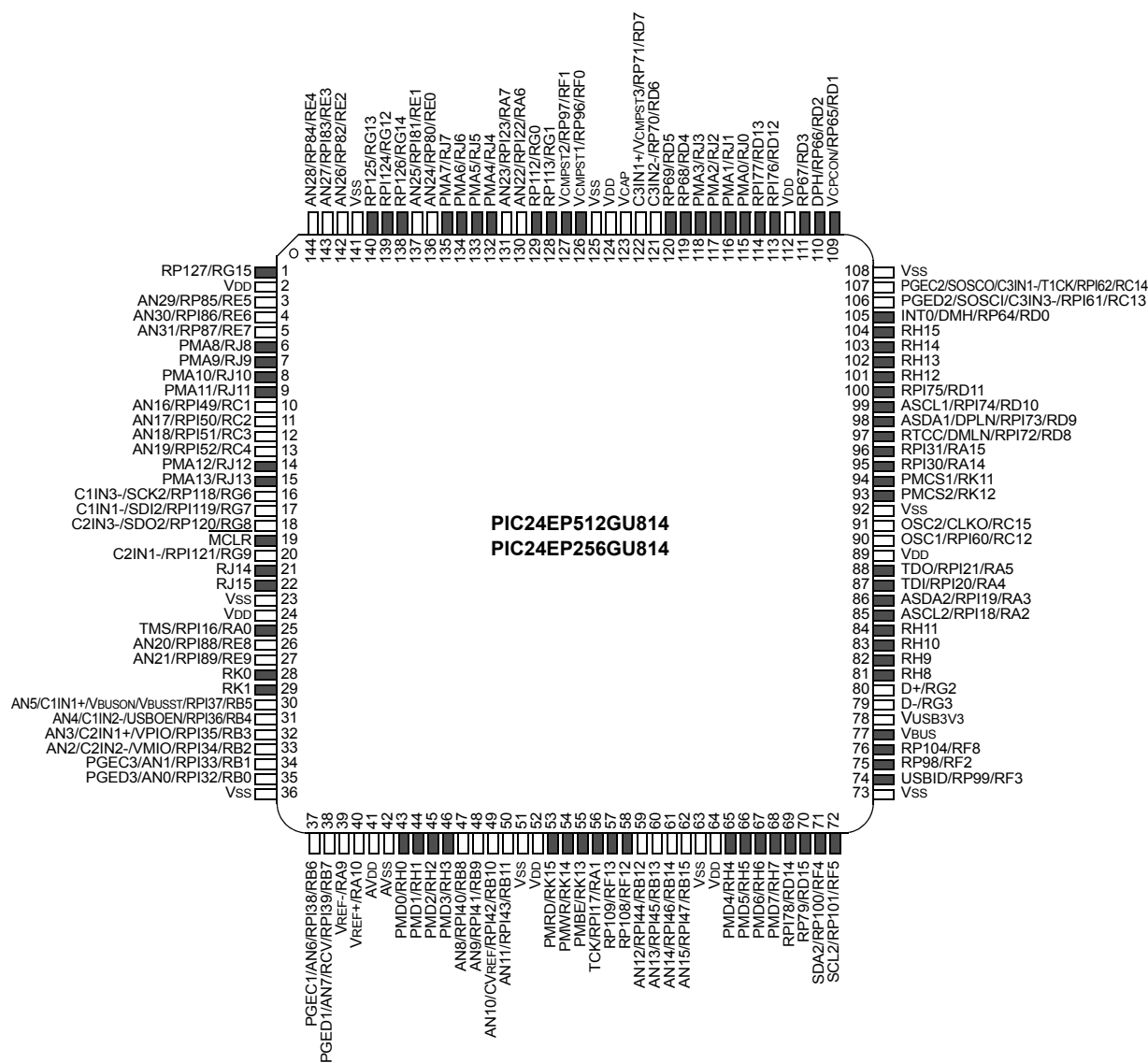
Details

Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	70 MIPS
Connectivity	CANbus, I ² C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	53
Program Memory Size	512KB (170K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	24K x 16
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 24x10/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-VFQFN Exposed Pad
Supplier Device Package	64-VQFN (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33ep512gp806-i-mr

Pin Diagrams (Continued)

