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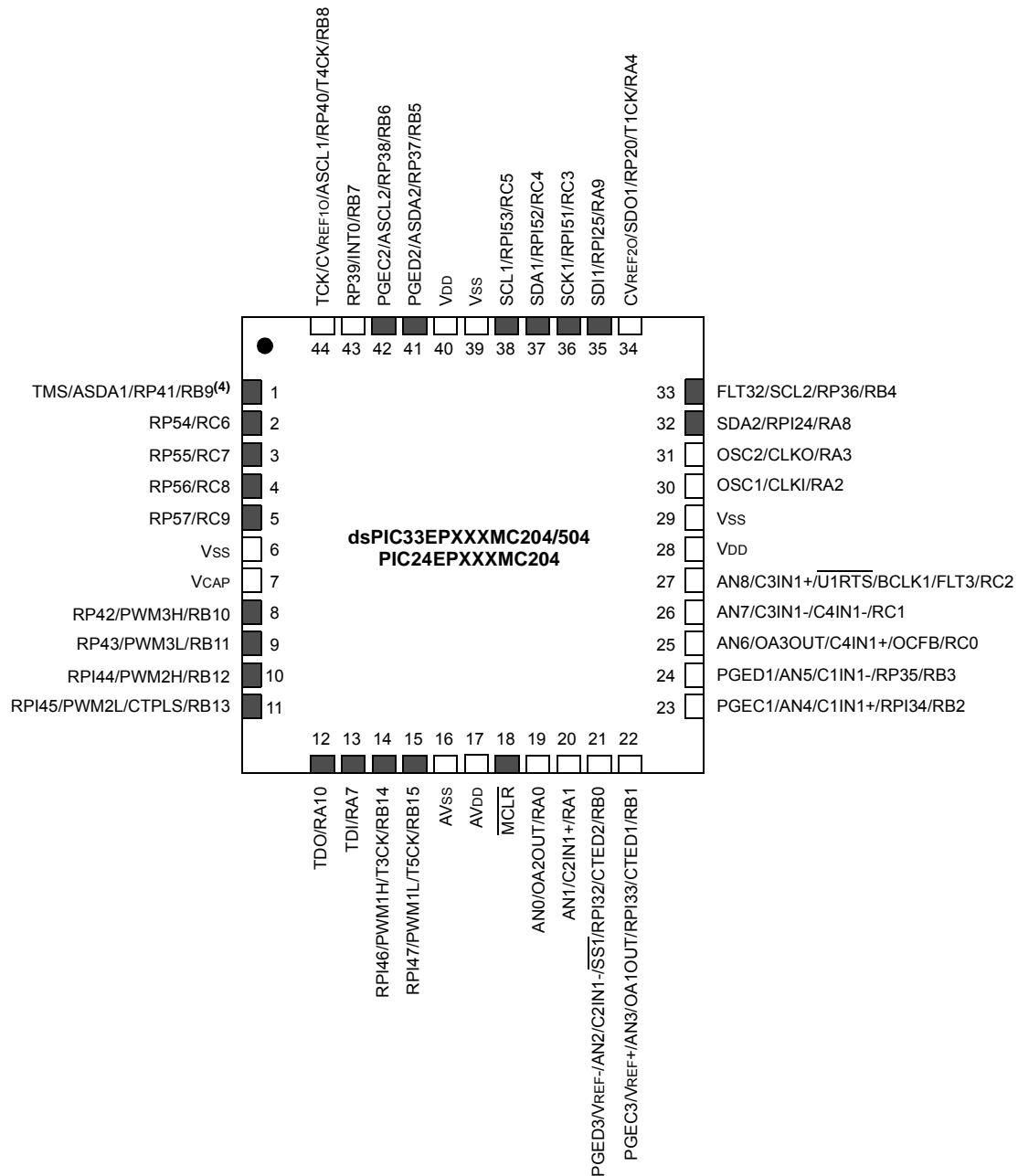
Details

Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	70 MIPS
Connectivity	CANbus, I ² C, IrDA, LINbus, QEI, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, Motor Control PWM, POR, PWM, WDT
Number of I/O	35
Program Memory Size	32KB (10.7K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	2K x 16
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 9x10b/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	48-UQFN Exposed Pad
Supplier Device Package	48-UQFN (6x6)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33ep32mc504t-i-mv

Pin Diagrams (Continued)

44-Pin QFN^(1,2,3)

■ = Pins are up to 5V tolerant



- Note**
- 1: The RPN/RPI pins can be used by any remappable peripheral with some limitation. See **Section 11.4 “Peripheral Pin Select (PPS)”** for available peripherals and for information on limitations.
 - 2: Every I/O port pin (RAX-RGX) can be used as a Change Notification pin (CNAX-CNGX). See **Section 11.0 “I/O Ports”** for more information.
 - 3: The metal pad at the bottom of the device is not connected to any pins and is recommended to be connected to VSS externally.
 - 4: There is an internal pull-up resistor connected to the TMS pin when the JTAG interface is active. See the JTAGEN bit field in Table 27-2.

3.8 Arithmetic Logic Unit (ALU)

The dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X and PIC24EPXXXGP/MC20X ALU is 16 bits wide, and is capable of addition, subtraction, bit shifts and logic operations. Unless otherwise mentioned, arithmetic operations are two'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.

Refer to the “16-bit MCU and DSC Programmer's Reference Manual” (DS70157) for information on the SR bits affected by each instruction.

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

3.8.1 MULTIPLIER

Using the high-speed 17-bit x 17-bit multiplier, 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 signed 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

3.8.2 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. The 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.

