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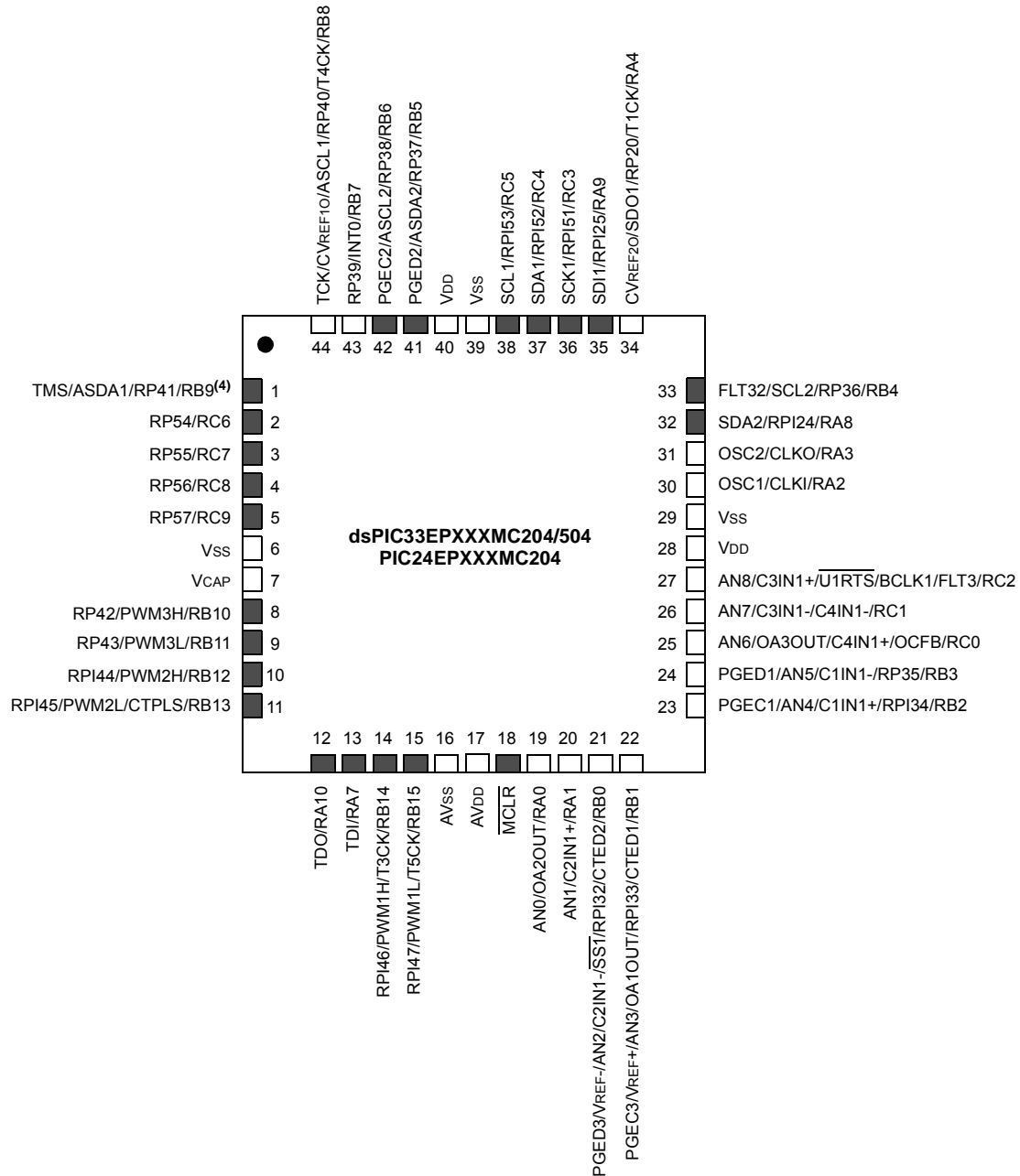
#### Details

Product Status	Active
Core Processor	PIC
Core Size	16-Bit
Speed	60 MIPS
Connectivity	I <sup>2</sup> C, IrDA, LINbus, QEI, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, Motor Control PWM, POR, PWM, WDT
Number of I/O	53
Program Memory Size	64KB (22K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	4K x 16
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 16x10b/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	64-TQFP
Supplier Device Package	64-TQFP (10x10)
Purchase URL	<a href="https://www.e-xfl.com/product-detail/microchip-technology/pic24ep64mc206-e-pt">https://www.e-xfl.com/product-detail/microchip-technology/pic24ep64mc206-e-pt</a>

## Pin Diagrams (Continued)

44-Pin QFN<sup>(1,2,3)</sup>

■ = 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.

## 1.0 DEVICE OVERVIEW

**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 resource. 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](http://www.microchip.com))

