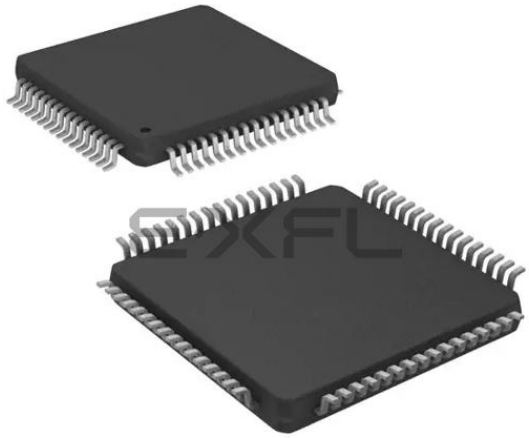
Microchip Technology - DSPIC33CK256MP206T-I/PT Datasheet



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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	100MHz
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, Motor Control PWM, POR, PWM, QEI, WDT
Number of I/O	53
Program Memory Size	256KB (256K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	24K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 20x12b; D/A 3x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-TQFP
Supplier Device Package	64-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33ck256mp206t-i-pt

3.4.1 PROGRAMMER'S MODEL

The programmer's model for the dsPIC33CK256MP508 family is shown in Figure 3-2. All registers in the programmer's model are memory-mapped and can be manipulated directly by instructions. Table 3-1 lists a description of each register.

In addition to the registers contained in the programmer's model, the dsPIC33CK256MP508 devices contain control registers for Modulo Addressing, Bit-Reversed Addressing and interrupts. These registers are described in subsequent sections of this document.

All registers associated with the programmer's model are memory-mapped, as shown in Figure 3-2.

TABLE 3-1: PROGRAMMER'S MODEL REGISTER DESCRIPTIONS

Register(s) Name	Description
W0 through W15(1)	Working Register Array
W0 through W14(1)	Alternate Working Register Array 1
W0 through W14(1)	Alternate Working Register Array 2
W0 through W14(1)	Alternate Working Register Array 3
W0 through W14(1)	Alternate Working Register Array 4
ACCA, ACCB	40-Bit DSP Accumulators (Additional 4 Alternate Accumulators)
PC	23-Bit Program Counter
SR	ALU and DSP Engine STATUS Register
SPLIM	Stack Pointer Limit Value Register
TBLPAG	Table Memory Page Address Register
DSRPAG	Extended Data Space (EDS) Read Page Register
RCOUNT	REPEAT Loop Counter Register
DCOUNT	DO Loop Counter Register
DOSTARTH, DOSTARTL(2)	DO Loop Start Address Register (High and Low)
DOENDH, DOENDL	DO Loop End Address Register (High and Low)
CORCON	Contains DSP Engine, DO Loop Control and Trap Status bits

Note 1: Memory-mapped W0 through W14 represent the value of the register in the currently active CPU context.

2: The DOSTARTH and DOSTARTL registers are read-only.

REGISTER 3-1: SR: CPU STATUS REGISTER (CONTINUED)

bit 7-5 **IPL<2:0>:** CPU Interrupt Priority Level Status bits(1,2)
111 = CPU Interrupt Priority Level is 7 (15); user interrupts are disabled
110 = CPU Interrupt Priority Level is 6 (14)
101 = CPU Interrupt Priority Level is 5 (13)
100 = CPU Interrupt Priority Level is 4 (12)
011 = CPU Interrupt Priority Level is 3 (11)
010 = CPU Interrupt Priority Level is 2 (10)
001 = CPU Interrupt Priority Level is 1 (9)
000 = CPU Interrupt Priority Level is 0 (8)

bit 4 **RA:** REPEAT Loop Active bit
1 = REPEAT loop is in progress
0 = REPEAT loop is not in progress

bit 3 **N:** MCU ALU Negative bit
1 = Result was negative
0 = Result was non-negative (zero or positive)

bit 2 **OV:** MCU ALU Overflow bit
This bit is used for signed arithmetic (2's complement). It indicates an overflow of the magnitude that causes the sign bit to change state.
1 = Overflow occurred for signed arithmetic (in this arithmetic operation)
0 = No overflow occurred

bit 1 **Z:** MCU ALU Zero bit
1 = An operation that affects the Z bit has set it at some time in the past
0 = The most recent operation that affects the Z bit has cleared it (i.e., a non-zero result)

bit 0 **C:** MCU ALU Carry/$\overline{\text{Borrow}}$ bit
1 = A carry-out from the Most Significant bit of the result occurred
0 = No carry-out from the Most Significant bit of the result occurred

Note 1: The IPL<2:0> bits are concatenated with the IPL<3> bit (CORCON<3>) to form the CPU Interrupt Priority Level. The value in parentheses indicates the IPL, if IPL<3> = 1. User interrupts are disabled when IPL<3> = 1.

2: The IPL<2:0> Status bits are read-only when the NSTDIS bit (INTCON1<15>) = 1.

3: A data write to the SR register can modify the SA and SB bits by either a data write to SA and SB or by clearing the SAB bit. To avoid a possible SA or SB bit write race condition, the SA and SB bits should not be modified using bit operations.

4.4.2 INSTRUCTION ADDRESSING MODES

The addressing modes shown in Table 4-18 form the basis of the addressing modes optimized to support the specific features of individual instructions. The addressing modes provided in the MAC class of instructions differ from those in the other instruction types.

