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Details

Product Status	Active
Core Processor	MIPS32® M4K™
Core Size	32-Bit Single-Core
Speed	40MHz
Connectivity	I ² C, IrDA, LINbus, PMP, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, DMA, I ² S, POR, PWM, WDT
Number of I/O	35
Program Memory Size	16KB (16K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	4K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 3.6V
Data Converters	A/D 13x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	44-TQFP
Supplier Device Package	44-TQFP (10x10)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mx110f016dt-v-pt

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

TABLE 1-1: PINOUT I/O DESCRIPTIONS

Pin Name	Pin Number ⁽¹⁾				Pin Type	Buffer Type	Description
	28-pin QFN	28-pin SSOP/ SPDIP/ SOIC	36-pin VTLA	44-pin QFN/ TQFP/ VTLA			
AN0	27	2	33	19	I	Analog	Analog input channels.
AN1	28	3	34	20	I	Analog	
AN2	1	4	35	21	I	Analog	
AN3	2	5	36	22	I	Analog	
AN4	3	6	1	23	I	Analog	
AN5	4	7	2	24	I	Analog	
AN6	—	—	3	25	I	Analog	
AN7	—	—	4	26	I	Analog	
AN8	—	—	—	27	I	Analog	
AN9	23	26	29	15	I	Analog	
AN10	22	25	28	14	I	Analog	
AN11	21	24	27	11	I	Analog	
AN12	20 ⁽²⁾	23 ⁽²⁾	26 ⁽²⁾ 11 ⁽³⁾	10 ⁽²⁾ 36 ⁽³⁾	I	Analog	
CLKI	6	9	7	30	I	ST/CMOS	External clock source input. Always associated with OSC1 pin function.
CLKO	7	10	8	31	O	—	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode. Optionally functions as CLKO in RC and EC modes. Always associated with OSC2 pin function.
OSC1	6	9	7	30	I	ST/CMOS	Oscillator crystal input. ST buffer when configured in RC mode; CMOS otherwise.
OSC2	7	10	8	31	O	—	Oscillator crystal output. Connects to crystal or resonator in Crystal Oscillator mode. Optionally functions as CLKO in RC and EC modes.
SOSCI	8	11	9	33	I	ST/CMOS	32.768 kHz low-power oscillator crystal input; CMOS otherwise.
SOSCO	9	12	10	34	O	—	32.768 kHz low-power oscillator crystal output.
REFCLKI	PPS	PPS	PPS	PPS	I	ST	Reference Input Clock
REFCLKO	PPS	PPS	PPS	PPS	O	—	Reference Output Clock
IC1	PPS	PPS	PPS	PPS	I	ST	Capture Inputs 1-5
IC2	PPS	PPS	PPS	PPS	I	ST	
IC3	PPS	PPS	PPS	PPS	I	ST	
IC4	PPS	PPS	PPS	PPS	I	ST	
IC5	PPS	PPS	PPS	PPS	I	ST	

Legend: CMOS = CMOS compatible input or output
ST = Schmitt Trigger input with CMOS levels
TTL = TTL input buffer

Analog = Analog input
O = Output
PPS = Peripheral Pin Select
P = Power
I = Input
— = N/A

Note 1: Pin numbers are provided for reference only. See the “Pin Diagrams” section for device pin availability.
2: Pin number for PIC32MX1XX devices only.
3: Pin number for PIC32MX2XX devices only.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

TABLE 1-1: PINOUT I/O DESCRIPTIONS (CONTINUED)

Pin Name	Pin Number ⁽¹⁾				Pin Type	Buffer Type	Description
	28-pin QFN	28-pin SSOP/ SPDIP/ SOIC	36-pin VTLA	44-pin QFN/ TQFP/ VTLA			
USBID	11 ⁽³⁾	14 ⁽³⁾	15 ⁽³⁾	41 ⁽³⁾	I	ST	USB OTG ID detect
CTED1	27	2	33	19	I	ST	CTMU External Edge Input
CTED2	28	3	34	20	I	ST	
CTED3	13	16	17	43	I	ST	
CTED4	15	18	19	1	I	ST	
CTED5	22	25	28	14	I	ST	
CTED6	23	26	29	15	I	ST	
CTED7	—	—	20	5	I	ST	
CTED8	—	—	—	13	I	ST	
CTED9	9	12	10	34	I	ST	
CTED10	14	17	18	44	I	ST	
CTED11	18	21	24	8	I	ST	
CTED12	2	5	36	22	I	ST	
CTED13	3	6	1	23	I	ST	
CTPLS	21	24	27	11	O	—	CTMU Pulse Output
PGED1	1	4	35	21	I/O	ST	Data I/O pin for Programming/Debugging Communication Channel 1
PGEC1	2	5	36	22	I	ST	Clock input pin for Programming/Debugging Communication Channel 1
PGED2	18	21	24	8	I/O	ST	Data I/O pin for Programming/Debugging Communication Channel 2
PGEC2	19	22	25	9	I	ST	Clock input pin for Programming/Debugging Communication Channel 2
PGED3	11 ⁽²⁾	14 ⁽²⁾	15 ⁽²⁾	41 ⁽²⁾	I/O	ST	Data I/O pin for Programming/Debugging Communication Channel 3
	27 ⁽³⁾	2 ⁽³⁾	33 ⁽³⁾	19 ⁽³⁾			
PGEC3	12 ⁽²⁾	15 ⁽²⁾	16 ⁽²⁾	42 ⁽²⁾	I	ST	Clock input pin for Programming/Debugging Communication Channel 3
	28 ⁽³⁾	3 ⁽³⁾	34 ⁽³⁾	20 ⁽³⁾			
PGED4	—	—	3	12	I/O	ST	Data I/O pin for Programming/Debugging Communication Channel 4
PGEC4	—	—	4	13	I	ST	Clock input pin for Programming/Debugging Communication Channel 4

Legend: CMOS = CMOS compatible input or output
ST = Schmitt Trigger input with CMOS levels
TTL = TTL input buffer

Analog = Analog input
O = Output
PPS = Peripheral Pin Select

P = Power
I = Input
— = N/A

Note 1: Pin numbers are provided for reference only. See the “Pin Diagrams” section for device pin availability.

2: Pin number for PIC32MX1XX devices only.

