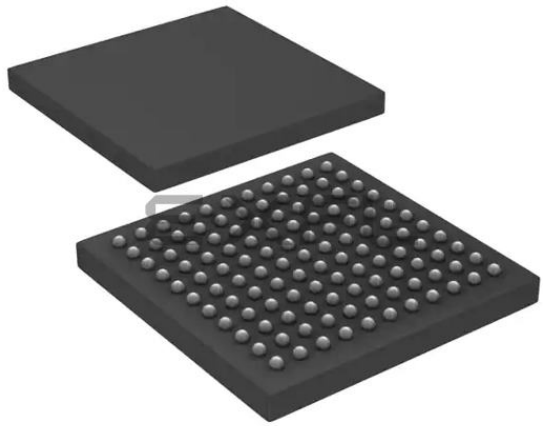
Microchip Technology - PIC32MX360F256L-80V/BG Datasheet



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"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® M4K™
Core Size	32-Bit Single-Core
Speed	80MHz
Connectivity	I²C, IrDA, LINbus, PMP, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, POR, PWM, WDT
Number of I/O	-
Program Memory Size	256KB (256K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	32K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 3.6V
Data Converters	A/D 16x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	121-TFBGA
Supplier Device Package	121-TFBGA (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mx360f256l-80v-bg

Preface

NOTICE TO CUSTOMERS

All documentation becomes dated, and this manual is no exception. Microchip tools and documentation are constantly evolving to meet customer needs, so some actual dialogs and/or tool descriptions may differ from those in this document. Please refer to our web site (www.microchip.com) to obtain the latest documentation available.

Documents are identified with a "DS" number. This number is located on the bottom of each page, in front of the page number. The numbering convention for the DS number is "DSXXXXXA", where "XXXXX" is the document number and "A" is the revision level of the document.

For the most up-to-date information on development tools, see the MPLAB® IDE online help. Select the Help menu, and then Topics to open a list of available online help files.

INTRODUCTION

This document is intended to enable new PIC32 users to get a basic hardware and software understanding of the PIC32 architecture and quickly get started with software development for PIC32 products.

This document is primarily written for anyone wanting to get overview knowledge of PIC32 microcontrollers and associated technical collateral provided by Microchip and its third party tools partners. A basic understanding of embedded systems development and 'C' programming knowledge is required, if you are planning to follow step-by-step instructions provided later in this document.

This chapter contains general information that will be useful to know before using the PIC32. Items discussed in this chapter include:

- Document Layout
- Conventions Used in this Guide
- Recommended Reading
- The Microchip Web Site
- Development Systems Customer Change Notification Service
- Customer Support
- Document Revision History

RECOMMENDED READING

This user's guide describes how to use PIC32. Other useful documents are listed below. The following Microchip documents are available and recommended as supplemental reference resources.

Readme for the PIC32MX
For the latest information on using PIC32 microcontrollers, read the file (an ASCII text file) at the root level of the CD included in the PIC32 Starter Kit. The file generally contains the most current update information, as well as any issues that may not have been available when this document was published.

Readme Files

For the latest information on using other tools, read the tool-specific readme files in the `Readmes` subdirectory of the PIC32MX Starter Kit installation directory. The files contain update information, as well as any issues that may not have been available when this document was published.

THE MICROCHIP WEB SITE

Microchip provides online support via our web site at www.microchip.com. This web site is used as a means to make files and information easily available to customers. Accessible by using your favorite Internet browser, the web site contains the following information:

- **Product Support** – Data sheets and errata, application notes and sample programs, design resources, user's guides and hardware support documents, latest software releases and archived software
- **General Technical Support** – Frequently Asked Questions (FAQs), technical support requests, online discussion groups, Microchip consultant program member listing
- **Business of Microchip** – Product selector and ordering guides, latest Microchip press releases, listing of seminars and events, listings of Microchip sales offices, distributors and factory representatives

Chapter 1. PIC32 Features

1.1 INTRODUCTION

The PIC32 is a 32-bit family of general purpose microcontrollers from Microchip Technology. It offers 80+ DMIPS performance with a wide variety of on-chip peripherals. It employs industry leading M4K MIPS32 core from MIPS Technologies, Inc. All members in the PIC32 family use programming interface similar to other Microchip PIC® microcontrollers. In addition, PIC32 microcontrollers are pin-to-pin compatible with the PIC24FJ128GA family of 16-bit microcontrollers.

1.2 HIGHLIGHTS

The PIC32 family offers a number of features to enable a wide variety of applications. The following subsections list all the key features grouped in major categories.

Performance:

- Up to 80 MHz, MIPS M4K 32-bit core with 5 stage pipeline
- High-performance hardware multiply/divide unit – 1 multiply per clock
- Programmable user and kernel memory partition for enhanced application stability
- Multiple register sets for reduced interrupt latency
- Hardware assisted single-cycle register bits manipulations
- 128-bit wide Flash memory to shorten individual instruction fetch time
- 256 bytes of high-speed cache memory with instruction and ROM data prefetch buffer
- Available DMA controller with integrated CRC calculation and pattern-based transfer termination
- Includes USB On-The-Go controller for USB device, host, or dual-role applications
- USB controller has own dedicated DMA interface

Power Management:

- 2.3 to 3.6V operation
- Full-speed operation over entire voltage range
- Various low-power modes including RUN, IDLE and SLEEP
- I/O transfers via DMA in IDLE mode
- Programmable peripheral clock
- Individual peripheral ON/OFF control and operation during IDLE mode
- Multiple clock sources

Scalability:

- Industry known MIPS32-compatible M4K CPU core with 5 stage pipeline
- Large family of devices with Flash memory options from 32 KB to 512 KB
- Pin compatible with 64/100 pin PIC24FJXXXGA family of 16-bit microcontrollers

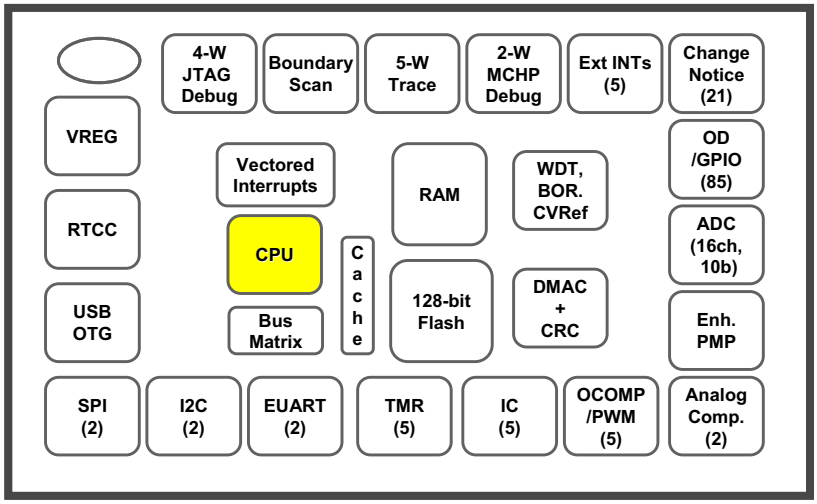
Chapter 2. PIC32 Product Family

2.1 INTRODUCTION

The PIC32 family includes scalable devices ranging from 32KB to 512KB of Flash memory. Also a rich set of peripherals – Five timers, 16 channels of 10-bit A/D Converters and communication interfaces: SPI, I^2C™ and UART.

Please consult the "*PIC32MX Family Data Sheet*" (DS61143) for a complete list of family variants, core and peripheral characteristics.

FIGURE 2-1: PIC32 MCU MODULES



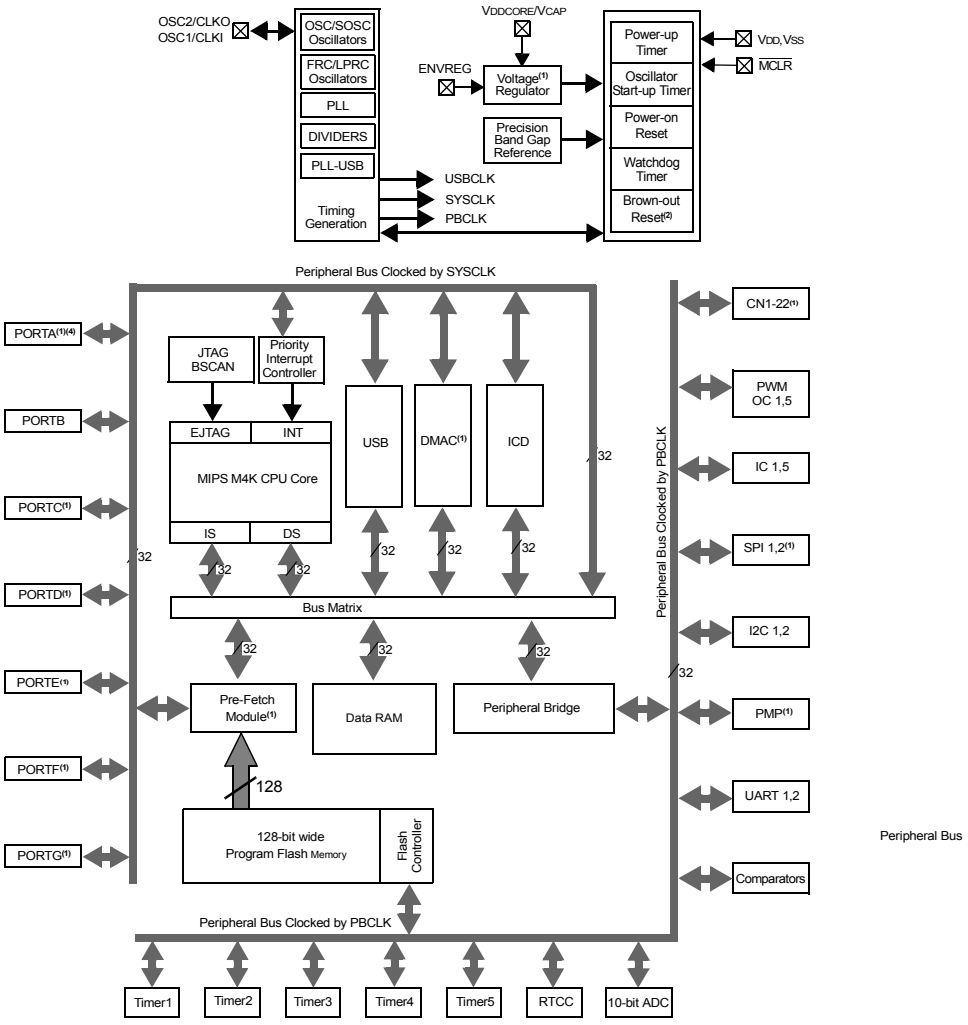
NOTES:

Chapter 3. PIC32 Architecture

3.1 INTRODUCTION

The PIC32 family of MCUs combines the MIPS M4K core together with powerful peripherals and embedded Flash and RAM memory to address a wide range of applications.

