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What is "Embedded - Microcontrollers"?

"Embedded - Microcontrollers" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

Applications of "Embedded - Microcontrollers"

Details	
Product Status	Obsolete
Core Processor	MIPS32® M4K™
Core Size	32-Bit Single-Core
Speed	40MHz
Connectivity	I²C, IrDA, LINbus, PMP, SPI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, I²S, POR, PWM, WDT
Number of I/O	23
Program Memory Size	32KB (32K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	8K x 8
Voltage - Supply (Vcc/Vdd)	2.3V ~ 3.6V
Data Converters	A/D 12x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 105°C (TA)
Mounting Type	Surface Mount
Package / Case	36-VFTLA Exposed Pad
Supplier Device Package	36-VTLA (5x5)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mx220f032c-v-tl

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			
$\overline{MCLR}$	26	1	32	18	I/P	ST	Master Clear (Reset) input. This pin is an active-low Reset to the device.
AVDD	25	28	31	17	P	—	Positive supply for analog modules. This pin must be connected at all times.
AVSS	24	27	30	16	P	—	Ground reference for analog modules
VDD	10	13	5, 13, 14, 23	28, 40	P	—	Positive supply for peripheral logic and I/O pins
VCAP	17	20	22	7	P	—	CPU logic filter capacitor connection
VSS	5, 16	8, 19	6, 12, 21	6, 29, 39	P	—	Ground reference for logic and I/O pins. This pin must be connected at all times.
VREF+	27	2	33	19	I	Analog	Analog voltage reference (high) input
VREF-	28	3	34	20	I	Analog	Analog voltage reference (low) input

Legend: CMOS = CMOS compatible input or output; Analog = Analog input; P = Power
ST = Schmitt Trigger input with CMOS levels; O = Output; I = Input
TTL = TTL input buffer; PPS = Peripheral Pin Select; — = 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.

TABLE 4-1: SFR MEMORY MAP

Peripheral	Virtual Address	
	Base	Offset Start
Watchdog Timer	0xBF80	0x0000
RTCC		0x0200
Timer1-5		0x0600
Input Capture 1-5		0x2000
Output Compare 1-5		0x3000
IC1 and IC2		0x5000
SPI1 and SPI2		0x5800
UART1 and UART2		0x6000
PMP		0x7000
ADC		0x9000
CVREF		0x9800
Comparator		0xA000
CTMU		0xA200
Oscillator		0xF000
Device and Revision ID		0xF220
Peripheral Module Disable		0xF240
Flash Controller		0xF400
Reset		0xF600
PPS		0xFA04
Interrupts	0xBF88	0x1000
Bus Matrix		0x2000
DMA		0x3000
USB		0x5050
PORTA-PORTC		0x6000
Configuration	0xBFC0	0x0BF0

REGISTER 7-1: INTCON: INTERRUPT 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	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	U-0	U-0	U-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0
	—	—	—	MVEC	—	TPC<2:0>		
7:0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	—	—	—	INT4EP	INT3EP	INT2EP	INT1EP	INT0EP

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

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

bit 12 **MVEC:** Multi Vector Configuration bit
- 1 = Interrupt controller configured for Multi-vectored mode
- 0 = Interrupt controller configured for Single-vectored mode

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

bit 10-8 **TPC<2:0>:** Interrupt Proximity Timer Control bits
- 111 = Interrupts of group priority 7 or lower start the Interrupt Proximity timer
- 110 = Interrupts of group priority 6 or lower start the Interrupt Proximity timer
- 101 = Interrupts of group priority 5 or lower start the Interrupt Proximity timer
- 100 = Interrupts of group priority 4 or lower start the Interrupt Proximity timer
- 011 = Interrupts of group priority 3 or lower start the Interrupt Proximity timer
- 010 = Interrupts of group priority 2 or lower start the Interrupt Proximity timer
- 001 = Interrupts of group priority 1 start the Interrupt Proximity timer
- 000 = Disables Interrupt Proximity timer

bit 7-5 **Unimplemented:** Read as '0'

bit 4 **INT4EP:** External Interrupt 4 Edge Polarity Control bit
- 1 = Rising edge
- 0 = Falling edge

bit 3 **INT3EP:** External Interrupt 3 Edge Polarity Control bit
- 1 = Rising edge
- 0 = Falling edge

bit 2 **INT2EP:** External Interrupt 2 Edge Polarity Control bit
- 1 = Rising edge
- 0 = Falling edge

bit 1 **INT1EP:** External Interrupt 1 Edge Polarity Control bit
- 1 = Rising edge
- 0 = Falling edge

bit 0 **INT0EP:** External Interrupt 0 Edge Polarity Control bit
- 1 = Rising edge
- 0 = Falling edge

REGISTER 10-1: U1OTGIR: USB OTG INTERRUPT 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	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	R/WC-0, HS	R/WC-0, HS	R/WC-0, HS	R/WC-0, HS	R/WC-0, HS	R/WC-0, HS	U-0	R/WC-0, HS
	IDIF	T1MSECIF	LSTATEIF	ACTVIF	SESVDIF	SESENDIF	—	VBUSVDIF