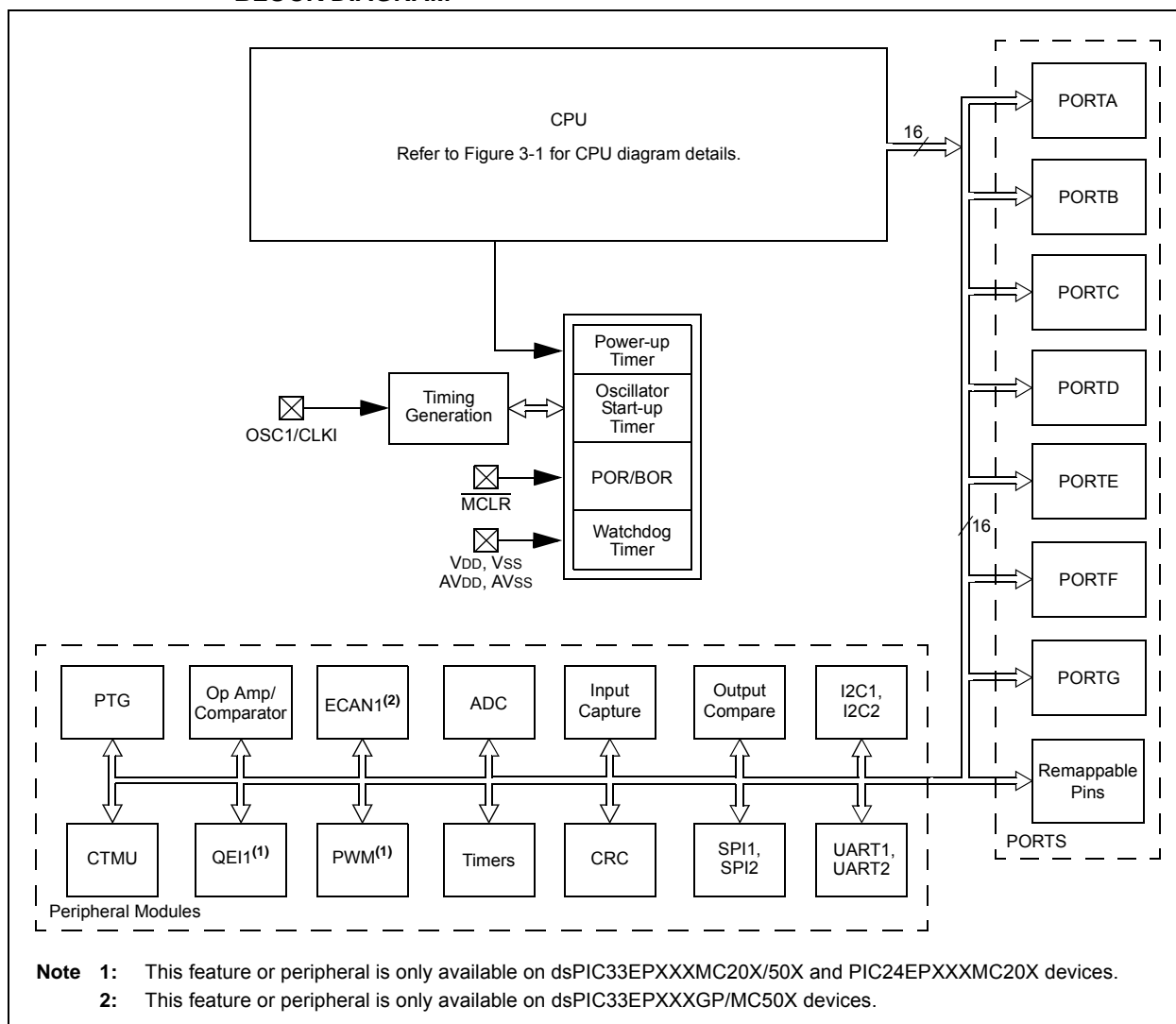
**2:** Some registers and associated bits described in this section may not be available on all devices. Refer to **Section 4.0 “Memory Organization”** in this data sheet for device-specific register and bit information.

This document contains device-specific information for the dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X and PIC24EPXXXGP/MC20X Digital Signal Controller (DSC) and Microcontroller (MCU) devices.

dsPIC33EPXXXMC20X/50X and dsPIC33EPXXXGP50X devices contain extensive Digital Signal Processor (DSP) functionality with a high-performance, 16-bit MCU architecture.

Figure 1-1 shows a general block diagram of the core and peripheral modules. Table 1-1 lists the functions of the various pins shown in the pinout diagrams.

**FIGURE 1-1: dsPIC33EPXXXGP50X, dsPIC33EPXXXMC20X/50X AND PIC24EPXXXGP/MC20X BLOCK DIAGRAM**



**TABLE 4-56: PORTA REGISTER MAP FOR PIC24EPXXXGP/MC203 AND dsPIC33EPXXXGP/MC203/503 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
TRISA	0E00	—	—	—	—	—	—	—	TRISA8	—	—	—	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	011F
PORTA	0E02	—	—	—	—	—	—	—	RA8	—	—	—	RA4	RA3	RA2	RA1	RA0	0000
LATA	0E04	—	—	—	—	—	—	—	LATA8	—	—	—	LATA4	LATA3	LATA2	LA1TA1	LA0TA0	0000
ODCA	0E06	—	—	—	—	—	—	—	ODCA8	—	—	—	ODCA4	ODCA3	ODCA2	ODCA1	ODCA0	0000
CNENA	0E08	—	—	—	—	—	—	—	CNIEA8	—	—	—	CNIEA4	CNIEA3	CNIEA2	CNIEA1	CNIEA0	0000
CNPUA	0E0A	—	—	—	—	—	—	—	CNPUA8	—	—	—	CNPUA4	CNPUA3	CNPUA2	CNPUA1	CNPUA0	0000
CNPDA	0E0C	—	—	—	—	—	—	—	CNPDA8	—	—	—	CNPDA4	CNPDA3	CNPDA2	CNPDA1	CNPDA0	0000
ANSELA	0E0E	—	—	—	—	—	—	—	—	—	—	—	ANSA4	—	—	ANSA1	ANSA0	0013