144-Pin TQFP, 144-pin LQFP

■ = Pins are up to 5V tolerant

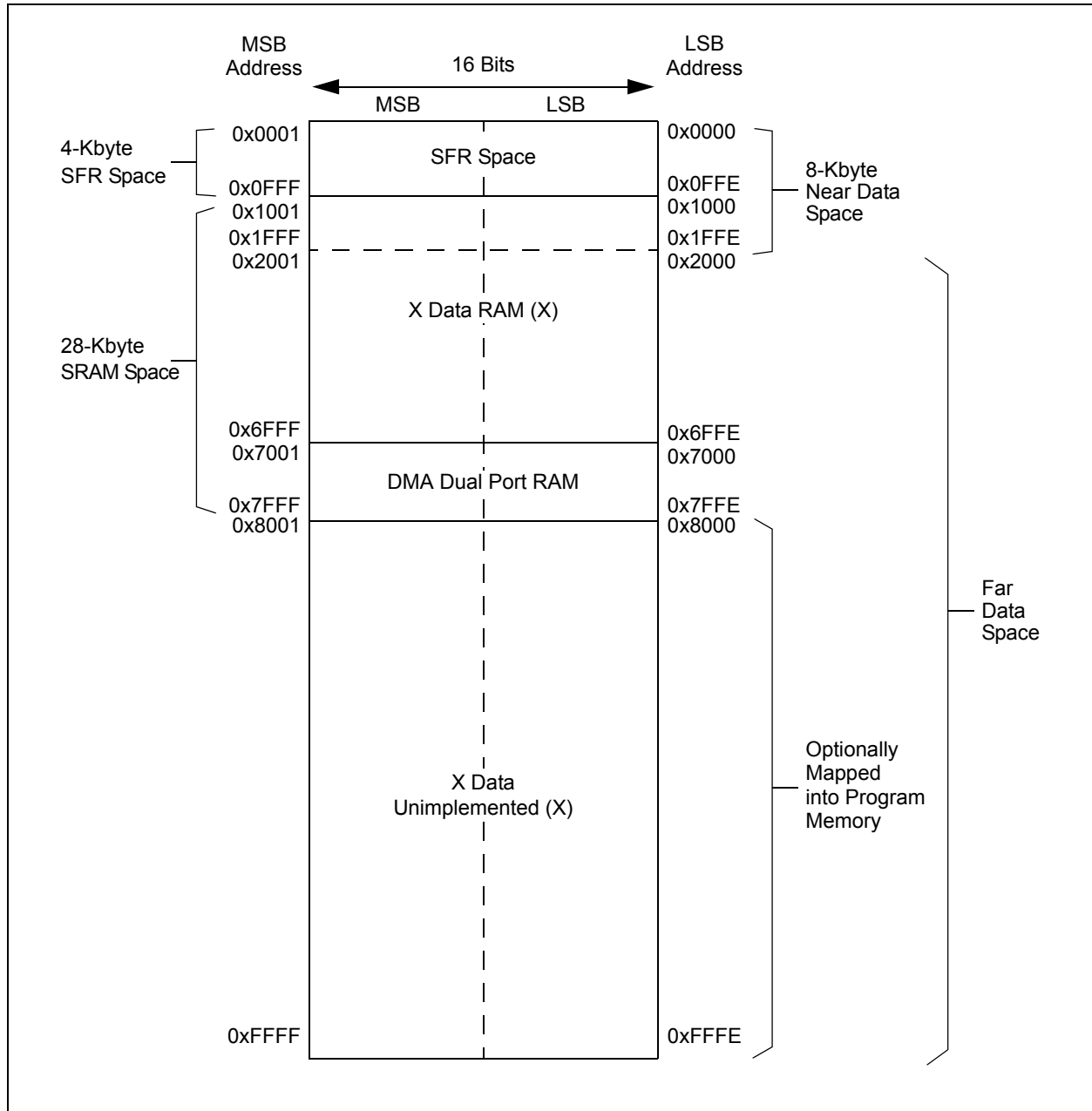


Note 1: The RPN/RPIn pins can be used by any remappable peripheral with some limitation. See **Section 11.4 “Peripheral Pin Select”** for available peripherals and for information on limitations.

2: Every I/O port pin (RAX-RKx) can be used as change notification (CNAX-CNKx). See **Section 11.0 “I/O Ports”** for more information.

3: The availability of I²C interfaces varies by device. Selection (SDAx/SCLx or ASDAx/ASCLx) is made using the device Configuration bits, ALTI2C1 and ALTI2C2 (FPOR<5:4>). See **Section 29.0 “Special Features”** for more information.

FIGURE 4-6: DATA MEMORY MAP FOR PIC24EP256GU810/814 DEVICES WITH 28-KBYTE RAM



REGISTER 7-3: INTCON1: INTERRUPT CONTROL REGISTER 1 (CONTINUED)

bit 4	MATHERR: Math Error Status bit 1 = Math error trap has occurred 0 = Math error trap has not occurred
bit 3	ADDRERR: Address Error Trap Status bit 1 = Address error trap has occurred 0 = Address error trap has not occurred
bit 2	STKERR: Stack Error Trap Status bit 1 = Stack error trap has occurred 0 = Stack error trap has not occurred
bit 1	OSCFAIL: Oscillator Failure Trap Status bit 1 = Oscillator failure trap has occurred 0 = Oscillator failure trap has not occurred
bit 0	Unimplemented: Read as '0'

Note 1: This bit is available on dsPIC33EPXXX(GP/MC/MU)806/810/814 devices only.

REGISTER 8-12: DMARQC: DMA REQUEST COLLISION STATUS REGISTER (CONTINUED)

- bit 2 **RQCOL2:** Channel 2 Transfer Request Collision Flag bit
1 = User FORCE and interrupt-based request collision detected
0 = No request collision detected
- bit 1 **RQCOL1:** Channel 1 Transfer Request Collision Flag bit
1 = User FORCE and interrupt-based request collision detected
0 = No request collision detected
- bit 0 **RQCOL0:** Channel 0 Transfer Request Collision Flag bit
1 = User FORCE and interrupt-based request collision detected
0 = No request collision detected

REGISTER 9-3: PLLFBD: PLL FEEDBACK DIVISOR REGISTER⁽¹⁾

U-0	U-0	U-0	U-0	U-0	U-0	U-0	R/W-0
—	—	—	—	—	—	—	PLLDIV<8>
bit 15							bit 8

R/W-0	R/W-0	R/W-1	R/W-1	R/W-0	R/W-0	R/W-0	R/W-0
PLLDIV<7:0>							
bit 7							bit 0

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

bit 15-9 **Unimplemented:** Read as '0'

bit 8-0 **PLLDIV<8:0>:** PLL Feedback Divisor bits (also denoted as 'M', PLL multiplier)

11111111 = 513

•

•

•

000110000 = 50 (default)

•

•

•

000000010 = 4

000000001 = 3

000000000 = 2

Note 1: This register is reset only on a Power-on Reset (POR).

