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Applications of "Embedded - Microcontrollers"

Details	
Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	100MHz
Connectivity	CANbus, I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, Motor Control PWM, POR, PWM, QEI, WDT
Number of I/O	21
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 12x12b; D/A 3x12b
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/dspic33ck64mp502t-i-ss

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3.4.3 CPU CONTROL REGISTERS

REGISTER 3-1: SR: CPU STATUS REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/C-0	R/C-0	R-0	R/W-0
OA	OB	SA(3)	SB(3)	OAB	SAB	DA	DC
bit 15							bit 8

R/W-0(2)	R/W-0(2)	R/W-0(2)	R-0	R/W-0	R/W-0	R/W-0	R/W-0
IPL2(1)	IPL1(1)	IPL0(1)	RA	N	OV	Z	C
bit 7							bit 0

Legend:	C = 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 **OA:** Accumulator A Overflow Status bit
1 = Accumulator A has overflowed
0 = Accumulator A has not overflowed

bit 14 **OB:** Accumulator B Overflow Status bit
1 = Accumulator B has overflowed
0 = Accumulator B has not overflowed

bit 13 **SA:** Accumulator A Saturation 'Sticky' Status bit(3)
1 = Accumulator A is saturated or has been saturated at some time
0 = Accumulator A is not saturated

bit 12 **SB:** Accumulator B Saturation 'Sticky' Status bit(3)
1 = Accumulator B is saturated or has been saturated at some time
0 = Accumulator B is not saturated

bit 11 **OAB:** OA || OB Combined Accumulator Overflow Status bit
1 = Accumulator A or B has overflowed
0 = Neither Accumulator A or B has overflowed

bit 10 **SAB:** SA || SB Combined Accumulator 'Sticky' Status bit
1 = Accumulator A or B is saturated or has been saturated at some time
0 = Neither Accumulator A or B is saturated

bit 9 **DA:** DO Loop Active bit
1 = DO loop is in progress
0 = DO loop is not in progress

bit 8 **DC:** MCU ALU Half Carry/$\overline{\text{Borrow}}$ bit
1 = A carry-out from the 4th low-order bit (for byte-sized data) or 8th low-order bit (for word-sized data) of the result occurred
0 = No carry-out from the 4th low-order bit (for byte-sized data) or 8th low-order bit (for word-sized data) 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.

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.

9.0 OSCILLATOR WITH HIGH-FREQUENCY PLL

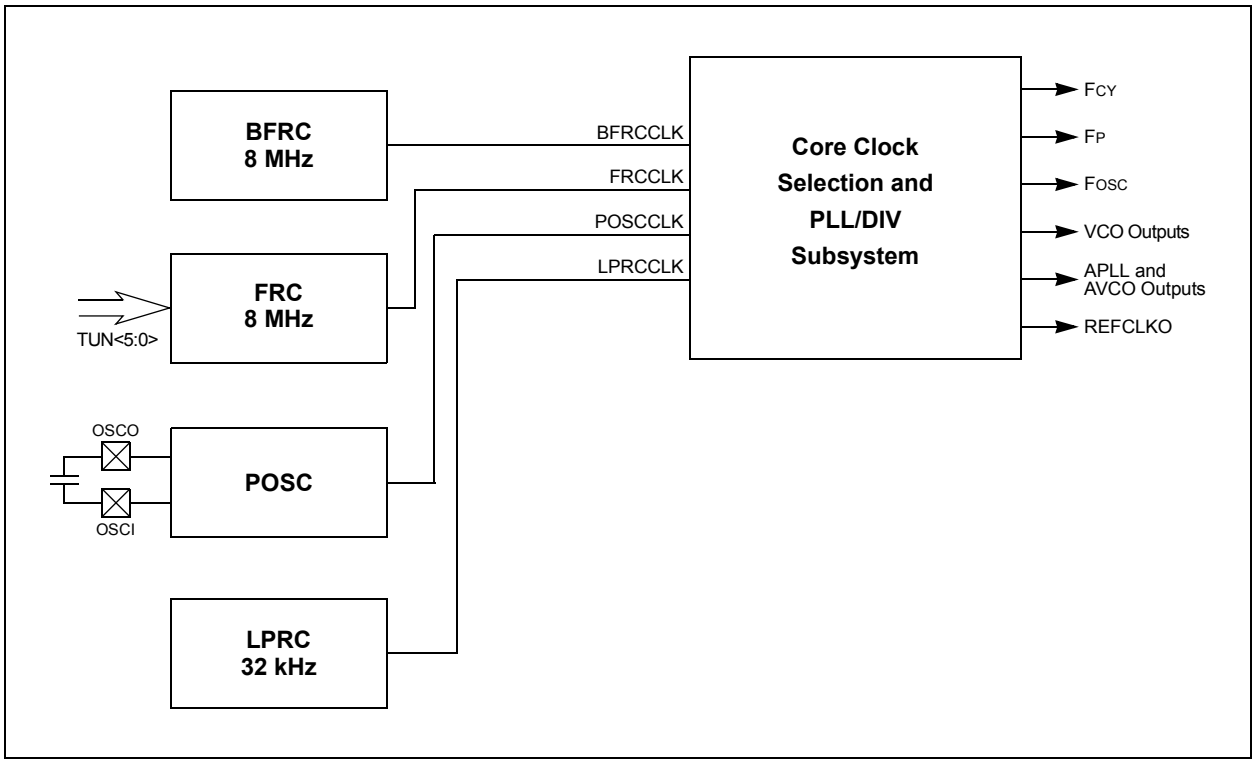
Note 1: This data sheet summarizes the features of the dsPIC33CK256MP508 family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **"Oscillator Module with High-Speed PLL"** (DS70005255) in the *"dsPIC33/PIC24 Family Reference Manual"*, which is available from the Microchip web site (www.microchip.com).

