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

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Details

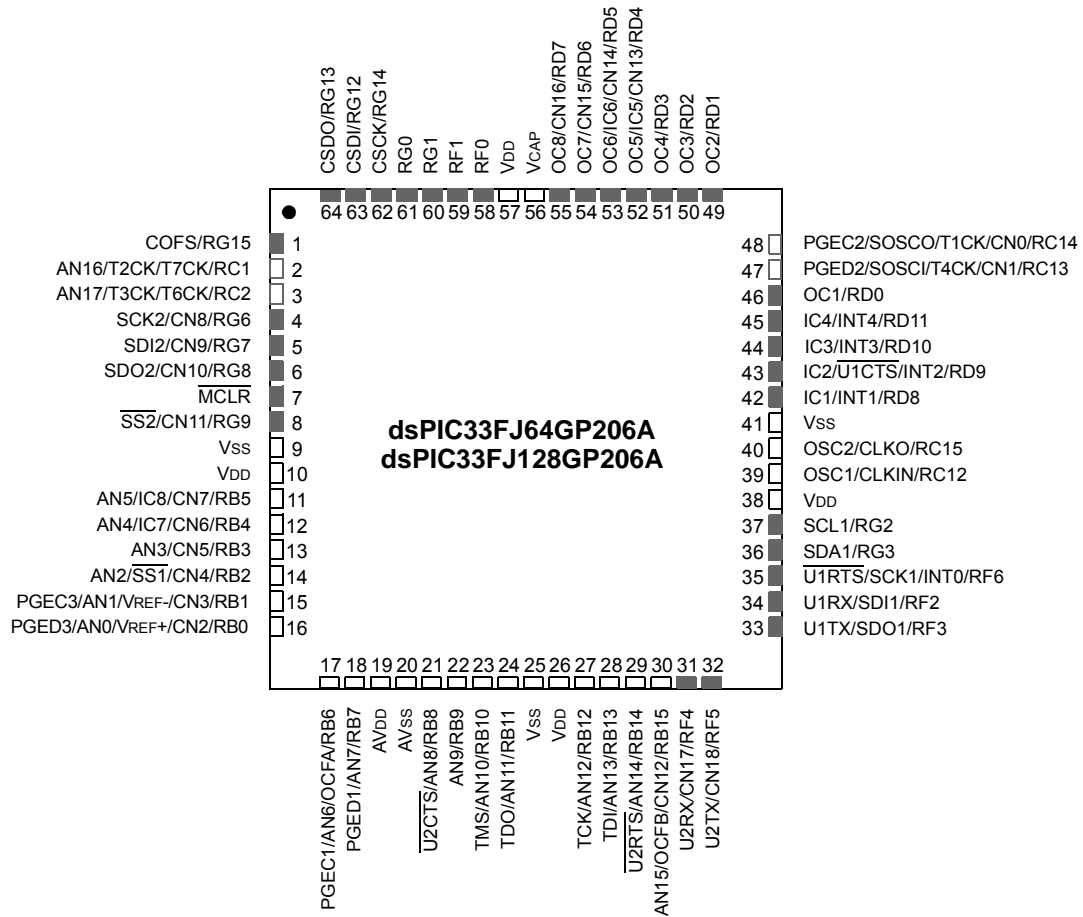
Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	40 MIPS
Connectivity	CANbus, I ² C, IrDA, LINbus, SPI, UART/USART
Peripherals	AC'97, Brown-out Detect/Reset, DMA, I ² S, POR, PWM, WDT
Number of I/O	85
Program Memory Size	256KB (256K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	30K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 32x10b/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	100-TQFP
Supplier Device Package	100-TQFP (12x12)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33fj256gp710at-i-pt

