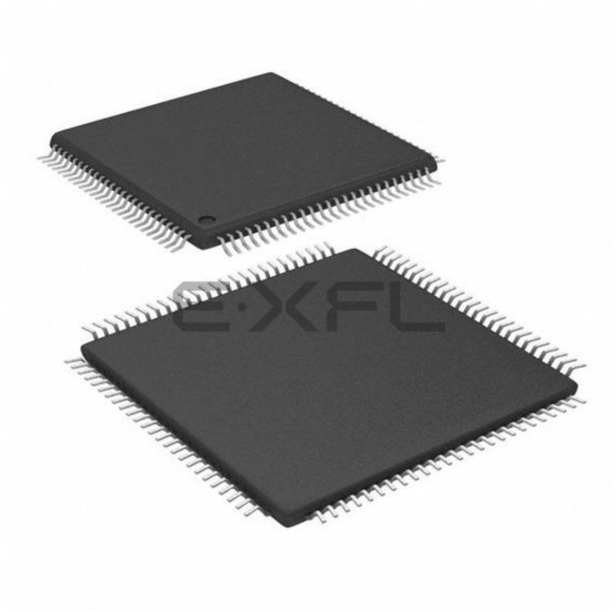

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What is "Embedded - Microcontrollers"?

"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, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, LCD, LVD, POR, PWM, WDT
Number of I/O	84
Program Memory Size	256KB (85.5K x 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	16K x 8
Voltage - Supply (Vcc/Vdd)	2V ~ 3.6V
Data Converters	A/D 24x10/12b; D/A 1x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	100-TQFP
Supplier Device Package	100-TQFP (12x12)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24fj256gb410-i-pt

TABLE 4: COMPLETE PIN FUNCTION DESCRIPTIONS FOR PIC24FJXXXGB410 DEVICES

Pin	Function	Pin	Function
1	SEG50/OCM1C/CTED3/IOCG15/RG15	51	SEG12/**RP16**/USBID/IOCF3/RF3
2	VDD	52	SEG40/**RP30**/IOCF2/RF2
3	LCDBIAS2/IC4/CTED4/PMD5/IOCE5/RE5	53	SEG41/**RP15**/IOCF8/RF8
4	LCDBIAS1/SCL3/IC5/PMD6/IOCE6/RE6	54	VBUS/IOCF7/RF7
5	LCDBIAS0/SDA3/IC6/PMD7/IOCE7/RE7	55	VUSB3V3
6	SEG32/**RPI38**/OCM1D/IOCC1/RC1	56	D-/IOCG3/RG3
7	SEG51/**RPI39**/IOCC2/RC2	57	D+/IOCG2/RG2
8	SEG33/**RPI40**/IOCC3/RC3	58	SEG55/SCL2/IOCA2/RA2
9	SEG52/AN16/**RPI41**/PMCS2/IOCC4/RC4	59	SEG56/SDA2/PMA20/IOCA3/RA3
10	SEG0/AN17/C1IND/**RP21**/ICM1/OCM1A/PMA5/IOCG6/RG6	60	TDI/PMA21/IOCA4/RA4
11	VLCAP1/AN18/C1INC/**RP26**/OCM1B/PMA4/IOCG7/RG7	61	TDO/SEG28/IOCA5/RA5
12	VLCAP2/AN19/C2IND/**RP19**/ICM2/OCM2/PMA3/IOCG8/RG8	62	VDD
13	$\overline{\text{MCLR}}$	63	OSCI/CLKI/IOCC12/RC12
14	SEG1/AN20/C1INC/C2INC/C3INC/**RP27**/DAC1/PMA2/PMALU/IOCG9/RG9	64	OSCO/CLKO/IOCC15/RC15
15	VSS	65	VSS
16	VDD	66	SEG42/**RPI36**/SCL1/PMA22/IOCA14/RA14
17	TMS/SEG48/CTED14/IOCA0/RA0	67	SEG43/**RPI35**/SDA1/PMBE1/IOCA15/RA15
18	SEG34/**RPI33**/PMCS1/IOCE8/RE8	68	SEG13/CLC4OUT/**RP2**/RTCC/$\overline{\text{U6RTS}}$/U6BCLK/ICM5/IOCD8/RD8
19	SEG35/AN21/**RPI34**/PMA19/IOCE9/RE9	69	SEG14/**RP4**/PMACK2/IOCD9/RD9
20	PGEC3/SEG2/AN5/C1INA/**RP18**/ICM3/OCM3/IOCB5/RB5	70	SEG15/C3IND/**RP3**/PMA15/APMCS2/IOCD10/RD10
21	PGED3/SEG3/AN4/C1INB/**RP28**/$\overline{\text{USBOEN}}$/IOCB4/RB4	71	SEG16/C3INC/**RP12**/PMA14/PMCS/APMCS1/IOCD11/RD11
22	SEG4/AN3/C2INA/IOCB3/RB3	72	SEG17/CLC3OUT/**RP11**/$\overline{\text{U6CTS}}$/ICM6/INT0/IOCD0/RD0
23	SEG5/AN2/CTCMP/C2INB/**RP13**/CTED13/IOCB2/RB2	73	SOSCI/IOCC13/RC13
24	PGEC1/SEG6/VREF-/CVREF-/AN1/AN1-/**RP1**/CTED12/IOCB1/RB1	74	SOSCO/SCLKI/**RPI37**/PWRLCLK/IOCC14/RC14
25	PGED1/SEG7/VREF+/CVREF+/DVREF+/AN0/**RP0**/IOCB0/RB0	75	VSS
26	PGEC2/LCDBIAS3/AN6/**RP6**/IOCB6/RB6	76	SEG20/**RP24**/U5TX/ICM4/IOCD1/RD1
27	PGED2/SEG63/AN7/**RP7**/U6TX/IOCB7/RB7	77	SEG21/**RP23**/PMACK1/IOCD2/RD2
28	SEG36/VREF-/CVREF-/PMA7/IOCA9/RA9	78	SEG22/**RP22**/ICM7/PMBE0/IOCD3/RD3
29	SEG37/VREF+/CVREF+/DVREF+/PMA6/IOCA10/RA10	79	SEG44/**RPI42**/PMD12/IOCD12/RD12
30	AVDD	80	SEG45/PMD13/IOCD13/RD13
31	AVSS	81	SEG23/**RP25**/PMWR/PMENB/IOCD4/RD4
32	COM7/SEG31/AN8/**RP8**/PWRGT/IOCB8/RB8	82	SEG24/**RP20**/PMRD/$\overline{\text{PMWR}}$/IOCD5/RD5
33	COM6/SEG30/AN9/$\overline{\text{TMPR}}$/**RP9**/T1CK/IOCB9/RB9	83	SEG25/C3INB/U5RX/OC4/PMD14/IOCD6/RD6
34	COM5/SEG29/CVREF/AN10/SDO4/PMA13/IOCB10/RB10	84	SEG26/C3INA/$\overline{\text{U5RTS}}$/U5BCLK/OC5/PMD15/IOCD7/RD7
35	AN11/REFI1/$\overline{\text{SS4}}$/FSYNC4/PMA12/IOCB11/RB11	85	VCAP
36	VSS	86	VBAT
37	VDD	87	SEG27/$\overline{\text{U5CTS}}$/OC6/PMD11/IOCF0/RF0
38	TCK/IOCA1/RA1	88	COM4/SEG47/SCK4/PMD10/IOCF1/RF1
39	SEG53/**RP31**/IOCF13/RF13	89	SEG46/PMD9/IOCG1/RG1
40	SEG54/**RPI32**/CTED7/PMA18/IOCF12/RF12	90	SEG49/PMD8/IOCG0/RG0
41	SEG18/AN12/U6RX/CTED2/PMA11/IOCB12/RB12	91	SEG57/AN23/OCM1E/IOCA6/RA6
42	SEG19/AN13/SDI4/CTED1/PMA10/IOCB13/RB13	92	SEG58/AN22/OCM1F/PMA17/IOCA7/RA7
43	SEG8/AN14/**RP14**/CTED5/CTPLS/PMA1/PMALH/IOCB14/RB14	93	COM3/PMD0/IOCE0/RE0
44	SEG9/AN15/**RP29**/CTED6/PMA0/PMALL/IOCB15/RB15	94	COM2/PMD1/IOCE1/RE1
45	VSS	95	SEG59/CTED11/PMA16/IOCG14/RG14
46	VDD	96	SEG60/IOCG12/RG12
47	SEG38/**RPI43**/IOCD14/RD14	97	SEG61/CTED10/IOCG13/RG13
48	SEG39/**RP5**/IOCD15/RD15	98	COM1/PMD2/IOCE2/RE2
49	SEG10/**RP10**/PMA9/IOCF4/RF4	99	COM0/CTED9/PMD3/IOCE3/RE3
50	SEG11/**RP17**/PMA8/IOCF5/RF5	100	SEG62/LVDIN/CTED8/PMD4/IOCE4/RE4

Legend: **RPn** and **RPIn** represent remappable pins for Peripheral Pin Select functions.