3.9 DSP Engine (dsPIC33EPXXXMC20X/50X and dsPIC33EPXXXGP50X Devices Only)

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

The DSP engine can also perform inherent 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, unsigned or mixed-sign DSP multiply (US)
- Conventional or convergent rounding (RND)
- Automatic saturation on/off for ACCA (SATA)
- Automatic saturation on/off for ACCB (SATB)
- Automatic saturation on/off for writes to data memory (SATDW)
- Accumulator Saturation mode selection (ACCSAT)

TABLE 3-2: 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	$A = A + (x \cdot y)$	Yes
MAC	$A = A + x^2$	No
MOVSAC	No change in A	Yes
MPY	$A = x \cdot y$	No
MPY	$A = x^2$	No
MPY.N	$A = -x \cdot y$	No
MSC	$A = A - x \cdot y$	Yes

FIGURE 4-3: PROGRAM MEMORY MAP FOR dsPIC33EP128GP50X, dsPIC33EP128MC20X/50X AND PIC24EP128GP/MC20X DEVICES

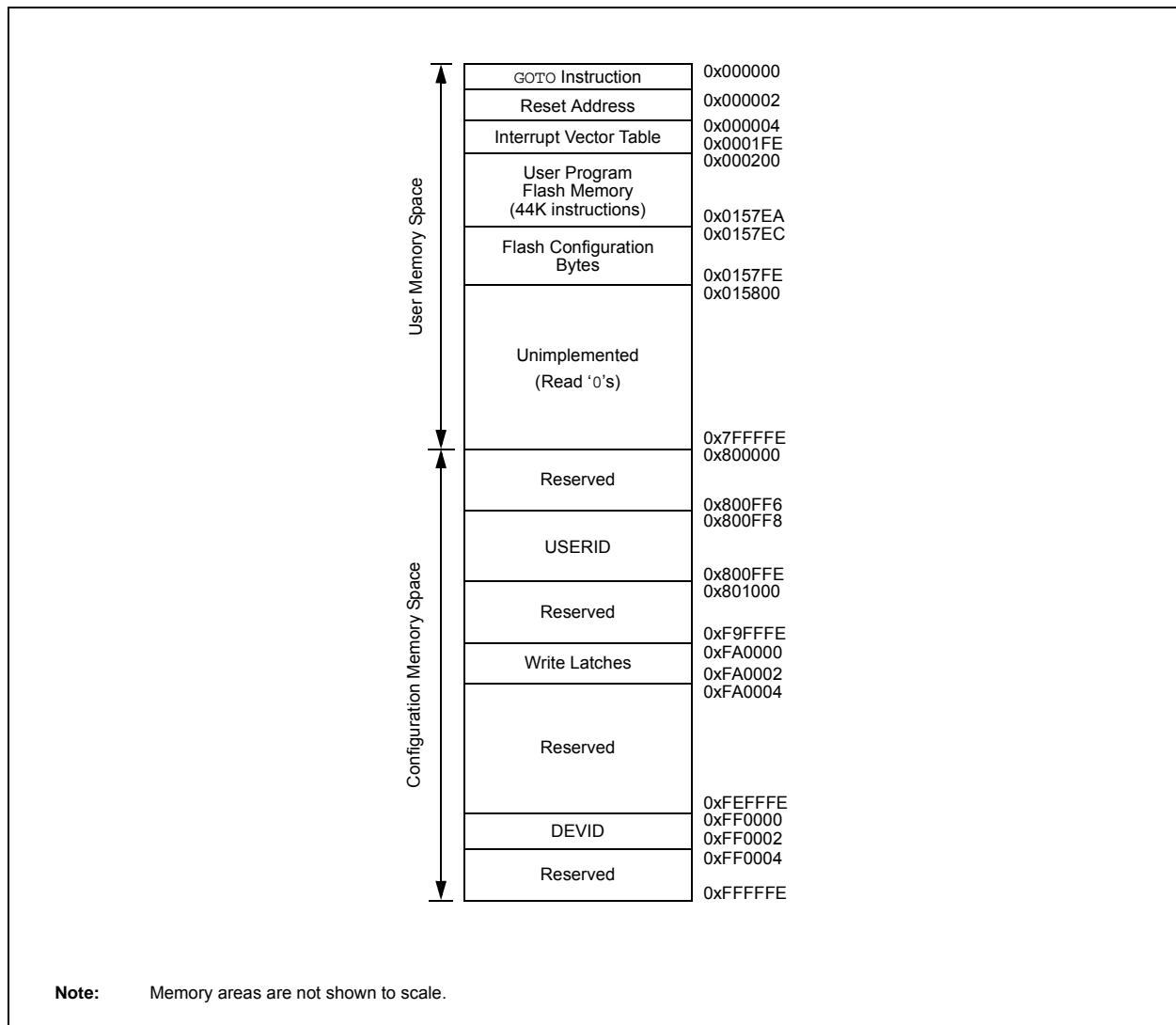
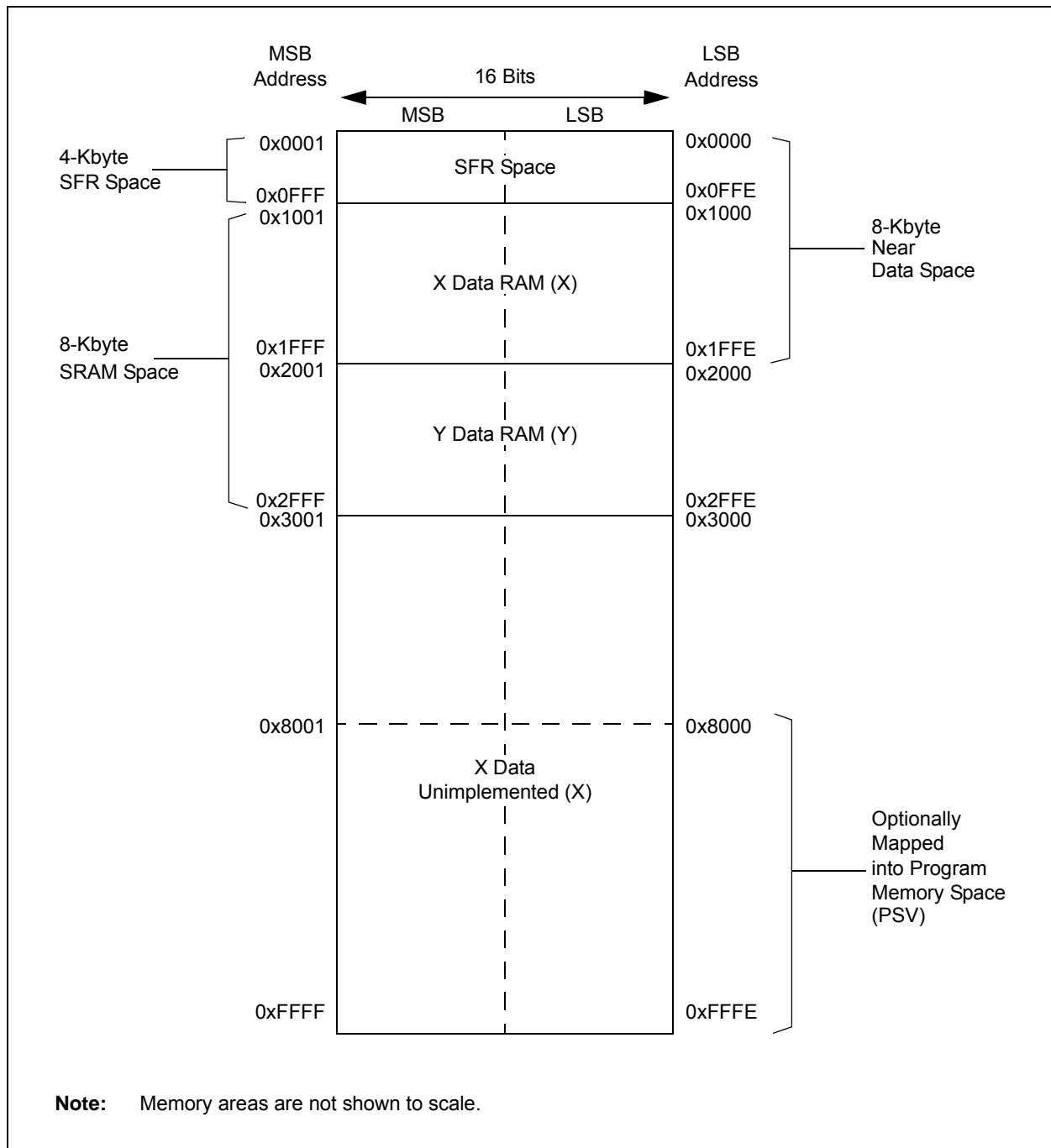


