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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I²C, IrDA, SPI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, LVD, POR, PWM, WDT
Number of I/O	19
Program Memory Size	32KB (11K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	A/D 9x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SSOP (0.209", 5.30mm Width)
Supplier Device Package	28-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24fj32gb002-i-ss

1.0 DEVICE OVERVIEW

This document contains device-specific information for the following devices:

- PIC24FJ32GB002
- PIC24FJ32GB004
- PIC24FJ64GB002
- PIC24FJ64GB004

This family expands on the existing line of Microchip's 16-bit microcontrollers, combining an expanded peripheral feature set and enhanced computational performance with a new connectivity option: USB On-The-Go (OTG). The PIC24FJ64GB004 family provides a new platform for high-performance USB applications which may need more than an 8-bit platform, but do not require the power of a digital signal processor.

1.1 Core Features

1.1.1 16-BIT ARCHITECTURE

Central to all PIC24F devices is the 16-bit modified Harvard architecture, first introduced with Microchip's dsPIC® digital signal controllers. The PIC24F CPU core offers a wide range of enhancements, such as:

- 16-bit data and 24-bit address paths with the ability to move information between data and memory spaces
- Linear addressing of up to 12 Mbytes (program space) and 64 Kbytes (data)
- A 16-element working register array with built-in software stack support
- A 17 x 17 hardware multiplier with support for integer math
- Hardware support for 32 by 16-bit division
- An instruction set that supports multiple addressing modes and is optimized for high-level languages, such as 'C'
- Operational performance up to 16 MIPS

1.1.2 POWER-SAVING TECHNOLOGY

All of the devices in the PIC24FJ64GB004 family incorporate a range of features that can significantly reduce power consumption during operation. Key items include:

- **On-the-Fly Clock Switching:** The device clock can be changed under software control to the Timer1 source or the internal, Low-Power Internal RC Oscillator during operation, allowing the user to incorporate power-saving ideas into their software designs.
- **Doze Mode Operation:** When timing-sensitive applications, such as serial communications, require the uninterrupted operation of peripherals, the CPU clock speed can be selectively reduced, allowing incremental power savings without missing a beat.
- **Instruction-Based Power-Saving Modes:** There are three instruction-based power-saving modes:
  - Idle Mode – The core is shut down while leaving the peripherals active.
  - Sleep Mode – The core and peripherals that require the system clock are shut down, leaving the peripherals active that use their own clock or the clock from other devices.
  - Deep Sleep Mode – The core, peripherals (except RTCC and DSWDT), Flash and SRAM are shut down for optimal current savings to extend battery life for portable applications.

1.1.3 OSCILLATOR OPTIONS AND FEATURES

All of the devices in the PIC24FJ64GB004 family offer five different oscillator options, allowing users a range of choices in developing application hardware. These include:

- Two Crystal modes using crystals or ceramic resonators.
- Two External Clock modes offering the option of a divide-by-2 clock output.
- A Fast Internal RC Oscillator (FRC) with a nominal 8 MHz output, which can also be divided under software control to provide clock speeds as low as 31 kHz.
- A Phase Lock Loop (PLL) frequency multiplier available to the external oscillator modes and the FRC Oscillator, which allows clock speeds of up to 32 MHz.
- A separate Low-Power Internal RC Oscillator (LPRC) with a fixed 31 kHz output, which provides a low-power option for timing-insensitive applications.

The internal oscillator block also provides a stable reference source for the Fail-Safe Clock Monitor. This option constantly monitors the main clock source against a reference signal provided by the internal oscillator and enables the controller to switch to the internal oscillator, allowing for continued low-speed operation or a safe application shutdown.

1.1.4 EASY MIGRATION

Regardless of the memory size, all devices share the same rich set of peripherals, allowing for a smooth migration path as applications grow and evolve. The consistent pinout scheme used throughout the entire family also aids in migrating from one device to the next larger device.

The PIC24F family is pin-compatible with devices in the dsPIC33 family, and shares some compatibility with the pinout schema for PIC18 and dsPIC30 devices. This extends the ability of applications to grow from the relatively simple, to the powerful and complex, yet still selecting a Microchip device.

4.1.1 PROGRAM MEMORY ORGANIZATION

The program memory space is organized in word-addressable blocks. Although it is treated as 24 bits wide, it is more appropriate to think of each address of the program memory as a lower and upper word, with the upper byte of the upper word being unimplemented. The lower word always has an even address, while the upper word has an odd address (Figure 4-2).

Program memory addresses are always word-aligned on the lower word and addresses are incremented or decremented by two during code execution. This arrangement also provides compatibility with data memory space addressing and makes it possible to access data in the program memory space.

4.1.2 HARD MEMORY VECTORS

All PIC24F devices reserve the addresses between 00000h and 000200h for hard-coded program execution vectors. A hardware Reset vector is provided to redirect code execution from the default value of the PC on device Reset to the actual start of code. A GOTO instruction is programmed by the user at 000000h with the actual address for the start of code at 000002h.

PIC24F devices also have two interrupt vector tables, located from 000004h to 0000FFh and 000100h to 0001FFh. These vector tables allow each of the many device interrupt sources to be handled by separate ISRs. A more detailed discussion of the interrupt vector tables is provided in **Section 7.1 "Interrupt Vector Table"**.

4.1.3 FLASH CONFIGURATION WORDS

In PIC24FJ64GB004 family devices, the top four words of on-chip program memory are reserved for configuration information. On device Reset, the configuration information is copied into the appropriate Configuration registers. The addresses of the Flash Configuration Word for devices in the PIC24FJ64GB004 family are shown in Table 4-1. Their location in the memory map is shown with the other memory vectors in Figure 4-1.

The Configuration Words in program memory are a compact format. The actual Configuration bits are mapped in several different registers in the configuration memory space. Their order in the Flash Configuration Words do not reflect a corresponding arrangement in the configuration space. Additional details on the device Configuration Words are provided in **Section 26.1 "Configuration Bits"**.

