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"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	40 MIPs
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DCI, DMA, I²S, POR, PWM, WDT
Number of I/O	21
Program Memory Size	32KB (32K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 10x10b/12b
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/dspic33fj32gp202-i-ss

3.6 Arithmetic Logic Unit (ALU)

The dsPIC33FJ32GP202/204 and dsPIC33FJ16GP304 ALU is 16 bits wide and is capable of addition, subtraction, bit shifts and logic operations. Unless otherwise mentioned, arithmetic operations are 2's complement in nature. Depending on the operation, the ALU can affect the values of the Carry (C), Zero (Z), Negative (N), Overflow (OV) and Digit Carry (DC) Status bits in the SR register. The C and DC Status bits operate as Borrow and Digit Borrow bits, respectively, for subtraction operations.

The ALU can perform 8-bit or 16-bit operations, depending on the mode of the instruction that is used. Data for the ALU operation can come from the W register array or data memory, depending on the addressing mode of the instruction. Likewise, output data from the ALU can be written to the W register array or a data memory location.

The dsPIC33FJ32GP202/204 and dsPIC33FJ16GP304 CPU incorporates hardware support for both multiplication and division. This includes a dedicated hardware multiplier and support hardware for 16-bit-divisor division.

Refer to the "*dsPIC30F/33F Programmer's Reference Manual*" (DS70157) for information on the SR bits affected by each instruction.

3.6.1 MULTIPLIER

Using the high-speed 17-bit x 17-bit multiplier of the DSP engine, the ALU supports unsigned, signed or mixed-sign operation in several MCU multiplication modes:

- 16-bit x 16-bit signed
- 16-bit x 16-bit unsigned
- 16-bit signed x 5-bit (literal) unsigned
- 16-bit unsigned x 16-bit unsigned
- 16-bit unsigned x 5-bit (literal) unsigned
- 16-bit unsigned x 16-bit signed
- 8-bit unsigned x 8-bit unsigned

3.6.2 DIVIDER

The divide block supports 32-bit/16-bit and 16-bit/16-bit signed and unsigned integer divide operations with the following data sizes:

- 32-bit signed/16-bit signed divide
- 32-bit unsigned/16-bit unsigned divide
- 16-bit signed/16-bit signed divide
- 16-bit unsigned/16-bit unsigned divide

The quotient for all divide instructions ends up in W0 and the remainder in W1. 16-bit signed and unsigned `DIV` instructions can specify any W register for both the 16-bit divisor (Wn) and any W register (aligned) pair (W(m+1):Wm) for the 32-bit dividend. The divide algorithm takes one cycle per bit of divisor, so both 32-bit/16-bit and 16-bit/16-bit instructions take the same number of cycles to execute.

3.7 DSP Engine

The DSP engine consists of a high-speed 17-bit x 17-bit multiplier, a barrel shifter and a 40-bit adder/subtracter (with two target accumulators, round and saturation logic).

The dsPIC33FJ32GP202/204 and dsPIC33FJ16GP304 is a single-cycle instruction flow architecture; therefore, concurrent operation of the DSP engine with MCU instruction flow is not possible. However, some MCU ALU and DSP engine resources can be used concurrently by the same instruction (e.g., `ED`, `EDAC`).

The DSP engine can also perform accumulator-to-accumulator operations that require no additional data. These instructions are `ADD`, `SUB` and `NEG`.

The DSP engine has options selected through bits in the CPU Core Control register (CORCON), as listed below:

- Fractional or integer DSP multiply (IF)
- Signed or unsigned DSP multiply (US)
- Conventional or convergent rounding (RND)
- Automatic saturation on/off for AccA (SATA), AccB (SATB) and writes to data memory (SATDW)
- Accumulator Saturation mode selection (ACCSAT)

A block diagram of the DSP engine is shown in Figure 3-3.

TABLE 3-1: DSP INSTRUCTIONS SUMMARY

Instruction	Algebraic Operation	ACC Write Back
`CLR`	$A = 0$	Yes
`ED`	$A = (x - y)^2$	No
`EDAC`	$A = A + (x - y)^2$	No
`MAC`	$A = A + (x * y)$	Yes
`MAC`	$A = A + x^2$	No
`MOVSAC`	No change in A	Yes
`MPY`	$A = x \bullet y$	No
`MPY`	$A = x^2$	No
`MPY.N`	$A = - x \bullet y$	No
`MSC`	$A = A - x \bullet y$	Yes

3.7.2.4 Data Space Write Saturation

In addition to adder/subtracter saturation, writes to data space can also be saturated but without affecting the contents of the source accumulator. The data space write saturation logic block accepts a 16-bit, 1.15 fractional value from the round logic block as its input, together with overflow status from the original source (accumulator) and the 16-bit round adder. These inputs are combined and used to select the appropriate 1.15 fractional value as output to write to data space memory.

If the SATDW bit in the CORCON register is set, data (after rounding or truncation) is tested for overflow and adjusted accordingly:

- For input data greater than 0x007FFF, data written to memory is forced to the maximum positive 1.15 value, 0x7FFF.
- For input data less than 0xFF8000, data written to memory is forced to the maximum negative 1.15 value, 0x8000.

The Most significant bit of the source (bit 39) is used to determine the sign of the operand being tested.

If the SATDW bit in the CORCON register is not set, the input data is always passed through unmodified under all conditions.

