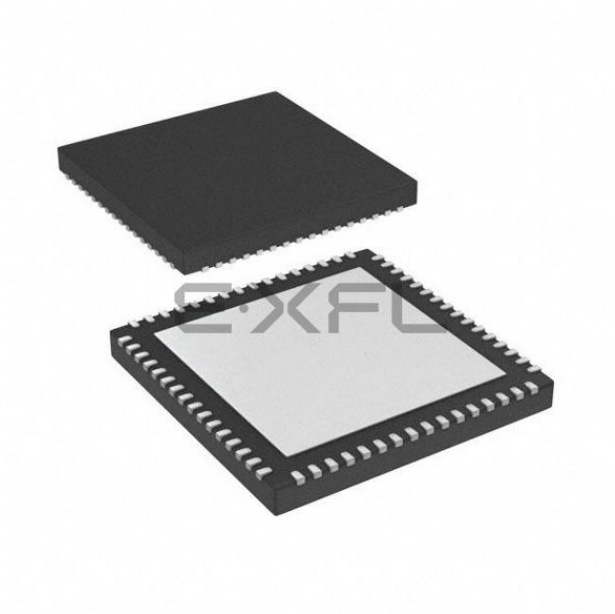
Microchip Technology - PIC24FJ128GA406-I/MR Datasheet



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What is "Embedded - Microcontrollers"?

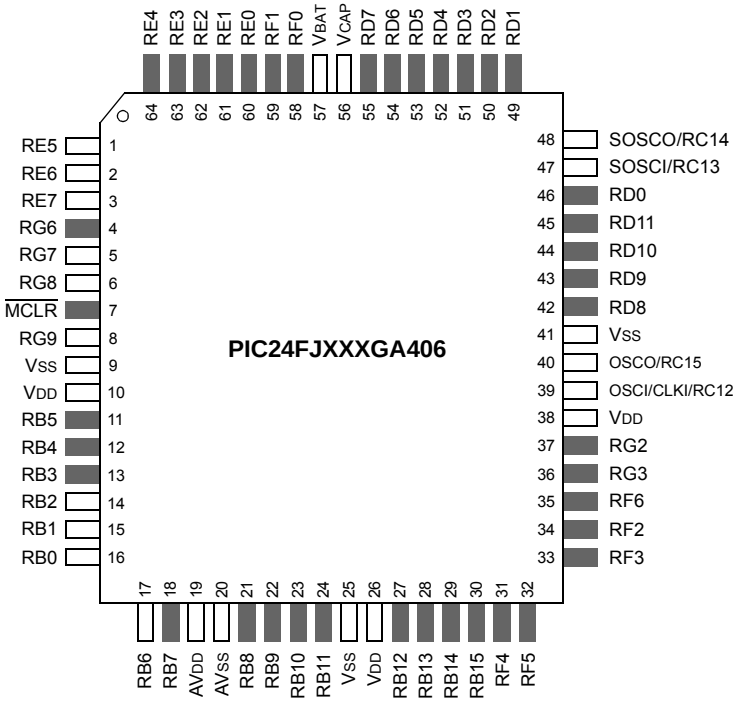
"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" 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	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I²C, IrDA, LINbus, PMP/PSP, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, LCD, LVD, POR, PWM, WDT
Number of I/O	53
Program Memory Size	128KB (43K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	16K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	A/D 16x10b/12b; D/A 1x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	64-VFQFN Exposed Pad
Supplier Device Package	64-QFN (9x9)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24fj128ga406-i-mr

Pin Diagrams

64-Pin TQFP
64-Pin QFN(1)



Legend: **Shaded pins** indicate pins tolerant to up to +5.5 VDC. See Table 1 for a complete description of pin functions.
Note 1: It is recommended to connect the metal pad on the bottom of the 64-pin QFN package to VSS.

1.1.4 OSCILLATOR OPTIONS AND FEATURES

All of the devices in the PIC24FJ256GA412/GB412 family offer five different oscillator options, allowing users a range of choices in developing application hardware. These include:

- Two Crystal modes
- Two External Clock modes
- A Phase-Locked Loop (PLL) frequency multiplier, which allows clock speeds of up to 32 MHz
- A Fast Internal Oscillator (FRC) – nominal 8 MHz output with multiple frequency divider options and automatic frequency self-calibration during run time
- A separate Low-Power Internal RC Oscillator (LPRC) – 31 kHz nominal for low-power, timing-insensitive applications.

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

1.1.5 EASY MIGRATION

Regardless of the memory size, all devices share the same rich set of peripherals, allowing for a smooth migration path as applications grow and evolve. This extends the ability of applications to grow from the relatively simple, to the powerful and complex, while still selecting a Microchip device.

1.2 Cryptographic Engine

The Cryptographic Engine provides a new set of data security options. Using its own free-standing math engine, the module can independently perform NIST standard encryption and decryption of data, independently of the CPU. The Cryptographic Engine supports AES and DES/3DES encryption ciphers in up to 5 modes, and supports key lengths from 128 to 256 bits. Additional features include True Random Number Generation (TRNG) within the engine, multiple encryption/decryption key storage options and secure data handling that prevents data in the engine from being compromised by external reads.

1.3 USB On-The-Go (OTG)

USB On-The-Go provides on-chip functionality as a target device compatible with the USB 2.0 standard, as well as limited stand-alone functionality as a USB embedded host. By implementing USB Host Negotiation Protocol (HNP), the module can also dynamically switch between device and host operation, allowing for a much wider range of versatile USB-enabled applications on a microcontroller platform.

PIC24FJ256GA412/GB412 family devices also incorporate an integrated USB transceiver and precision oscillator, minimizing the required complexity of implementing a complete USB device, embedded host, dual role or On-The-Go application.