Legend:	WC = Write '1' to clear	HS = Hardware Settable 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 31-8 **Unimplemented:** Read as '0'

bit 7 **IDIF:** ID State Change Indicator bit
- 1 = A change in the ID state was detected
- 0 = No change in the ID state was detected

bit 6 **T1MSECIF:** 1 Millisecond Timer bit
- 1 = 1 millisecond timer has expired
- 0 = 1 millisecond timer has not expired

bit 5 **LSTATEIF:** Line State Stable Indicator bit
- 1 = USB line state has been stable for 1 ms, but different from last time
- 0 = USB line state has not been stable for 1 ms

bit 4 **ACTVIF:** Bus Activity Indicator bit
- 1 = Activity on the D+, D-, ID or VBUS pins has caused the device to wake-up
- 0 = Activity has not been detected

bit 3 **SESVDIF:** Session Valid Change Indicator bit
- 1 = VBUS voltage has dropped below the session end level
- 0 = VBUS voltage has not dropped below the session end level

bit 2 **SESENDIF:** B-Device VBUS Change Indicator bit
- 1 = A change on the session end input was detected
- 0 = No change on the session end input was detected

bit 1 **Unimplemented:** Read as '0'

bit 0 **VBUSVDIF:** A-Device VBUS Change Indicator bit
- 1 = A change on the session valid input was detected
- 0 = No change on the session valid input was detected

REGISTER 10-16: U1SOF: USB SOF THRESHOLD 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	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
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
	CNT<7:0>							

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 31-8 **Unimplemented:** Read as '0'

bit 7-0 **CNT<7:0>:** SOF Threshold Value bits

Typical values of the threshold are:
01001010 = 64-byte packet
00101010 = 32-byte packet
00011010 = 16-byte packet
00010010 = 8-byte packet

REGISTER 10-17: U1BDTP1: USB BUFFER DESCRIPTOR TABLE PAGE 1 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	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
	—	—	—	—	—	—	—	—
7:0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0
	BDTPTRL<15:9>							—

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 31-8 **Unimplemented:** Read as '0'

bit 7-1 **BDTPTRL<15:9>:** Buffer Descriptor Table Base Address bits

This 7-bit value provides address bits 15 through 9 of the Buffer Descriptor Table base address, which defines the starting location of the Buffer Descriptor Table in system memory.

The 32-bit Buffer Descriptor Table base address is 512-byte aligned.

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

11.3 Peripheral Pin Select

A major challenge in general purpose devices is providing the largest possible set of peripheral features while minimizing the conflict of features on I/O pins. The challenge is even greater on low pin-count devices. In an application where more than one peripheral needs to be assigned to a single pin, inconvenient workarounds in application code or a complete redesign may be the only option.

The Peripheral Pin Select (PPS) configuration provides an alternative to these choices by enabling peripheral set selection and their placement on a wide range of I/O pins. By increasing the pinout options available on a particular device, users can better tailor the device to their entire application, rather than trimming the application to fit the device.

The PPS configuration feature operates over a fixed subset of digital I/O pins. Users may independently map the input and/or output of most digital peripherals to these I/O pins. PPS is performed in software and generally does not require the device to be reprogrammed. Hardware safeguards are included that prevent accidental or spurious changes to the peripheral mapping once it has been established.

11.3.1 AVAILABLE PINS

The number of available pins is dependent on the particular device and its pin count. Pins that support the PPS feature include the designation “RPn” in their full pin designation, where “RP” designates a remappable peripheral and “n” is the remappable port number.

11.3.2 AVAILABLE PERIPHERALS

The peripherals managed by the PPS are all digital-only peripherals. These include general serial communications (UART and SPI), general purpose timer clock inputs, timer-related peripherals (input capture and output compare) and interrupt-on-change inputs.

In comparison, some digital-only peripheral modules are never included in the PPS feature. This is because the peripheral’s function requires special I/O circuitry on a specific port and cannot be easily connected to multiple pins. These modules include I^2C among others. A similar requirement excludes all modules with analog inputs, such as the Analog-to-Digital Converter (ADC).

A key difference between remappable and non-remappable peripherals is that remappable peripherals are not associated with a default I/O pin. The peripheral must always be assigned to a specific I/O pin before it can be used. In contrast, non-remappable peripherals are always available on a default pin, assuming that the peripheral is active and not conflicting with another peripheral.

When a remappable peripheral is active on a given I/O pin, it takes priority over all other digital I/O and digital communication peripherals associated with the pin. Priority is given regardless of the type of peripheral that is mapped. Remappable peripherals never take priority over any analog functions associated with the pin.

11.3.3 CONTROLLING PERIPHERAL PIN SELECT

PPS features are controlled through two sets of SFRs: one to map peripheral inputs, and one to map outputs. Because they are separately controlled, a particular peripheral’s input and output (if the peripheral has both) can be placed on any selectable function pin without constraint.

