

Welcome to [E-XFL.COM](#)

What is "[Embedded - Microcontrollers](#)"?

"[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.

Applications of "[Embedded - Microcontrollers](#)"

Details

Product Status	Active
Core Processor	MIPS32® microAptiv™
Core Size	32-Bit Single-Core
Speed	200MHz
Connectivity	CANbus, EBI/EMI, Ethernet, I²C, IrDA, LINbus, PMP, SPI, SQI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, HLVD, I²S, POR, PWM, WDT
Number of I/O	120
Program Memory Size	2MB (2M x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	256K x 8
Voltage - Supply (Vcc/Vdd)	1.7V ~ 3.6V
Data Converters	A/D 45x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	169-LFBGA
Supplier Device Package	169-LFBGA (11x11)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mz2025dah169t-i-6j

PIC32MZ Graphics (DA) Family

TABLE 1-22: DDR2 SDRAM CONTROLLER PINOUT I/O DESCRIPTIONS

Pin Name	Pin Number			Pin Type	Buffer Type	Description
	169-pin LFBGA	176-pin LQFP	288-pin LFBGA			
DDR2 SDRAM Controller						
DDRCK	DDR Internal to the Package	DDR Internal to the Package	K2	O	SSTL	Differential Clocks
DDRCK̄			K1	O	SSTL	
DDRCKE			L2	O	SSTL	Clock Enable
DDRCSo			N2	O	SSTL	Chip Select 0
DDRRAS			M1	O	SSTL	Row Address Strobe
DDRCAS			P2	O	SSTL	Column Address Strobe
DDRWE			L1	O	SSTL	Write Enable Strobe
DDRLDM			G3	O	SSTL	Lower Data Byte Mask
DDRUDM			A3	O	SSTL	Upper Data Byte Mask
DDRODT			N1	O	SSTL	On-Die Termination
DDRLDQS			E1	I/O	SSTL	Lower Data Byte Qualifier Strobes (Differential)
DDRLDQS			E2	I/O	SSTL	
DDRUDQS			B2	I/O	SSTL	Upper Data Byte Qualifier Strobes (Differential)
DDRUDQS			A2	I/O	SSTL	
DDRBA0			M2	O	SSTL	Bank Address Select 0
DDRBA1			M3	O	SSTL	Bank Address Select 1
DDRBA2			U4	O	SSTL	Bank Address Select 2
DDRA0			R1	O	SSTL	DDR2 Address Bus
DDRA1			L3	O	SSTL	
DDRA2			N3	O	SSTL	
DDRA3			R2	O	SSTL	
DDRA4			P3	O	SSTL	
DDRA5			T1	O	SSTL	
DDRA6			U1	O	SSTL	
DDRA7			T2	O	SSTL	
DDRA8			U2	O	SSTL	
DDRA9			R3	O	SSTL	
DDRA10			P1	O	SSTL	
DDRA11			V2	O	SSTL	
DDRA12			T3	O	SSTL	
DDRA13			U3	O	SSTL	
DDRA14			T4	O	SSTL	
DDRA15			V3	O	SSTL	

Legend: CMOS = CMOS-compatible input or output Analog = Analog input P = Power
 ST = Schmitt Trigger input with CMOS levels O = Output I = Input
 TTL = Transistor-transistor Logic input buffer PPS = Peripheral Pin Select SSTL = Stub Series Terminated Logic

TABLE 4-3: BOOT FLASH 1 SEQUENCE AND CONFIGURATION WORDS SUMMARY

Virtual Address (BFC4_#)	Register Name	Bit Range	Bits															All Reset
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	
FF3C	ABF1DEVCFG4	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF40	ABF1DEVCFG3	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF44	ABF1DEVCFG2	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF48	ABF1DEVCFG1	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF4C	ABF1DEVCFG0	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF50	ABF1DEVCP3	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF54	ABF1DEVCP2	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF58	ABF1DEVCP1	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF5C	ABF1DEVCP0	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF60	ABF1DEVSIGN3	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF64	ABF1DEVSIGN2	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF68	ABF1DEVSIGN1	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF6C	ABF1DEVSIGN0	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FF70	ABF1SEQ3	31:16	CSEQ<15:0>															xxxxx
		15:0	TSEQ<15:0>															xxxxx
FFF4	ABF1SEQ2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
FF78	ABF1SEQ1	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
FF7C	ABF1SEQ0	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
FFBC	BF1DEVCFG4	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFC0	BF1DEVCFG3	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFC4	BF1DEVCFG2	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFC8	BF1DEVCFG1	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFCC	BF1DEVCFG0	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFD0	BF1DEVCP3	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFD4	BF1DEVCP2	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFD8	BF1DEVCP1	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFDC	BF1DEVCP0	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFE0	BF1DEVSIGN3	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFE4	BF1DEVSIGN2	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFE8	BF1DEVSIGN1	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFEC	BF1DEVSIGN0	31:0	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx	xxxxx
FFF0	BF1SEQ3	31:16	CSEQ<15:0>															xxxxx
		15:0	TSEQ<15:0>															xxxxx
FFF4	BF1SEQ2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
FFF8	BF1SEQ1	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
FFFC	BF1SEQ0	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx

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

PIC32MZ Graphics (DA) Family

REGISTER 4-1: BFxSEQ3/ABFxSEQ3: BOOT FLASH 'x' SEQUENCE WORD 0 REGISTER
(‘x’ = 1 AND 2)

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/P	R/P	R/P	R/P	R/P	R/P	R/P	R/P
	CSEQ<15:8>							
23:16	R/P	R/P	R/P	R/P	R/P	R/P	R/P	R/P
	CSEQ<7:0>							
15:8	R/P	R/P	R/P	R/P	R/P	R/P	R/P	R/P
	TSEQ<15:8>							
7:0	R/P	R/P	R/P	R/P	R/P	R/P	R/P	R/P
	TSEQ<7:0>							

Legend:

R = Readable bit

W = Writable bit

P = Programmable bit

-n = Value at POR

‘1’ = Bit is set

U = Unimplemented bit, read as ‘0’

‘0’ = Bit is cleared

x = Bit is unknown

bit 31-16 **CSEQ<15:0>**: Boot Flash Complement Sequence Number bits

bit 15-0 **TSEQ<15:0>**: Boot Flash True Sequence Number bits

Note: The BFxSEQ0 through BFxSEQ2 and ABFxSEQ0 through ABFxSEQ2 registers are used for Quad Word programming operation when programming the BFxSEQ3/ABFxSEQ3 registers, and do not contain any valid information.

TABLE 4-15: SYSTEM BUS TARGET PROTECTION GROUP 5 REGISTER MAP (CONTINUED)

Virtual Address (BF8F _#)	Register Name	Bit Range	Bits															All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	
94A0	SBT5REG3	31:16	BASE<21:6>															xxxxx
		15:0	BASE<5:0>					PRI	—	SIZE<4:0>					—	—	—	xxxxx
94B0	SBT5RD3	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxxx
94B8	SBT5WR3	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxxx
94C0	SBT5REG4	31:16	BASE<21:6>															xxxxx
		15:0	BASE<5:0>					PRI	—	SIZE<4:0>					—	—	—	xxxxx
94D0	SBT5RD4	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxxx
94D8	SBT5WR4	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxxx

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

Note: For reset values listed as 'xxxx', please refer to Table 4-8 for the actual reset values.

TABLE 10-3: DMA CHANNEL 0 THROUGH CHANNEL 7 REGISTER MAP (CONTINUED)

Virtual Address (BF81 #)	Register Name	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
14A0	DCH5DPTR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHDPTR<15:0>																0000
14B0	DCH5CSIZ	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHCSIZ<15:0>																xxxx
14C0	DCH5CPTR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHCPTR<15:0>																0000
14D0	DCH5DAT	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHPDAT<15:0>																xxxx
14E0	DCH6CON	31:16	CHPIGN<7:0>								—	—	—	—	—	—	—	—	7700
		15:0	CHBUSY	—	CHPIGNEN	—	CHPATLEN	—	—	CHCHNS	CHEN	CHAED	CHCHN	CHAEN	—	CHEDET	CHPRI<1:0>	0000	
14F0	DCH6ECON	31:16	CHAIRQ<7:0>																00FF
		15:0	CHSIRQ<7:0>								CFORCE	CABORT	PATEN	SIRQEN	AIRQEN	—	—	—	FF00
1500	DCH6INT	31:16	—	—	—	—	—	—	—	—	CHSDIE	CHSHIE	CHDDIE	CHDHIE	CHBCIE	CHCCIE	CHTAIE	CHERIE	0000
		15:0	—	—	—	—	—	—	—	—	CHSDIF	CHSHIF	CHDDIF	CHDHIF	CHBCIF	CHCCIF	CHTAIF	CHERIF	0000
1510	DCH6SSA	31:16	CHSSA<31:0>																xxxx
		15:0	CHSSA<31:0>																xxxx
1520	DCH6DSA	31:16	CHDSA<31:0>																xxxx
		15:0	CHDSA<31:0>																xxxx
1530	DCH6SSIZ	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHSSIZ<15:0>																xxxx
1540	DCH6DSIZ	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHDSIZ<15:0>																xxxx
1550	DCH6SPTR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHSPTR<15:0>																0000
1560	DCH6DPTR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHDPTR<15:0>																0000
1570	DCH6CSIZ	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHCSIZ<15:0>																xxxx
1580	DCH6CPTR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHCPTR<15:0>																0000
1590	DCH6DAT	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000	
		15:0	CHPDAT<15:0>																xxxx
15A0	DCH7CON	31:16	CHPIGN<7:0>								—	—	—	—	—	—	—	—	7700
		15:0	CHBUSY	—	CHPIGNEN	—	CHPATLEN	—	—	CHCHNS	CHEN	CHAED	CHCHN	CHAEN	—	CHEDET	CHPRI<1:0>	0000	