FIGURE 3-1: PIC32 BLOCK DIAGRAM



Note 1: Not all pins or features are implemented on all device pinout configurations. See Table 1-4 for I/O port pin descriptions.

2: Some features are not available on certain device variants.

3: BOR functionality is provided when the on-board voltage regulator is enabled.

4: PORTA is not present on 64 pin devices

Processor core:

- MIPS M4K with 5-stage pipeline
- MIPS32-compatible Release 2 Instruction Set
- MIPS16e™ Code Compression to improve code density by up to 40%
- GPR shadow registers to minimize latency for interrupt handlers
- Bit field manipulation instructions
- High-performance Multiply/Divide Unit:
  - Maximum issue rate of one 32x16 multiply per clock
  - Maximum issue rate of one 32x32 multiply every other clock
- Static implementation: minimum operating frequency 0 MHz
- 2.3 to 3.6V operation with full speed over entire range
- Low-power modes including RUN, IDLE, and SLEEP

Memory:

- Unified 4GB virtual memory space
- Fixed Memory Mapping Translation (FMT) mechanism
- Flexible partitioning into kernel and user accessible memory segments for increased application stability

Pre Fetch Cache:

- 16 lines, each 128-bit wide, instruction Prefetch buffer
- Ability to load and lock lines – useful to create SW breakpoints in Flash and minimize interrupt latency

Interrupt Controller:

- Fully programmable interrupt controller with Single or Multi vector mode, supporting up to 95 IRQs.
- Multiple priorities and subpriorities for each vector
- Highest priority interrupt has dedicated register set for reduced interrupt latency

DMA Controller:

- Up to 4 independent channels
- Memory-to-Memory, Memory-to-Peripheral, and Peripheral-to-Memory transfers
- Programmable trigger from any IRQ
- Chainable channels, stop on match detection, Auto-Enable mode
- Data transfers can occur while the core is in IDLE mode
- Integrated programmable CRC engine: calculates on the fly while the data is transferred.

Enhanced Parallel Master Port:

- 8- and 16-bit data interface
- Up to 16-bit address lines, expandable using GPIO lines
- 2 Chip Select lines

Communication channels:

- USB 2.0 compliant (FS. 12 Mbps), OTG, Host and Device-only capable
- 2 enhanced UART channels with hardware IrDA®
- 2 Master/Slave/Frame mode SPI channels
- 2 Master/Slave I^2C channels, 10/7 bits mode addressing, broadcast capable

Analog-to-Digital Converters:

- Up to 16 Channels, each 10-bit resolution ADCs
- Up to 500+ kilo-samples per second (ksps) conversion speed
- Software selectable Internal or External voltage reference
- Automatic Channel Scan mode
- Selectable conversion trigger source
- 16 word conversion result buffer
- Selectable Buffer Fill modes
- Eight result alignment options
- Operation during CPU Sleep mode

Timers:

- 5 16-bit timer/counter with the ability to form up to (2) 32-bit timer/counters
- Software-selectable internal or external clock source
- Asynchronous timer/counter with built-in oscillator
- Programmable interrupt generation and priority
- Gated external pulse counter
- Software-selectable prescalers.
- Operational during CPU Sleep mode

Core Timer:

- 32 bit timer in CPU for implementing a timer interrupt function.

RTCC (Real-Time Clock and Calendar):

- Time with hours, minutes and seconds
- Calendar with weekday, date, month and year
- Leap year detection
- Highly configurable alarm
- Calibration of up to 260 ppm of crystal error

Debug and Programming:

- 6 instructions and 2 data breakpoints
- 2 complex breakpoint logic blocks with qualified/primed breakpoint triggers, Pass counters, and stopwatch timers.
- 4-wire EJTAG and 2-wire Microchip interface
- 2-wire Microchip Interface:
  - 6 real-time read/write capture logic blocks
  - Read/write access to all data RAM and SFRs without stopping CPU
- Instruction Trace Port:
  - 5-Wire, nonintrusive trace port
  - Triggered by complex breakpoint logic block

4.5 PERIPHERAL LIBRARIES

PIC32 MCUs integrate a large number of on-chip high-performance peripherals.

To accelerate the usage of these peripherals, the MPLAB C32 compiler for PIC32 includes software peripheral libraries compatible with the 16-bit Microchip MCUs. The peripheral libraries are distributed in source and object format along with a detailed API description document. Software applications using MPLAB C32 compiler may call peripheral library functions by simply including the appropriate header file in their source files – the MPLAB C32 compiler has built-in knowledge of library header and archive files.

The peripheral include files are located in `C:\Program Files\Microchip\MPLAB C32\pic32mx\include\peripheral` and the full source code is located in `C:\Program Files\Microchip\MPLAB C32\pic32-libs\peripheral` location in corresponding peripheral sub-directory.

The Peripheral Library contains following include files:

4.6 SOFTWARE SOLUTIONS

At the time of writing this document, Microchip had not released any drivers. Microchip does intend to develop drivers for key communication peripherals.

4.6.1 Middleware

The following list provides the Microchip middleware components available at the time of writing this document:

- 16-bit file system on SD Memory to support Microsoft MS-DOS file system.
- Two types of TCP/IP stack – 1) Microchip legacy TCP/IP Stack – fully compatible with Microchip 8- and 16-bit Stack, 2) Microchip BSD TCP/IP Stack – A Berkeley socket API stack with many advanced features.
- TCP/IP middleware:
  - FTP server to allow the application running on the target PIC32 machine to be a File Transfer Protocol server.
  - SNMP Agent to monitor PIC32 products using SNMP protocol.
  - Web server to accept HTTP requests from Web browsers clients.
- USB middleware:
  - USB Embedded Host Stack (HID and Mass Storage)
  - USB Device Stack (HID, Mass Storage and CDC class)

4.6.2 3rd Party Tools

Check the PIC32 home page (www.microchip.com/PIC32) to learn about the list of companies with support for PIC32.