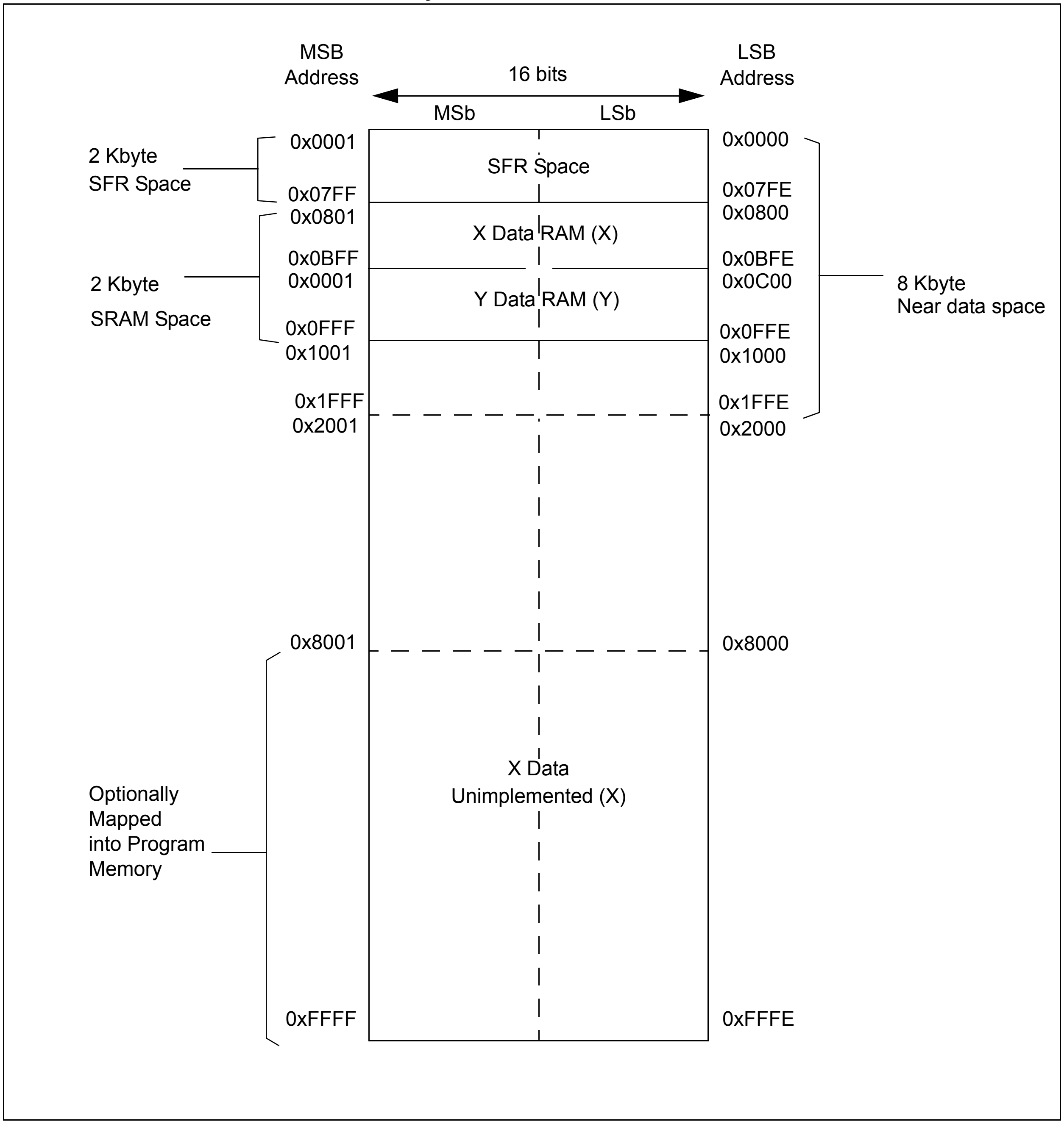
3.7.3 BARREL SHIFTER

The barrel shifter can perform up to 16-bit arithmetic or logic right shifts, or up to 16-bit left shifts in a single cycle. The source can be either of the two DSP accumulators or the X bus (to support multi-bit shifts of register or memory data).

The shifter requires a signed binary value to determine both the magnitude (number of bits) and direction of the shift operation. A positive value shifts the operand right. A negative value shifts the operand left. A value of ‘0’ does not modify the operand.

The barrel shifter is 40 bits wide, thereby obtaining a 40-bit result for DSP shift operations and a 16-bit result for MCU shift operations. Data from the X bus is presented to the barrel shifter between bit positions 16 and 31 for right shifts, and between bit positions 0 and 16 for left shifts.

FIGURE 4-3: DATA MEMORY MAP FOR dsPIC33FJ32GP202/204 and dsPIC33FJ16GP304 DEVICES WITH 2 Kbytes RAM



4.2.5 X AND Y DATA SPACES

The core has two data spaces, X and Y. These data spaces can be considered either separate (for some DSP instructions), or as one unified linear address range (for MCU instructions). The data spaces are accessed using two Address Generation Units (AGUs) and separate data paths. This feature allows certain instructions to concurrently fetch two words from RAM, thereby enabling efficient execution of DSP algorithms such as Finite Impulse Response (FIR) filtering and Fast Fourier Transform (FFT).

The X data space is used by all instructions and supports all addressing modes. X data space has separate read and write data buses. The X read data bus is the read data path for all instructions that view data space as combined X and Y address space. It is also the X data prefetch path for the dual operand DSP instructions (`MAC` class).

The Y data space is used in concert with the X data space by the `MAC` class of instructions (`CLR`, `ED`, `EDAC`, `MAC`, `MOVSAC`, `MPY`, `MPY.N` and `MSC`) to provide two concurrent data read paths.

Both the X and Y data spaces support Modulo Addressing mode for all instructions, subject to addressing mode restrictions. Bit-Reversed Addressing mode is only supported for writes to X data space.

All data memory writes, including in DSP instructions, view data space as combined X and Y address space. The boundary between the X and Y data spaces is device-dependent and is not user-programmable.

All effective addresses are 16 bits wide and point to bytes within the data space. Therefore, the data space address range is 64 Kbytes, or 32K words, though the implemented memory locations vary by device.

4.3 Program Memory Resources

Many useful resources are provided on the main product page of the Microchip web site for the devices listed in this data sheet. This product page, which can be accessed using this link, contains the latest updates and additional information.

Note:	In the event you are not able to access the product page using the link above, enter this URL in your browser: http://www.microchip.com/wwwproducts/Devices.aspx?dDocName=en530331

4.3.1 KEY RESOURCES

- **Section 4. "Program Memory"** (DS70202)
- Code Samples
- Application Notes
- Software Libraries
- Webinars
- All related dsPIC33F/PIC24H Family Reference Manuals Sections
- Development Tools

FIGURE 4-6: BIT-REVERSED ADDRESS EXAMPLE

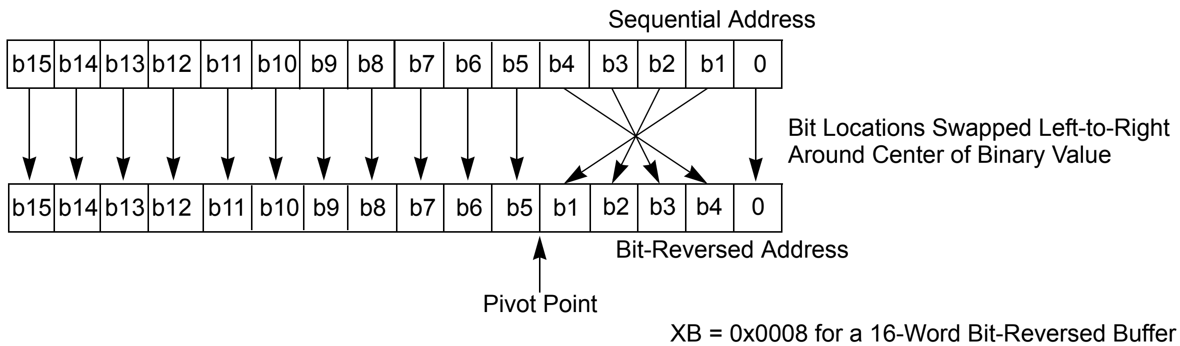


TABLE 4-24: BIT-REVERSED ADDRESS SEQUENCE (16-ENTRY)

