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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	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I ² C, IrDA, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	18
Program Memory Size	16KB (5.5K x 24)
Program Memory Type	FLASH
EEPROM Size	512 x 8
RAM Size	1.5K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 9x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-VQFN Exposed Pad
Supplier Device Package	20-VQFN (5x5)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24f16ka101t-i-mq

PIC24F16KA102 FAMILY

20/28-Pin General Purpose, 16-Bit Flash Microcontrollers with nanoWatt XLP Technology

Power Management Modes:

- Run – CPU, Flash, SRAM and Peripherals On
- Doze – CPU Clock Runs Slower than Peripherals
- Idle – CPU Off, Flash, SRAM and Peripherals On
- Sleep – CPU, Flash and Peripherals Off and SRAM On
- Deep Sleep – CPU, Flash, SRAM and Most Peripherals Off:
 - Run mode currents down to 8 μ A typical
 - Idle mode currents down to 2 μ A typical
 - Deep Sleep mode currents down to 20 nA typical
 - RTCC 490 nA, 32 kHz, 1.8V
 - Watchdog Timer 350 nA, 1.8V typical

High-Performance CPU:

- Modified Harvard Architecture
- Up to 16 MIPS Operation @ 32 MHz
- 8 MHz Internal Oscillator with 4x PLL Option and Multiple Divide Options
- 17-Bit by 17-Bit Single-Cycle Hardware Multiplier
- 32-Bit by 16-Bit Hardware Divider
- 16-Bit x 16-Bit Working Register Array
- C Compiler Optimized Instruction Set Architecture

Peripheral Features:

- Hardware Real-Time Clock and Calendar (RTCC):
 - Provides clock, calendar and alarm functions
 - Can run in Deep Sleep Mode
- Programmable Cyclic Redundancy Check (CRC)
- Serial Communication modules:
 - SPI, I²C™ and two UART modules
- Three 16-Bit Timers/Counters with Programmable Prescaler
- 16-Bit Capture Inputs
- 16-Bit Compare/PWM Output
- Configurable Open-Drain Outputs on Digital I/O Pins
- Up to Three External Interrupt Sources

Analog Features:

- 10-Bit, up to 9-Channel Analog-to-Digital Converter:
 - 500 kps conversion rate
 - Conversion available during Sleep and Idle
- Dual Analog Comparators with Programmable Input/Output Configuration
- Charge Time Measurement Unit (CTMU):
 - Used for capacitance sensing
 - Time measurement, down to 1 ns resolution
 - Delay/pulse generation, down to 1 ns resolution

Special Microcontroller Features:

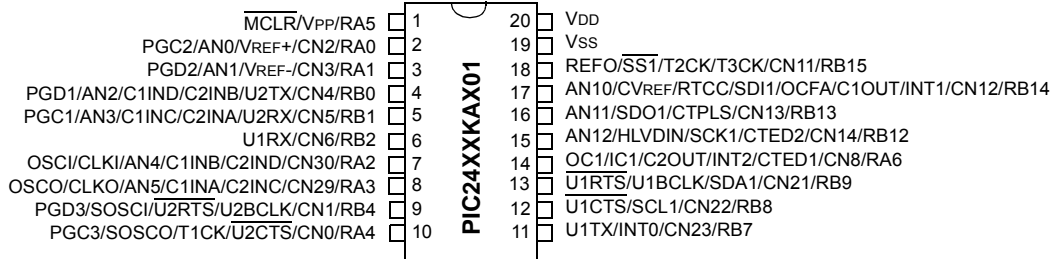
- Operating Voltage Range of 1.8V to 3.6V
- High-Current Sink/Source (18 mA/18 mA) on All I/O Pins
- Flash Program Memory:
 - Erase/write cycles: 10,000 minimum
 - 40-years' data retention minimum
- Data EEPROM:
 - Erase/write cycles: 100,000 minimum
 - 40-years' data retention minimum
- Fail-Safe Clock Monitor
- System Frequency Range Declaration bits:
 - Declaring the frequency range optimizes the current consumption.
- Flexible Watchdog Timer (WDT) with On-Chip, Low-Power RC Oscillator for Reliable Operation
- In-Circuit Serial Programming™ (ICSP™) and In-Circuit Debug (ICD) via two Pins
- Programmable High/Low-Voltage Detect (HLVD)
- Brown-out Reset (BOR):
 - Standard BOR with three programmable trip points; can be disabled in Sleep
- Extreme Low-Power DSBOR for Deep Sleep, LPBOR for all other modes

PIC24F Device	Pins	Program Memory (bytes)	SRAM (bytes)	Data EEPROM (bytes)	Timers 16-Bit	Capture Input	Output Compare/PWM	UART/IrDA®	SPI	I ² C™	10-Bit A/D (ch)	Comparators	CTMU (ch)	RTCC
08KA101	20	8K	1.5K	512	3	1	1	2	1	1	9	2	9	Y
16KA101	20	16K	1.5K	512	3	1	1	2	1	1	9	2	9	Y
08KA102	28	8K	1.5K	512	3	1	1	2	1	1	9	2	9	Y
16KA102	28	16K	1.5K	512	3	1	1	2	1	1	9	2	9	Y

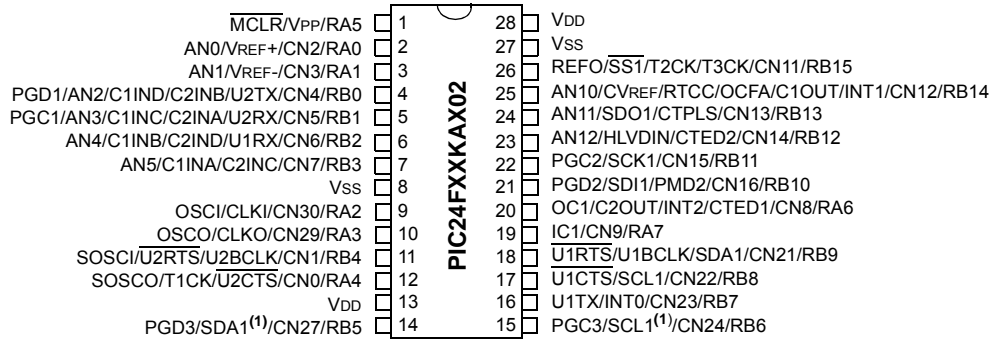
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Pin Diagrams

20-Pin PDIP, SSOP, SOIC⁽²⁾



28-Pin SPDIP, SSOP, SOIC⁽²⁾



- Note 1:** Alternative multiplexing for SDA1 and SCL1 when the I2CSEL Configuration bit is set.
Note 2: All device pins have a maximum voltage of 3.6V and are not 5V tolerant.