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

Note 1: All registers in this table have corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See [Section 12.2 “CLR, SET, and INV Registers”](#) for more information.

PIC32MZ Graphics (DA) Family

REGISTER 17-1: DMTCON: DEADMAN TIMER CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	ON ⁽¹⁾	—	—	—	—	—	—	—
7:0	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit

-n = Bit Value at POR: ('0', '1', x = unknown)

P = Programmable bit r = Reserved bit

bit 31:16 **Unimplemented:** Read as '0'

bit 15 **ON:** Deadman Timer Module Enable bit⁽¹⁾

1 = Deadman Timer module is enabled

0 = Deadman Timer module is disabled

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

Note 1: This bit only has control when FDMTEN (DEVCFG1<3>) = 0.

REGISTER 17-2: DMTPRECLR: DEADMAN TIMER PRECLEAR REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
23:16	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	STEP1<7:0>							
7:0	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—

Legend:

R = Readable bit

W = Writable bit

U = Unimplemented bit

-n = Bit Value at POR: ('0', '1', x = unknown)

P = Programmable bit r = Reserved bit

bit 31:16 **Unimplemented:** Read as '0'

bit 15:8 **STEP1<7:0>:** Preclear Enable bits

01000000 = Enables the Deadman Timer Preclear (Step 1)

All other write patterns = Set BAD1 flag.

These bits are cleared when a DMT reset event occurs. STEP1<7:0> is also cleared if the STEP2<7:0> bits are loaded with the correct value in the correct sequence.

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

PIC32MZ Graphics (DA) Family

REGISTER 22-26: SQI1XCON4: SQI XIP CONTROL REGISTER 4

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	—	—	—	INIT2SCHECK	INIT2COUNT<1:0>	INIT2TYPE<1:0>		
23:16	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
				INIT2CMD3<7:0>				
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
				INIT2CMD2<7:0>				
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
				INIT2CMD1<7:0>				

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 31-29 **Unimplemented:** Read as '0'

bit 28 **INIT2SCHECK:** Flash Initialization 2 Command Status Check bit

1 = Check the status after executing the INIT2 commands

0 = Do not check the status

bit 27-26 **INIT2COUNT<1:0>:** Flash Initialization 2 Command Count bits

11 = INIT2CMD1, INIT2CMD2, and INIT2CMD3 are sent

10 = INIT2CMD1 and INIT2CMD2 are sent, but INIT2CMD3 is still pending

01 = INIT2CMD1 is sent, but INIT2CMD2 and INIT2CMD3 are still pending

00 = No commands are sent

bit 25-24 **INIT2TYPE<1:0>:** Flash Initialization 2 Command Type bits

11 = Reserved

10 = INIT2 commands are sent in Quad Lane mode

01 = INIT2 commands are sent in Dual Lane mode

00 = INIT2 commands are sent in Single Lane mode

bit 24-16 **INIT2CMD3<7:0>:** Flash Initialization Command 3 bits

Third command of the Flash initialization.

bit 15-8 **INIT2CMD2<7:0>:** Flash Initialization Command 2 bits

Second command of the Flash initialization.

bit 7-0 **INIT2CMD1<7:0>:** Flash Initialization Command 1 bits

First command of the Flash initialization.

Note: Some Flash devices require write enable and sector unprotect commands before write/read operations and this register is useful in working with those Flash types (XIP mode only)

24.0 UNIVERSAL ASYNCHRONOUS RECEIVER TRANSMITTER (UART)

Note: This data sheet summarizes the features of the PIC32MZ Graphics (DA) Family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 21. “Universal Asynchronous Receiver Transmitter (UART)”** (DS60001107), which is available from the *Documentation > Reference Manual* section of the Microchip PIC32 web site (www.microchip.com/pic32).