dsPIC33FJXXXGPX06A/X08A/X10A

Pin Diagrams

64-Pin QFN⁽¹⁾

■ = Pins are up to 5V tolerant



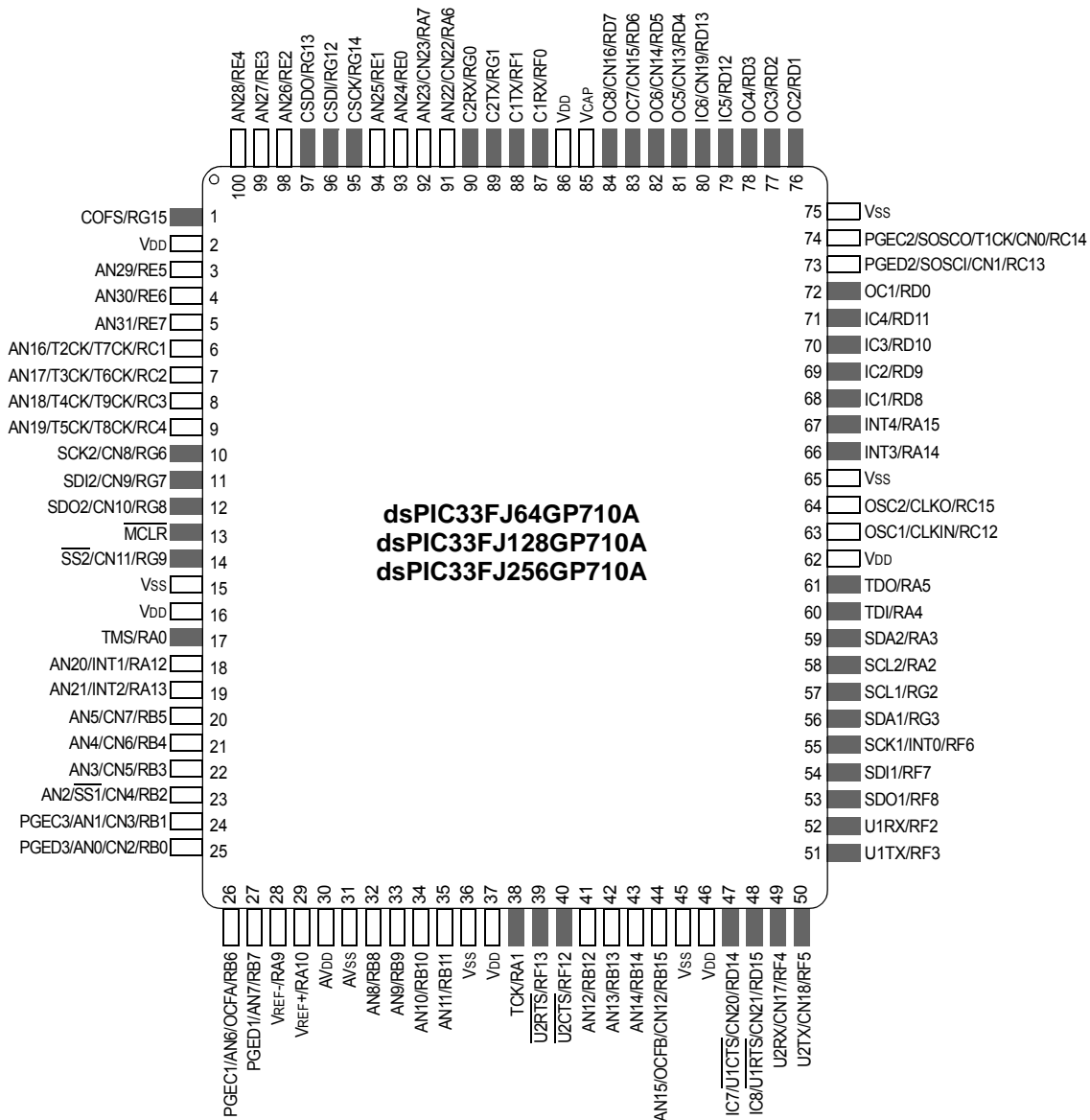
Note 1: The metal plane at the bottom of the device is not connected to any pins and should be connected to Vss externally.

dsPIC33FJXXXGPX06A/X08A/X10A

Pin Diagrams (Continued)

100-Pin TQFP

■ = Pins are up to 5V tolerant



dsPIC33FJXXXGPX06A/X08A/X10A

1.0 DEVICE OVERVIEW

Note: This data sheet summarizes the features of the dsPIC33FJXXXGPX06A/X08A/X10A family of devices. However, it is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to the latest family reference sections of the “dsPIC33F/PIC24H Family Reference Manual”, which are available from the Microchip web site (www.microchip.com).

This document contains device specific information for the following devices:

- dsPIC33FJ64GP206A
- dsPIC33FJ64GP306A
- dsPIC33FJ64GP310A
- dsPIC33FJ64GP706A
- dsPIC33FJ64GP708A
- dsPIC33FJ64GP710A
- dsPIC33FJ128GP206A
- dsPIC33FJ128GP306A
- dsPIC33FJ128GP310A
- dsPIC33FJ128GP706A
- dsPIC33FJ128GP708A
- dsPIC33FJ128GP710A
- dsPIC33FJ256GP506A
- dsPIC33FJ256GP510A
- dsPIC33FJ256GP710A

The dsPIC33FJXXXGPX06A/X08A/X10A General Purpose Family of device includes devices with a wide range of pin counts (64, 80 and 100), different program memory sizes (64 Kbytes, 128 Kbytes and 256 Kbytes) and different RAM sizes (8 Kbytes, 16 Kbytes and 30 Kbytes).

This feature makes the family suitable for a wide variety of high-performance digital signal control applications. The device is pin compatible with the PIC24H family of devices, and also share a very high degree of compatibility with the dsPIC30F family devices. This allows for easy migration between device families as may be necessitated by the specific functionality, computational resource and system cost requirements of the application.