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FIGURE 3-2: PROGRAMMER'S MODEL

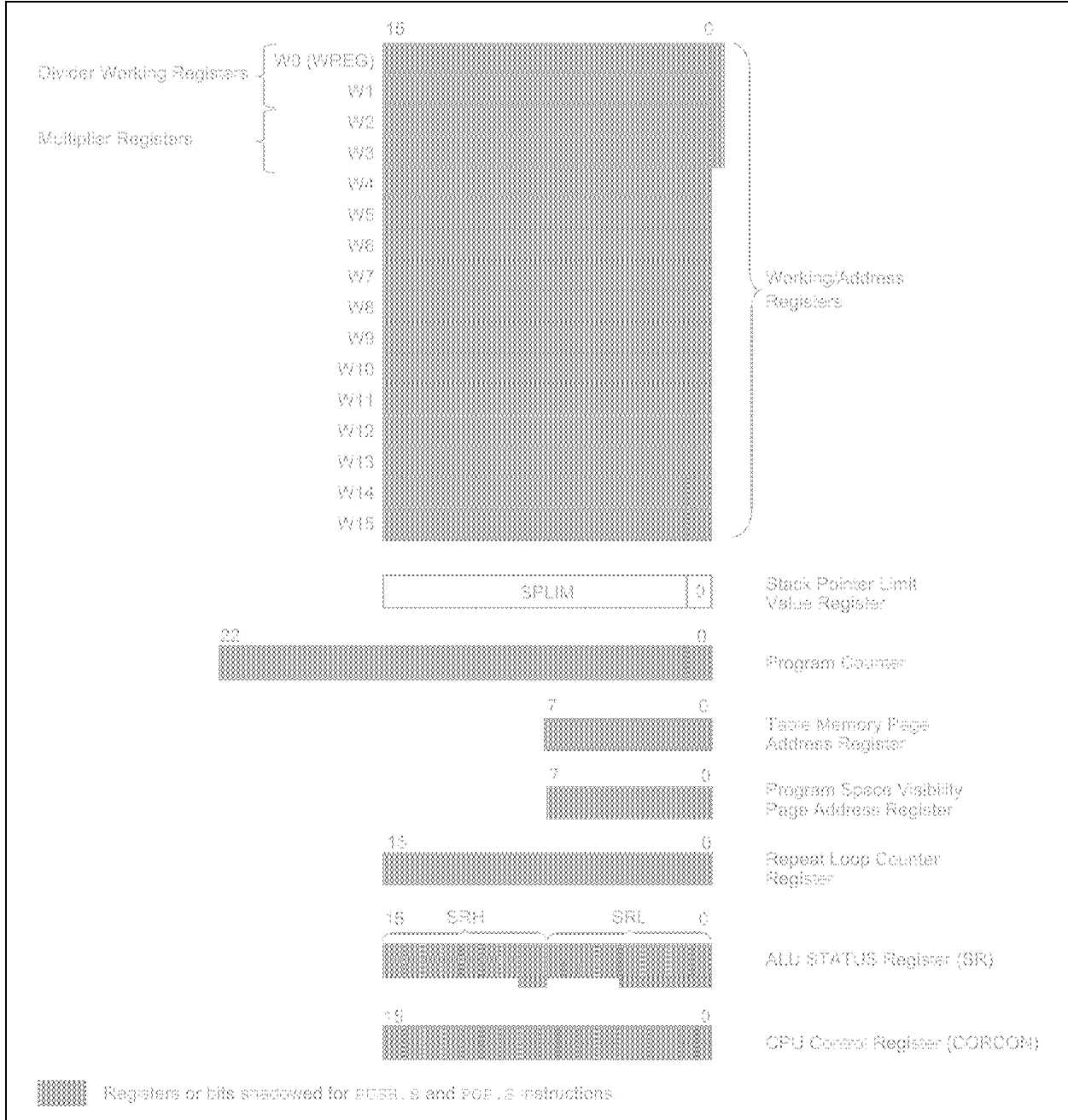


TABLE 4-9: I²C™ REGISTER MAP

File Name	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	
I2C1RCV	0200	—	—	—	—	—	—	—	—	I2C1 Receive Register									0000
I2C1TRN	0202	—	—	—	—	—	—	—	—	I2C1 Transmit Register									00FF
I2C1BRG	0204	—	—	—	—	—	—	—	I2C1 Baud Rate Generator Register										0000
I2C1CON	0206	I2CEN	—	I2CSIDL	SCLREL	IPMIEN	A10M	DISSLW	SMEN	GCEN	STREN	ACKDT	ACKEN	RCEN	PEN	RSEN	SEN	1000	
I2C1STAT	0208	ACKSTAT	TRSTAT	—	—	—	BCL	GCSTAT	ADD10	IWCOL	I2COV	D/Ā	P	S	R/W	RBF	TBF	0000	
I2C1ADD	020A	—	—	—	—	—	—	I2C1 Address Register										0000	
I2C1MSK	020C	—	—	—	—	—	—	AMSK9	AMSK8	AMSK7	AMSK6	AMSK5	AMSK4	AMSK3	AMSK2	AMSK1	AMSK0	0000	

Legend: — = unimplemented, read as '0'. Reset values are shown in h.5adecimal.

TABLE 4-10: UART REGISTER MAP

File Name	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
U1MODE	0220	UARTEN	—	USIDL	IREN	RTSMD	—	UEN1	UEN0	WAKE	LPBACK	ABAUD	RXINV	BRGH	PDSEL1	PDSEL0	STSEL	0000
U1STA	0222	UTXISEL1	UTXINV	UTXISEL0	—	UTXBRK	UTXEN	UTXBF	TRMT	URXISEL1	URXISEL0	ADDEN	RIDLE	PERR	FERR	OERR	URXDA	0110
U1TXREG	0224	—	—	—	—	—	—	—	UART1 Transmit Register									0000
U1RXREG	0226	—	—	—	—	—	—	—	UART1 Receive Register									0000
U1BRG	0228	Baud Rate Generator Prescaler Register																0000
U2MODE	0230	UARTEN	—	USIDL	IREN	RTSMD	—	UEN1	UEN0	WAKE	LPBACK	ABAUD	RXINV	BRGH	PDSEL1	PDSEL0	STSEL	0000
U2STA	0232	UTXISEL1	UTXINV	UTXISEL0	—	UTXBRK	UTXEN	UTXBF	TRMT	URXISEL1	URXISEL0	ADDEN	RIDLE	PERR	FERR	OERR	URXDA	0110
U2TXREG	0234	—	—	—	—	—	—	—	UART2 Transmit Register									0000
U2RXREG	0236	—	—	—	—	—	—	—	UART2 Receive Register									0000
U2BRG	0238	Baud Rate Generator Prescaler																0000