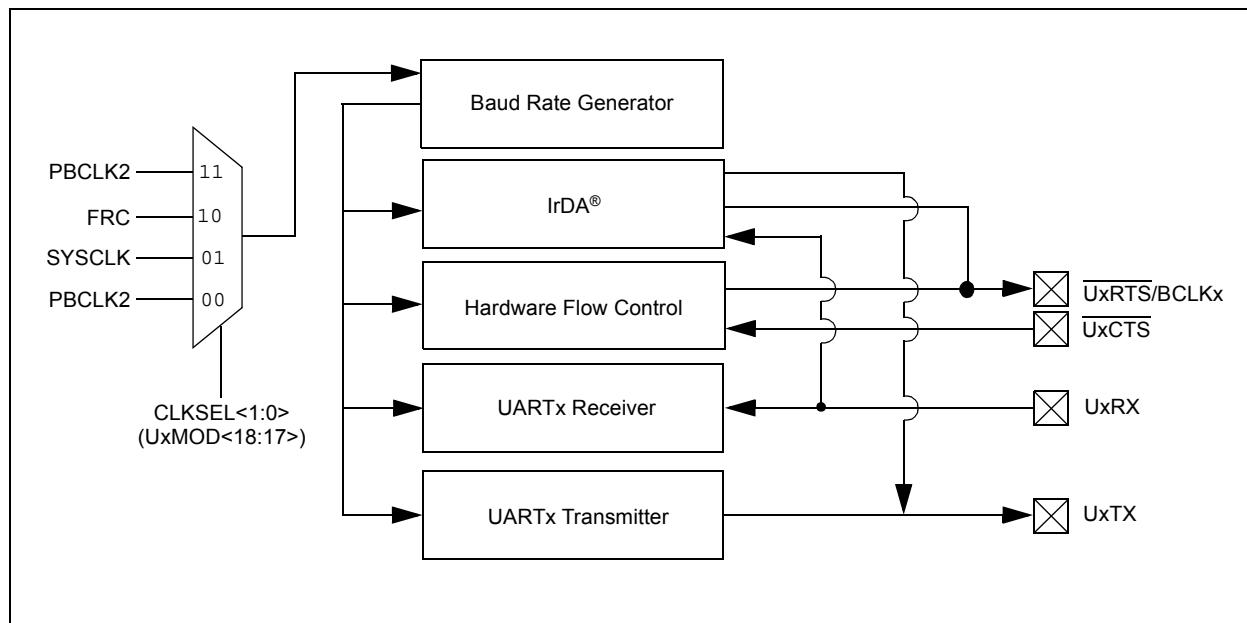
The UART module is one of the serial I/O modules available in PIC32MZ DA family devices. The UART is a full-duplex, asynchronous communication channel that communicates with peripheral devices and personal computers through protocols, such as RS-232, RS-485, LIN, and IrDA®. The module also supports the hardware flow control option, with UxCTS and UxRTS pins, and also includes an IrDA encoder and decoder.

The primary features of the UART module are:

- Full-duplex, 8-bit or 9-bit data transmission
- Even, Odd or No Parity options (for 8-bit data)
- One or two Stop bits
- Hardware auto-baud feature
- Hardware flow control option
- Fully integrated Baud Rate Generator (BRG) with 16-bit prescaler
- Baud rates ranging from 76 bps to 25 Mbps at 100 MHz (PBCLK2)
- 8-level deep First-In-First-Out (FIFO) transmit data buffer
- 8-level deep FIFO receive data buffer
- Parity, framing and buffer overrun error detection
- Support for interrupt-only on address detect (9th bit = 1)
- Separate transmit and receive interrupts
- Loopback mode for diagnostic support
- LIN Protocol support
- IrDA encoder and decoder with 16x baud clock output for external IrDA encoder/decoder support
- Auto-baud support
- Ability to receive data during Sleep mode

Figure 24-1 illustrates a simplified block diagram of the UART module.