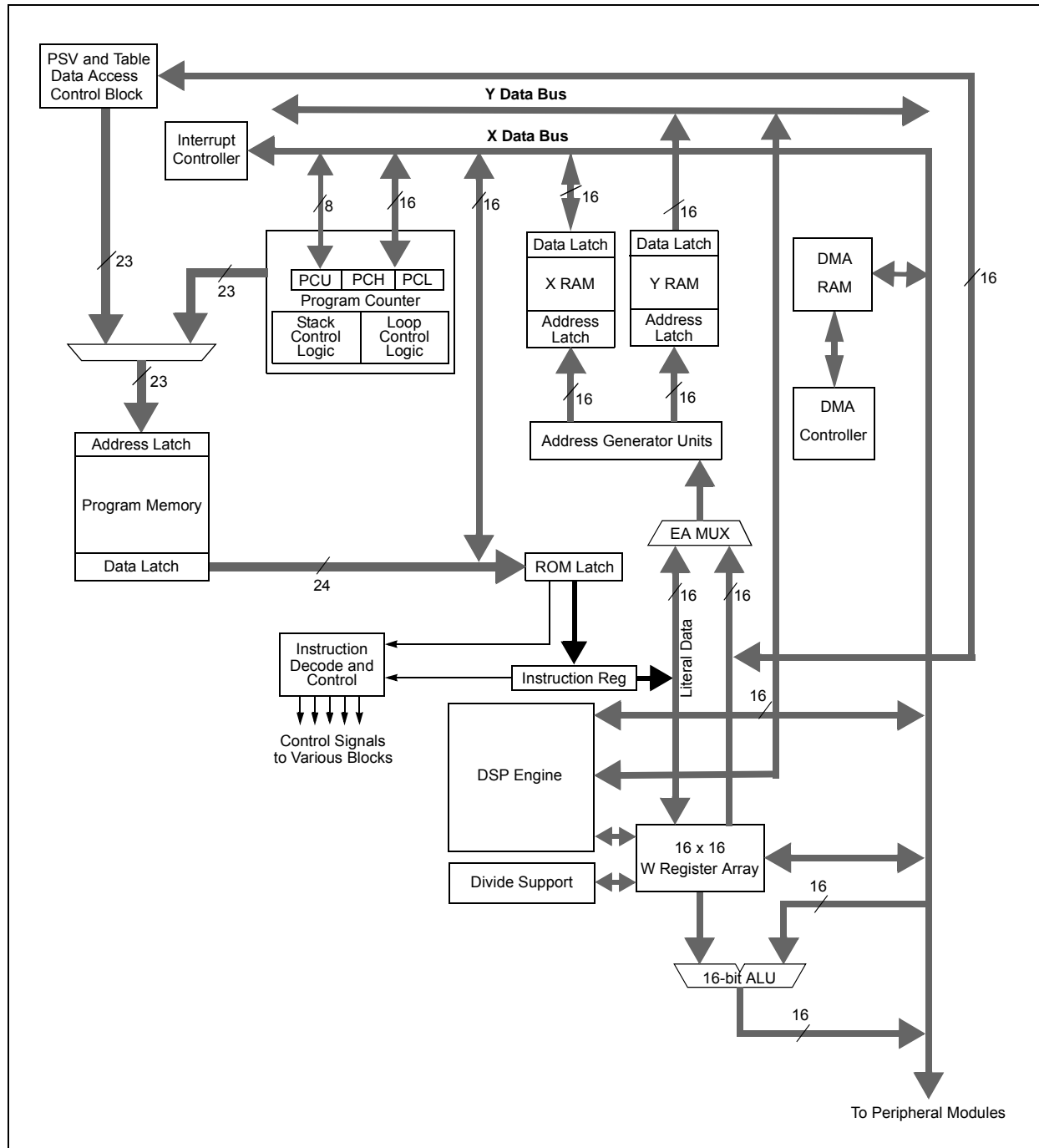
The dsPIC33FJXXXGPX06A/X08A/X10A device family employs a powerful 16-bit architecture that seamlessly integrates the control features of a Microcontroller (MCU) with the computational capabilities of a Digital Signal Processor (DSP). The resulting functionality is ideal for applications that rely on high-speed, repetitive computations, as well as control.

The DSP engine, dual 40-bit accumulators, hardware support for division operations, barrel shifter, 17 x 17 multiplier, a large array of 16-bit working registers and a wide variety of data addressing modes, together provide the dsPIC33FJXXXGPX06A/X08A/X10A Central Processing Unit (CPU) with extensive mathematical processing capability. Flexible and deterministic interrupt handling, coupled with a powerful array of peripherals, renders the dsPIC33FJXXXGPX06A/X08A/X10A devices suitable for control applications. Further, Direct Memory Access (DMA) enables overhead-free transfer of data between several peripherals and a dedicated DMA RAM. Reliable, field programmable Flash program memory ensures scalability of applications that use dsPIC33FJXXXGPX06A/X08A/X10A devices.

Figure 1-1 illustrates a general block diagram of the various core and peripheral modules in the dsPIC33FJXXXGPX06A/X08A/X10A family of devices. Table 1-1 provides the functions of the various pins illustrated in the pinout diagrams.