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

**TABLE 4-57: PORTB REGISTER MAP FOR PIC24EPXXXGP/MC203 AND dsPIC33EPXXXGP/MC203/503 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
TRISB	0E10	TRISB15	TRISB14	TRISB13	TRISB12	TRISB11	TRISB10	TRISB9	TRISB8	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	FFFF
PORTB	0E12	RB15	RB14	RB13	RB12	RB11	RB10	RB9	RB8	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	xxxx
LATB	0E14	LATB15	LATB14	LATB13	LATB12	LATB11	LATB10	LATB9	LATB8	LATB7	LATB6	LATB5	LATB4	LATB3	LATB2	LATB1	LATB0	xxxx
ODCB	0E16	ODCB15	ODCB14	ODCB13	ODCB12	ODCB11	ODCB10	ODCB9	ODCB8	ODCB7	ODCB6	ODCB5	ODCB4	ODCB3	ODCB2	ODCB1	ODCB0	0000
CNENB	0E18	CNIEB15	CNIEB14	CNIEB13	CNIEB12	CNIEB11	CNIEB10	CNIEB9	CNIEB8	CNIEB7	CNIEB6	CNIEB5	CNIEB4	CNIEB3	CNIEB2	CNIEB1	CNIEB0	0000
CNPUB	0E1A	CNPUB15	CNPUB14	CNPUB13	CNPUB12	CNPUB11	CNPUB10	CNPUB9	CNPUB8	CNPUB7	CNPUB6	CNPUB5	CNPUB4	CNPUB3	CNPUB2	CNPUB1	CNPUB0	0000
CNPDB	0E1C	CNPDB15	CNPDB14	CNPDB13	CNPDB12	CNPDB11	CNPDB10	CNPDB9	CNPDB8	CNPDB7	CNPDB6	CNPDB5	CNPDB4	CNPDB3	CNPDB2	CNPDB1	CNPDB0	0000
ANSELB	0E1E	—	—	—	—	—	—	—	ANSB8	—	—	—	—	ANSB3	ANSB2	ANSB1	ANSB0	010F

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

**TABLE 4-58: PORTC REGISTER MAP FOR PIC24EPXXXGP/MC203 AND dsPIC33EPXXXGP/MC203/503 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
TRISC	0E20	—	—	—	—	—	—	—	TRISC8	—	—	—	—	—	—	TRISC1	TRISC0	0103
PORTC	0E22	—	—	—	—	—	—	—	RC8	—	—	—	—	—	—	RC1	RC0	xxxx
LATC	0E24	—	—	—	—	—	—	—	LATC8	—	—	—	—	—	—	LATC1	LATC0	xxxx
ODCC	0E26	—	—	—	—	—	—	—	ODCC8	—	—	—	—	—	—	ODCC1	ODCC0	0000
CNENC	0E28	—	—	—	—	—	—	—	CNIEC8	—	—	—	—	—	—	CNIEC1	CNIEC0	0000
CNPUC	0E2A	—	—	—	—	—	—	—	CNPUC8	—	—	—	—	—	—	CNPUC1	CNPUC0	0000
CNPDC	0E2C	—	—	—	—	—	—	—	CNPDC8	—	—	—	—	—	—	CNPDC1	CNPDC0	0000
ANSELC	0E2E	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ANSC1	ANSC0	0003

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

**TABLE 4-59: PORTA REGISTER MAP FOR PIC24EPXXXGP/MC202 AND dsPIC33EPXXXGP/MC202/502 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
TRISA	0E00	—	—	—	—	—	—	—	—	—	—	—	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	001F
PORTA	0E02	—	—	—	—	—	—	—	—	—	—	—	RA4	RA3	RA2	RA1	RA0	0000
LATA	0E04	—	—	—	—	—	—	—	—	—	—	—	LATA4	LATA3	LATA2	LA1TA1	LA0TA0	0000
ODCA	0E06	—	—	—	—	—	—	—	—	—	—	—	ODCA4	ODCA3	ODCA2	ODCA1	ODCA0	0000
CNENA	0E08	—	—	—	—	—	—	—	—	—	—	—	CNIEA4	CNIEA3	CNIEA2	CNIEA1	CNIEA0	0000
CNPUA	0E0A	—	—	—	—	—	—	—	—	—	—	—	CNPUA4	CNPUA3	CNPUA2	CNPUA1	CNPUA0	0000
CNPDA	0E0C	—	—	—	—	—	—	—	—	—	—	—	CNPDA4	CNPDA3	CNPDA2	CNPDA1	CNPDA0	0000
ANSELA	0E0E	—	—	—	—	—	—	—	—	—	—	—	ANSA4	—	—	ANSA1	ANSA0	0013

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

**TABLE 4-60: PORTB REGISTER MAP FOR PIC24EPXXXGP/MC202 AND dsPIC33EPXXXGP/MC202/502 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
TRISB	0E10	TRISB15	TRISB14	TRISB13	TRISB12	TRISB11	TRISB10	TRISB9	TRISB8	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	FFFF
PORTB	0E12	RB15	RB14	RB13	RB12	RB11	RB10	RB9	RB8	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	xxxx
LATB	0E14	LATB15	LATB14	LATB13	LATB12	LATB11	LATB10	LATB9	LATB8	LATB7	LATB6	LATB5	LATB4	LATB3	LATB2	LATB1	LATB0	xxxx
ODCB	0E16	ODCB15	ODCB14	ODCB13	ODCB12	ODCB11	ODCB10	ODCB9	ODCB8	ODCB7	ODCB6	ODCB5	ODCB4	ODCB3	ODCB2	ODCB1	ODCB0	0000
CNENB	0E18	CNIEB15	CNIEB14	CNIEB13	CNIEB12	CNIEB11	CNIEB10	CNIEB9	CNIEB8	CNIEB7	CNIEB6	CNIEB5	CNIEB4	CNIEB3	CNIEB2	CNIEB1	CNIEB0	0000
CNPUB	0E1A	CNPUB15	CNPUB14	CNPUB13	CNPUB12	CNPUB11	CNPUB10	CNPUB9	CNPUB8	CNPUB7	CNPUB6	CNPUB5	CNPUB4	CNPUB3	CNPUB2	CNPUB1	CNPUB0	0000
CNPDB	0E1C	CNPDB15	CNPDB14	CNPDB13	CNPDB12	CNPDB11	CNPDB10	CNPDB9	CNPDB8	CNPDB7	CNPDB6	CNPDB5	CNPDB4	CNPDB3	CNPDB2	CNPDB1	CNPDB0	0000
ANSELB	0E1E	—	—	—	—	—	—	—	ANSB8	—	—	—	—	ANSB3	ANSB2	ANSB1	ANSB0	010F

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

Allocating different Page registers for read and write access allows the architecture to support data movement between different pages in data memory. This is accomplished by setting the DSRPAG register value to the page from which you want to read, and configuring the DSWPAG register to the page to which it needs to be written. Data can also be moved from different PSV to EDS pages, by configuring the DSRPAG and DSWPAG registers to address PSV and EDS space, respectively. The data can be moved between pages by a single instruction.

