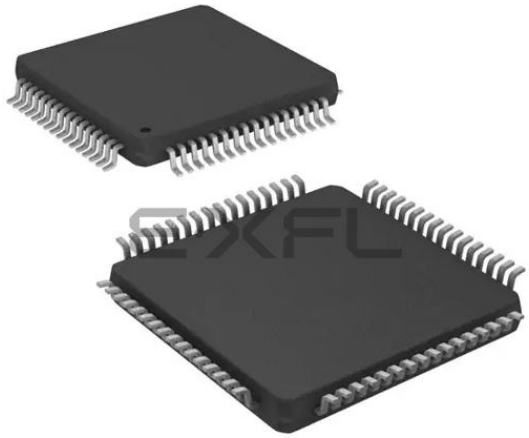

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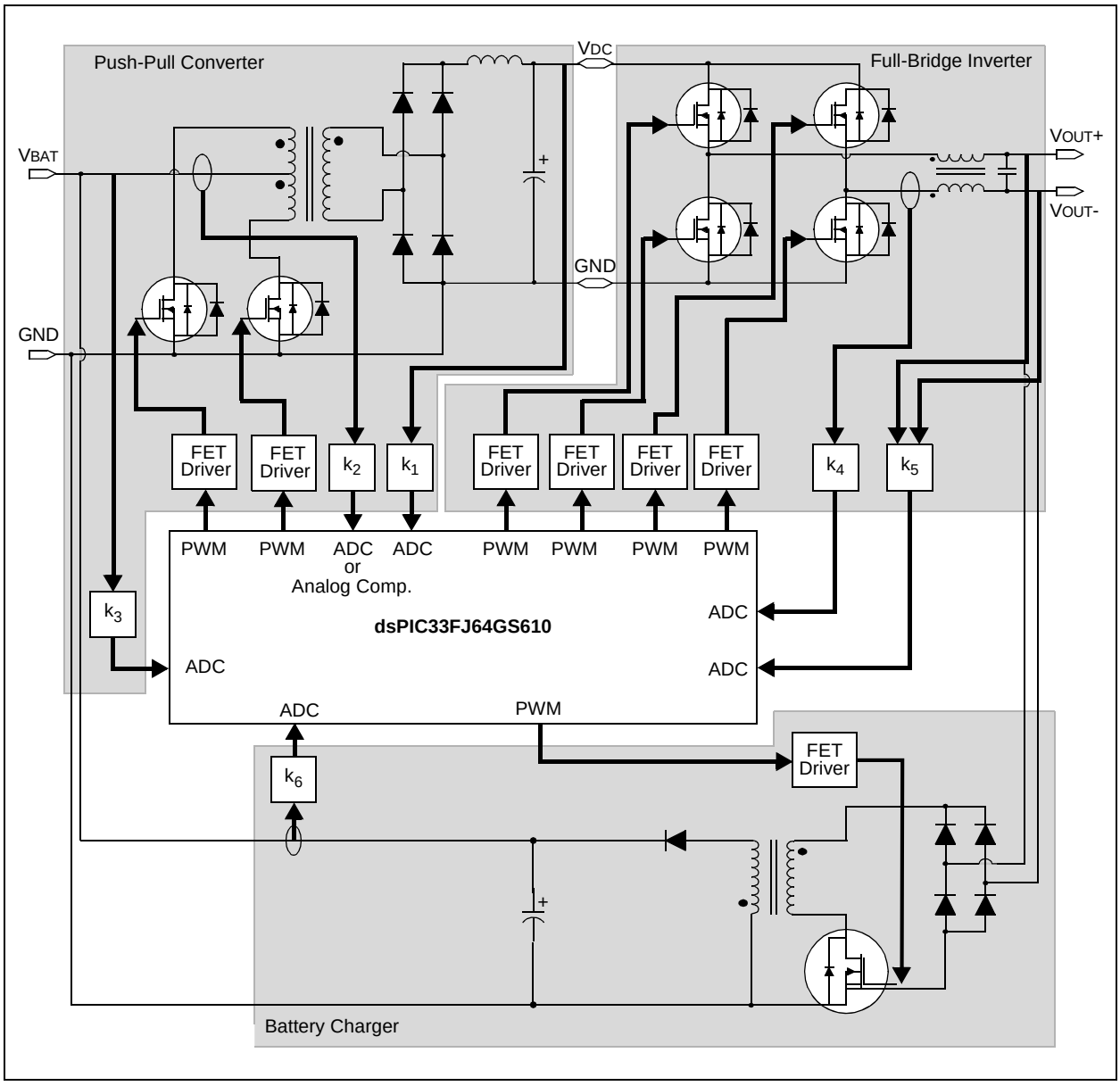
"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" 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	dsPIC
Core Size	16-Bit
Speed	40 MIPs
Connectivity	CANbus, I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, QEI, POR, PWM, WDT
Number of I/O	58
Program Memory Size	64KB (64K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	9K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 16x10b; D/A 1x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	64-TQFP
Supplier Device Package	64-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33fj64gs606-e-pt

NOTES:

FIGURE 2-8: OFF-LINE UPS



REGISTER 3-2: CORCON: CORE CONTROL REGISTER

U-0	U-0	U-0	R/W-0	R/W-0	R-0	R-0	R-0
—	—	—	US	EDT(1)	DL2	DL1	DL0
bit 15							bit 8