FIGURE 24-1: UART SIMPLIFIED BLOCK DIAGRAM



PIC32MZ Graphics (DA) Family

REGISTER 27-1: CEVER: CRYPTO ENGINE REVISION, VERSION, AND ID REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
REVISION<7:0>								
23:16	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
VERSION<7:0>								
15:8	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
ID<15:8>								
7:0	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
ID<7:0>								

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 31-24 **REVISION<7:0>**: Crypto Engine Revision bits

bit 23-16 **VERSION<7:0>**: Crypto Engine Version bits

bit 15-0 **ID<15:0>**: Crypto Engine Identification bits

TABLE 29-2: ADC REGISTER MAP (CONTINUED)

Virtual Address	Register Name	Bit Range	Bits															All Resets				
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0				
B0AC	ADCCMPCON4	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000				
		15:0	—	—	—	AINID<4:0>				ENDCMP	DCMPGIEN	DCMPED	IEBTWN	IEHIHI	IEHILO	IELOHI	IELOLO	0000				
B0B0	ADCCMPCON5	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000				
		15:0	—	—	—	AINID<4:0>				ENDCMP	DCMPGIEN	DCMPED	IEBTWN	IEHIHI	IEHILO	IELOHI	IELOLO	0000				
B0B4	ADCCMPCON6	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000				
		15:0	—	—	—	AINID<4:0>				ENDCMP	DCMPGIEN	DCMPED	IEBTWN	IEHIHI	IEHILO	IELOHI	IELOLO	0000				
B0B8	ADCFSTAT	31:16	FEN	—	—	ADC4EN	ADC3EN	ADC2EN	ADC1EN	ADC0EN	FIEN	FRDY	FWROVERR	—	—	—	—	0000				
		15:0	FCNT<7:0>						FSIGN	—	—	—	—	ADCID<2:0>				0000				
B0BC	ADCFIFO	31:16	DATA<31:16>															0000				
		15:0	DATA<15:0>															0000				
B0C0	ADCBASE	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000				
		15:0	ADCBASE<15:0>															0000				
B0D0	ADCTRGNSNS	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000				
		15:0	—	—	—	—	LVL11	LVL10	LVL9	LVL8	LVL7	LVL6	LVL5	LVL4	LVL3	LVL2	LVL1	LVL0				
B0D4	ADC0TIME	31:16	—	—	—	ADCEIS<2:0>			SELRES<1:0>		—	ADCDIV<6:0>							0300			
		15:0	—	—	—	—	—	—	SAMC<9:0>		SAMC<9:0>							0000				
B0D8	ADC1TIME	31:16	—	—	—	ADCEIS<2:0>			SELRES<1:0>		—	ADCDIV<6:0>							0300			
		15:0	—	—	—	—	—	—	SAMC<9:0>		SAMC<9:0>							0000				
B0DC	ADC2TIME	31:16	—	—	—	ADCEIS<2:0>			SELRES<1:0>		—	ADCDIV<6:0>							0300			
		15:0	—	—	—	—	—	—	SAMC<9:0>		SAMC<9:0>							0000				
B0E0	ADC3TIME	31:16	—	—	—	ADCEIS<2:0>			SELRES<1:0>		—	ADCDIV<6:0>							0300			
		15:0	—	—	—	—	—	—	SAMC<9:0>		SAMC<9:0>							0000				
B0E4	ADC4TIME	31:16	—	—	—	ADCEIS<2:0>			SELRES<1:0>		—	ADCDIV<6:0>							0300			
		15:0	—	—	—	—	—	—	SAMC<9:0>		SAMC<9:0>							0000				
B0F0	ADCEIEN1	31:16	EIEN31	EIEN30	EIEN29	EIEN28	EIEN27	EIEN26	EIEN25	EIEN24	EIEN23	EIEN22	EIEN21	EIEN20	EIEN19	EIEN18	EIEN17	EIEN16	0000			
		15:0	EIEN15	EIEN14	EIEN13	EIEN12	EIEN11	EIEN10	EIEN9	EIEN8	EIEN7	EIEN6	EIEN5	EIEN4	EIEN3	EIEN2	EIEN1	EIEN0	0000			
B0F4	ADCEIEN2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000			
		15:0	—	—	—	—	EIEN43	EIEN42	EIEN41	EIEN40	EIEN39	EIEN38	EIEN37	EIEN36	EIEN35	EIEN34	EIEN33	EIEN32	0000			
B0F8	ADCEISTAT1	31:16	EIRDY31	EIRDY30	EIRDY29	EIRDY28	EIRDY27	EIRDY26	EIRDY25	EIRDY24	EIRDY23	EIRDY22	EIRDY21	EIRDY20	EIRDY19	EIRDY18	EIRDY17	EIRDY16	0000			
		15:0	EIRDY15	EIRDY14	EIRDY13	EIRDY12	EIRDY11	EIRDY10	EIRDY9	EIRDY8	EIRDY7	EIRDY6	EIRDY5	EIRDY4	EIRDY3	EIRDY2	EIRDY1	EIRDY0	0000			
B0FC	ADCEISTAT2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000			
		15:0	—	—	—	—	EIRDY43	EIRDY42	EIRDY41	EIRDY40	EIRDY39	EIRDY38	EIRDY37	EIRDY36	EIRDY35	EIRDY34	EIRDY33	EIRDY32	0000			
B100	ADCANCON	31:16	—	—	—	—	WKUPCLKCNT<3:0>			WKIEN7	—	—	WKIEN4	WKIEN3	WKIEN2	WKIEN1	WKIEN0	0000				
		15:0	WKRDY7	—	—	WKRDY4	WKRDY3	WKRDY2	WKRDY1	WKRDY0	ANEN7	—	—	ANEN4	ANEN3	ANEN2	ANEN1	ANEN0	0000			
B600	ADC0CFG ⁽¹⁾	31:16	ADCCFG<31:16>															0000				
		15:0	ADCCFG<15:0>															0000				
B604	ADC1CFG ⁽¹⁾	31:16	ADCCFG<31:16>															0000				
		15:0	ADCCFG<15:0>															0000				