REGISTER 10-5: PMD5: PERIPHERAL MODULE DISABLE CONTROL REGISTER 5 (CONTINUED)

bit 3	OC12MD: OC12 Module Disable bit 1 = OC12 module is disabled 0 = OC12 module is enabled
bit 2	OC11MD: OC11 Module Disable bit 1 = OC11 module is disabled 0 = OC11 module is enabled
bit 1	OC10MD: OC10 Module Disable bit 1 = OC10 module is disabled 0 = OC10 module is enabled
bit 0	OC9MD: OC9 Module Disable bit 1 = OC9 module is disabled 0 = OC9 module is enabled

REGISTER 11-4: RPINR3: PERIPHERAL PIN SELECT INPUT REGISTER 3

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	T3CKR<6:0>						
bit 15							bit 8

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	T2CKR<6:0>						
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 15 **Unimplemented:** Read as '0'bit 14-8 **T3CKR<6:0>:** Assign Timer3 External Clock (T3CK) to the Corresponding RPN/RPIn Pin bits (see Table 11-2 for input pin selection numbers)

1111111 = Input tied to RP127

.

.

.

0000001 = Input tied to CMP1

0000000 = Input tied to Vss

bit 7 **Unimplemented:** Read as '0'bit 6-0 **T2CKR<6:0>:** Assign Timer2 External Clock (T2CK) to the Corresponding RPN/RPIn Pin bits (see Table 11-2 for input pin selection numbers)

1111111 = Input tied to RP127

.

.

.

0000001 = Input tied to CMP1

0000000 = Input tied to Vss

REGISTER 11-30: RPINR30: PERIPHERAL PIN SELECT INPUT REGISTER 30

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

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	SS3R<6:0>						
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 15-7

bit 6-0

Unimplemented: Read as '0'

SS3R<6:0>: Assign SPI3 Slave Select Input ($\overline{\text{SS3}}$) to the Corresponding RPN/RPIn Pin bits (see Table 11-2 for input pin selection numbers)

1111111 = Input tied to RP127

.

.

.

0000001 = Input tied to CMP1

0000000 = Input tied to Vss

REGISTER 17-7: VELxCNT: VELOCITY COUNTER x 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
VELCNT<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
VELCNT<7:0>							
bit 7				bit 0			

Legend:

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

bit 15-0 **VELCNT<15:0>**: Velocity Counter bits

REGISTER 17-8: INDXCNT: INDEX COUNTER x HIGH WORD 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
INDXCNT<31:24>							
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
INDXCNT<23:16>							
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 15-0 **INDXCNT<31:16>**: High Word Used to Form 32-Bit Index Counter Register (INDXxCNT) bits

REGISTER 17-9: INDXCNTL: INDEX COUNTER x LOW WORD 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
INDXCNT<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
INDXCNT<7:0>							
bit 7				bit 0			

Legend:

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

bit 15-0 **INDXCNT<15:0>**: Low Word Used to Form 32-Bit Index Counter Register (INDXxCNT) bits

REGISTER 18-2: SPIxCON1: SPIx CONTROL REGISTER 1 (CONTINUED)

bit 4-2 **SPRE<2:0>**: Secondary Prescale bits (Master mode)⁽³⁾

111 = Secondary prescale 1:1

110 = Secondary prescale 2:1

•

•

•

000 = Secondary prescale 8:1

bit 1-0 **PPRE<1:0>**: Primary Prescale bits (Master mode)⁽³⁾

11 = Primary prescale 1:1

10 = Primary prescale 4:1

01 = Primary prescale 16:1

00 = Primary prescale 64:1

- Note 1:** The CKE bit is not used in the Framed SPIx modes. Program this bit to '0' for Framed SPIx modes (FRMEN = 1).
- 2:** This bit must be cleared when FRMEN = 1.
- 3:** Do not set both primary and secondary prescalers to a value of 1:1.
- 4:** The SMP bit must be set only after setting the MSTEN bit. The SMP bit remains cleared if MSTEN = 0.