When an EDS or PSV page overflow or underflow occurs, EA<15> is cleared as a result of the register indirect EA calculation. An overflow or underflow of the EA in the EDS or PSV pages can occur at the page boundaries when:

- The initial address prior to modification addresses an EDS or PSV page
- The EA calculation uses Pre-Modified or Post-Modified Register Indirect Addressing; however, this does not include Register Offset Addressing

In general, when an overflow is detected, the DSxPAG register is incremented and the EA<15> bit is set to keep the base address within the EDS or PSV window. When an underflow is detected, the DSxPAG register is decremented and the EA<15> bit is set to keep the base address within the EDS or PSV window. This creates a linear EDS and PSV address space, but only when using Register Indirect Addressing modes.

Exceptions to the operation described above arise when entering and exiting the boundaries of Page 0, EDS and PSV spaces. Table 4-61 lists the effects of overflow and underflow scenarios at different boundaries.

In the following cases, when overflow or underflow occurs, the EA<15> bit is set and the DSxPAG is not modified; therefore, the EA will wrap to the beginning of the current page:

- Register Indirect with Register Offset Addressing
- Modulo Addressing
- Bit-Reversed Addressing

**TABLE 4-61: OVERFLOW AND UNDERFLOW SCENARIOS AT PAGE 0, EDS and PSV SPACE BOUNDARIES<sup>(2,3,4)</sup>**

O/U, R/W	Operation	Before			After		
		DSxPAG	DS EA<15>	Page Description	DSxPAG	DS EA<15>	Page Description
O, Read	[ ++Wn ] or [ Wn++ ]	DSRPAG = 0x1FF	1	EDS: Last page	DSRPAG = 0x1FF	0	See <b>Note 1</b>
O, Read		DSRPAG = 0x2FF	1	PSV: Last lsw page	DSRPAG = 0x300	1	PSV: First MSB page
O, Read		DSRPAG = 0x3FF	1	PSV: Last MSB page	DSRPAG = 0x3FF	0	See <b>Note 1</b>
O, Write		DSWPAG = 0x1FF	1	EDS: Last page	DSWPAG = 0x1FF	0	See <b>Note 1</b>
U, Read	[ --Wn ] or [ Wn-- ]	DSRPAG = 0x001	1	PSV page	DSRPAG = 0x001	0	See <b>Note 1</b>
U, Read		DSRPAG = 0x200	1	PSV: First lsw page	DSRPAG = 0x200	0	See <b>Note 1</b>
U, Read		DSRPAG = 0x300	1	PSV: First MSB page	DSRPAG = 0x2FF	1	PSV: Last lsw page

**Legend:** O = Overflow, U = Underflow, R = Read, W = Write

**Note 1:** The Register Indirect Addressing now addresses a location in the base Data Space (0x0000-0x8000).

**2:** An EDS access with DSxPAG = 0x000 will generate an address error trap.

**3:** Only reads from PS are supported using DSRPAG. An attempt to write to PS using DSWPAG will generate an address error trap.

**4:** Pseudo-Linear Addressing is not supported for large offsets.

4.4.3 DATA MEMORY ARBITRATION AND BUS MASTER PRIORITY

EDS accesses from bus masters in the system are arbitrated.

The arbiter for data memory (including EDS) arbitrates between the CPU, the DMA and the ICD module. In the event of coincidental access to a bus by the bus masters, the arbiter determines which bus master access has the highest priority. The other bus masters are suspended and processed after the access of the bus by the bus master with the highest priority.

By default, the CPU is Bus Master 0 (M0) with the highest priority and the ICD is Bus Master 4 (M4) with the lowest priority. The remaining bus master (DMA Controller) is allocated to M3 (M1 and M2 are reserved and cannot be used). The user application may raise or lower the priority of the DMA Controller to be above that of the CPU by setting the appropriate bits in the EDS Bus Master Priority Control (MSTRPR) register. All bus masters with raised priorities will maintain the same priority relationship relative to each other (i.e., M1 being highest and M3 being lowest, with M2 in between). Also, all the bus masters with priorities below

that of the CPU maintain the same priority relationship relative to each other. The priority schemes for bus masters with different MSTRPR values are tabulated in Table 4-62.