5.0 DIRECT MEMORY ACCESS CONTROLLER (DMA)

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, refer to the *“dsPIC33/PIC24 Family Reference Manual”*, **“Direct Memory Access Controller (DMA)”** (DS39742). The information in this data sheet supersedes the information in the FRM.

The Direct Memory Access Controller (DMA) is designed to service high data throughput peripherals operating on the SFR bus, allowing them to access data memory directly and alleviating the need for CPU intensive management. By allowing these data intensive peripherals to share their own data path, the main data bus is also deloaded, resulting in additional power savings.

The DMA Controller functions both as a peripheral and a direct extension of the CPU. It is located on the microcontroller data bus between the CPU and DMA-enabled peripherals, with direct access to SRAM. This partitions the SFR bus into two buses, allowing the DMA Controller access to the DMA-capable peripherals located on the new DMA SFR bus. The controller serves as a master device on the DMA SFR bus, controlling data flow from DMA-capable peripherals.

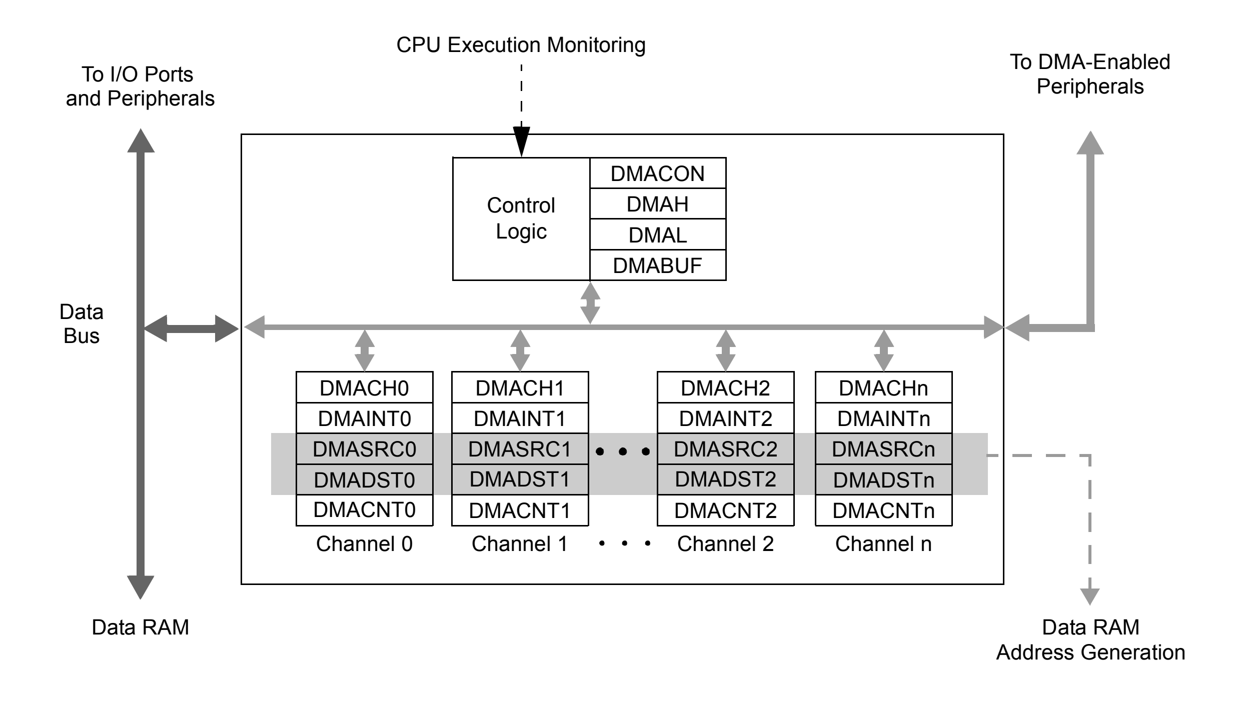
The controller also monitors CPU instruction processing directly, allowing it to be aware of when the CPU requires access to peripherals on the DMA bus and automatically relinquishing control to the CPU as needed. This increases the effective bandwidth for handling data without DMA operations causing a processor stall. This makes the controller essentially transparent to the user.

The DMA Controller has these features:

- Six Multiple Independent and Independently Programmable Channels
- Concurrent Operation with the CPU (no DMA caused Wait states)
- DMA Bus Arbitration
- Five Programmable Address modes
- Four Programmable Transfer modes
- Four Flexible Internal Data Transfer modes
- Byte or Word Support for Data Transfer
- 16-Bit Source and Destination Address Register for Each Channel, Dynamically Updated and Reloadable
- 16-Bit Transaction Count Register, Dynamically Updated and Reloadable
- Upper and Lower Address Limit Registers
- Counter Half-Full Level Interrupt
- Software Triggered Transfer
- Null Write mode for Symmetric Buffer Operations

A simplified block diagram of the DMA Controller is shown if Figure 5-1.

FIGURE 5-1: DMA FUNCTIONAL BLOCK DIAGRAM



5.1 Summary of DMA Operations

The DMA Controller is capable of moving data between addresses according to a number of different parameters. Each of these parameters can be independently configured for any transaction. In addition, any or all of the DMA channels can independently perform a different transaction at the same time. Transactions are classified by these parameters:

- Source and destination (SFRs and data RAM)
- Data size (byte or word)
- Trigger source
- Transfer mode (One-Shot, Repeated or Continuous)
- Addressing modes (Fixed Address or Address Blocks with or without Address Increment/Decrement)

In addition, the DMA Controller provides channel priority arbitration for all channels.

5.1.1 SOURCE AND DESTINATION

Using the DMA Controller, data may be moved between any two addresses in the Data Space. The SFR space (0000h to 07FFh) or the data RAM space (0800h to FFFFh) can serve as either the source or the destination. Data can be moved between these areas in either direction or between addresses in either area. The four different combinations are shown in Figure 5-2.

If it is necessary to protect areas of data RAM, the DMA Controller allows the user to set upper and lower address boundaries for operations in the Data Space above the SFR space. The boundaries are set by the DMAH and DMAL Limit registers. If a DMA channel attempts an operation outside of the address boundaries, the transaction is terminated and an interrupt is generated.

5.1.2 DATA SIZE

The DMA Controller can handle both 8-bit and 16-bit transactions. Size is user-selectable using the SIZE bit (DMACHn<1>). By default, each channel is configured for word-size transactions. When byte-size transactions are chosen, the LSb of the source and/or destination address determines if the data represents the upper or lower byte of the data RAM location.

5.1.3 TRIGGER SOURCE

The DMA Controller can use 63 of the device's interrupt sources to initiate a transaction. The DMA trigger sources occur in reverse order than their natural interrupt priority and are shown in Table 5-1.

Since the source and destination addresses for any transaction can be programmed independently of the trigger source, the DMA Controller can use any trigger to perform an operation on any peripheral. This also allows DMA channels to be cascaded to perform more complex transfer operations.

5.1.4 TRANSFER MODE

The DMA Controller supports four types of data transfers, based on the volume of data to be moved for each trigger.

- One-Shot: A single transaction occurs for each trigger.
- Continuous: A series of back-to-back transactions occur for each trigger; the number of transactions is determined by the DMACNTn transaction counter.
- Repeated One-Shot: A single transaction is performed repeatedly, once per trigger, until the DMA channel is disabled.
- Repeated Continuous: A series of transactions are performed repeatedly, one cycle per trigger, until the DMA channel is disabled.