TABLE 4-1: FLASH CONFIGURATION WORDS FOR PIC24FJ64GB004 FAMILY DEVICES

Device	Program Memory (Words)	Configuration Word Addresses
PIC24FJ32GB0	11,008	0057F8h: 0057FEh
PIC24FJ64GB0	22,016	00ABF8h: 00ABFEh

FIGURE 4-2: PROGRAM MEMORY ORGANIZATION

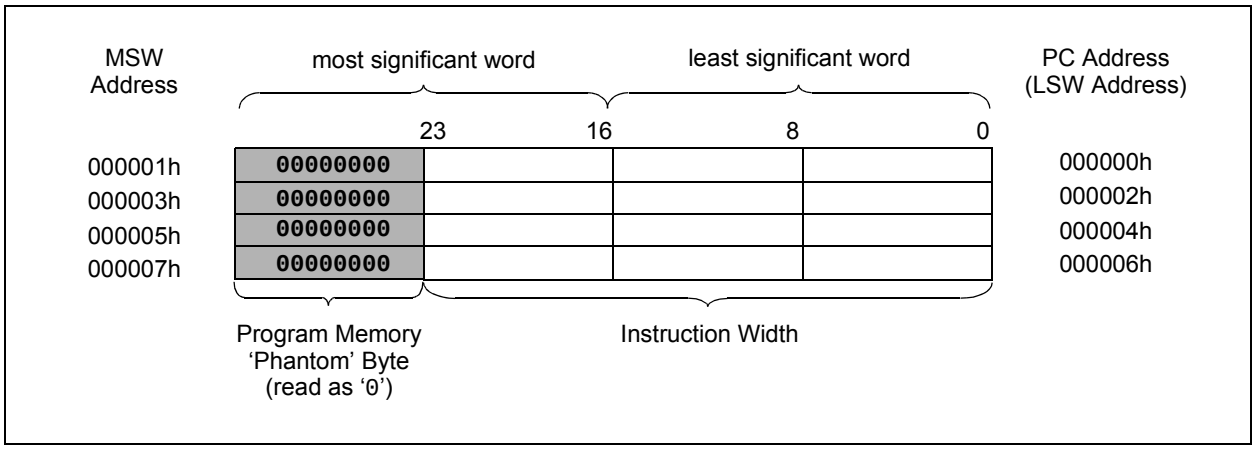


TABLE 4-7: INPUT CAPTURE REGISTER MAP

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
IC1CON1	0140	—	—	ICSIDL	ICTSEL2	ICTSEL1	ICTSEL0	—	—	—	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000
IC1CON2	0142	—	—	—	—	—	—	—	IC32	ICTRIG	TRIGSTAT	—	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0	000D
IC1BUF	0144	Input Capture 1 Buffer Register																0000
IC1TMR	0146	Timer Value 1 Register																xxxx
IC2CON1	0148	—	—	ICSIDL	ICTSEL2	ICTSEL1	ICTSEL0	—	—	—	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000
IC2CON2	014A	—	—	—	—	—	—	—	IC32	ICTRIG	TRIGSTAT	—	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0	000D
IC2BUF	014C	Input Capture 2 Buffer Register																0000
IC2TMR	014E	Timer Value 2 Register																xxxx
IC3CON1	0150	—	—	ICSIDL	ICTSEL2	ICTSEL1	ICTSEL0	—	—	—	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000
IC3CON2	0152	—	—	—	—	—	—	—	IC32	ICTRIG	TRIGSTAT	—	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0	000D
IC3BUF	0154	Input Capture 3 Buffer Register																0000
IC3TMR	0156	Timer Value 3 Register																xxxx
IC4CON1	0158	—	—	ICSIDL	ICTSEL2	ICTSEL1	ICTSEL0	—	—	—	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000
IC4CON2	015A	—	—	—	—	—	—	—	IC32	ICTRIG	TRIGSTAT	—	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0	000D
IC4BUF	015C	Input Capture 4 Buffer Register																0000
IC4TMR	015E	Timer Value 4 Register																xxxx
IC5CON1	0160	—	—	ICSIDL	ICTSEL2	ICTSEL1	ICTSEL0	—	—	—	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000
IC5CON2	0162	—	—	—	—	—	—	—	IC32	ICTRIG	TRIGSTAT	—	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0	000D
IC5BUF	0164	Input Capture 5 Buffer Register																0000
IC5TMR	0166	Timer Value 5 Register																xxxx

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

TABLE 4-24: SYSTEM 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
RCON	0740	TRAPR	IOPUWR	—	—	—	DPSLP	CM	PMSLP	EXTR	SWR	SWDTEN	WDTO	SLEEP	IDLE	BOR	POR	**Note 1**
OSCCON	0742	—	COSC2	COSC1	COSC0	—	NOSC2	NOSC1	NOSC0	CLKLOCK	IOLOCK	LOCK	—	CF	POSCEN	SOSCEN	OSWEN	**Note 2**
CLKDIV	0744	ROI	DOZE2	DOZE1	DOZE0	DOZEN	RCDIV2	RCDIV1	RCDIV0	CPDIV1	CPDIV0	PLLEN	—	—	—	—	—	0100
OSCTUN	0748	—	—	—	—	—	—	—	—	—	—	TUN5	TUN4	TUN3	TUN2	TUN1	TUN0	0000
REFOCON	074E	ROEN	—	ROSSLP	ROSEL	RODIV3	RODIV2	RODIV1	RODIV0	—	—	—	—	—	—	—	—	0000

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

Note 1: The Reset value of the RCON register is dependent on the type of Reset event. See **Section 6.0 "Resets"** for more information.

2: The Reset value of the OSCCON register is dependent on both the type of Reset event and the device configuration. See **Section 8.0 "Oscillator Configuration"** for more information.

TABLE 4-25: DEEP SLEEP 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(1)
DSCON	758	DSEN	—	—	—	—	—	—	—	—	—	—	—	—	—	DSBOR	RELEASE	0000
DSWAKE	075A	—	—	—	—	—	—	—	DSINT0	DSFLT	—	—	DSWDT	DSRTC	DSMCLR	—	DSPOR	0001
DSGPR0	075C	Deep Sleep General Purpose Register 0																0000
DSGPR1	075E	Deep Sleep General Purpose Register 1																0000

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

Note 1: The Deep Sleep registers are only reset on a VDD POR event.

TABLE 4-26: 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	—	—	NVMOP3	NVMOP2	NVMOP1	NVMOP0	0000(1)
NVMKEY	0766	—	—	—	—	—	—	—	—	NVMKEY Register<7:0>								0000

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

Note 1: Reset value shown is for POR only. Value on other Reset states is dependent on the state of memory write or erase operations at the time of Reset.

4.2.5 SOFTWARE STACK

In addition to its use as a working register, the W15 register in PIC24F devices is also used as a Software Stack Pointer. The pointer always points to the first available free word and grows from lower to higher addresses. It predecrements for stack pops and post-increments for stack pushes, as shown in Figure 4-4. Note that for a PC push during any CALL instruction, the MSB of the PC is zero-extended before the push, ensuring that the MSB is always clear.