4.4.2.1 File Register Instructions

Most file register instructions use a 13-bit address field (f) to directly address data present in the first 8192 bytes of data memory (Near Data Space). Most file register instructions employ a Working register, W0, which is denoted as WREG in these instructions. The destination is typically either the same file register or WREG (with the exception of the MUL instruction), which writes the result to a register or register pair. The MOV instruction allows additional flexibility and can access the entire Data Space.

4.4.2.2 MCU Instructions

The three-operand MCU instructions are of the form:

`Operand 3 = Operand 1 <function> Operand 2`

where `Operand 1` is always a Working register (that is, the addressing mode can only be Register Direct), which is referred to as Wb. `Operand 2` can be a W register fetched from data memory or a 5-bit literal. The result location can either be a W register or a data memory location. The following addressing modes are supported by MCU instructions:

- Register Direct
- Register Indirect
- Register Indirect Post-Modified
- Register Indirect Pre-Modified
- 5-Bit or 10-Bit Literal

Note: Not all instructions support all the addressing modes given above. Individual instructions can support different subsets of these addressing modes.

TABLE 4-18: FUNDAMENTAL ADDRESSING MODES SUPPORTED

Addressing Mode	Description
File Register Direct	The address of the file register is specified explicitly.
Register Direct	The contents of a register are accessed directly.
Register Indirect	The contents of Wn form the Effective Address (EA).
Register Indirect Post-Modified	The contents of Wn form the EA. Wn is post-modified (incremented or decremented) by a constant value.
Register Indirect Pre-Modified	Wn is pre-modified (incremented or decremented) by a signed constant value to form the EA.
Register Indirect with Register Offset (Register Indexed)	The sum of Wn and Wb forms the EA.
Register Indirect with Literal Offset	The sum of Wn and a literal forms the EA.

REGISTER 7-5: INTCON3: INTERRUPT CONTROL REGISTER 3

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	CAN	NAE
bit 15							bit 8

U-0	U-0	U-0	R/W-0	U-0	U-0	U-0	R/W-0
—	—	—	DOOVR	—	—	—	APLL
bit 7							bit 0

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

bit 15-10 **Unimplemented:** Read as '0'

bit 9 **CAN:** CAN Address Error Soft Trap Status bit
1 = CAN address error soft trap has occurred
0 = CAN address error soft trap has not occurred

bit 8 **NAE:** NVM Address Error Soft Trap Status bit
1 = NVM address error soft trap has occurred
0 = NVM address error soft trap has not occurred

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

bit 4 **DOOVR:** DO Stack Overflow Soft Trap Status bit
1 = DO stack overflow soft trap has occurred
0 = DO stack overflow soft trap has not occurred

bit 3-1 **Unimplemented:** Read as '0'

bit 0 **APLL:** Auxiliary PLL Loss of Lock Soft Trap Status bit
1 = APLL lock soft trap has occurred
0 = APLL lock soft trap has not occurred

8.4 Input Change Notification (ICN)

The Input Change Notification function of the I/O ports allows the dsPIC33CK256MP508 family devices to generate interrupt requests to the processor in response to a Change-of-State (COS) on selected input pins. This feature can detect input Change-of-States, even in Sleep mode, when the clocks are disabled. Every I/O port pin can be selected (enabled) for generating an interrupt request on a Change-of-State. Five control registers are associated with the Change Notification (CN) functionality of each I/O port. To enable the Change Notification feature for the port, the ON bit (CNCONx<15>) must be set.

The CNEN0x and CNEN1x registers contain the CN interrupt enable control bits for each of the input pins. The setting of these bits enables a CN interrupt for the corresponding pins. Also, these bits, in combination with the CNSTYLE bit (CNCONx<11>), define a type of transition when the interrupt is generated. Possible CN event options are listed in Table 8-3.

TABLE 8-3: CHANGE NOTIFICATION EVENT OPTIONS

CNSTYLE Bit (CNCONx<11>)	CNEN1x Bit	CNEN0x Bit	Change Notification Event Description
0	Does not matter	0	Disabled
0	Does not matter	1	Detects a mismatch between the last read state and the current state of the pin
1	0	0	Disabled
1	0	1	Detects a positive transition only (from '0' to '1')
1	1	0	Detects a negative transition only (from '1' to '0')
1	1	1	Detects both positive and negative transitions

The CNSTATx register indicates whether a change occurred on the corresponding pin since the last read of the PORTx bit. In addition to the CNSTATx register, the CNFx register is implemented for each port. This register contains flags for Change Notification events. These flags are set if the valid transition edge, selected in the CNEN0x and CNEN1x registers, is detected. CNFx stores the occurrence of the event. CNFx bits must be cleared in software to get the next Change Notification interrupt. The CN interrupt is generated only for the I/Os configured as inputs (corresponding TRISx bits must be set).

Note: Pull-ups and pull-downs on Input Change Notification pins should always be disabled when the port pin is configured as a digital output.

8.5 Peripheral Pin Select (PPS)

A major challenge in general purpose devices is providing the largest possible set of peripheral features, while minimizing the conflict of features on I/O pins. The challenge is even greater on low pin count devices. In an application where more than one peripheral needs to be assigned to a single pin, inconvenient work arounds in application code, or a complete redesign, may be the only option.

Peripheral Pin Select configuration provides an alternative to these choices by enabling peripheral set selection and placement on a wide range of I/O pins. By increasing the pinout options available on a particular device, users can better tailor the device to their entire application, rather than trimming the application to fit the device.