All transfer modes allow the option to have the source and destination addresses, and counter value, automatically reloaded after the completion of a transaction; Repeated mode transfers do this automatically.

5.1.5 ADDRESSING MODES

The DMA Controller also supports transfers between single addresses or address ranges. The four basic options are:

- Fixed-to-Fixed: Between two constant addresses
- Fixed-to-Block: From a constant source address to a range of destination addresses
- Block-to-Fixed: From a range of source addresses to a single, constant destination address
- Block-to-Block: From a range of source addresses to a range of destination addresses

The option to select auto-increment or auto-decrement of source and/or destination addresses is available for Block Addressing modes.

In addition to the four basic modes, the DMA Controller also supports Peripheral Indirect Addressing (PIA) mode, where the source or destination address is generated jointly by the DMA Controller and a PIA-capable peripheral. When enabled, the DMA channel provides a base source and/or destination address, while the peripheral provides a fixed range offset address.

For PIC24FJ256GA412/GB412 family devices, the 12-bit A/D Converter module is the only PIA-capable peripheral. Details for its use in PIA mode are provided in **Section 27.0 "12-Bit A/D Converter with Threshold Detect"**.

REGISTER 5-2: DMACHn: DMA CHANNEL n CONTROL REGISTER

U-0	U-0	U-0	r-0	U-0	R/W-0	R/W-0	R/W-0
—	—	—	—	—	NULLW	RELOAD(1)	CHREQ(3)
bit 15							bit 8

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
SAMODE1	SAMODE0	DAMODE1	DAMODE0	TRMODE1	TRMODE0	SIZE	CHEN
bit 7							bit 0

Legend:	r = Reserved 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 15-13 **Unimplemented:** Read as '0'

bit 12 **Reserved:** Maintain as '0'

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

bit 10 **NULLW:** Null Write Mode bit

1 = A dummy write is initiated to DMASRCn for every write to DMADSTn
0 = No dummy write is initiated

bit 9 **RELOAD:** Address and Count Reload bit(1)

1 = DMASRCn, DMADSTn and DMACNTn registers are reloaded to their previous values upon the start of the next operation
0 = DMASRCn, DMADSTn and DMACNTn are not reloaded on the start of the next operation(2)

bit 8 **CHREQ:** DMA Channel Software Request bit(3)

1 = A DMA request is initiated by software; automatically cleared upon completion of a DMA transfer
0 = No DMA request is pending

bit 7-6 **SAMODE<1:0>:** Source Address Mode Selection bits

11 = DMASRCn is used in Peripheral Indirect Addressing and remains unchanged
10 = DMASRCn is decremented based on the SIZE bit after a transfer completion
01 = DMASRCn is incremented based on the SIZE bit after a transfer completion
00 = DMASRCn remains unchanged after a transfer completion

bit 5-4 **DAMODE<1:0>:** Destination Address Mode Selection bits

11 = DMADSTn is used in Peripheral Indirect Addressing and remains unchanged
10 = DMADSTn is decremented based on the SIZE bit after a transfer completion
01 = DMADSTn is incremented based on the SIZE bit after a transfer completion
00 = DMADSTn remains unchanged after a transfer completion

bit 3-2 **TRMODE<1:0>:** Transfer Mode Selection bits

11 = Repeated Continuous mode
10 = Continuous mode
01 = Repeated One-Shot mode
00 = One-Shot mode

bit 1 **SIZE:** Data Size Selection bit

1 = Byte (8-bit)
0 = Word (16-bit)

bit 0 **CHEN:** DMA Channel Enable bit

1 = The corresponding channel is enabled
0 = The corresponding channel is disabled

Note 1: Only the original DMACNTn is required to be stored to recover the original DMASRCn and DMADSTn values.

2: DMACNTn will always be reloaded in Repeated mode transfers, regardless of the state of the RELOAD bit.

3: The number of transfers executed while CHREQ is set depends on the configuration of TRMODE<1:0>.

TABLE 8-2: IMPLEMENTED INTERRUPT VECTORS (CONTINUED)

Interrupt Source	Vector Number	IRQ #	IVT Address	Interrupt Bit Locations		
				Flag	Enable	Priority
MCCP1 Capture/Compare	71	63	000092h	IFS3<15>	IEC3<15>	IPC15<14:12>
MCCP1 Timer	109	101	0000DEh	IFS6<5>	IEC6<5>	IPC25<6:4>
SCCP2 Capture/Compare	72	64	000094h	IFS4<0>	IEC4<0>	IPC16<2:0>
SCCP2 Timer	110	102	0000E0h	IFS6<6>	IEC6<6>	IPC25<10:8>
SCCP3 Capture/Compare	102	94	0000D0h	IFS5<14>	IEC5<14>	IPC23<10:8>
SCCP3 Timer	51	43	00006Ah	IFS2<11>	IEC2<11>	IPC10<14:12>
SCCP4 Capture/Compare	103	95	0000D2h	IFS5<15>	IEC5<15>	IPC23<14:12>
SCCP4 Timer	52	44	00006Ch	IFS2<12>	IEC2<12>	IPC11<2:0>
Output Compare 1	10	2	000018h	IFS0<2>	IEC0<2>	IPC0<10:8>
Output Compare 2	14	6	000020h	IFS0<6>	IEC0<6>	IPC1<10:8>
Output Compare 3	33	25	000046h	IFS1<9>	IEC1<9>	IPC6<6:4>
Output Compare 4	34	26	000048h	IFS1<10>	IEC1<10>	IPC6<10:8>
Output Compare 5	49	41	000066h	IFS2<9>	IEC2<9>	IPC10<6:4>
Output Compare 6	50	42	000068h	IFS2<10>	IEC2<10>	IPC10<10:8>
Real-Time Clock and Calendar (RTCC)	70	62	000090h	IFS3<14>	IEC3<14>	IPC15<10:8>
RTCC Timestamp	118	110	0000F0h	IFS6<14>	IEC6<14>	IPC27<10:8>
SCCP5 Capture/Compare	30	22	000040h	IFS1<6>	IEC1<6>	IPC5<10:8>
SCCP6 Capture/Compare	31	23	000042h	IFS1<7>	IEC1<7>	IPC5<14:12>
SCCP7 Capture/Compare	81	73	0000A6h	IFS4<9>	IEC4<9>	IPC18<6:4>
SCCP5 Timer	55	47	000072h	IFS2<15>	IEC2<15>	IPC11<14:12>
SCCP6 Timer	56	48	000074h	IFS3<0>	IEC3<0>	IPC12<2:0>
SCCP7 Timer	59	51	00007Ah	IFS3<3>	IEC3<3>	IPC12<14:12>
SPI1 General	17	9	000026h	IFS0<9>	IEC0<9>	IPC2<6:4>
SPI1 Receive	66	58	000088h	IFS3<10>	IEC3<10>	IPC14<10:8>
SPI1 Transmit	18	10	000028h	IFS0<10>	IEC0<10>	IPC2<10:8>
SPI2 General	40	32	000054h	IFS2<0>	IEC2<0>	IPC8<2:0>
SPI2 Receive	67	59	00008Ah	IFS3<11>	IEC3<11>	IPC14<14:12>
SPI2 Transmit	41	33	000056h	IFS2<1>	IEC2<1>	IPC8<6:4>
SPI3 General	98	90	0000C8h	IFS5<10>	IEC5<10>	IPC22<10:8>
SPI3 Receive	68	60	00008Ch	IFS3<12>	IEC3<12>	IPC15<2:0>
SPI3 Transmit	99	91	0000CAh	IFS5<11>	IEC5<11>	IPC22<14:12>
SPI3 Transmit	101	93	0000CEh	IFS5<13>	IEC5<13>	IPC23<6:4>
SPI4 General	100	92	0000CCh	IFS5<12>	IEC5<12>	IPC23<2:0>
SPI4 Receive	65	57	000086h	IFS3<9>	IEC3<9>	IPC14<6:4>
Timer1	11	3	00001Ah	IFS0<3>	IEC0<3>	IPC0<14:12>
Timer2	15	7	000022h	IFS0<7>	IEC0<7>	IPC1<14:12>
Timer3	16	8	000024h	IFS0<8>	IEC0<8>	IPC2<2:0>
Timer4	35	27	00004Ah	IFS1<11>	IEC1<11>	IPC6<14:12>
Timer5	36	28	00004Ch	IFS1<12>	IEC1<12>	IPC7<2:0>
UART1 Error	73	65	000096h	IFS4<1>	IEC4<1>	IPC16<6:4>
UART1 Receiver	19	11	00002Ah	IFS0<11>	IEC0<11>	IPC2<14:12>
UART1 Transmitter	20	12	00002Ch	IFS0<12>	IEC0<12>	IPC3<2:0>
UART2 Error	74	66	000098h	IFS4<2>	IEC4<2>	IPC16<10:8>
UART2 Receiver	38	30	000050h	IFS1<14>	IEC1<14>	IPC7<10:8>
UART2 Transmitter	39	31	000052h	IFS1<15>	IEC1<15>	IPC7<14:12>