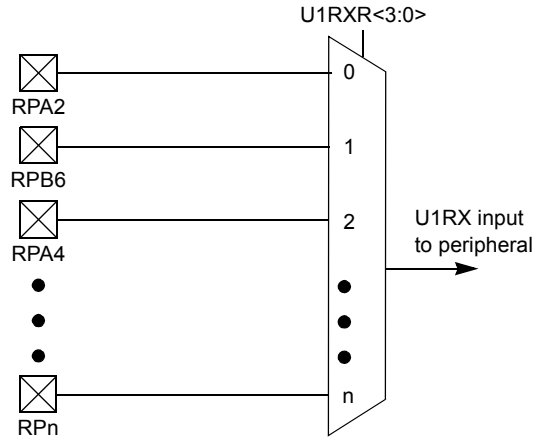
The association of a peripheral to a peripheral-selectable pin is handled in two different ways, depending on whether an input or output is being mapped.

11.3.4 INPUT MAPPING

The inputs of the PPS options are mapped on the basis of the peripheral. That is, a control register associated with a peripheral dictates the pin it will be mapped to. The [*pin name*]R registers, where [*pin name*] refers to the peripheral pins listed in Table 11-1, are used to configure peripheral input mapping (see Register 11-1). Each register contains sets of 4 bit fields. Programming these bit fields with an appropriate value maps the RPn pin with the corresponding value to that peripheral. For any given device, the valid range of values for any bit field is shown in Table 11-1.

For example, Figure 11-2 illustrates the remappable pin selection for the U1RX input.

FIGURE 11-2: REMAPPABLE INPUT EXAMPLE FOR U1RX



Note: For input only, PPS functionality does not have priority over TRISx settings. Therefore, when configuring RPn pin for input, the corresponding bit in the TRISx register must also be configured for input (set to ‘1’).

14.1 Watchdog Timer Control Registers

TABLE 14-1: WATCHDOG TIMER CONTROL 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	
0000	WDTCON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	—	—	—	—	—	—	—	SWDTPS<4:0>					WDTWINEN	WDTCLR	0000

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.

REGISTER 17-1: SPIxCON: SPI CONTROL REGISTER (CONTINUED)

bit 17 **SPIFE:** Frame Sync Pulse Edge Select bit (Framed SPI mode only)
1 = Frame synchronization pulse coincides with the first bit clock
0 = Frame synchronization pulse precedes the first bit clock

bit 16 **ENHBUF:** Enhanced Buffer Enable bit(2)
1 = Enhanced Buffer mode is enabled
0 = Enhanced Buffer mode is disabled

bit 15 **ON:** SPI Peripheral On bit(1)
1 = SPI Peripheral is enabled
0 = SPI Peripheral is disabled

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

bit 13 **SIDL:** Stop in Idle Mode bit
1 = Discontinue module operation when the device enters Idle mode
0 = Continue module operation when the device enters Idle mode

bit 12 **DISSDO:** Disable SDOx pin bit
1 = SDOx pin is not used by the module. Pin is controlled by associated PORT register
0 = SDOx pin is controlled by the module

bit 11-10 **MODE<32,16>:** 32/16-Bit Communication Select bits

When AUDEN = 1:

MODE32	MODE16	Communication
1	1	24-bit Data, 32-bit FIFO, 32-bit Channel/64-bit Frame
1	0	32-bit Data, 32-bit FIFO, 32-bit Channel/64-bit Frame
0	1	16-bit Data, 16-bit FIFO, 32-bit Channel/64-bit Frame
0	0	16-bit Data, 16-bit FIFO, 16-bit Channel/32-bit Frame

When AUDEN = 0:

MODE32	MODE16	Communication
1	x	32-bit
0	1	16-bit
0	0	8-bit

bit 9 **SMP:** SPI Data Input Sample Phase bit
Master mode (MSTEN = 1):
1 = Input data sampled at end of data output time
0 = Input data sampled at middle of data output time
Slave mode (MSTEN = 0):
SMP value is ignored when SPI is used in Slave mode. The module always uses SMP = 0.
To write a '1' to this bit, the MSTEN value = 1 must first be written.

bit 8 **CKE:** SPI Clock Edge Select bit(3)
1 = Serial output data changes on transition from active clock state to Idle clock state (see the CKP bit)
0 = Serial output data changes on transition from Idle clock state to active clock state (see the CKP bit)

bit 7 **SSEN:** Slave Select Enable (Slave mode) bit
1 = $\overline{SSx}$ pin used for Slave mode
0 = $\overline{SSx}$ pin not used for Slave mode, pin controlled by port function.

bit 6 **CKP:** Clock Polarity Select bit(4)
1 = Idle state for clock is a high level; active state is a low level
0 = Idle state for clock is a low level; active state is a high level

Note 1: When using the 1:1 PBCLK divisor, the user's software should not read or write the peripheral's SFRs in the SYSCLK cycle immediately following the instruction that clears the module's ON bit.

2: This bit can only be written when the ON bit = 0.

3: This bit is not used in the Framed SPI mode. The user should program this bit to '0' for the Framed SPI mode (FRMEN = 1).

4: When AUDEN = 1, the SPI module functions as if the CKP bit is equal to '1', regardless of the actual value of CKP.

