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Applications of "<u>Embedded -</u> <u>Microcontrollers</u>"

Details

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Product Status	Active
Core Processor	PIC
Core Size	16-Bit
Speed	40 MIPs
Connectivity	CANbus, I ² C, IrDA, LINbus, PMP, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	21
Program Memory Size	128KB (43K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8K 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	Through Hole
Package / Case	28-DIP (0.300", 7.62mm)
Supplier Device Package	28-SPDIP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24hj128gp502-i-sp

Email: info@E-XFL.COM

Address: Room A, 16/F, Full Win Commercial Centre, 573 Nathan Road, Mongkok, Hong Kong

PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 AND PIC24HJ128GPX02/X04 PRODUCT FAMILIES

The device names, pin counts, memory sizes and peripheral availability of each device are listed below. The following pages show their pinout diagrams.

TABLE 1:PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 AND PIC24HJ128GPX02/X04
CONTROLLER FAMILIES

					Re	ma	ppable	Per	iphe	ral						JL)			
Device	Pins	Program Flash Memory (Kbyte)	RAM (Kbyte) ⁽¹⁾	Remappable Pins	16-bit Timer ⁽²⁾	Input Capture	Output Compare Standard PWM	NART	IdS	ECANTM	External Interrupts ⁽³⁾	RTCC	I ² C ™	CRC Generator	10-bit/12-bit ADC (Channels)	Analog Comparator (2 Channels/Voltage Regulat	8-bit Parallel Master Port (Address Lines)	I/O Pins	Packages
PIC24HJ128GP504	44	128	8	26	5	4	4	2	2	1	3	1	1	1	13	1/1	11	35	QFN TQFP
PIC24HJ128GP502	28	128	8	16	5	4	4	2	2	1	3	1	1	1	10	1/0	2	21	SPDIP SOIC QFN-S
PIC24HJ128GP204	44	128	8	26	5	4	4	2	2	0	3	1	1	1	13	1/1	11	35	QFN TQFP
PIC24HJ128GP202	28	128	8	16	5	4	4	2	2	0	3	1	1	1	10	1/0	2	21	SPDIP SOIC QFN-S
PIC24HJ64GP504	44	64	8	26	5	4	4	2	2	1	3	1	1	1	13	1/1	11	35	QFN TQFP
PIC24HJ64GP502	28	64	8	16	5	4	4	2	2	1	3	1	1	1	10	1/0	2	21	SPDIP SOIC QFN-S
PIC24HJ64GP204	44	64	8	26	5	4	4	2	2	0	3	1	1	1	13	1/1	11	35	QFN TQFP
PIC24HJ64GP202	28	64	8	16	5	4	4	2	2	0	3	1	1	1	10	1/0	2	21	SPDIP SOIC QFN-S
PIC24HJ32GP304	44	32	4	26	5	4	4	2	2	0	3	1	1	1	13	1/1	11	35	QFN TQFP
PIC24HJ32GP302	28	32	4	16	5	4	4	2	2	0	3	1	1	1	10	1/0	2	21	SPDIP SOIC QFN-S

Note 1: RAM size is inclusive of 2 Kbytes of DMA RAM for all devices except PIC24HJ32GP302/304, which include 1 Kbyte of DMA RAM.

2: Only four out of five timers are remappable.

3: Only two out of three interrupts are remappable.

PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 AND PIC24HJ128GPX02/X04

Pin Diagrams



3.0 CPU

- Note 1: This data sheet summarizes the features of the PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 families of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to Section 2. "CPU" (DS70204) of the "dsPIC33F/PIC24H Family Reference Manual", which is available from the Microchip web site (www.microchip.com).
 - 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.

3.1 Overview

The PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 CPU module has a 16-bit (data) modified Harvard architecture with an enhanced instruction set and addressing modes. The CPU has a 24-bit instruction word with a variable length opcode field. The Program Counter (PC) is 23 bits wide and addresses up to 4M x 24 bits of user program memory space. The actual amount of program memory implemented varies by device. A single-cycle instruction prefetch mechanism is used to help maintain throughput and provides predictable execution. All instructions execute in a single cycle, with the exception of instructions that change the program flow, the double word move (MOV.D) instruction and the table instructions. Overhead-free, single-cycle program loop constructs are supported using the REPEAT instruction, which is interruptible at any point.

The PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 devices have sixteen, 16-bit working registers in the programmer's model. Each of the working registers can serve as a data, address or address offset register. The 16th working register (W15) operates as a software Stack Pointer (SP) for interrupts and calls.

The PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 instruction set includes many addressing modes and is designed for optimum C compiler efficiency. For most instructions, the PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 is capable of executing a data (or program data) memory read, a working register (data) read, a data memory write and a program (instruction) memory read per instruction cycle. As a result, three parameter instructions can be supported, allowing A + B = C operations to be executed in a single cycle.

A block diagram of the CPU is shown in Figure 3-1, and the programmer's model for the PIC24HJ32GP302/ 304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/ X04 is shown in Figure 3-2.

3.2 Data Addressing Overview

The data space can be linearly addressed as 32K words or 64 Kbytes using an Address Generation Unit (AGU). The upper 32 Kbytes of the data space memory map can optionally be mapped into program space at any 16K program word boundary defined by the 8-bit Program Space Visibility Page (PSVPAG) register. The program to data space mapping feature lets any instruction access program space as if it were data space.

The data space also includes 2 Kbytes of DMA RAM, which is primarily used for DMA data transfers, but may be used as general purpose RAM.

4.2 Data Address Space

The PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 CPU has a separate 16-bit wide data memory space. The data space is accessed using separate Address Generation Units (AGUs) for read and write operations. The data memory maps are shown in Figure 4-3 and Figure 4-4.

All Effective Addresses (EAs) in the data memory space are 16 bits wide and point to bytes within the data space. This arrangement gives a data space address range of 64 Kbytes or 32K words. The lower half of the data memory space (that is, when EA<15> = 0) is used for implemented memory addresses, while the upper half (EA<15> = 1) is reserved for the Program Space Visibility area (see Section 4.6.3 "Reading Data from Program Memory Using Program Space Visibility").

PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 devices implement up to 8 Kbytes of data memory. Should an EA point to a location outside of this area, an all-zero word or byte is returned.