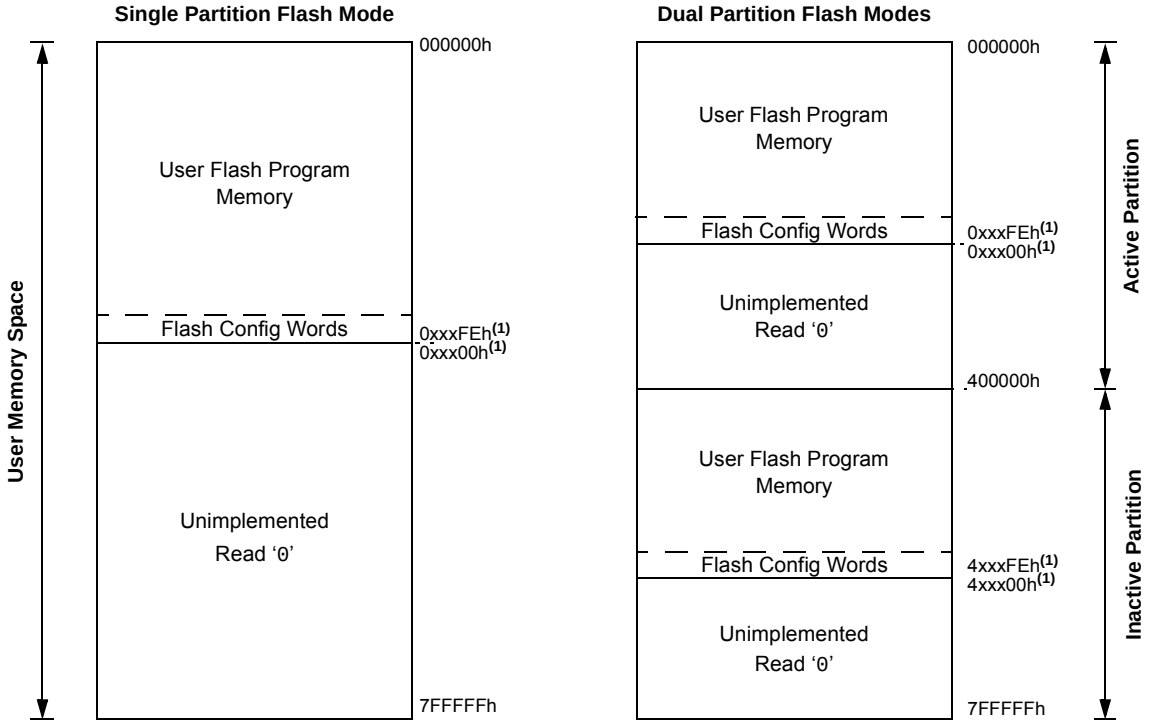
1.4 DMA Controller

PIC24FJ256GA412/GB412 family devices also add a Direct Memory Access (DMA) Controller to the existing PIC24F architecture. The DMA acts in concert with the CPU, allowing data to move between data memory and peripherals without the intervention of the CPU, increasing data throughput and decreasing execution time overhead. Six independently programmable channels make it possible to service multiple peripherals at virtually the same time, with each channel peripheral performing a different operation. Many types of data transfer operations are supported.

1.5 LCD Controller

The versatile on-chip LCD Controller includes many features that make the integration of displays in low-power applications easier. These include an integrated voltage regulator with charge pump and an integrated internal resistor ladder that allows contrast control in software, and display operation above device V_{DD}.

FIGURE 4-3: PROGRAM MEMORY MAPS FOR SINGLE AND DUAL PARTITION FLASH MODES



Legend: Memory areas are not shown to scale.
Note 1: Exact boundary addresses are determined by the size of the implemented program memory. See Table 4-1 for details.

TABLE 4-1: PROGRAM MEMORY SIZES AND BOUNDARIES

Device	Program Memory Upper Boundary (Instruction Words)			Write Blocks(1)	Erase Blocks(1)
	Single Partition Flash Mode	Dual Partition Flash Mode			
		Active Partition	Inactive Partition		
PIC24FJ256GX4XX	02AFFEh (88K)	0157FEh(44K)	0157FEh(44K)	1376	172
PIC24FJ128GX4XX	0157FEh(44K)	00ABFEh (22K)	00ABFEh (22K)	688	86
PIC24FJ64GX4XX	00AFFEh (22K)	0057FEh (11K)	0057FEh (11K)	352	44

Note 1: One Write Block = 64 Instruction Words; One Erase Block = 512 Instruction Words.

The Boot Sequence Configuration Words (FBTSEQ) determine whether Partition 1 or Partition 2 will be active after Reset. If the part is operating in Dual Partition mode, the partition with the lower boot sequence number will operate as the Active Panel (FBTSEQ is unused in Single Partition mode). The partitions can be switched between Active and Inactive by reprogramming their boot sequence numbers, but the Active Partition will not change until a device Reset is performed. If both boot sequence numbers are the same, or if both are corrupted, the part will use Partition 1 as the Active Partition. If only one boot sequence number is corrupted, the device will use the partition without a corrupted boot sequence number as the Active Partition.

The user can also change which partition is active at run time using the BOOTSWP instruction. Issuing a BOOTSWP instruction does not affect which partition will be the Active Partition after a Reset. Figure 4-4 demonstrates how the relationship between Partitions 1 and 2, shown in red and blue, respectively, and the Active and Inactive Partitions are affected by reprogramming the boot sequence number or issuing a BOOTSWP instruction.

The P2ACTIV bit (NVMCON<10>) can be used to determine which physical partition is the Active Partition. If P2ACTIV = 1, Partition 2 is active; if P2ACTIV = 0, Partition 1 is active.

4.4.3 READING DATA FROM PROGRAM MEMORY USING EDS

The upper 32 Kbytes of Data Space may optionally be mapped into any 16K word page of the program space. This provides transparent access of stored constant data from the Data Space without the need to use special instructions (i.e., TBLRDL/H).

Program space access through the Data Space occurs when the MSb of EA is '1' and the DSRPAG<9> is also '1'. The lower 8 bits of DSRPAG are concatenated to the Wn<14:0> bits to form a 23-bit EA to access program memory. The DSRPAG<8> decides which word should be addressed; when the bit is '0', the lower word and when '1', the upper word of the program memory is accessed.

The entire program memory is divided into 512 EDS pages, from 200h to 3FFh, each consisting of 16K words of data. Pages, 200h to 2FFh, correspond to the lower words of the program memory, while 300h to 3FFh correspond to the upper words of the program memory.

Using this EDS technique, the entire program memory can be accessed. Previously, the access to the upper word of the program memory was not supported.

Table 4-16 provides the corresponding 23-bit EDS address for program memory with EDS page and source addresses.

For operations that use PSV, and are executed outside a REPEAT loop, the MOV and MOV.D instructions will require one instruction cycle in addition to the specified execution time. All other instructions will require two instruction cycles in addition to the specified execution time.

For operations that use PSV, which are executed inside a REPEAT loop, there will be some instances that require two instruction cycles in addition to the specified execution time of the instruction:

- Execution in the first iteration
- Execution in the last iteration
- Execution prior to exiting the loop due to an interrupt
- Execution upon re-entering the loop after an interrupt is serviced

Any other iteration of the REPEAT loop will allow the instruction accessing data, using PSV, to execute in a single cycle.