18.0 INTER-INTEGRATED CIRCUIT (I^2C)

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 24. "Inter-Integrated Circuit (I^2C)"** (DS60001116), which is available from the *Documentation > Reference Manual* section of the Microchip PIC32 web site (www.microchip.com/pic32).

The I^2C module provides complete hardware support for both Slave and Multi-Master modes of the I^2C serial communication standard. Figure 18-1 illustrates the I^2C module block diagram.

Each I^2C module has a 2-pin interface: the SCLx pin is clock and the SDAx pin is data.

Each I^2C module offers the following key features:

- I^2C interface supporting both master and slave operation
- I^2C Slave mode supports 7-bit and 10-bit addressing
- I^2C Master mode supports 7-bit and 10-bit addressing
- I^2C port allows bidirectional transfers between master and slaves
- Serial clock synchronization for the I^2C port can be used as a handshake mechanism to suspend and resume serial transfer (SCLREL control)
- I^2C supports multi-master operation; detects bus collision and arbitrates accordingly
- Provides support for address bit masking

REGISTER 18-2: I2CxSTAT: I^{2}C STATUS REGISTER (CONTINUED)

bit 4 **P:** Stop bit
1 = Indicates that a Stop bit has been detected last
0 = Stop bit was not detected last
Hardware set or clear when Start, Repeated Start or Stop detected.

bit 3 **S:** Start bit
1 = Indicates that a Start (or Repeated Start) bit has been detected last
0 = Start bit was not detected last
Hardware set or clear when Start, Repeated Start or Stop detected.

bit 2 **R_W:** Read/Write Information bit (when operating as I^{2}C slave)
1 = Read – indicates data transfer is output from slave
0 = Write – indicates data transfer is input to slave
Hardware set or clear after reception of I^{2}C device address byte.

bit 1 **RBF:** Receive Buffer Full Status bit
1 = Receive complete, I2CxRCV is full
0 = Receive not complete, I2CxRCV is empty
Hardware set when I2CxRCV is written with received byte. Hardware clear when software reads I2CxRCV.

bit 0 **TBF:** Transmit Buffer Full Status bit
1 = Transmit in progress, I2CxTRN is full
0 = Transmit complete, I2CxTRN is empty
Hardware set when software writes I2CxTRN. Hardware clear at completion of data transmission.

21.1 RTCC Control Registers

TABLE 21-1: RTCC 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	
0200	RTCCON	31:16	—	—	—	—	—	—	CAL<9:0>										0000
		15:0	ON	—	SIDL	—	—	—	—	—	RTSECSEL	RTCCLKON	—	—	RTCWREN	RTCSYNC	HALFSEC	RTCOE	0000
0210	RTCALRM	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ALRMEN	CHIME	PIV	ALRMSYNC	AMASK<3:0>				ARPT<7:0>								0000
0220	RTCTIME	31:16	—	—	HR10<1:0>		HR01<3:0>				—	MIN10<2:0>			MIN01<3:0>				xxxx
		15:0	—	SEC10<2:0>			SEC01<3:0>				—	—	—	—	—	—	—	—	xx00
0230	RTCDATE	31:16	YEAR10<3:0>				YEAR01<3:0>				—	—	—	MONTH10	MONTH01<3:0>				xxxx
		15:0	—	—	DAY10<1:0>		DAY01<3:0>				—	—	—	—	—	WDAY01<2:0>			xx00
0240	ALRMTIME	31:16	—	—	HR10<1:0>		HR01<3:0>				—	MIN10<2:0>			MIN01<3:0>				xxxx
		15:0	—	SEC10<2:0>			SEC01<3:0>				—	—	—	—	—	—	—	—	xx00
0250	ALRMDATE	31:16	—	—	—	—	—	—	—	—	—	—	—	MONTH10	MONTH01<3:0>				00xx
		15:0	DAY10<3:0>				DAY01<3:0>				—	—	—	—	—	WDAY01<2:0>			xx0x

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 its virtual address, plus an offset of 0x4, 0x8 and 0xC, respectively. See **Section 11.2 "CLR, SET and INV Registers"** for more information.

REGISTER 21-5: ALRMTIME: ALARM TIME VALUE 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	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
	—	—	HR10<1:0>		HR01<3:0>			
23:16	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
	—	MIN10<2:0>			MIN01<3:0>			
15:8	U-0	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x	R/W-x
	—	SEC10<2:0>			SEC01<3:0>			
7:0	U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-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 31-30 **Unimplemented:** Read as '0'

bit 29-28 **HR10<1:0>:** Binary Coded Decimal value of hours bits, 10s place digit; contains a value from 0 to 2

bit 27-24 **HR01<3:0>:** Binary Coded Decimal value of hours bits, 1s place digit; contains a value from 0 to 9

bit 23 **Unimplemented:** Read as '0'

bit 22-20 **MIN10<2:0>:** Binary Coded Decimal value of minutes bits, 10s place digit; contains a value from 0 to 5

bit 19-16 **MIN01<3:0>:** Binary Coded Decimal value of minutes bits, 1s place digit; contains a value from 0 to 9