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

TABLE 4-11: SPI REGISTER MAP

File Name	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
SPI1STAT	0240	SPIEN	—	SPISIDL	—	—	SPIBEC2	SPIBEC1	SPIBEC0	SRMPT	SPIROV	SRXMPT	ISEL2	ISEL1	ISEL0	SPITBF	SPIRBF	0000
SPI1CON1	0242	—	—	—	DISSCK	DISSDO	MODE16	SMP	CKE	SSEN	CKP	MSTEN	SPRE2	SPRE1	SPRE0	PPRE1	PPRE0	0000
SPI1CON2	0244	FRMEN	SPIFSD	SPIFPOL	—	—	—	—	—	—	—	—	—	—	—	SPIFE	SPIBEN	0000
SPI1BUF	0248	SPI1 Transmit/Receive Buffer																0000

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

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5.2 RTSP Operation

The PIC24F Flash program memory array is organized into rows of 32 instructions or 96 bytes. RTSP allows the user to erase blocks of 1 row, 2 rows and 4 rows (32, 64 and 128 instructions) at a time and to program one row at a time. It is also possible to program single words.

The 1-row (96 bytes), 2-row (192 bytes) and 4-row (384 bytes) erase blocks, and single row write block (96 bytes) are edge-aligned, from the beginning of program memory.

When data is written to program memory using `TBLWT` instructions, the data is not written directly to memory. Instead, data written using table writes is stored in holding latches until the programming sequence is executed.

Any number of `TBLWT` instructions can be executed and a write will be successfully performed. However, 32 `TBLWT` instructions are required to write the full row of memory.

The basic sequence for RTSP programming is to set up a Table Pointer, then do a series of `TBLWT` instructions to load the buffers. Programming is performed by setting the control bits in the `NVMCON` register.

Data can be loaded in any order and the holding registers can be written to multiple times before performing a write operation. Subsequent writes, however, will wipe out any previous writes.

Note: Writing to a location multiple times without erasing it is not recommended.

All of the table write operations are single-word writes (two instruction cycles), because only the buffers are written. A programming cycle is required for programming each row.

5.3 Enhanced In-Circuit Serial Programming

Enhanced ICSP uses an on-board bootloader, known as the program executive, to manage the programming process. Using an SPI data frame format, the program executive can erase, program and verify program memory. For more information on Enhanced ICSP, see the device programming specification.

5.4 Control Registers

There are two SFRs used to read and write the program Flash memory: `NVMCON` and `NVMKEY`.

The `NVMCON` register (Register 5-1) controls the blocks that need to be erased, which memory type is to be programmed and when the programming cycle starts.

`NVMKEY` is a write-only register that is used for write protection. To start a programming or erase sequence, the user must consecutively write 55h and AAh to the `NVMKEY` register. Refer to **Section 5.5 “Programming Operations”** for further details.

5.5 Programming Operations

A complete programming sequence is necessary for programming or erasing the internal Flash in RTSP mode. During a programming or erase operation, the processor stalls (waits) until the operation is finished. Setting the `WR` bit (`NVMCON<15>`) starts the operation and the `WR` bit is automatically cleared when the operation is finished.

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REGISTER 5-1: NVMCON: FLASH MEMORY CONTROL REGISTER

R/SO-0, HC	R/W-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0
WR	WREN	WRERR	PGMONLY ⁽⁴⁾	—	—	—	—
bit 15							bit 8

U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—	ERASE	NVMOP5 ⁽¹⁾	NVMOP4 ⁽¹⁾	NVMOP3 ⁽¹⁾	NVMOP2 ⁽¹⁾	NVMOP1 ⁽¹⁾	NVMOP0 ⁽¹⁾
bit 7							bit 0

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

- bit 15 **WR:** Write Control bit
1 = Initiates a Flash memory program or erase operation. The operation is self-timed and the bit is cleared by hardware once the operation is complete
0 = Program or erase operation is complete and inactive
- bit 14 **WREN:** Write Enable bit
1 = Enable Flash program/erase operations
0 = Inhibit Flash program/erase operations
- bit 13 **WRERR:** Write Sequence Error Flag bit
1 = An improper program or erase sequence attempt or termination has occurred (bit is set automatically on any set attempt of the WR bit)
0 = The program or erase operation completed normally
- bit 12 **PGMONLY:** Program Only Enable bit⁽⁴⁾
- bit 11-7 **Unimplemented:** Read as '0'
- bit 6 **ERASE:** Erase/Program Enable bit
1 = Perform the erase operation specified by NVMOP<5:0> on the next WR command
0 = Perform the program operation specified by NVMOP<5:0> on the next WR command
- bit 5-0 **NVMOP<5:0>:** Programming Operation Command Byte bits⁽¹⁾
Erase Operations (when ERASE bit is '1'):
1010xx = Erase entire boot block (including code-protected boot block)⁽²⁾
1001xx = Erase entire memory (including boot block, configuration block, general block)⁽²⁾
011010 = Erase 4 rows of Flash memory⁽³⁾
011001 = Erase 2 rows of Flash memory⁽³⁾
011000 = Erase 1 row of Flash memory⁽³⁾
0101xx = Erase entire configuration block (except code protection bits)
0100xx = Erase entire data EEPROM⁽⁴⁾
0011xx = Erase entire general memory block programming operations
0001xx = Write 1 row of Flash memory (when ERASE bit is '0')⁽³⁾

- Note 1:** All other combinations of NVMOP<5:0> are no operation.
Note 2: Available in ICSP™ mode only. Refer to device programming specification.
Note 3: The address in the Table Pointer decides which rows will be erased.
Note 4: This bit is used only while accessing data EEPROM.