TABLE 4-16: EDS PROGRAM ADDRESS WITH DIFFERENT PAGES AND ADDRESSES

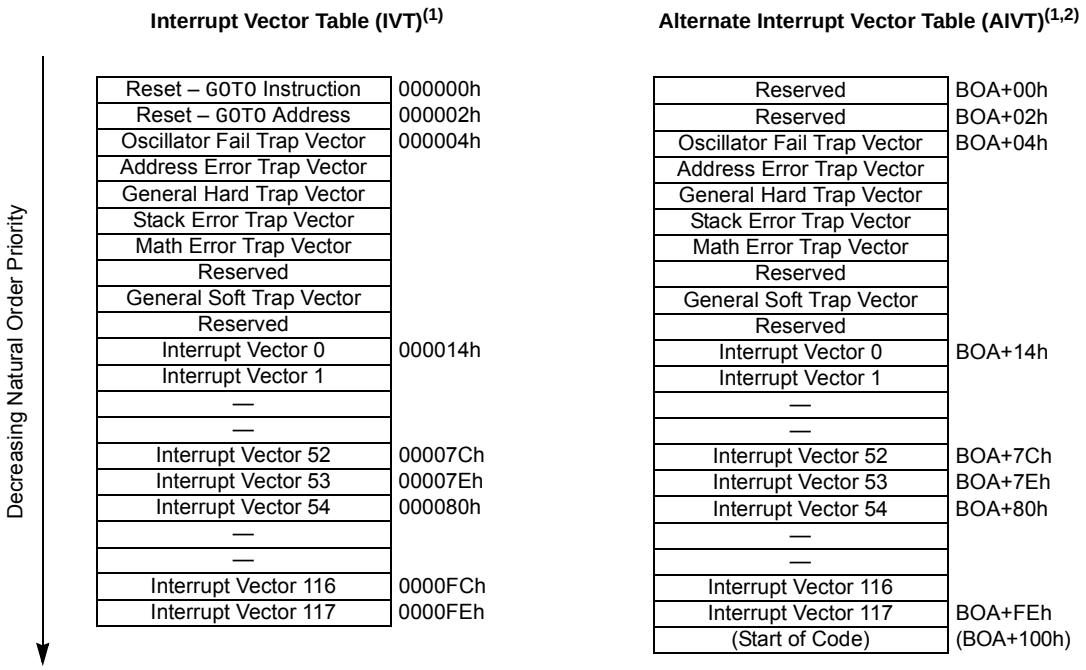
DSRPAG (Data Space Read Register)	Source Address While Indirect Addressing	23-Bit EA Pointing to EDS	Comment
200h • • • 2FFh	8000h to FFFFh	000000h to 007FFEh • • • 7F8000h to 7FFFFEh	Lower words of 4M program instructions; (8 Mbytes) for read operations only
300h • • • 3FFh		000001h to 007FFFh • • • 7F8001h to 7FFFFFh	Upper words of 4M program instructions (4 Mbytes remaining, 4 Mbytes are phantom bytes); for read operations only
000h		Invalid Address	Address error trap(1)

Note 1: When the source/destination address is above 8000h and DSRPAG/DSWPAG are '0', an address error trap will occur.

EXAMPLE 4-3: EDS READ CODE FROM PROGRAM MEMORY IN ASSEMBLY

```
; Set the EDS page from where the data to be read
    mov     #0x0202, w0
    mov     w0, DSRPAG                ;page 0x202, consisting lower words, is selected for read
    mov     #0x000A, w1               ;select the location (0x0A) to be read
    bset    w1, #15                   ;set the MSB of the base address, enable EDS mode
;Read a byte from the selected location
    mov.b   [w1++], w2                ;read Low byte
    mov.b   [w1++], w3                ;read High byte
;Read a word from the selected location
    mov     [w1], w2                  ;
;Read Double - word from the selected location
    mov.d   [w1], w2                  ;two word read, stored in w2 and w3
```

FIGURE 8-1: PIC24F INTERRUPT VECTOR TABLES



Legend: BOA: Base Offset Address for AIVT, which is the starting address of the last page of the Boot Segment. All addresses are in hexadecimal.

Note 1: See Table 8-2 for the interrupt vector list.

2: AIVT is only available when a Boot Segment is implemented.

TABLE 8-1: TRAP VECTOR DETAILS

Vector Number	IVT Address	AIVT Address	Trap Source
0	000004h	BOA+04h	Oscillator Failure
1	000006h	BOA+06h	Address Error
2	000008h	BOA+08h	General Hardware Error
3	00000Ah	BOA+0Ah	Stack Error
4	00000Ch	BOA+0Ch	Math Error
5	00000Eh	BOA+0Eh	Reserved
6	000010h	BOA+10h	General Software Error
7	000012h	BOA+12h	Reserved

Legend: BOA = Base Offset Address for AIVT segment, which is the starting address of the last page of the Boot Segment.

REGISTER 8-2: CORCON: CPU CONTROL REGISTER

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

U-0	U-0	U-0	U-0	R/C-0	r-1	U-0	U-0
—	—	—	—	IPL3(1)	—	—	—
bit 7							bit 0

Legend:	r = Reserved bit	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 15-4 **Unimplemented:** Read as '0'

bit 3 **IPL3:** CPU Interrupt Priority Level Status bit(1)
1 = CPU Interrupt Priority Level is greater than 7
0 = CPU Interrupt Priority Level is 7 or less

bit 2 **Reserved:** Read as '1'

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

Note 1: The IPL3 bit is concatenated with the IPL<2:0> bits (SR<7:5>) to form the CPU Interrupt Priority Level; see Register 3-2 for bit description.

REGISTER 8-9: IFS3: INTERRUPT FLAG STATUS REGISTER 3

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
CCP1IF	RTCIF	DMA5IF	SPI3RXIF	SPI2RXIF	SPI1RXIF	SPI4RXIF	KEYSTRIF
bit 15							bit 8

R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
CRYDNIF	INT4IF	INT3IF	—	CCT7IF	MI2C2IF	SI2C2IF	CCT6IF
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 **CCP1IF:** MCCP1 Capture/Compare Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 14 **RTCIF:** Real-Time Clock and Calendar Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 13 **DMA5IF:** DMA Channel 5 Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 12 **SPI3RXIF:** SPI3 Receive Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 11 **SPI2RXIF:** SPI2 Receive Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 10 **SPI1RXIF:** SPI1 Receive Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 9 **SPI4RXIF:** SPI4 Receive Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 8 **KEYSTRIF:** Cryptographic Key Store Program Done Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 7 **CRYDNIF:** Cryptographic Operation Done Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 6 **INT4IF:** External Interrupt 4 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 5 **INT3IF:** External Interrupt 3 Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

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

bit 3 **CCT7IF:** SCCP7 Timer Interrupt Flag Status bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