REGISTER 20-2: UxSTA: UARTx STATUS AND CONTROL REGISTER

R/W-0	R/W-0	R/W-0	U-0	R/W-0, HC	R/W-0	R-0	R-1
UTXISEL1	UTXINV	UTXISEL0	—	UTXBRK	UTXEN ⁽¹⁾	UTXBF	TRMT
bit 15				bit 8			

R/W-0	R/W-0	R/W-0	R-1	R-0	R-0	R/C-0	R-0
URXISEL<1:0>		ADDEN	RIDLE	PERR	FERR	OERR	URXDA
bit 7				bit 0			

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

- bit 15,13 **UTXISEL<1:0>:** UARTx Transmission Interrupt Mode Selection bits
- 11 = Reserved; do not use
 - 10 = Interrupt when a character is transferred to the Transmit Shift Register (TSR) and as a result, the transmit buffer becomes empty
 - 01 = Interrupt when the last character is shifted out of the Transmit Shift Register; all transmit operations are completed
 - 00 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer)
- bit 14 **UTXINV:** UARTx Transmit Polarity Inversion bit
- If IREN = 0:
- 1 = UxTX Idle state is '0'
 - 0 = UxTX Idle state is '1'
- If IREN = 1:
- 1 = IrDA encoded, UxTX Idle state is '1'
 - 0 = IrDA encoded, UxTX Idle state is '0'
- bit 12 **Unimplemented:** Read as '0'
- bit 11 **UTXBRK:** UARTx Transmit Break bit
- 1 = Sends Sync Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion
 - 0 = Sync Break transmission is disabled or completed
- bit 10 **UTXEN:** UARTx Transmit Enable bit⁽¹⁾
- 1 = Transmit is enabled, UxTX pin is controlled by UARTx
 - 0 = Transmit is disabled, any pending transmission is aborted and the buffer is reset; UxTX pin controlled by port
- bit 9 **UTXBF:** UARTx Transmit Buffer Full Status bit (read-only)
- 1 = Transmit buffer is full
 - 0 = Transmit buffer is not full, at least one more character can be written
- bit 8 **TRMT:** Transmit Shift Register Empty bit (read-only)
- 1 = Transmit Shift Register is empty and transmit buffer is empty (the last transmission has completed)
 - 0 = Transmit Shift Register is not empty, a transmission is in progress or queued
- bit 7-6 **URXISEL<1:0>:** UARTx Receive Interrupt Mode Selection bits
- 11 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 4 data characters)
 - 10 = Interrupt is set on UxRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters)
 - 0x = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer; receive buffer has one or more characters

Note 1: Refer to **Section 17. “UART”** (DS70582) in the “dsPIC33E/PIC24E Family Reference Manual” for information on enabling the UARTx module for transmit operation.

REGISTER 22-14: UxIR: USB INTERRUPT STATUS REGISTER (DEVICE MODE ONLY)

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

R/K-0, HS	U-0	R/K-0, HS	R/K-0, HS	R/K-0, HS	R/K-0, HS	R-0	R/K-0, HS
STALLIF	—	RESUMEIF	IDLEIF	TRNIF	SOFIF	UERRIF	URSTIF
bit 7						bit 0	

Legend:	U = Unimplemented bit, read as '0'		
R = Readable bit	K = Write '1' to clear bit	HS = Hardware Settable bit	
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared	x = Bit is unknown

bit 15-8 **Unimplemented:** Read as '0'

bit 7 **STALLIF:** STALL Handshake Interrupt bit

1 = A STALL handshake was sent by the peripheral during the handshake phase of the transaction in Device mode

0 = A STALL handshake has not been sent

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

bit 5 **RESUMEIF:** Resume Interrupt bit

1 = A K-State is observed on the D+ or D- pin for 2.5 μ s (differential '1' for low speed, differential '0' for full speed)

0 = No K-State is observed

bit 4 **IDLEIF:** Idle Detect Interrupt bit

1 = Idle condition is detected (constant Idle state of 3 ms or more)

0 = No Idle condition is detected

bit 3 **TRNIF:** Token Processing Complete Interrupt bit

1 = Processing of current token is complete; read UxSTAT register for endpoint BDT information

0 = Processing of current token is not complete; clear UxSTAT register or load next token from STAT (clearing this bit causes the the STAT FIFO to advance)

bit 2 **SOFIF:** Start-of-Frame Token Interrupt bit

1 = A Start-of-Frame token was received by the peripheral

0 = A Start-of-Frame token has not been received by the peripheral

bit 1 **UERRIF:** USB Error Condition Interrupt bit (read-only)

1 = An unmasked error condition has occurred; only error states enabled in the UxEIE register can set this bit

0 = No unmasked error condition has occurred

bit 0 **URSTIF:** USB Reset Interrupt bit

1 = Valid USB Reset has occurred for at least 2.5 μ s; Reset state must be cleared before this bit can be reasserted

0 = No USB Reset has occurred

REGISTER 28-1: PMCON: PARALLEL MASTER PORT CONTROL REGISTER (CONTINUED)

bit 3	CS1P: Chip Select 0 Polarity bit ⁽¹⁾ 1 = Active-high (<u>PMCS1/PMCS</u>) ⁽²⁾ 0 = Active-low (<u>PMCS1/PMCS</u>)
bit 2	BEP: Byte Enable Polarity bit 1 = Byte enable active-high (<u>PMBE</u>) 0 = Byte enable active-low (<u>PMBE</u>)
bit 1	WRSP: Write Strobe Polarity bit <u>For Slave Modes and Master Mode 2 (PMMODE<9:8> = 00, 01, 10):</u> 1 = Write strobe is active-high (<u>PMWR</u>) 0 = Write strobe is active-low (<u>PMWR</u>) <u>For Master Mode 1 (PMMODE<9:8> = 11):</u> 1 = Enables strobe active-high (<u>PMENB</u>) 0 = Enables strobe active-low (<u>PMENB</u>)
bit 0	RDSP: Read Strobe Polarity bit <u>For Slave Modes and Master Mode 2 (PMMODE<9:8> = 00, 01, 10):</u> 1 = Read strobe is active-high (<u>PMRD</u>) 0 = Read strobe is active-low (<u>PMRD</u>) <u>For Master Mode 1 (PMMODE<9:8> = 11):</u> 1 = Enables strobe active-high (<u>PMRD/PMWR</u>) 0 = Enables strobe active-low (<u>PMRD/PMWR</u>)

Note 1: These bits have no effect when their corresponding pins are used as address lines.