3: Pin number for PIC32MX2XX devices only.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

TABLE 7-1: INTERRUPT IRQ, VECTOR AND BIT LOCATION

Interrupt Source ⁽¹⁾	IRQ #	Vector #	Interrupt Bit Location				Persistent Interrupt
			Flag	Enable	Priority	Sub-priority	
Highest Natural Order Priority							
CT – Core Timer Interrupt	0	0	IFS0<0>	IEC0<0>	IPC0<4:2>	IPC0<1:0>	No
CS0 – Core Software Interrupt 0	1	1	IFS0<1>	IEC0<1>	IPC0<12:10>	IPC0<9:8>	No
CS1 – Core Software Interrupt 1	2	2	IFS0<2>	IEC0<2>	IPC0<20:18>	IPC0<17:16>	No
INT0 – External Interrupt	3	3	IFS0<3>	IEC0<3>	IPC0<28:26>	IPC0<25:24>	No
T1 – Timer1	4	4	IFS0<4>	IEC0<4>	IPC1<4:2>	IPC1<1:0>	No
IC1E – Input Capture 1 Error	5	5	IFS0<5>	IEC0<5>	IPC1<12:10>	IPC1<9:8>	Yes
IC1 – Input Capture 1	6	5	IFS0<6>	IEC0<6>	IPC1<12:10>	IPC1<9:8>	Yes
OC1 – Output Compare 1	7	6	IFS0<7>	IEC0<7>	IPC1<20:18>	IPC1<17:16>	No
INT1 – External Interrupt 1	8	7	IFS0<8>	IEC0<8>	IPC1<28:26>	IPC1<25:24>	No
T2 – Timer2	9	8	IFS0<9>	IEC0<9>	IPC2<4:2>	IPC2<1:0>	No
IC2E – Input Capture 2	10	9	IFS0<10>	IEC0<10>	IPC2<12:10>	IPC2<9:8>	Yes
IC2 – Input Capture 2	11	9	IFS0<11>	IEC0<11>	IPC2<12:10>	IPC2<9:8>	Yes
OC2 – Output Compare 2	12	10	IFS0<12>	IEC0<12>	IPC2<20:18>	IPC2<17:16>	No
INT2 – External Interrupt 2	13	11	IFS0<13>	IEC0<13>	IPC2<28:26>	IPC2<25:24>	No
T3 – Timer3	14	12	IFS0<14>	IEC0<14>	IPC3<4:2>	IPC3<1:0>	No
IC3E – Input Capture 3	15	13	IFS0<15>	IEC0<15>	IPC3<12:10>	IPC3<9:8>	Yes
IC3 – Input Capture 3	16	13	IFS0<16>	IEC0<16>	IPC3<12:10>	IPC3<9:8>	Yes
OC3 – Output Compare 3	17	14	IFS0<17>	IEC0<17>	IPC3<20:18>	IPC3<17:16>	No
INT3 – External Interrupt 3	18	15	IFS0<18>	IEC0<18>	IPC3<28:26>	IPC3<25:24>	No
T4 – Timer4	19	16	IFS0<19>	IEC0<19>	IPC4<4:2>	IPC4<1:0>	No
IC4E – Input Capture 4 Error	20	17	IFS0<20>	IEC0<20>	IPC4<12:10>	IPC4<9:8>	Yes
IC4 – Input Capture 4	21	17	IFS0<21>	IEC0<21>	IPC4<12:10>	IPC4<9:8>	Yes
OC4 – Output Compare 4	22	18	IFS0<22>	IEC0<22>	IPC4<20:18>	IPC4<17:16>	No
INT4 – External Interrupt 4	23	19	IFS0<23>	IEC0<23>	IPC4<28:26>	IPC4<25:24>	No
T5 – Timer5	24	20	IFS0<24>	IEC0<24>	IPC5<4:2>	IPC5<1:0>	No
IC5E – Input Capture 5 Error	25	21	IFS0<25>	IEC0<25>	IPC5<12:10>	IPC5<9:8>	Yes
IC5 – Input Capture 5	26	21	IFS0<26>	IEC0<26>	IPC5<12:10>	IPC5<9:8>	Yes
OC5 – Output Compare 5	27	22	IFS0<27>	IEC0<27>	IPC5<20:18>	IPC5<17:16>	No
AD1 – ADC1 Convert done	28	23	IFS0<28>	IEC0<28>	IPC5<28:26>	IPC5<25:24>	Yes
FSCM – Fail-Safe Clock Monitor	29	24	IFS0<29>	IEC0<29>	IPC6<4:2>	IPC6<1:0>	No
RTCC – Real-Time Clock and Calendar	30	25	IFS0<30>	IEC0<30>	IPC6<12:10>	IPC6<9:8>	No
FCE – Flash Control Event	31	26	IFS0<31>	IEC0<31>	IPC6<20:18>	IPC6<17:16>	No
CMP1 – Comparator Interrupt	32	27	IFS1<0>	IEC1<0>	IPC6<28:26>	IPC6<25:24>	No
CMP2 – Comparator Interrupt	33	28	IFS1<1>	IEC1<1>	IPC7<4:2>	IPC7<1:0>	No
CMP3 – Comparator Interrupt	34	29	IFS1<2>	IEC1<2>	IPC7<12:10>	IPC7<9:8>	No
USB – USB Interrupts	35	30	IFS1<3>	IEC1<3>	IPC7<20:18>	IPC7<17:16>	Yes
SPI1E – SPI1 Fault	36	31	IFS1<4>	IEC1<4>	IPC7<28:26>	IPC7<25:24>	Yes
SPI1RX – SPI1 Receive Done	37	31	IFS1<5>	IEC1<5>	IPC7<28:26>	IPC7<25:24>	Yes
SPI1TX – SPI1 Transfer Done	38	31	IFS1<6>	IEC1<6>	IPC7<28:26>	IPC7<25:24>	Yes

Note 1: Not all interrupt sources are available on all devices. See **TABLE 1: “PIC32MX1XX 28/36/44-Pin General Purpose Family Features”** and **TABLE 2: “PIC32MX2XX 28/36/44-pin USB Family Features”** for the lists of available peripherals.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

REGISTER 7-4: IFSx: INTERRUPT FLAG STATUS REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IFS31	IFS30	IFS29	IFS28	IFS27	IFS26	IFS25	IFS24
23:16	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IFS23	IFS22	IFS21	IFS20	IFS19	IFS18	IFS17	IFS16
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IFS15	IFS14	IFS13	IFS12	IFS11	IFS10	IFS09	IFS08
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IFS07	IFS06	IFS05	IFS04	IFS03	IFS02	IFS01	IFS00

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 31-0 **IFS31-IFS00:** Interrupt Flag Status bits

1 = Interrupt request has occurred

0 = No interrupt request has occurred

Note: This register represents a generic definition of the IFSx register. Refer to Table 7-1 for the exact bit definitions.