R/W-0	R/W-0	R/W-1	R/W-0	R/C-0	R/W-0	R/W-0	R/W-0
SATA	SATB	SATDW	ACCSAT	IPL3(2)	PSV	RND	IF
bit 7							bit 0

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

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

bit 12 **US:** DSP Multiply Unsigned/Signed Control bit
1 = DSP engine multiplies are unsigned
0 = DSP engine multiplies are signed

bit 11 **EDT:** Early DO Loop Termination Control bit(1)
1 = Terminates executing DO loop at the end of the current loop iteration
0 = No effect

bit 10-8 **DL<2:0>:** DO Loop Nesting Level Status bits
111 = 7 DO loops are active
•
•
•
001 = 1 DO loop is active
000 = 0 DO loops are active

bit 7 **SATA:** ACCA Saturation Enable bit
1 = Accumulator A saturation is enabled
0 = Accumulator A saturation is disabled

bit 6 **SATB:** ACCB Saturation Enable bit
1 = Accumulator B saturation is enabled
0 = Accumulator B saturation is disabled

bit 5 **SATDW:** Data Space Write from DSP Engine Saturation Enable bit
1 = Data space write saturation is enabled
0 = Data space write saturation is disabled

bit 4 **ACCSAT:** Accumulator Saturation Mode Select bit
1 = 9.31 saturation (super saturation)
0 = 1.31 saturation (normal saturation)

bit 3 **IPL3:** CPU Interrupt Priority Level Status bit 3(2)
1 = CPU Interrupt Priority Level is greater than 7
0 = CPU Interrupt Priority Level is 7 or less

bit 2 **PSV:** Program Space Visibility in Data Space Enable bit
1 = Program space is visible in data space
0 = Program space is not visible in data space

bit 1 **RND:** Rounding Mode Select bit
1 = Biased (conventional) rounding is enabled
0 = Unbiased (convergent) rounding is enabled

bit 0 **IF:** Integer or Fractional Multiplier Mode Select bit
1 = Integer mode is enabled for DSP multiply operations
0 = Fractional mode is enabled for DSP multiply operations

Note 1: This bit will always read as '0'.
2: The IPL3 bit is concatenated with the IPL<2:0> bits (SR<7:5>) to form the CPU Interrupt Priority Level.

4.2.5 X AND Y DATA SPACES

The core has two data spaces, X and Y. These data spaces can be considered either separate (for some DSP instructions), or as one unified linear address range (for MCU instructions). The data spaces are accessed using two Address Generation Units (AGUs) and separate data paths. This feature allows certain instructions to concurrently fetch two words from RAM, thereby enabling efficient execution of DSP algorithms such as Finite Impulse Response (FIR) filtering and Fast Fourier Transform (FFT).

The X data space is used by all instructions and supports all addressing modes. X data space has separate read and write data buses. The X read data bus is the read data path for all instructions that view data space as combined X and Y address space. It is also the X data prefetch path for the dual operand DSP instructions (MAC class).

The Y data space is used in concert with the X data space by the MAC class of instructions (CLR, ED, EDAC, MAC, MOVSAC, MPY, MPY.N and MSC) to provide two concurrent data read paths.

Both the X and Y data spaces support Modulo Addressing mode for all instructions, subject to addressing mode restrictions. Bit-Reversed Addressing mode is only supported for writes to X data space.

All data memory writes, including in DSP instructions, view data space as combined X and Y address space. The boundary between the X and Y data spaces is device-dependent and is not user-programmable.

All Effective Addresses (EAs) are 16 bits wide and point to bytes within the data space. Therefore, the data space address range is 64 Kbytes, or 32K words, though the implemented memory locations vary by device.

4.2.6 DMA RAM

Some devices contain 1 Kbyte of dual ported DMA RAM, which is located at the end of Y data space. Memory locations that are part of Y data RAM and are in the DMA RAM space are accessible simultaneously by the CPU and the DMA Controller module. DMA RAM is utilized by the DMA Controller to store data to be transferred to various peripherals using DMA, as well as data transferred from various peripherals using DMA. The DMA RAM can be accessed by the DMA Controller without having to steal cycles from the CPU.

When the CPU and the DMA Controller attempt to concurrently write to the same DMA RAM location, the hardware ensures that the CPU is given precedence in accessing the DMA RAM location. Therefore, the DMA RAM provides a reliable means of transferring DMA data without ever having to stall the CPU.

TABLE 4-1: CPU CORE REGISTER MAP (CONTINUED)

File Name	SFR Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
CORCON	0044	—	—	—	US	EDT	DL2	DL1	DL0	SATA	SATB	SATDW	ACCSAT	IPL3	PSV	RND	IF	0000
MODCON	0046	XMODEN	YMODEN	—	—	BWM3	BWM2	BWM1	BWM0	YWM3	YWM2	YWM1	YWM0	XWM3	XWM2	XWM1	XWM0	0000
XMODSRT	0048	XS<15:1>															0	xxxx
XMODEND	004A	XE<15:1>															1	xxxx
YMODSRT	004C	YS<15:1>															0	xxxx
YMODEND	004E	YE<15:1>															1	xxxx
XBREV	0050	BREN	XB14	XB13	XB12	XB11	XB10	XB9	XB8	XB7	XB6	XB5	XB4	XB3	XB2	XB1	XB0	xxxx
DISICNT	0052	—	—	Disable Interrupts Counter Register														xxxx

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

TABLE 4-11: TIMERS REGISTER MAP

File Name	SFR Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
TMR1	0100	Timer1 Register																0000
PR1	0102	Period Register 1																FFFF
T1CON	0104	TON	—	TSIDL	—	—	—	—	—	—	TGATE	TCKPS1	TCKPS0	—	TSYNC	TCS	—	0000
TMR2	0106	Timer2 Register																0000
TMR3HLD	0108	Timer3 Holding Register (for 32-bit timer operations only)																xxxx
TMR3	010A	Timer3 Register																0000
PR2	010C	Period Register 2																FFFF
PR3	010E	Period Register 3																FFFF
T2CON	0110	TON	—	TSIDL	—	—	—	—	—	—	TGATE	TCKPS1	TCKPS0	T32	—	TCS	—	0000
T3CON	0112	TON	—	TSIDL	—	—	—	—	—	—	TGATE	TCKPS1	TCKPS0	—	—	TCS	—	0000
TMR4	0114	Timer4 Register																0000
TMR5HLD	0116	Timer5 Holding Register (for 32-bit timer operations only)																xxxx
TMR5	0118	Timer5 Register																0000
PR4	011A	Period Register 4																FFFF
PR5	011C	Period Register 5																FFFF
T4CON	011E	TON	—	TSIDL	—	—	—	—	—	—	TGATE	TCKPS1	TCKPS0	T32	—	TCS	—	0000
T5CON	0120	TON	—	TSIDL	—	—	—	—	—	—	TGATE	TCKPS1	TCKPS0	—	—	TCS	—	0000