TABLE 11-11: SELECTABLE INPUT SOURCES (MAPS INPUT TO FUNCTION)

Input Name	Function Name	Register	Function Mapping Bits
CCP Clock Input A	TCKIA	RPINR12<5:0>	TCKIAR<5:0>
CCP Clock Input B	TCKIB	RPINR12<13:8>	TCKIBR<5:0>
CLC Input A	CLCINA	RPINR25<5:0>	CLCINAR<5:0>
CLC Input B	CLCINB	RPINR25<13:8>	CLCINBR<5:0>
External Interrupt 1	INT1	RPINR0<13:8>	INT1R<5:0>
External Interrupt 2	INT2	RPINR1<5:0>	INT2R<5:0>
External Interrupt 3	INT3	RPINR1<13:8>	INT3R<5:0>
External Interrupt 4	INT4	RPINR2<5:0>	INT4R<5:0>
Generic Timer External input	TMRCK	RPINR23<13:8>	TXCKR<5:0>
Input Capture 1	IC1	RPINR7<5:0>	IC1R<5:0>
Input Capture 2	IC2	RPINR7<13:8>	IC2R<5:0>
Input Capture 3	IC3	RPINR8<5:0>	IC3R<5:0>
Output Compare Fault A	OCFA	RPINR11<5:0>	OCFAR<5:0>
Output Compare Fault B	OCFB	RPINR11<13:8>	OCFBR<5:0>
Output Compare Trigger 1	OCTRIG1	RPINR0<5:0>	OCTRIG1R<5:0>
Output Compare Trigger 1	OCTRIG2	RPINR2<13:8>	OCTRIG2R<5:0>
SPI1 Clock Input	SCK1IN	RPINR20<13:8>	SCK1R<5:0>
SPI1 Data Input	SDI1	RPINR20<5:0>	SDI1R<5:0>
SPI1 Slave Select	SS1IN	RPINR21<5:0>	SS1R<5:0>
SPI2 Clock Input	SCK2IN	RPINR22<13:8>	SCK2R<5:0>
SPI2 Data Input	SDI2	RPINR22<5:0>	SDI2R<5:0>
SPI2 Slave Select	SS2IN	RPINR23<5:0>	SS2R<5:0>
SPI3 Clock Input	SCK3IN	RPINR28<13:8>	SCK3R<5:0>
SPI3 Data Input	SDI3	RPINR28<5:0>	SDI3R<5:0>
SPI3 Slave Select	SS3IN	RPINR29<5:0>	SS3R<5:0>
Timer2 External Clock	T2CK	RPINR3<5:0>	T2CKR<5:0>
Timer3 External Clock	T3CK	RPINR3<13:8>	T3CKR<5:0>
Timer4 External Clock	T4CK	RPINR4<5:0>	T4CKR<5:0>
Timer5 External Clock	T5CK	RPINR4<13:8>	T5CKR<5:0>
UART1 Clear-to-Send	$\overline{\text{U1CTS}}$	RPINR18<13:8>	U1CTSR<5:0>
UART1 Receive	U1RX	RPINR18<5:0>	U1RXR<5:0>
UART2 Clear-to-Send	$\overline{\text{U2CTS}}$	RPINR19<13:8>	U2CTSR<5:0>
UART2 Receive	U2RX	RPINR19<5:0>	U2RXR<5:0>
UART3 Clear-to-Send	$\overline{\text{U3CTS}}$	RPINR21<13:8>	U3CTSR<5:0>
UART3 Receive	U3RX	RPINR17<13:8>	U3RXR<5:0>
UART4 Clear-to-Send	$\overline{\text{U4CTS}}$	RPINR27<13:8>	U4CTSR<5:0>
UART4 Receive	U4RX	RPINR27<5:0>	U4RXR<5:0>

11.5.5 CONSIDERATIONS FOR PERIPHERAL PIN SELECTION

The ability to control Peripheral Pin Selection introduces several considerations into application design that could be overlooked. This is particularly true for several common peripherals that are available only as remappable peripherals.

The main consideration is that the Peripheral Pin Selects are not available on default pins in the device's default (Reset) state. Since all RPINRx registers reset to '`111111`' and all RPORx registers reset to '`000000`', all Peripheral Pin Select inputs are tied to V_{SS}, and all Peripheral Pin Select outputs are disconnected.

This situation requires the user to initialize the device with the proper peripheral configuration before any other application code is executed. Since the IOLOCK bit resets in the unlocked state, it is not necessary to execute the unlock sequence after the device has come out of Reset. For application safety, however, it is best to set IOLOCK and lock the configuration after writing to the control registers.

Because the unlock sequence is timing-critical, it must be executed as an assembly language routine in the same manner as changes to the oscillator configuration. If the bulk of the application is written in 'C', or another high-level language, the unlock sequence should be performed by writing in-line assembly.

Choosing the configuration requires the review of all Peripheral Pin Selects and their pin assignments, especially those that will not be used in the application. In all cases, unused pin-selectable peripherals should be disabled completely. Unused peripherals should have their inputs assigned to an unused RPn/RPIn pin function. I/O pins with unused RPn functions should be configured with the null peripheral output.

The assignment of a peripheral to a particular pin does not automatically perform any other configuration of the pin's I/O circuitry. In theory, this means adding a pin-selectable output to a pin may mean inadvertently driving an existing peripheral input when the output is driven. Users must be familiar with the behavior of other fixed peripherals that share a remappable pin and know when to enable or disable them. To be safe, fixed digital peripherals that share the same pin should be disabled when not in use.

Along these lines, configuring a remappable pin for a specific peripheral does not automatically turn that feature on. The peripheral must be specifically configured for operation and enabled as if it were tied to a fixed pin. Where this happens in the application code (immediately following a device Reset and peripheral configuration or inside the main application routine) depends on the peripheral and its use in the application.

A final consideration is that Peripheral Pin Select functions neither override analog inputs nor reconfigure pins with analog functions for digital I/O. If a pin is configured as an analog input on device Reset, it must be explicitly reconfigured as a digital I/O when used with a Peripheral Pin Select.

Example 11-4 shows a configuration for bidirectional communication with flow control using UART1. The following input and output functions are used:

- Input Functions: U1RX, $\overline{\text{U1CTS}}$
- Output Functions: U1TX, $\overline{\text{U1RTS}}$

EXAMPLE 11-4: CONFIGURING UART1 INPUT AND OUTPUT FUNCTIONS

```
// Unlock Registers
__builtin_write_OSCCONL(OSCCON & 0xbf);

// Configure Input Functions (Table 11-11)
    // Assign U1RX To Pin RP0
    RPINR18bits.U1RXR = 0;

    // Assign U1CTS To Pin RP1
    RPINR18bits.U1CTSR = 1;

// Configure Output Functions (Table 11-12)
    // Assign U1TX To Pin RP2
    RPOR1bits.RP2R = 3;

    // Assign U1RTS To Pin RP3
    RPOR1bits.RP3R = 4;

// Lock Registers
asm volatile   ("MOV   #OSCCON, w1   \n"
                "MOV   #0x46, w2     \n"
                "MOV   #0x57, w3     \n"
                "MOV.b  w2, [w1]     \n"
                "MOV.b  w3, [w1]     \n"
                "BSET  OSCCON, #6");

// or use the XC16 built-in macro:
// __builtin_write_OSCCONL(OSCCON | 0x40);
```

REGISTER 11-23: RPOR0: PERIPHERAL PIN SELECT OUTPUT REGISTER 0

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP1R5	RP1R4	RP1R3	RP1R2	RP1R1	RP1R0
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
—	—	RP0R5	RP0R4	RP0R3	RP0R2	RP0R1	RP0R0
bit 7							bit 0

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

bit 15-14	**Unimplemented:** Read as ‘0’
bit 13-8	**RP1R<5:0>:** RP1 Output Pin Mapping bits Peripheral Output Number n is assigned to pin, RP1 (see Table 11-12 for peripheral function numbers).
bit 7-6	**Unimplemented:** Read as ‘0’
bit 5-0	**RP0R<5:0>:** RP0 Output Pin Mapping bits Peripheral Output Number n is assigned to pin, RP0 (see Table 11-12 for peripheral function numbers).