dsPIC33FJXXXGPX06A/X08A/X10A

FIGURE 3-1: dsPIC33FJXXXGPX06A/X08A/X10A CPU CORE BLOCK DIAGRAM



dsPIC33FJXXXGPX06A/X08A/X10A

FIGURE 3-3: DSP ENGINE BLOCK DIAGRAM

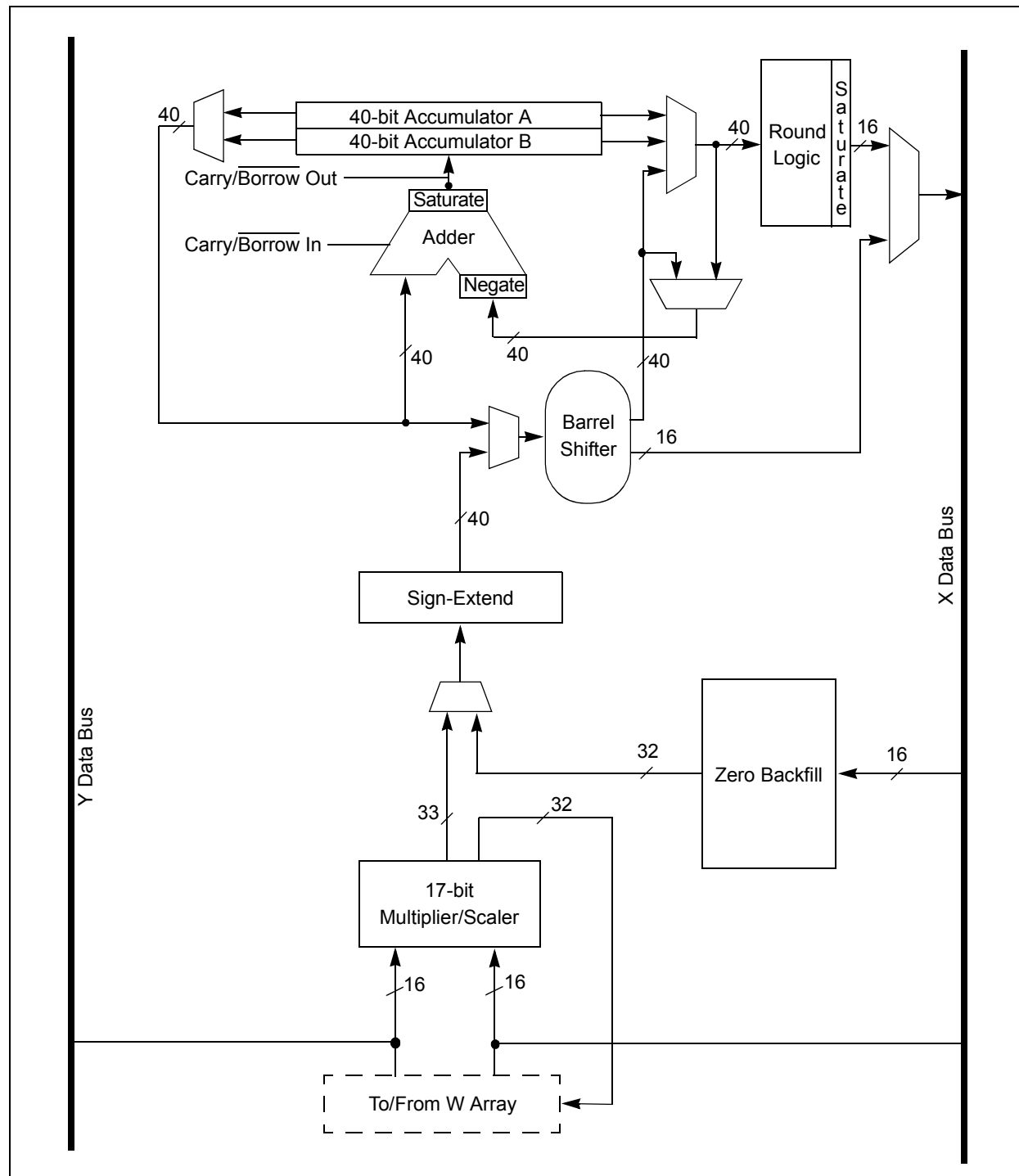


TABLE 4-27: PORTC REGISTER MAP⁽¹⁾

File Name	Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
TRISC	02CC	TRISC15	TRISC14	TRISC13	TRISC12	—	—	—	—	—	—	—	TRISC4	TRISC3	TRISC2	TRISC1	—	F01E
PORTC	02CE	RC15	RC14	RC13	RC12	—	—	—	—	—	—	—	RC4	RC3	RC2	RC1	—	xxxx
LATC	02D0	LATC15	LATC14	LATC13	LATC12	—	—	—	—	—	—	—	LATC4	LATC3	LATC2	LATC1	—	xxxx

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

Note 1: The actual set of I/O port pins varies from one device to another. Please refer to the corresponding pinout diagrams.

TABLE 4-28: PORTD REGISTER MAP⁽¹⁾

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
TRISD	02D2	TRISD15	TRISD14	TRISD13	TRISD12	TRISD11	TRISD10	TRISD9	TRISD8	TRISD7	TRISD6	TRISD5	TRISD4	TRISD3	TRISD2	TRISD1	TRISD0	FFFF
PORTD	02D4	RD15	RD14	RD13	RD12	RD11	RD10	RD9	RD8	RD7	RD6	RD5	RD4	RD3	RD2	RD1	RD0	xxxx
LATD	02D6	LATD15	LATD14	LATD13	LATD12	LATD11	LATD10	LATD9	LATD8	LATD7	LATD6	LATD5	LATD4	LATD3	LATD2	LATD1	LATD0	xxxx
ODCD	06D2	ODCD15	ODCD14	ODCD13	ODCD12	ODCD11	ODCD10	ODCD9	ODCD8	ODCD7	ODCD6	ODCD5	ODCD4	ODCD3	ODCD2	ODCD1	ODCD0	0000

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

Note 1: The actual set of I/O port pins varies from one device to another. Please refer to the corresponding pinout diagrams.

TABLE 4-29: PORTE REGISTER MAP⁽¹⁾

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
TRISE	02D8	—	—	—	—	—	—	—	—	TRISE7	TRISE6	TRISE5	TRISE4	TRISE3	TRISE2	TRISE1	TRISE0	00FF
PORTE	02DA	—	—	—	—	—	—	—	—	RE7	RE6	RE5	RE4	RE3	RE2	RE1	RE0	xxxx
LATE	02DC	—	—	—	—	—	—	—	—	LATE7	LATE6	LATE5	LATE4	LATE3	LATE2	LATE1	LATE0	xxxx

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

Note 1: The actual set of I/O port pins varies from one device to another. Please refer to the corresponding pinout diagrams.

TABLE 4-30: PORTF REGISTER MAP⁽¹⁾

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
TRISF	02DE	—	—	TRISF13	TRISF12	—	—	—	TRISF8	TRISF7	TRISF6	TRISF5	TRISF4	TRISF3	TRISF2	TRISF1	TRISF0	31FF
PORTF	02E0	—	—	RF13	RF12	—	—	—	RF8	RF7	RF6	RF5	RF4	RF3	RF2	RF1	RF0	xxxx
LATF	02E2	—	—	LATF13	LATF12	—	—	—	LATF8	LATF7	LATF6	LATF5	LATF4	LATF3	LATF2	LATF1	LATF0	xxxx
ODCF	06DE	—	—	ODCF13	ODCF12	—	—	—	ODCF8	ODCF7	ODCF6	ODCF5	ODCF4	ODCF3	ODCF2	ODCF1	ODCF0	0000

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

Note 1: The actual set of I/O port pins varies from one device to another. Please refer to the corresponding pinout diagrams.

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5.2 RTSP Operation

The dsPIC33FJXXXGPX06A/X08A/X10A Flash program memory array is organized into rows of 64 instructions or 192 bytes. RTSP allows the user to erase a page of memory, which consists of eight rows (512 instructions) at a time, and to program one row or one word at a time. Table 25-12 illustrates typical erase and programming times. The 8-row erase pages and single row write rows are edge-aligned, from the beginning of program memory, on boundaries of 1536 bytes and 192 bytes, respectively.