The Peripheral Pin Select configuration feature operates over a fixed subset of digital I/O pins. Users may independently map the input and/or output of most digital peripherals to any one of these I/O pins. Hardware safeguards are included that prevent accidental or spurious changes to the peripheral mapping once it has been established.

8.5.1 AVAILABLE PINS

The number of available pins is dependent on the particular device and its pin count. Pins that support the Peripheral Pin Select feature include the label, "RPn", in their full pin designation, where "n" is the remappable pin number. "RP" is used to designate pins that support both remappable input and output functions.

8.5.2 AVAILABLE PERIPHERALS

The peripherals managed by the Peripheral Pin Select are all digital only peripherals. These include general serial communications (UART and SPI), general purpose timer clock inputs, timer-related peripherals (input capture and output compare) and interrupt-on-change inputs.

In comparison, some digital only peripheral modules are never included in the Peripheral Pin Select feature. This is because the peripheral's function requires special I/O circuitry on a specific port and cannot be easily connected to multiple pins. One example includes I^2C modules. A similar requirement excludes all modules with analog inputs, such as the A/D Converter (ADC)

A key difference between remappable and non-remappable peripherals is that remappable peripherals are not associated with a default I/O pin. The peripheral must always be assigned to a specific I/O pin before it can be used. In contrast, non-remappable peripherals are always available on a default pin, assuming that the peripheral is active and not conflicting with another peripheral.

REGISTER 8-78: RPOR24: PERIPHERAL PIN SELECT OUTPUT REGISTER 24

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP177R5(1)	RP177R4(1)	RP177R3(1)	RP177R2(1)	RP177R1(1)	RP177R0(1)
bit 15							bit 8

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP176R5(1)	RP176R4(1)	RP176R3(1)	RP176R2(1)	RP176R1(1)	RP176R0(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 15-14 **Unimplemented:** Read as '0'

bit 13-8 **RP177R<5:0>:** Peripheral Output Function is Assigned to RP177 Output Pin bits(1)
(see Table 8-7 for peripheral function numbers)

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **RP176R<5:0>:** Peripheral Output Function is Assigned to RP176 Output Pin bits(1)
(see Table 8-7 for peripheral function numbers)

Note 1: These are virtual output ports.

REGISTER 8-79: RPOR25: PERIPHERAL PIN SELECT OUTPUT REGISTER 25

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP179R5(1)	RP179R4(1)	RP179R3(1)	RP179R2(1)	RP179R1(1)	RP179R0(1)
bit 15							bit 8

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP178R5(1)	RP178R4(1)	RP178R3(1)	RP178R2(1)	RP178R1(1)	RP178R0(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 15-14 **Unimplemented:** Read as '0'

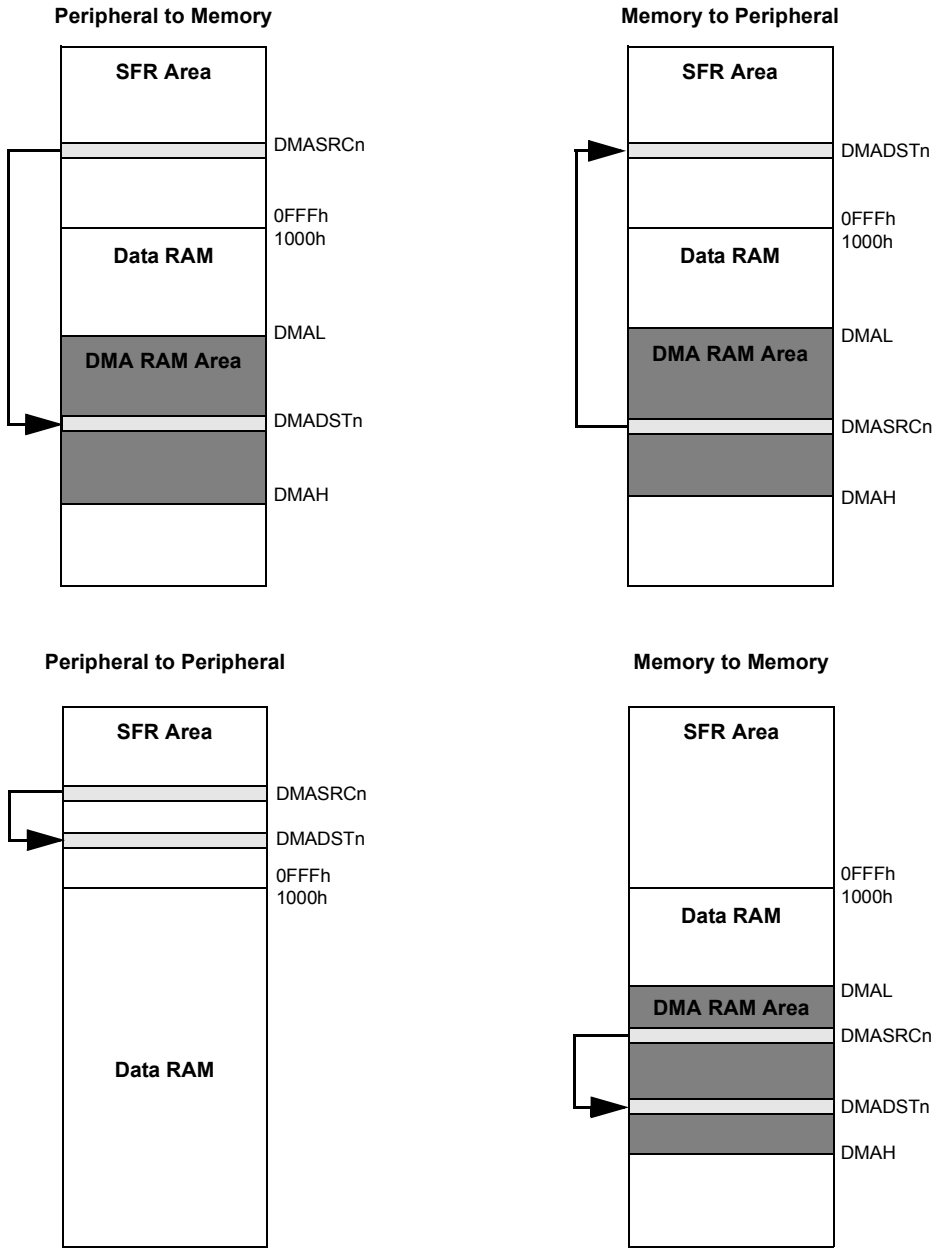
bit 13-8 **RP179R<5:0>:** Peripheral Output Function is Assigned to RP179 Output Pin bits(1)
(see Table 8-7 for peripheral function numbers)