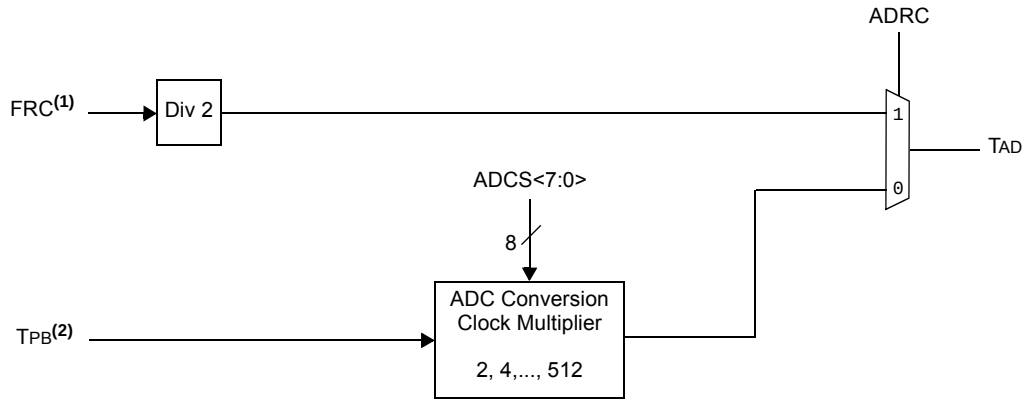
bit 15 **Unimplemented:** Read as '0'

bit 14-12 **SEC10<2:0>:** Binary Coded Decimal value of seconds bits, 10s place digit; contains a value from 0 to 5

bit 11-8 **SEC01<3:0>:** Binary Coded Decimal value of seconds bits, 1s place digit; contains a value from 0 to 9

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

FIGURE 22-2: ADC CONVERSION CLOCK PERIOD BLOCK DIAGRAM



Note 1: See **Section 30.0 "Electrical Characteristics"** for the exact FRC clock value.

2: Refer to Figure 8-1 in **Section 8.0 "Oscillator Configuration"** for more information.

REGISTER 22-1: AD1CON1: ADC CONTROL REGISTER 1

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/W-0	U-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0
	ON(1)	—	SIDL	—	—	FORM<2:0>		
7:0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0, HSC	R/C-0, HSC
	SSRC<2:0>			CLRASAM	—	ASAM	SAMP(2)	DONE(3)

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

bit 15 **ON:** ADC Operating Mode bit(1)
- 1 = ADC module is operating
- 0 = ADC module is not operating

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

bit 13 **SIDL:** Stop in Idle Mode bit
- 1 = Discontinue module operation when device enters Idle mode
- 0 = Continue module operation when the device enters Idle mode

bit 12-11 **Unimplemented:** Read as '0'

bit 10-8 **FORM<2:0>:** Data Output Format bits
- 111 = Signed Fractional 32-bit (DOUT = sddd dddd dd00 0000 0000 0000 0000)
- 110 = Fractional 32-bit (DOUT = dddd dddd dd00 0000 0000 0000 0000 0000)
- 101 = Signed Integer 32-bit (DOUT = ssss ssss ssss ssss ssss sssd dddd dddd)
- 100 = Integer 32-bit (DOUT = 0000 0000 0000 0000 0000 00dd dddd dddd)
- 011 = Signed Fractional 16-bit (DOUT = 0000 0000 0000 0000 sddd dddd dd00 0000)
- 010 = Fractional 16-bit (DOUT = 0000 0000 0000 0000 dddd dddd dd00 0000)
- 001 = Signed Integer 16-bit (DOUT = 0000 0000 0000 0000 ssss sssd dddd dddd)
- 000 =Integer 16-bit (DOUT = 0000 0000 0000 0000 0000 00dd dddd dddd)

bit 7-5 **SSRC<2:0>:** Conversion Trigger Source Select bits
- 111 = Internal counter ends sampling and starts conversion (auto convert)
- 110 = Reserved
- 101 = Reserved
- 100 = Reserved
- 011 = CTMU ends sampling and starts conversion
- 010 = Timer 3 period match ends sampling and starts conversion
- 001 = Active transition on INT0 pin ends sampling and starts conversion
- 000 = Clearing SAMP bit ends sampling and starts conversion

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.

REGISTER 27-3: DEVCFG2: DEVICE CONFIGURATION WORD 2

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-1	r-1	r-1	r-1	r-1	r-1	r-1	r-1
	—	—	—	—	—	—	—	—
23:16	r-1	r-1	r-1	r-1	r-1	R/P	R/P	R/P
	—	—	—	—	—	FPLLODIV<2:0>		
15:8	R/P	r-1	r-1	r-1	r-1	R/P	R/P	R/P
	UPLLEN(1)	—	—	—	—	UPLLIDIV<2:0>(1)		
7:0	r-1	R/P-1	R/P	R/P-1	r-1	R/P	R/P	R/P
	—	FPLLMUL<2:0>			—	FPLLIDIV<2:0>		