The dsPIC33CK256MP508 family oscillator with high-frequency PLL includes these characteristics:

- On-Chip Phase-Locked Loop (PLL) to Boost Internal Operating Frequency on Select Internal and External Oscillator Sources
- Auxiliary PLL (APLL) Clock Generator to Boost Operating Frequency for Peripherals
- Doze mode for System Power Savings
- Scalable Reference Clock Output (REFCLKO)
- On-the-Fly Clock Switching between Various Clock Sources
- Fail-Safe Clock Monitoring (FSCM) that Detects Clock Failure and Permits Safe Application Recovery or Shutdown

A block diagram of the dsPIC33CK256MP508 oscillator system is shown in Figure 9-1.

FIGURE 9-1: dsPIC33CK256MP508 CORE CLOCK SOURCES BLOCK DIAGRAM



REGISTER 9-1: OSCCON: OSCILLATOR CONTROL REGISTER(1) (CONTINUED)

bit 3 **CF:** Clock Fail Detect bit(3)
1 = FSCM has detected a clock failure
0 = FSCM has not detected a clock failure

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

bit 0 **OSWEN:** Oscillator Switch Enable bit
1 = Requests oscillator switch to the selection specified by the NOSC<2:0> bits
0 = Oscillator switch is complete

Note 1: Writes to this register require an unlock sequence.

2: Direct clock switches between any Primary Oscillator mode with PLL and FRCPLL mode are not permitted. This applies to clock switches in either direction. In these instances, the application must switch to FRC mode as a transitional clock source between the two PLL modes.

3: This bit should only be cleared in software. Setting the bit in software (= 1) will have the same effect as an actual oscillator failure and will trigger an oscillator failure trap.

REGISTER 11-32: C1FIFOCONHx: CAN FIFO CONTROL REGISTER x (x = 1 TO 7) 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
PLSIZE2(1)	PLSIZE1(1)	PLSIZE0(1)	FSIZE4(1)	FSIZE3(1)	FSIZE2(1)	FSIZE1(1)	FSIZE0(1)
bit 15							bit 8

U-0	R/W-1	R/W-1	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	TXAT1	TXAT0	TXPRI4	TXPRI3	TXPRI2	TXPRI1	TXPRI0
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 **PLSIZE<2:0>:** Payload Size bits(1)
111 = 64 data bytes
110 = 48 data bytes
101 = 32 data bytes
100 = 24 data bytes
011 = 20 data bytes
010 = 16 data bytes
001 = 12 data bytes
000 = 8 data bytes

bit 12-8 **FSIZE<4:0>:** FIFO Size bits(1)
11111 = FIFO is 32 messages deep
...
00010 = FIFO is 3 messages deep
00001 = FIFO is 2 messages deep
00000 = FIFO is 1 message deep

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

bit 6-5 **TXAT<1:0>:** Retransmission Attempts bits
This feature is enabled when RTXAT (C1CONH<0>) is set.
11 = Unlimited number of retransmission attempts
10 = Unlimited number of retransmission attempts
01 = Three retransmission attempts
00 = Disables retransmission attempts

bit 4-0 **TXPRI<4:0>:** Message Transmit Priority bits
11111 = Highest message priority
...
00000 = Lowest message priority

Note 1: These bits can only be modified in Configuration mode (OPMOD<2:0> = 100).