FIGURE 4-8: DATA MEMORY MAP FOR dsPIC33EP64MC20X/50X AND dsPIC33EP64GP50X DEVICES

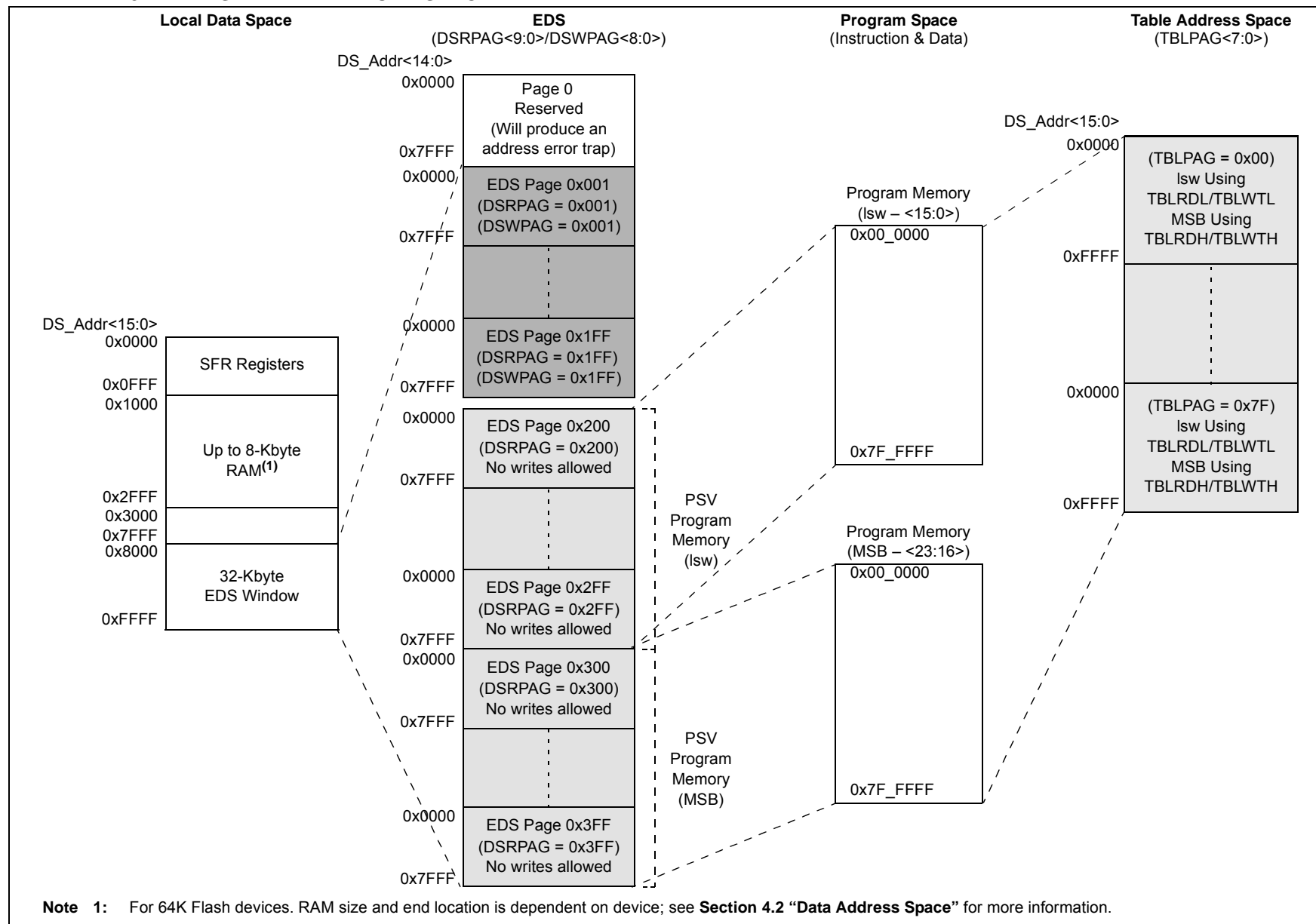


4.4 Special Function Register Maps

TABLE 4-1: CPU CORE REGISTER MAP FOR dsPIC33EPXXMC20X/50X AND dsPIC33EPXXGP50X DEVICES ONLY

File Name	Addr.	Bit 15	Bit 14	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	All Resets	
W0	0000	W0 (WREG)																xxxx	
W1	0002	W1																xxxx	
W2	0004	W2																xxxx	
W3	0006	W3																xxxx	
W4	0008	W4																xxxx	
W5	000A	W5																xxxx	
W6	000C	W6																xxxx	
W7	000E	W7																xxxx	
W8	0010	W8																xxxx	
W9	0012	W9																xxxx	
W10	0014	W10																xxxx	
W11	0016	W11																xxxx	
W12	0018	W12																xxxx	
W13	001A	W13																xxxx	
W14	001C	W14																xxxx	
W15	001E	W15																xxxx	
SPLIM	0020	SPLIM																0000	
ACCAL	0022	ACCAL																0000	
ACCAH	0024	ACCAH																0000	
ACCAU	0026	Sign Extension of ACCA<39>										ACCAU						0000	
ACCBH	0028	ACCBH																0000	
ACCBH	002A	ACCBH																0000	
ACCBU	002C	Sign Extension of ACCB<39>										ACCBU						0000	
PCL	002E	PCL<15:0>																—	0000
PCH	0030	—	—	—	—	—	—	—	—	—	PCH<6:0>						0000		
DSRPAG	0032	—	—	—	—	—	—	DSRPAG<9:0>										0001	
DSWPAG	0034	—	—	—	—	—	—	—	DSWPAG<8:0>										0001
RCOUNT	0036	RCOUNT<15:0>																0000	
DCOUNT	0038	DCOUNT<15:0>																0000	
DOSTARTL	003A	DOSTARTL<15:1>																—	0000
DOSTARTH	003C	—	—	—	—	—	—	—	—	—	—	DOSTARTH<5:0>					0000		
DOENDL	003E	DOENDL<15:1>																—	0000
DOENDH	0040	—	—	—	—	—	—	—	—	—	—	DOENDH<5:0>					0000		

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

EXAMPLE 4-3: PAGED DATA MEMORY SPACE

5.0 FLASH PROGRAM MEMORY

Note 1: This data sheet summarizes the features of the dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X and PIC24EPXXXGP/MC20X families of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to “Flash Programming” (DS70609) in the “dsPIC33/PIC24 Family Reference Manual”, which is available from 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 dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X and PIC24EPXXXGP/MC20X devices contain internal Flash program memory for storing and executing application code. The memory is readable, writable and erasable during normal operation over the entire VDD range.

Flash memory can be programmed in two ways:

- In-Circuit Serial Programming™ (ICSP™) programming capability
- Run-Time Self-Programming (RTSP)

ICSP allows for a dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X and PIC24EPXXXGP/MC20X device to be serially programmed while in the end application circuit. This is done with two lines for programming clock and programming data (one of the

alternate programming pin pairs: PGECx/PGEDx), and three other lines for power (VDD), ground (VSS) and Master Clear (MCLR). This allows customers to manufacture boards with unprogrammed devices and then program the device just before shipping the product. This also allows the most recent firmware or a custom firmware to be programmed.

RTSP is accomplished using TBLRD (Table Read) and TBLWT (Table Write) instructions. With RTSP, the user application can write program memory data a single program memory word, and erase program memory in blocks or ‘pages’ of 1024 instructions (3072 bytes) at a time.