Note 1: Before enabling the ADC, the user application must initialize the ADC calibration values by copying them from the factory-programmed DEVADCx Flash registers into the corresponding ADCxCFG registers.

PIC32MZ Graphics (DA) Family

REGISTER 29-1: ADCCON1: ADC CONTROL REGISTER 1 (CONTINUED)

bit 20-16 **STRGSRC<4:0>**: Scan Trigger Source Select bits

11111 = Reserved
11110 = Reserved
11101 = CTMU Event
11100 = Reserved
•
•
•
01110 = Reserved
01101 = CTMU Event
01100 = Comparator 2 (C2OUT) ⁽¹⁾
01011 = Comparator 1 (C1OUT) ⁽¹⁾
01010 = OCMP5 ⁽¹⁾
01001 = OCMP3 ⁽¹⁾
01000 = OCMP1 ⁽¹⁾
00111 = TMR5 match
00110 = TMR3 match
00101 = TMR1 match
00100 = INT0 External interrupt
00011 = Reserved
00010 = Global level software trigger (GLSWTRG)
00001 = Global software edge trigger (GSWTRG)
00000 = No Trigger

bit 15 **ON**: ADC Module Enable bit

1 = ADC module is enabled
0 = ADC module is disabled

Note: The ON bit should be set only after the ADC module has been configured.

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

bit 13 **SIDL**: Stop in Idle Mode bit

1 = Discontinue module operation when device enters Idle mode
0 = Continue module operation in Idle mode

bit 12 **AICPMSEN**: Analog Input Charge Pump Enable bit

1 = Analog input charge pump is enabled
0 = Analog input charge pump is disabled

Note 1: For proper analog operation at VDDIO less than 2.5V, the AICPMSEN bit and the IOANCPEN (CFGCON<7>) bit must be set to '1'. These bits should not be set if VDDIO is greater than 2.5V.

2: ADC throughput rate performance is reduced as defined in the table below if the AICPMSEN (ADCCON1<12>) bit and the IOANCPEN(CFGCON<7>) bit are set to '1'

bit 11 **CVDEN**: Capacitive Voltage Division Enable bit

1 = CVD operation is enabled
0 = CVD operation is disabled

Note 1: The rising edge of the module output signal triggers an ADC conversion. See Figure 16-1 in **16.0 “Output Compare”** and Figure 32-1 in **32.0 “Comparator”** for more information.

PIC32MZ Graphics (DA) Family

REGISTER 29-21: ADCCMPCONx: ADC DIGITAL COMPARATOR 'x' CONTROL REGISTER (‘x’ = 2 THROUGH 6) (CONTINUED)

- bit 1 **IELOHI:** Low/High Digital Comparator ‘x’ Event bit
 1 = Generate a Digital Comparator ‘x’ Event when the DCMPLO<15:0> bits ≤ DATA<31:0> bits
 0 = Do not generate an event
- bit 0 **IELOLO:** Low/Low Digital Comparator ‘x’ Event bit
 1 = Generate a Digital Comparator ‘x’ Event when the DATA<31:0> bits < DCMPLO<15:0> bits
 0 = Do not generate an event

PIC32MZ Graphics (DA) Family

REGISTER 29-23: ADCFIFO: ADC FIFO DATA REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	DATA<31:24>							
23:16	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	DATA<23:16>							
15:8	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	DATA<15:8>							
7:0	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	DATA<7:0>							

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 31-0 **DATA<31:0>: FIFO Data Output Value bits**

Note: When an alternate input is used as the input source for a dedicated ADC module, the data output is still read from the Primary input Data Output Register.