REGISTER 11-35: C1TEFCONH: CAN TRANSMIT EVENT FIFO CONTROL REGISTER HIGH

U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	—	FSIZE<4:0>(1)				
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
bit 7							bit 0

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

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

bit 12-8 **FSIZE<4:0>:** FIFO Size bits(1)
11111 = FIFO is 32 messages deep
...
00010 = FIFO is 3 messages deep
00001 = FIFO is 2 messages deep
00000 = FIFO is 1 message deep

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

Note 1: These bits can only be modified in Configuration mode (OPMOD<2:0> = 100).

REGISTER 12-11: LFSR: LINEAR FEEDBACK SHIFT REGISTER

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	LFSR<14:8>						
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
LFSR<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 **Unimplemented:** Read as ‘0’

bit 14-0 **LFSR<14:0>:** Linear Feedback Shift Register bits
A read of this register will provide a 15-bit pseudorandom value.

REGISTER 14-4: DACxCONH: DACx CONTROL HIGH REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0
—	—	—	—	—	—	TMCB<9:8>	
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
TMCB<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

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

bit 9-0 **TMCB<9:0>:** DACx Leading-Edge Blanking bits

These register bits specify the blanking period for the comparator, following changes to the DAC output during Change-of-State (COS), for the input signal selected by the HCFSEL<3:0> bits in Register 14-9.

REGISTER 14-5: DACxCONL: DACx CONTROL LOW REGISTER

R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0
DACEN	IRQM1(1,2)	IRQM0(1,2)	—	—	CBE	DACOEN	FLTREN
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
CMPSTAT	CMPPOL	INSEL2	INSEL1	INSEL0	HYSPOL	HYSSEL1	HYSSEL0
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 **DACEN:** Individual DACx Module Enable bit

1 = Enables DACx module
0 = Disables DACx module to reduce power consumption; any pending Slope mode and/or underflow conditions are cleared

bit 14-13 **IRQM<1:0>:** Interrupt Mode select bits(1,2)

11 = Generates an interrupt on either a rising or falling edge detect
10 = Generates an interrupt on a falling edge detect
01 = Generates an interrupt on a rising edge detect
00 = Interrupts are disabled

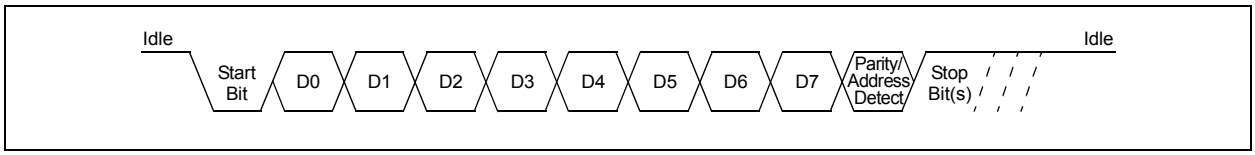
bit 12-11 **Unimplemented:** Read as '0'

Note 1: Changing these bits during operation may generate a spurious interrupt.
2: The edge selection is a post-polarity selection via the CMPPOL bit.

16.2 Character Frame

A typical UART character frame is shown in Figure 16-2. The Idle state is high with a 'Start' condition indicated by a falling edge. The Start bit is followed by the number of data, parity/address detect and Stop bits defined by the MOD<3:0> (UxMODE<3:0>) bits selected.

FIGURE 16-2: UART CHARACTER FRAME



16.3 Data Buffers

Both transmit and receive functions use buffers to store data shifted to/from the pins. These buffers are FIFOs and are accessed by reading the SFRs, UxTXREG and UxRXREG, respectively. Each data buffer has multiple flags associated with its operation to allow software to read the status. Interrupts can also be configured based on the space available in the buffers. The transmit and receive buffers can be cleared and their pointers reset using the associated TX/RX Buffer Empty Status bits, UTXBE (UxSTAH<5>) and URXBE (UxSTAH<1>).