REGISTER 8-19: IEC5: INTERRUPT ENABLE CONTROL REGISTER 5

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
CCP4IE	CCP3IE	SPI4TXIE	SPI4IE	SPI3TXIE	SPI3IE	U4TXIE	U4RXIE
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	U-0
U4ERIE	USB1IE	I2C2BCIE	I2C1BCIFE	U3TXIE	U3RXIE	U3ERIE	—
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 **CCP4IE:** SCCP4 Capture/Compare Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 14 **CCP3IE:** SCCP3 Capture/Compare Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 13 **SPI4TXIE:** SPI4 Transmit Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 12 **SPI4IE:** SPI4 General Interrupt Enable bit
1 = Interrupt request has occurred
0 = Interrupt request has not occurred

bit 11 **SPI3TXIE:** SPI3 Transmit Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 10 **SPI3IE:** SPI3 General Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 9 **U4TXIE:** UART4 Transmitter Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 8 **U4RXIE:** UART4 Receiver Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 7 **U4ERIE:** UART4 Error Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 6 **USB1IE:** USB1 (USB OTG) Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 5 **I2C2BCIE:** I2C2 Bus Collision Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

bit 4 **I2C1BCIE:** I2C1 Bus Collision Interrupt Enable bit
1 = Interrupt request is enabled
0 = Interrupt request is not enabled

REGISTER 10-1: DSCON: DEEP SLEEP CONTROL REGISTER(1)

R/W-0	U-0	U-0	R/W-0	R/W-0	U-0	U-0	U-0
DSEN	—	—	RTCCMD	KEYRAMEN	—	—	—
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0	R/C-0, HS
—	—	—	—	—	WAKEDIS	DSBOR(2)	RELEASE
bit 7							bit 0

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

bit 15 **DSEN:** Deep Sleep Enable bit
1 = Enters Deep Sleep on execution of PWRSAV #0
0 = Enters normal Sleep on execution of PWRSAV #0

bit 14-13 **Unimplemented:** Read as '0'

bit 12 **RTCCMD:** RTCC Module Disable bit
1 = Module is disabled
0 = Module power and clock sources are enabled

bit 11 **KEYRAMEN:** Cryptographic Engine Key RAM Deep Sleep Enable bit
1 = Power is maintained to Key RAM during Deep Sleep and VBAT modes
0 = Power is disabled during Deep Sleep and VBAT modes

bit 10-3 **Unimplemented:** Read as '0'

bit 2 **WAKEDIS:** External Wake-up Source Disable bit
1 = External wake-up source is disabled and ignored during Deep Sleep modes
0 = External wake-up source is enabled and can be used to wake device from Deep Sleep

bit 1 **DSBOR:** Deep Sleep BOR Event bit(2)
1 = The DSBOR was active and a BOR event was detected during Deep Sleep
0 = The DSBOR was not active, or was active, but did not detect a BOR event during Deep Sleep

bit 0 **RELEASE:** I/O Pin State Release bit
1 = Upon waking from Deep Sleep, I/O pins maintain their states previous to Deep Sleep entry
0 = Releases I/O pins from their state previous to Deep Sleep entry, and allows their respective TRISx and LATx bits to control their states

Note 1: All register bits are reset only in the case of a POR event outside of Deep Sleep mode.
2: Unlike all other events, a Deep Sleep BOR event will NOT cause a wake-up from Deep Sleep; this re-arms the POR.

REGISTER 14-6: CCPxCON3H: CCPx CONTROL 3 HIGH REGISTERS

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0
OETRIG	OSCNT2	OSCNT1	OSCNT0	—	OUTM2(1)	OUTM1(1)	OUTM0(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
—	—	POLACE	POLBDF(1)	PSSACE1	PSSACE0	PSSBDF1(1)	PSSBDF0(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 **OETRIG:** CCPx Dead-Time Select bit
1 = For Triggered mode (TRIGEN = 1): Module does not drive enabled output pins until triggered
0 = Normal output pin operation

bit 14-12 **OSCNT<2:0>:** One-Shot Event Count bits
111 = Extends one-shot event by 7 time base periods (8 time base periods total)
110 = Extends one-shot event by 6 time base periods (7 time base periods total)
101 = Extends one-shot event by 5 time base periods (6 time base periods total)
100 = Extends one-shot event by 4 time base periods (5 time base periods total)
011 = Extends one-shot event by 3 time base periods (4 time base periods total)
010 = Extends one-shot event by 2 time base periods (3 time base periods total)
001 = Extends one-shot event by 1 time base period (2 time base periods total)
000 = Does not extend one-shot trigger event

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

bit 10-8 **OUTM<2:0>:** PWMx Output Mode Control bits(1)
111 = Reserved
110 = Output Scan mode
101 = Brush DC Output mode, forward
100 = Brush DC Output mode, reverse
011 = Reserved
010 = Half-Bridge Output mode
001 = Push-Pull Output mode
000 = Steerable Single Output mode

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

bit 5 **POLACE:** CCPx Output Pins, OCMx, OCMxA, OCMxC and OCMxE, Polarity Control bit
1 = Output pin polarity is active-low
0 = Output pin polarity is active-high

bit 4 **POLBDF:** CCPx Output Pins, OCxB, OCxD and OCxF, Polarity Control bit(1)
1 = Output pin polarity is active-low
0 = Output pin polarity is active-high

bit 3-2 **PSSACE<1:0>:** PWMx Output Pins, OCMx, OCMxA, OCMxC and OCMxE, Shutdown State Control bits
11 = Pins are driven active when a shutdown event occurs
10 = Pins are driven inactive when a shutdown event occurs
0x = Pins are tri-stated when a shutdown event occurs

bit 1-0 **PSSBDF<1:0>:** PWMx Output Pins, OCxB, OCxD, and OCxF, Shutdown State Control bits(1)
11 = Pins are driven active when a shutdown event occurs
10 = Pins are driven inactive when a shutdown event occurs
0x = Pins are in a high-impedance state when a shutdown event occurs

Note 1: These bits are implemented in MCCPx modules only.