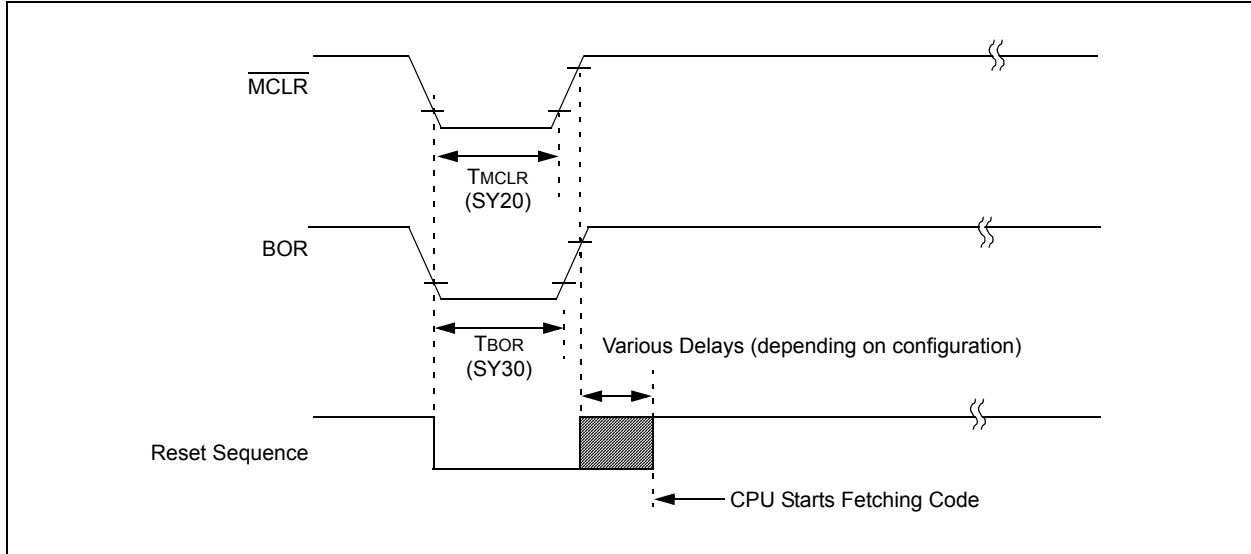
2: PMCS1 applies to Master mode and PMCS applies to Slave mode.

TABLE 30-2: INSTRUCTION SET OVERVIEW (CONTINUED)