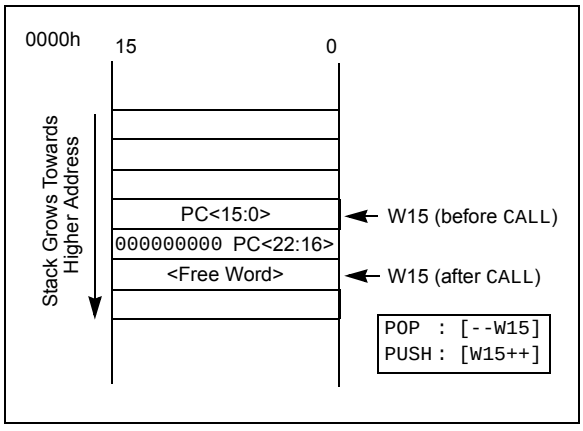
Note:	A PC push during exception processing will concatenate the SRL register to the MSB of the PC prior to the push.

The Stack Pointer Limit Value (SPLIM) register, associated with the Stack Pointer, sets an upper address boundary for the stack. SPLIM is uninitialized at Reset. As is the case for the Stack Pointer, SPLIM<0> is forced to '0' because all stack operations must be word-aligned. Whenever an EA is generated, using W15 as a source or destination pointer, the resulting address is compared with the value in SPLIM. If the contents of the Stack Pointer (W15) and the SPLIM register are equal, and a push operation is performed, a stack error trap will not occur. The stack error trap will occur on a subsequent push operation. Thus, for example, if it is desirable to cause a stack error trap when the stack grows beyond address, 2000h in RAM, initialize the SPLIM with the value, 1FFEh.

Similarly, a Stack Pointer underflow (stack error) trap is generated when the Stack Pointer address is found to be less than 0800h. This prevents the stack from interfering with the Special Function Register (SFR) space.

A write to the SPLIM register should not be immediately followed by an indirect read operation using W15.

FIGURE 4-4: CALL STACK FRAME



4.3 Interfacing Program and Data Memory Spaces

The PIC24F architecture uses a 24-bit wide program space and a 16-bit wide data space. The architecture is also a modified Harvard scheme, meaning that data can also be present in the program space. To use this data successfully, it must be accessed in a way that preserves the alignment of information in both spaces.

Aside from normal execution, the PIC24F architecture provides two methods by which program space can be accessed during operation:

- Using table instructions to access individual bytes or words anywhere in the program space
- Remapping a portion of the program space into the data space (program space visibility)

Table instructions allow an application to read or write to small areas of the program memory. This makes the method ideal for accessing data tables that need to be updated from time to time. It also allows access to all bytes of the program word. The remapping method allows an application to access a large block of data on a read-only basis, which is ideal for look-ups from a large table of static data; it can only access the least significant word of the program word.

4.3.1 ADDRESSING PROGRAM SPACE

Since the address ranges for the data and program spaces are 16 and 24 bits, respectively, a method is needed to create a 23-bit or 24-bit program address from 16-bit data registers. The solution depends on the interface method to be used.

For table operations, the 8-bit Table Memory Page Address (TBLPAG) register is used to define a 32K word region within the program space. This is concatenated with a 16-bit EA to arrive at a full 24-bit program space address. In this format, the Most Significant bit of TBLPAG is used to determine if the operation occurs in the user memory (TBLPAG<7> = 0) or the configuration memory (TBLPAG<7> = 1).

For remapping operations, the 8-bit Program Space Visibility Page Address (PSVPAG) register is used to define a 16K word page in the program space. When the Most Significant bit of the EA is '1', PSVPAG is concatenated with the lower 15 bits of the EA to form a 23-bit program space address. Unlike table operations, this limits remapping operations strictly to the user memory area.

Table 4-28 and Figure 4-5 show how the program EA is created for table operations and remapping accesses from the data EA. Here, P<23:0> refers to a program space word, whereas D<15:0> refers to a data space word.

EXAMPLE 5-2: ERASING A PROGRAM MEMORY BLOCK – 'C' LANGUAGE CODE

```
// C example using MPLAB C30
    unsigned long progAddr = 0xXXXXXX;       // Address of row to write
    unsigned int offset;

//Set up pointer to the first memory location to be written
    TBLPAG = progAddr>>16;                   // Initialize PM Page Boundary SFR
    offset = progAddr & 0xFFFF;              // Initialize lower word of address

    __builtin_tblwtl(offset, 0x0000);        // Set base address of erase block
                                             // with dummy latch write

    NVMCON = 0x4042;                         // Initialize NVMCON

    asm("DISI #5");                          // Block all interrupts with priority <7
                                             // for next 5 instructions
    __builtin_write_NVM();                   // C30 function to perform unlock
                                             // sequence and set WR
```

EXAMPLE 5-3: LOADING THE WRITE BUFFERS – ASSEMBLY LANGUAGE CODE

```
; Set up NVMCON for row programming operations
       MOV     #0x4001, W0                   ;
       MOV     W0, NVMCON                    ; Initialize NVMCON
; Set up a pointer to the first program memory location to be written
; program memory selected, and writes enabled
       MOV     #0x0000, W0                   ;
       MOV     W0, TBLPAG                    ; Initialize PM Page Boundary SFR
       MOV     #0x6000, W0                   ; An example program memory address
; Perform the TBLWT instructions to write the latches
; 0th_program_word
       MOV     #LOW_WORD_0, W2               ;
       MOV     #HIGH_BYTE_0, W3              ;
       TBLWTL  W2, [W0]                      ; Write PM low word into program latch
       TBLWTH  W3, [W0++]                    ; Write PM high byte into program latch
; 1st_program_word
       MOV     #LOW_WORD_1, W2               ;
       MOV     #HIGH_BYTE_1, W3              ;
       TBLWTL  W2, [W0]                      ; Write PM low word into program latch
       TBLWTH  W3, [W0++]                    ; Write PM high byte into program latch
;  2nd_program_word
       MOV     #LOW_WORD_2, W2               ;
       MOV     #HIGH_BYTE_2, W3              ;
       TBLWTL  W2, [W0]                      ; Write PM low word into program latch
       TBLWTH  W3, [W0++]                    ; Write PM high byte into program latch
       •
       •
       •
; 63rd_program_word
       MOV     #LOW_WORD_31, W2              ;
       MOV     #HIGH_BYTE_31, W3             ;
       TBLWTL  W2, [W0]                      ; Write PM low word into program latch
       TBLWTH  W3, [W0]                      ; Write PM high byte into program latch
```

6.2.1 POR AND LONG OSCILLATOR START-UP TIMES

The oscillator start-up circuitry and its associated delay timers are not linked to the device Reset delays that occur at power-up. Some crystal circuits (especially low-frequency crystals) will have a relatively long start-up time. Therefore, one or more of the following conditions is possible after SYSRST is released:

- The oscillator circuit has not begun to oscillate.
- The Oscillator Start-up Timer has not expired (if a crystal oscillator is used).
- The PLL has not achieved a lock (if PLL is used).