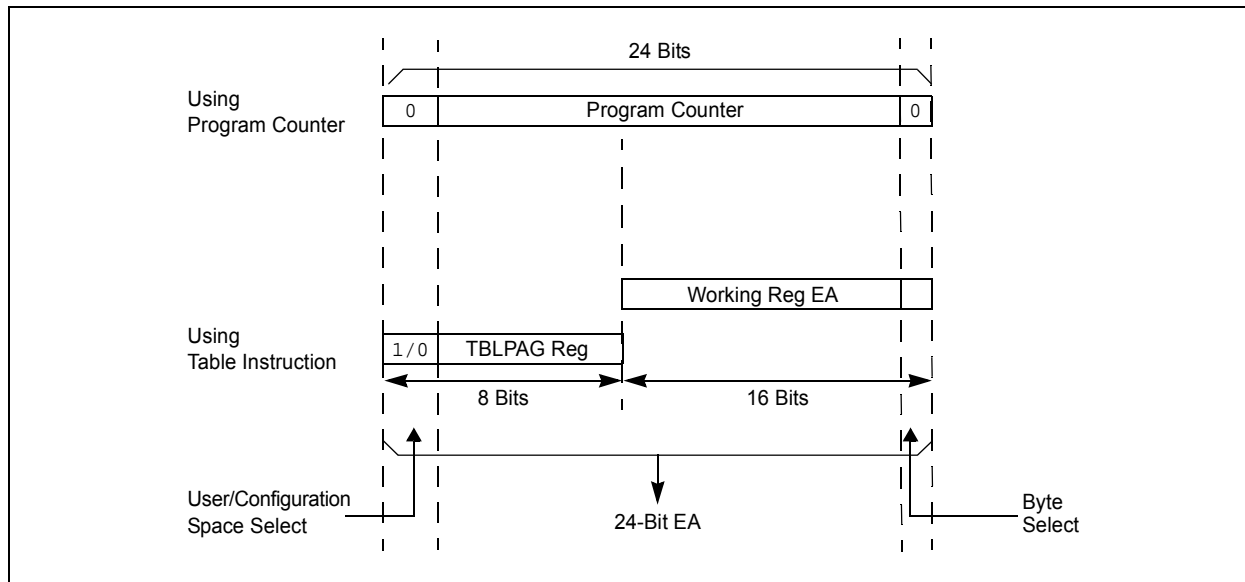
5.1 Table Instructions and Flash Programming

Regardless of the method used, all programming of Flash memory is done with the Table Read and Table Write instructions. These allow direct read and write access to the program memory space from the data memory while the device is in normal operating mode. The 24-bit target address in the program memory is formed using bits<7:0> of the TBLPAG register and the Effective Address (EA) from a W register, specified in the table instruction, as shown in Figure 5-1.

The TBLRDL and the TBLWTL instructions are used to read or write to bits<15:0> of program memory. TBLRDL and TBLWTL can access program memory in both Word and Byte modes.

The TBLRDH and TBLWTH instructions are used to read or write to bits<23:16> of program memory. TBLRDH and TBLWTH can also access program memory in Word or Byte mode.

FIGURE 5-1: ADDRESSING FOR TABLE REGISTERS



REGISTER 8-11: DMAPWC: DMA PERIPHERAL WRITE COLLISION STATUS REGISTER

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

U-0	U-0	U-0	U-0	R-0	R-0	R-0	R-0
—	—	—	—	PWCOL3	PWCOL2	PWCOL1	PWCOL0
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 15-4 **Unimplemented:** Read as '0'

bit 3 **PWCOL3:** DMA Channel 3 Peripheral Write Collision Flag bit

1 = Write collision is detected

0 = No write collision is detected

bit 2 **PWCOL2:** DMA Channel 2 Peripheral Write Collision Flag bit

1 = Write collision is detected

0 = No write collision is detected

bit 1 **PWCOL1:** DMA Channel 1 Peripheral Write Collision Flag bit

1 = Write collision is detected

0 = No write collision is detected

bit 0 **PWCOL0:** DMA Channel 0 Peripheral Write Collision Flag bit

1 = Write collision is detected

0 = No write collision is detected

REGISTER 11-24: RPOR6: PERIPHERAL PIN SELECT OUTPUT REGISTER 6

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP57R<5:0>					
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
—	—	RP56R<5:0>					
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 15-14 **Unimplemented:** Read as '0'
- bit 13-8 **RP57R<5:0>:** Peripheral Output Function is Assigned to RP57 Output Pin bits
(see Table 11-3 for peripheral function numbers)
- bit 7-6 **Unimplemented:** Read as '0'
- bit 5-0 **RP56R<5:0>:** Peripheral Output Function is Assigned to RP56 Output Pin bits
(see Table 11-3 for peripheral function numbers)

REGISTER 11-25: RPOR7: PERIPHERAL PIN SELECT OUTPUT REGISTER 7

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP97R<5:0>					
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
bit 7							bit 0

Legend:

R = Readable bit W = Writable bit U = Unimplemented bit, read 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 **RP97R<5:0>:** Peripheral Output Function is Assigned to RP97 Output Pin bits
(see Table 11-3 for peripheral function numbers)
- bit 7-0 **Unimplemented:** Read as '0'