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

TABLE 4-12: INPUT CAPTURE REGISTER MAP

File Name	SFR Addr	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
IC1BUF	0140	Input 1 Capture Register																xxxx
IC1CON	0142	—	—	ICSIDL	—	—	—	—	—	ICTMR	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000
IC2BUF	0144	Input 2 Capture Register																xxxx
IC2CON	0146	—	—	ICSIDL	—	—	—	—	—	ICTMR	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000
IC3BUF	0148	Input 3 Capture Register																xxxx
IC3CON	014A	—	—	ICSIDL	—	—	—	—	—	ICTMR	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000
IC4BUF	014C	Input 4 Capture Register																xxxx
IC4CON	014E	—	—	ICSIDL	—	—	—	—	—	ICTMR	ICI1	ICI0	ICOV	ICBNE	ICM2	ICM1	ICM0	0000

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

4.6.3 READING DATA FROM PROGRAM MEMORY USING PROGRAM SPACE VISIBILITY

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

Program space access through the data space occurs if the Most Significant bit of the data space EA is '1' and program space visibility is enabled by setting the PSV bit in the Core Control register (CORCON<2>). The location of the program memory space to be mapped into the data space is determined by the Program Space Visibility Page register (PSVPAG). This 8-bit register defines any one of 256 possible pages of 16K words in program space. In effect, PSVPAG functions as the upper 8 bits of the program memory address, with the 15 bits of the EA functioning as the lower bits. By incrementing the PC by 2 for each program memory word, the lower 15 bits of data space addresses directly map to the lower 15 bits in the corresponding program space addresses.

Data reads to this area add a cycle to the instruction being executed, since two program memory fetches are required.

Although each data space address 8000h and higher maps directly into a corresponding program memory address (see Figure 4-11), only the lower 16 bits of the 24-bit program word are used to contain the data. The upper 8 bits of any program space location used as data should be programmed with '1111 1111' or '0000 0000' to force a NOP. This prevents possible issues should the area of code ever be accidentally executed.

Note:	PSV access is temporarily disabled during Table Reads/Writes.

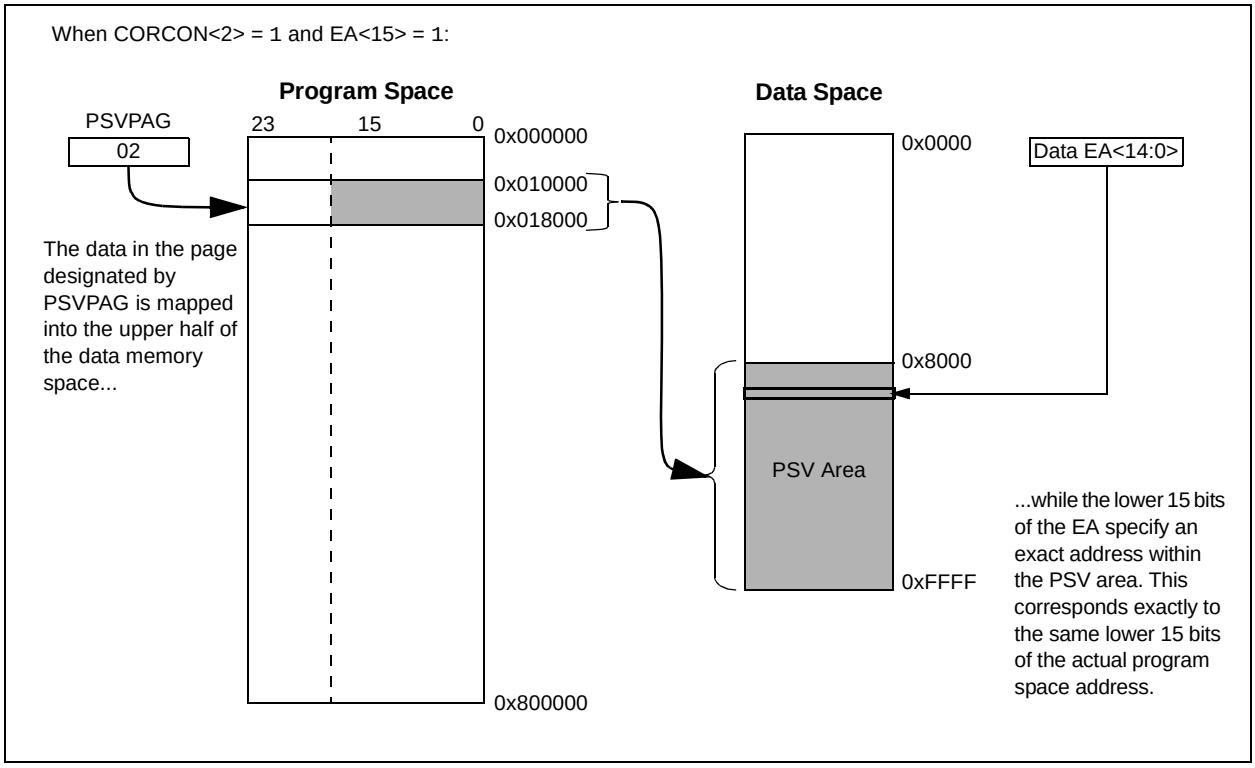
For operations that use PSV and are executed outside a REPEAT loop, the MOV and MOV.D instructions require one instruction cycle in addition to the specified execution time. All other instructions require two instruction cycles in addition to the specified execution time.