The program memory implements holding buffers that can contain 64 instructions of programming data. Prior to the actual programming operation, the write data must be loaded into the buffers in sequential order. The instruction words loaded must always be from a group of 64 boundary.

The basic sequence for RTSP programming is to set up a Table Pointer, then do a series of TBLWT instructions to load the buffers. Programming is performed by setting the control bits in the NVMCON register. A total of 64 TBLWTL and TBLWTH instructions are required to load the instructions.

All of the table write operations are single-word writes (two instruction cycles) because only the buffers are written. A programming cycle is required for programming each row.

5.3 Programming Operations

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

The programming time depends on the FRC accuracy (see Table 25-19) and the value of the FRC Oscillator Tuning register (see Register 9-4). Use the following formula to calculate the minimum and maximum values for the Row Write Time, Page Erase Time and Word Write Cycle Time parameters (see Table 25-12).

EQUATION 5-1: PROGRAMMING TIME

$$T = \frac{1}{7.37 \text{ MHz} \times (\text{FRC Accuracy})\% \times (\text{FRC Tuning})\%}$$

For example, if the device is operating at +125°C, the FRC accuracy will be ±5%. If the TUN<5:0> bits (see Register 9-4) are set to 'b1111111, the minimum row write time is equal to Equation 5-2.

EQUATION 5-2: MINIMUM ROW WRITE TIME

$$T_{RW} = \frac{11064 \text{ Cycles}}{7.37 \text{ MHz} \times (1 + 0.05) \times (1 - 0.00375)} = 1.435 \text{ ms}$$

The maximum row write time is equal to Equation 5-3.

EQUATION 5-3: MAXIMUM ROW WRITE TIME

$$T_{RW} = \frac{11064 \text{ Cycles}}{7.37 \text{ MHz} \times (1 - 0.05) \times (1 - 0.00375)} = 1.586 \text{ ms}$$

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

5.4 Control Registers

The two SFRs that are used to read and write the program Flash memory are:

- **NVMCON: Flash Memory Control Register**
- **NVMKEY: Non-Volatile Memory Key Register**

The NVMCON register (Register 5-1) controls which blocks are to be erased, which memory type is to be programmed and the start of the programming cycle.

NVMKEY (Register 5-2) is a write-only register that is used for write protection. To start a programming or erase sequence, the user must consecutively write 0x55 and 0xAA to the NVMKEY register. Refer to **Section 5.3 “Programming Operations”** for further details.

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5.4.1 PROGRAMMING ALGORITHM FOR FLASH PROGRAM MEMORY

The user can program one row of program Flash memory at a time. To do this, it is necessary to erase the 8-row erase page that contains the desired row. The general process is:

1. Read eight rows of program memory (512 instructions) and store in data RAM.
2. Update the program data in RAM with the desired new data.
3. Erase the block (see Example 5-1):
 - a) Set the NVMOP bits (NVMCON<3:0>) to '0010' to configure for block erase. Set the ERASE bit (NVMCON<6>) and the WREN bit (NVMCON<14>).
 - b) Write the starting address of the page to be erased into the TBLPAG and W registers.
 - c) Write 0x55 to NVMKEY.
 - d) Write 0xAA to NVMKEY.
 - e) Set the WR bit (NVMCON<15>). The erase cycle begins and the CPU stalls for the duration of the erase cycle. When the erase is done, the WR bit is cleared automatically.
4. Write the first 64 instructions from data RAM into the program memory buffers (see Example 5-2).
5. Write the program block to Flash memory:
 - a) Set the NVMOP bits to '0001' to configure for row programming. Clear the ERASE bit and set the WREN bit.
 - b) Write 0x55 to NVMKEY.
 - c) Write 0xAA to NVMKEY.
 - d) Set the WR bit. The programming cycle begins and the CPU stalls for the duration of the write cycle. When the write to Flash memory is done, the WR bit is cleared automatically.
6. Repeat steps 4 and 5, using the next available 64 instructions from the block in data RAM by incrementing the value in TBLPAG, until all 512 instructions are written back to Flash memory.

For protection against accidental operations, the write initiate sequence for NVMKEY must be used to allow any erase or program operation to proceed. After the programming command has been executed, the user must wait for the programming time until programming is complete. The two instructions following the start of the programming sequence should be NOPS, as shown in Example 5-3.

EXAMPLE 5-1: ERASING A PROGRAM MEMORY PAGE

```
; Set up NVMCON for block erase operation
MOV    #0x4042, W0          ;
MOV     W0, NVMCON           ; Initialize NVMCON
; Init pointer to row to be ERASED
MOV     #tblpage(PROG_ADDR), W0 ;
MOV     W0, TBLPAG           ; Initialize PM Page Boundary SFR
MOV     #tbloffset(PROG_ADDR), W0 ; Initialize in-page EA[15:0] pointer
TBLWTL  W0, [W0]             ; Set base address of erase block
DISI    #5                   ; Block all interrupts with priority <7
                                ; for next 5 instructions

MOV     #0x55, W0            ; Write the 55 key
MOV     W0, NVMKEY           ;
MOV     #0xAA, W1            ;
MOV     W1, NVMKEY           ; Write the AA key
BSET    NVMCON, #WR          ; Start the erase sequence
NOP      ; Insert two NOPs after the erase
NOP      ; command is asserted
```

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REGISTER 7-3: INTCON1: INTERRUPT CONTROL REGISTER 1 (CONTINUED)

bit 3	ADDRERR: Address Error Trap Status bit 1 = Address error trap has occurred 0 = Address error trap has not occurred
bit 2	STKERR: Stack Error Trap Status bit 1 = Stack error trap has occurred 0 = Stack error trap has not occurred
bit 1	OSCFAIL: Oscillator Failure Trap Status bit 1 = Oscillator failure trap has occurred 0 = Oscillator failure trap has not occurred
bit 0	Unimplemented: Read as '0'