The device will not begin to execute code until a valid clock source has been released to the system. Therefore, the oscillator and PLL start-up delays must be considered when the Reset delay time must be known.

6.2.2 FAIL-SAFE CLOCK MONITOR (FSCM) AND DEVICE RESETS

If the FSCM is enabled, it will begin to monitor the system clock source when SYSRST is released. If a valid clock source is not available at this time, the device will automatically switch to the FRC Oscillator and the user can switch to the desired crystal oscillator in the Trap Service Routine (TSR).

6.3 Special Function Register Reset States

Most of the Special Function Registers (SFRs) associated with the PIC24F CPU and peripherals are reset to a particular value at a device Reset. The SFRs are grouped by their peripheral or CPU function and their Reset values are specified in each section of this manual.

The Reset value for each SFR does not depend on the type of Reset with the exception of four registers. The Reset value for the Reset Control register, RCON, will depend on the type of device Reset. The Reset value for the Oscillator Control register, OSCCON, will depend on the type of Reset and the programmed values of the FNOSC bits in Flash Configuration Word 2 (CW2); see Table 6-2. The RCFGCAL and NVMCON registers are only affected by a POR.

6.4 Deep Sleep BOR (DSBOR)

Deep Sleep BOR is a very low-power BOR circuitry, used when the device is in Deep Sleep mode. Due to low-current consumption, accuracy may vary.

The DSBOR trip point is around 2.0V. DSBOR is enabled by configuring CW4<DSBOREN> = 1. DSBOR will re-arm the POR to ensure the device will reset if V_{DD} drops below the POR threshold.

REGISTER 8-2: CLKDIV: CLOCK DIVIDER REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-1
ROI	DOZE2	DOZE1	DOZE0	DOZEN(1)	RCDIV2	RCDIV1	RCDIV0
bit 15							bit 8

R/W-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0	U-0
CPDIV1	CPDIV0	PLLEN	—	—	—	—	—
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 **ROI:** Recover on Interrupt bit
1 = Interrupts clear the DOZEN bit and reset the CPU peripheral clock ratio to 1:1
0 = Interrupts have no effect on the DOZEN bit

bit 14-12 **DOZE<2:0>:** CPU Peripheral Clock Ratio Select bits
111 = 1:128
110 = 1:64
101 = 1:32
100 = 1:16
011 = 1:8
010 = 1:4
001 = 1:2
000 = 1:1

bit 11 **DOZEN:** DOZE Enable bit(1)
1 = DOZE<2:0> bits specify the CPU peripheral clock ratio
0 = CPU peripheral clock ratio is set to 1:1

bit 10-8 **RCDIV<2:0>:** FRC Postscaler Select bits
111 = 31.25 kHz (divide-by-256)
110 = 125 kHz (divide-by-64)
101 = 250 kHz (divide-by-32)
100 = 500 kHz (divide-by-16)
011 = 1 MHz (divide-by-8)
010 = 2 MHz (divide-by-4)
001 = 4 MHz (divide-by-2)
000 = 8 MHz (divide-by-1)

bit 7-6 **CPDIV<1:0>:** USB System Clock Select bits (postscaler select from 32 MHz clock branch)
11 = 4 MHz (divide-by-8)(2)
10 = 8 MHz (divide-by-4)(2)
01 = 16 MHz (divide-by-2)
00 = 32 MHz (divide-by-1)

bit 5 **PLLEN:** 96 MHz PLL Enable bit
1 = Enable PLL
0 = Disable PLL

bit 4-0 **Unimplemented:** Read as '0'

Note 1: This bit is automatically cleared when the ROI bit is set and an interrupt occurs.
2: This setting is not allowed while the USB module is enabled.

REGISTER 10-17: RPOR2: PERIPHERAL PIN SELECT OUTPUT REGISTER 2

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	RP5R4	RP5R3	RP5R2	RP5R1	RP5R0
bit 15							bit 8

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	RP4R4	RP4R3	RP4R2	RP4R1	RP4R0
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 15-13 **Unimplemented:** Read as '0'

bit 12-8 **RP5R<4:0>:** RP5 Output Pin Mapping bits(1)
Peripheral output number n is assigned to pin, RP5 (see Table 10-3 for peripheral function numbers).

bit 7-5 **Unimplemented:** Read as '0'

bit 4-0 **RP4R<4:0>:** RP4 Output Pin Mapping bits
Peripheral output number n is assigned to pin, RP4 (see Table 10-3 for peripheral function numbers).

REGISTER 10-18: RPOR3: PERIPHERAL PIN SELECT OUTPUT REGISTER 3

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	RP7R4	RP7R3	RP7R2	RP7R1	RP7R0
bit 15							bit 8

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	RP6R4	RP6R3	RP6R2	RP6R1	RP6R0
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

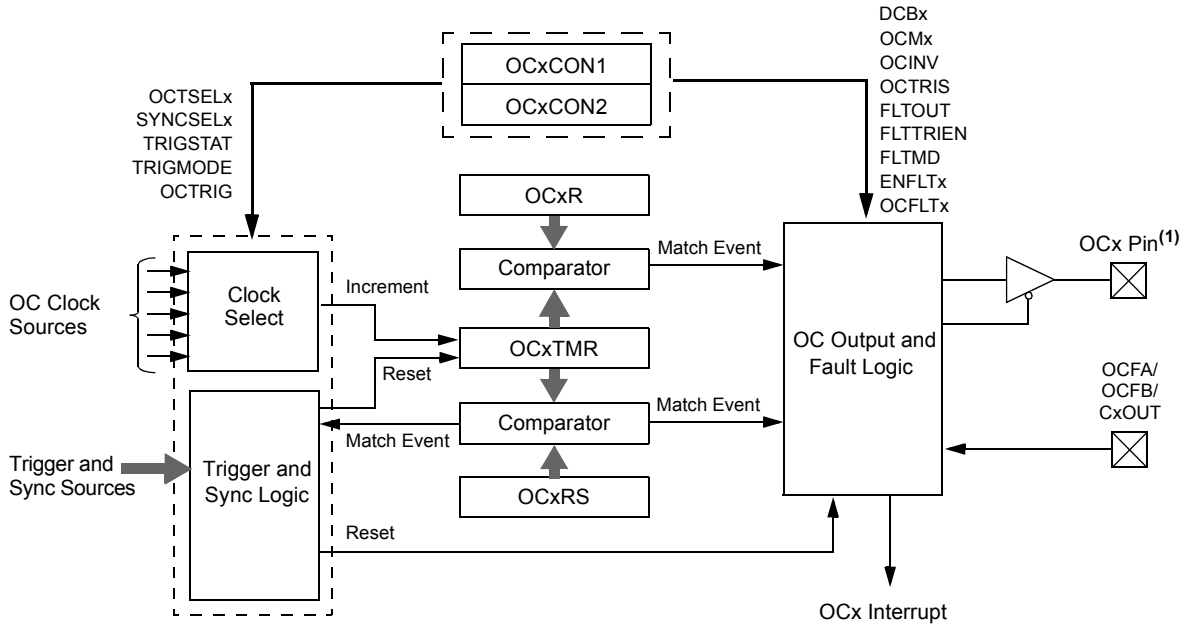
bit 15-13 **Unimplemented:** Read as '0'

bit 12-8 **RP7R<4:0>:** RP7 Output Pin Mapping bits
Peripheral output number n is assigned to pin, RP7 (see Table 10-3 for peripheral function numbers).