For operations that use PSV and are executed inside a REPEAT loop, these instances 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 using PSV to access data, to execute in a single cycle.

FIGURE 4-11: PROGRAM SPACE VISIBILITY OPERATION



6.4 External Reset (EXTR)

The External Reset is generated by driving the MCLR pin low. The MCLR pin is a Schmitt Trigger input with an additional glitch filter. Reset pulses that are longer than the minimum pulse width will generate a Reset. Refer to **Section 27.0 "Electrical Characteristics"** for minimum pulse width specifications. The External Reset (MCLR) pin (EXTR) bit in the Reset Control (RCON) register is set to indicate the MCLR Reset.

6.4.1 EXTERNAL SUPERVISORY CIRCUIT

Many systems have external supervisory circuits that generate Reset signals to reset multiple devices in the system. This external Reset signal can be directly connected to the MCLR pin to reset the device when the rest of system is reset.

6.4.2 INTERNAL SUPERVISORY CIRCUIT

When using the internal power supervisory circuit to reset the device, the External Reset pin (MCLR) should be tied directly or resistively to VDD. In this case, the MCLR pin will not be used to generate a Reset. The External Reset pin (MCLR) does not have an internal pull-up and must not be left unconnected.

6.5 Software RESET Instruction (SWR)

Whenever the RESET instruction is executed, the device will assert SYSRST, placing the device in a special Reset state. This Reset state will not re-initialize the clock. The clock source in effect prior to the RESET instruction will remain. SYSRST is released at the next instruction cycle and the Reset vector fetch will commence.

The Software Reset (SWR) flag (instruction) in the Reset Control (RCON<6>) register is set to indicate the Software Reset.

6.6 Watchdog Timer Time-out Reset (WDTO)

Whenever a Watchdog Timer Time-out Reset occurs, the device will asynchronously assert SYSRST. The clock source will remain unchanged. A WDT time-out during Sleep or Idle mode will wake-up the processor, but will not reset the processor.

The Watchdog Timer Time-out (WDTO) flag in the Reset Control (RCON<4>) register is set to indicate the Watchdog Timer Reset. Refer to **Section 24.4 "Watchdog Timer (WDT)"** for more information on the Watchdog Timer Reset.

6.7 Trap Conflict Reset

If a lower priority hard trap occurs while a higher priority trap is being processed, a hard Trap Conflict Reset occurs. The hard traps include exceptions of Priority Level 13 through Level 15, inclusive. The address error (Level 13) and oscillator error (Level 14) traps fall into this category.

The Trap Reset (TRAPR) flag in the Reset Control (RCON<15>) register is set to indicate the Trap Conflict Reset. Refer to **Section 7.0 "Interrupt Controller"** for more information on Trap Conflict Resets.

6.8 Illegal Condition Device Reset

An illegal condition device Reset occurs due to the following sources:

- Illegal Opcode Reset
- Uninitialized W Register Reset
- Security Reset

The Illegal Opcode or Uninitialized W Access Reset (IOPUWR) flag in the Reset Control (RCON<14>) register is set to indicate the illegal condition device Reset.

6.8.1 ILLEGAL OPCODE RESET

A device Reset is generated if the device attempts to execute an illegal opcode value that is fetched from program memory.

The Illegal Opcode Reset function can prevent the device from executing program memory sections that are used to store constant data. To take advantage of the Illegal Opcode Reset, use only the lower 16 bits of each program memory section to store the data values. The upper 8 bits should be programmed with 3Fh, which is an illegal opcode value.

6.8.2 UNINITIALIZED W REGISTER RESET

Any attempt to use the Uninitialized W register as an Address Pointer will reset the device. The W register array (with the exception of W15) is cleared during all Resets and is considered uninitialized until written to.

6.8.3 SECURITY RESET

If a Program Flow Change (PFC) or Vector Flow Change (VFC) targets a restricted location in a protected segment (Boot and Secure Segment), that operation will cause a Security Reset.

The PFC occurs when the Program Counter is reloaded as a result of a call, jump, computed jump, return, return from subroutine or other form of branch instruction.

The VFC occurs when the Program Counter is reloaded with an interrupt or trap vector.

Refer to **Section 24.8 "Code Protection and CodeGuard™ Security"** for more information on Security Reset.

REGISTER 7-32: IPC13: INTERRUPT PRIORITY CONTROL REGISTER 13

U-0	U-0	U-0	U-0	U-0	R/W-1	R/W-0	R/W-0
—	—	—	—	—	INT4IP2	INT4IP1	INT4IP0
bit 15							bit 8

U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	INT3IP2	INT3IP1	INT3IP0	—	—	—	—
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 15-11 **Unimplemented:** Read as ‘0’

bit 10-8 **INT4IP<2:0>:** External Interrupt 4 Priority bits
111 = Interrupt is Priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is Priority 1
000 = Interrupt source is disabled

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **INT3IP<2:0>:** External Interrupt 3 Priority bits
111 = Interrupt is Priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is Priority 1
000 = Interrupt source is disabled

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

NOTES:

REGISTER 9-2: CLKDIV: CLOCK DIVISOR REGISTER

R/W-0	R/W-0	R/W-1	R/W-1	R/W-0	R/W-0	R/W-0	R/W-0
ROI	DOZE2	DOZE1	DOZE0	DOZEN(1)	FRCDIV2	FRCDIV1	FRCDIV0
bit 15							bit 8