16.4 Protocol Extensions

The UART provides hardware support for LIN/J2602, IrDA®, DMX and smart card protocol extensions to reduce software overhead. A protocol extension is enabled by writing a value to the MOD<3:0> (UxMODE<3:0>) selection bits and further configured using the UARTx Timing Parameter registers, UxP1 (Register 16-9), UxP2 (Register 16-10), UxP3 (Register 16-11) and UxP3H (Register 16-12). Details regarding operation and usage are discussed in their respective chapters. Not all protocols are available on all devices. Please refer to the specific device data sheet for availability.

REGISTER 16-3: UxSTA: UARTx STATUS REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
TXMTIE	PERIE	ABDOVE	CERIE	FERIE	RXBKIE	OERIE	TXCIE
bit 15							bit 8

R-1	R-0	R/W-0, HS	R/W-0, HC	R-0	R/W-0, HC	R/W-0, HC	R/W-0, HC
TRMT	PERR	ABDOVF	CERIF	FERR	RXBKIF	OERR	TXCIF
bit 7							bit 0

Legend:	HS = Hardware Settable bit	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 **TXMTIE:** Transmit Shifter Empty Interrupt Enable bit
1 = Interrupt is enabled
0 = Interrupt is disabled

bit 14 **PERIE:** Parity Error Interrupt Enable bit
1 = Interrupt is enabled
0 = Interrupt is disabled

bit 13 **ABDOVE:** Auto-Baud Rate Acquisition Interrupt Enable bit
1 = Interrupt is enabled
0 = Interrupt is disabled

bit 12 **CERIE:** Checksum Error Interrupt Enable bit
1 = Interrupt is enabled
0 = Interrupt is disabled

bit 11 **FERIE:** Framing Error Interrupt Enable bit
1 = Interrupt is enabled
0 = Interrupt is disabled

bit 10 **RXBKIE:** Receive Break Interrupt Enable bit
1 = Interrupt is enabled
0 = Interrupt is disabled

bit 9 **OERIE:** Receive Buffer Overflow Interrupt Enable bit
1 = Interrupt is enabled
0 = Interrupt is disabled

bit 8 **TXCIE:** Transmit Collision Interrupt Enable bit
1 = Interrupt is enabled
0 = Interrupt is disabled

bit 7 **TRMT:** Transmit Shifter Empty Interrupt Flag bit (read-only)
1 = Transmit Shift Register (TSR) is empty (end of last Stop bit when STPMD = 1 or middle of first Stop bit when STPMD = 0)
0 = Transmit Shift Register is not empty

bit 6 **PERR:** Parity Error/Address Received/Forward Frame Interrupt Flag bit
LIN and Parity Modes:
1 = Parity error detected
0 = No parity error detected
Address Mode:
1 = Address received
0 = No address detected
All Other Modes:
Not used.

To set up the SPIx module for Audio mode:

1. Clear the SPIxBUFL and SPIxBUFH registers.
2. If using interrupts:
   a) Clear the interrupt flag bits in the respective IFSx register.
   b) Set the interrupt enable bits in the respective IECx register.
   a) Write the SPIxIP bits in the respective IPCx register to set the interrupt priority.
3. Write the desired settings to the SPIxCON1L, SPIxCON1H and SPIxCON2L registers with AUDEN (SPIxCON1H<15>) = 1.
4. Clear the SPIROV bit (SPIxSTATL<6>).
5. Enable SPIx operation by setting the SPIEN bit (SPIxCON1L<15>).
6. Write the data to be transmitted to the SPIxBUFL and SPIxBUFH registers. Transmission (and reception) will start as soon as data is written to the SPIxBUFL and SPIxBUFH registers.