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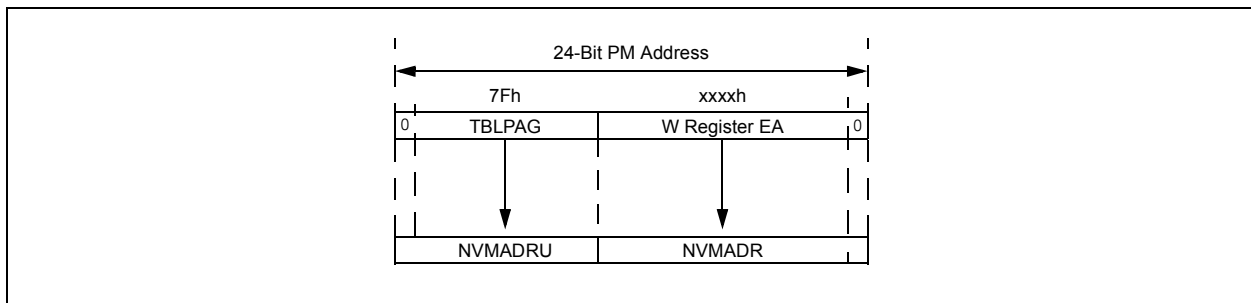
6.3 NVM Address Register

As with Flash program memory, the NVM Address Registers, NVMADRU and NVMADR, form the 24-bit Effective Address (EA) of the selected row or word for data EEPROM operations. The NVMADRU register is used to hold the upper 8 bits of the EA, while the NVMADR register is used to hold the lower 16 bits of the EA. These registers are not mapped into the Special Function Register (SFR) space; instead, they directly capture the EA<23:0> of the last table write instruction that has been executed and selects the data EEPROM row to erase. Figure 6-1 depicts the program memory EA that is formed for programming and erase operations.

Like program memory operations, the Least Significant bit (LSb) of NVMADR is restricted to even addresses. This is because any given address in the data EEPROM space consists of only the lower word of the program memory width; the upper word, including the uppermost “phantom byte”, are unavailable. This means that the LSb of a data EEPROM address will always be ‘0’.

Similarly, the Most Significant bit (MSb) of NVMADRU is always ‘0’, since all addresses lie in the user program space.

FIGURE 6-1: DATA EEPROM ADDRESSING WITH TBLPAG AND NVM ADDRESS REGISTERS



6.4 Data EEPROM Operations

The EEPROM block is accessed using table read and write operations, similar to those used for program memory. The TBLWTH and TBLRDH instructions are not required for data EEPROM operations, since the memory is only 16 bits wide (data on the lower address is valid only). The following programming operations can be performed on the data EEPROM:

- Erase one, four or eight words
- Bulk erase the entire data EEPROM
- Write one word
- Read one word

Note 1: Unexpected results will be obtained should the user attempt to read the EEPROM while a programming or erase operation is underway.

- 2: The C30 C compiler includes library procedures to automatically perform the table read and table write operations, manage the Table Pointer and write buffers, and unlock and initiate memory write sequences. This eliminates the need to create assembler macros or time critical routines in C for each application.

The library procedures are used in the code examples detailed in the following sections. General descriptions of each process are provided for users who are not using the C30 compiler libraries.

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REGISTER 7-1: RCON: RESET CONTROL REGISTER⁽¹⁾ (CONTINUED)

bit 3	SLEEP: Wake-up from Sleep Flag bit 1 = Device has been in Sleep mode 0 = Device has not been in Sleep mode
bit 2	IDLE: Wake-up from Idle Flag bit 1 = Device has been in Idle mode 0 = Device has not been in Idle mode
bit 1	BOR: Brown-out Reset Flag bit 1 = A Brown-out Reset has occurred (the BOR is also set after a POR) 0 = A Brown-out Reset has not occurred
bit 0	POR: Power-on Reset Flag bit 1 = A Power-up Reset has occurred 0 = A Power-up Reset has not occurred

Note 1: All of the Reset status bits may be set or cleared in software. Setting one of these bits in software does not cause a device Reset.

2: If the FWDTEN Configuration bit is '1' (unprogrammed), the WDT is always enabled, regardless of the SWDTEN bit setting.

TABLE 7-1: RESET FLAG BIT OPERATION

Flag Bit	Setting Event	Clearing Event
TRAPR (RCON<15>)	Trap Conflict Event	POR
IOPUWR (RCON<14>)	Illegal Opcode or Uninitialized W Register Access	POR
CM (RCON<9>)	Configuration Mismatch Reset	POR
EXTR (RCON<7>)	MCLR Reset	POR
SWR (RCON<6>)	RESET Instruction	POR
WDTO (RCON<4>)	WDT Time-out	PWRSVAV Instruction, POR
SLEEP (RCON<3>)	PWRSVAV #SLEEP Instruction	POR
IDLE (RCON<2>)	PWRSVAV #IDLE Instruction	POR
BOR (RCON<1>)	POR, BOR	—
POR (RCON<0>)	POR	—
DPSLP (RCON<10>)	PWRSVAV #SLEEP instruction with DSCON <DSEN> set	POR

Note: All Reset flag bits may be set or cleared by the user software.

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REGISTER 8-14: IPC1: INTERRUPT PRIORITY CONTROL REGISTER 1

U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	T2IP2	T2IP1	T2IP0	—	—	—	—
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
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 **Unimplemented:** Read as '0'
 bit 14-12 **T2IP<2:0>:** Timer2 Interrupt Priority bits
 111 = Interrupt is Priority 7 (highest priority interrupt)
 •
 •
 •
 001 = Interrupt is Priority 1
 000 = Interrupt source is disabled
 bit 11-0 **Unimplemented:** Read as '0'

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REGISTER 8-17: IPC4: INTERRUPT PRIORITY CONTROL REGISTER 4

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	CNIP2	CNIP1	CNIP0	—	CMIP2	CMIP1	CMIP0
bit 15						bit 8	

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	MI2C1P2	MI2C1P1	MI2C1P0	—	SI2C1P2	SI2C1P1	SI2C1P0
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 **Unimplemented:** Read as '0'
- bit 14-12 **CNIP<2:0>:** Input Change Notification Interrupt Priority bits
 111 = Interrupt is Priority 7 (highest priority interrupt)
 •
 •
 •
 001 = Interrupt is Priority 1
 000 = Interrupt source is disabled
- bit 11 **Unimplemented:** Read as '0'
- bit 10-8 **CMIP<2:0>:** Comparator Interrupt 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 **MI2C1P<2:0>:** Master I2C1 Event Interrupt Priority bits
 111 = Interrupt is Priority 7 (highest priority interrupt)
 •
 •
 •
 001 = Interrupt is Priority 1
 000 = Interrupt source is disabled
- bit 3 **Unimplemented:** Read as '0'
- bit 2-0 **SI2C1P<2:0>:** Slave I2C1 Event Interrupt Priority bits
 111 = Interrupt is Priority 7 (highest priority interrupt)
 •
 •
 •
 001 = Interrupt is Priority 1
 000 = Interrupt source is disabled

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REGISTER 9-2: CLKDIV: CLOCK DIVIDER REGISTER