bit 7-5 **Unimplemented:** Read as '0'

bit 4-0 **RP6R<4:0>:** RP6 Output Pin Mapping bits
Peripheral output number n is assigned to pin, RP6 (see Table 10-3 for peripheral function numbers).

FIGURE 14-1: OUTPUT COMPARE BLOCK DIAGRAM (16-BIT MODE)



Note 1: The OCx outputs must be assigned to an available RPn pin before use. Please see **Section 10.4 "Peripheral Pin Select (PPS)"** for more information.

REGISTER 14-2: OCxCON2: OUTPUT COMPARE x CONTROL REGISTER 2

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0
FLTMD	FLTOUT	FLTTRIEN	OCINV	—	DCB1(3)	DCB0(3)	OC32
bit 15							bit 8

R/W-0	R/W-0, HS	R/W-0	R/W-0	R/W-1	R/W-1	R/W-0	R/W-0
OCTRIG	TRIGSTAT	OCTRIS	SYNCSEL4	SYNCSEL3	SYNCSEL2	SYNCSEL1	SYNCSEL0
bit 7							bit 0

Legend:	HS = Hardware Settable 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 **FLTMD:** Fault Mode Select bit
1 = Fault mode is maintained until the Fault source is removed and the corresponding OCFLT0 bit is cleared in software
0 = Fault mode is maintained until the Fault source is removed and a new PWM period starts

bit 14 **FLTOUT:** Fault Out bit
1 = PWM output is driven high on a Fault
0 = PWM output is driven low on a Fault

bit 13 **FLTTRIEN:** Fault Output State Select bit
1 = Pin is forced to an output on a Fault condition
0 = Pin I/O condition is unaffected by a Fault

bit 12 **OCINV:** OCMP Invert bit
1 = OCx output is inverted
0 = OCx output is not inverted

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

bit 10-9 **DCB<1:0>:** OC Pulse-Width Least Significant bits(3)
11 = Delay OCx falling edge by 3/4 of the instruction cycle
10 = Delay OCx falling edge by 1/2 of the instruction cycle
01 = Delay OCx falling edge by 1/4 of the instruction cycle
00 = OCx falling edge occurs at start of the instruction cycle

bit 8 **OC32:** Cascade Two OC Modules Enable bit (32-bit operation)
1 = Cascade module operation enabled
0 = Cascade module operation disabled

bit 7 **OCTRIG:** OCx Trigger/Sync Select bit
1 = Trigger OCx from source designated by SYNCSELx bits
0 = Synchronize OCx with source designated by SYNCSELx bits

bit 6 **TRIGSTAT:** Timer Trigger Status bit
1 = Timer source has been triggered and is running
0 = Timer source has not been triggered and is being held clear

bit 5 **OCTRIS:** OCx Output Pin Direction Select bit
1 = OCx pin is tri-stated
0 = Output compare peripheral x connected to OCx pin

Note 1: Do not use an OC module as its own trigger source, either by selecting this mode or another equivalent SYNCSEL setting.

2: Use these inputs as trigger sources only and never as sync sources.

3: These bits affect the rising edge when OCINV = 1. The bits have no effect when the OCM bits (OCxCON1<1:0>) = 001.

REGISTER 15-1: SPIxSTAT: SPIx STATUS AND CONTROL REGISTER (CONTINUED)

bit 1 **SPITBF:** SPIx Transmit Buffer Full Status bit

1 = Transmit not yet started; SPIxTXB is full
0 = Transmit started; SPIxTXB is empty

In Standard Buffer mode:
Automatically set in hardware when CPU writes SPIxBUF location, loading SPIxTXB. Automatically cleared in hardware when SPIx module transfers data from SPIxTXB to SPIxSR.

In Enhanced Buffer mode:
Automatically set in hardware when CPU writes SPIxBUF location, loading the last available buffer location. Automatically cleared in hardware when a buffer location is available for a CPU write.

bit 0 **SPIRBF:** SPIx Receive Buffer Full Status bit

1 = Receive complete, SPIxRXB is full
0 = Receive is not complete, SPIxRXB is empty

In Standard Buffer mode:
Automatically set in hardware when SPIx transfers data from SPIxSR to SPIxRXB. Automatically cleared in hardware when core reads SPIxBUF location, reading SPIxRXB.

In Enhanced Buffer mode:
Automatically set in hardware when SPIx transfers data from SPIxSR to buffer, filling the last unread buffer location. Automatically cleared in hardware when a buffer location is available for a transfer from SPIxSR.

Note 1: If SPIEN = 1, these functions must be assigned to available RPn pins before use. See **Section 10.4 "Peripheral Pin Select (PPS)"** for more information.

REGISTER 16-1: I2CxCON: I2Cx CONTROL REGISTER

R/W-0	U-0	R/W-0	R/W-1, HC	R/W-0	R/W-0	R/W-0	R/W-0
I2CEN	—	I2CSIDL	SCLREL	IPMIEN	A10M	DISSLW	SMEN
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0, HC	R/W-0, HC	R/W-0, HC	R/W-0, HC	R/W-0, HC
GCEN	STREN	ACKDT	ACKEN	RCEN	PEN	RSEN	SEN
bit 7							bit 0

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

bit 15 **I2CEN:** I2Cx Enable bit
1 = Enables the I2Cx module and configures the SDAx and SCLx pins as serial port pins
0 = Disables the I2Cx module. All I^2C pins are controlled by port functions.

bit 14 **Unimplemented:** Read as '0'

bit 13 **I2CSIDL:** Stop in Idle Mode bit
1 = Discontinues module operation when device enters an Idle mode
0 = Continues module operation in Idle mode

bit 12 **SCLREL:** SCLx Release Control bit (when operating as I^2C Slave)
1 = Releases SCLx clock
0 = Holds SCLx clock low (clock stretch)
If STREN = 1:
Bit is R/$\overline{W}$ (i.e., software may write '0' to initiate stretch and write '1' to release clock). Hardware clear at beginning of slave transmission. Hardware clear at end of slave reception.
If STREN = 0:
Bit is R/S (i.e., software may only write '1' to release clock). Hardware clear at beginning of slave transmission.