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REGISTER 7-10: IEC0: INTERRUPT ENABLE CONTROL REGISTER 0

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	DMA1IE	AD1IE	U1TXIE	U1RXIE	SPI1IE	SPI1EIE	T3IE
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
T2IE	OC2IE	IC2IE	DMA0IE	T1IE	OC1IE	IC1IE	INT0IE
bit 7							bit 0

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit, read as '0'

-n = Value at POR

'1' = Bit is set

'0' = Bit is cleared

x = Bit is unknown

- bit 15 **Unimplemented:** Read as '0'
- bit 14 **DMA1IE:** DMA Channel 1 Data Transfer Complete Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 13 **AD1IE:** ADC1 Conversion Complete Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 12 **U1TXIE:** UART1 Transmitter Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 11 **U1RXIE:** UART1 Receiver Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 10 **SPI1IE:** SPI1 Event Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 9 **SPI1EIE:** SPI1 Error Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 8 **T3IE:** Timer3 Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 7 **T2IE:** Timer2 Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 6 **OC2IE:** Output Compare Channel 2 Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 5 **IC2IE:** Input Capture Channel 2 Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 4 **DMA0IE:** DMA Channel 0 Data Transfer Complete Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled
- bit 3 **T1IE:** Timer1 Interrupt Enable bit
 1 = Interrupt request enabled
 0 = Interrupt request not enabled

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REGISTER 15-1: OCxCON: OUTPUT COMPARE x CONTROL REGISTER (x = 1, 2)

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

U-0	U-0	U-0	R-0, HC	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	OCFLT	OCTSEL	OCM<2:0>		
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 15-14	Unimplemented: Read as '0'
bit 13	OCSIDL: Stop Output Compare in Idle Mode Control bit 1 = Output Compare x halts in CPU Idle mode 0 = Output Compare x continues to operate in CPU Idle mode
bit 12-5	Unimplemented: Read as '0'
bit 4	OCFLT: PWM Fault Condition Status bit 1 = PWM Fault condition has occurred (cleared in hardware only) 0 = No PWM Fault condition has occurred (this bit is only used when OCM<2:0> = 111)
bit 3	OCTSEL: Output Compare Timer Select bit 1 = Timer3 is the clock source for Compare x 0 = Timer2 is the clock source for Compare x
bit 2-0	OCM<2:0>: Output Compare Mode Select bits 111 = PWM mode on OCx, Fault pin enabled 110 = PWM mode on OCx, Fault pin disabled 101 = Initialize OCx pin low, generate continuous output pulses on OCx pin 100 = Initialize OCx pin low, generate single output pulse on OCx pin 011 = Compare event toggles OCx pin 010 = Initialize OCx pin high, compare event forces OCx pin low 001 = Initialize OCx pin low, compare event forces OCx pin high 000 = Output compare channel is disabled

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REGISTER 16-3: SPIxCON2: SPIx CONTROL REGISTER 2

R/W-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0	U-0
FRMEN	SPIFSD	FRMPOL	—	—	—	—	—
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	U-0
—	—	—	—	—	—	FRMDLY	—
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 **FRMEN:** Framed SPIx Support bit
1 = Framed SPIx support enabled ($\overline{\text{SSx}}$ pin used as frame sync pulse input/output)
0 = Framed SPIx support disabled
- bit 14 **SPIFSD:** Frame Sync Pulse Direction Control bit
1 = Frame sync pulse input (slave)
0 = Frame sync pulse output (master)
- bit 13 **FRMPOL:** Frame Sync Pulse Polarity bit
1 = Frame sync pulse is active-high
0 = Frame sync pulse is active-low
- bit 12-2 **Unimplemented:** Read as '0'
- bit 1 **FRMDLY:** Frame Sync Pulse Edge Select bit
1 = Frame sync pulse coincides with first bit clock
0 = Frame sync pulse precedes first bit clock
- bit 0 **Unimplemented:** Read as '0'
This bit must not be set to '1' by the user application.

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21.4 ADC Helpful Tips

1. The SMPI<3:0> (AD1CON2<5:2>) control bits:
 - a) Determine when the ADC interrupt flag is set and an interrupt is generated if enabled.
 - b) When the CSCNA bit (AD1CON2<10>) is set to '1', determines when the ADC analog scan channel list defined in the AD1CSSL/AD1CSSH registers starts over from the beginning.
 - c) On devices without a DMA peripheral, determines when ADC result buffer pointer to ADC1BUF0-ADC1BUFF, gets reset back to the beginning at ADC1BUF0.
2. On devices without a DMA module, the ADC has 16 result buffers. ADC conversion results are stored sequentially in ADC1BUF0-ADC1BUFF regardless of which analog inputs are being used subject to the SMPI<3:0> bits (AD1CON2<5:2>) and the condition described in 1c above. There is no relationship between the ANx input being measured and which ADC buffer (ADC1BUF0-ADC1BUFF) that the conversion results will be placed in.
3. On devices with a DMA module, the ADC module has only 1 ADC result buffer, (i.e., ADC1BUF0), per ADC peripheral and the ADC conversion result must be read either by the CPU or DMA controller before the next ADC conversion is complete to avoid overwriting the previous value.
4. The DONE bit (AD1CON1<0>) is only cleared at the start of each conversion and is set at the completion of the conversion, but remains set indefinitely even through the next sample phase until the next conversion begins. If application code is monitoring the DONE bit in any kind of software loop, the user must consider this behavior because the CPU code execution is faster than the ADC. As a result, in manual sample mode, particularly where the users code is setting the SAMP bit (AD1CON1<1>), the DONE bit should also be cleared by the user application just before setting the SAMP bit.
5. On devices with two ADC modules, the ADCxPCFG registers for both ADC modules must be set to a logic '1' to configure a target I/O pin as a digital I/O pin. Failure to do so means that any alternate digital input function will always see only a logic '0' as the digital input buffer is held in Disable mode.