Normal Address					Bit-Reversed Address				
A3	**A2**	**A1**	**A0**	**Decimal**	**A3**	**A2**	**A1**	**A0**	**Decimal**
0	0	0	0	0	0	0	0	0	0
0	0	0	1	1	1	0	0	0	8
0	0	1	0	2	0	1	0	0	4
0	0	1	1	3	1	1	0	0	12
0	1	0	0	4	0	0	1	0	2
0	1	0	1	5	1	0	1	0	10
0	1	1	0	6	0	1	1	0	6
0	1	1	1	7	1	1	1	0	14
1	0	0	0	8	0	0	0	1	1
1	0	0	1	9	1	0	0	1	9
1	0	1	0	10	0	1	0	1	5
1	0	1	1	11	1	1	0	1	13
1	1	0	0	12	0	0	1	1	3
1	1	0	1	13	1	0	1	1	11
1	1	1	0	14	0	1	1	1	7
1	1	1	1	15	1	1	1	1	15

NOTES:

REGISTER 7-6: IFS1: INTERRUPT FLAG STATUS REGISTER 1

U-0	U-0	R/W-0	U-0	U-0	U-0	U-0	U-0
—	—	INT2IF	—	—	—	—	—
bit 15							bit 8

R/W-0	R/W-0	U-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0
IC8IF	IC7IF	—	INT1IF	CNIF	—	MI2C1IF	SI2C1IF
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 **INT2IF:** External Interrupt 2 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 12-8 **Unimplemented:** Read as ‘0’

bit 7 **IC8IF:** Input Capture Channel 8 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 6 **IC7IF:** Input Capture Channel 7 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 5 **Unimplemented:** Read as ‘0’

bit 4 **INT1IF:** External Interrupt 1 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 3 **CNIF:** Input Change Notification Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 2 **Unimplemented:** Read as ‘0’

bit 1 **MI2C1IF:** I2C1 Master Events Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 0 **SI2C1IF:** I2C1 Slave Events Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

REGISTER 7-13: IPC2: INTERRUPT PRIORITY CONTROL REGISTER 2

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	U1RXIP<2:0>			—	SPI1IP<2:0>		
bit 15							bit 8

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	SPI1EIP<2:0>			—	T3IP<2:0>		
bit 7							bit 0

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

bit 15 **Unimplemented:** Read as ‘0’

bit 14-12 **U1RXIP<2:0>:** UART1 Receiver Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 11 **Unimplemented:** Read as ‘0’

bit 10-8 **SPI1IP<2:0>:** SPI1 Event Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **SPI1EIP<2:0>:** SPI1 Error Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

bit 3 **Unimplemented:** Read as ‘0’

bit 2-0 **T3IP<2:0>:** Timer3 Interrupt Priority bits
111 = Interrupt is priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is priority 1
000 = Interrupt source is disabled

10.2 Open-Drain Configuration

In addition to the PORT, LAT and TRIS registers for data control, some port pins can also be individually configured for either digital or open-drain output. This is controlled by the Open-Drain Control register, ODCx, associated with each port. Setting any of the bits configures the corresponding pin to act as an open-drain output.

The open-drain feature allows the generation of outputs higher than VDD (e.g., 5V) on any desired 5V tolerant pins by using external pull-up resistors. The maximum open-drain voltage allowed is the same as the maximum VIH specification.

See **"Pin Diagrams"** for the available pins and their functionality.

10.3 Configuring Analog Port Pins

The AD1PCFG and TRIS registers control the operation of the analog-to-digital (A/D) port pins. The port pins that are desired as analog inputs must have their corresponding TRIS bit set (input). If the TRIS bit is cleared (output), the digital output level (VOH or VOL) will be converted.

The AD1PCFGL register has a default value of 0x0000; therefore, all pins that share ANx functions are analog (not digital) by default.

When the PORT register is read, all pins configured as analog input channels will read as cleared (a low level).

Pins configured as digital inputs will not convert an analog input. Analog levels on any pin that is defined as a digital input (including the ANx pins) can cause the input buffer to consume current that exceeds the device specifications.

10.4 I/O Port Write/Read Timing

One instruction cycle is required between a port direction change or port write operation and a read operation of the same port. Typically this instruction would be a `NOP`. Examples are shown in Example 10-1 and Example 10-2. This also applies to PORT bit operations, such as `BSET PORTB, # RB0`, which are single cycle read-modify-write. All PORT bit operations, such as `MOV PORTB, W0` or `BSET PORTB, # RBx`, read the pin and *not* the latch.

10.5 Input Change Notification

The input change notification function of the I/O ports allows the dsPIC33FJ32GP202/204 and dsPIC33FJ16GP304 devices to generate interrupt requests to the processor in response to a change-of-state on selected input pins. This feature can detect input change-of-states even in Sleep mode, when the clocks are disabled. Depending on the device pin count, up to 31 external signals (CNx pin) can be selected (enabled) for generating an interrupt request on a change-of-state.

Four control registers are associated with the CN module. The CNEN1 and CNEN2 registers contain the interrupt enable control bits for each of the CN input pins. Setting any of these bits enables a CN interrupt for the corresponding pins.

Each CN pin also has a weak pull-up connected to it. The pull-ups act as a current source connected to the pin, and eliminate the need for external resistors when push button or keypad devices are connected. The pull-ups are enabled separately using the CNPU1 and CNPU2 registers, which contain the control bits for each of the CN pins. Setting any of the control bits enables the weak pull-ups for the corresponding pins.

> **Note:** Pull-ups on change notification pins should always be disabled when the port pin is configured as a digital output.