REGISTER 7-5: IECx: INTERRUPT ENABLE CONTROL REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IEC31	IEC30	IEC29	IEC28	IEC27	IEC26	IEC25	IEC24
23:16	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IEC23	IEC22	IEC21	IEC20	IEC19	IEC18	IEC17	IEC16
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IEC15	IEC14	IEC13	IEC12	IEC11	IEC10	IEC09	IEC08
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	IEC07	IEC06	IEC05	IEC04	IEC03	IEC02	IEC01	IEC00

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 31-0 **IEC31-IEC00:** Interrupt Enable bits

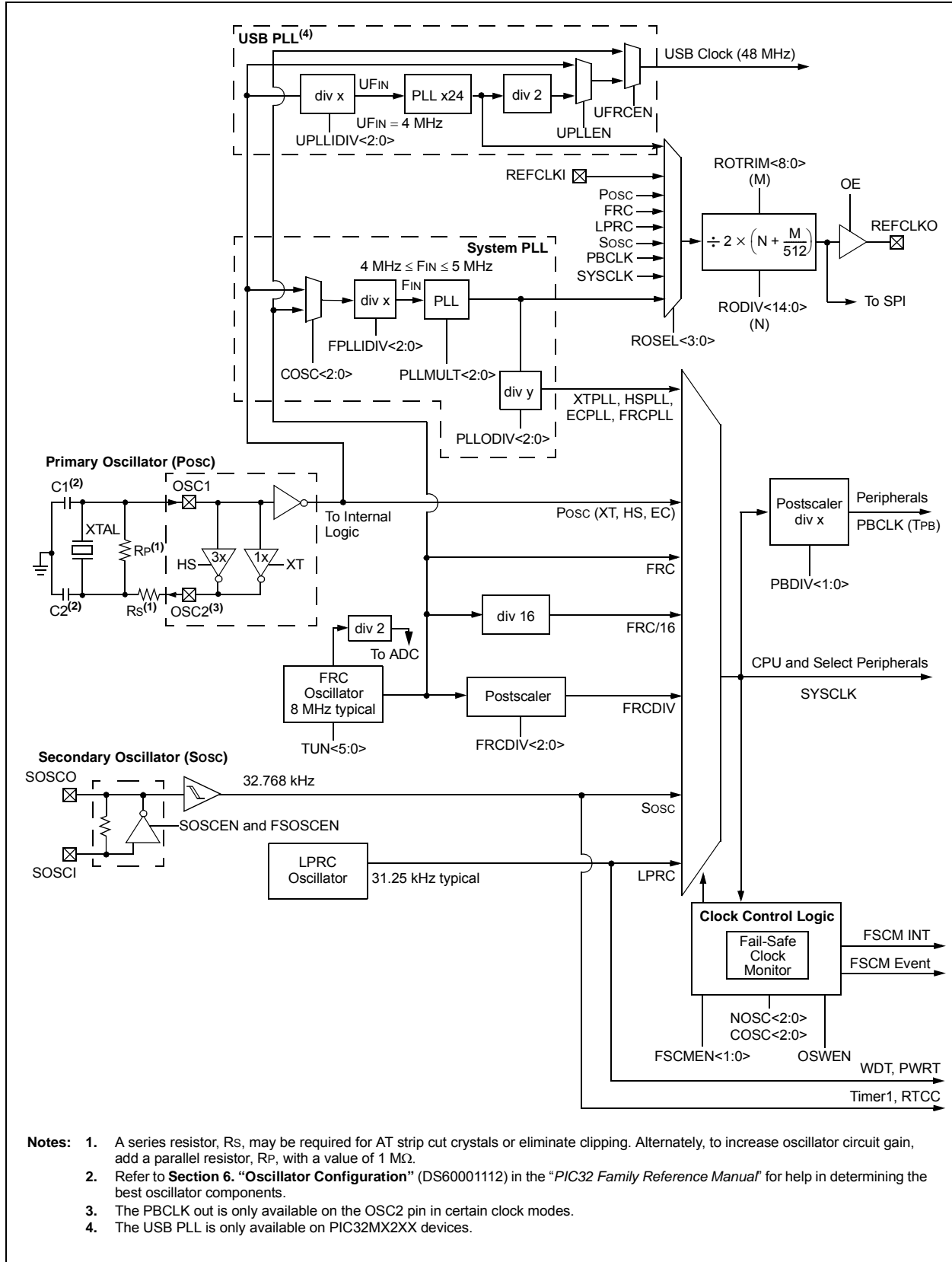
1 = Interrupt is enabled

0 = Interrupt is disabled

Note: This register represents a generic definition of the IECx register. Refer to Table 7-1 for the exact bit definitions.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

FIGURE 8-1: OSCILLATOR DIAGRAM



- Notes:**
1. A series resistor, R_s, may be required for AT strip cut crystals or eliminate clipping. Alternately, to increase oscillator circuit gain, add a parallel resistor, R_p, with a value of 1 MΩ.
 2. Refer to **Section 6, "Oscillator Configuration"** (DS60001112) in the "PIC32 Family Reference Manual" for help in determining the best oscillator components.
 3. The PBCLK out is only available on the OSC2 pin in certain clock modes.
 4. The USB PLL is only available on PIC32MX2XX devices.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