21.1 Timer1 Control Register

REGISTER 21-1: T1CON: TIMER1 CONTROL REGISTER

R/W-0	U-0	R/W-0	R/W-0	R-0	R-0	R/W-0	R/W-0
TON(1)	—	SIDL	TMWDIS	TMWIP	PRWIP	TECS1	TECS0
bit 15							bit 8

R/W-0	U-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	U-0
TGATE	—	TCKPS1	TCKPS0	—	TSYNC(1)	TCS(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 **TON:** Timer1 On bit(1)
1 = Starts 16-bit Timer1
0 = Stops 16-bit Timer1

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

bit 13 **SIDL:** Timer1 Stop in Idle Mode bit
1 = Discontinues module operation when device enters Idle mode
0 = Continues module operation in Idle mode

bit 12 **TMWDIS:** Asynchronous Timer1 Write Disable bit
1 = Timer writes are ignored while a posted write to TMR1 or PR1 is synchronized to the asynchronous clock domain
0 = Back-to-back writes are enabled in Asynchronous mode

bit 11 **TMWIP:** Asynchronous Timer1 Write in Progress bit
1 = Write to the timer in Asynchronous mode is pending
0 = Write to the timer in Asynchronous mode is complete

bit 10 **PRWIP:** Asynchronous Period Write in Progress bit
1 = Write to the Period register in Asynchronous mode is pending
0 = Write to the Period register in Asynchronous mode is complete

bit 9-8 **TECS<1:0>:** Timer1 Extended Clock Select bits
11 = FRC clock
10 = FOSC
01 = TCY
00 = External Clock comes from the T1CK pin

bit 7 **TGATE:** Timer1 Gated Time Accumulation Enable bit
When TCS = 1:
This bit is ignored.
When TCS = 0:
1 = Gated time accumulation is enabled
0 = Gated time accumulation is disabled

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

Note 1: When Timer1 is enabled in External Synchronous Counter mode (TCS = 1, TSYNC = 1, TON = 1), any attempts by user software to write to the TMR1 register are ignored.

REGISTER 23-4: CLCxGLSL: CLCx GATE LOGIC INPUT SELECT LOW REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N
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
G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N
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 **G2D4T:** Gate 2 Data Source 4 True Enable bit
1 = Data Source 4 signal is enabled for Gate 2
0 = Data Source 4 signal is disabled for Gate 2

bit 14 **G2D4N:** Gate 2 Data Source 4 Negated Enable bit
1 = Data Source 4 inverted signal is enabled for Gate 2
0 = Data Source 4 inverted signal is disabled for Gate 2

bit 13 **G2D3T:** Gate 2 Data Source 3 True Enable bit
1 = Data Source 3 signal is enabled for Gate 2
0 = Data Source 3 signal is disabled for Gate 2

bit 12 **G2D3N:** Gate 2 Data Source 3 Negated Enable bit
1 = Data Source 3 inverted signal is enabled for Gate 2
0 = Data Source 3 inverted signal is disabled for Gate 2

bit 11 **G2D2T:** Gate 2 Data Source 2 True Enable bit
1 = Data Source 2 signal is enabled for Gate 2
0 = Data Source 2 signal is disabled for Gate 2

bit 10 **G2D2N:** Gate 2 Data Source 2 Negated Enable bit
1 = Data Source 2 inverted signal is enabled for Gate 2
0 = Data Source 2 inverted signal is disabled for Gate 2

bit 9 **G2D1T:** Gate 2 Data Source 1 True Enable bit
1 = Data Source 1 signal is enabled for Gate 2
0 = Data Source 1 signal is disabled for Gate 2

bit 8 **G2D1N:** Gate 2 Data Source 1 Negated Enable bit
1 = Data Source 1 inverted signal is enabled for Gate 2
0 = Data Source 1 inverted signal is disabled for Gate 2

bit 7 **G1D4T:** Gate 1 Data Source 4 True Enable bit
1 = Data Source 4 signal is enabled for Gate 1
0 = Data Source 4 signal is disabled for Gate 1

bit 6 **G1D4N:** Gate 1 Data Source 4 Negated Enable bit
1 = Data Source 4 inverted signal is enabled for Gate 1
0 = Data Source 4 inverted signal is disabled for Gate 1

bit 5 **G1D3T:** Gate 1 Data Source 3 True Enable bit
1 = Data Source 3 signal is enabled for Gate 1
0 = Data Source 3 signal is disabled for Gate 1

bit 4 **G1D3N:** Gate 1 Data Source 3 Negated Enable bit
1 = Data Source 3 inverted signal is enabled for Gate 1
0 = Data Source 3 inverted signal is disabled for Gate 1

REGISTER 30-6: FWDT CONFIGURATION REGISTER

U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1
—	—	—	—	—	—	—	—
bit 23							bit 16

R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1
FWDTEN	SWDTPS4	SWDTPS3	SWDTPS2	SWDTPS1	SWDTPS0	WDTWIN1	WDTWIN0
bit 15							bit 8