EXAMPLE 10-1: PORT WRITE/READ

```
MOV     0xFF00, W0          ;Configure PORTB<15:8> as inputs
MOV     W0, TRISBB          ;and PORTB<7:0> as outputs
NOP                         ;Delay 1 cycle
BTSS    PORTB, #13          ;Next Instruction
```

EXAMPLE 10-2: PORT BIT OPERATIONS

```
Incorrect:
BSET    PORTB, #RB1         ;Set PORTB<RB1> high
BSET    PORTB, #RB6         ;Set PORTB<RB6> high

Correct:
BSET    PORTB, #RB1         ;Set PORTB<RB1> high
NOP
BSET    PORTB, #RB6         ;Set PORTB<RB6> high
NOP

Preferred:
BSET    LATB, LATB1         ;Set PORTB<RB1> high
BSET    LATB, LATB6         ;Set PORTB<RB6> high
```

REGISTER 12-2: T3CON CONTROL REGISTER

R/W-0	U-0	R/W-0	U-0	U-0	U-0	U-0	U-0
TON(2)	—	TSIDL(1)	—	—	—	—	—
bit 15							bit 8

U-0	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0	U-0
—	TGATE(2)	TCKPS<1:0>(2)		—	—	TCS(2)	—
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 **TON:** Timer3 On bit(2)
1 = Starts 16-bit Timer3
0 = Stops 16-bit Timer3

bit 14 **Unimplemented:** Read as ‘0’

bit 13 **TSIDL:** Stop in Idle Mode bit(1)
1 = Discontinue timer operation when device enters Idle mode
0 = Continue timer operation in Idle mode

bit 12-7 **Unimplemented:** Read as ‘0’

bit 6 **TGATE:** Timer3 Gated Time Accumulation Enable bit(2)
When TCS = 1:
This bit is ignored.
When TCS = 0:
1 = Gated time accumulation enabled
0 = Gated time accumulation disabled

bit 5-4 **TCKPS<1:0>:** Timer3 Input Clock Prescale Select bits(2)
11 = 1:256 prescale value
10 = 1:64 prescale value
01 = 1:8 prescale value
00 = 1:1 prescale value

bit 3-2 **Unimplemented:** Read as ‘0’

bit 1 **TCS:** Timer3 Clock Source Select bit(2)
1 = External clock from T3CK pin
0 = Internal clock (FOSC/2)

bit 0 **Unimplemented:** Read as ‘0’

Note 1: When 32-bit timer operation is enabled (T32 = 1) in the Timer Control register (T2CON<3>), the TSIDL bit must be cleared to operate the 32-bit timer in Idle mode.

2: When the 32-bit timer operation is enabled (T32 = 1) in the Timer Control register (T2CON<3>), these bits have no effect.

15.1 SPI Helpful Tips

1. In Frame mode, if there is a possibility that the master may not be initialized before the slave:
   a) If FRMPOL (SPIxCON2<13>) = `1`, use a pull-down resistor on $\overline{\text{SSx}}$.
   b) If FRMPOL = `0`, use a pull-up resistor on $\overline{\text{SSx}}$.

> **Note:** This insures that the first frame transmission after initialization is not shifted or corrupted.

2. In non-framed 3-wire mode, (i.e., not using $\overline{\text{SSx}}$ from a master):
   a) If CKP (SPIxCON1<6>) = `1`, always place a pull-up resistor on $\overline{\text{SSx}}$.
   b) If CKP = `0`, always place a pull-down resistor on $\overline{\text{SSx}}$.

> **Note:** This will insure that during power-up and initialization the master/slave will not lose sync due to an errant SCK transition that would cause the slave to accumulate data shift errors for both transmit and receive appearing as corrupted data.

3. FRMEN (SPIxCON2<15>) = `1` and SSEN (SPIxCON1<7>) = `1` are exclusive and invalid. In Frame mode, SCKx is continuous and the Frame sync pulse is active on the $\overline{\text{SSx}}$ pin, which indicates the start of a data frame.

> **Note:** Not all third-party devices support Frame mode timing. Refer to the SPI electrical characteristics for details.

4. In Master mode only, set the SMP bit (SPIxCON1<9>) to a '`1`' for the fastest SPI data rate possible. The SMP bit can only be set at the same time or after the MSTEN bit (SPIxCON1<5>) is set.
5. To avoid invalid slave read data to the master, the user's master software must guarantee enough time for slave software to fill its write buffer before the user application initiates a master write/read cycle. It is always advisable to preload the SPIxBUF transmit register in advance of the next master transaction cycle. SPIxBUF is transferred to the SPI shift register and is empty once the data transmission begins.

15.2 SPI Resources

Many useful resources are provided on the main product page of the Microchip web site for the devices listed in this data sheet. This product page, which can be accessed using this link, contains the latest updates and additional information.

> **Note:** In the event you are not able to access the product page using the link above, enter this URL in your browser: http://www.microchip.com/wwwproducts/Devices.aspx?dDocName=en530331

15.2.1 KEY RESOURCES

- **Section 18. "Serial Peripheral Interface (SPI)"** (DS70206)
- Code Samples
- Application Notes
- Software Libraries
- Webinars
- All related dsPIC33F/PIC24H Family Reference Manuals Sections
- Development Tools

17.0 UNIVERSAL ASYNCHRONOUS RECEIVER TRANSMITTER (UART)

> **Note 1:** This data sheet summarizes the features of the dsPIC33FJ32GP202/204 and dsPIC33FJ16GP304 family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 17. "UART"** (DS70188) of the *"dsPIC33F/PIC24H Family Reference Manual"*, which is available on the Microchip web site (www.microchip.com).
>
> **2:** Some registers and associated bits described in this section may not be available on all devices. Refer to **Section 4.0 "Memory Organization"** in this data sheet for device-specific register and bit information.

The Universal Asynchronous Receiver Transmitter (UART) module is one of the serial I/O modules available in the dsPIC33FJ32GP202/204 and dsPIC33FJ16GP304 device family. The UART is a full-duplex asynchronous system that can communicate with peripheral devices, such as personal computers, LIN/J2602, RS-232 and RS-485 interfaces. The module also supports a hardware flow control option with the $\overline{\text{UxCTS}}$ and $\overline{\text{UxRTS}}$ pins and also includes an IrDA® encoder and decoder.