4.2.1 DATA SPACE WIDTH

The data memory space is organized in byte addressable, 16-bit wide blocks. Data is aligned in data memory and registers as 16-bit words, but all data space EAs resolve to bytes. The Least Significant Bytes (LSBs) of each word have even addresses, while the Most Significant Bytes (MSBs) have odd addresses.

4.2.2 DATA MEMORY ORGANIZATION AND ALIGNMENT

To maintain backward compatibility with PIC[®] MCU devices and improve data space memory usage efficiency, the PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 instruction set supports both word and byte operations. As a consequence of byte accessibility, all effective address calculations are internally scaled to step through word-aligned memory. For example, the core recognizes that Post-Modified Register Indirect Addressing mode [Ws++] results in a value of Ws + 1 for byte operations and Ws + 2 for word operations.

A data byte read, reads the complete word that contains the byte, using the LSB of any EA to determine which byte to select. The selected byte is placed onto the LSB of the data path. That is, data memory and registers are organized as two parallel byte-wide entities with shared (word) address decode but separate write lines. Data byte writes only write to the corresponding side of the array or register that matches the byte address. All word accesses must be aligned to an even address. Misaligned word data fetches are not supported, so care must be taken when mixing byte and word operations, or translating from 8-bit MCU code. If a misaligned read or write is attempted, an address error trap is generated. If the error occurred on a read, the instruction underway is completed. If the error occurred on a write, the instruction is executed but the write does not occur. In either case, a trap is then executed, allowing the system and/or user application to examine the machine state prior to execution of the address Fault.

All byte loads into any W register are loaded into the Least Significant Byte. The Most Significant Byte is not modified.

A sign-extend instruction (SE) is provided to allow user applications to translate 8-bit signed data to 16-bit signed values. Alternatively, for 16-bit unsigned data, user applications can clear the MSB of any W register by executing a zero-extend (ZE) instruction on the appropriate address.

4.2.3 SFR SPACE

The first 2 Kbytes of the Near Data Space, from 0x0000 to 0x07FF, is primarily occupied by Special Function Registers (SFRs). These are used by the PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 core and peripheral modules for controlling the operation of the device.

SFRs are distributed among the modules that they control, and are generally grouped together by module. Much of the SFR space contains unused addresses; these are read as '0'.

Note: The actual set of peripheral features and interrupts varies by the device. Refer to the corresponding device tables and pinout diagrams for device-specific information.

4.2.4 NEAR DATA SPACE

The 8 Kbyte area between 0x0000 and 0x1FFF is referred to as the near data space. Locations in this space are directly addressable via a 13-bit absolute address field within all memory direct instructions. Additionally, the whole data space is addressable using MOV instructions, which support Memory Direct Addressing mode with a 16-bit address field, or by using Indirect Addressing mode using a working register as an address pointer.

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
BSRAM	0750	_	_		—	—	_	—	—	-	—	—	_		IW_BSR	IR_BSR	RL_BSR	0000
SSRAM	0752	—	_	—	—	—	—	—	—	—	—	—	—	—	IW_SSR	IR_SSR	RL_SSR	0000

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

Note 1: This register is not present in devices with 32K Flash (PIC24HJ32GP302/304).

TABLE 4-33: NVM REGISTER MAP

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
NVMCON	0760	WR	WREN	WRERR	-	—	—	-	—	-	ERASE	-	-		NVMO	P<3:0>		0000
NVMKEY	0766	_	_	_	_	_	_	_	_				NVMKE	Y<7:0>				0000

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

TABLE 4-34: PMD REGISTER MAP

	-																	
File Na	me 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
PMD1	0770	T5MD	T4MD	T3MD	T2MD	T1MD		_	—	I2C1MD	U2MD	U1MD	SPI2MD	SPI1MD	—	C1MD	AD1MD	0000
PMD2	0772	IC8MD	IC7MD	_	_	_	_	IC2MD	IC1MD	_	_	_	_	OC4MD	OC3MD	OC2MD	OC1MD	0000
PMD3	0774	_	_	_	_	_	CMPMD	RTCCMD	PMPMD	CRCMD			_	_	_	_	_	0000

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

NVMCON: FLASH MEMORY CONTROL REGISTER

5.6 Flash Memory Control Registers

REGISTER 5-1:

R/SO-0 ⁽¹⁾	R/W-0 ⁽¹⁾	R/W-0 ⁽¹⁾	U-0	U-0	U-0	U-0	U-0
WR	WREN	WRERR	—	—	—		—
bit 15							bit 8
U-0	R/W-0 ⁽¹⁾	U-0	U-0	R/W-0 ⁽¹⁾	R/W-0 ⁽¹⁾	R/W-0 ⁽¹⁾	R/W-0 ⁽¹⁾
	ERASE	—	—		NVMOP	><3:0>(2)	
bit 7							bit 0
Legend:		SO = Settal	ole only bit				
R = Readable	bit	W = Writabl	e bit	U = Unimple	mented bit, read	l as '0'	
-n = Value at P	POR	'1' = Bit is s	et	'0' = Bit is cle	eared	x = Bit is unkr	nown
bit 15	WR: Write Cont	rol bit					
	1 = Initiates a F	lash memor	y program or	erase operation	on. The operation	on is self-timed	and the bit is
	cleared by l	hardware on	ce operation i	s complete	0		
hit 14	WREN: Write Fi	nahle hit			C		
bit 14	1 = Enable Flas	sh program/e	rase operatio	ns			
	0 = Inhibit Flash	n program/er	ase operation	IS			
bit 13	WRERR: Write	Sequence E	ror Flag bit				
	1 = An imprope	r program or	erase seque	nce attempt or	termination has	occurred (bit i	s set
	automatical	lly on any se	attempt of th	e WR bit)			
bit 10 7	0 = The program	m or erase o	,	pleted normally	y		
bit 6		u. Redu ds (Program Ena) hle hit				
Sit 0	1 = Perform the	erase opera	ation specified	by NVMOP<	3.0> on the next	WR command	1
	0 = Perform the	e program op	eration specif	ied by NVMO	P<3:0> on the n	ext WR comma	and
bit 5-4	Unimplemente	d: Read as ')'				
bit 3-0	NVMOP<3:0>:	NVM Operati	on Select bits	₃ (2)			
	If ERASE = 1:						
	1111 = Memory	v bulk erase o	operation				
	1101 = Erase G	eneral Seon	nent				
	1100 = Erase S	ecure Segm	ent				
	1011 = Reserve	ed					
	0011 = No oper	ation v nage erase	operation				
	0001 = No oper	ation	operation				
	0000 = Erase a	single Confi	guration regis	ter byte			
	If ERASE = 0:						
	1111 = No oper	ation					
	1110 = Reserve	ed					
	1101 = No oper	ation					
	1011 = Reserve	ed					
	0011 = Memory	word progra	m operation				
	0010 = No oper	ation					
	0001 = Memory	row program	n operation	aister hvte			
			mguration ie	gister byte			
Note 1: The	ese bits can only b	be reset on a	POR.				