R/W-0	R/W-0	R/W-1	R/W-1	R/W-0	R/W-0	R/W-0	R/W-1
ROI	DOZE2	DOZE1	DOZE0	DOZEN ⁽¹⁾	RCDIV2	RCDIV1	RCDIV0
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	—	—	—	—	—	—
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 clear the DOZEN bit and reset the CPU and peripheral clock ratio to 1:1
 0 = Interrupts have no effect on the DOZEN bit

bit 14-12 **DOZE<2:0>:** CPU and Peripheral Clock Ratio Select bits
 111 = 1:128
 110 = 1:64
 101 = 1:32
 100 = 1:16
 011 = 1:8
 010 = 1:4
 001 = 1:2
 000 = 1:1

bit 11 **DOZEN:** DOZE Enable bit⁽¹⁾
 1 = DOZE<2:0> bits specify the CPU and peripheral clock ratio
 0 = CPU and peripheral clock ratio are set to 1:1

bit 10-8 **RCDIV<2:0>:** FRC Postscaler Select bits
When OSCCON (COSC<2:0>) = 111:
 111 = 31.25 kHz (divide by 256)
 110 = 125 kHz (divide by 64)
 101 = 250 kHz (divide by 32)
 100 = 500 kHz (divide by 16)
 011 = 1 MHz (divide by 8)
 010 = 2 MHz (divide by 4)
 001 = 4 MHz (divide by 2) (default)
 000 = 8 MHz (divide by 1)

When OSCCON (COSC<2:0>) = 110:
 111 = 1.95 kHz (divide by 256)
 110 = 7.81 kHz (divide by 64)
 101 = 15.62 kHz (divide by 32)
 100 = 31.25 kHz (divide by 16)
 011 = 62.5 kHz (divide by 8)
 010 = 125 kHz (divide by 4)
 001 = 250 kHz (divide by 2) (default)
 000 = 500 kHz (divide by 1)

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

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

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NOTES:

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15.3 Pulse-Width Modulation (PWM) Mode

The following steps should be taken when configuring the output compare module for PWM operation:

1. Set the PWM period by writing to the selected Timer Period register (PRy).
2. Set the PWM duty cycle by writing to the OC1RS register.
3. Write the OC1R register with the initial duty cycle.
4. Enable interrupts, if required, for the timer and output compare modules. The output compare interrupt is required for PWM Fault pin utilization.
5. Configure the output compare module for one of two PWM Operation modes by writing to the Output Compare Mode bits, OCM<2:0> (OC1CON<2:0>).
6. Set the TMRy prescale value and enable the time base by setting TON (TxCON<15>) = 1.

Note: The OC1R register should be initialized before the output compare module is first enabled. The OC1R register becomes a read-only Duty Cycle register when the module is operated in the PWM modes. The value held in OC1R will become the PWM duty cycle for the first PWM period. The contents of the Output Compare 1 Secondary register, OC1RS, will not be transferred into OC1R until a time base period match occurs.

15.3.1 PWM PERIOD

The PWM period is specified by writing to PRy, the Timer Period register. The PWM period can be calculated using Equation 15-1.

EQUATION 15-1: CALCULATING THE PWM PERIOD⁽¹⁾

$$\text{PWM Period} = [(PRy) + 1] \cdot T_{CY} \cdot (\text{Timer Prescale Value})$$

where:

$$\text{PWM Frequency} = 1/[\text{PWM Period}]$$

Note 1: Based on $T_{CY} = 2 \cdot T_{OSC}$; Doze mode and PLL are disabled.

Note: A PRy value of N will produce a PWM period of N + 1 time base count cycles. For example, a value of 7, written into the PRy register, will yield a period consisting of 8 time base cycles.

15.3.2 PWM DUTY CYCLE

The PWM duty cycle is specified by writing to the OC1RS register. The OC1RS register can be written to at any time, but the duty cycle value is not latched into OC1R until a match between PRy and TMRy occurs (i.e., the period is complete). This provides a double buffer for the PWM duty cycle and is essential for glitchless PWM operation. In PWM mode, OC1R is a read-only register.

Some important boundary parameters of the PWM duty cycle include:

- If the Output Compare 1 register, OC1R, is loaded with 0000h, the OC1 pin will remain low (0% duty cycle).
- If OC1R is greater than PRy (Timer Period register), the pin will remain high (100% duty cycle).
- If OC1R is equal to PRy, the OC1 pin will be low for one time base count value and high for all other count values.

See Example 15-1 for PWM mode timing details. Table 15-1 provides an example of PWM frequencies and resolutions for a device operating at 10 MIPS.

EQUATION 15-2: CALCULATION FOR MAXIMUM PWM RESOLUTION⁽¹⁾

$$\text{Maximum PWM Resolution (bits)} = \frac{\log_{10}\left(\frac{F_{CY}}{F_{PWM} \cdot (\text{Timer Prescale Value})}\right)}{\log_{10}(2)} \text{ bits}$$

Note 1: Based on $F_{CY} = F_{OSC}/2$; Doze mode and PLL are disabled.

18.0 UNIVERSAL ASYNCHRONOUS RECEIVER TRANSMITTER (UART)

Note: This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information on the Universal Asynchronous Receiver Transmitter, refer to the “PIC24F Family Reference Manual”, Section 21. “UART” (DS39708).

The Universal Asynchronous Receiver Transmitter (UART) module is one of the serial I/O modules available in this PIC24F device family. The UART is a full-duplex asynchronous system that can communicate with peripheral devices, such as personal computers, LIN, RS-232 and RS-485 interfaces. This module also supports a hardware flow control option with the UxCTS and UxRTS pins, and also includes an IrDA® encoder and decoder.

The primary features of the UART module are:

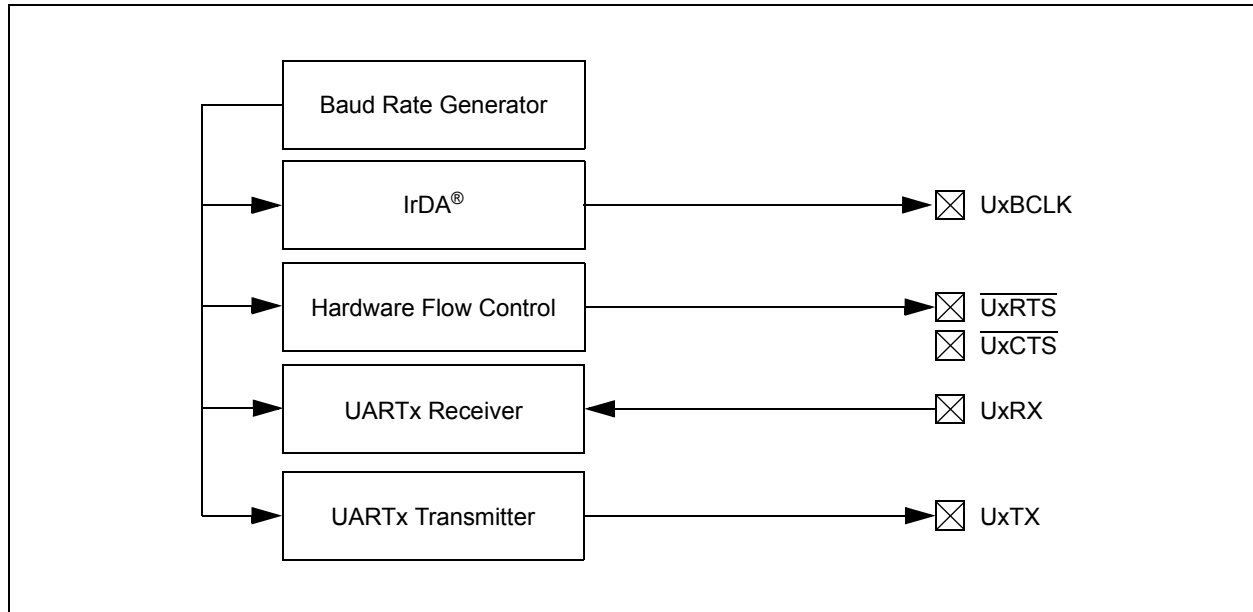
- Full-Duplex, 8-Bit or 9-Bit Data Transmission through the UxTX and UxRX Pins
- Even, Odd or No Parity Options (for 8-bit data)
- One or Two Stop bits
- Hardware Flow Control Option with $\overline{\text{UxCTS}}$ and $\overline{\text{UxRTS}}$ pins

- Fully Integrated Baud Rate Generator (IBRG) with 16-Bit Prescaler
- Baud Rates Ranging from 1 Mbps to 15 bps at 16 MIPS
- 4-Deep, First-In-First-Out (FIFO) Transmit Data Buffer
- 4-Deep FIFO Receive Data Buffer
- Parity, Framing and Buffer Overrun Error Detection
- Support for 9-Bit mode with Address Detect (9th bit = 1)
- Transmit and Receive Interrupts
- Loopback mode for Diagnostic Support
- Support for Sync and Break Characters
- Supports Automatic Baud Rate Detection
- IrDA Encoder and Decoder Logic
- 16x Baud Clock Output for IrDA Support

A simplified block diagram of the UART is displayed in Figure 18-1. The UART module consists of these important hardware elements:

- Baud Rate Generator
- Asynchronous Transmitter
- Asynchronous Receiver

FIGURE 18-1: UART SIMPLIFIED BLOCK DIAGRAM



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REGISTER 18-2: UxSTA: UARTx STATUS AND CONTROL REGISTER (CONTINUED)

- bit 5 **ADDEN:** Address Character Detect bit (bit 8 of received data = 1)
 1 = Address Detect mode is enabled. If 9-bit mode is not selected, this does not take effect.
 0 = Address Detect mode is disabled
- bit 4 **RIDLE:** Receiver Idle bit (read-only)
 1 = Receiver is Idle
 0 = Receiver is active
- bit 3 **PERR:** Parity Error Status bit (read-only)
 1 = Parity error has been detected for the current character (character at the top of the receive FIFO)
 0 = Parity error has not been detected
- bit 2 **FERR:** Framing Error Status bit (read-only)
 1 = Framing error has been detected for the current character (character at the top of the receive FIFO)
 0 = Framing error has not been detected
- bit 1 **OERR:** Receive Buffer Overrun Error Status bit (clear/read-only)
 1 = Receive buffer has overflowed
 0 = Receive buffer has not overflowed (clearing a previously set OERR bit (1 → 0 transition) will reset the receiver buffer and the RSR to the empty state)
- bit 0 **URXDA:** Receive Buffer Data Available bit (read-only)
 1 = Receive buffer has data; at least one more character can be read
 0 = Receive buffer is empty

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19.2 RTCC Module Registers

The RTCC module registers are organized into three categories:

- RTCC Control Registers
- RTCC Value Registers
- Alarm Value Registers

19.2.1 REGISTER MAPPING

To limit the register interface, the RTCC Timer and Alarm Time registers are accessed through corresponding register pointers. The RTCC Value register window (RTCVALH and RTCVALL) uses the RTCPTR bits (RCFGCAL<9:8>) to select the desired Timer register pair (see Table 19-1).

By writing the RTCVALH byte, the RTCC Pointer value, the RTCPTR<1:0> bits decrement by one until they reach '00'. Once they reach '00', the MINUTES and SECONDS value will be accessible through RTCVALH and RTCVALL until the pointer value is manually changed.

TABLE 19-1: RTCVAL REGISTER MAPPING

RTCPTR<1:0>	RTCC Value Register Window	
	RTCVAL<15:8>	RTCVAL<7:0>
00	MINUTES	SECONDS
01	WEEKDAY	HOURS
10	MONTH	DAY
11	—	YEAR

The Alarm Value register window (ALRMVALH and ALRMVALL) uses the ALRMPTR bits (ALCFGRPT<9:8>) to select the desired Alarm register pair (see Table 19-2).

By writing the ALRMVALH byte, the Alarm Pointer value bits (ALRMPTR<1:0>) decrement by one until they reach '00'. Once they reach '00', the ALRMMIN and ALRMSEC value will be accessible through ALRMVALH and ALRMVALL until the pointer value is manually changed.

EXAMPLE 19-1: SETTING THE RTCWREN BIT

```
asm volatile ("push w7")           ;
asm volatile ("push w8")           ;
asm volatile ("disi #5")           ;
asm volatile ("mov #0x55, w7")     ;
asm volatile ("mov w7, _NVMKEY")   ;
asm volatile ("mov #0xAA, w8")     ;
asm volatile ("mov w8, _NVMKEY")   ;
asm volatile ("bset _RCFGCAL, #13") ; //set the RTCWREN bit
asm volatile ("pop w8")            ;
asm volatile ("pop w7");
```

TABLE 19-2: ALRMVAL REGISTER MAPPING

ALRMPTR <1:0>	Alarm Value Register Window	
	ALRMVAL<15:8>	ALRMVAL<7:0>
00	ALRMMIN	ALRMSEC
01	ALRMWD	ALRMHR
10	ALRMMNTH	ALRMDAY
11	—	—

Considering that the 16-bit core does not distinguish between 8-bit and 16-bit read operations, the user must be aware that when reading either the ALRMVALH or ALRMVALL bytes, the ALRMPTR<1:0> value will be decremented. The same applies to the RTCVALH or RTCVALL bytes with the RTCPTR<1:0> being decremented.

Note: This only applies to read operations and not write operations.

19.2.2 WRITE LOCK

In order to perform a write to any of the RTCC Timer registers, the RTCWREN bit (RCFGCAL<13>) must be set (refer to Example 19-1).