Base Instr #	Assembly Mnemonic	Assembly Syntax	Description	# of Words	# of Cycles ⁽²⁾	Status Flags Affected
72	SL	SL <i>f</i>	<i>f</i> = Left Shift <i>f</i>	1	1	C,N,OV,Z
		SL <i>f</i> , WREG	WREG = Left Shift <i>f</i>	1	1	C,N,OV,Z
		SL <i>Ws</i> , <i>Wd</i>	<i>Wd</i> = Left Shift <i>Ws</i>	1	1	C,N,OV,Z
		SL <i>Wb</i> , <i>Wns</i> , <i>Wnd</i>	<i>Wnd</i> = Left Shift <i>Wb</i> by <i>Wns</i>	1	1	N,Z
		SL <i>Wb</i> , #lit5, <i>Wnd</i>	<i>Wnd</i> = Left Shift <i>Wb</i> by lit5	1	1	N,Z
73	SUB	SUB <i>Acc</i> ⁽¹⁾	Subtract Accumulators	1	1	OA,OB,OAB,SA,SB,SAB
		SUB <i>f</i>	<i>f</i> = <i>f</i> – WREG	1	1	C,DC,N,OV,Z
		SUB <i>f</i> , WREG	WREG = <i>f</i> – WREG	1	1	C,DC,N,OV,Z
		SUB #lit10, <i>Wn</i>	<i>Wn</i> = <i>Wn</i> – lit10	1	1	C,DC,N,OV,Z
		SUB <i>Wb</i> , <i>Ws</i> , <i>Wd</i>	<i>Wd</i> = <i>Wb</i> – <i>Ws</i>	1	1	C,DC,N,OV,Z
		SUB <i>Wb</i> , #lit5, <i>Wd</i>	<i>Wd</i> = <i>Wb</i> – lit5	1	1	C,DC,N,OV,Z
74	SUBB	SUBB <i>f</i>	<i>f</i> = <i>f</i> – WREG – (\overline{C})	1	1	C,DC,N,OV,Z
		SUBB <i>f</i> , WREG	WREG = <i>f</i> – WREG – (\overline{C})	1	1	C,DC,N,OV,Z
		SUBB #lit10, <i>Wn</i>	<i>Wn</i> = <i>Wn</i> – lit10 – (\overline{C})	1	1	C,DC,N,OV,Z
		SUBB <i>Wb</i> , <i>Ws</i> , <i>Wd</i>	<i>Wd</i> = <i>Wb</i> – <i>Ws</i> – (\overline{C})	1	1	C,DC,N,OV,Z
		SUBB <i>Wb</i> , #lit5, <i>Wd</i>	<i>Wd</i> = <i>Wb</i> – lit5 – (\overline{C})	1	1	C,DC,N,OV,Z
75	SUBR	SUBR <i>f</i>	<i>f</i> = WREG – <i>f</i>	1	1	C,DC,N,OV,Z
		SUBR <i>f</i> , WREG	WREG = WREG – <i>f</i>	1	1	C,DC,N,OV,Z
		SUBR <i>Wb</i> , <i>Ws</i> , <i>Wd</i>	<i>Wd</i> = <i>Ws</i> – <i>Wb</i>	1	1	C,DC,N,OV,Z
		SUBR <i>Wb</i> , #lit5, <i>Wd</i>	<i>Wd</i> = lit5 – <i>Wb</i>	1	1	C,DC,N,OV,Z
76	SUBBR	SUBBR <i>f</i>	<i>f</i> = WREG – <i>f</i> – (\overline{C})	1	1	C,DC,N,OV,Z
		SUBBR <i>f</i> , WREG	WREG = WREG – <i>f</i> – (\overline{C})	1	1	C,DC,N,OV,Z
		SUBBR <i>Wb</i> , <i>Ws</i> , <i>Wd</i>	<i>Wd</i> = <i>Ws</i> – <i>Wb</i> – (\overline{C})	1	1	C,DC,N,OV,Z
		SUBBR <i>Wb</i> , #lit5, <i>Wd</i>	<i>Wd</i> = lit5 – <i>Wb</i> – (\overline{C})	1	1	C,DC,N,OV,Z
77	SWAP	SWAP.b <i>Wn</i>	<i>Wn</i> = nibble swap <i>Wn</i>	1	1	None
		SWAP <i>Wn</i>	<i>Wn</i> = byte swap <i>Wn</i>	1	1	None
78	TBLRDH	TBLRDH <i>Ws</i> , <i>Wd</i>	Read Prog<23:16> to <i>Wd</i> <7:0>	1	5	None
79	TBLRDL	TBLRDL <i>Ws</i> , <i>Wd</i>	Read Prog<15:0> to <i>Wd</i>	1	5	None
80	TBLWTH	TBLWTH <i>Ws</i> , <i>Wd</i>	Write <i>Ws</i> <7:0> to Prog<23:16>	1	2	None
81	TBLWTL	TBLWTL <i>Ws</i> , <i>Wd</i>	Write <i>Ws</i> to Prog<15:0>	1	2	None
82	ULNK	ULNK	Unlink Frame Pointer	1	1	SFA
83	XOR	XOR <i>f</i>	<i>f</i> = <i>f</i> .XOR. WREG	1	1	N,Z
		XOR <i>f</i> , WREG	WREG = <i>f</i> .XOR. WREG	1	1	N,Z
		XOR #lit10, <i>Wn</i>	<i>Wd</i> = lit10 .XOR. <i>Wd</i>	1	1	N,Z
		XOR <i>Wb</i> , <i>Ws</i> , <i>Wd</i>	<i>Wd</i> = <i>Wb</i> .XOR. <i>Ws</i>	1	1	N,Z
		XOR <i>Wb</i> , #lit5, <i>Wd</i>	<i>Wd</i> = <i>Wb</i> .XOR. lit5	1	1	N,Z
84	ZE	ZE <i>Ws</i> , <i>Wnd</i>	<i>Wnd</i> = Zero-Extend <i>Ws</i>	1	1	C,Z,N

Note 1: This instruction is available in dsPIC33EPXXX(GP/MC/MU)806/810/814 devices only.