The primary features of the UART module are:

- Full-Duplex, 8-bit or 9-bit Data Transmission through the UxTX and UxRX pins
- Even, odd or no parity options (for 8-bit data)
- One or two stop bits
- Hardware Flow Control Option with $\overline{\text{UxCTS}}$ and $\overline{\text{UxRTS}}$ pins
- Fully Integrated Baud Rate Generator with 16-bit prescaler
- Baud rates ranging from 10 Mbps to 38 bps at 40 MIPS
- 4-deep first-in-first-out (FIFO) Transmit Data Buffer
- 4-Deep FIFO Receive Data Buffer
- Parity, framing and buffer overrun error detection
- Support for 9-bit mode with Address Detect (9th bit = `1`)
- Transmit and Receive interrupts
- A separate interrupt for all UART error conditions
- Loopback mode for diagnostic support
- Support for Sync and Break characters
- Support for automatic baud rate detection
- IrDA® encoder and decoder logic
- 16x baud clock output for IrDA® support

A simplified block diagram of the UART module is shown in Figure 17-1. The UART module consists of these key hardware elements:

- Baud Rate Generator
- Asynchronous Transmitter
- Asynchronous Receiver

FIGURE 17-1: UART SIMPLIFIED BLOCK DIAGRAM

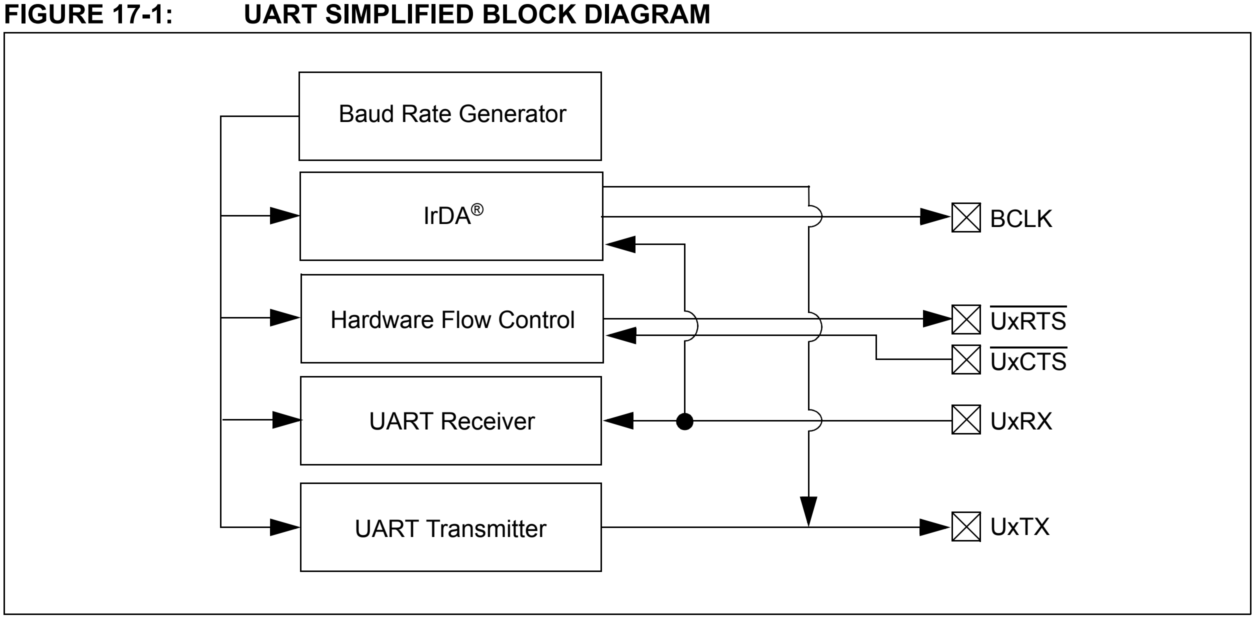
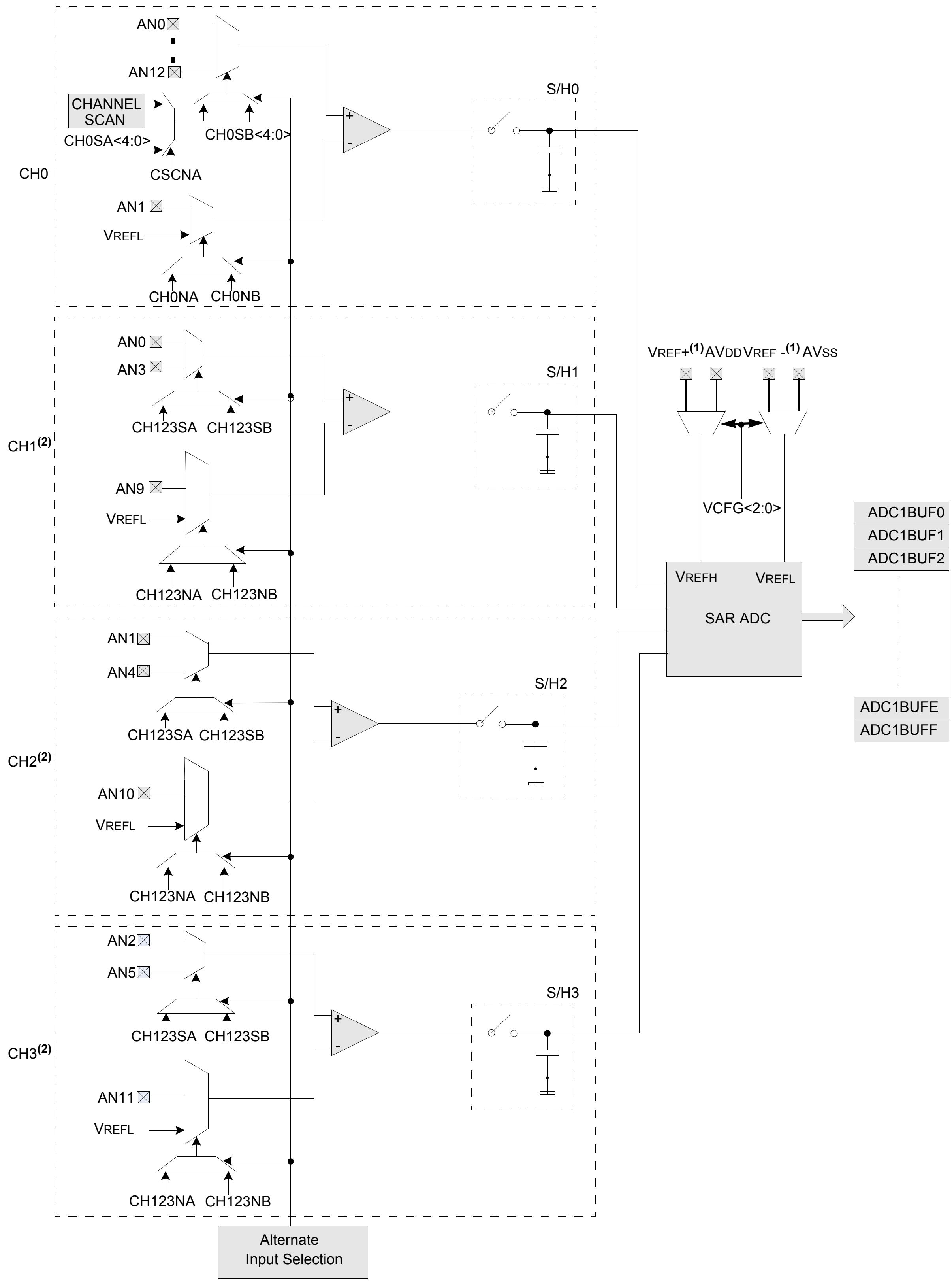