R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1
WINDIS	RCLKSEL1	RCLKSEL0	RWDTPS4	RWDTPS3	RWDTPS2	RWDTPS1	RWDTPS0
bit 7							bit 0

Legend:	PO = Program Once 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 23-16 **Unimplemented:** Read as '1'

bit 15 **FWDTEN:** Watchdog Timer Enable bit
1 = WDT is enabled in hardware
0 = WDT controller via the ON bit (WDTCONL<15>)

bit 14-10 **SWDTPS<4:0>:** Sleep Mode Watchdog Timer Period Select bits
11111 = Divide by 2 ^ 30 = 1,073,741,824
11110 = Divide by 2 ^ 29 = 526,870,912
...
00001 = Divide by 2 ^ 2, 4
00000 = Divide by 2 ^ 1, 2

bit 9-8 **WDTWIN<1:0>:** Watchdog Timer Window Select bits
11 = WDT window is 25% of the WDT period
10 = WDT window is 37.5% of the WDT period
01 = WDT window is 50% of the WDT period
00 = WDT Window is 75% of the WDT period

bit 7 **WINDIS:** Watchdog Timer Window Enable bit
1 = Watchdog Timer is in Non-Window mode
0 = Watchdog Timer is in Window mode

bit 6-5 **RCLKSEL<1:0>:** Watchdog Timer Clock Select bits
11 = LPRC clock
10 = Uses FRC when WINDIS = 0, system clock is not INTOSC/LPRC and device is not in Sleep; otherwise, uses INTOSC/LPRC
01 = Uses peripheral clock when system clock is not INTOSC/LPRC and device is not in Sleep; otherwise, uses INTOSC/LPRC
00 = Reserved

bit 4-0 **RWDTPS<4:0>:** Run Mode Watchdog Timer Period Select bits
11111 = Divide by 2 ^ 30 = 1,073,741,824
11110 = Divide by 2 ^ 29 = 526,870,912
...
00001 = Divide by 2 ^ 2, 4
00000 = Divide by 2 ^ 1, 2

TABLE 31-2: INSTRUCTION SET OVERVIEW (CONTINUED)