2: All other combinations of NVMOP<3:0> are unimplemented.

REGISTER 7-8: IFS3: INTERRUPT FLAG STATUS REGISTER 3

U-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0	U-0	
	RTCIF	DMA5IF	_	_	—	—	_	
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 = Unimpler	mented bit, read	as '0'		
-n = Value at F	POR	'1' = Bit is set		'0' = Bit is cle	ared	x = Bit is unkr	iown	
bit 15	Unimplemen	ted: Read as '	O'					
bit 14	RTCIF: Real-Time Clock and Calendar Interrupt Flag Status bit							
	1 = Interrupt r	equest has occ	curred					
	0 = Interrupt r	equest has not	t occurred					
bit 13	DMA5IF: DM	A Channel 5 Da	ata Transfer C	omplete Interr	upt Flag Status	bit		

- 1 = Interrupt request has occurred
 - 0 = Interrupt request has not occurred
- bit 12-0 Unimplemented: Read as '0'

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
_		C1IP<2:0> ⁽¹⁾				C1RXIP<2:0>(1)	
oit 15							bit
U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—		SPI2IP<2:0>		—		SPI2EIP<2:0>	
oit 7							bit
Legend:							
R = Readab	le bit	W = Writable b	bit	U = Unimple	emented bit, re	ad as '0'	
-n = Value a	t POR	'1' = Bit is set		'0' = Bit is cl	eared	x = Bit is unkr	iown
oit 15	Unimpleme	nted: Read as '0	,	(1)			
oit 14-12	C1IP<2:0>:	ECAN1 Event In	terrupt Prior	ity bits(")			
	111 = Interr	upt is priority 7 (n	lignest priori	ty interrupt)			
	•						
	•						
	001 = Interr 000 = Interr	upt is priority 1 upt source is disa	abled				
bit 11	Unimpleme	nted: Read as '0	,				
bit 10-8	C1RXIP<2:0	>: ECAN1 Rece	ive Data Re	ady Interrupt P	riority bits ⁽¹⁾		
	111 = Interr	upt is priority 7 (h	ighest priori	ty interrupt)			
	•						
	•						
	001 = Interr	upt is priority 1					
	000 = Interr	upt source is disa	abled				
bit 7	Unimpleme	nted: Read as '0	,				
bit 6-4	SPI2IP<2:0	SPI2 Event Interpreter SPI2 Event Interpreter	errupt Priori	ty bits			
	111 = Interr	upt is priority 7 (h	ighest priori	ty interrupt)			
	•						
	•						
	001 = Interr	upt is priority 1					
	000 = Interr	upt source is disa	abled				
pit 3	Unimpleme	nted: Read as '0	,				
oit 2-0	SPI2EIP<2:	0>: SPI2 Error In	terrupt Prior	ity bits			
	111 = Interr	upt is priority 7 (h	lighest priori	ty interrupt)			
	•						
	•						
	001 = Interr	upt is priority 1					

000 = Interrupt source is disabled

Note 1: Interrupts disabled on devices without ECAN[™] modules.

11.0 **I/O PORTS**

- Note 1: This data sheet summarizes the features of the PIC24HJ32GP302/304. PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 of families devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet. refer to Section 10. "I/O Ports" (DS70193) of the "dsPIC33F/PIC24H 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.

All of the device pins (except VDD, VSS, MCLR and OSC1/CLKI) are shared among the peripherals and the parallel I/O ports. All I/O input ports feature Schmitt Trigger inputs for improved noise immunity.

11.1 Parallel I/O (PIO) Ports

Generally a parallel I/O port that shares a pin with a peripheral is subservient to the peripheral. The peripheral's output buffer data and control signals are provided to a pair of multiplexers. The multiplexers select whether the peripheral or the associated port has ownership of the output data and control signals of the I/O pin. The logic also prevents "loop through", in which a port's digital output can drive the input of a peripheral that shares the same pin. Figure 11-1 shows how ports are shared with other peripherals and the associated I/O pin to which they are connected.

When a peripheral is enabled and the peripheral is actively driving an associated pin, the use of the pin as a general purpose output pin is disabled. The I/O pin can be read, but the output driver for the parallel port bit is disabled. If a peripheral is enabled, but the peripheral is not actively driving a pin, that pin can be driven by a port.

All port pins have three registers directly associated with their operation as digital I/O. The data direction register (TRISx) determines whether the pin is an input or an output. If the data direction bit is a '1', then the pin is an input. All port pins are defined as inputs after a Reset. Reads from the latch (LATx) read the latch. Writes to the latch write the latch. Reads from the port (PORTx) read the port pins, while writes to the port pins write the latch.

Any bit and its associated data and control registers that are not valid for a particular device is disabled. This means the corresponding LATx and TRISx registers and the port pin are read as zeros.

When a pin is shared with another peripheral or function that is defined as an input only, it is nevertheless regarded as a dedicated port because there is no other competing source of outputs.



FIGURE 11-1: **BLOCK DIAGRAM OF A TYPICAL SHARED PORT STRUCTURE**

16.0 SERIAL PERIPHERAL INTERFACE (SPI)

- Note 1: This data sheet summarizes the features PIC24HJ32GP302/304, of the PIC24HJ64GPX02/X04 and PIC24HJ128GPX02/X04 families of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to Section 18. "Serial Peripheral Interface (SPI)" (DS70206) of the "dsPIC33F/PIC24H 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 Serial Peripheral Interface (SPI) module is a synchronous serial interface useful for communicating with other peripheral or microcontroller devices. These peripheral devices can be serial EEPROMs, shift registers, display drivers, analog-to-digital converters, etc. The SPI module is compatible with Motorola[®] SPI and SIOP.