PIC32MZ Graphics (DA) Family

REGISTER 31-3: ETHTXST: ETHERNET CONTROLLER TX PACKET DESCRIPTOR START ADDRESS REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
TXSTADDR<31:24>								
23:16	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
TXSTADDR<23:16>								
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
TXSTADDR<15:8>								
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0
TXSTADDR<7:2>								

Legend:

R = Readable bit
-n = Value at POR

W = Writable bit
'1' = Bit is set

U = Unimplemented bit, read as '0'
'0' = Bit is cleared
x = Bit is unknown

bit 31-2 **TXSTADDR<31:2>**: Starting Address of First Transmit Descriptor bits

This register should not be written while any transmit, receive or DMA operations are in progress.

This address must be 4-byte aligned (bits 1-0 must be '00').

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

Note 1: This register is only used for TX operations.

2: This register will be updated by hardware with the last descriptor used by the last successfully transmitted packet.

REGISTER 31-4: ETHRXCST: ETHERNET CONTROLLER RX PACKET DESCRIPTOR START ADDRESS REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
RXSTADDR<31:24>								
23:16	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
RXSTADDR<23:16>								
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
RXSTADDR<15:8>								
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0
RXSTADDR<7:2>								

Legend:

R = Readable bit
-n = Value at POR

W = Writable bit
'1' = Bit is set

U = Unimplemented bit, read as '0'
'0' = Bit is cleared
x = Bit is unknown

bit 31-2 **RXSTADDR<31:2>**: Starting Address of First Receive Descriptor bits

This register should not be written while any transmit, receive or DMA operations are in progress.

This address must be 4-byte aligned (bits 1-0 must be '00').

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

Note 1: This register is only used for RX operations.

2: This register will be updated by hardware with the last descriptor used by the last successfully transmitted packet.

PIC32MZ Graphics (DA) Family

REGISTER 31-24: EMAC1CFG2: ETHERNET CONTROLLER MAC CONFIGURATION 2 REGISTER

bit 6	VLANPAD: VLAN Pad Enable bit ^(1,2)
	1 = The MAC will pad all short frames to 64 bytes and append a valid CRC
	0 = The MAC does not perform padding of short frames
bit 5	PADENABLE: Pad/CRC Enable bit ^(1,3)
	1 = The MAC will pad all short frames
	0 = The frames presented to the MAC have a valid length
bit 4	CRCENABLE: CRC Enable1 bit
	1 = The MAC will append a CRC to every frame whether padding was required or not. Must be set if the PADENABLE bit is set.
	0 = The frames presented to the MAC have a valid CRC
bit 3	DELAYCRC: Delayed CRC bit
	This bit determines the number of bytes, if any, of proprietary header information that exist on the front of the IEEE 802.3 frames.
	1 = Four bytes of header (ignored by the CRC function)
	0 = No proprietary header
bit 2	HUGEFRM: Huge Frame enable bit
	1 = Frames of any length are transmitted and received
	0 = Huge frames are not allowed for receive or transmit
bit 1	LENGTHCK: Frame Length checking bit
	1 = Both transmit and receive frame lengths are compared to the Length/Type field. If the Length/Type field represents a length then the check is performed. Mismatches are reported on the transmit/receive statistics vector.
	0 = Length/Type field check is not performed
bit 0	FULLDPLX: Full-Duplex Operation bit
	1 = The MAC operates in Full-Duplex mode
	0 = The MAC operates in Half-Duplex mode

Note 1: Table 31-4 provides a description of the pad function based on the configuration of this register.

- 2:** This bit is ignored if the PADENABLE bit is cleared.
- 3:** This bit is used in conjunction with the AUTOPAD and VLANPAD bits.

Note: Both 16-bit and 32-bit accesses are allowed to these registers (including the SET, CLR and INV registers). 8-bit accesses are not allowed and are ignored by the hardware

TABLE 31-4: PAD OPERATION

Type	AUTOPAD	VLANPAD	PADENABLE	Action
Any	x	x	0	No pad, check CRC
Any	0	0	1	Pad to 60 Bytes, append CRC
Any	x	1	1	Pad to 64 Bytes, append CRC
Any	1	0	1	If untagged: Pad to 60 Bytes, append CRC If VLAN tagged: Pad to 64 Bytes, append CRC