REGISTER 11-24: RPOR1: PERIPHERAL PIN SELECT OUTPUT REGISTER 1

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP3R5	RP3R4	RP3R3	RP3R2	RP3R1	RP3R0
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
—	—	RP2R5	RP2R4	RP2R3	RP2R2	RP2R1	RP2R0
bit 7							bit 0

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

bit 15-14	**Unimplemented:** Read as ‘0’
bit 13-8	**RP3R<5:0>:** RP3 Output Pin Mapping bits Peripheral Output Number n is assigned to pin, RP3 (see Table 11-12 for peripheral function numbers).
bit 7-6	**Unimplemented:** Read as ‘0’
bit 5-0	**RP2R<5:0>:** RP2 Output Pin Mapping bits Peripheral Output Number n is assigned to pin, RP2 (see Table 11-12 for peripheral function numbers).

REGISTER 11-31: RPOR8: PERIPHERAL PIN SELECT OUTPUT REGISTER 8

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP17R5	RP17R4	RP17R3	RP17R2	RP17R1	RP17R0
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
—	—	RP16R5	RP16R4	RP16R3	RP16R2	RP16R1	RP16R0
bit 7							bit 0

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

bit 15-14 **Unimplemented:** Read as ‘0’

bit 13-8 **RP17R<5:0>:** RP17 Output Pin Mapping bits
Peripheral Output Number n is assigned to pin, RP17 (see Table 11-12 for peripheral function numbers).

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-0 **RP16R<5:0>:** RP16 Output Pin Mapping bits
Peripheral Output Number n is assigned to pin, RP16 (see Table 11-12 for peripheral function numbers).

REGISTER 11-32: RPOR9: PERIPHERAL PIN SELECT OUTPUT REGISTER 9

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	—	RP19R5	RP19R4	RP19R3	RP19R2	RP19R1	RP19R0
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
—	—	RP18R5	RP18R4	RP18R3	RP18R2	RP18R1	RP18R0
bit 7							bit 0

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

bit 15-14 **Unimplemented:** Read as ‘0’

bit 13-8 **RP19R<5:0>:** RP19 Output Pin Mapping bits
Peripheral Output Number n is assigned to pin, RP19 (see Table 11-12 for peripheral function numbers).

bit 7-6 **Unimplemented:** Read as ‘0’

bit 5-0 **RP18R<5:0>:** RP18 Output Pin Mapping bits
Peripheral Output Number n is assigned to pin, RP18 (see Table 11-12 for peripheral function numbers).

REGISTER 14-1: CCPxCON1L: CCPx CONTROL 1 LOW REGISTERS (CONTINUED)

bit 3-0 **MOD<3:0>:** CCPx Mode Select bits

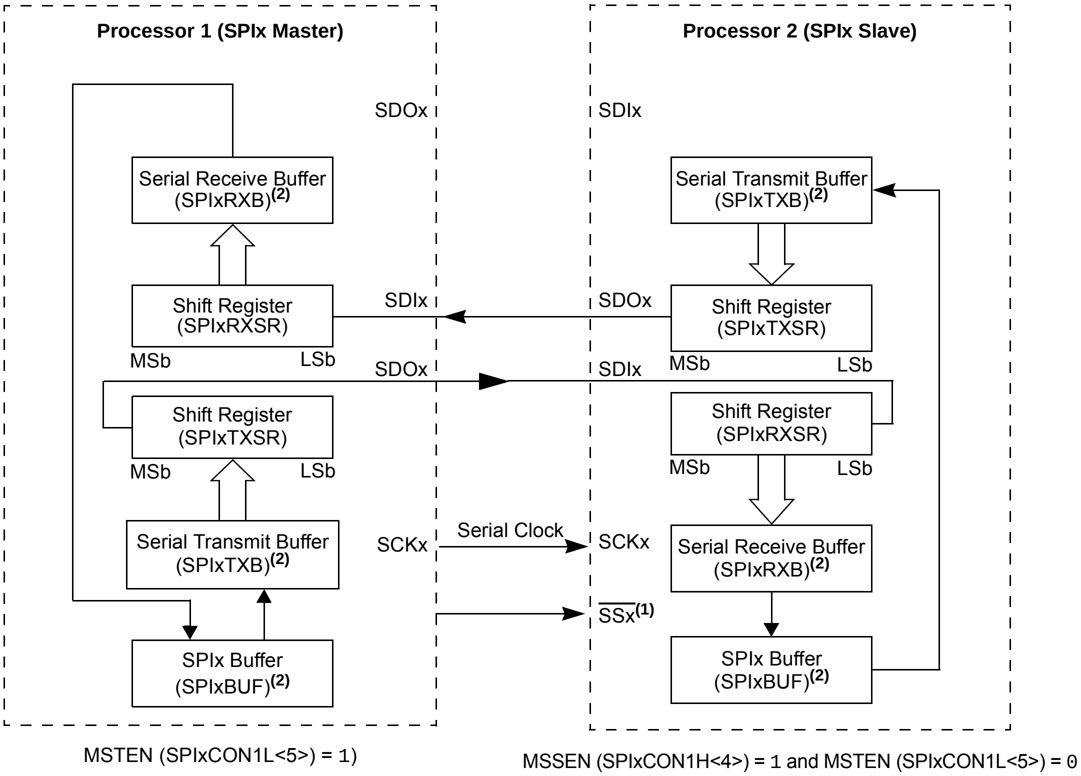
For CCSEL = 1 (Input Capture Modes):
1xxx = Reserved
011x = Reserved
0101 = Capture every 16th rising edge
0100 = Capture every 4th rising edge
0011 = Capture every rising and falling edge
0010 = Capture every falling edge
0001 = Capture every rising edge
0000 = Capture every rising and falling edge (Edge Detect mode)

For CCSEL = 0 (Output Compare/Timer Modes):
1111 = External Input mode: Pulse generator is disabled, source is selected by ICS<2:0>
1110 = Reserved
110x = Reserved
10xx = Reserved
0111 = Variable Frequency Pulse mode
0110 = Center-Aligned Pulse Compare mode, buffered
0101 = Dual Edge Compare mode, buffered
0100 = Dual Edge Compare mode
0011 = 16-Bit/32-Bit Single Edge mode, toggles output on compare match
0010 = 16-Bit/32-Bit Single Edge mode, drives output low on compare match
0001 = 16-Bit/32-Bit Single Edge mode, drives output high on compare match
0000 = 16-Bit/32-Bit Timer mode, output functions are disabled

TABLE 14-5: CLC CLOCK SOURCE SELECTION (CLKSEL<2:0> = 011)

MCCPx/SCCPx Module	MCCP1	SCCP2	SCCP3	SCCP4	SCCP5	SCCP6	SCCP7
CLC Module for Clock Source	1	2	3	1	2	3	4