REGISTER 17-1: SPIxCON1L: SPIx CONTROL REGISTER 1 LOW (CONTINUED)

bit 9 **SMP:** SPIx Data Input Sample Phase bit
Master Mode:
1 = Input data is sampled at the end of data output time
0 = Input data is sampled at the middle of data output time
Slave Mode:
Input data is always sampled at the middle of data output time, regardless of the SMP setting.

bit 8 **CKE:** SPIx Clock Edge Select bit(1)
1 = Transmit happens on transition from active clock state to Idle clock state
0 = Transmit happens on transition from Idle clock state to active clock state

bit 7 **SSEN:** Slave Select Enable bit (Slave mode)(2)
1 = $\overline{SSx}$ pin is used by the macro in Slave mode; $\overline{SSx}$ pin is used as the slave select input
0 = $\overline{SSx}$ pin is not used by the macro ($\overline{SSx}$ pin will be controlled by the port I/O)

bit 6 **CKP:** Clock Polarity Select bit
1 = Idle state for clock is a high level; active state is a low level
0 = Idle state for clock is a low level; active state is a high level

bit 5 **MSTEN:** Master Mode Enable bit
1 = Master mode
0 = Slave mode

bit 4 **DISSDI:** Disable SDIx Input Port bit
1 = SDIx pin is not used by the module; pin is controlled by port function
0 = SDIx pin is controlled by the module

bit 3 **DISSCK:** Disable SCKx Output Port bit
1 = SCKx pin is not used by the module; pin is controlled by port function
0 = SCKx pin is controlled by the module

bit 2 **MCLKEN:** Master Clock Enable bit(3)
1 = REFO is used by the BRG
0 = FOSC/2 is used by the BRG

bit 1 **SPIFE:** Frame Sync Pulse Edge Select bit
1 = Frame Sync pulse (Idle-to-active edge) coincides with the first bit clock
0 = Frame Sync pulse (Idle-to-active edge) precedes the first bit clock

bit 0 **ENHBUF:** Enhanced Buffer Enable bit
1 = Enhanced Buffer mode is enabled
0 = Enhanced Buffer mode is disabled

Note 1: When AUDEN (SPIxCON1H<15>) = 1, this module functions as if CKE = 0, regardless of its actual value.
2: When FRMEN = 1, SSEN is not used.
3: MCLKEN can only be written when the SPIEN bit = 0.
4: This channel is not meaningful for DSP/PCM mode as LRC follows FRMSYPW.

REGISTER 17-3: SPIxCON2L: SPIx CONTROL REGISTER 2 LOW

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
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
—	—	—	WLENGTH<4:0>(1,2)				
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	x = Bit is unknown

bit 15-5 **Unimplemented:** Read as '0'

bit 4-0 **WLENGTH<4:0>:** Variable Word Length bits(1,2)

11111 = 32-bit data
11110 = 31-bit data
11101 = 30-bit data
11100 = 29-bit data
11011 = 28-bit data
11010 = 27-bit data
11001 = 26-bit data
11000 = 25-bit data
10111 = 24-bit data
10110 = 23-bit data
10101 = 22-bit data
10100 = 21-bit data
10011 = 20-bit data
10010 = 19-bit data
10001 = 18-bit data
10000 = 17-bit data
01111 = 16-bit data
01110 = 15-bit data
01101 = 14-bit data
01100 = 13-bit data
01011 = 12-bit data
01010 = 11-bit data
01001 = 10-bit data
01000 = 9-bit data
00111 = 8-bit data
00110 = 7-bit data
00101 = 6-bit data
00100 = 5-bit data
00011 = 4-bit data
00010 = 3-bit data
00001 = 2-bit data
00000 = See MODE<32,16> bits in SPIxCON1L<11:10>

Note 1: These bits are effective when AUDEN = 0 only.

2: Varying the length by changing these bits does not affect the depth of the TX/RX FIFO.

REGISTER 21-1: PMCON1: EPMP CONTROL REGISTER 1

R/W-0	U-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0
PMEN	—	PSIDL	ADRMUX1	ADRMUX0	—	MODE1	MODE0
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
CSF1	CSF0	ALP	ALMODE	—	BUSKEEP	IRQM1	IRQM0
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 **PMEN:** Parallel Master Port Enable bit
1 = EPMP is enabled
0 = EPMP is disabled

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

bit 13 **PSIDL:** Parallel Master Port Stop in Idle Mode bit
1 = Discontinues module operation when device enters Idle mode
0 = Continues module operation in Idle mode

bit 12-11 **ADRMUX<1:0>:** Address/Data Multiplexing Selection bits
11 = Lower address bits are multiplexed with data bits using 3 address phases
10 = Lower address bits are multiplexed with data bits using 2 address phases
01 = Lower address bits are multiplexed with data bits using 1 address phase
00 = Address and data appear on separate pins

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

bit 9-8 **MODE<1:0>:** Parallel Port Mode Select bits
11 = Master mode
10 = Enhanced PSP; pins used are PMRD, PMWR, PMCS, PMD<7:0> and PMA<1:0>
01 = Buffered PSP; pins used are PMRD, PMWR, PMCS and PMD<7:0>
00 = Legacy Parallel Slave Port; pins used are PMRD, PMWR, PMCS and PMD<7:0>

bit 7-6 **CSF<1:0>:** Chip Select Function bits
11 = Reserved
10 = PMA15 is used for Chip Select 2, PMA14 is used for Chip Select 1
01 = PMA15 is used for Chip Select 2, PMCS1 is used for Chip Select 1
00 = PMCS2 is used for Chip Select 2, PMCS1 is used for Chip Select 1

bit 5 **ALP:** Address Latch Polarity bit
1 = Active-high (PMALL, PMALH and PMALU)
0 = Active-low ($\overline{\text{PMALL}}$, $\overline{\text{PMALH}}$ and $\overline{\text{PMALU}}$)

bit 4 **ALMODE:** Address Latch Strobe Mode bit
1 = Enables "smart" address strobes (each address phase is only present if the current access would cause a different address in the latch than the previous address)
0 = Disables "smart" address strobes

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

bit 2 **BUSKEEP:** Bus Keeper bit
1 = Data bus keeps its last value when not actively being driven
0 = Data bus is in a high-impedance state when not actively being driven

bit 1-0 **IRQM<1:0>:** Interrupt Request Mode bits
11 = Interrupt is generated when Read Buffer 3 is read or Write Buffer 3 is written (Buffered PSP mode), or on a read or write operation when PMA<1:0> = 11 (Addressable PSP mode only)
10 = Reserved
01 = Interrupt is generated at the end of a read/write cycle
00 = No interrupt is generated

24.0 REAL-TIME CLOCK AND CALENDAR (RTCC) WITH TIMESTAMP

Note:	This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information on the Real-Time Clock and Calendar, refer to the *"dsPIC33/PIC24 Family Reference Manual"*, **"RTCC with Timestamp"** (DS70005193). The information in this data sheet supersedes the information in the FRM.

The RTCC provides the user with a Real-Time Clock and Calendar (RTCC) function that can be calibrated.