bit 7-6 **Unimplemented:** Read as '0'

bit 5-0 **RP178R<5:0>:** Peripheral Output Function is Assigned to RP178 Output Pin bits(1)
(see Table 8-7 for peripheral function numbers)

Note 1: These are virtual output ports.

FIGURE 10-2: TYPES OF DMA DATA TRANSFERS



Note: Relative sizes of memory areas are not shown to scale.

REGISTER 10-3: DMAINTn: DMA CHANNEL n INTERRUPT REGISTER

R-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
DBUFWF(1)	CHSEL6	CHSEL5	CHSEL4	CHSEL3	CHSEL2	CHSEL1	CHSEL0
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0
HIGHIF(1,2)	LOWIF(1,2)	DONEIF(1)	HALFIF(1)	OVRUNIF(1)	—	—	HALFEN
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 **DBUFWF:** DMA Buffered Data Write Flag bit(1)
- 1 = The content of the DMA buffer has not been written to the location specified in DMADSTn or DMASRCn in Null Write mode
- 0 = The content of the DMA buffer has been written to the location specified in DMADSTn or DMASRCn in Null Write mode

bit 14-8 **CHSEL<6:0>:** DMA Channel Trigger Selection bits

See Table 10-1 for a complete list.

bit 7 **HIGHIF:** DMA High Address Limit Interrupt Flag bit(1,2)
- 1 = The DMA channel has attempted to access an address higher than DMAH or the upper limit of the data RAM space
- 0 = The DMA channel has not invoked the high address limit interrupt

bit 6 **LOWIF:** DMA Low Address Limit Interrupt Flag bit(1,2)
- 1 = The DMA channel has attempted to access the DMA SFR address lower than DMAL, but above the SFR range (07FFh)
- 0 = The DMA channel has not invoked the low address limit interrupt

bit 5 **DONEIF:** DMA Complete Operation Interrupt Flag bit(1)

If CHEN = 1:
- 1 = The previous DMA session has ended with completion
- 0 = The current DMA session has not yet completed

If CHEN = 0:
- 1 = The previous DMA session has ended with completion
- 0 = The previous DMA session has ended without completion

bit 4 **HALFIF:** DMA 50% Watermark Level Interrupt Flag bit(1)
- 1 = DMACNTn has reached the halfway point to 0000h
- 0 = DMACNTn has not reached the halfway point

bit 3 **OVRUNIF:** DMA Channel Overrun Flag bit(1)
- 1 = The DMA channel is triggered while it is still completing the operation based on the previous trigger
- 0 = The overrun condition has not occurred

bit 2-1 **Unimplemented:** Read as '0'

bit 0 **HALFEN:** Halfway Completion Watermark bit
- 1 = Interrupts are invoked when DMACNTn has reached its halfway point and at completion
- 0 = An interrupt is invoked only at the completion of the transfer

Note 1: Setting these flags in software does not generate an interrupt.

2: Testing for address limit violations (DMASRCn or DMADSTn is either greater than DMAH or less than DMAL) is NOT done before the actual access.

REGISTER 12-17: PGxEVTL: PWM GENERATOR x EVENT REGISTER LOW

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
ADTR1PS4	ADTR1PS3	ADTR1PS2	ADTR1PS1	ADTR1PS0	ADTR1EN3	ADTR1EN2	ADTR1EN1
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
—	—	—	UPDTRG1	UPDTRG0	PGTRGSEL2(1)	PGTRGSEL1(1)	PGTRGSEL0(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 15-11 **ADTR1PS<4:0>:** ADC Trigger 1 Postscaler Selection bits
11111 = 1:32
...
00010 = 1:3
00001 = 1:2
00000 = 1:1

bit 10 **ADTR1EN3:** ADC Trigger 1 Source is PGxTRIGC Compare Event Enable bit
1 = PGxTRIGC register compare event is enabled as trigger source for ADC Trigger 1
0 = PGxTRIGC register compare event is disabled as trigger source for ADC Trigger 1

bit 9 **ADTR1EN2:** ADC Trigger 1 Source is PGxTRIGB Compare Event Enable bit
1 = PGxTRIGB register compare event is enabled as trigger source for ADC Trigger 1
0 = PGxTRIGB register compare event is disabled as trigger source for ADC Trigger 1

bit 8 **ADTR1EN1:** ADC Trigger 1 Source is PGxTRIGA Compare Event Enable bit
1 = PGxTRIGA register compare event is enabled as trigger source for ADC Trigger 1
0 = PGxTRIGA register compare event is disabled as trigger source for ADC Trigger 1