21.5 ADC Resources

Many useful resources related to ADC 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=en546064>

21.5.1 KEY RESOURCES

- **Section 16. “Analog-to-Digital Converter (ADC)”** (DS70183)
- Code Samples
- Application Notes
- Software Libraries
- Webinars
- All related dsPIC33F/PIC24H Family Reference Manuals Sections
- Development Tools

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NOTES:

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TABLE 25-4: DC TEMPERATURE AND VOLTAGE SPECIFICATIONS

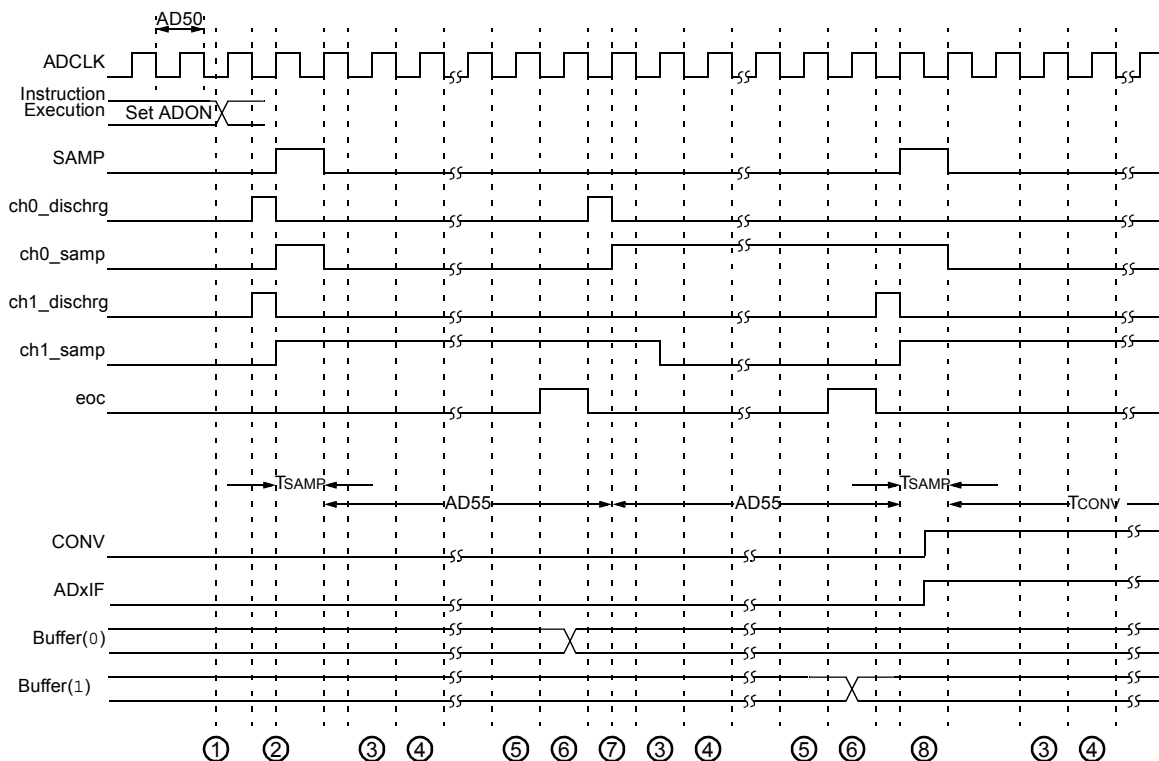
DC CHARACTERISTICS			Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for Industrial $-40^{\circ}\text{C} \leq T_A \leq +125^{\circ}\text{C}$ for Extended				
Param No.	Symbol	Characteristic	Min	Typ ⁽¹⁾	Max	Units	Conditions
Operating Voltage							
DC10	Supply Voltage						
	VDD	—	3.0	—	3.6	V	—
DC12	VDR	RAM Data Retention Voltage⁽²⁾	1.8	—	—	V	—
DC16	VPOR	VDD Start Voltage to ensure internal Power-on Reset signal	—	—	VSS	V	—
DC17	SVDD	VDD Rise Rate to ensure internal Power-on Reset signal	0.03	—	—	V/ms	0-3.0V in 0.1s

Note 1: Data in “Typ” column is at 3.3V, 25°C unless otherwise stated.

2: This is the limit to which VDD can be lowered without losing RAM data.

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FIGURE 25-26: ADC CONVERSION (10-BIT MODE) TIMING CHARACTERISTICS (CHPS<1:0> = 01, SIMSAM = 0, ASAM = 1, SSRC<2:0> = 111, SAMC<4:0> = 00001)



- | | |
|---|---|
| ① – Software sets ADxCON. ADON to start AD operation. | ⑤ – Convert bit 0. |
| ② – Sampling starts after discharge period.
TSAMP is described in Section 16. “Analog-to-Digital Converter (ADC)” (DS70183) in the “dsPIC33F/PIC24H Family Reference Manual”. | ⑥ – One TAD for end of conversion. |
| ③ – Convert bit 9. | ⑦ – Begin conversion of next channel. |
| ④ – Convert bit 8. | ⑧ – Sample for time specified by SAMC<4:0>. |