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

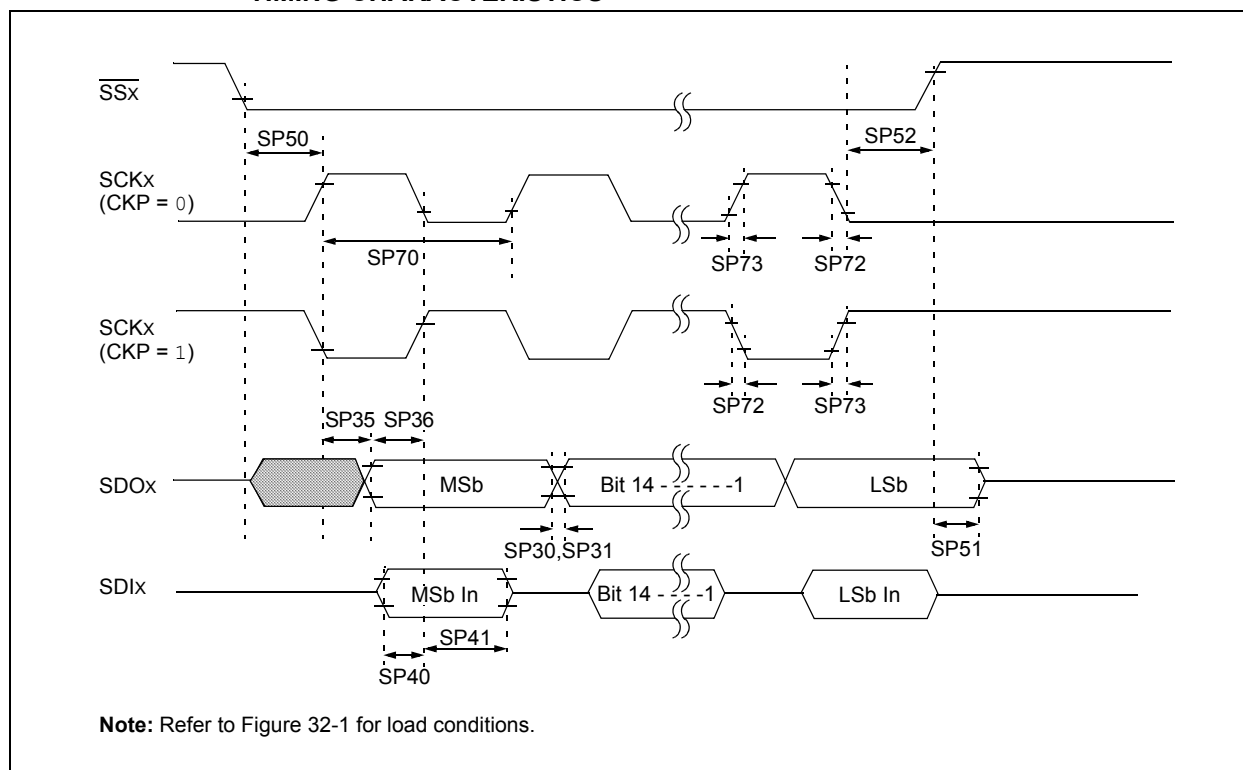
FIGURE 32-5: BOR AND MASTER CLEAR RESET TIMING CHARACTERISTICS**TABLE 32-22: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER, POWER-UP TIMER TIMING REQUIREMENTS**

AC CHARACTERISTICS			Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for Industrial $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ for Extended				
Param.	Symbol	Characteristic ⁽¹⁾	Min.	Typ. ⁽²⁾	Max.	Units	Conditions
SY00	TPU	Power-up Period	—	400	600	μs	
SY10	TOST	Oscillator Start-up Time	—	1024 TOSC	—	—	TOSC = OSC1 period
SY11	TPWRT	Power-up Timer Period	—	—	—	—	See Section 29.1 “Configuration Bits” and LPRC Parameters F21a and F21b (Table 32-20)
SY12	TWDT	Watchdog Timer Time-out Period	—	—	—	—	See Section 29.4 “Watchdog Timer (WDT)” and LPRC Parameters F21a and F21b (Table 32-20)
SY13	TIOZ	I/O High-Impedance from MCLR Low or Watchdog Timer Reset	0.68	0.72	1.2	μs	
SY20	TMCLR	MCLR Pulse Width (low)	2	—	—	μs	
SY30	TBOR	BOR Pulse Width (low)	1	—	—	μs	
SY35	TFSCM	Fail-Safe Clock Monitor Delay	—	500	900	μs	-40°C to $+85^{\circ}\text{C}$
SY36	TVREG	Voltage Regulator Standby-to-Active Mode Transition Time	—	—	30	μs	
SY37	TOSCDFRC	FRC Oscillator Start-up Delay	—	—	29	μs	
SY38	TOSCDLPRC	LPRC Oscillator Start-up Delay	—	—	70	μs	

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

Note 2: Data in “Typ” column is at 3.3V, $+25^{\circ}\text{C}$ unless otherwise stated.

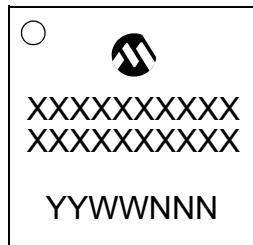
FIGURE 32-21: SPI1, SPI3 AND SPI4 SLAVE MODE (FULL-DUPLEX, CKE = 0, CKP = 1, SMP = 0) TIMING CHARACTERISTICS



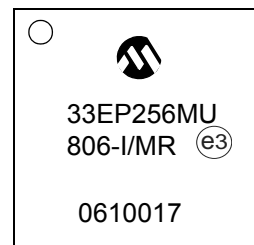
34.0 PACKAGING INFORMATION

34.1 Package Marking Information

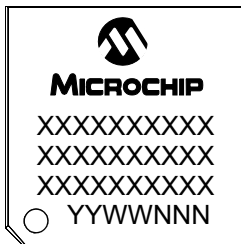
64-Lead QFN (9x9x0.9 mm)



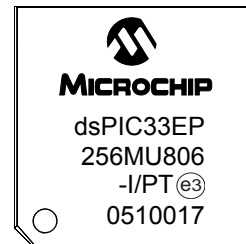
Example



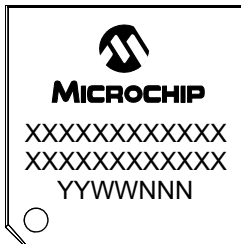
64-Lead TQFP (10x10x1 mm)