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

bit 4-3 **UPDTRG<1:0>:** Update Trigger Select bits
11 = A write of the PGxTRIGA register automatically sets the UPDATE bit
10 = A write of the PGxPHASE register automatically sets the UPDATE bit
01 = A write of the PGxDC register automatically sets the UPDATE bit
00 = User must set the UPDATE bit (PGxSTAT<4>) manually

bit 2-0 **PGTRGSEL<2:0>:** PWM Generator Trigger Output Selection bits(1)
111 = Reserved
110 = Reserved
101 = Reserved
100 = Reserved
011 = PGxTRIGC compare event is the PWM Generator trigger
010 = PGxTRIGB compare event is the PWM Generator trigger
001 = PGxTRIGA compare event is the PWM Generator trigger
000 = EOC event is the PWM Generator trigger

Note 1: These events are derived from the internal PWM Generator time base comparison events.

REGISTER 12-19: PGxyPCIL: PWM GENERATOR xy PCI REGISTER LOW (x = PWM GENERATOR #; y = F, CL, FF OR S)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
TSYNCDIS	TERM2	TERM1	TERM0	AQPS	AQSS2	AQSS1	AQSS0
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
SWTERM	PSYNC	PPS	PSS4	PSS3	PSS2	PSS1	PSS0
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 **TSYNCDIS:** Termination Synchronization Disable bit
1 = Termination of latched PCI occurs immediately
0 = Termination of latched PCI occurs at PWM EOC

bit 14-12 **TERM<2:0>:** Termination Event Selection bits
111 = Selects PCI Source #9
110 = Selects PCI Source #8
101 = Selects PCI Source #1 (PWM Generator output selected by the PWMPCI<2:0> bits)
100 = PGxTRIGC trigger event
011 = PGxTRIGB trigger event
010 = PGxTRIGA trigger event
001 = Auto-Terminate: Terminate when PCI source transitions from active to inactive
000 = Manual Terminate: Terminate on a write of '1' to the SWTERM bit location

bit 11 **AQPS:** Acceptance Qualifier Polarity Select bit
1 = Inverted
0 = Not inverted

bit 10-8 **AQSS<2:0>:** Acceptance Qualifier Source Selection bits
111 = SWPCI control bit only (qualifier forced to '0')
110 = Selects PCI Source #9
101 = Selects PCI Source #8
100 = Selects PCI Source #1 (PWM Generator output selected by the PWMPCI<2:0> bits)
011 = PWM Generator is triggered
010 = LEB is active
001 = Duty cycle is active (base PWM Generator signal)
000 = No acceptance qualifier is used (qualifier forced to '1')

bit 7 **SWTERM:** PCI Software Termination bit
A write of '1' to this location will produce a termination event. This bit location always reads as '0'.

bit 6 **PSYNC:** PCI Synchronization Control bit
1 = PCI source is synchronized to PWM EOC
0 = PCI source is not synchronized to PWM EOC

bit 5 **PPS:** PCI Polarity Select bit
1 = Inverted
0 = Not inverted

REGISTER 14-1: DACCTRL1L: DAC CONTROL 1 LOW REGISTER

R/W-0	U-0	R/W-0	U-0	U-0	U-0	U-0	U-0
DACON	—	DACSIDL	—	—	—	—	—
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0
CLKSEL1(1,3)	CLKSEL0(1,3)	CLKDIV1(1,3)	CLKDIV0(1,3)	—	FCLKDIV2(2)	FCLKDIV1(2)	FCLKDIV0(2)
bit 7							bit 0

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

bit 15 **DACON:** Common DAC Module Enable bit
1 = Enables DAC modules
0 = Disables DAC modules and disables FSCM clocks to reduce power consumption; any pending Slope mode and/or underflow conditions are cleared

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

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

bit 12-8 **Unimplemented:** Read as '0'

bit 7-6 **CLKSEL<1:0>:** DAC Clock Source Select bits(1,3)
11 = FPLLO
10 = AFPLLO
01 = FVCO/2
00 = AFVCO/2

bit 5-4 **CLKDIV<1:0>:** DAC Clock Divider bits(1,3)
11 = Divide-by-4
10 = Divide-by-3 (non-uniform duty cycle)
01 = Divide-by-2
00 = 1x

bit 3 **Unimplemented:** Read as '0'

bit 2-0 **FCLKDIV<2:0>:** Comparator Filter Clock Divider bits(2)
111 = Divide-by-8
110 = Divide-by-7
101 = Divide-by-6
100 = Divide-by-5
011 = Divide-by-4
010 = Divide-by-3
001 = Divide-by-2
000 = 1x

Note 1: These bits should only be changed when DACON = 0 to avoid unpredictable behavior.
2: The input clock to this divider is the selected clock input, CLKSEL<1:0>, and then divided by 2.
3: Clock source and dividers should yield an effective DAC clock input of 500 MHz.