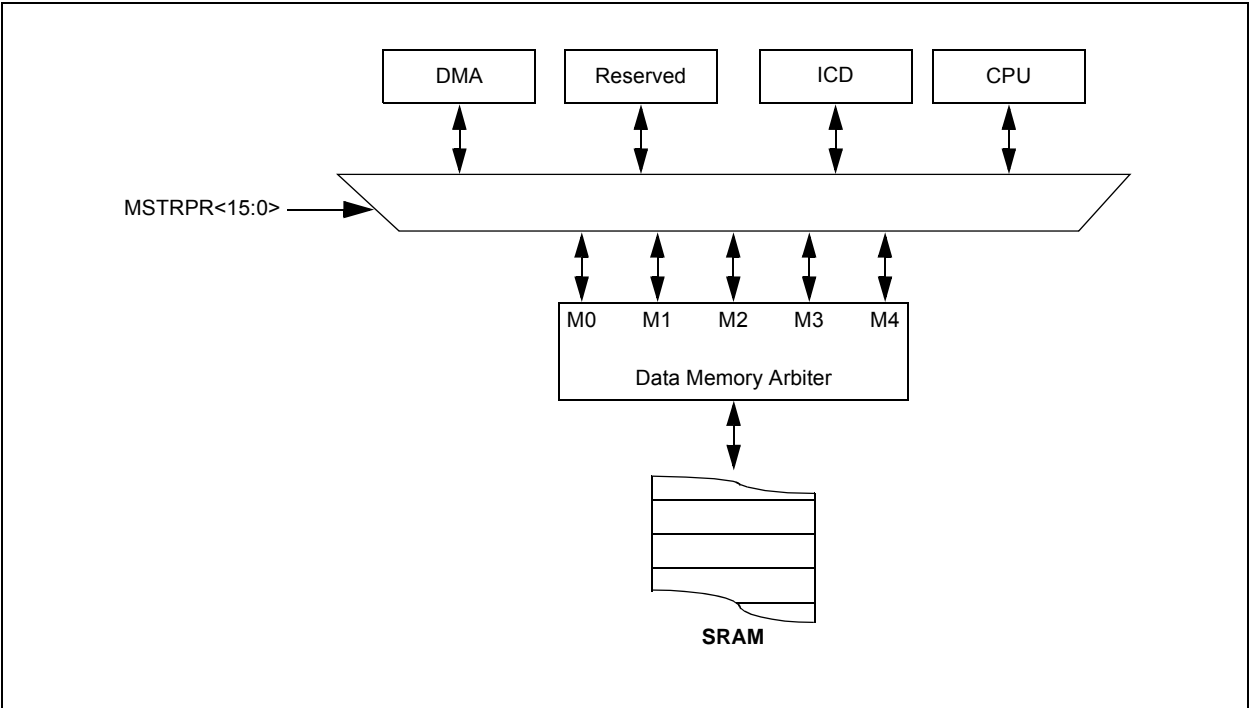
This bus master priority control allows the user application to manipulate the real-time response of the system, either statically during initialization or dynamically in response to real-time events.

TABLE 4-62: DATA MEMORY BUS ARBITER PRIORITY

Priority	MSTRPR<15:0> Bit Setting <sup>(1)</sup>	
	0x0000	0x0020
M0 (highest)	CPU	DMA
M1	Reserved	CPU
M2	Reserved	Reserved
M3	DMA	Reserved
M4 (lowest)	ICD	ICD

Note 1: All other values of MSTRPR<15:0> are reserved.

FIGURE 4-18: ARBITER ARCHITECTURE



## 5.2 RTSP Operation

RTSP allows the user application to erase a single page of memory and to program two instruction words at a time. See the General Purpose and Motor Control Family tables (Table 1 and Table 2, respectively) for the page sizes of each device.

For more information on erasing and programming Flash memory, refer to **“Flash Programming”** (DS70609) in the *“dsPIC33/PIC24 Family Reference Manual”*.

## 5.3 Programming Operations

A complete programming sequence is necessary for programming or erasing the internal Flash in RTSP mode. The processor stalls (waits) until the programming operation is finished.

For erase and program times, refer to Parameters D137a and D137b (Page Erase Time), and D138a and D138b (Word Write Cycle Time) in Table 30-14 in **Section 30.0 “Electrical Characteristics”**.

Setting the WR bit (NVMCON<15>) starts the operation and the WR bit is automatically cleared when the operation is finished.

### 5.3.1 PROGRAMMING ALGORITHM FOR FLASH PROGRAM MEMORY

Programmers can program two adjacent words (24 bits x 2) of program Flash memory at a time on every other word address boundary (0x000002, 0x000006, 0x00000A, etc.). To do this, it is necessary to erase the page that contains the desired address of the location the user wants to change.

For protection against accidental operations, the write initiate sequence for NVMKEY must be used to allow any erase or program operation to proceed. After the programming command has been executed, the user application must wait for the programming time until programming is complete. The two instructions following the start of the programming sequence should be NOPs.

Refer to **Flash Programming** (DS70609) in the *“dsPIC33/PIC24 Family Reference Manual”* for details and codes examples on programming using RTSP.

## 5.4 Flash 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=en555464>

### 5.4.1 KEY RESOURCES

- **“Flash Programming”** (DS70609) in the *“dsPIC33/PIC24 Family Reference Manual”*
- Code Samples
- Application Notes
- Software Libraries
- Webinars
- All Related *“dsPIC33/PIC24 Family Reference Manual”* Sections
- Development Tools

## 5.5 Control Registers

Four SFRs are used to erase and write the program Flash memory: NVMCON, NVMKEY, NVMADRH and NVMADRL.

The NVMCON register (Register 5-1) enables and initiates Flash memory erase and write operations.

NVMKEY (Register 5-4) is a write-only register that is used for write protection. To start a programming or erase sequence, the user application must consecutively write 0x55 and 0xAA to the NVMKEY register.

There are two NVM Address registers: NVMADRH and NVMADRL. These two registers, when concatenated, form the 24-bit Effective Address (EA) of the selected word for programming operations or the selected page for erase operations.

The NVMADRH register is used to hold the upper 8 bits of the EA, while the NVMADRL register is used to hold the lower 16 bits of the EA.



## 8.0 DIRECT MEMORY ACCESS (DMA)

**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 “**Direct Memory Access (DMA)**” (DS70348) in the “*dsPIC33/PIC24 Family Reference Manual*”, which is available from the Microchip web site ([www.microchip.com](http://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 DMA Controller transfers data between Peripheral Data registers and Data Space SRAM

In addition, DMA can access the entire data memory space. The Data Memory Bus Arbiter is utilized when either the CPU or DMA attempts to access SRAM, resulting in potential DMA or CPU stalls.