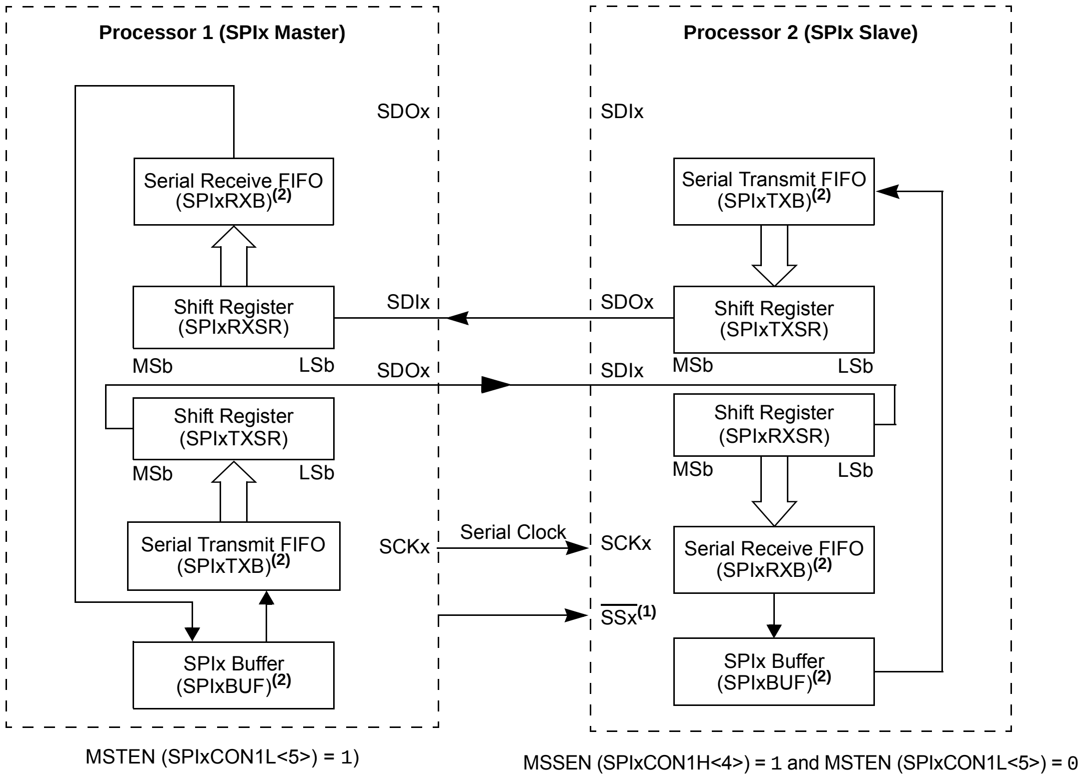
FIGURE 17-3: SPIx MASTER/SLAVE CONNECTION (STANDARD MODE)


Processor 1 (SPIx Master)
Processor 2 (SPIx Slave)
SDOx
SDIx
Serial Receive Buffer (SPIxRXB)(2)
Serial Transmit Buffer (SPIxTXB)(2)
Shift Register (SPIxRXSR)
SDIx
SDOx
Shift Register (SPIxTXSR)
MSb
LSb
SDOx
SDIx
MSb
LSb
Shift Register (SPIxTXSR)
Shift Register (SPIxRXSR)
MSb
LSb
MSb
LSb
Serial Transmit Buffer (SPIxTXB)(2)
SCKx
Serial Clock
SCKx
Serial Receive Buffer (SPIxRXB)(2)
SSx(1)
SPIx Buffer (SPIxBUF)(2)
SPIx Buffer (SPIxBUF)(2)
MSTEN (SPIxCON1L<5>) = 1)
MSSEN (SPIxCON1H<4>) = 1 and MSTEN (SPIxCON1L<5>) = 0

Note 1: Using the SSx pin in Slave mode of operation is optional.

2: User must write transmit data to read the received data from SPIxBUF. The SPIxTXB and SPIxRXB registers are memory-mapped to SPIxBUF.

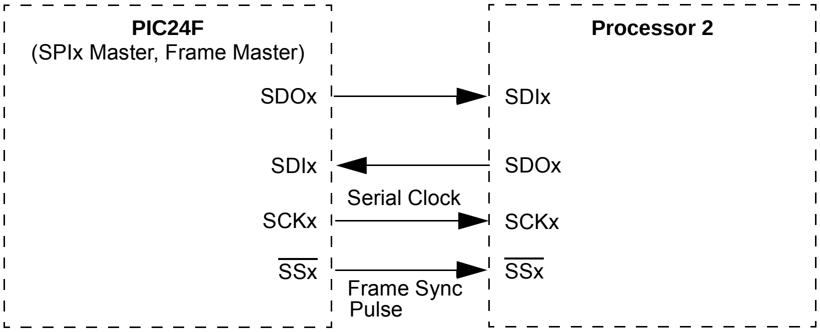
FIGURE 17-4: SPIx MASTER/SLAVE CONNECTION (ENHANCED BUFFER MODES)


Processor 1 (SPIx Master)
Processor 2 (SPIx Slave)
SDOx
SDIx
Serial Receive FIFO (SPIxRXB)(2)
Serial Transmit FIFO (SPIxTXB)(2)
Shift Register (SPIxRXSR)
SDIx
SDOx
Shift Register (SPIxTXSR)
MSb
LSb
SDOx
SDIx
MSb
LSb
Shift Register (SPIxTXSR)
Shift Register (SPIxRXSR)
MSb
LSb
MSb
LSb
Serial Transmit FIFO (SPIxTXB)(2)
SCKx
Serial Clock
SCKx
Serial Receive FIFO (SPIxRXB)(2)
SSx(1)
SPIx Buffer (SPIxBUF)(2)
SPIx Buffer (SPIxBUF)(2)
MSTEN (SPIxCON1L<5>) = 1)
MSSEN (SPIxCON1H<4>) = 1 and MSTEN (SPIxCON1L<5>) = 0

Note 1: Using the SSx pin in Slave mode of operation is optional.

2: User must write transmit data to read the received data from SPIxBUF. The SPIxTXB and SPIxRXB registers are memory-mapped to SPIxBUF.

FIGURE 17-5: SPIx MASTER, FRAME MASTER CONNECTION DIAGRAM



BDs have a fixed relationship to a particular endpoint, depending on the buffering configuration. Table 20-2 provides the mapping of BDs to endpoints. This relationship also means that gaps may occur in the BDT if endpoints are not enabled contiguously. This, theoretically, means that the BDs for disabled endpoints could be used as buffer space. In practice, users should avoid using such spaces in the BDT unless a method of validating BD addresses is implemented.

20.2.1 BUFFER OWNERSHIP

Because the buffers and their BDs are shared between the CPU and the USB module, a simple semaphore mechanism is used to distinguish which is allowed to update the BD and associated buffers in memory. This is done by using the UOWN bit as a semaphore to distinguish which is allowed to update the BD and associated buffers in memory. UOWN is the only bit that is shared between the two configurations of BDnSTAT.

When UOWN is clear, the BD entry is “owned” by the microcontroller core. When the UOWN bit is set, the BD entry and the buffer memory are “owned” by the USB peripheral. The core should not modify the BD or its corresponding data buffer during this time. Note that the microcontroller core can still read BDnSTAT while the SIE owns the buffer and vice versa.

The Buffer Descriptors have a different meaning based on the source of the register update. Register 20-1 and Register 20-2 show the differences in BDnSTAT depending on its current “ownership”.

When UOWN is set, the user can no longer depend on the values that were written to the BDs. From this point, the USB module updates the BDs as necessary, overwriting the original BD values. The BDnSTAT register is updated by the SIE with the token PID and the transfer count is updated.

20.2.2 DMA INTERFACE

The USB OTG module uses a dedicated DMA to access both the BDT and the endpoint data buffers. Since part of the address space of the DMA is dedicated to the Buffer Descriptors, a portion of the memory connected to the DMA must comprise a contiguous address space, properly mapped for the access by the module.