TABLE 11-1: INPUT PIN SELECTION

Peripheral Pin	[pin name]R SFR	[pin name]R bits	[pin name]R Value to RPN Pin Selection
INT4	INT4R	INT4R<3:0>	0000 = RPA0 0001 = RPB3 0010 = RPB4 0011 = RPB15 0100 = RPB7 0101 = RPC7 ⁽²⁾ 0110 = RPC0 ⁽¹⁾ 0111 = RPC5 ⁽²⁾ 1000 = Reserved . . . 1111 = Reserved
T2CK	T2CKR	T2CKR<3:0>	
IC4	IC4R	IC4R<3:0>	
$\overline{SS1}$	SS1R	SS1R<3:0>	
REFCLKI	REFCLKIR	REFCLKIR<3:0>	
INT3	INT3R	INT3R<3:0>	0000 = RPA1 0001 = RPB5 0010 = RPB1 0011 = RPB11 0100 = RPB8 0101 = RPA8 ⁽²⁾ 0110 = RPC8 ⁽²⁾ 0111 = RPA9 ⁽²⁾ 1000 = Reserved . . . 1111 = Reserved
T3CK	T3CKR	T3CKR<3:0>	
IC3	IC3R	IC3R<3:0>	
$\overline{U1CTS}$	U1CTSR	U1CTSR<3:0>	
U2RX	U2RXR	U2RXR<3:0>	
SDI1	SDI1R	SDI1R<3:0>	
INT2	INT2R	INT2R<3:0>	
T4CK	T4CKR	T4CKR<3:0>	0000 = RPA2 0001 = RPB6 0010 = RPA4 0011 = RPB13 0100 = RPB2 0101 = RPC6 ⁽²⁾ 0110 = RPC1 ⁽¹⁾ 0111 = RPC3 ⁽¹⁾ 1000 = Reserved . . . 1111 = Reserved
IC1	IC1R	IC1R<3:0>	
IC5	IC5R	IC5R<3:0>	
U1RX	U1RXR	U1RXR<3:0>	
$\overline{U2CTS}$	U2CTSR	U2CTSR<3:0>	
SDI2	SDI2R	SDI2R<3:0>	
OCFB	OCFBR	OCFBR<3:0>	
INT1	INT1R	INT1R<3:0>	0000 = RPA3 0001 = RPB14 0010 = RPB0 0011 = RPB10 0100 = RPB9 0101 = RPC9 ⁽¹⁾ 0110 = RPC2 ⁽²⁾ 0111 = RPC4 ⁽²⁾ 1000 = Reserved . . . 1111 = Reserved
T5CK	T5CKR	T5CKR<3:0>	
IC2	IC2R	IC2R<3:0>	
$\overline{SS2}$	SS2R	SS2R<3:0>	
OCFA	OCFAR	OCFAR<3:0>	

Note 1: This pin is not available on 28-pin devices.

2: This pin is only available on 44-pin devices.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

TABLE 11-2: OUTPUT PIN SELECTION

RPn Port Pin	RPnR SFR	RPnR bits	RPnR Value to Peripheral Selection
RPA0	RPA0R	RPA0R<3:0>	0000 = No Connect 0001 = U1TX 0010 = U2RTS 0011 = SS1 0100 = Reserved 0101 = OC1 0110 = Reserved 0111 = C2OUT 1000 = Reserved . . 1111 = Reserved
RPB3	RPB3R	RPB3R<3:0>	
RPB4	RPB4R	RPB4R<3:0>	
RPB15	RPB15R	RPB15R<3:0>	
RPB7	RPB7R	RPB7R<3:0>	
RPC7	RPC7R	RPC7R<3:0>	
RPC0	RPC0R	RPC0R<3:0>	
RPC5	RPC5R	RPC5R<3:0>	
RPA1	RPA1R	RPA1R<3:0>	0000 = No Connect 0001 = Reserved 0010 = Reserved 0011 = SDO1 0100 = SDO2 0101 = OC2 0110 = Reserved 0111 = C3OUT . . . 1111 = Reserved
RPB5	RPB5R	RPB5R<3:0>	
RPB1	RPB1R	RPB1R<3:0>	
RPB11	RPB11R	RPB11R<3:0>	
RPB8	RPB8R	RPB8R<3:0>	
RPA8	RPA8R	RPA8R<3:0>	
RPC8	RPC8R	RPC8R<3:0>	
RPA9	RPA9R	RPA9R<3:0>	
RPA2	RPA2R	RPA2R<3:0>	0000 = No Connect 0001 = Reserved 0010 = Reserved 0011 = SDO1 0100 = SDO2 0101 = OC4 0110 = OC5 0111 = REFCLKO 1000 = Reserved . . . 1111 = Reserved
RPB6	RPB6R	RPB6R<3:0>	
RPA4	RPA4R	RPA4R<3:0>	
RPB13	RPB13R	RPB13R<3:0>	
RPB2	RPB2R	RPB2R<3:0>	
RPC6	RPC6R	RPC6R<3:0>	
RPC1	RPC1R	RPC1R<3:0>	
RPC3	RPC3R	RPC3R<3:0>	
RPA3	RPA3R	RPA3R<3:0>	0000 = No Connect 0001 = U1RTS 0010 = U2TX 0011 = Reserved 0100 = SS2 0101 = OC3 0110 = Reserved 0111 = C1OUT 1000 = Reserved . . . 1111 = Reserved
RPB14	RPB14R	RPB14R<3:0>	
RPB0	RPB0R	RPB0R<3:0>	
RPB10	RPB10R	RPB10R<3:0>	
RPB9	RPB9R	RPB9R<3:0>	
RPC9	RPC9R	RPC9R<3:0>	
RPC2	RPC2R	RPC2R<3:0>	
RPC4	RPC4R	RPC4R<3:0>	

TABLE 11-6: PERIPHERAL PIN SELECT INPUT REGISTER MAP (CONTINUED)

Virtual Address (BF80_#)	Register Name	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
FA54	U1CTSR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	U1CTSR<3:0>				0000
FA58	U2RXR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	U2RXR<3:0>				0000
FA5C	U2CTSR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	U2CTSR<3:0>				0000
FA84	SDI1R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	SDI1R<3:0>				0000
FA88	SS1R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	SS1R<3:0>				0000
FA90	SDI2R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	SDI2R<3:0>				0000
FA94	SS2R	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	SS2R<3:0>				0000
FAB8	REFCLKIR	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	REFCLKIR<3:0>				0000