The DMA Controller supports 4 independent channels. Each channel can be configured for transfers to or from selected peripherals. Some of the peripherals supported by the DMA Controller include:

- ECAN™
- Analog-to-Digital Converter (ADC)
- Serial Peripheral Interface (SPI)
- UART
- Input Capture
- Output Compare

Refer to Table 8-1 for a complete list of supported peripherals.

**FIGURE 8-1: DMA CONTROLLER MODULE**

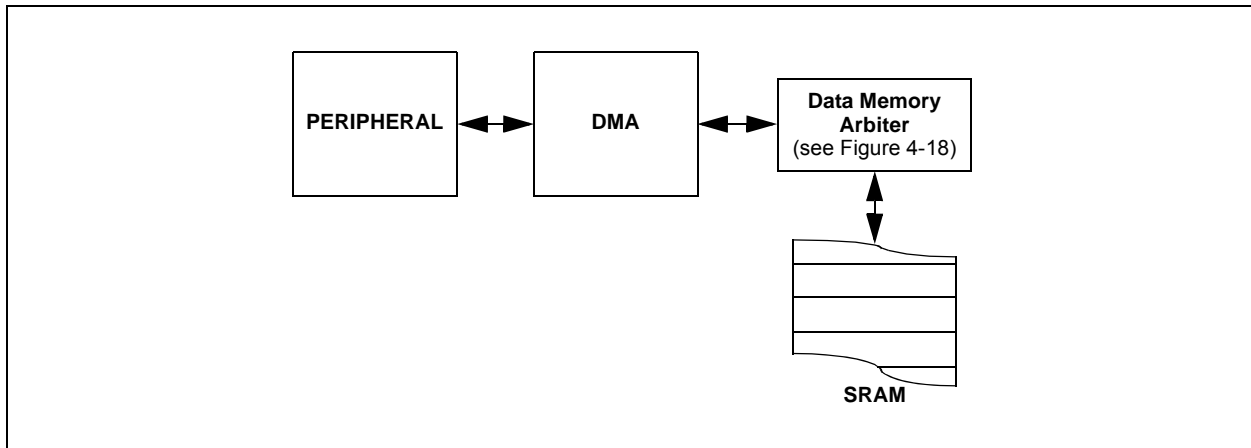


TABLE 11-2: INPUT PIN SELECTION FOR SELECTABLE INPUT SOURCES

Peripheral Pin Select Input Register Value	Input/Output	Pin Assignment	Peripheral Pin Select Input Register Value	Input/Output	Pin Assignment
000 0000	I	Vss	010 1101	I	RPI45
000 0001	I	C1OUT <sup>(1)</sup>	010 1110	I	RPI46
000 0010	I	C2OUT <sup>(1)</sup>	010 1111	I	RPI47
000 0011	I	C3OUT <sup>(1)</sup>	011 0000	—	—
000 0100	I	C4OUT <sup>(1)</sup>	011 0001	—	—
000 0101	—	—	011 0010	—	—
000 0110	I	PTGO30 <sup>(1)</sup>	011 0011	I	RPI51
000 0111	I	PTGO31 <sup>(1)</sup>	011 0100	I	RPI52
000 1000	I	FINDX1 <sup>(1,2)</sup>	011 0101	I	RPI53
000 1001	I	FHOME1 <sup>(1,2)</sup>	011 0110	I/O	RP54
000 1010	—	—	011 0111	I/O	RP55
000 1011	—	—	011 1000	I/O	RP56
000 1100	—	—	011 1001	I/O	RP57
000 1101	—	—	011 1010	I	RPI58
000 1110	—	—	011 1011	—	—
000 1111	—	—	011 1100	—	—
001 0000	—	—	011 1101	—	—
001 0001	—	—	011 1110	—	—
001 0010	—	—	011 1111	—	—
001 0011	—	—	100 0000	—	—
001 0100	I/O	RP20	100 0001	—	—
001 0101	—	—	100 0010	—	—
001 0110	—	—	100 0011	—	—
001 0111	—	—	100 0100	—	—
001 1000	I	RPI24	100 0101	—	—
001 1001	I	RPI25	100 0110	—	—
001 1010	—	—	100 0111	—	—
001 1011	I	RPI27	100 1000	—	—
001 1100	I	RPI28	100 1001	—	—
001 1101	—	—	100 1010	—	—
001 1110	—	—	100 1011	—	—
001 1111	—	—	100 1100	—	—
010 0000	I	RPI32	100 1101	—	—
010 0001	I	RPI33	100 1110	—	—
010 0010	I	RPI34	100 1111	—	—
010 0011	I/O	RP35	101 0000	—	—
010 0100	I/O	RP36	101 0001	—	—
010 0101	I/O	RP37	101 0010	—	—
010 0110	I/O	RP38	101 0011	—	—
010 0111	I/O	RP39	101 0100	—	—

**Legend:** Shaded rows indicate PPS Input register values that are unimplemented.

**Note 1:** See Section 11.4.4.1 “Virtual Connections” for more information on selecting this pin assignment.

**2:** These inputs are available on dsPIC33EPXXXGP/MC50X devices only.

**REGISTER 16-8: PDCx: PWMx GENERATOR DUTY CYCLE 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
PDCx<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
PDCx<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 **PDCx<15:0>**: PWMx Generator # Duty Cycle Value bits**REGISTER 16-9: PHASEx: PWMx PRIMARY PHASE-SHIFT 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
PHASEx<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
PHASEx<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 **PHASEx<15:0>**: PWMx Phase-Shift Value or Independent Time Base Period for the PWM Generator bits

- Note 1:** If ITB (PWMCONx<9>) = 0, the following applies based on the mode of operation:  
Complementary, Redundant and Push-Pull Output mode (PMOD<1:0> (IOCON<11:10>) = 00, 01 or 10),  
PHASEx<15:0> = Phase-shift value for PWMxH and PWMxL outputs
- 2:** If ITB (PWMCONx<9>) = 1, the following applies based on the mode of operation:  
Complementary, Redundant and Push-Pull Output mode (PMOD<1:0> (IOCONx<11:10>) = 00, 01 or 10),  
PHASEx<15:0> = Independent time base period value for PWMxH and PWMxL