Key features of the RTCC module are:

- Time (Hours, Minutes and Seconds) in 24-Hour (Military Time) Format
- Calendar (Weekday, Date, Month and Year)
  - Year range from 2000 to 2099 with automatic Leap Year correction
- Alarm with Configurable Mask and Repeat Options
- BCD Format for Compact Firmware
- Optimized for Low-Power Operation
- Multiple Clock Input Options, Including:
  - 32.768 kHz crystal
  - External Real-Time Clock (RTC)
  - 50/60 Hz power line clock
  - 31.25 kHz LPRC clock
  - System clock, up to 32 MHz
- User Calibration with a Range of 2 ppm when using 32 kHz Source
- Interrupt on Alarm and Timestamp Events
- Optional Timestamp Capture for Tamper Pin or Other Events
- User-Configurable Power Control with Dedicated Output Pin to Periodically Wake External Devices

FIGURE 24-1: RTCC HIGH-LEVEL BLOCK DIAGRAM

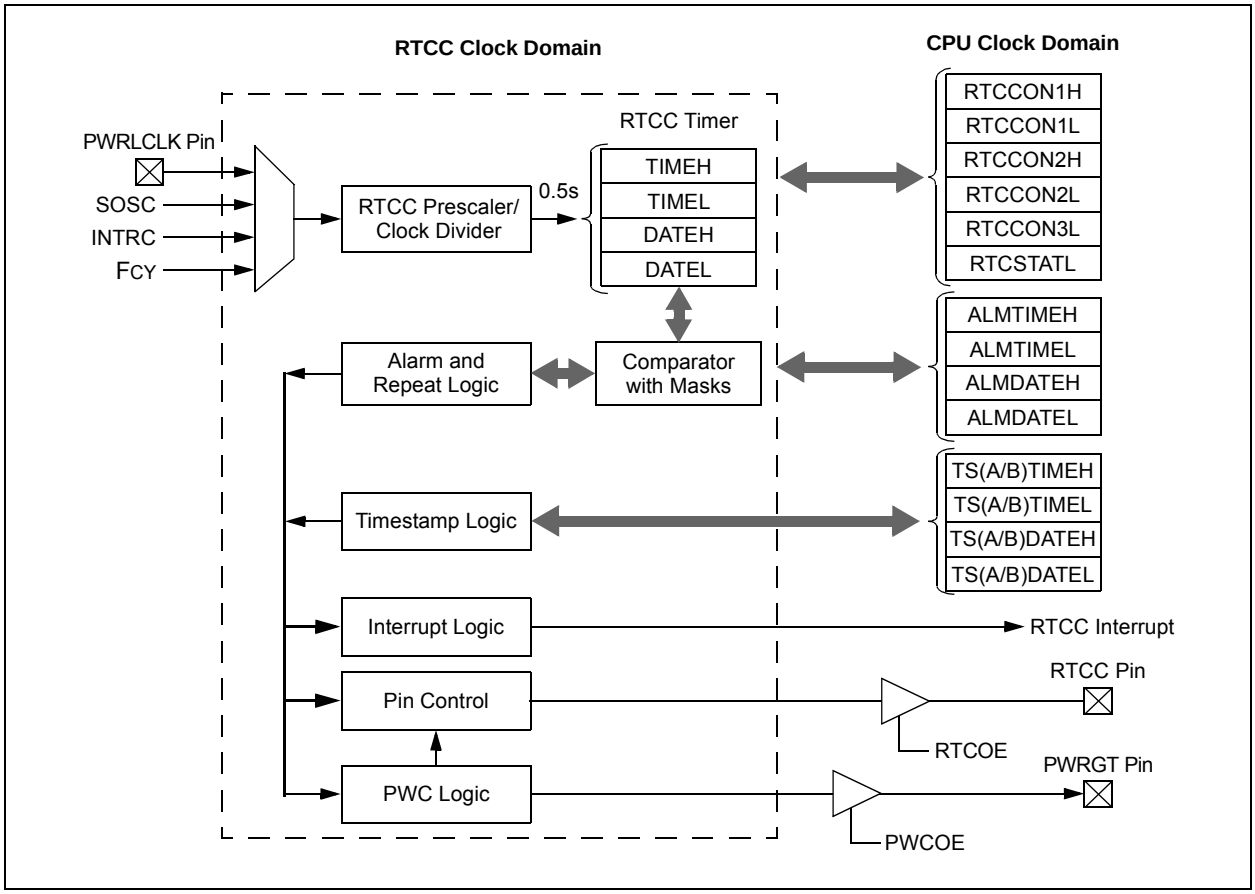


FIGURE 27-5: 10-BIT A/D TRANSFER FUNCTION

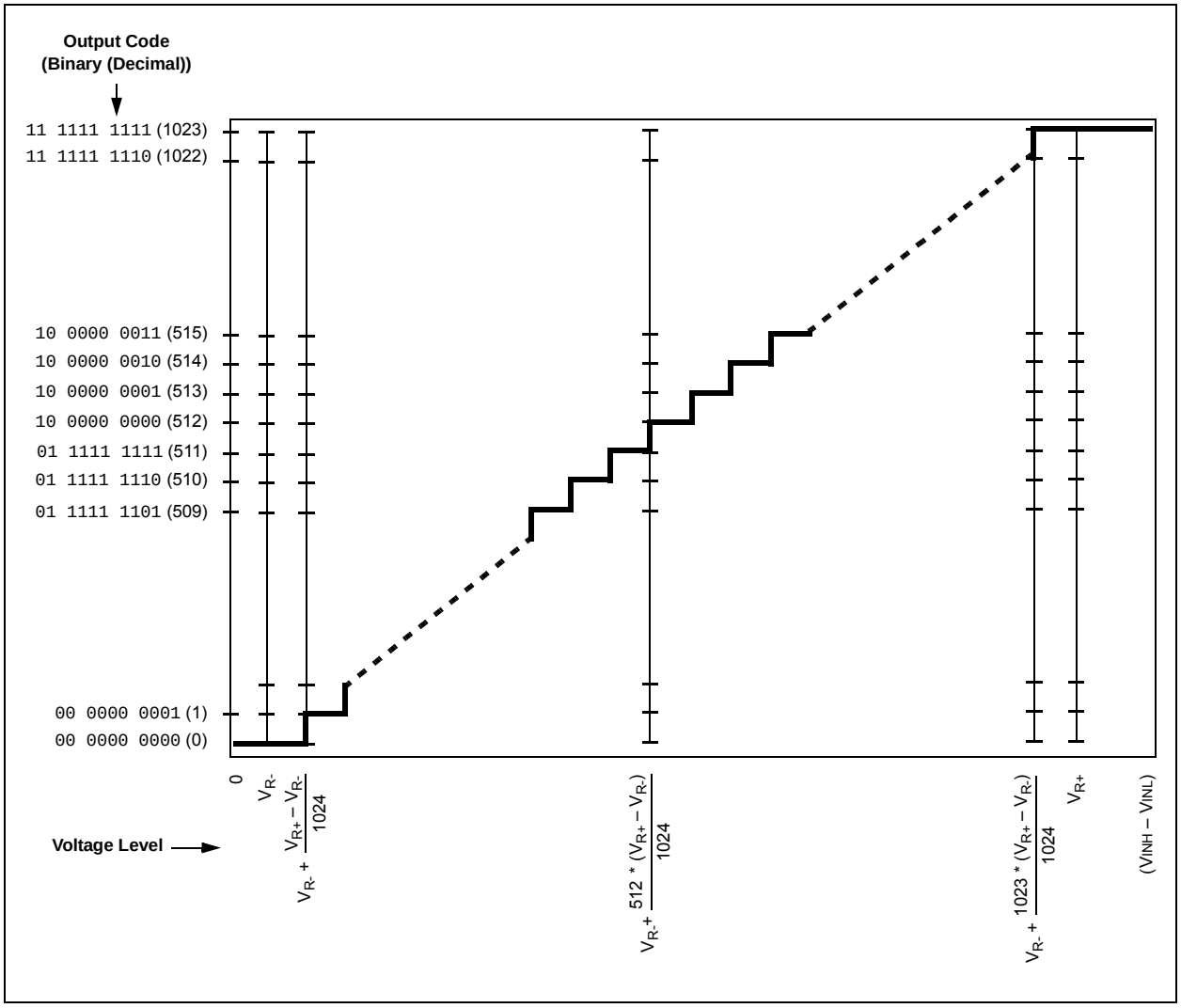
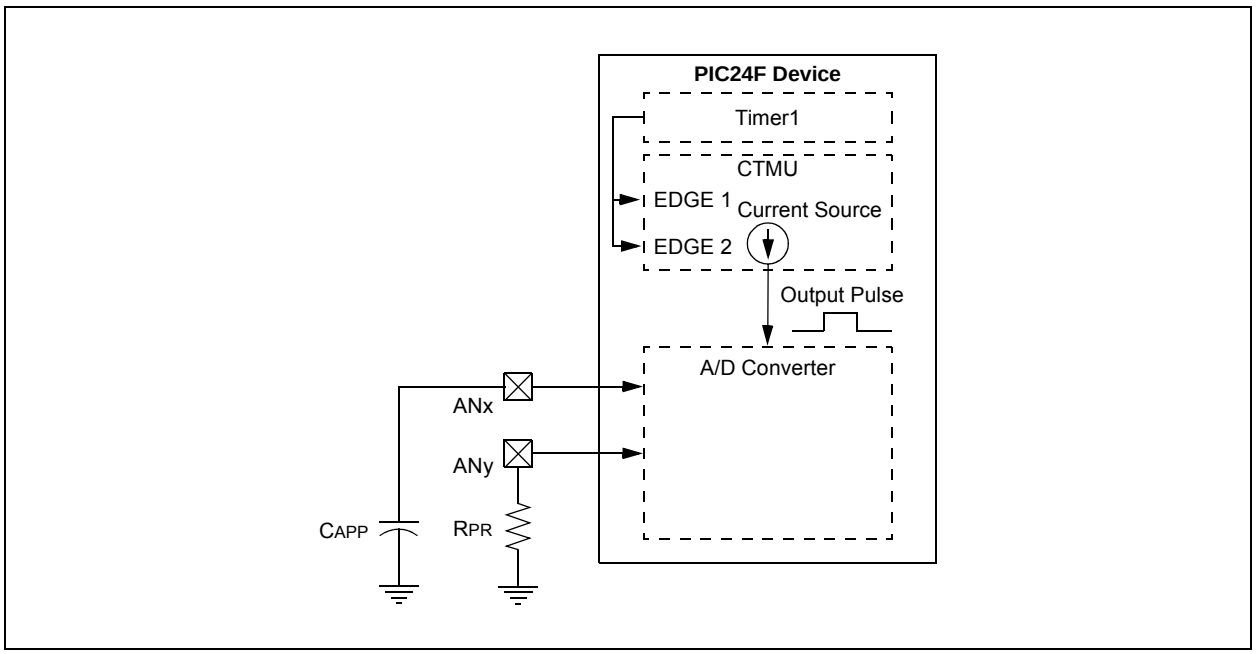


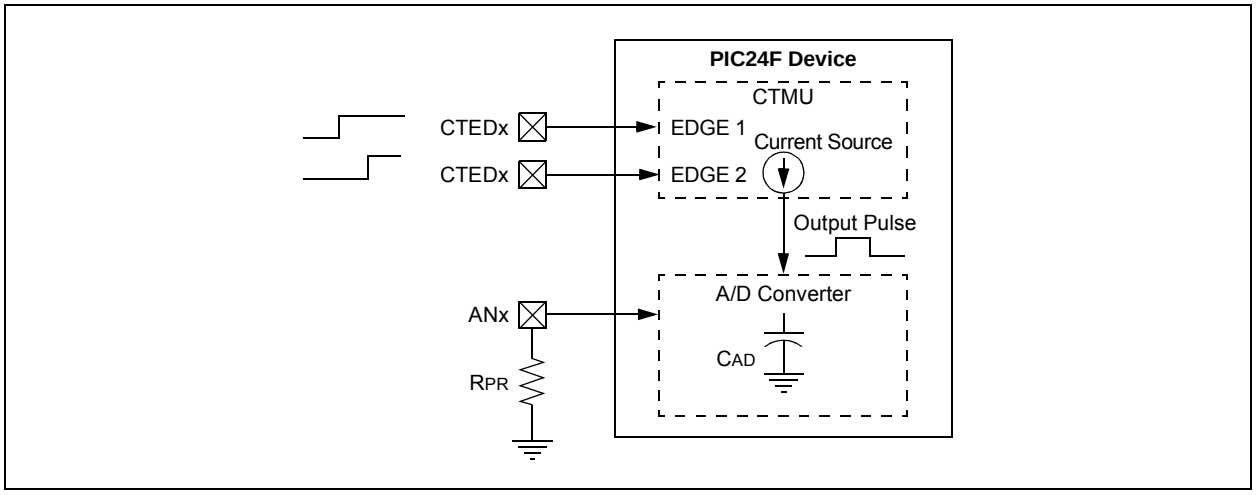
FIGURE 31-1: TYPICAL CONNECTIONS AND INTERNAL CONFIGURATION FOR CAPACITANCE MEASUREMENT



31.2 Measuring Time

Time measurements on the pulse width can be similarly performed using the A/D module's Internal Capacitor (C_{AD}) and a precision resistor for current calibration. Figure 31-2 displays the external connections used for time measurements, and how the CTMU and A/D modules are related in this application. This example also shows both edge events coming from the external CTEDx pins, but other configurations using internal edge sources are possible.