13.2 Timer Control Registers

TABLE 13-1: TIMER2-TIMER5 REGISTER MAP

Virtual Address (BF80..#)	Register Name(1)	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
0800	T2CON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	—	—	TGATE	TCKPS<2:0>			T32	—	TCS	—	0000
0810	TMR2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	TMR2<15:0>																0000
0820	PR2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	PR2<15:0>																FFFF
0A00	T3CON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	—	—	TGATE	TCKPS<2:0>			—	—	TCS	—	0000
0A10	TMR3	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	TMR3<15:0>																0000
0A20	PR3	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	PR3<15:0>																FFFF
0C00	T4CON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	—	—	TGATE	TCKPS<2:0>			T32	—	TCS	—	0000
0C10	TMR4	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	TMR4<15:0>																0000
0C20	PR4	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	PR4<15:0>																FFFF
0E00	T5CON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	—	—	TGATE	TCKPS<2:0>			—	—	TCS	—	0000
0E10	TMR5	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	TMR5<15:0>																0000
0E20	PR5	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	PR5<15:0>																FFFF

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

Note 1: All registers in this table have corresponding CLR, SET and INV registers at their virtual addresses, plus offsets of 0x4, 0x8 and 0xC, respectively. See **Section 11.2 “CLR, SET and INV Registers”** for more information.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

NOTES:

15.1 Input Capture Control Registers

TABLE 15-1: INPUT CAPTURE 1-INPUT CAPTURE 5 REGISTER MAP

Virtual Address (BF80..#)	Register Name	Bit Range	Bits																All Resets
			31/15	30/14	29/13	28/12	27/11	26/10	25/9	24/8	23/7	22/6	21/5	20/4	19/3	18/2	17/1	16/0	
2000	IC1CON ⁽¹⁾	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2010	IC1BUF	31:16	IC1BUF<31:0>																xxxx
		15:0	IC1BUF<31:0>																xxxx
2200	IC2CON ⁽¹⁾	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2210	IC2BUF	31:16	IC2BUF<31:0>																xxxx
		15:0	IC2BUF<31:0>																xxxx
2400	IC3CON ⁽¹⁾	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2410	IC3BUF	31:16	IC3BUF<31:0>																xxxx
		15:0	IC3BUF<31:0>																xxxx
2600	IC4CON ⁽¹⁾	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2610	IC4BUF	31:16	IC4BUF<31:0>																xxxx
		15:0	IC4BUF<31:0>																xxxx
2800	IC5CON ⁽¹⁾	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	SIDL	—	—	—	FEDGE	C32	ICTMR	ICI<1:0>		ICOV	ICBNE	ICM<2:0>			0000
2810	IC5BUF	31:16	IC5BUF<31:0>																xxxx
		15:0	IC5BUF<31:0>																xxxx

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

Note 1: This register has corresponding CLR, SET and INV registers at its virtual address, plus an offset of 0x4, 0x8 and 0xC, respectively. See **Section 11.2 “CLR, SET and INV Registers”** for more information.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

REGISTER 18-2: I2CxSTAT: I²C STATUS REGISTER

Bit Range	Bit 31/23/15/7	Bit 30/22/14/6	Bit 29/21/13/5	Bit 28/20/12/4	Bit 27/19/11/3	Bit 26/18/10/2	Bit 25/17/9/1	Bit 24/16/8/0
31:24	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —
23:16	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —	U-0 —
15:8	R-0, HSC ACKSTAT	R-0, HSC TRSTAT	U-0 —	U-0 —	U-0 —	R/C-0, HS BCL	R-0, HSC GCSTAT	R-0, HSC ADD10
7:0	R/C-0, HS IWCOL	R/C-0, HS I2COV	R-0, HSC D_A	R/C-0, HSC P	R/C-0, HSC S	R-0, HSC R_W	R-0, HSC RBF	R-0, HSC TBF

Legend:	HS = Set in hardware	HSC = Hardware set/cleared
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as '0'
-n = Value at POR	'1' = Bit is set	'0' = Bit is cleared C = Clearable bit

bit 31-16 **Unimplemented:** Read as '0'

bit 15 **ACKSTAT:** Acknowledge Status bit (when operating as I²C master, applicable to master transmit operation)
 1 = Acknowledge was not received from slave
 0 = Acknowledge was received from slave
 Hardware set or clear at end of slave Acknowledge.

bit 14 **TRSTAT:** Transmit Status bit (when operating as I²C master, applicable to master transmit operation)
 1 = Master transmit is in progress (8 bits + ACK)
 0 = Master transmit is not in progress
 Hardware set at beginning of master transmission. Hardware clear at end of slave Acknowledge.

bit 13-11 **Unimplemented:** Read as '0'

bit 10 **BCL:** Master Bus Collision Detect bit
 1 = A bus collision has been detected during a master operation
 0 = No collision
 Hardware set at detection of bus collision. This condition can only be cleared by disabling (ON bit = 0) and re-enabling (ON bit = 1) the module.

bit 9 **GCSTAT:** General Call Status bit
 1 = General call address was received
 0 = General call address was not received
 Hardware set when address matches general call address. Hardware clear at Stop detection.

bit 8 **ADD10:** 10-bit Address Status bit
 1 = 10-bit address was matched
 0 = 10-bit address was not matched
 Hardware set at match of 2nd byte of matched 10-bit address. Hardware clear at Stop detection.

bit 7 **IWCOL:** Write Collision Detect bit
 1 = An attempt to write the I2CxTRN register failed because the I²C module is busy
 0 = No collision
 Hardware set at occurrence of write to I2CxTRN while busy (cleared by software).

bit 6 **I2COV:** Receive Overflow Flag bit
 1 = A byte was received while the I2CxRCV register is still holding the previous byte
 0 = No overflow
 Hardware set at attempt to transfer I2CxRSR to I2CxRCV (cleared by software).

bit 5 **D_A:** Data/Address bit (when operating as I²C slave)
 1 = Indicates that the last byte received was data
 0 = Indicates that the last byte received was device address
 Hardware clear at device address match. Hardware set by reception of slave byte.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

19.0 UNIVERSAL ASYNCHRONOUS RECEIVER TRANSMITTER (UART)

Note: This data sheet summarizes the features of the PIC32MX1XX/2XX 28/36/44-pin Family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 21. “Universal Asynchronous Receiver Transmitter (UART)”** (DS60001107), which is available from the *Documentation > Reference Manual* section of the Microchip PIC32 web site (www.microchip.com/pic32).