**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 20-1: UxMODE: UARTx MODE REGISTER (CONTINUED)**

- bit 5      **ABAUD:** Auto-Baud Enable bit  
1 = Enables baud rate measurement on the next character – requires reception of a Sync field (55h) before other data; cleared in hardware upon completion  
0 = Baud rate measurement is disabled or completed
- bit 4      **URXINV:** UARTx Receive Polarity Inversion bit  
1 = UxRX Idle state is '0'  
0 = UxRX Idle state is '1'
- bit 3      **BRGH:** High Baud Rate Enable bit  
1 = BRG generates 4 clocks per bit period (4x baud clock, High-Speed mode)  
0 = BRG generates 16 clocks per bit period (16x baud clock, Standard mode)
- bit 2-1    **PDSEL<1:0>:** Parity and Data Selection bits  
11 = 9-bit data, no parity  
10 = 8-bit data, odd parity  
01 = 8-bit data, even parity  
00 = 8-bit data, no parity
- bit 0      **STSEL:** Stop Bit Selection bit  
1 = Two Stop bits  
0 = One Stop bit

- Note 1:** Refer to the “**UART**” (DS70582) section in the “*dsPIC33/PIC24 Family Reference Manual*” for information on enabling the UARTx module for receive or transmit operation.
- 2:** This feature is only available for the 16x BRG mode (BRGH = 0).
- 3:** This feature is only available on 44-pin and 64-pin devices.
- 4:** This feature is only available on 64-pin devices.

**BUFFER 21-5: ECAN™ MESSAGE BUFFER WORD 4**

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
Byte 3							
bit 15							
bit 8							

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
Byte 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 15-8 **Byte 3<15:8>**: ECAN Message Byte 3 bitsbit 7-0 **Byte 2<7:0>**: ECAN Message Byte 2 bits**BUFFER 21-6: ECAN™ MESSAGE BUFFER WORD 5**

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
Byte 5							
bit 15							
bit 8							

R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
Byte 4							
bit 7							
bit 0							

**Legend:**

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

bit 15-8 **Byte 5<15:8>**: ECAN Message Byte 5 bitsbit 7-0 **Byte 4<7:0>**: ECAN Message Byte 4 bits

## 23.2 ADC Helpful Tips

1. The SMP1x control bits in the AD1CON2 register:
  - a) Determine when the ADC interrupt flag is set and an interrupt is generated, if enabled.
  - b) When the CSCNA bit in the AD1CON2 registers is set to '1', this determines when the ADC analog scan channel list, defined in the AD1CSSL/AD1CSSH registers, starts over from the beginning.
  - c) When the DMA peripheral is not used (ADDMAEN = 0), this determines when the ADC Result Buffer Pointer to ADC1BUF0-ADC1BUFF gets reset back to the beginning at ADC1BUF0.
  - d) When the DMA peripheral is used (ADDMAEN = 1), this determines when the DMA Address Pointer is incremented after a sample/conversion operation. ADC1BUF0 is the only ADC buffer used in this mode. The ADC Result Buffer Pointer to ADC1BUF0-ADC1BUFF gets reset back to the beginning at ADC1BUF0. The DMA address is incremented after completion of every 32nd sample/conversion operation. Conversion results are stored in the ADC1BUF0 register for transfer to RAM using DMA.
2. When the DMA module is disabled (ADDMAEN = 0), the ADC has 16 result buffers. ADC conversion results are stored sequentially in ADC1BUF0-ADC1BUFF, regardless of which analog inputs are being used subject to the SMP1x bits and the condition described in 1c) above. There is no relationship between the ANx input being measured and which ADC buffer (ADC1BUF0-ADC1BUFF) that the conversion results will be placed in.
3. When the DMA module is enabled (ADDMAEN = 1), the ADC module has only 1 ADC result buffer (i.e., ADC1BUF0) per ADC peripheral and the ADC conversion result must be read, either by the CPU or DMA Controller, before the next ADC conversion is complete to avoid overwriting the previous value.
4. The DONE bit (AD1CON1<0>) is only cleared at the start of each conversion and is set at the completion of the conversion, but remains set indefinitely, even through the next sample phase until the next conversion begins. If application code is monitoring the DONE bit in any kind of software loop, the user must consider this behavior because the CPU code execution is faster than the ADC. As a result, in Manual Sample mode, particularly where the user's code is setting the SAMP bit (AD1CON1<1>), the DONE bit should also be cleared by the user application just before setting the SAMP bit.

5. Enabling op amps, comparator inputs and external voltage references can limit the availability of analog inputs (ANx pins). For example, when Op Amp 2 is enabled, the pins for AN0, AN1 and AN2 are used by the op amp's inputs and output. This negates the usefulness of Alternate Input mode since the MUXA selections use AN0-AN2. Carefully study the ADC block diagram to determine the configuration that will best suit your application. Configuration examples are available in the "**Analog-to-Digital Converter (ADC)**" (DS70621) section in the "*dsPIC33/PIC24 Family Reference Manual*".