bit 11 **IPMIEN:** Intelligent Platform Management Interface (IPMI) Enable bit
1 = IPMI Support mode is enabled; all addresses Acknowledged
0 = IPMI mode disabled

bit 10 **A10M:** 10-Bit Slave Addressing bit
1 = I2CxADD is a 10-bit slave address
0 = I2CxADD is a 7-bit slave address

bit 9 **DISSLW:** Disable Slew Rate Control bit
1 = Slew rate control disabled
0 = Slew rate control enabled

bit 8 **SMEN:** SMBus Input Levels bit
1 = Enables I/O pin thresholds compliant with SMBus specification
0 = Disables SMBus input thresholds

bit 7 **GCEN:** General Call Enable bit (when operating as I^2C slave)
1 = Enables interrupt when a general call address is received in the I2CxRSR (module is enabled for reception)
0 = General call address disabled

bit 6 **STREN:** SCLx Clock Stretch Enable bit (when operating as I^2C slave)
Used in conjunction with the SCLREL bit.
1 = Enables software or receive clock stretching
0 = Disables software or receive clock stretching

18.7.1 USB OTG MODULE CONTROL REGISTERS

REGISTER 18-3: U1OTGSTAT: USB OTG STATUS REGISTER (HOST MODE ONLY)

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

R-0, HSC	U-0	R-0, HSC	U-0	R-0, HSC	R-0, HSC	U-0	R-0, HSC
ID	—	LSTATE	—	SESVD	SESEND	—	VBUSVD
bit 7							bit 0

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

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

bit 7 **ID:** ID Pin State Indicator bit
1 = No plug is attached, or a type B cable has been plugged into the USB receptacle
0 = A type A plug has been plugged into the USB receptacle

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

bit 5 **LSTATE:** Line State Stable Indicator bit
1 = The USB line state (as defined by SE0 and JSTATE) has been stable for the previous 1 ms
0 = The USB line state has NOT been stable for the previous 1 ms

bit 4 **Unimplemented:** Read as '0'

bit 3 **SESVD:** Session Valid Indicator bit
1 = The VBUS voltage is above VA_SESS_VLD (as defined in the USB OTG Specification) on the A or B-device
0 = The VBUS voltage is below VA_SESS_VLD on the A or B-device

bit 2 **SESEND:** B-Session End Indicator bit
1 = The VBUS voltage is below VB_SESS_END (as defined in the USB OTG Specification) on the B-device
0 = The VBUS voltage is above VB_SESS_END on the B-device

bit 1 **Unimplemented:** Read as '0'

bit 0 **VBUSVD:** A-VBUS Valid Indicator bit
1 = The VBUS voltage is above VA_VBUS_VLD (as defined in the USB OTG Specification) on the A-device
0 = The VBUS voltage is below VA_VBUS_VLD on the A-device

REGISTER 18-4: U1OTGCON: USB ON-THE-GO CONTROL REGISTER

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
DPPULUP	DMPULUP	DPPULDWN(1)	DMPULDWN(1)	VBUSON(1)	OTGEN(1)	VBUSCHG(1)	VBUSDIS(1)
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 **DPPULUP:** D+ Pull-Up Enable bit
- 1 = D+ data line pull-up resistor is enabled
- 0 = D+ data line pull-up resistor is disabled

bit 6 **DMPULUP:** D- Pull-Up Enable bit
- 1 = D- data line pull-up resistor is enabled
- 0 = D- data line pull-up resistor is disabled

bit 5 **DPPULDWN:** D+ Pull-Down Enable bit(1)
- 1 = D+ data line pull-down resistor is enabled
- 0 = D+ data line pull-down resistor is disabled

bit 4 **DMPULDWN:** D- Pull-Down Enable bit(1)
- 1 = D- data line pull-down resistor is enabled
- 0 = D- data line pull-down resistor is disabled

bit 3 **VBUSON:** VBUS Power-on bit(1)
- 1 = VBUS line is powered
- 0 = VBUS line is not powered

bit 2 **OTGEN:** OTG Features Enable bit(1)
- 1 = USB OTG is enabled; all D+/D- pull-ups and pull-downs bits are enabled
- 0 = USB OTG is disabled; D+/D- pull-ups and pull-downs are controlled in hardware by the settings of the HOSTEN and USBEN bits (U1CON<3,0>)

bit 1 **VBUSCHG:** VBUS Charge Select bit(1)
- 1 = VBUS line is set to charge to 3.3V
- 0 = VBUS line is set to charge to 5V

bit 0 **VBUSDIS:** VBUS Discharge Enable bit(1)
- 1 = VBUS line is discharged through a resistor
- 0 = VBUS line is not discharged

Note 1: These bits are only used in Host mode; do not use in Device mode.

21.1 User Interface

21.1.1 POLYNOMIAL INTERFACE

The CRC module can be programmed for CRC polynomials of up to the 32nd order, using up to 32 bits. Polynomial length, which reflects the highest exponent in the equation, is selected by the PLEN<4:0> bits (CRCCON2<4:0>).

The CRCXORL and CRCXORH registers control which exponent terms are included in the equation. Setting a particular bit includes that exponent term in the equation; functionally, this includes an XOR operation on the corresponding bit in the CRC engine. Clearing the bit disables the XOR.

For example, consider two CRC polynomials, one a 16-bit equation and the other a 32-bit equation:

$$x16 + x12 + x5 + 1$$

and

$$x32 + x26 + x23 + x22 + x16 + x12 + x11 + x10 + x8 + x7 + x5 + x4 + x2 + x + 1$$

To program these polynomials into the CRC generator, set the register bits as shown in Table 21-1.

Note that the appropriate positions are set to '1' to indicate that they are used in the equation (for example, X26 and X23). The 0 bit required by the equation is always XORed; thus, X0 is a don't care. For a polynomial of length N, it is assumed that the *N*th bit will always be used, regardless of the bit setting. Therefore, for a polynomial length of 32, there is no 32nd bit in the CRCxOR register.

21.1.2 DATA INTERFACE

The module incorporates a FIFO that works with a variable data width. Input data width can be configured to any value between one and 32 bits using the DWIDTH<4:0> bits (CRCCON2<12:8>). When the data width is greater than 15, the FIFO is four words deep. When the DWIDTH value is between 15 and 8, the FIFO is 8 words deep. When the DWIDTH value is less than 8, the FIFO is 16 words deep.