4.7 DEMONSTRATION, DEVELOPMENT AND EVALUATION BOARDS

A wide variety of demonstration, development and evaluation boards for PIC32 MCUs allow quick application development on fully functional systems. Most boards include prototyping areas for adding custom circuitry and provide application firmware and source code for examination and modification. These boards support a variety of features, including LEDs, switches, RS-232 interfaces, LCD displays, etc. The demonstration and development boards can be used in teaching environments, for prototyping custom circuits and for learning about various microcontroller applications.

Currently, the following boards are available:

1. PIC32MX Starter kit (DM320001).
2. Explorer 16 board (DM240001) with PIC32 Plug-in Modules.

4.8 TECHNICAL DOCUMENTATION

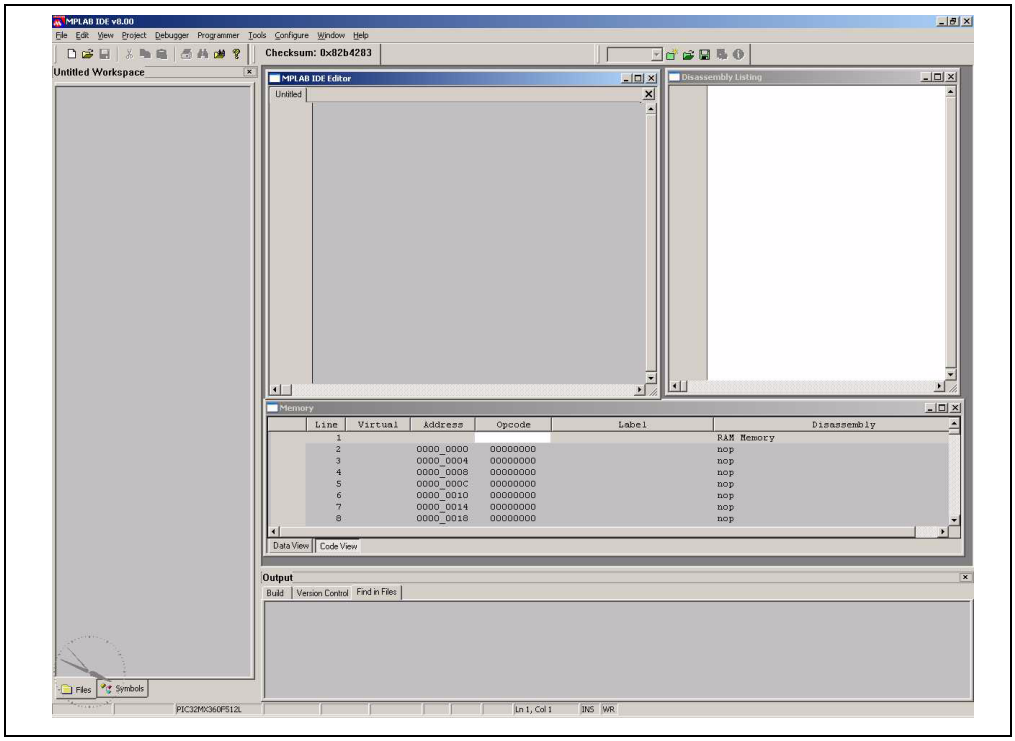
The current set of documents that are available for PIC32 MCUs:

- Application Notes:
  - AN833, "*Microchip TCP/IP Stack"* (DS00833)
  - AN1107, "*HTTP Server for the Microchip BSD TCP/IP Stack"* (DS01107)
  - AN1108, "*Microchip TCP/IP Stack with BSD Socket API"* (DS01108)
  - AN1109, "*An SNMP Agent for the Microchip TCP/IP Stack"* (DS01109)
  - AN1111, "*The Microchip FTP Server Using BSD Socket API"* (DS01111)
  - AN1140, "*USB Embedded Host Stack*" (DS01140)
  - AN1141, "*USB Embedded Host Stack Programmer's Guide*" (DS01141)
  - AN1142, "*USB Mass Storage Class on an Embedded Host*" (DS01142)
  - AN1143, "*USB Generic Client on an Embedded Host*" (DS01143)
  - AN1144, "*USB HID Class on an Embedded Host*" (DS01144)
  - AN1145, "*Using a USB Flash Drive on an Embedded Host*" (DS01145)
  - AN1176, "*USB Devcie Stack for PIC32 Programmer's Guide*" (DS01176)
  - AN1166, "*USB Generic Function on an Embedded Device*" (DS01166)
  - AN1163, "*USB HID Class on an Embedded Device*" (DS01163)
  - AN1169, "*USB Mass Storage Class on an Embedded Device*" (DS01169)
  - AN1164, "*USB CDC Class on an Embedded Device*" (DS01164)
- Data Sheets:
  - DS61143 – *PIC32MX Family Data Sheet*
- Family Reference Manuals:
  - DS61132 – *PIC32MX Family Reference Manual*
- Code Examples:
  - PIC32 examples available in `C:\ProgramFiles\Microchip\MPLAB C32\examples` and on www.microchip.com/pic32.
- Errata (DS80350, DS80367)
- Migration Documents – available in future
- Design Notes, Tips and Tricks – available in future
- Development Tool Ordering Guide – available in future

5.3.3 Running MPLAB IDE

To start MPLAB IDE, double click on the icon installed on the desktop after installation or select *Start>Programs>Microchip>MPLAB IDE vx.xx>MPLAB IDE*. A screen will display the MPLAB IDE logo followed by the MPLAB IDE desktop.