FIGURE 27-9: TYPICAL FRC FREQUENCY @ VDD = 3.3V

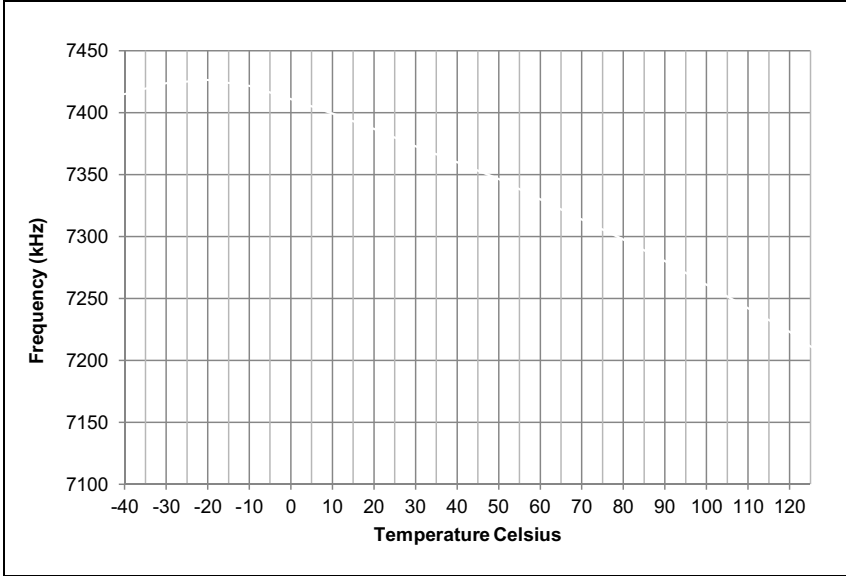
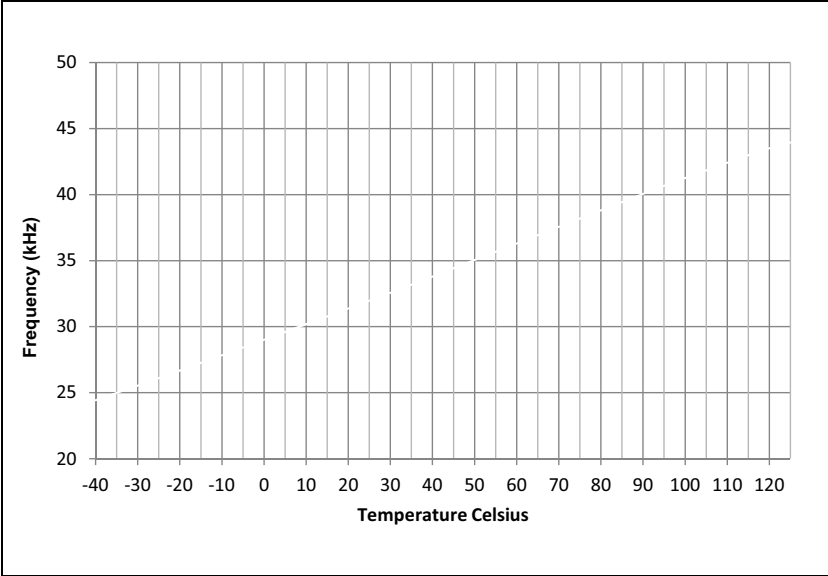


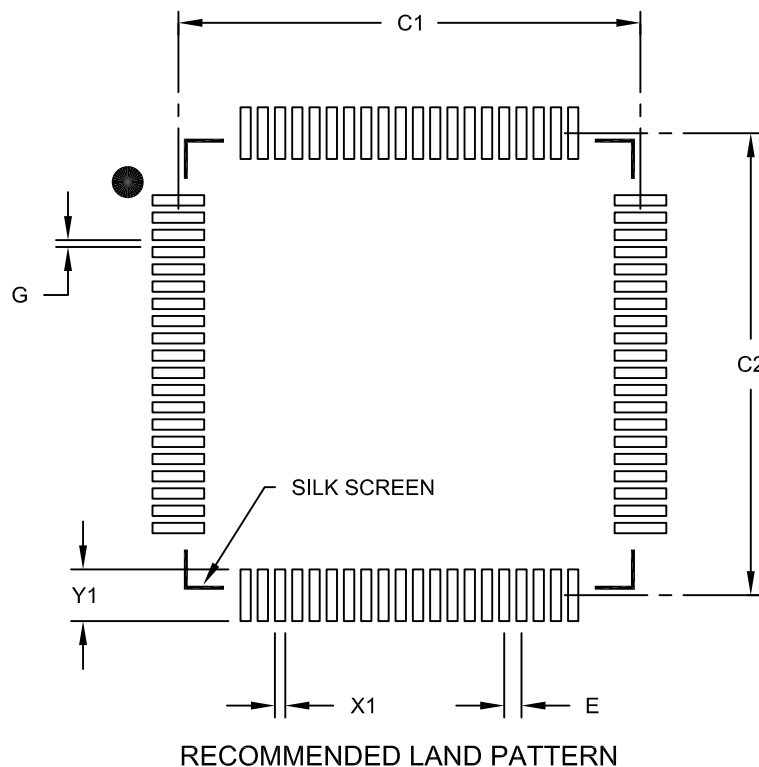
FIGURE 27-10: TYPICAL LPRC FREQUENCY @ VDD = 3.3V



dsPIC33FJXXXGPX06A/X08A/X10A

80-Lead Plastic Thin Quad Flatpack (PT) - 12x12x1mm Body, 2.00 mm Footprint [TQFP]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Contact Pitch	E	0.50 BSC		
Contact Pad Spacing	C1		13.40	
Contact Pad Spacing	C2		13.40	
Contact Pad Width (X80)	X1			0.30
Contact Pad Length (X80)	Y1			1.50
Distance Between Pads	G	0.20		

Notes:

1. Dimensioning and tolerancing per ASME Y14.5M

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

Microchip Technology Drawing No. C04-2092B

dsPIC33FJXXGPX06A/X08A/X10A

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