FIGURE 31-2: TYPICAL CONNECTIONS AND INTERNAL CONFIGURATION FOR TIME MEASUREMENT



NOTES:

32.0 HIGH/LOW-VOLTAGE DETECT (HLVD)

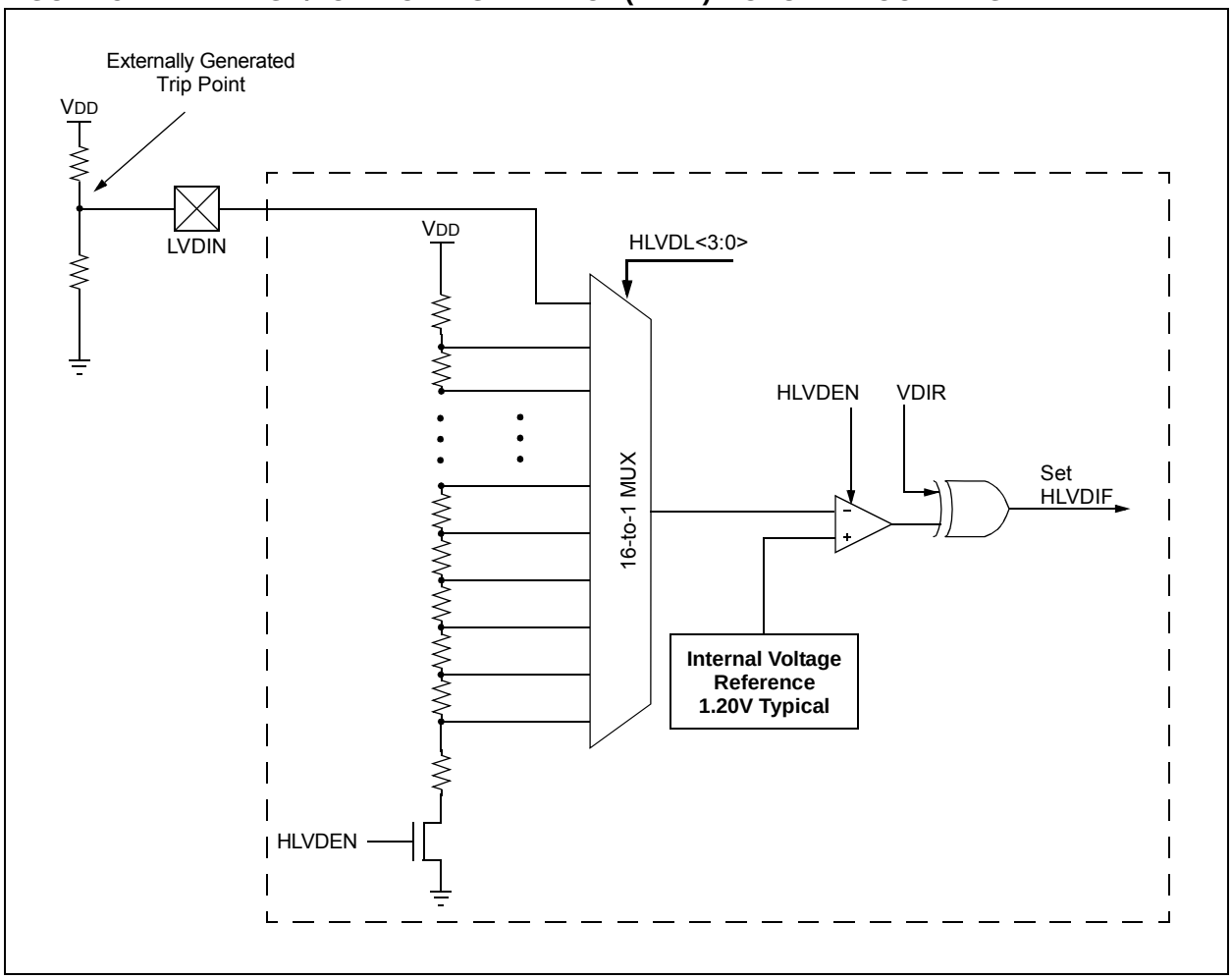
Note:	This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information on the High/Low-Voltage Detect, refer to the *"dsPIC33/PIC24 Family Reference Manual"*, **"High-Level Integration with Programmable High/Low-Voltage Detect (HLVD)"** (DS39725). The information in this data sheet supersedes the information in the FRM.

The High/Low-Voltage Detect (HLVD) module is a programmable circuit that allows the user to specify both the device voltage trip point and the direction of change.

An interrupt flag is set if the device experiences an excursion past the trip point in the direction of change. If the interrupt is enabled, the program execution will branch to the interrupt vector address and the software can then respond to the interrupt.

The HLVD Control register (see Register 32-1) completely controls the operation of the HLVD module. This allows the circuitry to be "turned off" by the user under software control, which minimizes the current consumption for the device.

FIGURE 32-1: HIGH/LOW-VOLTAGE DETECT (HLVD) MODULE BLOCK DIAGRAM



REGISTER 33-13: DEVID: DEVICE ID REGISTER

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

R	R	R	R	R	R	R	R
FAMID7	FAMID6	FAMID5	FAMID4	FAMID3	FAMID2	FAMID1	FAMID0
bit 15							bit 8

R	R	R	R	R	R	R	R
DEV7	DEV6	DEV5	DEV4	DEV3	DEV2	DEV1	DEV0
bit 7							bit 0

Legend:	R = Readable bit	U = Unimplemented bit

bit 23-16 **Unimplemented:** Read as '1'

bit 15-8 **FAMID<7:0>:** Device Family Identifier bits

0110 0001 = PIC24FJ256GA412/GB412 Family

bit 7-0 **DEV<7:0>:** Individual Device Identifier bits

0000 0000 = PIC24FJ64GA406
0000 0001 = PIC24FJ64GA410
0000 0010 = PIC24FJ64GA412
0000 1000 = PIC24FJ128GA406
0000 1001 = PIC24FJ128GA410
0000 1010 = PIC24FJ128GA412
0001 0000 = PIC24FJ256GA406
0001 0001 = PIC24FJ256GA410
0001 0010 = PIC24FJ256GA412
0000 0100 = PIC24FJ64GB406
0000 0101 = PIC24FJ64GB410
0000 0110 = PIC24FJ64GB412
0000 1100 = PIC24FJ128GB406
0000 1101 = PIC24FJ128GB410
0000 1110 = PIC24FJ128GB412
0001 0100 = PIC24FJ256GB406
0001 0101 = PIC24FJ256GB410
0001 0110 = PIC24FJ256GB412

REGISTER 33-14: DEVREV: DEVICE REVISION REGISTER

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
bit 23							bit 16

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

U-0	U-0	U-0	U-0	R	R	R	R
—	—	—	—	REV<3:0>			
bit 7							bit 0

Legend:	R = Readable bit	U = Unimplemented bit

bit 23-4 **Unimplemented:** Read as '0'

bit 3-0 **REV<3:0>:** Device Revision Identifier bits