FIGURE 18-2: ADC1 MODULE BLOCK DIAGRAM FOR dsPIC33FJ32GP202 DEVICES



Note 1: VREF+, VREF- inputs can be multiplexed with other analog inputs.
2: Channels 1, 2 and 3 are not applicable for the 12-bit mode of operation.

19.7 In-Circuit Serial Programming

dsPIC33FJ32GP202/204 and dsPIC33FJ16GP304 family digital signal controllers can be serially programmed while in the end application circuit. This is done with two lines for clock and data and three other lines for power, ground and the programming sequence. Serial programming allows customers to manufacture boards with unprogrammed devices and then program the digital signal controller just before shipping the product. Serial programming also allows the most recent firmware or a custom firmware to be programmed. Refer to the "*dsPIC33F/PIC24H Flash Programming Specification*" (DS70152) document for details about In-Circuit Serial Programming (ICSP).

Any of the three pairs of programming clock/data pins can be used:

- PGEC1 and PGED1
- PGEC2 and PGED2
- PGEC3 and PGED3

19.8 In-Circuit Debugger

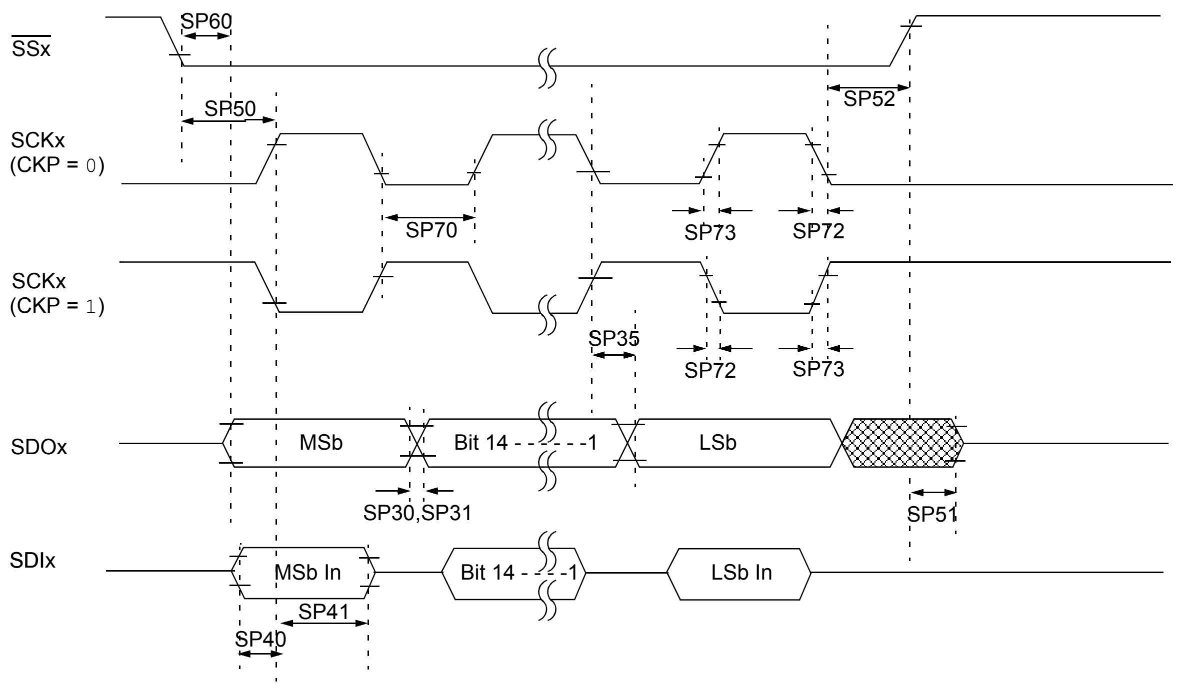
When MPLAB® ICD 2 is selected as a debugger, the in-circuit debugging functionality is enabled. This function allows simple debugging functions when used with MPLAB IDE. Debugging functionality is controlled through the PGECx (Emulation/Debug Clock) and PGEDx (Emulation/Debug Data) pin functions.

Any of the three pairs of debugging clock/data pins can be used:

- PGEC1 and PGED1
- PGEC2 and PGED2
- PGEC3 and PGED3

To use the in-circuit debugger function of the device, the design must implement ICSP connections to $\overline{MCLR}$, V_{DD}, V_{SS}, and the PGECx/PGEDx pin pair. In addition, when the feature is enabled, some of the resources are not available for general use. These resources include the first 80 bytes of data RAM and two I/O pins.

FIGURE 22-13: SPIx SLAVE MODE (FULL-DUPLEX, CKE = 1, CKP = 0, SMP = 0) TIMING CHARACTERISTICS



Note: Refer to Figure 22-1 for load conditions.

FIGURE 22-19: I2Cx BUS START/STOP BITS TIMING CHARACTERISTICS (SLAVE MODE)