The data for which the CRC is to be calculated must first be written into the FIFO. Even if the data width is less than 8, the smallest data element that can be written into the FIFO is one byte. For example, if the DWIDTH value is five, then the size of the data is DWIDTH + 1, or six. The data is written as a whole byte; the two unused upper bits are ignored by the module.

Once data is written into the MSb of the CRCDAT registers (that is, MSb as defined by the data width), the value of the VWORD<4:0> bits (CRCCON1<12:8>) increments by one. For example, if the DWIDTH value is 24, the VWORD bits will increment when bit 7 of CRCDATH is written. Therefore, CRCDATL must always be written before CRCDATH.

The CRC engine starts shifting data when the CRCGO bit is set and the value of VWORD is greater than zero. Each word is copied out of the FIFO into a buffer register, which decrements VWORD. The data is then shifted out of the buffer. The CRC engine continues shifting at a rate of two bits per instruction cycle, until the VWORD value reaches zero. This means that for a given data width, it takes half that number of instructions for each word to complete the calculation. For example, it takes 16 cycles to calculate the CRC for a single word of 32-bit data.

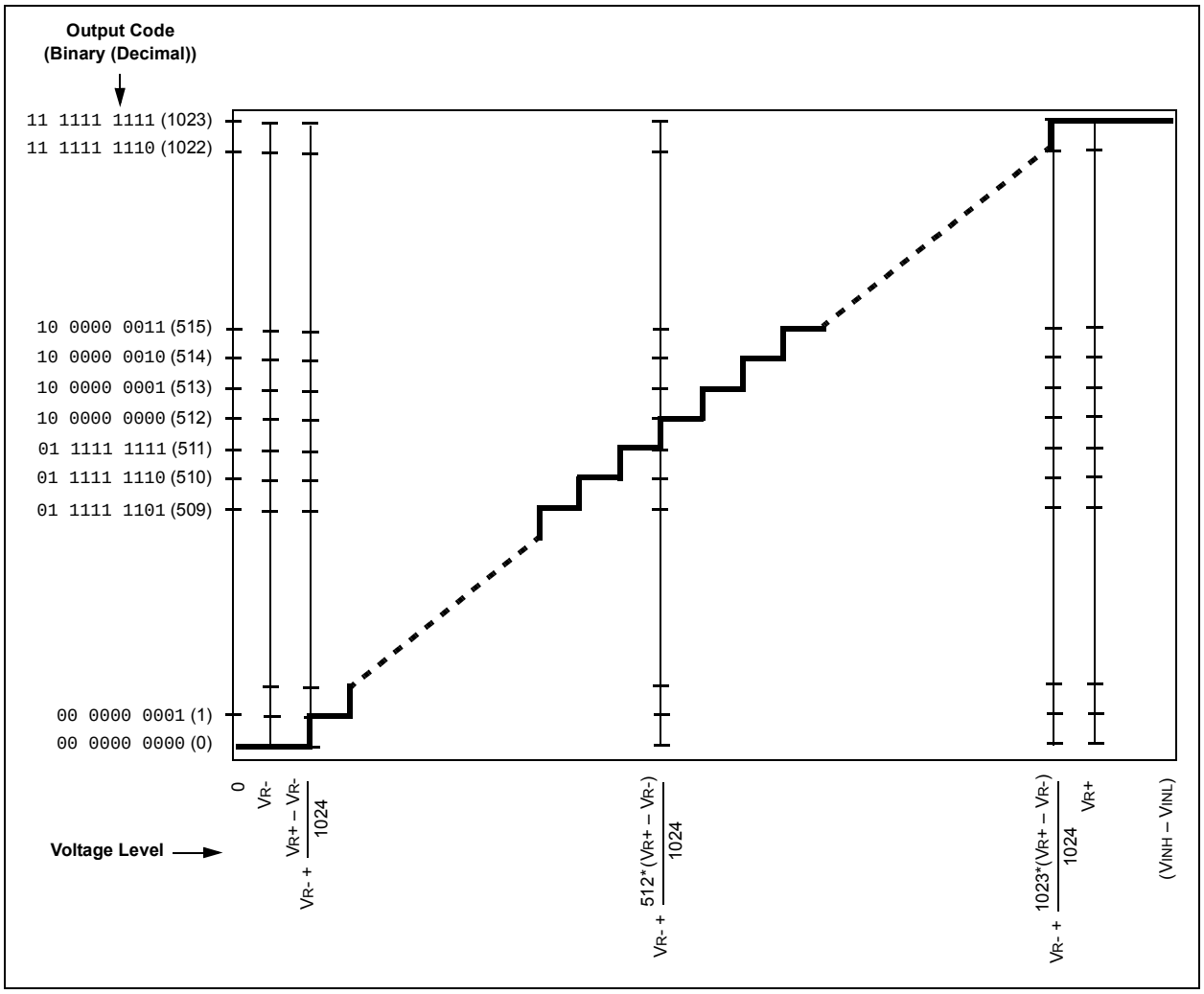
When the VWORD value reaches the maximum value for the configured value of DWIDTH (4, 8 or 16), the CRCFUL bit becomes set. When the VWORD value reaches zero, the CRCMPT bit becomes set. The FIFO is emptied and VWORD<4:0> are set to '00000' whenever CRCEN is '0'.

At least one instruction cycle must pass, after a write to CRCDAT, before a read of the VWORD bits is done.

TABLE 21-1: CRC SETUP EXAMPLES FOR 16 AND 32-BIT POLYNOMIAL

CRC Control Bits	Bit Values	
	16-Bit Polynomial	32-Bit Polynomial
PLEN<4:0>	01111	11111
X<31:16>	0000 0000 0000 000x	0000 0100 1100 0001
X<15:0>	0001 0000 0010 000x	0001 1101 1011 011x

FIGURE 22-3: A/D TRANSFER FUNCTION



24.0 COMPARATOR VOLTAGE REFERENCE

Note:	This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information, refer to the *"PIC24F Family Reference Manual"*, **Section 20. "Comparator Voltage Reference Module"** (DS39709).