FIGURE 5-1: MPLAB IDE START SCREEN



5.4 STEP-BY-STEP GUIDE OVERVIEW

To create code that is executable by the PIC32 MCU, source files need to be part of a project. The code can then be built into executable code using selected language tools (assemblers, compilers, linkers, etc.). In MPLAB IDE, the project manager controls this process and will guide us through most of these steps.

All projects will have these basic steps:

- Select Device

The capabilities of MPLAB IDE vary according to which device is selected. Device selection should be completed before starting a project.

- Create Project

MPLAB IDE Project Wizard will be used to create a project.

- Select Language Tools

In the Project Wizard the language tools will be selected. For this tutorial, the PIC32 tools will be used. For other projects, either other Microchip or third party tools might be selected.

- Add Files in Project

We'll add a template file and a linker script to the project.

- Create Code

Some very simple code will be added to the template file to print a “Hello World…” string to a serial console connected to the evaluation board. We will use the UART Peripheral Library provided by Microchip.

- Build Project

The project will be built – causing the source files to be compiled and linked into machine code that can run on the selected PIC32 MCU.

- Test Code

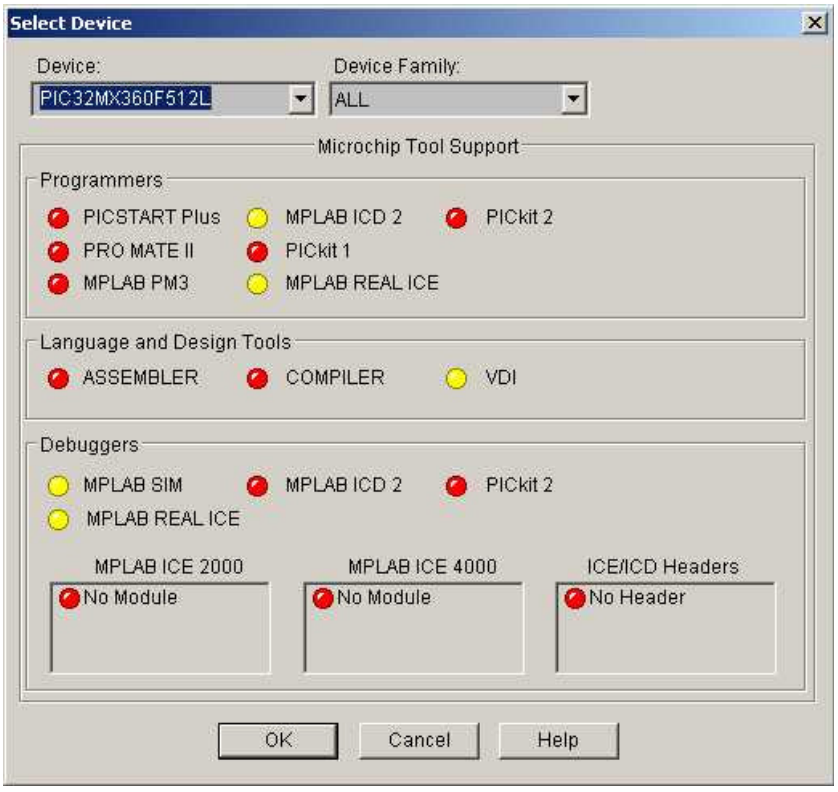
Finally, the code will be tested by running it on the evaluation board.

Note:	Some aspects of the user interface will change in future product releases and the screen shots in this guide may not exactly match the appearance of the MPLAB IDE desktop in later releases.

5.5 SELECTING THE DEVICE

Choose *Configure>Select Device* from the top IDE menu. In the Device dialog, select the PIC32 variant from the drop-down list.

FIGURE 5-2: MPLAB IDE SELECT DEVICE



The “lights” indicate which MPLAB IDE components support this device.

- A green light indicates full support.
- A yellow light indicates preliminary support for an upcoming part by the particular MPLAB IDE tool component. Components with a yellow light instead of a green light are often intended for early adopters of new parts who need quick support and understand that some operations or functions may not be available.
- A red light indicates no support for this device. Support may be forthcoming or inappropriate for the tool.

5.7 SETTING UP LANGUAGE TOOLS

Step Two of the Project Wizard sets up the language tools that are used with this project. Make sure the “Show all installed toolsuites” checkbox is checked. Select Microchip PIC32 C Compiler Toolsuite in the Active Toolsuite list box.