R/W-0	R/W-1	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
PLLPOST1	PLLPOST0	—	PLLPRE4	PLLPRE3	PLLPRE2	PLLPRE1	PLLPRE0
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 **ROI:** Recover on Interrupt bit
1 = Interrupts will clear the DOZEN bit and the processor clock/peripheral clock ratio is set to 1:1
0 = Interrupts have no effect on the DOZEN bit

bit 14-12 **DOZE<2:0>:** Processor Clock Reduction Select bits
111 = FCY/128
110 = FCY/64
101 = FCY/32
100 = FCY/16
011 = FCY/8 (default)
010 = FCY/4
001 = FCY/2
000 = FCY/1

bit 11 **DOZEN:** Doze Mode Enable bit(1)
1 = DOZE<2:0> field specifies the ratio between the peripheral clocks and the processor clocks
0 = Processor clock/peripheral clock ratio forced to 1:1

bit 10-8 **FRCDIV<2:0>:** Internal Fast RC Oscillator Postscaler bits
111 = FRC divide-by-256
110 = FRC divide-by-64
101 = FRC divide-by-32
100 = FRC divide-by-16
011 = FRC divide-by-8
010 = FRC divide-by-4
001 = FRC divide-by-2
000 = FRC divide-by-1 (default)

bit 7-6 **PLLPOST<1:0>:** PLL VCO Output Divider Select bits (also denoted as ‘N2’, PLL postscaler)
11 = Output/8
10 = Reserved
01 = Output/4 (default)
00 = Output/2

bit 5 **Unimplemented:** Read as ‘0’

bit 4-0 **PLLPRE<4:0>:** PLL Phase Detector Input Divider bits (also denoted as ‘N1’, PLL prescaler)
00000 = Input/2 (default)
00001 = Input/3
•
•
•
11111 = Input/33

Note 1: This bit is cleared when the ROI bit is set and an interrupt occurs.

22.3 Module Functionality

The High-Speed, 10-Bit ADC is designed to support power conversion applications when used with the High-Speed PWM module. The ADC may have one or two SAR modules, depending on the device variant. If two SARs are present on a device, two conversions can be processed at a time, yielding 4 Msps conversion rate. If only one SAR is present on a device, only one conversion can be processed at a time, yielding 2 Msps conversion rate. The High-Speed, 10-Bit ADC produces two 10-bit conversion results in a 0.5 microsecond.

The ADC module supports up to 24 external analog inputs and two internal analog inputs. To monitor reference voltage, two internal inputs, AN24 and AN25, are connected to EXTREF and INTREF, respectively.

The analog reference voltage is defined as the device supply voltage (AV_{DD}/AV_{SS}).

The ADC module uses the following control and status registers:

- ADCON: ADC Control Register
- ADSTAT: ADC Status Register
- ADBASE: ADC Base Register(1,2)
- ADPCFG: ADC Port Configuration Register
- ADPCFG2: ADC Port Configuration Register 2
- ADCPC0: ADC Convert Pair Control Register 0
- ADCPC1: ADC Convert Pair Control Register 1
- ADCPC2: ADC Convert Pair Control Register 2
- ADCPC3: ADC Convert Pair Control Register 3
- ADCPC4: ADC Convert Pair Control Register 4
- ADCPC5: ADC Convert Pair Control Register 5
- ADCPC6: ADC Convert Pair Control Register 6(2)

The ADCON register controls the operation of the ADC module. The ADSTAT register displays the status of the conversion processes. The ADPCFG registers configure the port pins as analog inputs or as digital I/O. The ADCPCx registers control the triggering of the ADC conversions. See Register 22-1 through Register 22-12 for detailed bit configurations.

Note:	A unique feature of the ADC module is its ability to sample inputs in an asynchronous manner. Individual Sample-and-Hold circuits can be triggered independently of each other.

REGISTER 23-1: CMPCONx: COMPARATOR CONTROL x REGISTER

R/W-0	U-0	R/W-0	U-0	U-0	U-0	U-0	R/W-0
CMPON	—	CMPSIDL	—	—	—	—	DACOE
bit 15							bit 8

R/W-0	R/W-0	R/W-0	U-0	R/W-0	U-0	R/W-0	R/W-0
INSEL1	INSEL0	EXTREF	—	CMPSTAT	—	CMPPOL	RANGE
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 **CMPON:** Comparator Operating Mode bit
1 = Comparator module is enabled
0 = Comparator module is disabled (reduces power consumption)

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

bit 13 **CMPSIDL:** Comparator Stop in Idle Mode bit
1 = Discontinues module operation when device enters Idle mode.
0 = Continues module operation in Idle mode
If a device has multiple comparators, any CMPSIDL bit set to '1' disables **ALL** comparators while in Idle mode.

bit 12-9 **Unimplemented:** Read as '0'

bit 8 **DACOE:** DAC Output Enable
1 = DAC analog voltage is output to the DACOUT pin(1)
0 = DAC analog voltage is not connected to the DACOUT pin

bit 7-6 **INSEL<1:0>:** Input Source Select for Comparator bits
11 = Selects CMPxD input pin
10 = Selects CMPxC input pin
01 = Selects CMPxB input pin
00 = Selects CMPxA input pin

bit 5 **EXTREF:** Enable External Reference bit
1 = External source provides reference to DAC (maximum DAC voltage determined by external voltage source)
0 = Internal reference sources provide reference to DAC (maximum DAC voltage determined by RANGE bit setting)

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

bit 3 **CMPSTAT:** Current State of Comparator Output Including CMPPOL Selection bit

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

bit 1 **CMPPOL:** Comparator Output Polarity Control bit
1 = Output is inverted
0 = Output is non-inverted

bit 0 **RANGE:** Selects DAC Output Voltage Range bit
1 = High Range: Max DAC Value = AV_{DD}/2, 1.65V at 3.3V AV_{DD}
0 = Low Range: Max DAC Value = INTREF

Note 1: DACOUT can be associated only with a single comparator at any given time. The software must ensure that multiple comparators do not enable the DAC output by setting their respective DACOE bit.