## 23.3 ADC 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=en555464>

### 23.3.1 KEY RESOURCES

- "**Analog-to-Digital Converter (ADC)**" (DS70621) in the "*dsPIC33/PIC24 Family Reference Manual*"
- Code Samples
- Application Notes
- Software Libraries
- Webinars
- All Related "*dsPIC33/PIC24 Family Reference Manual*" Sections
- Development Tools

**REGISTER 23-2: AD1CON2: ADC1 CONTROL REGISTER 2 (CONTINUED)**

- bit 1      **BUFM:** Buffer Fill Mode Select bit  
1 = Starts the buffer filling the first half of the buffer on the first interrupt and the second half of the buffer on next interrupt  
0 = Always starts filling the buffer from the start address.
- bit 0      **ALTS:** Alternate Input Sample Mode Select bit  
1 = Uses channel input selects for Sample MUXA on first sample and Sample MUXB on next sample  
0 = Always uses channel input selects for Sample MUXA



**REGISTER 23-7: AD1CSSH: ADC1 INPUT SCAN SELECT REGISTER HIGH<sup>(1)</sup>**

R/W-0	R/W-0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0
CSS31	CSS30	—	—	—	CSS26 <sup>(2)</sup>	CSS25 <sup>(2)</sup>	CSS24 <sup>(2)</sup>
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 **CSS31:** ADC1 Input Scan Selection bit

1 = Selects CTMU capacitive and time measurement for input scan (Open)

0 = Skips CTMU capacitive and time measurement for input scan (Open)

bit 14 **CSS30:** ADC1 Input Scan Selection bit

1 = Selects CTMU on-chip temperature measurement for input scan (CTMU TEMP)

0 = Skips CTMU on-chip temperature measurement for input scan (CTMU TEMP)

bit 13-11 **Unimplemented:** Read as '0'

bit 10 **CSS26:** ADC1 Input Scan Selection bit<sup>(2)</sup>

1 = Selects OA3/AN6 for input scan

0 = Skips OA3/AN6 for input scan

bit 9 **CSS25:** ADC1 Input Scan Selection bit<sup>(2)</sup>

1 = Selects OA2/AN0 for input scan

0 = Skips OA2/AN0 for input scan

bit 8 **CSS24:** ADC1 Input Scan Selection bit<sup>(2)</sup>

1 = Selects OA1/AN3 for input scan

0 = Skips OA1/AN3 for input scan

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

**Note 1:** All AD1CSSH bits can be selected by user software. However, inputs selected for scan, without a corresponding input on the device, convert VREFL.

**2:** The OAx input is used if the corresponding op amp is selected (OPMODE (CMxCON<10>) = 1); otherwise, the ANx input is used.

**REGISTER 25-7: CVRCON: COMPARATOR VOLTAGE REFERENCE CONTROL REGISTER**

U-0	R/W-0	U-0	U-0	U-0	R/W-0	U-0	U-0
—	CVR2OE <sup>(1)</sup>	—	—	—	VREFSEL	—	—
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
CVREN	CVR1OE <sup>(1)</sup>	CVRR	CVRSS <sup>(2)</sup>	CVR3	CVR2	CVR1	CVR0
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 **CVR2OE:** Comparator Voltage Reference 2 Output Enable bit<sup>(1)</sup>

1 = (AVDD – AVSS)/2 is connected to the CVREF2O pin

0 = (AVDD – AVSS)/2 is disconnected from the CVREF2O pin

bit 13-11 **Unimplemented:** Read as '0'

bit 10 **VREFSEL:** Comparator Voltage Reference Select bit

1 = CVREFIN = VREF+

0 = CVREFIN is generated by the resistor network

bit 9-8 **Unimplemented:** Read as '0'

bit 7 **CVREN:** Comparator Voltage Reference Enable bit

1 = Comparator voltage reference circuit is powered on

0 = Comparator voltage reference circuit is powered down

bit 6 **CVR1OE:** Comparator Voltage Reference 1 Output Enable bit<sup>(1)</sup>

1 = Voltage level is output on the CVREF1O pin

0 = Voltage level is disconnected from then CVREF1O pin

bit 5 **CVRR:** Comparator Voltage Reference Range Selection bit

1 = CVRSRC/24 step-size

0 = CVRSRC/32 step-size

bit 4 **CVRSS:** Comparator Voltage Reference Source Selection bit<sup>(2)</sup>

1 = Comparator voltage reference source, CVRSRC = (VREF+) – (AVSS)

0 = Comparator voltage reference source, CVRSRC = AVDD – AVSS

bit 3-0 **CVR<3:0>** Comparator Voltage Reference Value Selection  $0 \leq \text{CVR<3:0>} \leq 15$  bits

When CVRR = 1:

$\text{CVREFIN} = (\text{CVR<3:0>}/24) \cdot (\text{CVRSRC})$

When CVRR = 0:

$\text{CVREFIN} = (\text{CVRSRC}/4) + (\text{CVR<3:0>}/32) \cdot (\text{CVRSRC})$

**Note 1:** CVR<sub>x</sub>OE overrides the TRIS<sub>x</sub> and the ANSEL<sub>x</sub> bit settings.

**2:** In order to operate with CVRSS = 1, at least one of the comparator modules must be enabled.



**Revision D (December 2011)**

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

All other major changes are referenced by their respective section in Table A-3.

**TABLE A-3: MAJOR SECTION UPDATES**

Section Name	Update Description
<b>“16-bit Microcontrollers and Digital Signal Controllers (up to 512-Kbyte Flash and 48-Kbyte SRAM) with High-Speed PWM, Op amps, and Advanced Analog”</b>	Removed the Analog Comparators column and updated the Op amps/Comparators column in Table 1 and Table 2.
<b>Section 21.0 “Enhanced CAN (ECAN™) Module (dsPIC33EPXXXGP/MC50X Devices Only)”</b>	Updated the CANCKS bit value definitions in CiCTRL1: ECAN Control Register 1 (see Register 21-1).
<b>Section 30.0 “Electrical Characteristics”</b>	Updated the VBOR specifications and/or its related note in the following electrical characteristics tables: <ul style="list-style-type: none"><li>• Table 30-1</li><li>• Table 30-4</li><li>• Table 30-12</li><li>• Table 30-14</li><li>• Table 30-15</li><li>• Table 30-16</li><li>• Table 30-56</li><li>• Table 30-57</li><li>• Table 30-58</li><li>• Table 30-59</li><li>• Table 30-60</li></ul>

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