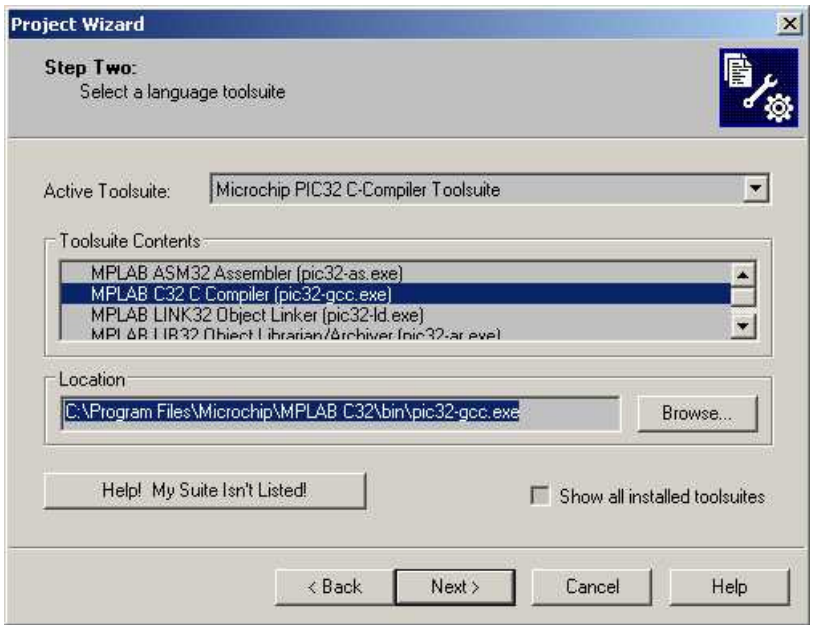
Then “MPLAB PIC32 Assembler (PIC32-as.exe)”, “MPLAB PIC32 C Compiler (PIC32-gcc.exe)”, “MPLAB PIC32 Object Linker (PIC32-ld.exe)”, and “MPLAB PIC32 Archiver (PIC32-ar.exe)”, should be visible in the Toolsuite Contents box. Click on each one to see its location. If MPLAB IDE was installed into the default directory, the paths for these files will be:

- for the MPLAB PIC32 assembler:
  - `C:\Program Files\Microchip\MPLAB IDE\ MPLAB C32\bin\PIC32-as.exe`
- for the MPLAB PIC32 compiler:
  - `C:\Program Files\Microchip\MPLAB IDE\ MPLAB C32\bin\ PIC32-gcc.exe`
- for the MPLAB PIC32 Object Linker:
  - `C:\Program Files\Microchip\MPLAB IDE\ MPLAB C32\bin\PIC32-ld.exe`
- for the MPLAB PIC32 Archiver:
  - `C:\Program Files\Microchip\MPLAB IDE\ MPLAB C32\bin\PIC32-ar.exe`

If these paths do not show up correctly, use the **Browse** button to set them to the proper files in the MPLAB IDE subfolders.

When you are finished, click **Next>**.

FIGURE 5-4: MPLAB IDE SELECT LANGUAGE TOOLSUITE



5.8 NAMING THE PROJECT

Step Three of the wizard allows you to name the project and put it into a folder. This sample project will be called MyTestProject. Using the **Browse** button, place the project in a folder named Projects32. Click **Next>**.

FIGURE 5-5: MPLAB IDE NAMING THE PROJECT

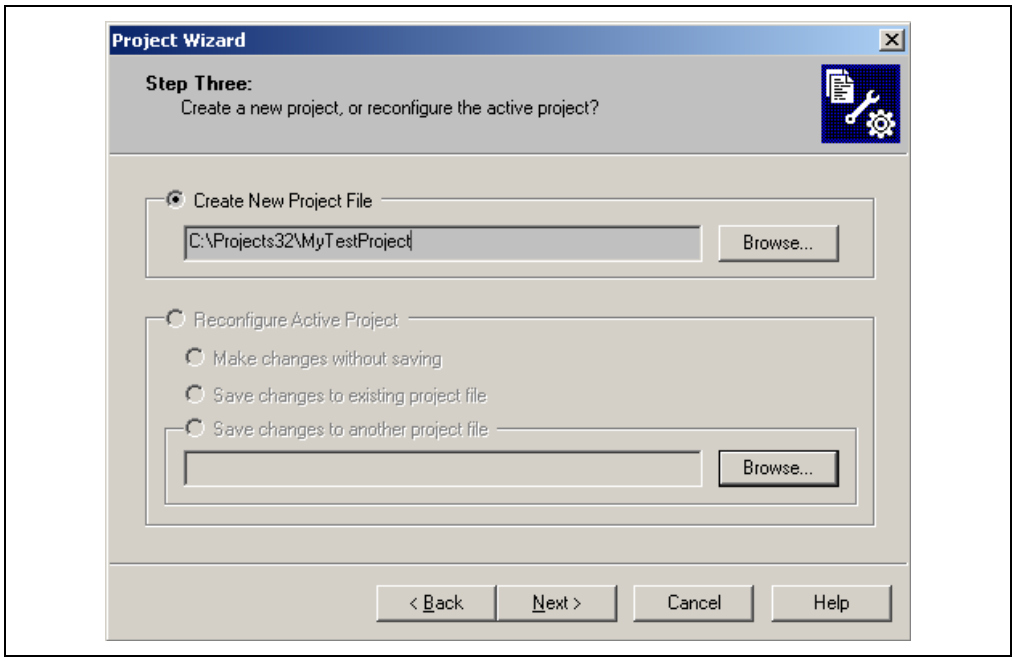
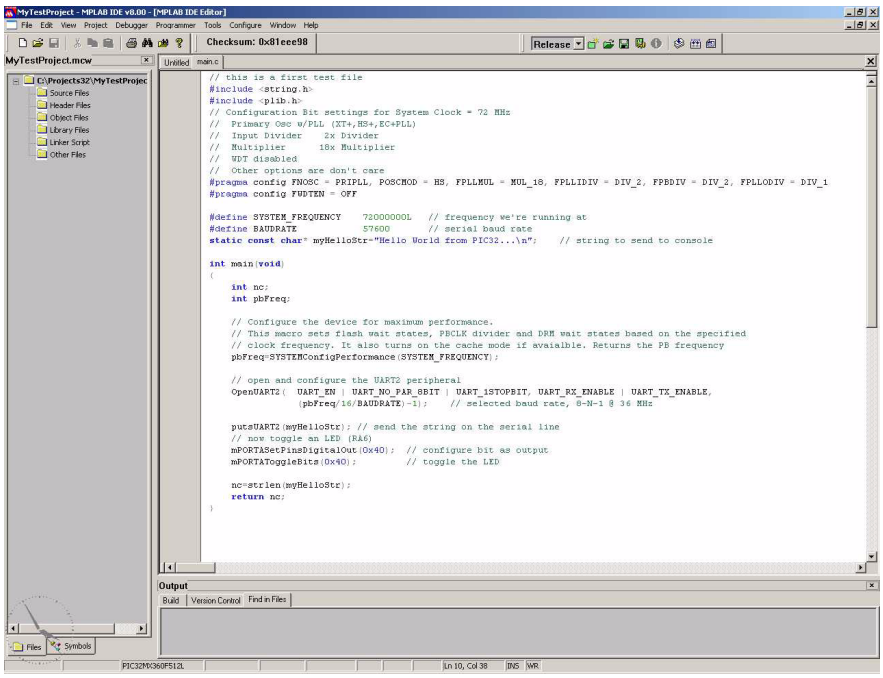