17.2 QEI Control Registers

REGISTER 17-1: QE1CON: QE1 CONTROL REGISTER

R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
QE1EN	—	QE1SIDL	PIMOD2 ⁽¹⁾	PIMOD1 ⁽¹⁾	PIMOD0 ⁽¹⁾	IMV1 ⁽²⁾	IMV0 ⁽²⁾
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
—	INTDIV2 ⁽³⁾	INTDIV1 ⁽³⁾	INTDIV0 ⁽³⁾	CNTPOL	GATEN	CCM1	CCM0
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 **QE1EN:** Quadrature Encoder Interface Module Counter Enable bit
1 = Module counters are enabled
0 = Module counters are disabled, but SFRs can be read or written to
- bit 14 **Unimplemented:** Read as '0'
- bit 13 **QE1SIDL:** QE1 Stop in Idle Mode bit
1 = Discontinues module operation when device enters Idle mode
0 = Continues module operation in Idle mode
- bit 12-10 **PIMOD<2:0>:** Position Counter Initialization Mode Select bits⁽¹⁾
111 = Reserved
110 = Modulo Count mode for position counter
101 = Resets the position counter when the position counter equals QE1GEC register
100 = Second index event after home event initializes position counter with contents of QE1IC register
011 = First index event after home event initializes position counter with contents of QE1IC register
010 = Next index input event initializes the position counter with contents of QE1IC register
001 = Every index input event resets the position counter
000 = Index input event does not affect position counter
- bit 9 **IMV1:** Index Match Value for Phase B bit⁽²⁾
1 = Phase B match occurs when QEB = 1
0 = Phase B match occurs when QEB = 0
- bit 8 **IMV0:** Index Match Value for Phase A bit⁽²⁾
1 = Phase A match occurs when QEA = 1
0 = Phase A match occurs when QEA = 0
- bit 7 **Unimplemented:** Read as '0'

- Note 1:** When CCM<1:0> = 10 or 11, all of the QE1 counters operate as timers and the PIMOD<2:0> bits are ignored.
- 2:** When CCM<1:0> = 00, and QEA and QEB values match the Index Match Value (IMV), the POSCNTNTH and POSCNTL registers are reset. QEA/QEB signals used for the index match have swap and polarity values applied, as determined by the SWPAB and QEAPOL/QEBPOL bits.
- 3:** The selected clock rate should be at least twice the expected maximum quadrature count rate.

REGISTER 17-7: VEL1CNT: VELOCITY COUNTER 1 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: INDX1CNTH: INDEX COUNTER 1 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 (INDX1CNT) bits

REGISTER 17-9: INDX1CNTL: INDEX COUNTER 1 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 (INDX1CNT) bits

REGISTER 19-3: I2CxMSK: I2Cx SLAVE MODE ADDRESS MASK REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	AMSK9	AMSK8
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
AMSK7	AMSK6	AMSK5	AMSK4	AMSK3	AMSK2	AMSK1	AMSK0
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 15-10 **Unimplemented:** Read as '0'
 bit 9-0 **AMSK<9:0>:** Address Mask Select bits

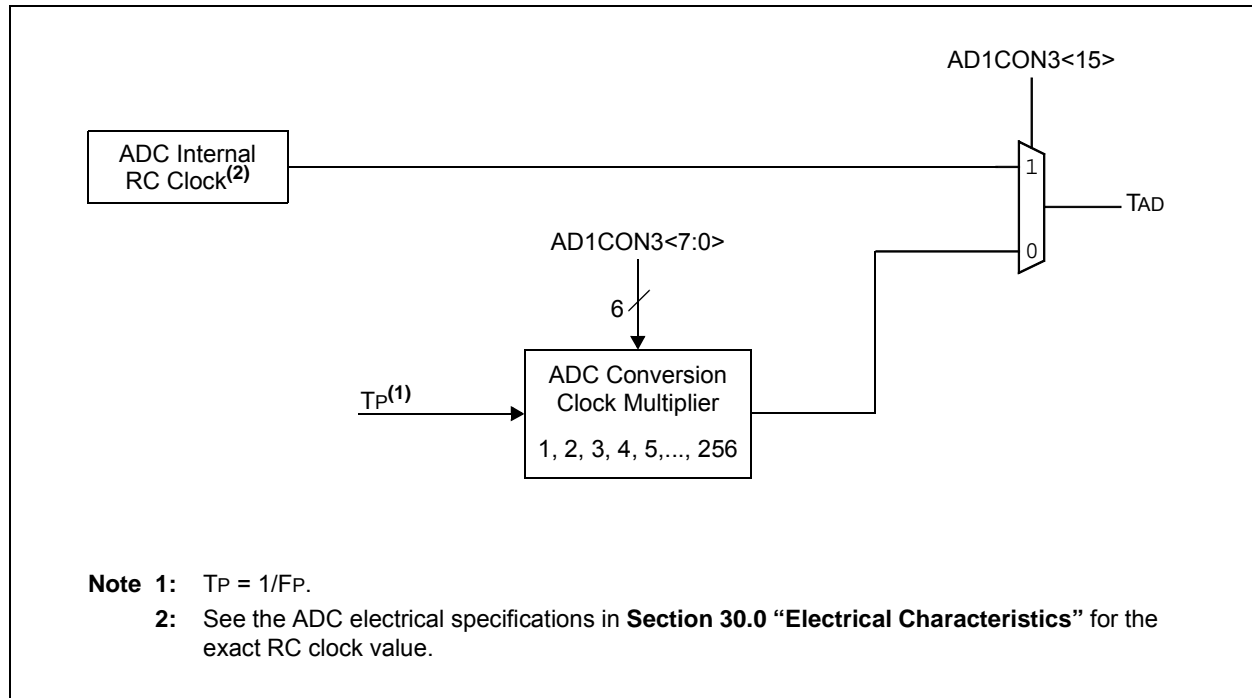
For 10-Bit Address:

- 1 = Enables masking for bit Ax of incoming message address; bit match is not required in this position
- 0 = Disables masking for bit Ax; bit match is required in this position

For 7-Bit Address (I2CxMSK<6:0> only):

- 1 = Enables masking for bit Ax + 1 of incoming message address; bit match is not required in this position
- 0 = Disables masking for bit Ax + 1; bit match is required in this position

FIGURE 23-2: ADC CONVERSION CLOCK PERIOD BLOCK DIAGRAM



27.6 JTAG Interface

dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X and PIC24EPXXXGP/MC20X devices implement a JTAG interface, which supports boundary scan device testing. Detailed information on this interface is provided in future revisions of the document.