TABLE 20-2: ASSIGNMENT OF BUFFER DESCRIPTORS FOR THE DIFFERENT BUFFERING MODES

Endpoint	BDs Assigned to Endpoint							
	Mode 0 (No Ping-Pong)		Mode 1 (Ping-Pong on EP0 OUT)		Mode 2 (Ping-Pong on All EPs)		Mode 3 (Ping-Pong on All Other EPs, Except EP0)	
	Out	In	Out	In	Out	In	Out	In
0	0	1	0 (E), 1 (O)	2	0 (E), 1 (O)	2 (E), 3 (O)	0	1
1	2	3	3	4	4 (E), 5 (O)	6 (E), 7 (O)	2 (E), 3 (O)	4 (E), 5 (O)
2	4	5	5	6	8 (E), 9 (O)	10 (E), 11 (O)	6 (E), 7 (O)	8 (E), 9 (O)
3	6	7	7	8	12 (E), 13 (O)	14 (E), 15 (O)	10 (E), 11 (O)	12 (E), 13 (O)
4	8	9	9	10	16 (E), 17 (O)	18 (E), 19 (O)	14 (E), 15 (O)	16 (E), 17 (O)
5	10	11	11	12	20 (E), 21 (O)	22 (E), 23 (O)	18 (E), 19 (O)	20 (E), 21 (O)
6	12	13	13	14	24 (E), 25 (O)	26 (E), 27 (O)	22 (E), 23 (O)	24 (E), 25 (O)
7	14	15	15	16	28 (E), 29 (O)	30 (E), 31 (O)	26 (E), 27 (O)	28 (E), 29 (O)
8	16	17	17	18	32 (E), 33 (O)	34 (E), 35 (O)	30 (E), 31 (O)	32 (E), 33 (O)
9	18	19	19	20	36 (E), 37 (O)	38 (E), 39 (O)	34 (E), 35 (O)	36 (E), 37 (O)
10	20	21	21	22	40 (E), 41 (O)	42 (E), 43 (O)	38 (E), 39 (O)	40 (E), 41 (O)
11	22	23	23	24	44 (E), 45 (O)	46 (E), 47 (O)	42 (E), 43 (O)	44 (E), 45 (O)
12	24	25	25	26	48 (E), 49 (O)	50 (E), 51 (O)	46 (E), 47 (O)	48 (E), 49 (O)
13	26	27	27	28	52 (E), 53 (O)	54 (E), 55 (O)	50 (E), 51 (O)	52 (E), 53 (O)
14	28	29	29	30	56 (E), 57 (O)	58 (E), 59 (O)	54 (E), 55 (O)	56 (E), 57 (O)
15	30	31	31	32	60 (E), 61 (O)	62 (E), 63 (O)	58 (E), 59 (O)	60 (E), 61 (O)

Legend: (E) = Even transaction buffer, (O) = Odd transaction buffer

REGISTER 20-12: U1CNFG1: USB CONFIGURATION REGISTER 1

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

R/W-0	R/W-0	U-0	R/W-0	U-0	U-0	R/W-0	R/W-0
UTEYE	UOEMON[1]	—	USBSIDL	—	—	PPB1	PPB0
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 15-8 **Unimplemented:** Read as ‘0’

bit 7 **UTEYE:** USB Eye Pattern Test Enable bit

1 = Eye pattern test is enabled
0 = Eye pattern test is disabled

bit 6 **UOEMON:** USB $\overline{\text{OE}}$ Monitor Enable bit[1]

1 = $\overline{\text{OE}}$ signal is active; it indicates intervals during which the D+/D- lines are driving
0 = $\overline{\text{OE}}$ signal is inactive

bit 5 **Unimplemented:** Read as ‘0’

bit 4 **USBSIDL:** USB OTG Stop in Idle Mode bit

1 = Discontinues module operation when the device enters Idle mode
0 = Continues module operation in Idle mode

bit 3-2 **Unimplemented:** Read as ‘0’

bit 1-0 **PPB<1:0>:** Ping-Pong Buffers Configuration bits

11 = Even/Odd Ping-Pong Buffers are enabled for Endpoints 1 to 15
10 = Even/Odd Ping-Pong Buffers are enabled for all endpoints
01 = Even/Odd Ping-Pong Buffers are enabled for OUT Endpoint 0
00 = Even/Odd Ping-Pong Buffers are disabled

Note 1: This bit is only active when the UTRDIS bit (U1CNFG2<0>) is set.

REGISTER 20-16: U1IR: USB INTERRUPT STATUS REGISTER (DEVICE MODE ONLY)

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

R/K-0, HS	U-0	R/K-0, HS	R/K-0, HS	R/K-0, HS	R/K-0, HS	R/K-0, HS	R/K-0, HS
STALLIF	—	RESUMEIF	IDLEIF	TRNIF	SOFIF	UERRIF	URSTIF
bit 7							bit 0

Legend:	HS = Hardware Settable bit		
R = Readable bit	K = Write ‘1’ to Clear bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 15-8 **Unimplemented:** Read as ‘0’

bit 7 **STALLIF:** STALL Handshake Interrupt bit

1 = A STALL handshake was sent by the peripheral during the handshake phase of the transaction in Device mode
0 = A STALL handshake has not been sent

bit 6 **Unimplemented:** Read as ‘0’

bit 5 **RESUMEIF:** Resume Interrupt bit

1 = A K-state is observed on the D+ or D- pin for 2.5 μs (differential ‘1’ for low speed, differential ‘0’ for full speed)
0 = No K-state is observed

bit 4 **IDLEIF:** Idle Detect Interrupt bit

1 = Idle condition is detected (constant Idle state of 3 ms or more)
0 = No Idle condition is detected

bit 3 **TRNIF:** Token Processing Complete Interrupt bit

1 = Processing of the current token is complete; read the U1STAT register for endpoint information
0 = Processing of the current token is not complete; clear the U1STAT register or load the next token from STAT (clearing this bit causes the STAT FIFO to advance)

bit 2 **SOFIF:** Start-of-Frame Token Interrupt bit

1 = A Start-of-Frame token is received by the peripheral or the Start-of-Frame threshold is reached by the host
0 = No Start-of-Frame token is received or threshold reached

bit 1 **UERRIF**: USB Error Condition Interrupt bit

1 = An unmasked error condition has occurred; only error states enabled in the U1EIE register can set this bit
0 = No unmasked error condition has occurred

bit 0 **URSTIF:** USB Reset Interrupt bit

1 = Valid USB Reset has occurred for at least 2.5 μs; Reset state must be cleared before this bit can be reasserted
0 = No USB Reset has occurred; individual bits can only be cleared by writing a ‘1’ to the bit position as part of a word write operation on the entire register. Using Boolean instructions or bitwise operations to write to a single bit position will cause all set bits, at the moment of the write, to become cleared

Note: Individual bits can only be cleared by writing a ‘1’ to the bit position as part of a word write operation on the entire register. Using Boolean instructions or bitwise operations to write to a single bit position will cause all set bits, at the moment of the write, to become cleared.

REGISTER 27-2: AD1CON2: A/D CONTROL REGISTER 2

R/W-0	R/W-0	R/W-0	r-0	R/W-0	R/W-0	U-0	U-0
PVCFG1	PVCFG0	NVCFG0	—	BUFREGEN	CSCNA	—	—
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
BUFS(1)	SMPI4	SMPI3	SMPI2	SMPI1	SMPI0	BUFM(1)	ALTS
bit 7							bit 0

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

bit 15-14 **PVCFG<1:0>:** A/D Converter Positive Voltage Reference Configuration bits
1x = Unimplemented, do not use
01 = External VREF+
00 = AVDD

bit 13 **NVCFG0:** A/D Converter Negative Voltage Reference Configuration bit
1 = External VREF-
0 = AVSS

bit 12 **Reserved:** Maintain as ‘0’

bit 11 **BUFREGEN:** A/D Buffer Register Enable bit
1 = Conversion result is loaded into the buffer location determined by the converted channel
0 = A/D result buffer is treated as a FIFO

bit 10 **CSCNA:** Scan Input Selections for CH0+ During Sample A bit
1 = Scans inputs
0 = Does not scan inputs

bit 9-8 **Unimplemented:** Read as ‘0’

bit 7 **BUFS:** Buffer Fill Status bit(1)
1 = A/D is currently filling ADC1BUF13-ADC1BUF25, user should access data in ADC1BUF0-ADC1BUF12
0 = A/D is currently filling ADC1BUF0-ADC1BUF12, user should access data in ADC1BUF13-ADC1BUF25

bit 6-2 **SMPI<4:0>:** Interrupt Sample/DMA Increment Rate Select bits
When DMAEN = 1:
11111 = Increments the DMA address after completion of the 32nd sample/conversion operation
11110 = Increments the DMA address after completion of the 31st sample/conversion operation
• • •
00001 = Increments the DMA address after completion of the 2nd sample/conversion operation
00000 = Increments the DMA address after completion of each sample/conversion operation
When DMAEN = 0:
11111 = Interrupts at the completion of the conversion for each 32nd sample
11110 = Interrupts at the completion of the conversion for each 31st sample
• • •
00001 = Interrupts at the completion of the conversion for every other sample
00000 = Interrupts at the completion of the conversion for each sample

Note 1: These bits are only applicable when the buffer is used in FIFO mode (BUFREGEN = 0). In addition, BUFS is only used when BUFM = 1.