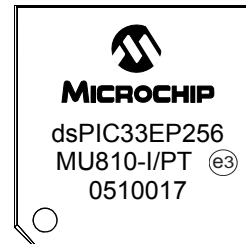
Example



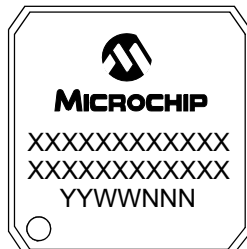
100-Lead TQFP (12x12x1 mm)



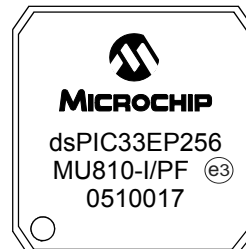
Example



100-Lead TQFP (14x14x1 mm)



Example



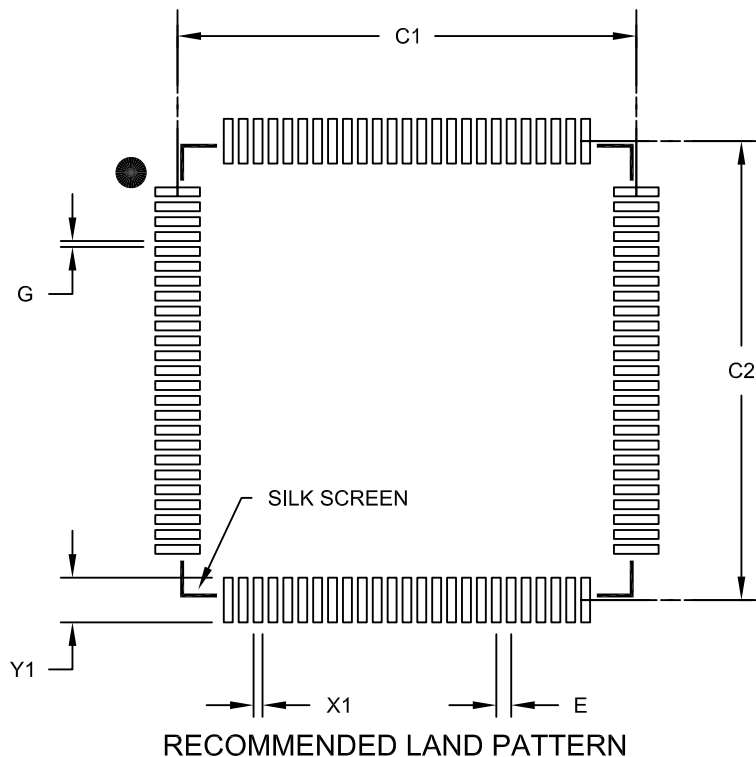
Legend:

XX...X	Customer-specific information
Y	Year code (last digit of calendar year)
YY	Year code (last 2 digits of calendar year)
WW	Week code (week of January 1 is week '01')
NNN	Alphanumeric traceability code
(e3)	Pb-free JEDEC designator for Matte Tin (Sn)
*	This package is Pb-free. The Pb-free JEDEC designator (e3) can be found on the outer packaging for this package.

Note: In the event the full Microchip part number cannot be marked on one line, it will be carried over to the next line, thus limiting the number of available characters for customer-specific information.

100-Lead Plastic Thin Quad Flatpack (PF) - 14x14x1 mm Body 2.00 mm Footprint [TQFP]

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



Dimension Limits	Units	MILLIMETERS		
		MIN	NOM	MAX
Contact Pitch	E		0.50 BSC	
Contact Pad Spacing	C1		15.40	
Contact Pad Spacing	C2		15.40	
Contact Pad Width (X100)	X1			0.30
Contact Pad Length (X100)	Y1			1.50
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

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

Microchip Technology Drawing No. C04-2110B

APPENDIX A: REVISION HISTORY

Revision A (December 2009)

This is the initial released version of this document.

Revision B (July 2010)

This revision includes minor typographical and formatting changes throughout the data sheet text.

The major changes are referenced by their respective section in Table A-1.

TABLE A-1: MAJOR SECTION UPDATES

Section Name	Update Description
“High-Performance, 16-bit Digital Signal Controllers and Microcontrollers”	<p>Removed reference to dual triggers for Motor Control Peripherals.</p> <p>Relocated the VBUSST pin in all pin diagrams (see “Pin Diagrams”, Table 2 and Table 3).</p> <p>Added SCK2, SDI2, SDO2 pins in pin location 4,5 and 6 respectively in 64-pin QFN.</p> <p>Added SCK2, SDI2, SDO2 pins in pin location 4,5 and 6 respectively in 64-pin TQFP.</p> <p>Added SCK2, SDI2, SDO2 pins in pin location 10,11 and 12 respectively in 100-pin TQFP.</p> <p>Added SCK2, SDI2, SDO2 pins in Table 2 and Table 3.</p> <p>Moved the RP30 pin to pin location 95, and the RP31 pin to pin location 96 in the 144-pin TQFP and 144-pin LQFP pin diagrams.</p>
Section 1.0 “Device Overview”	Removed the SCL1 and SDA1 pins from the Pinout I/O Descriptions (see Table 1-1).
Section 2.0 “Guidelines for Getting Started with 16-bit Digital Signal Controllers and Microcontrollers”	Removed Section 2.8 “Configuration of Analog and Digital Pins During ICSP Operations”
Section 3.0 “CPU”	<p>Added Note 4 to the CPU Status Register (SR) in Register 3-1.</p> <p>Added the VAR bit (CORCON<15>) to Register 3-2.</p>