Note: Refer to “**Programming and Diagnostics**” (DS70608) in the “*dsPIC33/PIC24 Family Reference Manual*” for further information on usage, configuration and operation of the JTAG interface.

27.7 In-Circuit Serial Programming

The dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X and PIC24EPXXXGP/MC20X devices 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 device just before shipping the product. Serial programming also allows the most recent firmware or a custom firmware to be programmed. Refer to the “*dsPIC33E/PIC24E Flash Programming Specification for Devices with Volatile Configuration Bits*” (DS70663) 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

27.8 In-Circuit Debugger

When MPLAB® ICD 3 or REAL ICE™ 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 MCLR, VDD, VSS 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 (PGECx and PGEDx).

27.9 Code Protection and CodeGuard™ Security

The dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X, and PIC24EPXXXGP/MC20X devices offer basic implementation of CodeGuard Security that supports only General Segment (GS) security. This feature helps protect individual Intellectual Property.

Note: Refer to “**CodeGuard™ Security**” (DS70634) in the “*dsPIC33/PIC24 Family Reference Manual*” for further information on usage, configuration and operation of CodeGuard Security.

28.0 INSTRUCTION SET SUMMARY

Note: This data sheet summarizes the features of the dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X and PIC24EPXXXGP/MC20X families of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to the related section of the “dsPIC33/PIC24 Family Reference Manual”, which is available from the Microchip web site (www.microchip.com).

The dsPIC33EP instruction set is almost identical to that of the dsPIC30F and dsPIC33F. The PIC24EP instruction set is almost identical to that of the PIC24F and PIC24H.

Most instructions are a single program memory word (24 bits). Only three instructions require two program memory locations.

Each single-word instruction is a 24-bit word, divided into an 8-bit opcode, which specifies the instruction type and one or more operands, which further specify the operation of the instruction.

The instruction set is highly orthogonal and is grouped into five basic categories:

- Word or byte-oriented operations
- Bit-oriented operations
- Literal operations
- DSP operations
- Control operations

Table 28-1 lists the general symbols used in describing the instructions.

The dsPIC33E instruction set summary in Table 28-2 lists all the instructions, along with the status flags affected by each instruction.

Most word or byte-oriented W register instructions (including barrel shift instructions) have three operands:

- The first source operand, which is typically a register ‘Wb’ without any address modifier
- The second source operand, which is typically a register ‘Ws’ with or without an address modifier
- The destination of the result, which is typically a register ‘Wd’ with or without an address modifier

However, word or byte-oriented file register instructions have two operands:

- The file register specified by the value ‘f’
- The destination, which could be either the file register ‘f’ or the W0 register, which is denoted as ‘WREG’

Most bit-oriented instructions (including simple rotate/shift instructions) have two operands:

- The W register (with or without an address modifier) or file register (specified by the value of ‘Ws’ or ‘f’)
- The bit in the W register or file register (specified by a literal value or indirectly by the contents of register ‘Wb’)

The literal instructions that involve data movement can use some of the following operands:

- A literal value to be loaded into a W register or file register (specified by ‘k’)
- The W register or file register where the literal value is to be loaded (specified by ‘Wb’ or ‘f’)

However, literal instructions that involve arithmetic or logical operations use some of the following operands:

- The first source operand, which is a register ‘Wb’ without any address modifier
- The second source operand, which is a literal value
- The destination of the result (only if not the same as the first source operand), which is typically a register ‘Wd’ with or without an address modifier

The MAC class of DSP instructions can use some of the following operands:

- The accumulator (A or B) to be used (required operand)
- The W registers to be used as the two operands
- The X and Y address space prefetch operations
- The X and Y address space prefetch destinations
- The accumulator write back destination

The other DSP instructions do not involve any multiplication and can include:

- The accumulator to be used (required)
- The source or destination operand (designated as Wso or Wdo, respectively) with or without an address modifier
- The amount of shift specified by a W register ‘Wn’ or a literal value

The control instructions can use some of the following operands:

- A program memory address
- The mode of the Table Read and Table Write instructions

TABLE 30-7: DC CHARACTERISTICS: IDLE CURRENT (IDLE)

DC CHARACTERISTICS			Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended			
Parameter No.	Typ.	Max.	Units	Conditions		
Idle Current (IDLE) ⁽¹⁾						
DC40d	3	8	mA	-40°C	3.3V	10 MIPS
DC40a	3	8	mA	+25°C		
DC40b	3	8	mA	+85°C		
DC40c	3	8	mA	+125°C		
DC42d	6	12	mA	-40°C	3.3V	20 MIPS
DC42a	6	12	mA	+25°C		
DC42b	6	12	mA	+85°C		
DC42c	6	12	mA	+125°C		
DC44d	11	18	mA	-40°C	3.3V	40 MIPS
DC44a	11	18	mA	+25°C		
DC44b	11	18	mA	+85°C		
DC44c	11	18	mA	+125°C		
DC45d	17	27	mA	-40°C	3.3V	60 MIPS
DC45a	17	27	mA	+25°C		
DC45b	17	27	mA	+85°C		
DC45c	17	27	mA	+125°C		
DC46d	20	35	mA	-40°C	3.3V	70 MIPS
DC46a	20	35	mA	+25°C		
DC46b	20	35	mA	+85°C		