PIC32MZ Graphics (DA) Family

REGISTER 34-1: HLVDCON: HIGH/LOW-VOLTAGE DETECT CONTROL REGISTER

bit 3-0 **HLVDL<3:0>**: High/Low-Voltage Detection Limit Select bits⁽¹⁾

- 1111 = Selects analog input on HLVDIN
- 1110 = Selects trip point 14
- 1101 = Selects trip point 13
- 1100 = Selects trip point 12
- 1011 = Selects trip point 11
- 1010 = Selects trip point 10
- 1001 = Selects trip point 9
- 1000 = Selects trip point 8
- 0111 = Selects trip point 7
- 0110 = Selects trip point 6
- 0101 = Selects trip point 5
- 0100 = Selects trip point 4
- 0011 = Reserved; do not use
- 0010 = Reserved; do not use
- 0001 = Reserved; do not use
- 0000 = Reserved; do not use

- Note 1:** To avoid false HLVD events, all HLVD module setting changes should occur only when the module is disabled (ON = 0). See Table 44-6 in **44.0 “Electrical Characteristics”** for the actual trip points.
- 2:** Once this bit is set to '1', it can only be cleared by disabling or enabling the HLVD module (or through the HLVDMD bit).

PIC32MZ Graphics (DA) Family

REGISTER 35-1: CTMUCON: CTMU CONTROL REGISTER (CONTINUED)

bit 9	IDISSEN: Analog Current Source Control bit ⁽²⁾
	1 = Analog current source output is grounded
	0 = Analog current source output is not grounded
bit 8	CTTRIG: Trigger Control bit
	1 = Trigger output is enabled
	0 = Trigger output is disabled
bit 7-2	ITRIM<5:0>: Current Source Trim bits
	011111 = Maximum positive change from nominal current
	011110
	.
	.
	.
	000001 = Minimum positive change from nominal current
	000000 = Nominal current output specified by IRNG<1:0>
	111111 = Minimum negative change from nominal current
	.
	.
	.
	100010
	100001 = Maximum negative change from nominal current
bit 1-0	IRNG<1:0>: Current Range Select bits ⁽³⁾
	11 = 100 times base current
	10 = 10 times base current
	01 = Base current level
	00 = 1000 times base current ⁽⁴⁾

Note 1: When this bit is set for Pulse Delay Generation, the EDG2SEL<2:0> bits must be set to '1110' to select the C2OUT pin.

- 2:** The ADC module Sample and Hold capacitor is not automatically discharged between sample/conversion cycles. Software using the ADC as part of a capacitive measurement, must discharge the ADC capacitor before conducting the measurement. The IDISSEN bit, when set to '1', performs this function. The ADC module must be sampling while the IDISSEN bit is active to connect the discharge sink to the capacitor array.
- 3:** Refer to the CTMU Current Source Specifications (Table 44-20) in **Section 44.0 “Electrical Characteristics”** for current values.
- 4:** This bit setting is not available for the CTMU temperature diode.

PIC32MZ Graphics (DA) Family

REGISTER 38-28: DDRPHYPADCON: DDR PHY PAD CONTROL REGISTER (CONTINUED)

- bit 9 **NOEXTDLL:** No External DLL bit
 1 = Use internal digital DLL.
 0 = Use external DLL.
- bit 8 **EOENCLKCYC:** Extra Output Enable bit
 1 = Drive pad output enables for an extra clock cycle after a write burst
 0 = Do not drive pad output enables for an extra clock cycle after a write burst
- bit 7-6 **ODTPUCAL<1:0>:** On-Die Termination Pull-up Calibration bits
 11 = Maximum ODT impedance
 •
 •
 00 = Minimum ODT impedance
- bit 5-4 **ODTPFDCAL<1:0>:** On-Die Termination Pull-down Calibration bits
 11 = Maximum ODT impedance
 •
 •
 00 = Minimum ODT impedance
- bit 3 **ADDCDRVSEL:** Address and Control Pads Drive Strength Select bit
 1 = Full drive strength
 0 = 60% driver strength
- bit 2 **DATDRVSEL:** Data Pad Drive Strength Select bit
 1 = Full Drive Strength
 0 = 60% Drive Strength
- bit 1 **ODTEN:** On-Die Termination Enable bit
 1 = ODT Enabled
 0 = ODT Disabled
- bit 0 **ODTSEL:** On-Die Termination Select bit
 1 = 150 ohm On-Die Termination
 0 = 75 ohm On-Die Termination

PIC32MZ Graphics (DA) Family

NOTES:

PIC32MZ Graphics (DA) Family

FIGURE 44-11: SPI_x MODULE MASTER MODE (CKE = 1) TIMING CHARACTERISTICS