Each SPI module consists of a 16-bit shift register, SPIxSR (where x = 1 or 2), used for shifting data in and out, and a buffer register, SPIxBUF. A control register, SPIxCON, configures the module. Additionally, a status register, SPIxSTAT, indicates status conditions.

The serial interface consists of 4 pins:

- · SDIx (serial data input)
- SDOx (serial data output)
- <u>SCKx</u> (shift clock input or output)
- SSx (active-low slave select)

In Master mode operation, SCK is a clock output. In Slave mode, it is a clock input.



FIGURE 16-1: SPI MODULE BLOCK DIAGRAM

REGISTER 18-2: UXSTA: UARTX STATUS AND CONTROL REGIST

RW-0 RW-0 RW-0 RW-0 RW-0 RW-0 R-0 R-1 UTXISEL1 UTXINV UTXISEL0 - UTXBRK UTXBRK UTXBF TRMT bit 15 bit 5 bit 8 bit 8 bit 8 bit 8 RW-0 RW-0 R-1 R-0 R-0 R/C-0 R-0 URXISEL<1:0> ADDEN RIDLE PERR FERR OERR URXDA bit 7 bit 0 Unimplemented bit, read as 0'								
UTXISEL1 UTXINV UTXISEL0 — UTXBRK UTXEN ⁽¹⁾ UTXBF TRMT bit 15 bit 8 bit 8 bit 8 RW-0 RW-0 R-1 R-0 R-0 R/C-0 R-0 URXISEL<(1:0> ADDEN RIDLE PERR FERR OERR URXDA bit 7 bit 0 bit 0 bit 0 bit 0 bit 0 Lagand: HC = Hardware cleared C = Clear only bit read as '0', n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown bit 15,13 UTXISEL OTXISEL o the transmit shift Register, and as a result, the transmit biffer becomes empty 1 = Interrupt when a character is transferred to the Transmit Shift Register, and as a result, the transmit buffer becomes empty 1 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer) bit 14 UTXINV: Transmit Polarity Inversion bit ff IREN = 0; 1 = UTXINV Ide state is '0' 0 = UXTX Ide state is '1' 0 = Transmit Buffer Full Status bit (read-only) 1 = Transmit meabled. UXTX	R/W-0	R/W-0	R/W-0	U-0	R/W-0 HC	R/W-0	R-0	R-1
bit 15 bit 8 bit 15 bit 8 RW-0 RW-0 R-1 R-0 R/C-0 R-0 URXISEL<1.0> ADDEN RIDLE PERR FERR OERR URXDA bit 7 bit 0 bit 0 bit 0 bit 0 Logend: HC = Hardware cleared C = Clear only bit R = Readable bit W = Writable bit U = Unimplemented bit, read as '0' -n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown bit 15,13 UTXISEL<1:0>: Transmission Interrupt Mode Selection bits 11 = Reserved; do not use 10 = Interrupt when a character is transferred to the Transmit Shift Register, and as a result, the transmit buffer becomes enpity 01 = Interrupt when a character is shifted out of the Transmit Shift Register, all transmit operations are completed bit on entracter open in the transmit buffer becames enpity 01 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer becames enpity 01 = IntraNet encoded UXTX Kide state is '1' 0 = URTX Vide state is '1' 1 = UTXIN VIC state state is '1' 0 = UXTX Kide state is '1' 1 = UTXA® encoded UXTX Kide state is '1' 0 = UXTX Kide state is '1' 0 = UXTX Kide state is '1' 1 =	UTXISEL1	UTXINV	UTXISEL0	—	UTXBRK	UTXEN ⁽¹⁾	UTXBF	TRMT
RW-0 R/W-0 R-1 R-0 R-0 R/C-0 R-0 URXISEL<1:0> ADDEN RIDLE PERR FERR OERR URXDA bit 7 bit 0 bit 0 bit 0 bit 0 bit 0 Legend: HC = Hardware cleared C = Clear only bit R Readable bit W = Writable bit U = Unimplemented bit, read as '0' -n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown bit 15.13 UTXISEL<1:0>: Transmission Interrupt Mode Selection bits 11 = Reserved; do not use 10 = Interrupt when a character is transferred to the Transmit Shift Register, and as a result, the transmit buffer becomes empty 01 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer) 00 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer) bit 14 UTXINV: Transmit Polarity Inversion bit If IREN = 0; 1 I = IrDA® encoded UXTX Idle state is '1' 0 = UXTX Idle state is '0' 1 I = UTA® encoded UXTX Idle state is '1' 0 = IrDA® encoded UXTX Idle state is '0' 1 State at transmission disabled or completion 0 Sync Break transmission disable	bit 15							bit 8
RW-0 RW-0 R-1 R-0 R-0 R/C-0 R-0 URXISEL<1:0> ADDEN RIDLE PERR FERR OERR URXDA bit7 bit0 bit0 bit0 bit0 bit0 Legend: HC = Hardware cleared C = Clear only bit R Readable bit W = Writable bit U = Unimplemented bit, read as '0'								
URXISEL<1:0> ADDEN RIDLE PERR FERR OERR URXDA bit 0 Legend: HC = Hardware cleared C = Clear only bit Bit 0 Legend: HC = Hardware cleared C = Clear only bit R = Readable bit W = Writable bit U = Unimplemented bit, read as '0' -n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown bit 15,13 UTXISEL<1:0>: Transmission Interrupt Mode Selection bits 11 = Reserved; do not use 10 = Interrupt when a character is shifted out of the Transmit Shift Register, and as a result, the transmit buffer becomes empty 01 = Interrupt when the clast character is shifted out of the Transmit Shift Register; all transmit operations are completed 00 = Interrupt when the acharacter is shifted out of the Transmit Shift Register; all transmit operations are completed 00 = Interrupt when the acharacter open in the transmit buffer) bit 14 UTXINV: Transmit Polarity Inversion bit If IREN = 0; 1 = UxTX Idle state is '0' 0 = UxTX Idle state is '1' 1 = InD ² 0 = UxTX Idle state is '0' bit 12 Unimplemented: Read as '0' 1 = Transmit Buffer Polarity Inversion disabled or completed bit 11 UTXBRK: Transmit Brakek bit 1 = Send Syne Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completein 0 = Sy	R/W-0	R/W-0	R/W-0	R-1	R-0	R-0	R/C-0	R-0
bit 7 bit 0 bit 7 bit 7 bit 0 bit 7 bit 7 bit 0 bit 1 bit 7 bit 0 bit 1 bit 2 bit 4	URXISI	EL<1:0>	ADDEN	RIDLE	PERR	FERR	OERR	URXDA
Legend: HC = Hardware cleared C = Clear only bit R = Readable bit W = Writable bit U = Unimplemented bit, read as '0' -n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown bit 15,13 UTXISEL<1:0>: Transmission Interrupt Mode Selection bits 11 = Reserved; do not use 10 = Interrupt when a character is transferred to the Transmit Shift Register, and as a result, the transmit buffer becomes empty 01 = Interrupt when a character is shifted out of the Transmit Shift Register (this implies there is at least one character open in the transmit buffer) 012 = Interrupt when a character is shifted out of the Transmit Shift Register (this implies there is at least one character open in the transmit buffer) bit 14 UTXINV: Transmit Polarity Inversion bit If IREN = 0; I = UNTX Idle state is '1' 0 = InDA® encoded UXTX Idle state is '1' 0 = InDA® encoded UXTX Idle state is '0' bit 11 UTXBRK: Transmit Break bit 1 = Send Sync Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion 0 = Sync Break transmitsoind disabled or completed 1 = Transmit tablebit.01* 1 = Transmit enable bit1* 1 = Transmit disabled, any pending transmission is aborted and buffer is reset. UXTX pin controlled by yopt bit 10 UTXEF: Transmit Buffer Full Statu	bit 7							bit 0
Legend: HC = Hardware Cleared C = Clear only bit R = Readable bit W = Writable bit U = Unimplemented bit, read as '0' -n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown bit 15,13 UTXISEL<1:0: Transmission Interrupt Mode Selection bits	-]