Note 1: Base Idle current (IDLE) is measured as follows:

- CPU core is off, oscillator is configured in EC mode and external clock is active; 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 inputs and pulled to VSS
- $\overline{\text{MCLR}} = \text{VDD}$, WDT and FSCM are disabled
- No peripheral modules are operating; however, every peripheral is being clocked (all PMDx bits are zeroed)
- The NVMSIDL bit (NVMCON<12>) = 1 (i.e., Flash regulator is set to standby while the device is in Idle mode)
- The VREGSF bit (RCON<11>) = 0 (i.e., Flash regulator is set to standby while the device is in Sleep mode)
- JTAG is disabled

TABLE 30-56: CTMU CURRENT SOURCE SPECIFICATIONS

DC 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 No.	Symbol	Characteristic	Min.	Typ.	Max.	Units	Conditions
CTMU Current Source							
CTMUI1	IOUT1	Base Range ⁽¹⁾	0.29	—	0.77	μA	CTMUICON<9:8> = 01
CTMUI2	IOUT2	10x Range ⁽¹⁾	3.85	—	7.7	μA	CTMUICON<9:8> = 10
CTMUI3	IOUT3	100x Range ⁽¹⁾	38.5	—	77	μA	CTMUICON<9:8> = 11
CTMUI4	IOUT4	1000x Range ⁽¹⁾	385	—	770	μA	CTMUICON<9:8> = 00
CTMUFV1	VF	Temperature Diode Forward Voltage ^(1,2)	—	0.598	—	V	T _A = +25°C, CTMUICON<9:8> = 01
			—	0.658	—	V	T _A = +25°C, CTMUICON<9:8> = 10
			—	0.721	—	V	T _A = +25°C, CTMUICON<9:8> = 11
CTMUFV2	VFVR	Temperature Diode Rate of Change ^(1,2,3)	—	-1.92	—	mV/°C	CTMUICON<9:8> = 01
			—	-1.74	—	mV/°C	CTMUICON<9:8> = 10
			—	-1.56	—	mV/°C	CTMUICON<9:8> = 11

Note 1: Nominal value at center point of current trim range (CTMUICON<15:10> = 000000).

2: Parameters are characterized but not tested in manufacturing.

3: Measurements taken with the following conditions:

- VREF+ = AVDD = 3.3V
- ADC configured for 10-bit mode
- ADC module configured for conversion speed of 500 ksp/s
- All PMDx bits are cleared (PMDx = 0)
- Executing a while(1) statement
- Device operating from the FRC with no PLL

TABLE 30-59: ADC MODULE SPECIFICATIONS (10-BIT MODE)

AC CHARACTERISTICS			Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) ⁽¹⁾ Operating temperature -40°C ≤ T _A ≤ +85°C for Industrial -40°C ≤ T _A ≤ +125°C for Extended				
Param No.	Symbol	Characteristic	Min.	Typ.	Max.	Units	Conditions
ADC Accuracy (10-Bit Mode)							
AD20b	Nr	Resolution	10 Data Bits			bits	
AD21b	INL	Integral Nonlinearity	-0.625	—	0.625	LSb	-40°C ≤ T _A ≤ +85°C (Note 2)
			-1.5	—	1.5	LSb	+85°C < T _A ≤ +125°C (Note 2)
AD22b	DNL	Differential Nonlinearity	-0.25	—	0.25	LSb	-40°C ≤ T _A ≤ +85°C (Note 2)
			-0.25	—	0.25	LSb	+85°C < T _A ≤ +125°C (Note 2)
AD23b	GERR	Gain Error	-2.5	—	2.5	LSb	-40°C ≤ T _A ≤ +85°C (Note 2)
			-2.5	—	2.5	LSb	+85°C < T _A ≤ +125°C (Note 2)
AD24b	EOFF	Offset Error	-1.25	—	1.25	LSb	-40°C ≤ T _A ≤ +85°C (Note 2)
			-1.25	—	1.25	LSb	+85°C < T _A ≤ +125°C (Note 2)
AD25b	—	Monotonicity	—	—	—	—	Guaranteed
Dynamic Performance (10-Bit Mode)							
AD30b	THD	Total Harmonic Distortion ⁽³⁾	—	64	—	dB	
AD31b	SINAD	Signal to Noise and Distortion ⁽³⁾	—	57	—	dB	
AD32b	SFDR	Spurious Free Dynamic Range ⁽³⁾	—	72	—	dB	
AD33b	FNYQ	Input Signal Bandwidth ⁽³⁾	—	550	—	kHz	
AD34b	ENOB	Effective Number of Bits ⁽³⁾	—	9.4	—	bits	

Note 1: Device is functional at V_{BORMIN} < V_{DD} < V_{DDMIN}, but will have degraded performance. Device functionality is tested, but not characterized. Analog modules (ADC, op amp/comparator and comparator voltage reference) may have degraded performance. Refer to Parameter BO10 in Table 30-13 for the minimum and maximum BOR values.

2: For all accuracy specifications, V_{INL} = AV_{SS} = V_{REFL} = 0V and AV_{DD} = V_{REFH} = 3.6V.

3: Parameters are characterized but not tested in manufacturing.

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