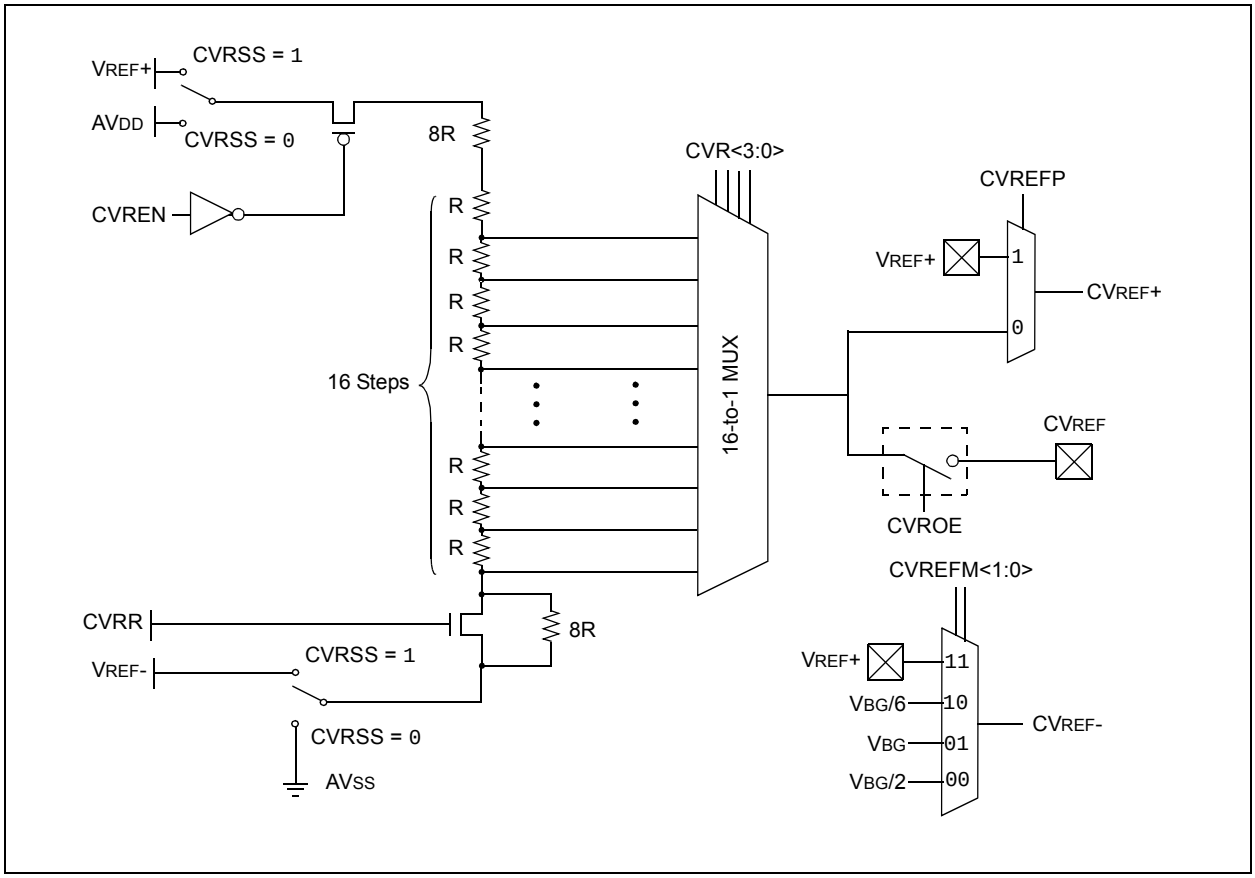
24.1 Configuring the Comparator Voltage Reference

The voltage reference module is controlled through the CVRCON register (Register 24-1). The comparator voltage reference provides two ranges of output voltage, each with 16 distinct levels. The range to be used is selected by the CVRR bit (CVRCON<5>). The primary difference between the ranges is the size of the steps selected by the CVREF Selection bits (CVR<3:0>), with one range offering finer resolution.

The comparator reference supply voltage can come from either VDD and VSS, or the external VREF+ and VREF-. The voltage source is selected by the CVRSS bit (CVRCON<4>).

The settling time of the comparator voltage reference must be considered when changing the CVREF output.

FIGURE 24-1: COMPARATOR VOLTAGE REFERENCE BLOCK DIAGRAM



27.11 PICkit 2 Development Programmer/Debugger and PICkit 2 Debug Express

The PICkit™ 2 Development Programmer/Debugger is a low-cost development tool with an easy to use interface for programming and debugging Microchip's Flash families of microcontrollers. The full featured Windows® programming interface supports baseline (PIC10F, PIC12F5xx, PIC16F5xx), midrange (PIC12F6xx, PIC16F), PIC18F, PIC24, dsPIC30, dsPIC33, and PIC32 families of 8-bit, 16-bit, and 32-bit microcontrollers, and many Microchip Serial EEPROM products. With Microchip's powerful MPLAB Integrated Development Environment (IDE) the PICkit™ 2 enables in-circuit debugging on most PIC® microcontrollers. In-Circuit-Debugging runs, halts and single steps the program while the PIC microcontroller is embedded in the application. When halted at a breakpoint, the file registers can be examined and modified.

The PICkit 2 Debug Express include the PICkit 2, demo board and microcontroller, hookup cables and CDROM with user's guide, lessons, tutorial, compiler and MPLAB IDE software.

27.12 MPLAB PM3 Device Programmer

The MPLAB PM3 Device Programmer is a universal, CE compliant device programmer with programmable voltage verification at V_{DDMIN} and V_{DDMAX} for maximum reliability. It features a large LCD display (128 x 64) for menus and error messages and a modular, detachable socket assembly to support various package types. The ICSP™ cable assembly is included as a standard item. In Stand-Alone mode, the MPLAB PM3 Device Programmer can read, verify and program PIC devices without a PC connection. It can also set code protection in this mode. The MPLAB PM3 connects to the host PC via an RS-232 or USB cable. The MPLAB PM3 has high-speed communications and optimized algorithms for quick programming of large memory devices and incorporates an MMC card for file storage and data applications.

27.13 Demonstration/Development Boards, Evaluation Kits, and Starter Kits

A wide variety of demonstration, development and evaluation boards for various PIC MCUs and dsPIC DSCs allows quick application development on fully functional systems. Most boards include prototyping areas for adding custom circuitry and provide application firmware and source code for examination and modification.

The boards support a variety of features, including LEDs, temperature sensors, switches, speakers, RS-232 interfaces, LCD displays, potentiometers and additional EEPROM memory.

The demonstration and development boards can be used in teaching environments, for prototyping custom circuits and for learning about various microcontroller applications.

In addition to the PICDEM™ and dsPICDEM™ demonstration/development board series of circuits, Microchip has a line of evaluation kits and demonstration software for analog filter design, KEELOQ® security ICs, CAN, IrDA®, PowerSmart battery management, SEEVAL® evaluation system, Sigma-Delta ADC, flow rate sensing, plus many more.

Also available are starter kits that contain everything needed to experience the specified device. This usually includes a single application and debug capability, all on one board.

Check the Microchip web page (www.microchip.com) for the complete list of demonstration, development and evaluation kits.