FIGURE 5-9: MPLAB IDE MAIN.C FILE



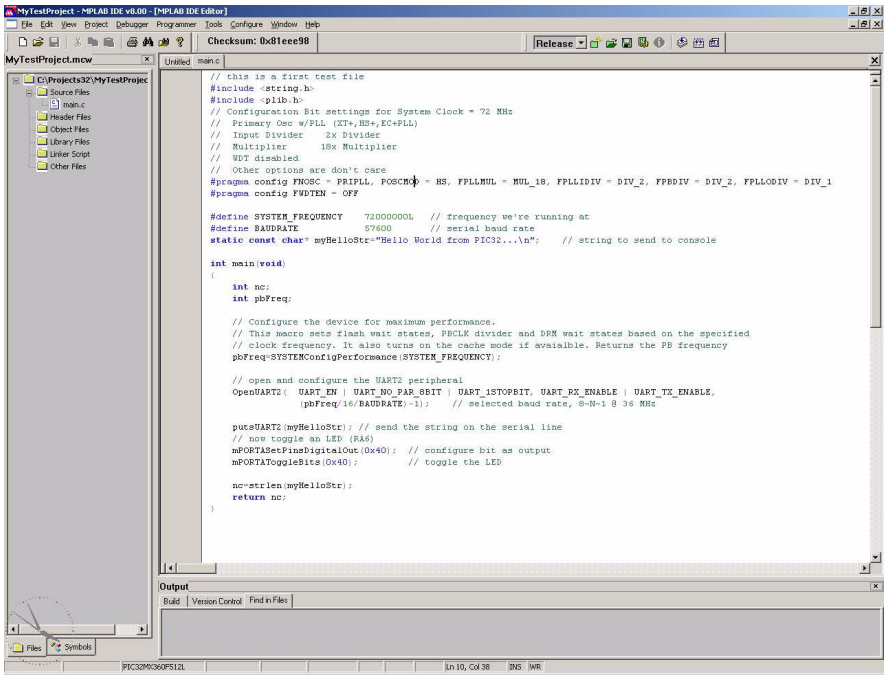
To add the newly created `main.c` file to our project just right click on the Source Files folder in the MPLAB IDE MyTestProject.mcp window and select Add File. Browse and select `main.c` file from the Projects32 directory.

Note: If the Project window is not open, select View->Project from the top IDE menu.

The linker script that's needed for this project is selected automatically by the MPLAB IDE. We don't need to add any other file to our project.

Right click on MyTestProject.mcp window and select **Save**. The test project should be saved. The MyTestProject.mcp should look like:

FIGURE 5-10: MPLAB IDE PROJECT SAVED



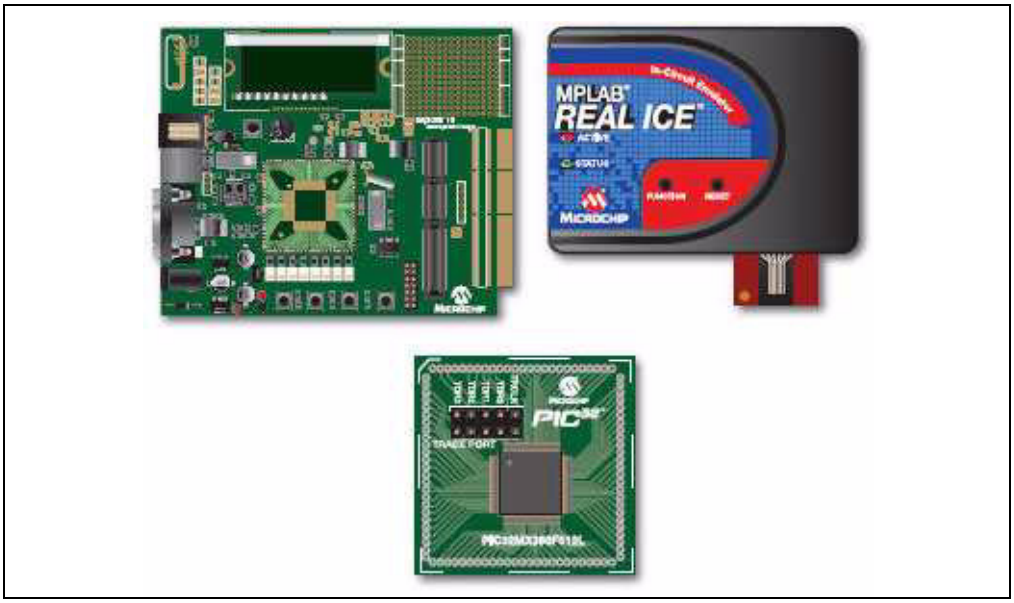
TIP: Files can be added and projects saved by using the right mouse button in the project window. In case of error, files can be manually deleted by selecting them and using the right mouse click menu.