R = Readable bit W = Writable bit U = Unimplemented bit, read as '0' -n = Value at POR '1' = Bit is set '0' = Bit is cleared x = Bit is unknown bit 15,13 UTXISEL<1:0>: Transmission Interrupt Mode Selection bits 11 = Reserved; do not use 10 = Interrupt when a character is transferred to the Transmit Shift Register, and as a result, the transmit buffer becomes empty 01 = Interrupt when the last character is shifted out of the Transmit Shift Register, all transmit operations are completed 00 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer) bit 14 UTXINV: Transmit Polarity Inversion bit If IREN = 0: 1 = UxTX Idle state is '0' 0 = UxTX Idle state is '0' 1 = UxTX Idle state is '1' 1 = InDA [®] encoded UxTX Idle state is '1' 0 = InDA [®] encoded UxTX Idle state is '0' bit 12 Unimplemented: Read as '0' bit 11 UTXBRK: Transmit Break bit 1 = Send Sync Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completed bit 10 UTXER: Transmit Enable bit ⁽¹⁾ 1 = Transmit dnabled, UXTX pin controlled by UARTX 0 = Transmit dnabled, UXTX pin controlled by UARTX 0 = Transmit dusfled, any pending transmission is aborted and buffer is reset. UxTX pin controlled by port bit 8 TRMT: Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is not full, at least one more character can be written bit 8 TRMT: Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is not full, at least one more character can be written bit 8 TRMT: Transmit Shift Register is not full, at least one more character can be written bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 11 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set when any character is rec	Legend:		HC = Hardwar	e cleared	C = Clear onl	y bit		
 -n = Value at POR 1'1' = Bit is set 0' = Bit is cleared x = Bit is unknown bit 15,13 UTXISEL<1:0>: Transmission Interrupt Mode Selection bits 11 = Reserved; do not use 10 = Interrupt when a character is transferred to the Transmit Shift Register, and as a result, the transmit buffer becomes empty 01 = Interrupt when the last character is shifted out of the Transmit Shift Register; all transmit operations are completed 00 = Interrupt when a character is transferred to the Transmit Shift Register; all transmit operations are completed 00 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer) bit 14 UTXINV: Transmit Polarity Inversion bit firence = 0; 1 = UxTX Idle state is '0' 0 = UXTX Idle state is '1' 0 = IrDA® encoded UXTX Idle state is '1' 0 = IrDA® encoded UXTX Idle state is '1' 0 = IrDA® encoded UXTX Idle state is '0' bit 11 UTXBRK: Transmit Break bit 1 = Send Sync Break on next transmission - Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion 0 = Sync Break transmission disabled or completed bit 10 UTXEN: Transmit Enableb bit⁽¹⁾ 1 = Transmit disabled, any pending transmission is aborted and buffer is reset. UxTX pin controlled by port 1 = Transmit buffer is not full, at least one more character can be written bit 8 TRMT: Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is empty and transmission is in progress or queued bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 1 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set when any character is received and transfered full (i.e., has 3 data characters) 10 = Interupt is set when any char	R = Readable	bit	W = Writable b	bit	U = Unimpler	nented bit, read	as '0'	
bit 15,13 UTXISEL<1:0>: Transmission Interrupt Mode Selection bits 1 = Reserved; do not use 10 = Interrupt when a character is transferred to the Transmit Shift Register, and as a result, the transmit buffer becomes empty 0 = Interrupt when a character is transferred to the Transmit Shift Register; all transmit operations are completed 00 = Interrupt when a character is transferred to the Transmit Shift Register (this implies there is at least one character open in the transmit buffer) bit 14 UTXINV: Transmit Polarity Inversion bit 17 I = UxTX Idle state is '0' 0 = UxTX Idle state is '0' 0 = UxTX Idle state is '1' 1 = InDA® encoded UxTX Idle state is '1' 0 = InDA® encoded UxTX Idle state is '1' 1 = InDA® encoded UxTX Idle state is '0' bit 12 Unimplemented: Read as '0' bit 11 UTXBRK: Transmit Break bit 1 = Send Sync Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion 0 = Sync Break transmission disabled or completed bit 10 UTXEN: Transmit Enable bit ⁽¹⁾ 1 = Transmit enabled, uXTX pin controlled by UARTx 0 = Transmit Buffer Full Status bit (read-only) 1 = Transmit Buffer Full Status bit (read-only) 1 = Transmit buffer is full 0 = Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is most und transmission is aported and buffer is reset. UXTX pin controlled by port bit 8 TRMT: Transmit Shift Register is empty and transmitsoin is in progress or queued bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 1 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 3 data characters) 0 × Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 3 data characters) 10 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 3 data characters) 10 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has	-n = Value at F	POR	'1' = Bit is set		'0' = Bit is cle	ared	x = Bit is unkr	nown
bit 12 Unimplemented: Read as '0' bit 11 UTXBRK: Transmit Break bit 1 = Send Sync Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion 0 = Sync Break transmission disabled or completed bit 10 UTXEN: Transmit Enable bit ⁽¹⁾ 1 = Transmit enabled, UxTX pin controlled by UARTx 0 = Transmit disabled, any pending transmission is aborted and buffer is reset. UxTX pin controlled by port bit 9 UTXBF: Transmit Buffer Full Status bit (read-only) 1 = Transmit buffer is full 0 = Transmit buffer is full 0 = Transmit buffer is not full, at least one more character can be written bit 8 TRMT: Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is empty and transmit buffer is empty (the last transmission has completed) 0 = Transmit Shift Register is not empty, a transmission is in progress or queued bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 11 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 3 data characters) 10 = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer. Receive buffer has one or more characters	bit 15,13 bit 14	UTXISEL<1:0 11 = Reserve 10 = Interrupt operatio 00 = Interrupt operatio 00 = Interrupt at least of UTXINV: Tran If IREN = 0: 1 = UxTX Idlo 0 = UxTX Idlo If IREN = 1: 1 = IrDA [®] en 0 = IrDA [®] en	D>: Transmissioned; do not use t when a charact buffer becomes t when the last of ins are completed t when a charact one character of namit Polarity In e state is '0' e state is '1' coded UxTX Idi coded UxTX Idi	In Interrupt M eter is transfe s empty character is s ed eter is transfe pen in the tra version bit	ode Selection I rred to the Trar hifted out of the rred to the Trar insmit buffer)	bits nsmit Shift Regia e Transmit Shift nsmit Shift Regia	ster, and as a r Register; all tr ster (this implie	result, the ansmit as there is