Note: To avoid accidental writes to the timer, it is recommended that the RTCWREN bit (RCFGCAL<13>) is kept clear at any other time. For the RTCWREN bit to be set, there is only one instruction cycle time window allowed between the 55h/AA sequence and the setting of RTCWREN; therefore, it is recommended that code follow the procedure in Example 19-1.

19.2.3 SELECTING RTCC CLOCK SOURCE

The clock source for the RTCC module can be selected using the RTCOSC (FDS<5>) bit. When the bit is set to '1', the Secondary Oscillator (SOSC) is used as the reference clock and when the bit is '0', LPRC is used as the reference clock.

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26.0 SPECIAL FEATURES

Note: This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information on the Watchdog Timer, High-Level Device integration and Programming Diagnostics, refer to the individual sections of the “PIC24F Family Reference Manual” provided below:

- **Section 9. “Watchdog Timer (WDT)”** (DS39697)
- **Section 36. “High-Level Integration with Programmable High/Low-Voltage Detect (HLVD)”** (DS39725)
- **Section 33. “Programming and Diagnostics”** (DS39716)

PIC24F16KA102 family devices include several features intended to maximize application flexibility and reliability, and minimize cost through elimination of external components. These are:

- Flexible Configuration
- Watchdog Timer (WDT)
- Code Protection
- In-Circuit Serial Programming™ (ICSP™)
- In-Circuit Emulation

REGISTER 26-1: FBS: BOOT SEGMENT CONFIGURATION REGISTER

U-0	U-0	U-0	U-0	R/W-1	R/W-1	R/W-1	R/W-1
—	—	—	—	BSS2	BSS1	BSS0	BWRP
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 7-4 **Unimplemented:** Read as '0'
- bit 3-1 **BSS<2:0>:** Boot Segment Program Flash Code Protection bits
 111 = No boot program Flash segment
 011 = Reserved
 110 = Standard security, boot program Flash segment starts at 200h, ends at 000AFEh
 010 = High-security boot program Flash segment starts at 200h, ends at 000AFEh
 101 = Standard security, boot program Flash segment starts at 200h, ends at 0015FEh⁽¹⁾
 001 = High-security, boot program Flash segment starts at 200h, ends at 0015FEh⁽¹⁾
 100 = Reserved
 000 = Reserved
- bit 0 **BWRP:** Boot Segment Program Flash Write Protection bit
 1 = Boot segment may be written
 0 = Boot segment is write-protected

Note 1: This selection should not be used in PIC24F08KA1XX devices.

26.1 Configuration Bits

The Configuration bits can be programmed (read as '0'), or left unprogrammed (read as '1'), to select various device configurations. These bits are mapped, starting at program memory location, F80000h. A complete list is provided in Table 26-1. A detailed explanation of the various bit functions is provided in Register 26-1 through Register 26-8.

The address, F80000h, is beyond the user program memory space. In fact, it belongs to the configuration memory space (800000h-FFFFFFh), which can only be accessed using table reads and table writes.

TABLE 26-1: CONFIGURATION REGISTERS LOCATIONS

Configuration Register	Address
FBS	F80000
FGS	F80004
FOSCSEL	F80006
FOSC	F80008
FWDT	F8000A
FPOR	F8000C
FICD	F8000E
FDS	F80010

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TABLE 28-1: SYMBOLS USED IN OPCODE DESCRIPTIONS

Field	Description
#text	Means literal defined by "text"
(text)	Means "content of text"
[text]	Means "the location addressed by text"
{ }	Optional field or operation
<n:m>	Register bit field
.b	Byte mode selection
.d	Double-Word mode selection
.S	Shadow register select
.w	Word mode selection (default)
bit4	4-bit bit selection field (used in word addressed instructions) $\in \{0...15\}$
C, DC, N, OV, Z	MCU Status bits: Carry, Digit Carry, Negative, Overflow, Sticky Zero
Expr	Absolute address, label or expression (resolved by the linker)
f	File register address $\in \{0000h...1FFFh\}$
lit1	1-bit unsigned literal $\in \{0,1\}$
lit4	4-bit unsigned literal $\in \{0...15\}$
lit5	5-bit unsigned literal $\in \{0...31\}$
lit8	8-bit unsigned literal $\in \{0...255\}$
lit10	10-bit unsigned literal $\in \{0...255\}$ for Byte mode, $\{0:1023\}$ for Word mode
lit14	14-bit unsigned literal $\in \{0...16384\}$
lit16	16-bit unsigned literal $\in \{0...65535\}$
lit23	23-bit unsigned literal $\in \{0...8388608\}$; LSB must be '0'
None	Field does not require an entry, may be blank
PC	Program Counter
Slit10	10-bit signed literal $\in \{-512...511\}$
Slit16	16-bit signed literal $\in \{-32768...32767\}$
Slit6	6-bit signed literal $\in \{-16...16\}$
Wb	Base W register $\in \{W0..W15\}$
Wd	Destination W register $\in \{Wd, [Wd], [Wd++] , [Wd--], [++Wd], [--Wd] \}$
Wdo	Destination W register $\in \{Wnd, [Wnd], [Wnd++] , [Wnd--], [++Wnd], [--Wnd], [Wnd+Wb] \}$
Wm,Wn	Dividend, Divisor working register pair (direct addressing)
Wn	One of 16 working registers $\in \{W0..W15\}$
Wnd	One of 16 destination working registers $\in \{W0..W15\}$
Wns	One of 16 source working registers $\in \{W0..W15\}$
WREG	W0 (working register used in file register instructions)
Ws	Source W register $\in \{Ws, [Ws], [Ws++] , [Ws--], [++Ws], [--Ws] \}$
Wso	Source W register $\in \{Wns, [Wns], [Wns++] , [Wns--], [++Wns], [--Wns], [Wns+Wb] \}$