TABLE 24-2: dsPIC33F CONFIGURATION BITS DESCRIPTION (CONTINUED)

Bit Field	Register	RTSP Effect	Description
CMPPOL1	FCMP	Immediate	Comparator Hysteresis Polarity bit (for odd numbered comparators) 1 = Hysteresis is applied to falling edge 0 = Hysteresis is applied to rising edge
HYST1<1:0>	FCMP	Immediate	Comparator Hysteresis Select bits 11 = 45 mV hysteresis 10 = 30 mV hysteresis 01 = 15 mV hysteresis 00 = No hysteresis

24.5 JTAG Interface

The dsPIC33FJ32GS406/606/608/610 and dsPIC33FJ64GS406/606/608/610 devices implement a JTAG interface, which supports boundary scan device testing. Detailed information on this interface will be provided in future revisions of the document.

24.6 In-Circuit Serial Programming

The dsPIC33FJ32GS406/606/608/610 and dsPIC33FJ64GS406/606/608/610 family Digital Signal Controllers (DSCs) can be serially programmed while in the end application circuit. This is done with two lines for clock and data and three other lines for power, ground and the programming sequence. Serial programming allows customers to manufacture boards with unprogrammed devices and then program the Digital Signal Controller just before shipping the product. Serial programming also allows the most recent firmware or a custom firmware to be programmed. Refer to the *"dsPIC33F/PIC24H Flash Programming Specification"* (DS70152) for details about In-Circuit Serial Programming™ (ICSP™).

Any of the three pairs of programming clock/data pins can be used:

- PGEC1 and PGED1
- PGEC2 and PGED2
- PGEC3 and PGED3

24.7 In-Circuit Debugger

When MPLAB® ICD 3 is selected as a debugger, the in-circuit debugging functionality is enabled. This function allows simple debugging functions when used with MPLAB X IDE. Debugging functionality is controlled through the EMUCx (Emulation/Debug Clock) and EMUDx (Emulation/Debug Data) pin functions.

Any of the three pairs of debugging clock/data pins can be used:

- PGEC1 and PGED1
- PGEC2 and PGED2
- PGEC3 and PGED3

To use the in-circuit debugger function of the device, the design must implement ICSP connections to $\overline{MCLR}$, V_{DD}, V_{SS}, PGECx, PGEDx and the EMUDx/EMUCx pin pair. In addition, when the feature is enabled, some of the resources are not available for general use. These resources include the first 80 bytes of data RAM and two I/O pins.

26.6 MPLAB X SIM Software Simulator

The MPLAB X SIM Software Simulator allows code development in a PC-hosted environment by simulating the PIC MCUs and dsPIC DSCs on an instruction level. On any given instruction, the data areas can be examined or modified and stimuli can be applied from a comprehensive stimulus controller. Registers can be logged to files for further run-time analysis. The trace buffer and logic analyzer display extend the power of the simulator to record and track program execution, actions on I/O, most peripherals and internal registers.

The MPLAB X SIM Software Simulator fully supports symbolic debugging using the MPLAB XC Compilers, and the MPASM and MPLAB Assemblers. The software simulator offers the flexibility to develop and debug code outside of the hardware laboratory environment, making it an excellent, economical software development tool.

26.7 MPLAB REAL ICE In-Circuit Emulator System

The MPLAB REAL ICE In-Circuit Emulator System is Microchip's next generation high-speed emulator for Microchip Flash DSC and MCU devices. It debugs and programs all 8, 16 and 32-bit MCU, and DSC devices with the easy-to-use, powerful graphical user interface of the MPLAB X IDE.

The emulator is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with either a connector compatible with in-circuit debugger systems (RJ-11) or with the new high-speed, noise tolerant, Low-Voltage Differential Signal (LVDS) interconnection (CAT5).

The emulator is field upgradable through future firmware downloads in MPLAB X IDE. MPLAB REAL ICE offers significant advantages over competitive emulators including full-speed emulation, run-time variable watches, trace analysis, complex breakpoints, logic probes, a ruggedized probe interface and long (up to three meters) interconnection cables.

26.8 MPLAB ICD 3 In-Circuit Debugger System

The MPLAB ICD 3 In-Circuit Debugger System is Microchip's most cost-effective, high-speed hardware debugger/programmer for Microchip Flash DSC and MCU devices. It debugs and programs PIC Flash microcontrollers and dsPIC DSCs with the powerful, yet easy-to-use graphical user interface of the MPLAB IDE.

The MPLAB ICD 3 In-Circuit Debugger probe is connected to the design engineer's PC using a high-speed USB 2.0 interface and is connected to the target with a connector compatible with the MPLAB ICD 2 or MPLAB REAL ICE systems (RJ-11). MPLAB ICD 3 supports all MPLAB ICD 2 headers.

26.9 PICkit 3 In-Circuit Debugger/ Programmer

The MPLAB PICkit 3 allows debugging and programming of PIC and dsPIC Flash microcontrollers at a most affordable price point using the powerful graphical user interface of the MPLAB IDE. The MPLAB PICkit 3 is connected to the design engineer's PC using a full-speed USB interface and can be connected to the target via a Microchip debug (RJ-11) connector (compatible with MPLAB ICD 3 and MPLAB REAL ICE). The connector uses two device I/O pins and the Reset line to implement in-circuit debugging and In-Circuit Serial Programming™ (ICSP™).