bit 11 UTXBRK: Transmit Break bit 1 = Send Sync Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion 0 = Sync Break transmission disabled or completed bit 10 UTXEN: Transmit Enable bit ⁽¹⁾ 1 = Transmit enabled, UxTX pin controlled by UARTx 0 = Transmit disabled, any pending transmission is aborted and buffer is reset. UxTX pin controlled by port bit 9 UTXBF: Transmit Buffer Full Status bit (read-only) 1 = Transmit buffer is full 0 = Transmit buffer is not full, at least one more character can be written bit 8 TRMT: Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is empty and transmit buffer is empty (the last transmission has completed) 0 = Transmit Shift Register is not empty, a transmission is in progress or queued bit 7-6 URXISEL<10>: Receive Interrupt Mode Selection bits 11 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UxRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters) 0x = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer. Receive buffer As one or more characters	bit 12	Unimplemen	ted: Read as '0)'				
 1 = Send Sync Break on next transmission – Start bit, followed by twelve '0' bits, followed by Stop bit; cleared by hardware upon completion 0 = Sync Break transmission disabled or completed bit 10 UTXEN: Transmit Enable bit⁽¹⁾ 1 = Transmit enabled, UXTX pin controlled by UARTx 0 = Transmit disabled, any pending transmission is aborted and buffer is reset. UxTX pin controlled by port bit 9 UTXBF: Transmit Buffer Full Status bit (read-only) 1 = Transmit buffer is full 0 = Transmit buffer is not full, at least one more character can be written bit 8 TRMT: Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is not empty, a transmission is in progress or queued bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 11 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UXRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters) 0x = Interrupt is set when any character is received and transferred from the UXRSR to the receive buffer. Receive buffer has one or more characters 	bit 11	UTXBRK: Tra	ansmit Break bi	t				
bit 9 UTXBF: Transmit Buffer Full Status bit (read-only) 1 = Transmit buffer is full 0 = Transmit buffer is not full, at least one more character can be written bit 8 TRMT: Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is empty and transmit buffer is empty (the last transmission has completed) 0 = Transmit Shift Register is not empty, a transmission is in progress or queued bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 11 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UxRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters) 0x = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer. Receive buffer has one or more characters	bit 10	 Send Synches Sync Bree Sync Bree UTXEN: Transit Transmit Transmit 	nc Break on nex by hardware upo eak transmissior smit Enable bit enabled, UxTX disabled, any p	tt transmissio on completior disabled or (1) pin controlle bending trans	n – Start bit, fol completed d by UARTx mission is abo	llowed by twelve	; '0' bits, follow	ed by Stop bit; pin controlled
 1 = Transmit buffer is full 0 = Transmit buffer is not full, at least one more character can be written bit 8 TRMT: Transmit Shift Register Empty bit (read-only) 1 = Transmit Shift Register is empty and transmit buffer is empty (the last transmission has completed) 0 = Transmit Shift Register is not empty, a transmission is in progress or queued bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 11 = Interrupt is set on UXRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UXRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters) 0x = Interrupt is set when any character is received and transferred from the UXRSR to the receive buffer. Receive buffer has one or more characters 	hit 9	IITXBE: Tran	smit Buffer Full	Status hit (re	ad-only)			
bit 8 TRMT: Transmit Shift Register Empty bit (read-only)1 = Transmit Shift Register is empty and transmit buffer is empty (the last transmission has completed)0 = Transmit Shift Register is not empty, a transmission is in progress or queuedbit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits11 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 4 data characters)10 = Interrupt is set on UxRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters)0x = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer. Receive buffer has one or more characters	bit 9	1 = Transmit 0 = Transmit	buffer is full buffer is not ful	l, at least one	e more characte	er can be writter	n	
 1 = Transmit Shift Register is empty and transmit buffer is empty (the last transmission has completed) 0 = Transmit Shift Register is not empty, a transmission is in progress or queued bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 11 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UxRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters) 0x = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer. Receive buffer has one or more characters 	bit 8	TRMT: Transi	mit Shift Registe	er Empty bit (read-only)			
bit 7-6 URXISEL<1:0>: Receive Interrupt Mode Selection bits 11 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UxRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters) 0x = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer. Receive buffer has one or more characters		1 = Transmit 0 = Transmit	Shift Register is Shift Register i	empty and tr s not empty, a	ansmit buffer is transmission	s empty (the last is in progress o	transmission h r queued	as completed)
 11 = Interrupt is set on UxRSR transfer making the receive buffer full (i.e., has 4 data characters) 10 = Interrupt is set on UxRSR transfer making the receive buffer 3/4 full (i.e., has 3 data characters) 0x = Interrupt is set when any character is received and transferred from the UxRSR to the receive buffer. Receive buffer has one or more characters 	bit 7-6	URXISEL<1:	0>: Receive Inte	errupt Mode	Selection bits			
		11 = Interrupt 10 = Interrupt 0x = Interrup buffer. F	t is set on UxRS t is set on UxRS t is set when ar Receive buffer h	SR transfer m SR transfer m ny character as one or mo	aking the recei aking the recei is received and ore characters	ve buffer full (i.e ve buffer 3/4 ful d transferred fro	e., has 4 data c l (i.e., has 3 da m the UxRSR	characters) Ita characters) to the receive