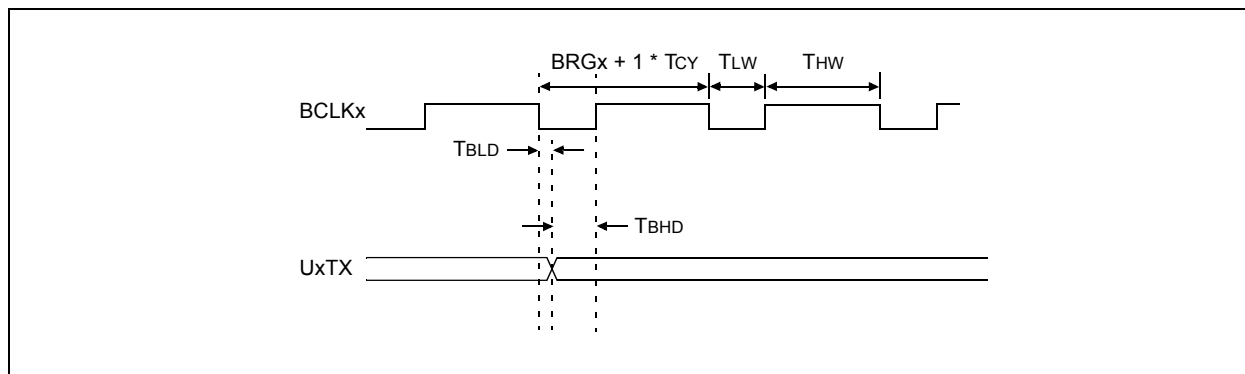
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TABLE 29-28: RESET, WATCHDOG TIMER, OSCILLATOR START-UP TIMER, POWER-UP TIMER AND BROWN-OUT RESET TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 1.8V 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	Min.	Typ ⁽¹⁾	Max.	Units	Conditions
SY10	TmCL	$\overline{\text{MCLR}}$ Pulse Width (low)	2	—	—	μs	
SY11	TPWRT	Power-up Timer Period	50	64	90	ms	
SY12	TPOR	Power-on Reset Delay	1	5	10	μs	
SY13	TIOZ	I/O High-Impedance from $\overline{\text{MCLR}}$ Low or Watchdog Timer Reset	—	—	100	ns	
SY20	TWDT	Watchdog Timer Time-out Period	0.85	1.0	1.15	ms	1.32 prescaler
			3.4	4.0	4.6	ms	1:128 prescaler
SY25	TBOR	Brown-out Reset Pulse Width	1	—	—	μs	
SY35	TFSCM	Fail-Safe Clock Monitor Delay	—	2	2.3	μs	
SY45	TRST	Configuration Update Time	—	20	—	μs	
SY55	TLOCK	PLL Start-up Time	—	1	—	ms	
SY65	TOST	Oscillator Start-up Time	—	1024	—	TOSC	
SY75	TFRC	Fast RC Oscillator Start-up Time	—	1	1.5	μs	
SY85	TLPRC	Low-Power Oscillator Start-up Time	—	—	100	μs	

Note 1: Data in “Typ” column is at 3.3V, 25°C unless otherwise stated.

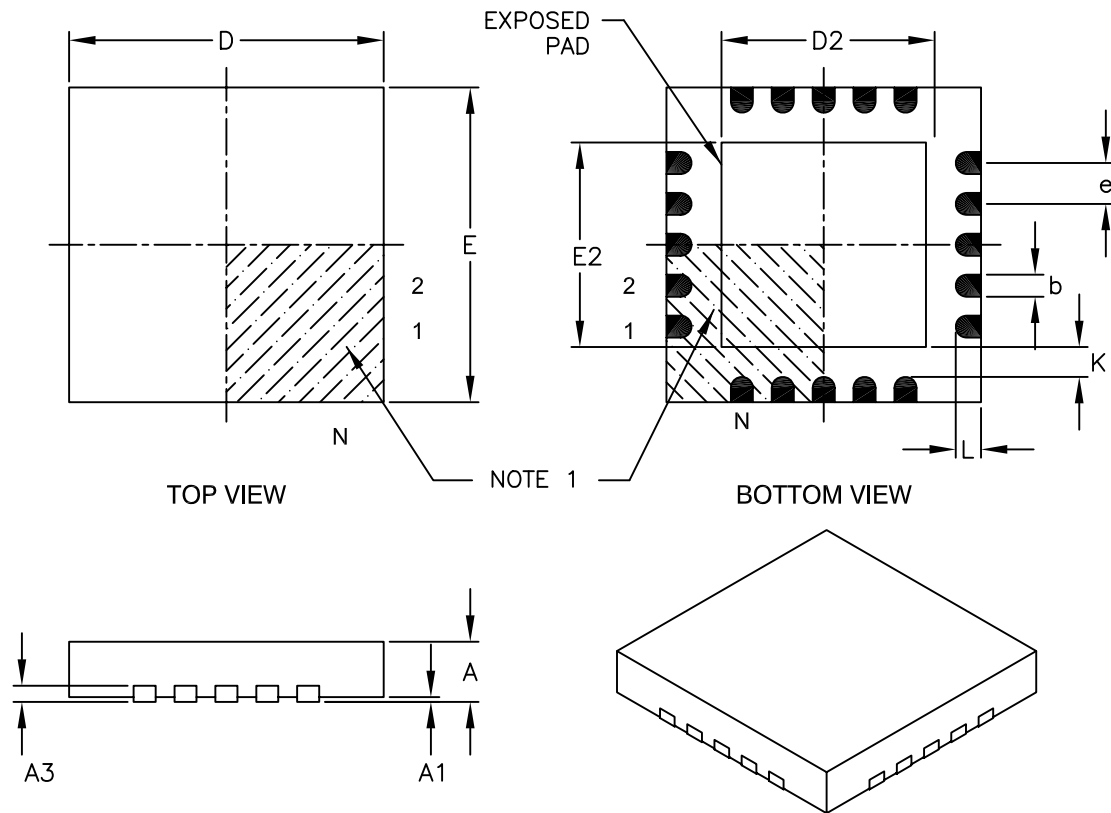
FIGURE 29-8: BAUD RATE GENERATOR OUTPUT TIMING



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20-Lead Plastic Quad Flat, No Lead Package (MQ) – 5x5x0.9 mm Body [QFN]

Note: For the most current package drawings, please see the Microchip Packaging Specification located at <http://www.microchip.com/packaging>



Dimension Limits	Units	MILLIMETERS		
		MIN	NOM	MAX
Number of Pins	N	20		
Pitch	e	0.65 BSC		
Overall Height	A	0.80	0.90	1.00
Standoff	A1	0.00	0.02	0.05
Contact Thickness	A3	0.20 REF		
Overall Width	E	5.00 BSC		
Exposed Pad Width	E2	3.15	3.25	3.35
Overall Length	D	5.00 BSC		
Exposed Pad Length	D2	3.15	3.25	3.35
Contact Width	b	0.25	0.30	0.35
Contact Length	L	0.35	0.40	0.45
Contact-to-Exposed Pad	K	0.20	-	-

Notes:

- Pin 1 visual index feature may vary, but must be located within the hatched area.
- Package is saw singulated.
- Dimensioning and tolerancing per ASME Y14.5M.

BSC: Basic Dimension. Theoretically exact value shown without tolerances.

REF: Reference Dimension, usually without tolerance, for information purposes only.

Microchip Technology Drawing C04-139B