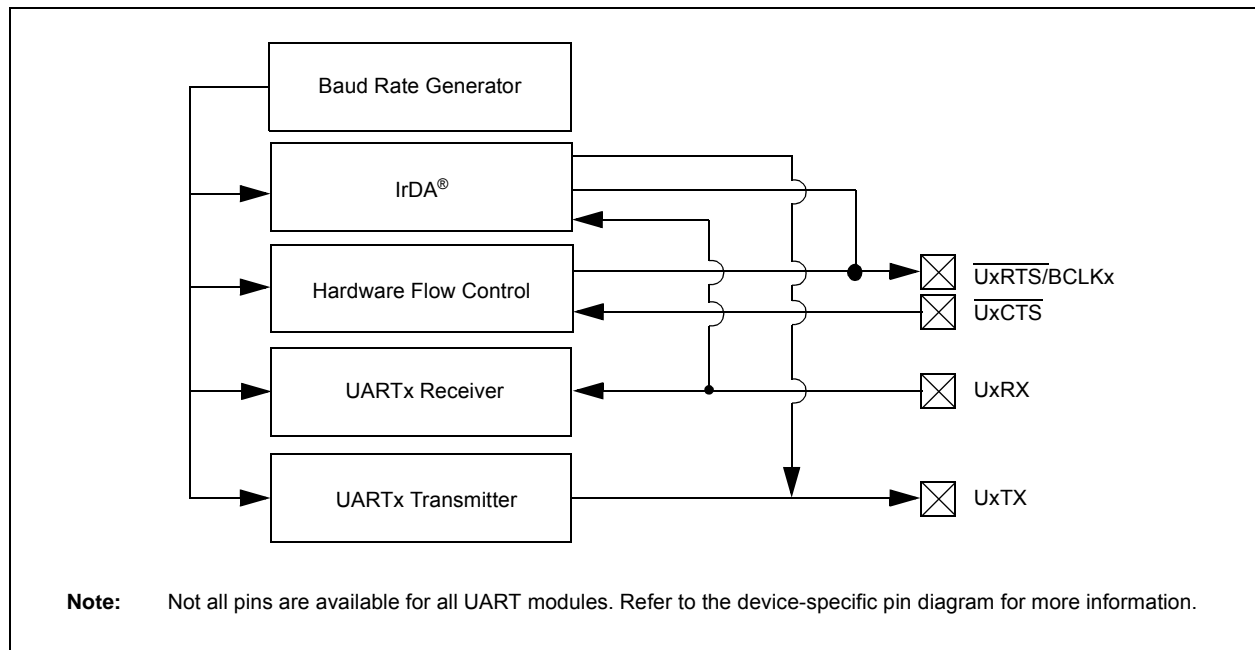
The UART module is one of the serial I/O modules available in PIC32MX1XX/2XX 28/36/44-pin Family devices. The UART is a full-duplex, asynchronous communication channel that communicates with peripheral devices and personal computers through protocols, such as RS-232, RS-485, LIN, and IrDA®. The UART module also supports the hardware flow control option, with UxCTS and UxRTS pins, and also includes an IrDA encoder and decoder.

Key features of the UART module include:

- Full-duplex, 8-bit or 9-bit data transmission
- Even, Odd or No Parity options (for 8-bit data)
- One or two Stop bits
- Hardware auto-baud feature
- Hardware flow control option
- Fully integrated Baud Rate Generator (BRG) with 16-bit prescaler
- Baud rates ranging from 38 bps to 12.5 Mbps at 50 MHz
- 8-level deep First In First Out (FIFO) transmit data buffer
- 8-level deep FIFO receive data buffer
- Parity, framing and buffer overrun error detection
- Support for interrupt-only on address detect (9th bit = 1)
- Separate transmit and receive interrupts
- Loopback mode for diagnostic support
- LIN protocol support
- IrDA encoder and decoder with 16x baud clock output for external IrDA encoder/decoder support

Figure 19-1 illustrates a simplified block diagram of the UART module.

FIGURE 19-1: UART SIMPLIFIED BLOCK DIAGRAM



PIC32MX1XX/2XX 28/36/44-PIN FAMILY

REGISTER 22-1: AD1CON1: ADC CONTROL REGISTER 1 (CONTINUED)

- bit 4 **CLRASAM:** Stop Conversion Sequence bit (when the first ADC interrupt is generated)
1 = Stop conversions when the first ADC interrupt is generated. Hardware clears the ASAM bit when the ADC interrupt is generated.
0 = Normal operation, buffer contents will be overwritten by the next conversion sequence
- bit 3 **Unimplemented:** Read as '0'
- bit 2 **ASAM:** ADC Sample Auto-Start bit
1 = Sampling begins immediately after last conversion completes; SAMP bit is automatically set.
0 = Sampling begins when SAMP bit is set
- bit 1 **SAMP:** ADC Sample Enable bit⁽²⁾
1 = The ADC sample and hold amplifier is sampling
0 = The ADC sample/hold amplifier is holding
When ASAM = 0, writing '1' to this bit starts sampling.
When SSRC = 000, writing '0' to this bit will end sampling and start conversion.
- bit 0 **DONE:** Analog-to-Digital Conversion Status bit⁽³⁾
1 = Analog-to-digital conversion is done
0 = Analog-to-digital conversion is not done or has not started
Clearing this bit will not affect any operation in progress.

- Note 1:** When using 1:1 PBCLK divisor, the user's software should not read/write the peripheral's SFRs in the SYSCLK cycle immediately following the instruction that clears the module's ON bit.
- 2:** If ASAM = 0, software can write a '1' to start sampling. This bit is automatically set by hardware if ASAM = 1. If SSRC = 0, software can write a '0' to end sampling and start conversion. If SSRC ≠ '0', this bit is automatically cleared by hardware to end sampling and start conversion.
- 3:** This bit is automatically set by hardware when analog-to-digital conversion is complete. Software can write a '0' to clear this bit (a write of '1' is not allowed). Clearing this bit does not affect any operation already in progress. This bit is automatically cleared by hardware at the start of a new conversion.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

NOTES:

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

REGISTER 27-1: DEVCFG0: DEVICE CONFIGURATION WORD 0 (CONTINUED)

bit 18-10 **PWP<8:0>**: Program Flash Write-Protect bits⁽³⁾

Prevents selected program Flash memory pages from being modified during code execution.