26.10 MPLAB PM3 Device Programmer

The MPLAB PM3 Device Programmer is a universal, CE compliant device programmer with programmable voltage verification at V_{DDMIN} and V_{DDMAX} for maximum reliability. It features a large LCD display (128 x 64) for menus and error messages, and a modular, detachable socket assembly to support various package types. The ICSP cable assembly is included as a standard item. In Stand-Alone mode, the MPLAB PM3 Device Programmer can read, verify and program PIC devices without a PC connection. It can also set code protection in this mode. The MPLAB PM3 connects to the host PC via an RS-232 or USB cable. The MPLAB PM3 has high-speed communications and optimized algorithms for quick programming of large memory devices, and incorporates an MMC card for file storage and data applications.

TABLE 27-22: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER, POWER-UP TIMER TIMING REQUIREMENTS

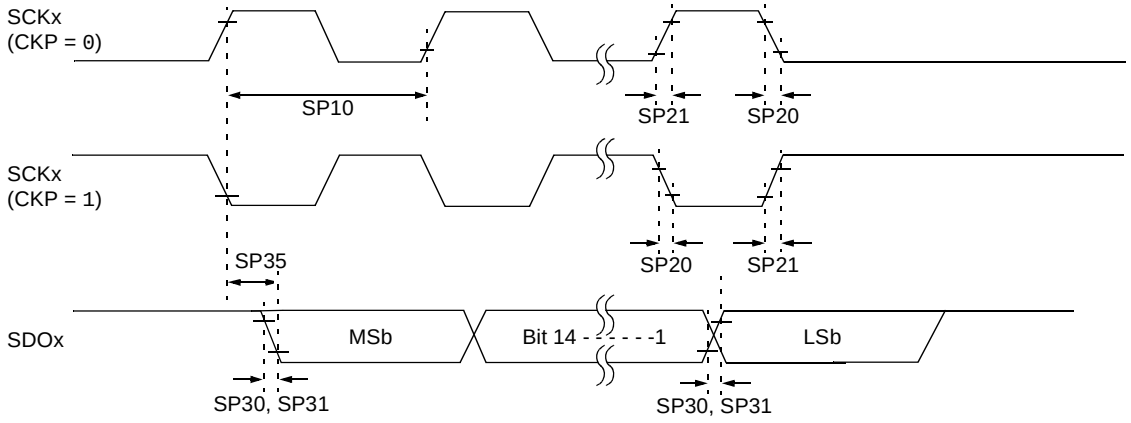
AC CHARACTERISTICS			Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended				
Param No.	**Symbol**	**Characteristic(1)**	**Min**	**Typ(2)**	**Max**	**Units**	**Conditions**
SY10	TMCL	$\overline{\text{MCLR}}$ Pulse Width (low)	2	—	—	μs	-40°C to +85°C
SY11	TPWRT	Power-up Timer Period	—	2 4 8 16 32 64 128	—	ms	-40°C to +85°C, User programmable
SY12	TPOR	Power-on Reset Delay	3	10	30	μs	-40°C to +85°C
SY13	TIOZ	I/O High-Impedance from $\overline{\text{MCLR}}$ Low or Watchdog Timer Reset	0.68	0.72	1.2	μs	
SY20	TWDT1	Watchdog Timer Time-out Period	—	—	—	ms	See **Section 24.4 “Watchdog Timer (WDT)”** and LPRC Parameter F21a (Table 27-20)
SY30	TOST	Oscillator Start-up Time	—	1024 TOSC	—	—	TOSC = OSC1 period

Note 1: These parameters are characterized but not tested in manufacturing.
2: Data in “Typ” column is at 3.3V, +25°C unless otherwise stated.

TABLE 27-30: SPIx MAXIMUM DATA/CLOCK RATE SUMMARY

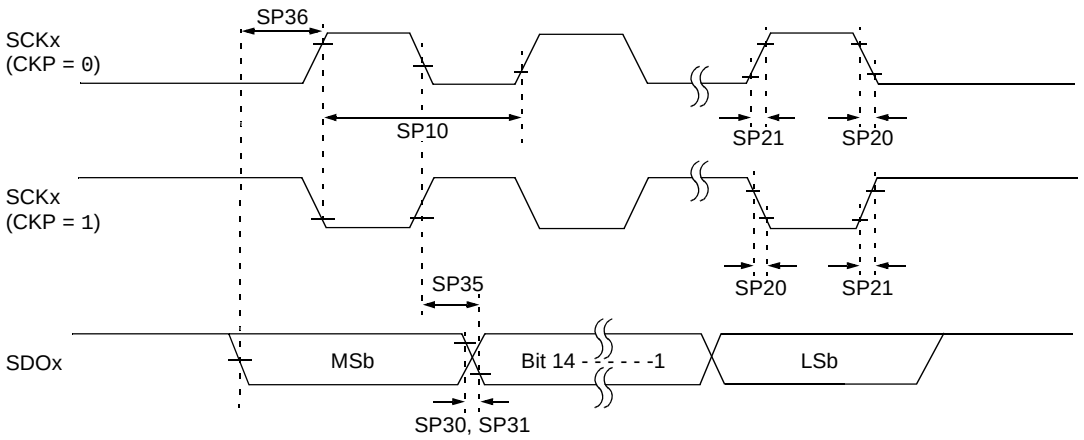
AC CHARACTERISTICS			Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended			
Maximum Data Rate	**Master Transmit Only (Half-Duplex)**	**Master Transmit/Receive (Full-Duplex)**	**Slave Transmit/Receive (Full-Duplex)**	**CKE**	**CKP**	**SMP**
15 MHz	Table 27-31	—	—	0,1	0,1	0,1
10 MHz	—	Table 27-32	—	1	0,1	1
10 MHz	—	Table 27-33	—	0	0,1	1
15 MHz	—	—	Table 27-34	1	0	0
11 MHz	—	—	Table 27-35	1	1	0
15 MHz	—	—	Table 27-36	0	1	0
11 MHz	—	—	Table 27-37	0	0	0