Legend:	r = Reserved bit	P = Programmable 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 31-19 **Reserved:** Write '1'

bit 18-16 **FPLLODIV<2:0>:** Default PLL Output Divisor bits
- 111 = PLL output divided by 256
- 110 = PLL output divided by 64
- 101 = PLL output divided by 32
- 100 = PLL output divided by 16
- 011 = PLL output divided by 8
- 010 = PLL output divided by 4
- 001 = PLL output divided by 2
- 000 = PLL output divided by 1

bit 15 **UPLLEN:** USB PLL Enable bit(1)
- 1 = Disable and bypass USB PLL
- 0 = Enable USB PLL

bit 14-11 **Reserved:** Write '1'

bit 10-8 **UPLLIDIV<2:0>:** USB PLL Input Divider bits(1)
- 111 = 12x divider
- 110 = 10x divider
- 101 = 6x divider
- 100 = 5x divider
- 011 = 4x divider
- 010 = 3x divider
- 010 = 3x divider
- 001 = 2x divider
- 000 = 1x divider

bit 7 **Reserved:** Write '1'

bit 6-4 **FPLLMUL<2:0>:** PLL Multiplier bits
- 111 = 24x multiplier
- 110 = 21x multiplier
- 101 = 20x multiplier
- 100 = 19x multiplier
- 011 = 18x multiplier
- 010 = 17x multiplier
- 001 = 16x multiplier
- 000 = 15x multiplier

bit 3 **Reserved:** Write '1'

Note 1: This bit is only available on PIC32MX2XX devices.

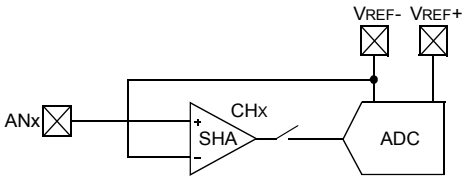
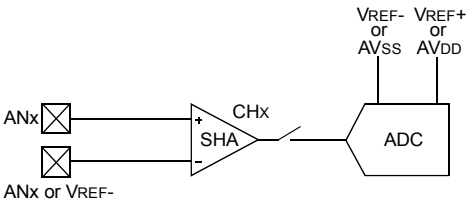
REGISTER 27-3: DEVCFG2: DEVICE CONFIGURATION WORD 2 (CONTINUED)

bit 2-0 **FPLLIDIV<2:0>:** PLL Input Divider bits

111 = 12x divider
110 = 10x divider
101 = 6x divider
100 = 5x divider
011 = 4x divider
010 = 3x divider
001 = 2x divider
000 = 1x divider

Note 1: This bit is only available on PIC32MX2XX devices.

TABLE 30-35: 10-BIT CONVERSION RATE PARAMETERS

AC CHARACTERISTICS(2)			Standard Operating Conditions (see Note 3): 2.5V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +105°C for V-temp		
ADC Speed	**TAD Min.**	**Sampling Time Min.**	**RS Max.**	**VDD**	**ADC Channels Configuration**
1 Msps to 400 ksps(1)	65 ns	132 ns	500Ω	3.0V to 3.6V	
Up to 400 ksps	200 ns	200 ns	5.0 kΩ	2.5V to 3.6V	

Note 1: External VREF- and VREF+ pins must be used for correct operation.

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

3: The ADC module is functional at VBORMIN < VDD < 2.5V, but with degraded performance. Unless otherwise stated, module functionality is tested, but not characterized.

TABLE 30-37: PARALLEL SLAVE PORT REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +105°C for V-temp				
Param.No.	**Symbol**	**Characteristics(1)**	**Min.**	**Typ.**	**Max.**	**Units**	**Conditions**
PS1	TdtV2wrH	Data In Valid before $\overline{WR}$ or $\overline{CS}$ Inactive (setup time)	20	—	—	ns	—
PS2	TwrH2dtI	$\overline{WR}$ or $\overline{CS}$ Inactive to Data-In Invalid (hold time)	40	—	—	ns	—
PS3	TrdL2dtV	$\overline{RD}$ and $\overline{CS}$ Active to Data-Out Valid	—	—	60	ns	—
PS4	TrdH2dtI	$\overline{RD}$ Active or $\overline{CS}$ Inactive to Data-Out Invalid	0	—	10	ns	—
PS5	Tcs	$\overline{CS}$ Active Time	TPB + 40	—	—	ns	—
PS6	TWR	$\overline{WR}$ Active Time	TPB + 25	—	—	ns	—
PS7	TRD	$\overline{RD}$ Active Time	TPB + 25	—	—	ns	—