11111111 = Disabled

11111110 = Memory below 0x0400 address is write-protected

11111101 = Memory below 0x0800 address is write-protected

11111100 = Memory below 0x0C00 address is write-protected

11111011 = Memory below 0x1000 (4K) address is write-protected

11111010 = Memory below 0x1400 address is write-protected

11111001 = Memory below 0x1800 address is write-protected

11111000 = Memory below 0x1C00 address is write-protected

11110111 = Memory below 0x2000 (8K) address is write-protected

11110110 = Memory below 0x2400 address is write-protected

11110101 = Memory below 0x2800 address is write-protected

11110100 = Memory below 0x2C00 address is write-protected

11110011 = Memory below 0x3000 address is write-protected

11110010 = Memory below 0x3400 address is write-protected

11110001 = Memory below 0x3800 address is write-protected

11110000 = Memory below 0x3C00 address is write-protected

11101111 = Memory below 0x4000 (16K) address is write-protected

.

.

.

11011111 = Memory below 0x10000 (64K) address is write-protected

.

.

.

10111111 = Memory below 0x20000 (128K) address is write-protected

.

.

.

01111111 = Memory below 0x40000 (256K) address is write-protected

.

.

.

00000000 = All possible memory is write-protected

bit 9-5 **Reserved**: Write '1'

bit 4-3 **ICESEL<1:0>**: In-Circuit Emulator/Debugger Communication Channel Select bits⁽²⁾

11 = PGEC1/PGED1 pair is used

10 = PGEC2/PGED2 pair is used

01 = PGEC3/PGED3 pair is used

00 = PGEC4/PGED4 pair is used⁽²⁾

bit 2 **JTAGEN**: JTAG Enable bit⁽¹⁾

1 = JTAG is enabled

0 = JTAG is disabled

bit 1-0 **DEBUG<1:0>**: Background Debugger Enable bits (forced to '11' if code-protect is enabled)

1x = Debugger is disabled

0x = Debugger is enabled

Note 1: This bit sets the value for the JTAGEN bit in the CFGCON register.

2: The PGEC4/PGED4 pin pair is not available on all devices. Refer to the “Pin Diagrams” section for availability.

3: The PWP<8:7> bits are only available on devices with 256 KB Flash.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

29.2 MPLAB XC Compilers

The MPLAB XC Compilers are complete ANSI C compilers for all of Microchip's 8, 16, and 32-bit MCU and DSC devices. These compilers provide powerful integration capabilities, superior code optimization and ease of use. MPLAB XC Compilers run on Windows, Linux or MAC OS X.

For easy source level debugging, the compilers provide debug information that is optimized to the MPLAB X IDE.

The free MPLAB XC Compiler editions support all devices and commands, with no time or memory restrictions, and offer sufficient code optimization for most applications.

MPLAB XC Compilers include an assembler, linker and utilities. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. MPLAB XC Compiler uses the assembler to produce its object file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

29.3 MPASM Assembler

The MPASM Assembler is a full-featured, universal macro assembler for PIC10/12/16/18 MCUs.

The MPASM Assembler generates relocatable object files for the MPLINK Object Linker, Intel® standard HEX files, MAP files to detail memory usage and symbol reference, absolute LST files that contain source lines and generated machine code, and COFF files for debugging.

The MPASM Assembler features include:

- Integration into MPLAB X IDE projects
- User-defined macros to streamline assembly code
- Conditional assembly for multipurpose source files
- Directives that allow complete control over the assembly process

29.4 MPLINK Object Linker/ MPLIB Object Librarian

The MPLINK Object Linker combines relocatable objects created by the MPASM Assembler. It can link relocatable objects from precompiled libraries, using directives from a linker script.

The MPLIB Object Librarian manages the creation and modification of library files of precompiled code. When a routine from a library is called from a source file, only the modules that contain that routine will be linked in with the application. This allows large libraries to be used efficiently in many different applications.

The object linker/librarian features include:

- Efficient linking of single libraries instead of many smaller files
- Enhanced code maintainability by grouping related modules together
- Flexible creation of libraries with easy module listing, replacement, deletion and extraction

29.5 MPLAB Assembler, Linker and Librarian for Various Device Families

MPLAB Assembler produces relocatable machine code from symbolic assembly language for PIC24, PIC32 and dsPIC DSC devices. MPLAB XC Compiler uses the assembler to produce its object file. The assembler generates relocatable object files that can then be archived or linked with other relocatable object files and archives to create an executable file. Notable features of the assembler include:

- Support for the entire device instruction set
- Support for fixed-point and floating-point data
- Command-line interface
- Rich directive set
- Flexible macro language
- MPLAB X IDE compatibility

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

31.0 50 MHz ELECTRICAL CHARACTERISTICS

This section provides an overview of the PIC32MX1XX/2XX 28/36/44-pin Family electrical characteristics for devices operating at 50 MHz.

The specifications for 50 MHz are identical to those shown in **Section 30.0 “Electrical Characteristics”**, with the exception of the parameters listed in this chapter.

Parameters in this chapter begin with the letter “M”, which denotes 50 MHz operation. For example, parameter DC29a in **Section 30.0 “Electrical Characteristics”**, is the up to 40 MHz operation equivalent for MDC29a.

Absolute maximum ratings for the PIC32MX1XX/2XX 28/36/44-pin Family 50 MHz devices are listed below. Exposure to these maximum rating conditions for extended periods may affect device reliability. Functional operation of the device at these or any other conditions, above the parameters indicated in the operation listings of this specification, is not implied.