Note 1: Refer to **Section 17. "UART"** (DS70232) in the *"dsPIC33F/PIC24H Family Reference Manual"* for information on enabling the UART module for transmit operation.

19.4 ECAN Resources

Many useful resources related to ECAN 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=en532315

19.4.1 KEY RESOURCES

- Section 21. "Enhanced Controller Area Network (ECAN™)" (DS70185)
- Code Samples
- Application Notes
- Software Libraries
- Webinars
- All related dsPIC33F/PIC24H Family Reference Manuals Sections
- Development Tools

PIC24HJ32GP302/304, PIC24HJ64GPX02/X04 AND PIC24HJ128GPX02/X04

REGISTER 19-8: CIEC: ECAN[™] TRANSMIT/RECEIVE ERROR COUNT REGISTER

R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	10	11.0			11.0	100	11.0
			IERRO	JN1<7:0>			
bit 15							bit 8
R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
			RERRO	CNT<7:0>			
bit 7							bit 0
Legend:		C = Writeable b	it, but only	'0' can be written t	o clear the	bit	
R = Readable bi	t	W = Writable bit	t	U = Unimplemer	nted bit, rea	ad as '0'	
-n = Value at PO	R	'1' = Bit is set		'0' = Bit is cleare	d	x = Bit is unkr	nown

bit 15-8	TERRCNT<7:0>: Transmit Error Count bits
bit 7-0	RERRCNT<7:0> : Receive Error Count bits

REGISTER 19-9: CiCFG1: ECAN™ BAUD RATE CONFIGURATION REGISTER 1

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	_	_	—	_	—	_	—
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
SJW	<1:0>			BRF	P<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 15-8	Unimplemented: Read as '0'
bit 7-6	SJW<1:0>: Synchronization Jump Width bits
	11 = Length is 4 x TQ
	$10 = \text{Length is } 3 \times \text{TQ}$
	01 = Length is 2 x TQ
	00 = Length is 1 x TQ
bit 5-0	BRP<5:0>: Baud Rate Prescaler bits
	11 1111 = TQ = 2 x 64 x 1/FCAN
	•
	•
	•
	00 0010 = Tq = 2 x 3 x 1/Fcan
	00 0001 = Tq = 2 x 2 x 1/Fcan
	00 0000 = Tq = 2 x 1 x 1/FCAN

22.2 RTCC Resources

Many useful resources related to RTCC 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=en534555

22.2.1 KEY RESOURCES

- Section 37. "Real-Time Clock and Calendar (RTCC)" (DS70301)
- · Code Samples
- Application Notes
- Software Libraries
- Webinars
- All related dsPIC33F/PIC24H Family Reference Manuals Sections
- Development Tools

TABLE 28-17:	PLL CLOCK TIMING SPECIFICATIONS ($(V_{DD} = 3.0V TO 3.6V)$
		(

AC CHARACTERISTICS			Standard Operating	Operating temperat	g Conditio ure -40° -40°	ons: 3.0V °C ≤ TA ≤ + °C ≤ TA ≤ +	′ to 3.6V ⊦85°C fo ⊦125°C f	(unless otherwise stated) r Industrial or Extended
Param No.	Symbol	Characteris	ristic Min Typ ⁽¹⁾ Max Units					Conditions
OS50	Fplli	PLL Voltage Controlled Oscillator (VCO) Input Frequency Range		0.8	_	8	MHz	ECPLL, HSPLL, XTPLL modes
OS51	Fsys	On-Chip VCO Syster Frequency	m	100	—	200	MHz	—
OS52	TLOCK	PLL Start-up Time (L	ock Time)	0.9	1.5	3.1	mS	—
OS53	DCLK	CLKO Stability (Jitter	r)	-3	0.5	3	%	Measured over 100 ms period

Note 1: Data in "Typ" column is at 3.3V, 25°C unless otherwise stated. Parameters are for design guidance only and are not tested.

2: These parameters are characterized by similarity, but are not tested in manufacturing. This specification is based on clock cycle by clock cycle measurements. To calculate the effective jitter for individual time bases or communication clocks use this formula:

$$Peripheral Clock Jitter = \frac{DCLK}{\sqrt{\frac{FOSC}{Peripheral Bit Rate Clock}}}$$

For example: Fosc = 32 MHz, DCLK = 3%, SPI bit rate clock, (i.e., SCK) is 2 MHz.

$$SPI SCK Jitter = \left[\frac{D_{CLK}}{\sqrt{\left(\frac{32 \ MHz}{2 \ MHz}\right)}}\right] = \left[\frac{3\%}{\sqrt{16}}\right] = \left[\frac{3\%}{4}\right] = 0.75\%$$

TABLE 28-18: AC CHARACTERISTICS: INTERNAL RC ACCURACY

AC CHA	RACTERISTICS	$\begin{array}{ll} \mbox{Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated)} \\ \mbox{Operating temperature} & -40^{\circ}C \leq TA \leq +85^{\circ}C \mbox{ for Industrial} \\ -40^{\circ}C \leq TA \leq +125^{\circ}C \mbox{ for Extended} \end{array}$								
Param No.	Characteristic	Min Typ Max Units Conditions								
	Internal FRC Accuracy @	0 7.3728	MHz ⁽¹⁾							
F20	FRC	-2	—	+2	%	$-40^\circ C \le T A \le +85^\circ C$	VDD = 3.0-3.6V			
	FRC	-5	_	+5	%	$-40^{\circ}C \le TA \le +125^{\circ}C$ VDD = 3.0-3.6V				

Note 1: Frequency calibrated at 25°C and 3.3V. TUN bits can be used to compensate for temperature drift.