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

FIGURE 30-21: PARALLEL MASTER PORT READ TIMING DIAGRAM

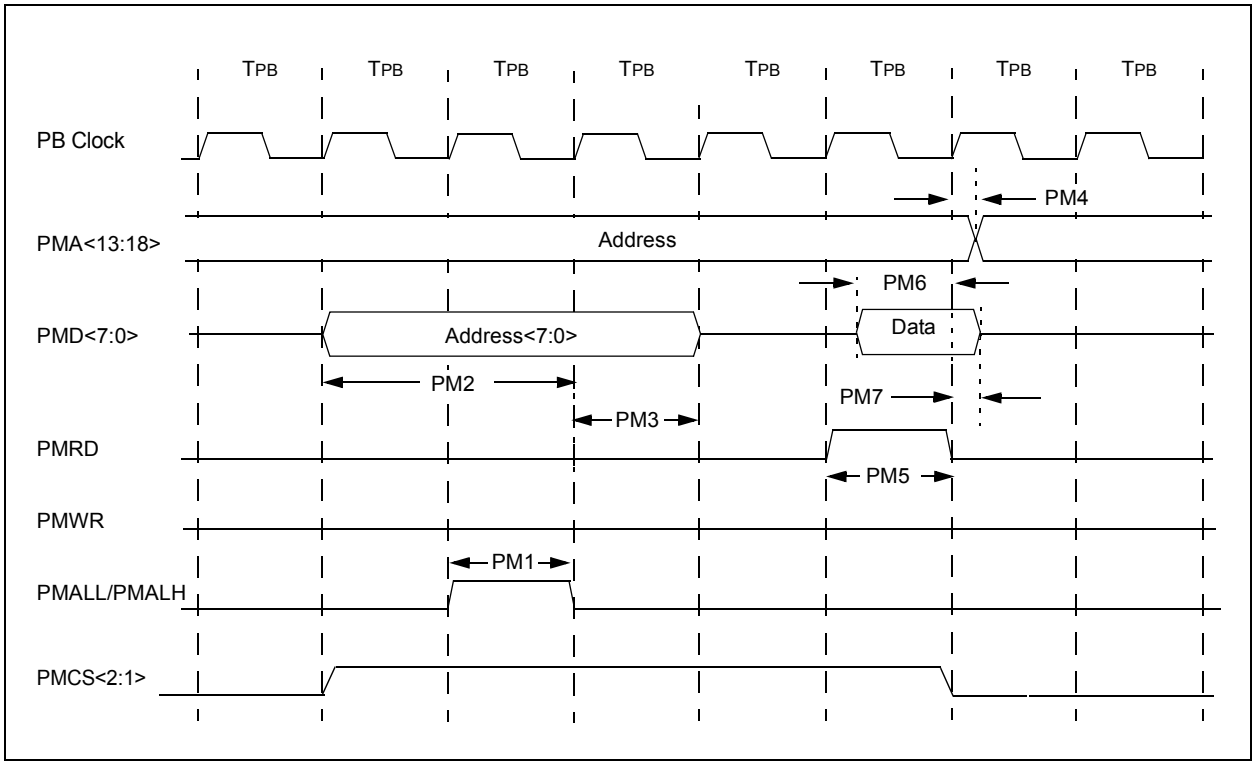


TABLE 30-38: PARALLEL MASTER PORT READ TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 2.3V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +105°C for V-temp				
Param. No.	**Symbol**	**Characteristics(1)**	**Min.**	**Typ.**	**Max.**	**Units**	**Conditions**
PM1	TLAT	PMALL/PMALH Pulse Width	—	1 TPB	—	—	—
PM2	TADSU	Address Out Valid to PMALL/PMALH Invalid (address setup time)	—	2 TPB	—	—	—
PM3	TADHOLD	PMALL/PMALH Invalid to Address Out Invalid (address hold time)	—	1 TPB	—	—	—
PM4	TAHOLD	PMRD Inactive to Address Out Invalid (address hold time)	5	—	—	ns	—
PM5	TRD	PMRD Pulse Width	—	1 TPB	—	—	—
PM6	TDSU	PMRD or PMENB Active to Data In Valid (data setup time)	15	—	—	ns	—
PM7	TDHOLD	PMRD or PMENB Inactive to Data In Invalid (data hold time)	—	80	—	ns	—