20.2 Receive Mode

The module can be configured for receive operation by setting the RCVEN (SENTxCON1<11>) bit. The time between each falling edge is compared to SYNCMIN<15:0> (SENTxCON3<15:0>) and SYNCMAX<15:0> (SENTxCON2<15:0>), and if the measured time lies between the minimum and maximum limits, the module begins to receive data. The validated Sync time is captured in the SENTxSYNC register and the tick time is calculated. Subsequent falling edges are verified to be within the valid data width and the data is stored in the SENTxDATL/H registers. An interrupt event is generated at the completion of the message and the user software should read the SENTx Data registers before the reception of the next nibble. The equation for SYNCMIN<15:0> and SYNCMAX<15:0> is shown in Equation 20-3.

EQUATION 20-3: SYNCMIN<15:0> AND SYNCMAX<15:0> CALCULATIONS

$$T_{TICK} = T_{CLK} \bullet (TICKTIME\langle 15:0\rangle + 1)$$

$$FRAMETIME\langle 15:0\rangle = T_{TICK}/T_{FRAME}$$

$$SyncCount = 8 \times F_{RCV} \times T_{TICK}$$

$$SYNCMIN\langle 15:0\rangle = 0.8 \times SyncCount$$

$$SYNCMAX\langle 15:0\rangle = 1.2 \times SyncCount$$

$$FRAMETIME\langle 15:0\rangle \geq 122 + 27N$$

$$FRAMETIME\langle 15:0\rangle \geq 848 + 12N$$

Where:

T_{FRAME} = Total time of the message from ms

N = The number of data nibbles in message, 1-6

F_{RCV} = FCY x Prescaler

T_{CLK} = FCY/Prescaler

For TTICK = 3.0 μs and FCLK = 4 MHz, SYNCMIN<15:0> = 76.

Note: To ensure a Sync period can be identified, the value written to SYNCMIN<15:0> must be less than the value written to SYNCMAX<15:0>.

20.2.1 RECEIVE MODE CONFIGURATION

20.2.1.1 Initializing the SENTx Module

Perform the following steps to initialize the module:

1. Write RCVEN (SENTxCON1<11>) = 1 for Receive mode.
2. Write NIBCNT<2:0> (SENTxCON1<2:0>) for the desired data frame length.
3. Write CRCEN (SENTxCON1<8>) for hardware or software CRC validation.
4. Write PPP (SENTxCON1<7>) = 1 if pause pulse is present.
5. Write SENTxCON2 with the value of SYNCMAXx (Nominal Sync Period + 20%).
6. Write SENTxCON3 with the value of SYNCMINx (Nominal Sync Period – 20%).
7. Enable interrupts and set interrupt priority.
8. Set the SNTEN (SENTxCON1<15>) bit to enable the module.

The data should be read from the SENTxDATL/H registers after the completion of the CRC and before the next message frame's status nibble. The recommended method is to use the message frame completion interrupt trigger.

REGISTER 22-2: CCPxCON1H: CCPx CONTROL 1 HIGH REGISTERS

R/W-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
OPSSRC(1)	RTRGEN(2)	—	—	OPS3(3)	OPS2(3)	OPS1(3)	OPS0(3)
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
TRIGEN	ONESHOT	ALTSYNC	SYNC4	SYNC3	SYNC2	SYNC1	SYNC0
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 **OPSSRC:** Output Postscaler Source Select bit(1)
1 = Output postscaler scales module trigger output events
0 = Output postscaler scales time base interrupt events

bit 14 **RTRGEN:** Retrigger Enable bit(2)
1 = Time base can be retriggered when TRIGEN bit = 1
0 = Time base may not be retriggered when TRIGEN bit = 1

bit 13-12 **Unimplemented:** Read as '0'

bit 11-8 **OPS3<3:0>:** CCPx Interrupt Output Postscale Select bits(3)
1111 = Interrupt every 16th time base period match
1110 = Interrupt every 15th time base period match
...
0100 = Interrupt every 5th time base period match
0011 = Interrupt every 4th time base period match or 4th input capture event
0010 = Interrupt every 3rd time base period match or 3rd input capture event
0001 = Interrupt every 2nd time base period match or 2nd input capture event
0000 = Interrupt after each time base period match or input capture event

bit 7 **TRIGEN:** CCPx Trigger Enable bit
1 = Trigger operation of time base is enabled
0 = Trigger operation of time base is disabled

bit 6 **ONESHOT:** One-Shot Trigger Mode Enable bit
1 = One-Shot Trigger mode is enabled; trigger duration is set by OSCNT<2:0>
0 = One-Shot Trigger mode is disabled

bit 5 **ALTSYNC:** CCPx Clock Select bits
1 = An alternate signal is used as the module synchronization output signal
0 = The module synchronization output signal is the Time Base Reset/rollover event

bit 4-0 **SYNC<4:0>:** CCPx Synchronization Source Select bits
See Table 22-5 for the definition of inputs.

Note 1: This control bit has no function in Input Capture modes.
2: This control bit has no function when TRIGEN = 0.
3: Output postscale settings, from 1:5 to 1:16 (0100-1111), will result in a FIFO buffer overflow for Input Capture modes.