Absolute Maximum Ratings

(See Note 1)

Ambient temperature under bias	-40°C to +85°C
Storage temperature	-65°C to +150°C
Voltage on VDD with respect to VSS	-0.3V to +4.0V
Voltage on any pin that is not 5V tolerant, with respect to VSS (Note 3)	-0.3V to (VDD + 0.3V)
Voltage on any 5V tolerant pin with respect to VSS when VDD ≥ 2.3V (Note 3)	-0.3V to +5.5V
Voltage on any 5V tolerant pin with respect to VSS when VDD < 2.3V (Note 3)	-0.3V to +3.6V
Voltage on D+ or D- pin with respect to VUSB3V3	-0.3V to (VUSB3V3 + 0.3V)
Voltage on VBUS with respect to VSS	-0.3V to +5.5V
Maximum current out of VSS pin(s)	300 mA
Maximum current into VDD pin(s) (Note 2)	300 mA
Maximum output current sunk by any I/O pin	15 mA
Maximum output current sourced by any I/O pin	15 mA
Maximum current sunk by all ports	200 mA
Maximum current sourced by all ports (Note 2)	200 mA

Note 1: Stresses above those listed under “**Absolute Maximum Ratings**” may cause permanent damage to the device. This is a stress rating only and functional operation of the device at those or any other conditions, above those indicated in the operation listings of this specification, is not implied. Exposure to maximum rating conditions for extended periods may affect device reliability.

2: Maximum allowable current is a function of device maximum power dissipation (see Table 30-2).

3: See the “**Pin Diagrams**” section for the 5V tolerant pins.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

TABLE 31-5: EXTERNAL CLOCK TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for Industrial				
Param. No.	Symbol	Characteristics	Min.	Typical	Max.	Units	Conditions
MOS10	Fosc	External CLKI Frequency (External clocks allowed only in EC and ECPLL modes)	DC 4	— —	50 50	MHz MHz	EC (Note 2) ECPLL (Note 1)

Note 1: PLL input requirements: $4\text{ MHz} \leq F_{\text{PLLIN}} \leq 5\text{ MHz}$ (use PLL prescaler to reduce Fosc). This parameter is characterized, but tested at 10 MHz only at manufacturing.

2: This parameter is characterized, but not tested in manufacturing.

TABLE 31-6: SPIx MASTER MODE (CKE = 0) TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for Industrial				
Param. No.	Symbol	Characteristics	Min.	Typical	Max.	Units	Conditions
MSP10	TscL	SCKx Output Low Time (Note 1,2)	Tsck/2	—	—	ns	—
MSP11	Tsch	SCKx Output High Time (Note 1,2)	Tsck/2	—	—	ns	—

Note 1: These parameters are characterized, but not tested in manufacturing.

2: The minimum clock period for SCKx is 40 ns. Therefore, the clock generated in Master mode must not violate this specification.

TABLE 31-7: SPIx MODULE MASTER MODE (CKE = 1) TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated) Operating temperature $-40^{\circ}\text{C} \leq T_A \leq +85^{\circ}\text{C}$ for Industrial				
Param. No.	Symbol	Characteristics ⁽¹⁾	Min.	Typ.	Max.	Units	Conditions
MSP10	TscL	SCKx Output Low Time (Note 1,2)	Tsck/2	—	—	ns	—
MSP11	Tsch	SCKx Output High Time (Note 1,2)	Tsck/2	—	—	ns	—

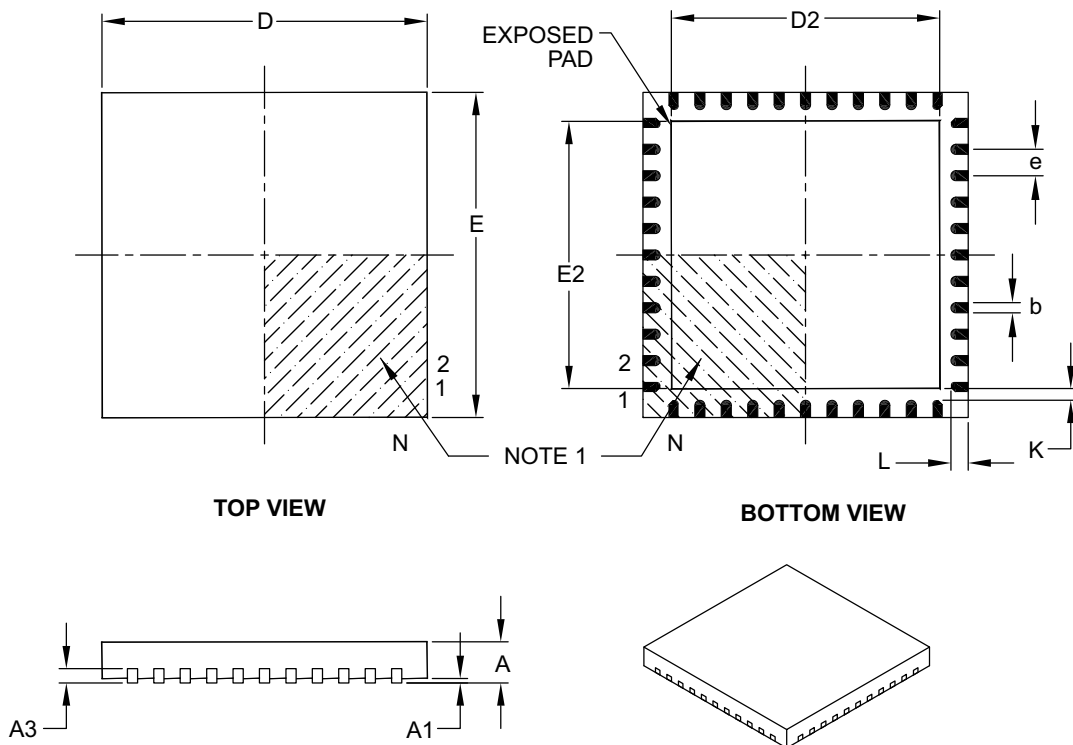
Note 1: These parameters are characterized, but not tested in manufacturing.

2: The minimum clock period for SCKx is 40 ns. Therefore, the clock generated in Master mode must not violate this specification.

PIC32MX1XX/2XX 28/36/44-PIN FAMILY

44-Lead Plastic Quad Flat, No Lead Package (ML) – 8x8 mm Body [QFN]

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



Units		MILLIMETERS		
Dimension Limits		MIN	NOM	MAX
Number of Pins	N	44		
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	8.00 BSC		
Exposed Pad Width	E2	6.30	6.45	6.80
Overall Length	D	8.00 BSC		
Exposed Pad Length	D2	6.30	6.45	6.80
Contact Width	b	0.25	0.30	0.38
Contact Length	L	0.30	0.40	0.50
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 C04-103B