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

FIGURE 30-22: PARALLEL MASTER PORT WRITE TIMING DIAGRAM

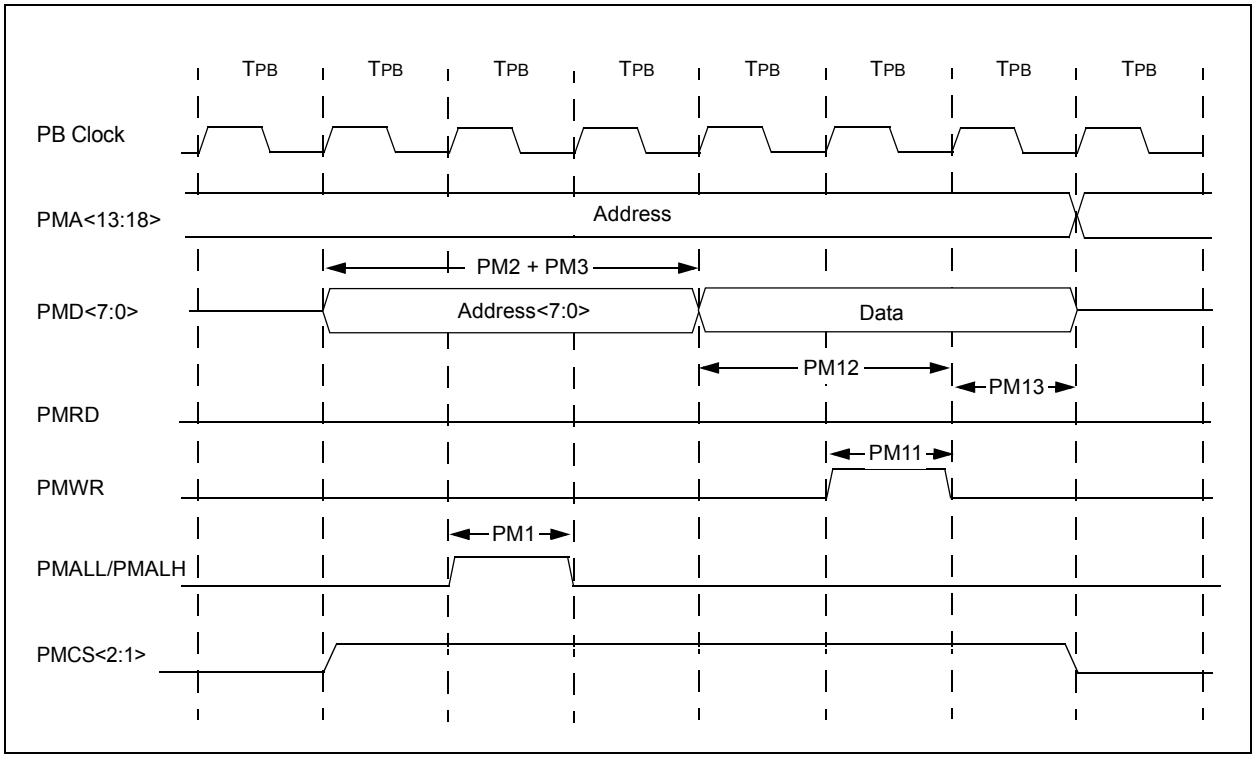


FIGURE 32-3: TYPICAL IPD CURRENT @ VDD = 3.3V

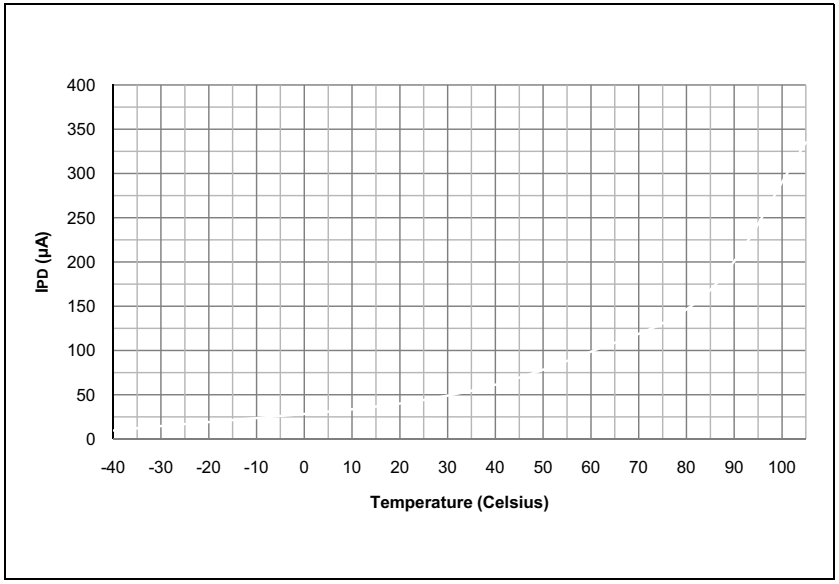


FIGURE 32-4: TYPICAL IDD CURRENT @ VDD = 3.3V

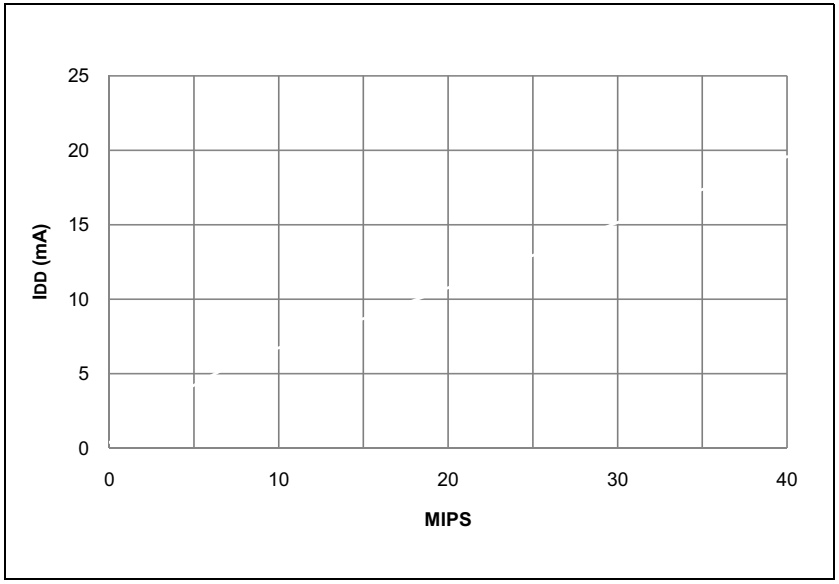


FIGURE 32-5: TYPICAL IIDLE CURRENT @ VDD = 3.3V