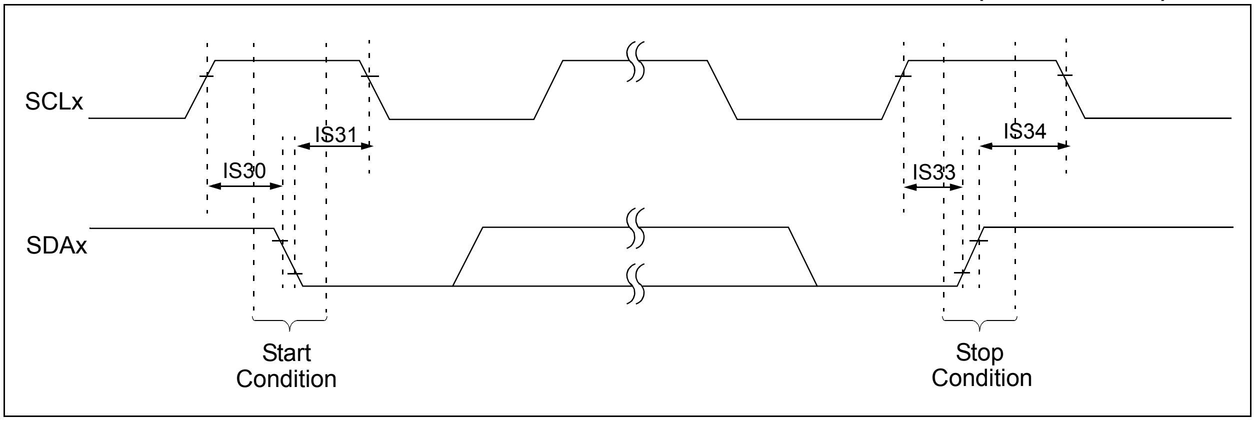


FIGURE 22-20: I2Cx BUS DATA TIMING CHARACTERISTICS (SLAVE MODE)

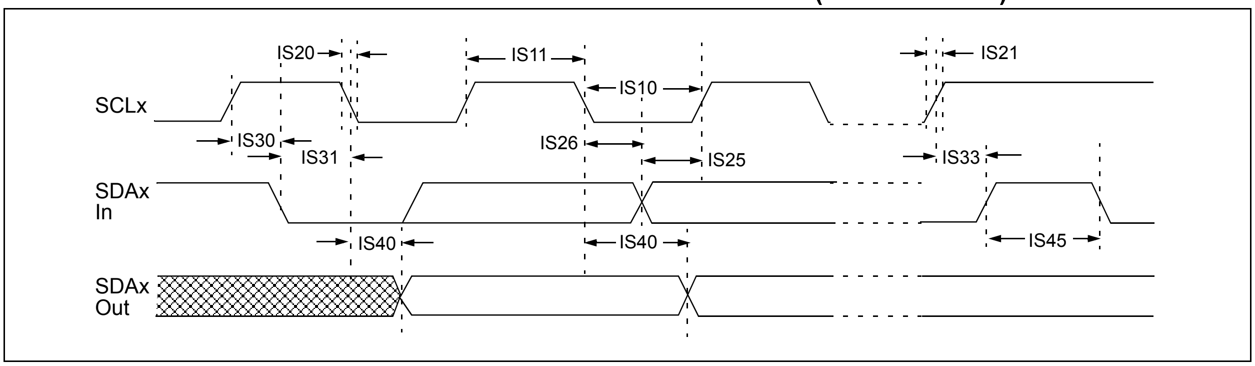
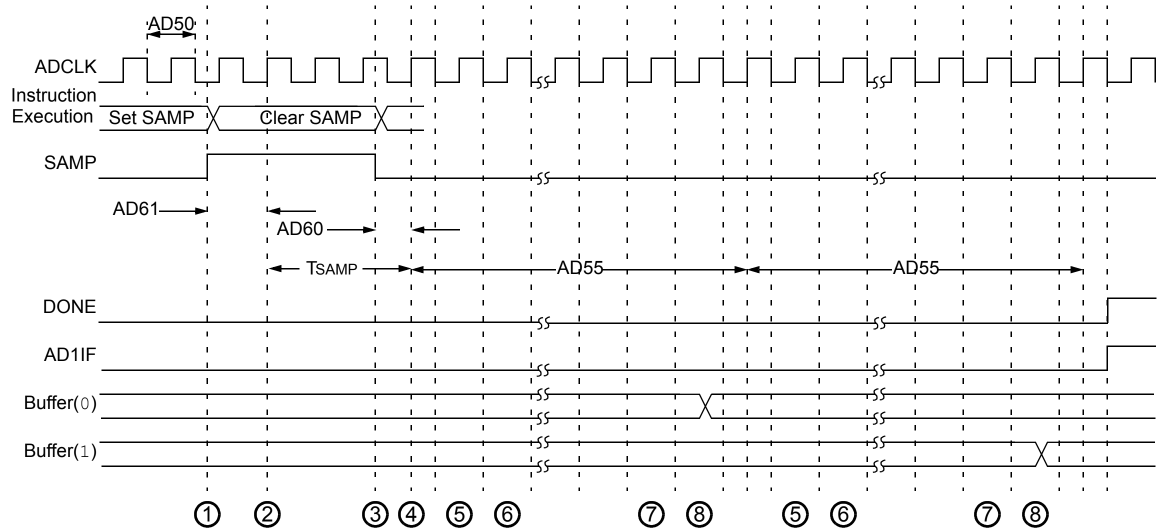


FIGURE 22-22: ADC CONVERSION (10-BIT MODE) TIMING CHARACTERISTICS (CHPS<1:0> = 01, SIMSAM = 0, ASAM = 0, SSRC<2:0> = 000)



1 – Software sets AD1CON. SAMP to start sampling.

2 – Sampling starts after discharge period. TSAMP is described in **Section 16. “Analog-to-Digital Converter (ADC)”** (DS70183) in the *“dsPIC33F/PIC24H Family Reference Manual”*.

3 – Software clears AD1CON. SAMP to start conversion.

4 – Sampling ends, conversion sequence starts.

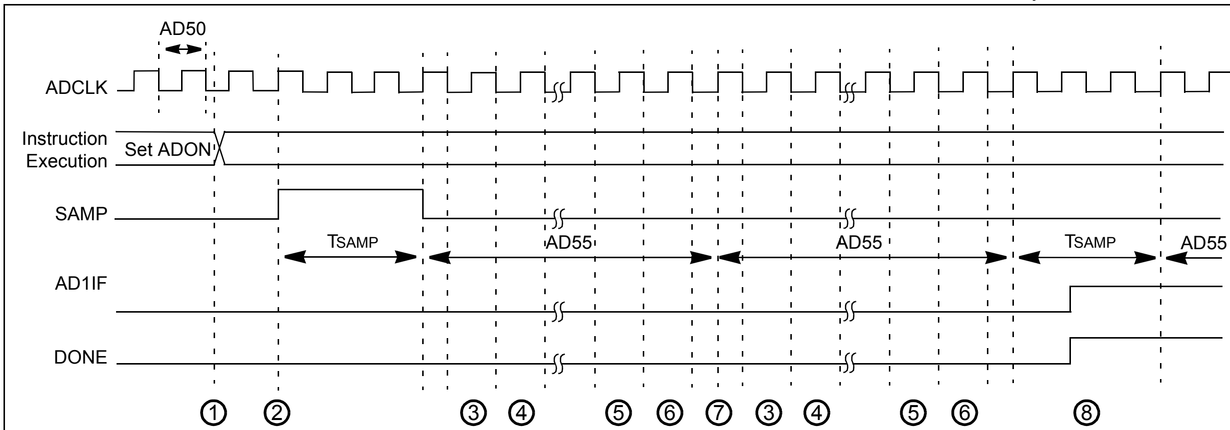
5 – Convert bit 9.