TABLE 28-19: INTERNAL RC ACCURACY

АС СН/	ARACTERISTICS	$\begin{array}{llllllllllllllllllllllllllllllllllll$							
Param No.	Characteristic	Min Typ Max Units Conditions							
	LPRC @ 32.768 kHz ⁽¹⁾								
F21	LPRC	-20	±6	+20	%	$-40^{\circ}C \le TA \le +85^{\circ}C$ VDD = 3.0-3.6V			
	LPRC	-30	_	+30	%	$-40^{\circ}C \le TA \le +125^{\circ}C \qquad VDD = 3.0-3.6V$			

Note 1: Change of LPRC frequency as VDD changes.





TABLE 28-21: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER, POWER-UP TIMER TIMING REQUIREMENTS TIMING REQUIREMENTS

АС СНА	AC CHARACTERISTICS			ard Operatin s otherwise ting tempera	g Cond stated) ture -4	litions: 3 40°C ≤ T/ 40°C ≤ T/	3.0V to 3.6V TA \leq +85°C for Industrial TA \leq +125°C for Extended			
Param No.	Symbol	Characteristic ⁽¹⁾	Min	Тур ⁽²⁾	Мах	Conditions				
SY10	TMCL	MCLR Pulse Width (low)	2			μs	-40°C to +85°C			
SY11	Tpwrt	Power-up Timer Period	_	2 4 16 32 64 128	_	ms	-40°C to +85°C User programmable			
SY12	TPOR	Power-on Reset Delay	3	10	30	μs	-40°C to +85°C			
SY13	Tioz	I/O High-Impedance from MCLR Low or Watchdog Timer Reset	0.68	0.72	1.2	μs	—			
SY20	Twdt1	Watchdog Timer Time-out Period	_	_		_	See Section 25.4 "Watchdog Timer (WDT)" and LPRC specification F21 (Table 28-19)			
SY30	Tost	Oscillator Start-up Timer Period	_	1024 Tosc		_	Tosc = OSC1 period			
SY35	TFSCM	Fail-Safe Clock Monitor Delay		500	900	μs	-40°C to +85°C			

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

2: Data in "Typ" column is at 3.3V, 25°C unless otherwise stated.

FIGURE 28-8: OC/PWM MODULE TIMING CHARACTERISTICS



TABLE 28-27: SIMPLE OC/PWM MODE TIMING REQUIREMENTS

AC CHAF	AC CHARACTERISTICS			Standard Operating Conditions: 3.0V to 3.6V(unless otherwise stated)Operating temperature $-40^{\circ}C \le TA \le +85^{\circ}C$ for Industrial $-40^{\circ}C \le TA \le +125^{\circ}C$ for Extended					
Param No.	Symbol	Characteristic ⁽¹⁾	Min Typ Max Units Conditions						
OC15	Tfd	Fault Input to PWM I/O Change	—		Tcy + 20	ns	—		
OC20	TFLT	Fault Input Pulse Width	Tcy + 20	_	_	ns	—		

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

AC CHARA	CTERISTICS		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					
Maximum Data Rate	Master Transmit Only (Half-Duplex)	Master Transmit/Receive (Full-Duplex)	Slave Transmit/Receive (Full-Duplex)	CKE	СКР	SMP		
15 MHz	Table 28-29	—	_	0,1	0,1	0,1		
9 MHz	_	Table 28-30	—	1	0,1	1		
9 MHz	_	Table 28-31	—	0	0,1	1		
15 MHz	_	—	Table 28-32	1	0	0		
11 MHz	_	_	Table 28-33	1	1	0		
15 MHz	_	_	Table 28-34	0	1	0		
11 MHz		_	Table 28-35	0	0	0		

TABLE 28-28: SPIx MAXIMUM DATA/CLOCK RATE SUMMARY

FIGURE 28-9: SPIX MASTER MODE (HALF-DUPLEX, TRANSMIT ONLY CKE = 0) TIMING CHARACTERISTICS



FIGURE 28-10: SPIX MASTER MODE (HALF-DUPLEX, TRANSMIT ONLY CKE = 1) TIMING CHARACTERISTICS







TABLE 28-30:SPIX MASTER MODE (FULL-DUPLEX, CKE = 1, CKP = x, SMP = 1) TIMING
REQUIREMENTS

АС СНА	RACTERIST	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						
Param No.	Symbol	Characteristic ⁽¹⁾	Min Typ ⁽²⁾ Max Units Condition					
SP10	TscP	Maximum SCK Frequency	_	_	9	MHz	See Note 3	
SP20	TscF	SCKx Output Fall Time	—		_	ns	See parameter DO32 and Note 4	
SP21	TscR	SCKx Output Rise Time	—		_	ns	See parameter DO31 and Note 4	
SP30	TdoF	SDOx Data Output Fall Time	—	_		ns	See parameter DO32 and Note 4	
SP31	TdoR	SDOx Data Output Rise Time	—	_		ns	See parameter DO31 and Note 4	
SP35	TscH2doV, TscL2doV	SDOx Data Output Valid after SCKx Edge	—	6	20	ns		
SP36	TdoV2sc, TdoV2scL	SDOx Data Output Setup to First SCKx Edge	30	_		ns		
SP40	TdiV2scH, TdiV2scL	Setup Time of SDIx Data Input to SCKx Edge	30	—	_	ns	—	
SP41	TscH2diL, TscL2diL	Hold Time of SDIx Data Input to SCKx Edge	30	_		ns		

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

2: Data in "Typ" column is at 3.3V, 25°C unless otherwise stated.

3: The minimum clock period for SCKx is 111 ns. The clock generated in Master mode must not violate this specification.

4: Assumes 50 pF load on all SPIx pins.