NOTES:

REGISTER 28-5: DMTCNTL: DEADMAN TIMER COUNT REGISTER LOW

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
COUNTER<15:8>							
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
COUNTER<7:0>							
bit 7							bit 0

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

bit 15-0 **COUNTER<15:0>:** Read Current Contents of Lower DMT Counter bits

REGISTER 28-6: DMTCNTH: DEADMAN TIMER COUNT REGISTER HIGH

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
COUNTER<31:24>							
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
COUNTER<23:16>							
bit 7							bit 0

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

bit 15-0 **COUNTER<31:16>:** Read Current Contents of Higher DMT Counter bits

REGISTER 28-7: DMTPSCNTL: DMT POST-CONFIGURE COUNT STATUS REGISTER LOW

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PSCNT<15:8>							
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PSCNT<7:0>							
bit 7							bit 0

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

bit 15-0 **PSCNT<15:0>:** Lower DMT Instruction Count Value Configuration Status bits
This is always the value of the FDMTCNTL Configuration register.

REGISTER 28-8: DMTPSCNTH: DMT POST-CONFIGURE COUNT STATUS REGISTER HIGH

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PSCNT<31:24>							
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PSCNT<23:16>							
bit 7							bit 0

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

bit 15-0 **PSCNT<31:16>:** Higher DMT Instruction Count Value Configuration Status bits
This is always the value of the FDMTCNTH Configuration register.

29.2.1 SLEEP MODE

The following occurs in Sleep mode:

- The system clock source is shut down. If an on-chip oscillator is used, it is turned off.
- The device current consumption is reduced to a minimum, provided that no I/O pin is sourcing current.
- The Fail-Safe Clock Monitor does not operate, since the system clock source is disabled.
- The LPRC clock continues to run in Sleep mode if the WDT is enabled.
- The WDT, if enabled, is automatically cleared prior to entering Sleep mode.
- Some device features or peripherals can continue to operate. This includes items such as the Input Change Notification on the I/O ports or peripherals that use an External Clock input.
- Any peripheral that requires the system clock source for its operation is disabled.

The device wakes up from Sleep mode on any of the these events:

- Any interrupt source that is individually enabled
- Any form of device Reset
- A WDT time-out

On wake-up from Sleep mode, the processor restarts with the same clock source that was active when Sleep mode was entered.

For optimal power savings, the regulators can be configured to go into standby when Sleep mode is entered by clearing the VREGS (RCON<8>) bit (default configuration).

If the application requires a faster wake-up time, and can accept higher current requirements, the VREGS (RCON<8>) bit can be set to keep the regulators active during Sleep mode. The available Low-Power Sleep modes are shown in Table 29-1. Additional regulator information is available in **Section 30.4 "On-Chip Voltage Regulators"**.

TABLE 29-1: LOW-POWER SLEEP MODES

Relative Power	LPWREN	VREGS	MODE
Highest	0	1	Full power, active
—	0	0	Full power, standby
—	1(1)	1	Low power, active
Lowest	1(1)	0	Low power, standby

Note 1: Low-Power modes, when LPWREN = 1, can only be used in the industrial temperature range.

29.2.2 IDLE MODE

The following occurs in Idle mode:

- The CPU stops executing instructions.
- The WDT is automatically cleared.
- The system clock source remains active. By default, all peripheral modules continue to operate normally from the system clock source, but can also be selectively disabled (see **Section 29.4 "Peripheral Module Disable"**).
- If the WDT or FSCM is enabled, the LPRC also remains active.

The device wakes from Idle mode on any of these events:

- Any interrupt that is individually enabled
- Any device Reset
- A WDT time-out

On wake-up from Idle mode, the clock is reapplied to the CPU and instruction execution will begin (2-4 clock cycles later), starting with the instruction following the PWRSAV instruction or the first instruction in the ISR.

All peripherals also have the option to discontinue operation when Idle mode is entered to allow for increased power savings. This option is selectable in the control register of each peripheral; for example, the SIDL bit in the Timer1 Control register (T1CON<13>).

29.2.3 INTERRUPTS COINCIDENT WITH POWER SAVE INSTRUCTIONS

Any interrupt that coincides with the execution of a PWRSAV instruction is held off until entry into Sleep or Idle mode has completed. The device then wakes up from Sleep or Idle mode.

TABLE 31-2: INSTRUCTION SET OVERVIEW (CONTINUED)