Base Instr #	Assembly Mnemonic	Assembly Syntax		Description	# of Words	# of Cycles(1)	Status Flags Affected
20	CLRWDT	CLRWDT		Clear Watchdog Timer	1	1	WDTO,Sleep
21	COM	COM	f	f = $\bar{f}$	1	1	N,Z
		COM	f,WREG	WREG = $\bar{f}$	1	1	N,Z
		COM	Ws,Wd	Wd = $\overline{Ws}$	1	1	N,Z
22	CP	CP	f	Compare f with WREG	1	1	C,DC,N,OV,Z
		CP	Wb,#lit8	Compare Wb with lit8	1	1	C,DC,N,OV,Z
		CP	Wb,Ws	Compare Wb with Ws (Wb – Ws)	1	1	C,DC,N,OV,Z
23	CP0	CP0	f	Compare f with 0x0000	1	1	C,DC,N,OV,Z
		CP0	Ws	Compare Ws with 0x0000	1	1	C,DC,N,OV,Z
24	CPB	CPB	f	Compare f with WREG, with Borrow	1	1	C,DC,N,OV,Z
		CPB	Wb,#lit8	Compare Wb with lit8, with Borrow	1	1	C,DC,N,OV,Z
		CPB	Wb,Ws	Compare Wb with Ws, with Borrow (Wb – Ws – $\overline{C}$)	1	1	C,DC,N,OV,Z
25	CPSEQ	CPSEQ	Wb,Wn	Compare Wb with Wn, Skip if =	1	1 (2 or 3)	None
	CPBEQ	CPBEQ	Wb,Wn,Expr	Compare Wb with Wn, Branch if =	1	1 (5)	None
26	CPSGT	CPSGT	Wb,Wn	Compare Wb with Wn, Skip if >	1	1 (2 or 3)	None
	CPBGT	CPBGT	Wb,Wn,Expr	Compare Wb with Wn, Branch if >	1	1 (5)	None
27	CPSLT	CPSLT	Wb,Wn	Compare Wb with Wn, Skip if <	1	1 (2 or 3)	None
		CPBLT	Wb,Wn,Expr	Compare Wb with Wn, Branch if <	1	1 (5)	None
28	CPSNE	CPSNE	Wb,Wn	Compare Wb with Wn, Skip if ≠	1	1 (2 or 3)	None
		CPBNE	Wb,Wn,Expr	Compare Wb with Wn, Branch if ≠	1	1 (5)	None
29	CTXTSWP	CTXTSWP	#1it3	Switch CPU Register Context to Context Defined by lit3	1	2	None
30	CTXTSWP	CTXTSWP	Wn	Switch CPU Register Context to Context Defined by Wn	1	2	None
31	DAW.B	DAW.B	Wn	Wn = Decimal Adjust Wn	1	1	C
32	DEC	DEC	f	f = f – 1	1	1	C,DC,N,OV,Z
		DEC	f,WREG	WREG = f – 1	1	1	C,DC,N,OV,Z
		DEC	Ws,Wd	Wd = Ws – 1	1	1	C,DC,N,OV,Z
33	DEC2	DEC2	f	f = f – 2	1	1	C,DC,N,OV,Z
		DEC2	f,WREG	WREG = f – 2	1	1	C,DC,N,OV,Z
		DEC2	Ws,Wd	Wd = Ws – 2	1	1	C,DC,N,OV,Z
34	DISI	DISI	#lit14	Disable Interrupts for k Instruction Cycles	1	1	None
35	DIVF	DIVF	Wm,Wn	Signed 16/16-bit Fractional Divide	1	18	N,Z,C,OV
36	DIV.S(2)	DIV.S	Wm,Wn	Signed 16/16-bit Integer Divide	1	18	N,Z,C,OV
		DIV.SD	Wm,Wn	Signed 32/16-bit Integer Divide	1	18	N,Z,C,OV
37	DIV.U(2)	DIV.U	Wm,Wn	Unsigned 16/16-bit Integer Divide	1	18	N,Z,C,OV
		DIV.UD	Wm,Wn	Unsigned 32/16-bit Integer Divide	1	18	N,Z,C,OV
38	DIVF2(2)	DIVF2	Wm,Wn	Signed 16/16-bit Fractional Divide (W1:W0 preserved)	1	6	N,Z,C,OV
39	DIV2.S(2)	DIV2.S	Wm,Wn	Signed 16/16-bit Integer Divide (W1:W0 preserved)	1	6	N,Z,C,OV
		DIV2.SD	Wm,Wn	Signed 32/16-bit Integer Divide (W1:W0 preserved)	1	6	N,Z,C,OV
40	DIV2.U(2)	DIV2.U	Wm,Wn	Unsigned 16/16-bit Integer Divide (W1:W0 preserved)	1	6	N,Z,C,OV
		DIV2.UD	Wm,Wn	Unsigned 32/16-bit Integer Divide (W1:W0 preserved)	1	6	N,Z,C,OV
41	DO	DO	#lit15,Expr	Do Code to PC + Expr, lit15 + 1 Times	2	2	None
		DO	Wn,Expr	Do code to PC + Expr, (Wn) + 1 Times	2	2	None

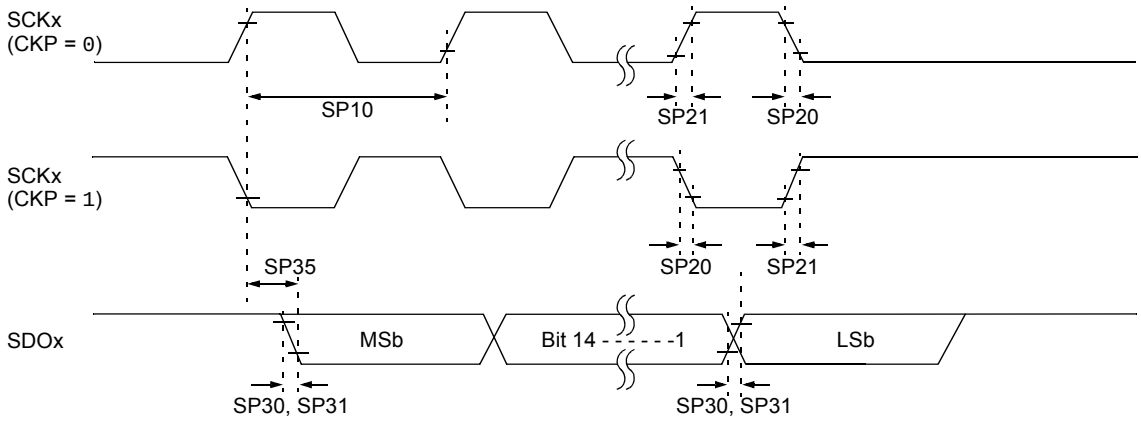
Note 1: Read and Read-Modify-Write (e.g., bit operations and logical operations) on non-CPU SFRs incur an additional instruction cycle.