6 – Convert bit 8.

7 – Convert bit 0.

8 – One TAD for end of conversion.

FIGURE 22-23: ADC CONVERSION (10-BIT MODE) TIMING CHARACTERISTICS (CHPS<1:0> = 01, SIMSAM = 0, ASAM = 1, SSRC<2:0> = 111, SAMC<4:0> = 00001)



1 – Software sets AD1CON. ADON to start AD operation.

2 – Sampling starts after discharge period. TSAMP is described in **Section 16. “Analog-to-Digital Converter (ADC)”** (DS70183) in the *“dsPIC33F/PIC24H Family Reference Manual”*.

3 – Convert bit 9.

4 – Convert bit 8.

5 – Convert bit 0.

6 – One TAD for end of conversion.

7 – Begin conversion of next channel.

8 – Sample for time specified by SAMC<4:0>.

TABLE 23-15: ADC MODULE SPECIFICATIONS

AC CHARACTERISTICS		Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ T_A ≤ +150°C for High Temperature					
Param No.	Symbol	Characteristic	Min	Typ	Max	Units	Conditions
Reference Inputs							
HAD08	I_{REF}	Current Drain	— —	250 —	600 50	μA μA	ADC operating, See **Note 1** ADC off, See **Note 1**

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

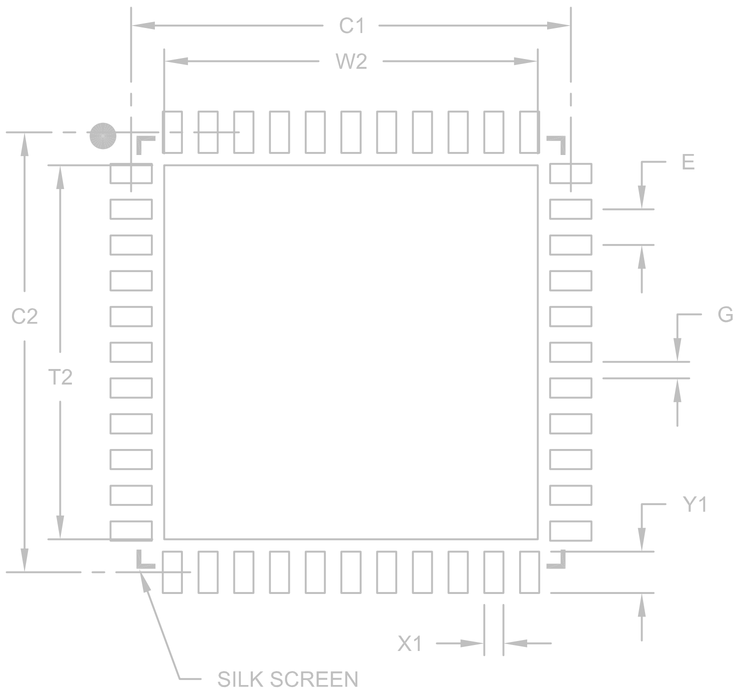
TABLE 23-16: ADC MODULE SPECIFICATIONS (12-BIT MODE)(3)

AC CHARACTERISTICS		Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ T_A ≤ +150°C for High Temperature					
Param No.	Symbol	Characteristic	Min	Typ	Max	Units	Conditions
ADC Accuracy (12-bit Mode) – Measurements with External VREF+/VREF-(1)							
HAD20a	Nr	Resolution(3)	12 data bits			bits	—
HAD21a	INL	Integral Nonlinearity	-2	—	+2	LSb	$V_{INL} = AV_{SS} = V_{REFL}$ = 0V, $AV_{DD} = V_{REFH}$ = 3.6V
HAD22a	DNL	Differential Nonlinearity	> -1	—	< 1	LSb	$V_{INL} = AV_{SS} = V_{REFL}$ = 0V, $AV_{DD} = V_{REFH}$ = 3.6V
HAD23a	G_{ERR}	Gain Error	-2	—	10	LSb	$V_{INL} = AV_{SS} = V_{REFL}$ = 0V, $AV_{DD} = V_{REFH}$ = 3.6V
HAD24a	E_{OFF}	Offset Error	-3	—	5	LSb	$V_{INL} = AV_{SS} = V_{REFL}$ = 0V, $AV_{DD} = V_{REFH}$ = 3.6V
ADC Accuracy (12-bit Mode) – Measurements with Internal VREF+/VREF-(1)							
HAD20a	Nr	Resolution(3)	12 data bits			bits	—
HAD21a	INL	Integral Nonlinearity	-2	—	+2	LSb	$V_{INL} = AV_{SS}$ = 0V, AV_{DD} = 3.6V
HAD22a	DNL	Differential Nonlinearity	> -1	—	< 1	LSb	$V_{INL} = AV_{SS}$ = 0V, AV_{DD} = 3.6V
HAD23a	G_{ERR}	Gain Error	2	—	20	LSb	$V_{INL} = AV_{SS}$ = 0V, AV_{DD} = 3.6V
HAD24a	E_{OFF}	Offset Error	2	—	10	LSb	$V_{INL} = AV_{SS}$ = 0V, AV_{DD} = 3.6V
Dynamic Performance (12-bit Mode)(2)							
HAD33a	F_{NYQ}	Input Signal Bandwidth	—	—	200	kHz	—

Note 1: These parameters are characterized, but are tested at 20 ksps only.
2: These parameters are characterized by similarity, but are not tested in manufacturing.
3: Injection currents > | 0 | can affect the ADC results by approximately 4-6 counts.

44-Lead Plastic Quad Flat, No Lead Package (ML) – 8x8 mm Body [QFN]

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



RECOMMENDED LAND PATTERN

Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E		0.65 BSC	
Optional Center Pad Width	W2			6.80
Optional Center Pad Length	T2			6.80
Contact Pad Spacing	C1		8.00	
Contact Pad Spacing	C2		8.00	
Contact Pad Width (X44)	X1			0.35
Contact Pad Length (X44)	Y1			0.80
Distance Between Pads	G	0.25		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

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

Microchip Technology Drawing No. C04-2103A

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