5.10 ATTACHING THE DEBUGGER

In order to test the code using the PIC32 Starter Kit, please refer to the PIC32MX Starter Kit User's Guide (DS61144) for a sample project and a step-by-step getting started info.

For the purpose of testing our code in this document we will use an Explorer 16 Development board (DM240001), a MPLAB REAL ICE In-Circuit Debugger (DV244005) and a PIC32MX360F512L PIM (MA320001) together with a 9V universal power supply, a serial cable and a USB cable for connecting the REAL ICE to the development board.

FIGURE 5-11: EXPLORER 16, MPLAB® REAL ICE™ AND PIC32MX360F512L PIM



Take the following steps to ensure proper connection of the REAL ICE to the Explorer 16 development board:

1. Connect the MPLAB REAL ICE module to the PC with the USB cable.
2. Connect the MPLAB REAL ICE to the Explorer 16 Development Board with the short RJ-11 cable.
3. Apply power to the Explorer 16 board.
4. From the Debugger menu, click *Select Tool > MPLAB REAL ICE* to set the MPLAB REAL ICE as the debug tool in MPLAB IDE.
5. From the Debugger menu, select Connect to connect the debugger to the device. MPLAB IDE should report in the Output window that it found the PIC32MX360F512L device.

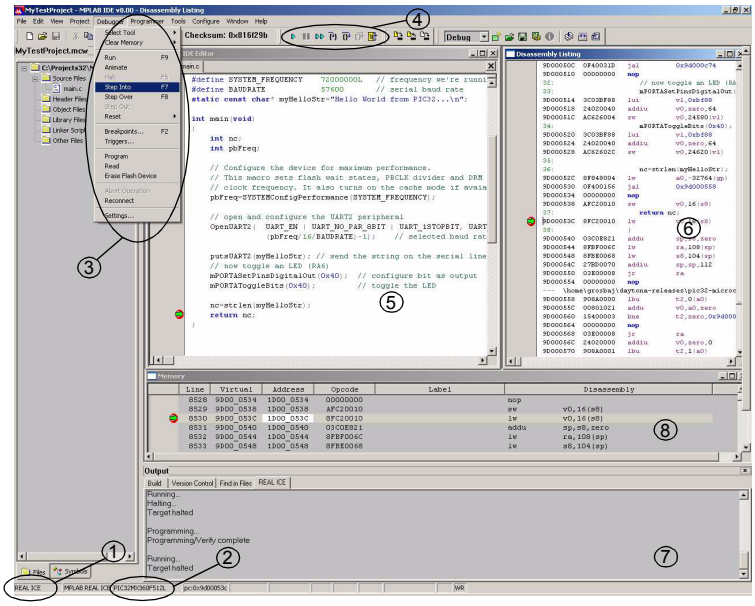
Note: MPLAB IDE may need to download new firmware if this is the first time the MPLAB REAL ICE is being used with a PIC32 device. Allow it to do so.

Once you have performed these steps, go to the MPLAB IDE window and from the *Debugger->Select Tool* menu select the debugging tool you're using to connect to the board (i.e., MPLAB REAL ICE should be within the available choices).

Once you have selected the tool, the "Debug Toolbar" should be present just below the main menu bar, together with other toolbars that may be selected.

Note: Be sure to select Debug from the MPLAB IDE Build Configuration drop down list.

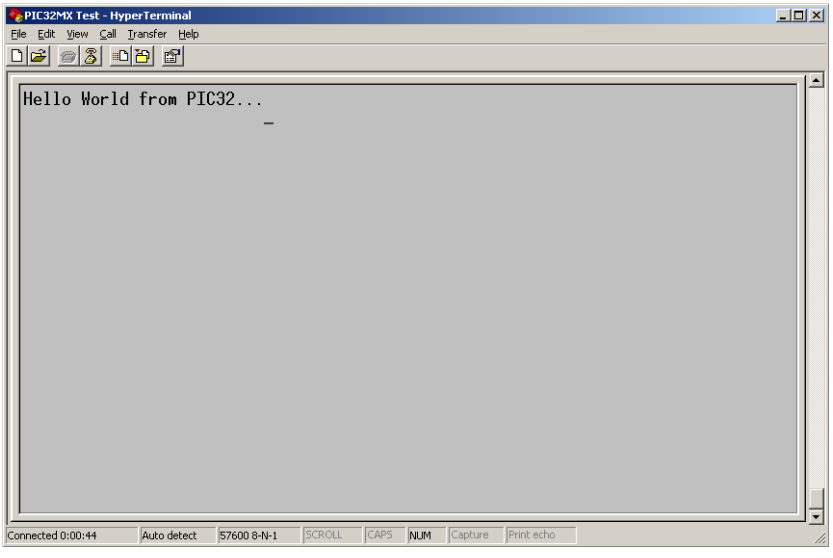
FIGURE 5-14: MPLAB IDE BREAKPOINT REACHED



1. The debugging tool selected to connect to the demo board
2. The device selected on the target board
3. The menus available under the Debugger top menu
4. The Debug toolbar
5. The Source window, with the breakpoint reached
6. The Disassembly window
7. The Output window
8. The Program Memory window

Now, if you take a look to the PC Hyper Terminal window, you should see the output sent by our simple test program to the serial line:

FIGURE 5-15: HYPER TERMINAL RECEIVED CHARACTERS



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