Base Instr #	Assembly Mnemonic	Assembly Syntax	Description	# of Words	# of Cycles(1)	Status Flags Affected
61	MOV	MOV f,Wn	Move f to Wn	1	1	None
		MOV f	Move f to f	1	1	None
		MOV f,WREG	Move f to WREG	1	1	None
		MOV #lit16,Wn	Move 16-bit Literal to Wn	1	1	None
		MOV.b #lit8,Wn	Move 8-bit Literal to Wn	1	1	None
		MOV Wn,f	Move Wn to f	1	1	None
		MOV Wso,Wdo	Move Ws to Wd	1	1	None
		MOV WREG,f	Move WREG to f	1	1	None
		MOV.D Wns,Wd	Move Double from W(ns):W(ns + 1) to Wd	1	2	None
		MOV.D Ws,Wnd	Move Double from Ws to W(nd + 1):W(nd)	1	2	None
62	MOVPAG	MOVPAG #lit10,DSRPAG	Move 10-bit Literal to DSRPAG	1	1	None
		MOVPAG #lit8,TBLPAG	Move 8-bit Literal to TBLPAG	1	1	None
		MOVPAG Ws, DSRPAG	Move Ws<9:0> to DSRPAG	1	1	None
		MOVPAG Ws, TBLPAG	Move Ws<7:0> to TBLPAG	1	1	None
64	MOVSAC	MOVSAC Acc,Wx,Wxd,Wy,Wyd,AWB	Prefetch and Store Accumulator	1	1	None
65	MPY	MPY Wm*Wn,Acc,Wx,Wxd,Wy,Wyd	Multiply Wm by Wn to Accumulator	1	1	OA,OB,OAB, SA,SB,SAB
		MPY Wm*Wm,Acc,Wx,Wxd,Wy,Wyd	Square Wm to Accumulator	1	1	OA,OB,OAB, SA,SB,SAB
66	MPY.N	MPY.N Wm*Wn,Acc,Wx,Wxd,Wy,Wyd	-(Multiply Wm by Wn) to Accumulator	1	1	None
67	MSC	MSC Wm*Wm,Acc,Wx,Wxd,Wy,Wyd, AWB	Multiply and Subtract from Accumulator	1	1	OA,OB,OAB, SA,SB,SAB
68	MUL	MUL.SS Wb,Ws,Wnd	{Wnd + 1, Wnd} = Signed(Wb) * Signed(Ws)	1	1	None
		MUL.SS Wb,Ws,Acc	Accumulator = Signed(Wb) * Signed(Ws)	1	1	None
		MUL.SU Wb,Ws,Wnd	{Wnd + 1, Wnd} = Signed(Wb) * Unsigned(Ws)	1	1	None
		MUL.SU Wb,Ws,Acc	Accumulator = Signed(Wb) * Unsigned(Ws)	1	1	None
		MUL.SU Wb,#lit5,Acc	Accumulator = Signed(Wb) * Unsigned(lit5)	1	1	None
		MUL.US Wb,Ws,Wnd	{Wnd + 1, Wnd} = Unsigned(Wb) * Signed(Ws)	1	1	None
		MUL.US Wb,Ws,Acc	Accumulator = Unsigned(Wb) * Signed(Ws)	1	1	None
		MUL.UU Wb,Ws,Wnd	{Wnd + 1, Wnd} = Unsigned(Wb) * Unsigned(Ws)	1	1	None
		MUL.UU Wb,#lit5,Acc	Accumulator = Unsigned(Wb) * Unsigned(lit5)	1	1	None
		MUL.UU Wb,Ws,Acc	Accumulator = Unsigned(Wb) * Unsigned(Ws)	1	1	None
		MULW.SS Wb,Ws,Wnd	Wnd = Signed(Wb) * Signed(Ws)	1	1	None
		MULW.SU Wb,Ws,Wnd	Wnd = Signed(Wb) * Unsigned(Ws)	1	1	None
		MULW.US Wb,Ws,Wnd	Wnd = Unsigned(Wb) * Signed(Ws)	1	1	None
		MULW.UU Wb,Ws,Wnd	Wnd = Unsigned(Wb) * Unsigned(Ws)	1	1	None
		MUL.SU Wb,#lit5,Wnd	{Wnd + 1, Wnd} = Signed(Wb) * Unsigned(lit5)	1	1	None
		MUL.SU Wb,#lit5,Wnd	Wnd = Signed(Wb) * Unsigned(lit5)	1	1	None
		MUL.UU Wb,#lit5,Wnd	{Wnd + 1, Wnd} = Unsigned(Wb) * Unsigned(lit5)	1	1	None
		MUL.UU Wb,#lit5,Wnd	Wnd = Unsigned(Wb) * Unsigned(lit5)	1	1	None
		MUL f	W3:W2 = f * WREG	1	1	None

Note 1: Read and Read-Modify-Write (e.g., bit operations and logical operations) on non-CPU SFRs incur an additional instruction cycle.

2: The divide instructions must be preceded with a "REPEAT #5" instruction, such that they are executed six consecutive times.

32.2 MPLAB XC Compilers

The MPLAB XC Compilers are complete ANSI C compilers for all of Microchip's 8, 16 and 32-bit MCU and DSC devices. These compilers provide powerful integration capabilities, superior code optimization and ease of use. MPLAB XC Compilers run on Windows, Linux or MAC OS X.

For easy source level debugging, the compilers provide debug information that is optimized to the MPLAB X IDE.

The free MPLAB XC Compiler editions support all devices and commands, with no time or memory restrictions, and offer sufficient code optimization for most applications.

MPLAB XC Compilers include an assembler, linker and utilities. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. MPLAB XC Compiler uses the assembler to produce its object file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

32.3 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for PIC10/12/16/18 MCUs.

The MPASM Assembler generates relocatable object files for the MPLINK Object Linker, Intel® standard HEX files, MAP files to detail memory usage and symbol reference, absolute LST files that contain source lines and generated machine code, and COFF files for debugging.

The MPASM Assembler features include:

- Integration into MPLAB X IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multipurpose source files
- Directives that allow complete control over the assembly process

32.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler. It can link relocatable objects from precompiled libraries, using directives from a linker script.

The MPLIB Object Librarian manages the creation and modification of library files of precompiled code. When a routine from a library is called from a source file, only the modules that contain that routine will be linked in with the application. This allows large libraries to be used efficiently in many different applications.

The object linker/library features include:

- Efficient linking of single libraries instead of many smaller files
- Enhanced code maintainability by grouping related modules together
- Flexible creation of libraries with easy module listing, replacement, deletion and extraction

32.5 MPLAB Assembler, Linker and Librarian for Various Device Families

MPLAB Assembler produces relocatable machine code from symbolic assembly language for PIC24, PIC32 and dsPIC DSC devices. MPLAB XC Compiler uses the assembler to produce its object file. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

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