REGISTER 33-2: FBSLIM: BOOT SEGMENT LIMIT CONFIGURATION WORD

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

U-1	U-1	U-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1	R/PO-1
—	—	—	BSLIM<12:8>				
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
BSLIM<7:0>							
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 23-13 **Unimplemented:** Read as ‘1’

bit 12-0 **BSLIM<12:0>:** Boot Segment Upper Address Limit bits

Defines the address of the last page of the Boot Segment plus 1, when the Boot Segment is instantiated (BSEN = 0). The stored value is the inverse of the actual address value.

REGISTER 33-3: FSIGN: SIGNATURE CONFIGURATION WORD

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

r-x	U-1	U-1	U-1	U-1	U-1	U-1	U-1
—	—	—	—	—	—	—	—
bit 15							bit 8

U-1	U-1	U-1	U-1	U-1	U-1	U-1	U-1
—	—	—	—	—	—	—	—
bit 7							bit 0

Legend:	r = Reserved 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 **Reserved:** The value is unknown; program as ‘0’

bit 14-0 **Unimplemented:** Read as ‘1’

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

35.0 INSTRUCTION SET SUMMARY

Note:	This chapter is a brief summary of the PIC24F Instruction Set Architecture (ISA) and is not intended to be a comprehensive reference source.

The PIC24F instruction set adds many enhancements to the previous PIC® MCU instruction sets, while maintaining an easy migration from previous PIC MCU instruction sets. Most instructions are a single program memory word. Only three instructions require two program memory locations.

Each single-word instruction is a 24-bit word divided into an 8-bit opcode, which specifies the instruction type and one or more operands, which further specify the operation of the instruction. The instruction set is highly orthogonal and is grouped into four basic categories:

- Word or byte-oriented operations
- Bit-oriented operations
- Literal operations
- Control operations

Table 35-1 shows the general symbols used in describing the instructions. The PIC24F instruction set summary in Table 35-2 lists all the instructions, along with the status flags affected by each instruction.

Most word or byte-oriented W register instructions (including barrel shift instructions) have three operands:

- The first source operand, which is typically a register, ‘Wb’, without any address modifier
- The second source operand, which is typically a register, ‘Ws’, with or without an address modifier
- The destination of the result, which is typically a register, ‘Wd’, with or without an address modifier

However, word or byte-oriented file register instructions have two operands:

- The file register specified by the value, ‘f’
- The destination, which could either be the file register, ‘f’, or the W0 register, which is denoted as ‘WREG’

Most bit-oriented instructions (including simple rotate/shift instructions) have two operands:

- The W register (with or without an address modifier) or file register (specified by the value of ‘Ws’ or ‘f’)
- The bit in the W register or file register (specified by a literal value or indirectly by the contents of register, ‘Wb’)

The literal instructions that involve data movement may use some of the following operands:

- A literal value to be loaded into a W register or file register (specified by the value of ‘k’)
- The W register or file register where the literal value is to be loaded (specified by ‘Wb’ or ‘f’)

However, literal instructions that involve arithmetic or logical operations use some of the following operands:

- The first source operand, which is a register, ‘Wb’, without any address modifier
- The second source operand, which is a literal value
- The destination of the result (only if not the same as the first source operand), which is typically a register, ‘Wd’, with or without an address modifier

The control instructions may use some of the following operands:

- A program memory address
- The mode of the Table Read and Table Write instructions

All instructions are a single word, except for certain double-word instructions, which were made double-word instructions so that all the required information is available in these 48 bits. In the second word, the 8 MSbs are ‘`0`’s. If this second word is executed as an instruction (by itself), it will execute as a `NOP`.

Most single-word instructions are executed in a single instruction cycle, unless a conditional test is true or the Program Counter is changed as a result of the instruction. In these cases, the execution takes two instruction cycles, with the additional instruction cycle(s) executed as a `NOP`. Notable exceptions are the `BRA` (unconditional/computed branch), indirect `CALL/GOTO`, all Table Reads and Writes, and `RETURN/RETFIE` instructions, which are single-word instructions but take two or three cycles.

Certain instructions that involve skipping over the subsequent instruction require either two or three cycles if the skip is performed, depending on whether the instruction being skipped is a single-word or two-word instruction. Moreover, double-word moves require two cycles. The double-word instructions execute in two instruction cycles.

FIGURE 36-6: INPUT CAPTURE x TIMINGS

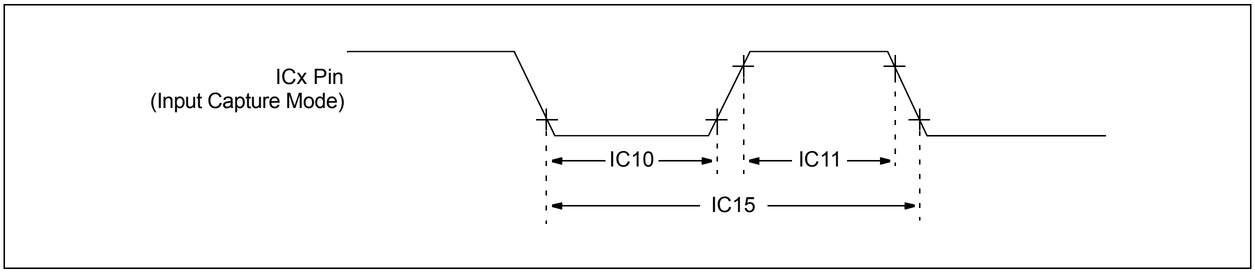


TABLE 36-27: INPUT CAPTURE x TIMINGS REQUIREMENTS

Param. No.	Symbol	Characteristic		Min	Max	Units	Conditions
IC10	TccL	ICx Input Low Time – Synchronous Timer	No Prescaler	TCY + 20	—	ns	Must also meet Parameter IC15
			With Prescaler	20	—	ns	
IC11	TccH	ICx Input Low Time – Synchronous Timer	No Prescaler	TCY + 20	—	ns	Must also meet Parameter IC15
			With Prescaler	20	—	ns	
IC15	TccP	ICx Input Period – Synchronous Timer		$\frac{2 * T_{CY} + 40}{N}$	—	ns	N = Prescale Value (1, 4, 16)

FIGURE 36-7: OUTPUT COMPARE x TIMINGS

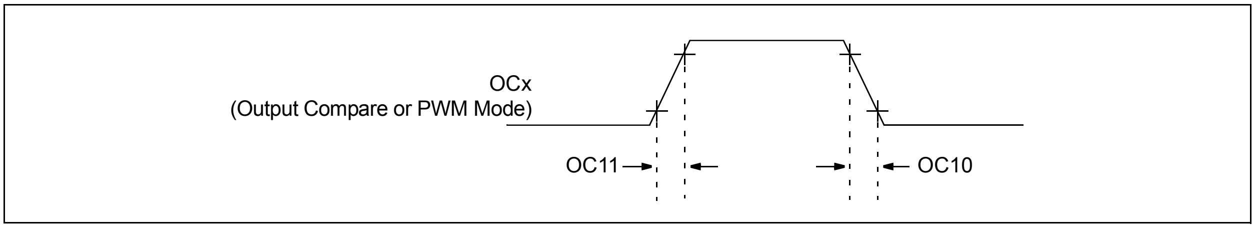


TABLE 36-28: OUTPUT COMPARE 1 TIMINGS

Param. No.	Symbol	Characteristic	Min	Max	Unit	Condition
OC11	TCCR	OC1 Output Rise Time	—	10	ns	
			—	—	ns	
OC10	TCCF	OC1 Output Fall Time	—	10	ns	
			—	—	ns	