FIGURE 27-11: SPIx MASTER MODE (HALF-DUPLEX, TRANSMIT ONLY, CKE = 0) TIMING CHARACTERISTICS



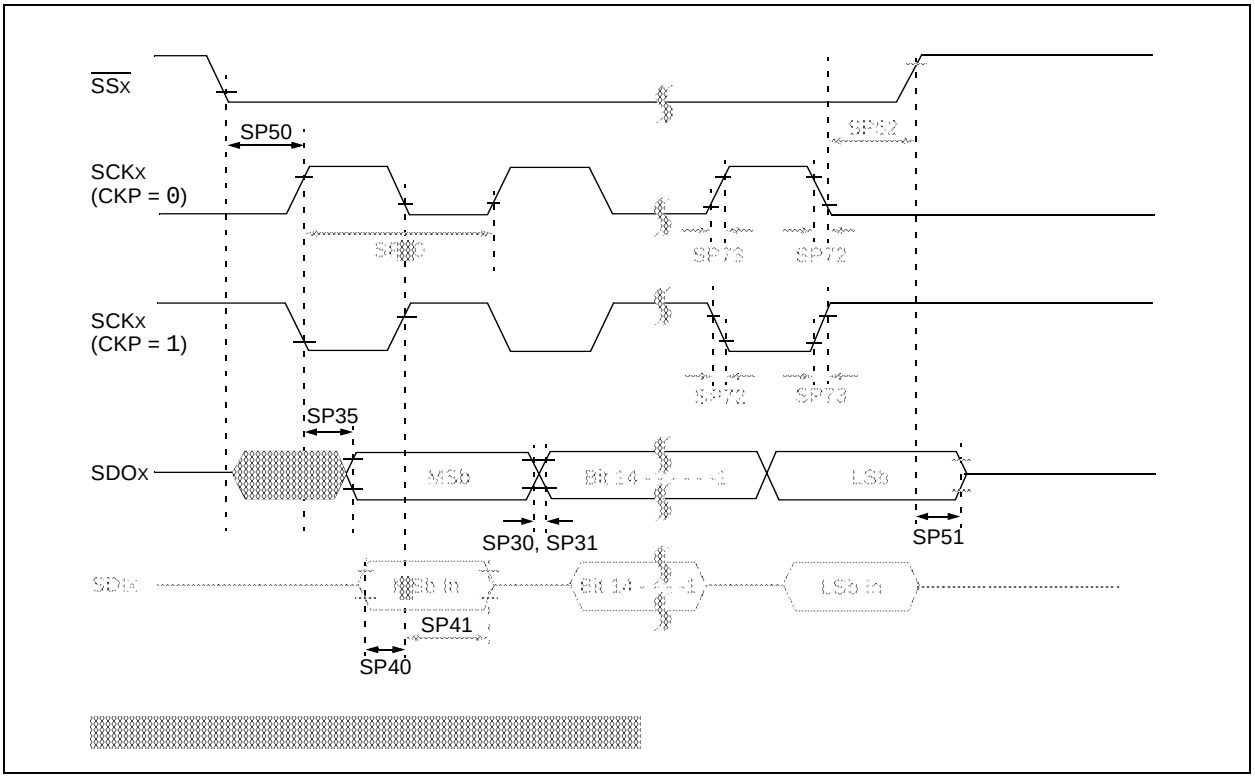
Note: Refer to Figure 27-1 for load conditions.

FIGURE 27-12: SPIx MASTER MODE (HALF-DUPLEX, TRANSMIT ONLY, CKE = 1) TIMING CHARACTERISTICS



Note: Refer to Figure 27-1 for load conditions.

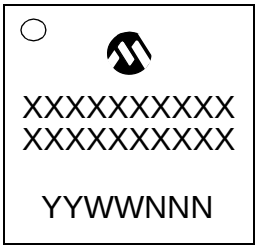
FIGURE 27-18: SPIx SLAVE MODE (FULL-DUPLEX, CKE = 0, CKP = 0, SMP = 0) TIMING CHARACTERISTICS



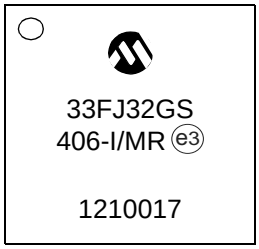
30.0 PACKAGING INFORMATION

30.1 Package Marking Information

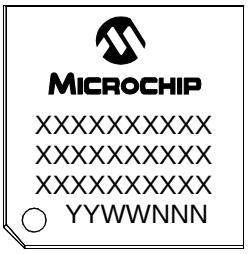
64-Lead QFN (9x9x0.9mm)



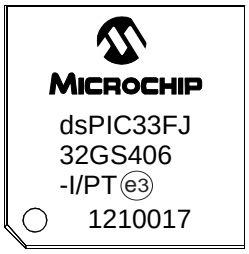
Example



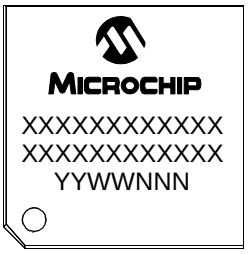
64-Lead TQFP (10x10x1mm)



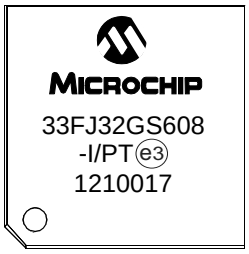
Example



80-Lead TQFP (12x12x1mm)



Example



Legend:	XX...X	Customer-specific information
	Y	Year code (last digit of calendar year)
	YY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week ‘01’)
	NNN	Alphanumeric traceability code
	(e3)	Pb-free JEDEC designator for Matte Tin (Sn)
	*	This package is Pb-free. The Pb-free JEDEC designator ((e3)) can be found on the outer packaging for this package.

Note: If the full Microchip part number cannot be marked on one line, it is carried over to the next line, thus limiting the number of available characters for customer-specific information.