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

TABLE 33-27: SPIx MAXIMUM DATA/CLOCK RATE SUMMARY

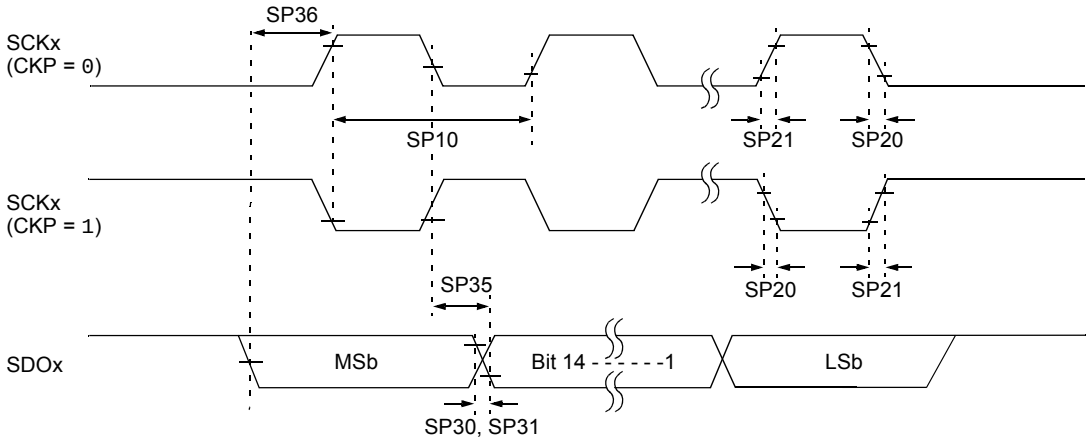
SPI Master Transmit Only (Half-Duplex)	SPI Master Transmit/Receive (Full-Duplex)	SPI Slave Transmit/Receive (Full-Duplex)	CKE
Figure 33-7 Table 33-28	—	—	0
Figure 33-8 Table 33-28	—	—	1
—	Figure 33-9 Table 33-29	—	0
—	Figure 33-10 Table 33-30	—	1
—	—	Figure 33-11 Table 33-32	0
—	—	Figure 33-12 Table 33-33	1

FIGURE 33-7: SPIx MASTER MODE (HALF-DUPLEX, TRANSMIT ONLY, CKE = 0) TIMING CHARACTERISTICS



Note: Refer to Figure 33-1 for load conditions.

FIGURE 33-8: SPIx MASTER MODE (HALF-DUPLEX, TRANSMIT ONLY, CKE = 1) TIMING CHARACTERISTICS



Note: Refer to Figure 33-1 for load conditions.

TABLE 33-28: SPIx MASTER MODE (HALF-DUPLEX, TRANSMIT ONLY) TIMING REQUIREMENTS

Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended							
Param No.	**Symbol**	**Characteristic(1)**	**Min.**	**Typ.(2)**	**Max.**	**Units**	**Conditions**
SP10	FscP	Maximum SCKx Frequency	—	—	15	MHz	Using PPS pins
			—	—	40	MHz	SPIx dedicated pins
SP20	TscF	SCKx Output Fall Time	—	—	—	ns	See Parameter DO32
SP21	TscR	SCKx Output Rise Time	—	—	—	ns	See Parameter DO31
SP30	TdoF	SDOx Data Output Fall Time	—	—	—	ns	See Parameter DO32
SP31	TdoR	SDOx Data Output Rise Time	—	—	—	ns	See Parameter DO31
SP35	TscH2doV, TscL2doV	SDOx Data Output Valid After SCKx Edge	—	6	20	ns	
SP36	TdiV2scH, TdiV2scL	SDOx Data Output Setup to First SCKx Edge	30	—	—	ns	Using PPS pins
			3	—	—	ns	SPIx dedicated pins

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

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

NOTES:

