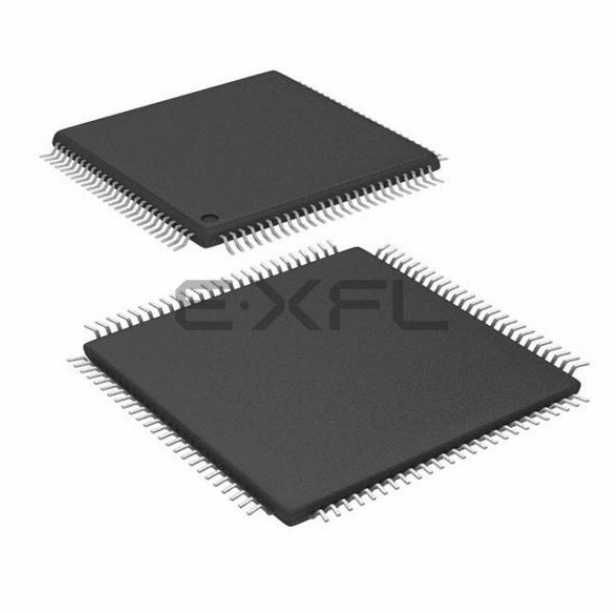
Microchip Technology - PIC32MK0512GPE100T-E/PT Datasheet



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Details	
Product Status	Active
Core Processor	MIPS32® microAptiv™
Core Size	32-Bit Single-Core
Speed	80MHz
Connectivity	CANbus, IrDA, LINbus, PMP, SPI, UART/USART, USB OTG
Peripherals	Brown-out Detect/Reset, DMA, I²S, POR, WDT
Number of I/O	77
Program Memory Size	512KB (512K x 8)
Program Memory Type	FLASH
EEPROM Size	4K x 8
RAM Size	128K x 8
Voltage - Supply (Vcc/Vdd)	2.2V ~ 3.6V
Data Converters	A/D 42x12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	100-TQFP
Supplier Device Package	100-TQFP (12x12)
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic32mk0512gpe100t-e-pt

2.11 Typical Application Connection Examples

Examples of typical application connections are shown in Figure 2-10, Figure 2-11, and Figure 2-12.

FIGURE 2-10: CAPACITIVE TOUCH SENSING WITH GRAPHICS APPLICATION

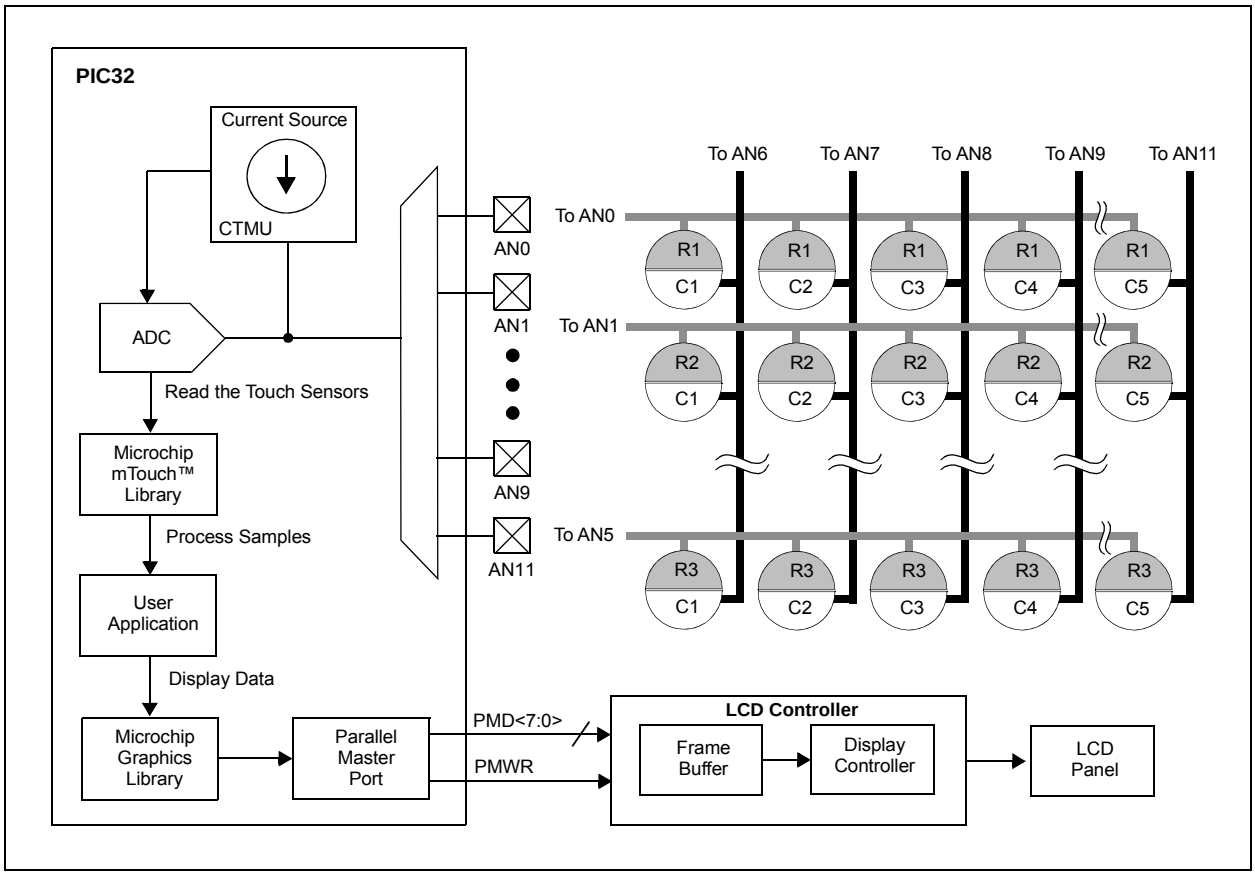

FIGURE 2-11: AUDIO PLAYBACK APPLICATION

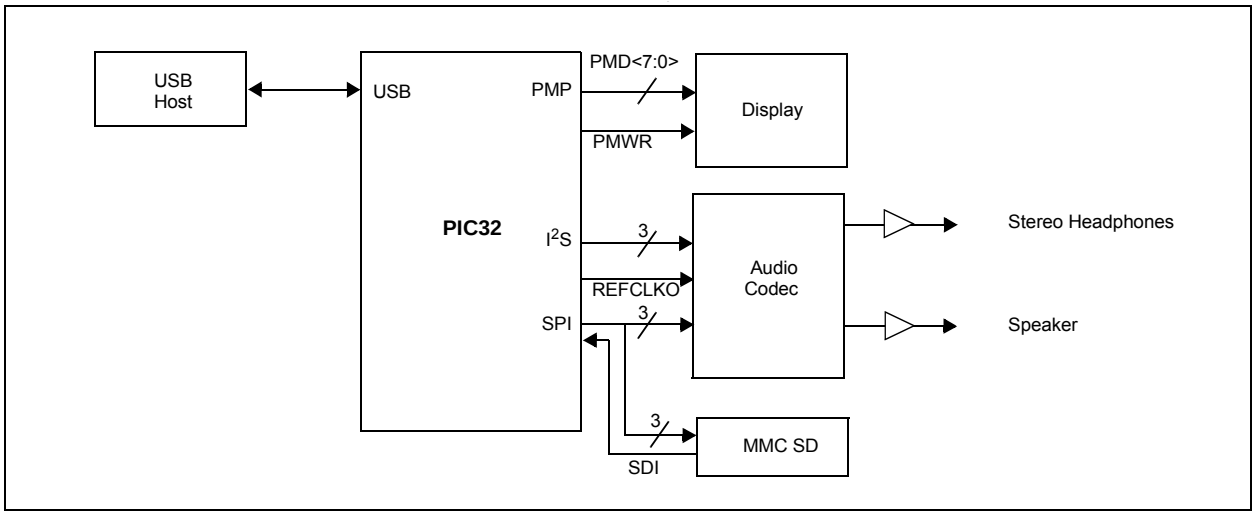

TABLE 4-11: SYSTEM BUS TARGET 3 REGISTER MAP

Virtual Address (BF8F_#)	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	
8C20	SBT3ELOG1	31:16	MULTI	—	—	—	CODE<3:0>				—	—	—	—	—	—	—	—	0000
		15:0	INITID<7:0>								REGION<3:0>				—	CMD<2:0>			0000
8C24	SBT3ELOG2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	GROUP<1:0>		0000
8C28	SBT3ECON	31:16	—	—	—	—	—	—	—	ERRP	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
8C30	SBT3ECLRS	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CLEAR	0000
8C38	SBT3ECLRM	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CLEAR	0000
8C40	SBT3REG0	31:16	BASE<21:6>																xxxx
		15:0	BASE<5:0>						PRI	—	SIZE<4:0>					—	—	—	xxxx
8C50	SBT3RD0	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxx
8C58	SBT3WR0	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxx
8C60	SBT3REG1	31:16	BASE<21:6>																xxxx
		15:0	BASE<5:0>						PRI	—	SIZE<4:0>					—	—	—	xxxx
8C70	SBT3RD1	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxx
8C78	SBT3WR1	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxx
8C80	SBT3REG2	31:16	BASE<21:6>																xxxx
		15:0	BASE<5:0>						PRI	—	SIZE<4:0>					—	—	—	xxxx
8C90	SBT3RD2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxx
8C98	SBT3WR2	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	xxxx
		15:0	—	—	—	—	—	—	—	—	—	—	—	—	GROUP3	GROUP2	GROUP1	GROUP0	xxxx

Legend: x = unknown value on Reset; — = unimplemented, read as '0'. Reset values are shown in hexadecimal.
Note: For reset values listed as 'xxxx', please refer to Table 4-6 for the actual reset values.

TABLE 8-3: INTERRUPT IRQ, VECTOR AND BIT LOCATION

Interrupt Source(1)	XC32 Vector Name	IRQ #	Vector #	Interrupt Bit Location				Persistent Interrupt
				Flag	Enable	Priority	Sub-priority	
Highest Natural Order Priority								
Core Timer Interrupt	_CORE_TIMER_VECTOR	0	OFF000<17:1>	IFS0<0>	IEC0<0>	IPC0<4:2>	IPC0<1:0>	No
Core Software Interrupt 0	_CORE_SOFTWARE_0_VECTOR	1	OFF001<17:1>	IFS0<1>	IEC0<1>	IPC0<12:10>	IPC0<9:8>	No
Core Software Interrupt 1	_CORE_SOFTWARE_1_VECTOR	2	OFF002<17:1>	IFS0<2>	IEC0<2>	IPC0<20:18>	IPC0<17:16>	No
External Interrupt 0	_EXTERNAL_0_VECTOR	3	OFF003<17:1>	IFS0<3>	IEC0<3>	IPC0<28:26>	IPC0<25:24>	No
Timer1	_TIMER_1_VECTOR	4	OFF004<17:1>	IFS0<4>	IEC0<4>	IPC1<4:2>	IPC1<1:0>	No
Input Capture 1 Error	_INPUT_CAPTURE_1_ERROR_VECTOR	5	OFF005<17:1>	IFS0<5>	IEC0<5>	IPC1<12:10>	IPC1<9:8>	Yes
Input Capture 1	_INPUT_CAPTURE_1_VECTOR	6	OFF006<17:1>	IFS0<6>	IEC0<6>	IPC1<20:18>	IPC1<17:16>	Yes
Output Compare 1	_OUTPUT_COMPARE_1_VECTOR	7	OFF007<17:1>	IFS0<7>	IEC0<7>	IPC1<28:26>	IPC1<25:24>	No
External Interrupt 1	_EXTERNAL_1_VECTOR	8	OFF008<17:1>	IFS0<8>	IEC0<8>	IPC2<4:2>	IPC2<1:0>	No
Timer2	_TIMER_2_VECTOR	9	OFF009<17:1>	IFS0<9>	IEC0<9>	IPC2<12:10>	IPC2<9:8>	No
Input Capture 2 Error	_INPUT_CAPTURE_2_ERROR_VECTOR	10	OFF010<17:1>	IFS0<10>	IEC0<10>	IPC2<20:18>	IPC2<17:16>	Yes
Input Capture 2	_INPUT_CAPTURE_2_VECTOR	11	OFF011<17:1>	IFS0<11>	IEC0<11>	IPC2<28:26>	IPC2<25:24>	Yes
Output Compare 2	_OUTPUT_COMPARE_2_VECTOR	12	OFF012<17:1>	IFS0<12>	IEC0<12>	IPC3<4:2>	IPC3<1:0>	No
External Interrupt 2	_EXTERNAL_2_VECTOR	13	OFF013<17:1>	IFS0<13>	IEC0<13>	IPC3<12:10>	IPC3<9:8>	No
Timer3	_TIMER_3_VECTOR	14	OFF014<17:1>	IFS0<14>	IEC0<14>	IPC3<20:18>	IPC3<17:16>	No
Input Capture 3 Error	_INPUT_CAPTURE_3_ERROR_VECTOR	15	OFF015<17:1>	IFS0<15>	IEC0<15>	IPC3<28:26>	IPC3<25:24>	Yes
Input Capture 3	_INPUT_CAPTURE_3_VECTOR	16	OFF016<17:1>	IFS0<16>	IEC0<16>	IPC4<4:2>	IPC4<1:0>	Yes
Output Compare 3	_OUTPUT_COMPARE_3_VECTOR	17	OFF017<17:1>	IFS0<17>	IEC0<17>	IPC4<12:10>	IPC4<9:8>	No
External Interrupt 3	_EXTERNAL_3_VECTOR	18	OFF018<17:1>	IFS0<18>	IEC0<18>	IPC4<20:18>	IPC4<17:16>	No
Timer4	_TIMER_4_VECTOR	19	OFF019<17:1>	IFS0<19>	IEC0<19>	IPC4<28:26>	IPC4<25:24>	No
Input Capture 4 Error	_INPUT_CAPTURE_4_ERROR_VECTOR	20	OFF020<17:1>	IFS0<20>	IEC0<20>	IPC5<4:2>	IPC5<1:0>	Yes
Input Capture 4	_INPUT_CAPTURE_4_VECTOR	21	OFF021<17:1>	IFS0<21>	IEC0<21>	IPC5<12:10>	IPC5<9:8>	Yes
Output Compare 4	_OUTPUT_COMPARE_4_VECTOR	22	OFF022<17:1>	IFS0<22>	IEC0<22>	IPC5<20:18>	IPC5<17:16>	No
External Interrupt 4	_EXTERNAL_4_VECTOR	23	OFF023<17:1>	IFS0<23>	IEC0<23>	IPC5<28:26>	IPC5<25:24>	No
Timer5	_TIMER_5_VECTOR	24	OFF024<17:1>	IFS0<24>	IEC0<24>	IPC6<4:2>	IPC6<1:0>	No
Input Capture 5 Error	_INPUT_CAPTURE_5_ERROR_VECTOR	25	OFF025<17:1>	IFS0<25>	IEC0<25>	IPC6<12:10>	IPC6<9:8>	Yes
Input Capture 5	_INPUT_CAPTURE_5_VECTOR	26	OFF026<17:1>	IFS0<26>	IEC0<26>	IPC6<20:18>	IPC6<17:16>	Yes
Output Compare 5	_OUTPUT_COMPARE_5_VECTOR	27	OFF027<17:1>	IFS0<27>	IEC0<27>	IPC6<28:26>	IPC6<25:24>	No
Reserved	—	28	—	—	—	—	—	—

Note 1: Not all interrupt sources are available on all devices. See **TABLE 1: "PIC32MK General Purpose (GP) Family Features"** for the list of available peripherals.

2: This interrupt source is not available on 64-pin devices.

3: This interrupt source is not available on 100-pin devices.

REGISTER 8-2: PRISS: PRIORITY SHADOW SELECT 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
	PRI7SS<3:0>(1)				PRI6SS<3:0>(1)			
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
	PRI5SS<3:0>(1)				PRI4SS<3:0>(1)			
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
	PRI3SS<3:0>				PRI2SS<3:0>(1)			
7:0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0	U-0	R/W-0
	PRI1SS<3:0>(1)				—	—	—	SS0

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 31-28 **PRI7SS<3:0>:** Interrupt with Priority Level 7 Shadow Set bits(1)
1111 = Reserved
.
.
.
0010 = Reserved
0001 = Interrupt with a priority level of 7 uses Shadow Set 1
0000 = Interrupt with a priority level of 7 uses Shadow Set 0 (default)

bit 27-24 **PRI6SS<3:0>:** Interrupt with Priority Level 6 Shadow Set bits(1)
1111 = Reserved
.
.
.
0010 = Reserved
0001 = Interrupt with a priority level of 6 uses Shadow Set 1
0000 = Interrupt with a priority level of 6 uses Shadow Set 0 (default)

bit 23-20 **PRI5SS<3:0>:** Interrupt with Priority Level 5 Shadow Set bits(1)
1111 = Reserved
.
.
.
0010 = Reserved
0001 = Interrupt with a priority level of 5 uses Shadow Set 1
0000 = Interrupt with a priority level of 5 uses Shadow Set 0 (default)

bit 19-16 **PRI4SS<3:0>:** Interrupt with Priority Level 4 Shadow Set bits(1)
1111 = Reserved
.
.
.
0010 = Reserved
0001 = Interrupt with a priority level of 4 uses Shadow Set 1
0000 = Interrupt with a priority level of 4 uses Shadow Set 0 (default)

Note 1: These bits are ignored if the MVEC bit (INTCON<12>) = 0.

TABLE 9-2: OSCILLATOR CONFIGURATION REGISTER MAP (CONTINUED)

Virtual Address (BF80_#)	Register Name	Bit Range	Bits																All Resets(1)
			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	
1340	PB5DIV	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	—	—	PBDIVRDY	—	—	—	—	PBDIV<6:0>							8801
1350	PB6DIV(2)	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	—	—	PBDIVRDY	—	—	—	—	PBDIV<6:0>							8801
1360	PB7DIV(3)	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	ON	—	—	—	PBDIVRDY	—	—	—	—	PBDIV<6:0>							8800
1380	SLEWCON	31:16	—	—	—	—	—	—	—	—	—	—	—	—	SYSDIV<3:0>				0000
		15:0	—	—	—	—	—	SLWDIV<2:0>			—	—	—	—	—	UPEN	DNEN	BUSY	0000
1390	CLKSTAT	31:16	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0000
		15:0	—	—	—	—	—	—	—	UPLLRDY	SPLLRDY	—	LPRCRDY	SOSCRDY	—	POSCRDY	—	FRCRDY	0000

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

Note 1: Reset values are dependent on the DEVCFGx Configuration bits and the type of reset.
2: Refer to Table 36-16 in **36.0 "Electrical Characteristics"** for PBCLK6 frequency limitations.
3: The PB7DIV register is read-only.

REGISTER 9-4: UPLLCON: USB PLL CONTROL REGISTER

bit 22-16 **PLLMULT<6:0>:** System PLL Multiplier Output Clock Divider bits

1111111 = Multiply by 128
1111110 = Multiply by 127
1111101 = Multiply by 126
•
•
•
0000010 = Multiply by 3
0000001 = Multiply by 2
0000000 = Multiply by 1

The default setting is specified by the FPLLMULT<6:0> Configuration bits in the DEVCFG2 register. Refer to Register 33-5 in **33.0 "Special Features"** for information.

bit 15-11 **Unimplemented:** Read as '0'

bit 10-8 **PLLIDIV<2:0>:** System PLL Input Clock Divider bits

111 = Divide by 8
110 = Divide by 7
101 = Divide by 6
100 = Divide by 5
011 = Divide by 4
010 = Divide by 3
001 = Divide by 2
000 = Divide by 1

The default setting is specified by the FPLLIDIV<2:0> Configuration bits in the DEVCFG2 register. Refer to Register 33-5 in **33.0 "Special Features"** for information. If the PLLICLK is set for FRC, this setting is ignored by the PLL and the divider is set to Divide-by-1.

bit 7-3 **Unimplemented:** Read as '0'

bit 2-0 **PLLRANGE<2:0>:** System PLL Frequency Range Selection bits

111 = Reserved
110 = 54-90 MHz
101 = 34-68 MHz
100 = 21-42 MHz
011 = 13-26 MHz
010 = 8-16 MHz
001 = 5-10 MHz
000 = Bypass

Use the highest filter range that covers the input freq to the VCO multiplier block that corresponds to the PLLIDIV output freq to minimize PLL system jitter (see Figure 9-1). For example, Crystal = 20 MHz, PLLIDIV<2:0> = 0b1; therefore, the filter input frequency is equal to 10 MHz and UPLLRANGE<2:0> = 0b010. The default setting is specified by the FPLLRNG<2:0> Configuration bits in the DEVCFG2 register. Refer to Register 33-5 in **33.0 "Special Features"** for information.

Note 1: Writes to this register require an unlock sequence. Refer to **Section 42. "Oscillators with Enhanced PLL"** (DS60001250) in the *"PIC32 Family Reference Manual"* for details.

2: Writes to this register are not allowed if the UPLL is selected as a clock source (COSC<2:0> = 001).

3: While the PLL is active, and if updating the PLL bits in the OSCCON register at run-time, the user application must remain within the following limits at all times for all nodes in the PLL clock tree. Therefore, the order in which the PLL values may be modified, (i.e., PLLODIV, PLLMULT, PLLODIV) becomes important. Failure to maintain PLL nodes within min/max ranges may result in unstable PLL and system behavior.

- Output and input to PLLIDIV block (i.e., FPLLI) 5 MHz to 64 MHz (min/max at all times)
- VCO output, (i.e., FVCO) 350 MHz to 700 MHz (min/max at all times)
- Output of PLLODIV, (i.e., FPLL) 10 MHz to 120 MHz (min/max at all times)

REGISTER 11-15: DCHxDPTR: DMA CHANNEL x DESTINATION POINTER 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	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	CHDPTR<15:8>							
7:0	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	CHDPTR<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 31-16 **Unimplemented:** Read as '0'

bit 15-0 **CHDPTR<15:0>:** Channel Destination Pointer bits

1111111111111111 = Points to byte 65,535 of the destination

•

•

•

0000000000000001 = Points to byte 1 of the destination

0000000000000000 = Points to byte 0 of the destination

REGISTER 12-20: UxCNFG1: USB CONFIGURATION 1 REGISTER ('x' = 1 AND 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	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	U-0	R/W-0	R/W-0	U-0	U-0	R/W-0
	UTEYE	UOEMON	—	USBSIDL	LSDEV	—	—	UASUSPND

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 **UTEYE:** USB Eye-Pattern Test Enable bit
- 1 = Eye-Pattern Test is enabled
- 0 = Eye-Pattern Test is disabled

bit 6 **UOEMON:** USB $\overline{OE}$ Monitor Enable bit
- 1 = OE signal is active; it indicates intervals during which the D+/D- lines are driving
- 0 = OE signal is inactive

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

bit 4 **USBSIDL:** Stop in Idle Mode bit
- 1 = Discontinue module operation when device enters Idle mode
- 0 = Continue module operation in Idle mode

bit 3 **LSDEV:** Low-Speed Device Enable bit
- 1 = USB module to operate in Low-Speed Device mode
- 0 = USB module to operate in OTG, Host, or Full-Speed Device mode

bit 2-1 **Unimplemented:** Read as '0'

bit 0 **UASUSPND:** Automatic Suspend Enable bit
- 1 = USB module automatically suspends upon entry to Sleep mode. See the USUSPEND bit (UxPWRC<1>) in Register 12-5.
- 0 = USB module does not automatically suspend upon entry to Sleep mode. Software must use the USUSPEND bit (UxPWRC<1>) to suspend the module, including the USB 48 MHz clock

13.2 CLR, SET, and INV Registers

Every I/O module register has a corresponding CLR (clear), SET (set) and INV (invert) register designed to provide fast atomic bit manipulations. As the name of the register implies, a value written to a SET, CLR or INV register effectively performs the implied operation, but only on the corresponding base register and only bits specified as '1' are modified. Bits specified as '0' are not modified.

Reading SET, CLR and INV registers returns undefined values. To see the affects of a write operation to a SET, CLR or INV register, the base register must be read.

13.3 Peripheral Pin Select (PPS)

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.

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.

13.3.1 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.

13.3.2 AVAILABLE PERIPHERALS

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

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. 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.

13.3.3 CONTROLLING PPS

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.

13.3.4 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 13-1, are used to configure peripheral input mapping (see Register 13-1). 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 13-1.

Figure 13-2 illustrates the remappable pin selection for the U1RX input.

REGISTER 22-5: UxBRG: UARTx BAUD RATE GENERATOR 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	R/W-0	R/W-0	R/W-0	R/W-0
	—	—	—	—	BRG<19:16>			
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
	BRG<15:8>							
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
	BRG<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 31-20 **Unimplemented:** Read as '0'

bit 19-0 **BRG<19:0>:** Baud Rate Generator Divisor bits

Note: The UxBRG register cannot be changed while UARTx is enabled (ON bit (UxMODE<15>) = 1)).

TABLE 22-3: UART BAUD RATE CALCULATIONS

UART Baud Rate With	UxBRG Equals
BRGH = 0	UxBRG = ((CLKSEL Frequency / (16 * Desired Baud Rate)) – 1)
BRGH = 1	UxBRG = ((CLKSEL Frequency / (4 * Desired Baud Rate)) – 1)

Note: UART1 and UART2 on PBCLK2; UART3 through UART6 on PBCLK3.

23.0 PARALLEL MASTER PORT (PMP)

Note: This data sheet summarizes the features of the PIC32MK GP/MC family of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to **Section 13. "Parallel Master Port (PMP)"** (DS60001128), which is available from the *Documentation > Reference Manual* section of the Microchip PIC32 web site (www.microchip.com/pic32).

The PMP is a parallel 8-bit/16-bit input/output module specifically designed to communicate with a wide variety of parallel devices, such as communications peripherals, LCDs, external memory devices and microcontrollers. Because the interface to parallel peripherals varies significantly, the PMP module is highly configurable.

The following are key features of the PMP module:

- 8-bit or 16-bit data interface
- 14/22 address lines with two Chip Selects
- 15/23 address lines with one Chip Select
- 16/24 address lines without Chip Select
- Address auto-increment/auto-decrement
- Selectable address bus width for resource limited I/O
- Individual read and write strobes or read/write strobe with enable strobe
- Partially multiplexed address/data mode (eight bits of address) with an address latch strobe
- Fully multiplexed address/data mode (16 bits of address) with address latch high and low strobes
- Programmable wait states
- Programmable polarity on selected control signals
- Interrupt on cycle end, busy flag for polling
- Persistent Interrupt capability for DMA access
- Little and Big-Endian Compatible addressing styles
- Extended address mode with addresses up to 24 bits
- Dual (4) word buffer mode with separate read and write registers.
- Operate during CPU Sleep and Idle modes
- Fast bit manipulation using CLR, SET, and INV registers
- Freeze option for in-circuit debugging

Note: On 64-pin devices, data pins PMD<15:8> and PMA<23:16> are not available.

TABLE 23-1: PMP SUPPORTED CONFIGURATIONS

Pins	Alternate PMP Pin Functions	100-pin Devices	64-pin Devices
PMD<7:0>	Multiplexed PMA<7:0> and PMA<15:8>	X	X
PMD<15:8>	Multiplexed PMA<7:0> and PMA<15:8>	X	—
PMA<0>	PMALL	X	X
PMA<1>	PMALH	X	X
PMA<13:2>	—	X	X
PMA<14>	PMCS1 or PMCS	X	X
PMA<15>	PMCS2	X	X
PMA<21:16>	—	X	—
PMA<22>	PMCS1A	X	—
PMA<23>	PMCS2A	X	—
PMRD	PMWR	X	X
PMWR	PMENB	X	X

ADRMUX<1:0> bits:

11 = All 16 bits of address are multiplexed with the 16 bits of data (PMA<15:0>/PMD<15:0>) using two phases.

10 = All 16 bits of address are multiplexed with the lower 8 bits of data (PMA<15:8>/PMA<7:0>/PMD<7:0>) using three phases

01 = Lower 8 bits of address are multiplexed with lower 8 bits of data (PMA<7:0>/PMD<7:0>)

00 = Address and data pins are not multiplexed

REGISTER 25-3: ADCCON3: ADC CONTROL REGISTER 3

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
	ADCSEL<1:0>		CONCLKDIV<5:0>					
23:16	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	DIGEN7	—	DIGEN5	DIGEN4	DIGEN3	DIGEN2	DIGEN1	DIGEN0
15:8	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-0, HS, HC	R/W-0	R-0, HS, HC
	VREFSEL<2:0>			TRGSUSP	UPDIEN	UPDRDY	SAMP(1,2,3,4)	RQCNVRT
7:0	R/W-0	R-0, HS, HC	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	GLSWTRG	GSWTRG	ADINSEL<5:0>					

Legend:	HC = Hardware Set	HS = Hardware 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	x = Bit is unknown

bit 31-30 **ADCSEL<1:0>:** Analog-to-Digital Clock Source (TCLK) bits
11 = SYSCLK
10 = REFCLK3
01 = FRC
00 = PBCLK5

bit 29-24 **CONCLKDIV<5:0>:** Analog-to-Digital Control Clock (TQ) Divider bits
111111 = 126 * TCLK = TQ
•
•
•
000011 = 6 * TCLK = TQ
000010 = 4 * TCLK = TQ
000001 = 2 * TCLK = TQ
000000 = TCLK = TQ

bit 23 **DIGEN7:** Shared ADC (ADC7) Digital Enable bit
1 = ADC7 is digital enabled
0 = ADC7 is digital disabled

bit 22 **Unimplemented:** Read as '0'

bit 21 **DIGEN5:** ADC5 Digital Enable bit
1 = ADC5 is digital enabled (required for active operation)
0 = ADC5 is digital disabled (power-saving mode)

bit 20 **DIGEN4:** ADC4 Digital Enable bit
1 = ADC4 is digital enabled (required for active operation)
0 = ADC4 is digital disabled (power-saving mode)

Note 1: The SAMP bit has the highest priority and setting this bit will keep the S&H circuit in Sample mode until the bit is cleared. Also, usage of the SAMP bit will cause settings of SAMC<9:0> bits (ADCCON2<25:16>) to be ignored.

2: The SAMP bit only connects analog inputs to the shared ADC, ADC7. All Class 1 analog inputs are not affected by the SAMP bit.

3: The SAMP bit is not a self-clearing bit and it is the responsibility of application software to first clear this bit and only after setting the RQCNVRT bit to start the analog-to-digital conversion.

4: Normally, when the SAMP and RQCNVRT bits are used by software routines, all TRGSRCx<4:0> bits and STRGSRC<4:0> bits should be set to '00000' to disable all external hardware triggers and prevent them from interfering with the software-controlled sampling command signal SAMP and with the software-controlled trigger RQCNVRT.

REGISTER 25-29: ADCCNTB: ADC CHANNEL SAMPLE COUNT BASE ADDRESS 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
	ADCCNTB<31:24>							
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
	ADCCNTB<23:16>							
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
	ADCCNTB<15:8>							
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
	ADCCNTB<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 31-0 **ADCCNTB<31:0>:** ADC Channel Count Base Address bits

SRAM address for the DMA interface at which to save the first class channel buffer A sample count values into the System RAM. If First Class Channel 'x' (where 'x' = 0-5), is ready with a new available sample data, and the DMA interface is currently saving data for Channel 'x' to RAM Buffer 'z' (where 'z' == 0 means Buffer A and 'z' == 1 means Buffer B, with 'z' depending on 'x'), the DMA interface will increment (+1) the 1 byte count value stored at System RAM address (ADCCNTB + 2 * x + z). ADCCNTB works in conjunction with ADCDMAB. The DMA interface will use ADCCNTB to save the buffer sample counts only if the DMACEN bit in the ADCDSTAT register is set to '1'.

REGISTER 25-30: ADCDMAB: ADC CHANNEL SAMPLE COUNT BASE ADDRESS 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
	ADCDMAB<31:24>							
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
	ADCDMAB<23:16>							
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
	ADCDMAB<15:8>							
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
	ADCDMAB<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 31-0 **ADCDMAB<31:0>:** DMA Interface Base Address bits

Address at which to save first class channels data into the System RAM. If First Class Channel 'x' (where 'x' = 0-5), is ready with a new available sample data, and the DMA interface is currently saving data for Channel 'x' to RAM Buffer 'z' (where 'z' == 0 means Buffer A and 'z' == 1 means Buffer B, 'z' depending on 'x'), and the current DMA x-counter value is 'y' (with 'y' depending on 'x'), the DMA interface will store the 2-byte output data value at System RAM address (ADCDMAB + (2 * x + z) * $2^{(DMABL+1)}$ + 2 * y. Also, if the DMACEN bit in the ADCDSTAT register is set to '1', the DMA interface will store without delay the value 'y' itself at the System RAM address (ADCCNTB + 2 * x + z).

REGISTER 26-12: CxFLTCON2: CAN FILTER CONTROL REGISTER 2 ('x' = 1-4)

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
	FLTEN11	MSEL11<1:0>		FSEL11<4:0>				
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
	FLTEN10	MSEL10<1:0>		FSEL10<4:0>				
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
	FLTEN9	MSEL9<1:0>		FSEL9<4:0>				
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
	FLTEN8	MSEL8<1:0>		FSEL8<4:0>				

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 **FLTEN11:** Filter 11 Enable bit
1 = Filter is enabled
0 = Filter is disabled

bit 30-29 **MSEL11<1:0>:** Filter 11 Mask Select bits
11 = Reserved
10 = Acceptance Mask 2 is selected
01 = Acceptance Mask 1 is selected
00 = Acceptance Mask 0 is selected

bit 28-24 **FSEL11<4:0>:** FIFO Selection bits
11111 = Message matching filter is stored in FIFO buffer 31
11110 = Message matching filter is stored in FIFO buffer 30
•
•
•
00001 = Message matching filter is stored in FIFO buffer 1
00000 = Message matching filter is stored in FIFO buffer 0

bit 23 **FLTEN10:** Filter 10 Enable bit
1 = Filter is enabled
0 = Filter is disabled

bit 22-21 **MSEL10<1:0>:** Filter 10 Mask Select bits
11 = Reserved
10 = Acceptance Mask 2 is selected
01 = Acceptance Mask 1 is selected
00 = Acceptance Mask 0 is selected

bit 20-16 **FSEL10<4:0>:** FIFO Selection bits
11111 = Message matching filter is stored in FIFO buffer 31
11110 = Message matching filter is stored in FIFO buffer 30
•
•
•
00001 = Message matching filter is stored in FIFO buffer 1
00000 = Message matching filter is stored in FIFO buffer 0

Note: The bits in this register can only be modified if the corresponding filter enable (FLTENn) bit is '0'.

REGISTER 31-3: SEVTCMP: PWM PRIMARY SPECIAL EVENT COMPARE 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/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	SEVTCMP<15:8>(1)							
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
	SEVTCMP<7:0>(1)							

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 15-0 **SEVTCMP<15:0>:** Special Event Compare Count Value bits(1)

The special event trigger allows analog-to-digital conversions to be synchronized to the master PWM time base. The analog-to-digital sampling and conversion time may be programmed to occur at any point within the PWM period.

Note 1: Minimum LSb = 1 / FSYSCLK.

REGISTER 31-4: PMTMR: PRIMARY MASTER TIME BASE TIMER 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	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	PMTMR<15:8>(1)							
7:0	R-0	R-0	R-0	R-0	R-0	R-0	R-0	R-0
	PMTMR<7:0>(1)							

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 15-0 **PMTMR<15:0>:** Primary Master Time Base Timer Value bits(1)

This timer increments with each PWM clock until the PTPER value is reached.

Note 1: LSb = 1 / FSYSCLK.

REGISTER 31-6: STPER: SECONDARY MASTER TIME BASE PERIOD 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/W-0	R/W-1	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	STPER<15:8>(1,2,4)							
7:0	R/W-0	R/W-0	R/W-1	R/W-0	R/W-0	R/W-0(3)	R/W-0(3)	R/W-0(3)
	STPER<7:0>(1,2,4)							

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 15-0 **STPER<15:0>:** Secondary Master Time Base Period Value bits(1,2,4)

Note 1: Minimum LSb = 1/FSYSCLK.

2: Minimum value is 0x0008.

3: If a period value lesser than 0x0008 is chosen, the internal hardware forcefully sets the period to a minimum value of 0x0008.

4: STPER = (FSYSCLK/(FPWM * PCLKDIV<2:0> bits (PTCON<6:4>)).
FPWM = User-desired PWM Frequency.

REGISTER 31-7: SSEVTCMP: PWM SECONDARY SPECIAL EVENT COMPARE 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/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	SSEVTCMP<15:8>							
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
	SSEVTCMP<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 31-16 **Unimplemented:** Read as '0'

bit 15-0 **SSEVTCMP<15:0>:** Secondary Special Event Compare Value bits

The secondary special event trigger allows analog-to-digital conversions to be synchronized to the secondary master PWM time base. The analog-to-digital sampling and conversion time may be programmed to occur at any point within the PWM period.

REGISTER 31-12: IOCONx: PWMX I/O CONTROL REGISTER 'x' ('x' = 1 THROUGH 12) (CONTINUED)

bit 22-19 **FLTSRC<3:0>:** Fault Control Signal Source Select bits for PWM Generator 'x'(2,4)
These bits specify the Fault control source.
1111 = FLT15
1110 = Reserved
1101 = Reserved
1100 = Comparator 5
1011 = Comparator 4
1010 = Comparator 3
1001 = Comparator 2
1000 = Comparator 1
0111 = FLT8
0110 = FLT7
0101 = FLT6
0100 = FLT5
0011 = FLT4
0010 = FLT3
0001 = FLT2
0000 = FLT1

Note 1: During PWM initialization, if the PWMLOCK fuse bit is 'enabled' (logic '0'), the control on the state of the PWMxL/PWMxH output pins rests solely with the PENH and PENL bits. However, these bits are at '0', which leaves the pin control with the I/O module. Care must be taken to not inadvertently set the TRIS bits to output, which could impose an incorrect output on the PWMxH/PWMxL pins even if there are external pull-up and pull-down resistors. The data direction for the pins must be set to input if tri-state behavior is desired or be driven to the appropriate logic states. The PENH and PENL bits must always be initialized prior to enabling the MCPWM module (PTEN bit = 1).

2: These bits must not be changed after the MCPWM module is enabled (PTEN bit = 1).

3: State represents Active/Inactive state of the PWM, depending on the POLH and POLL bits. For example, if FLTDAT<1> is set to '1' and POLH is set to '1', the PWMxH pin will be at logic level 0 (active level) when a Fault occurs.

4: If (PWMLOCK = 0), these bits are writable only after the proper sequence is written to the PWMKEY register. If (PWMLOCK = 1), these bits are writable at all times. The user application must write two consecutive values of (0xABCD and 0x4321) to the PWMKEY register to perform the unlock operation for the IOCONx register if PWMLOCK = 1. Write access to a IOCONx register must be the next SFR access following the unlock process. There can be no other SFR accesses during the unlock process and subsequent write access. This is not an atomic operation, and therefore, any CPU interrupts that occur during or immediately after an unlock sequence may cause the IOCONx SFR write access to fail.

Note: Dead Time Compensation, Current-Limit, and Faults share common inputs on the FLTx inputs ('x' = 1-8, and 15). Therefore, it is not recommended that a user application assign these multiple functions on the same Fault FLTx pin. In addition, DTCMP functions are fixed to specific FLTx inputs, where Current-Limit, (CLSRC<3:0> bits) and Faults (FLTSRC<3:0> bits) can be assigned to any one of 15 unique and separate inputs. For example, if a user application was required to assign multiple simultaneous Fault, Current-Limit, DTCMP to a single PWM1. Refer to the following examples for both desirable and undesirable practices.

Desirable Example PWM1: (DTCMP1 = FLT3 pin, Current Limit = FLT7 pin, Fault = FLT8 pin)

```
PWMCON1bits.DTC = 0b11;       //Enable DTCMP1 input on FLT3 function pin
IOCON1bits.CLMOD = 1;         //Enable PWM1 Current-Limit mode
IOCON1bits.CLSRC = 0b0110;    //Enable current limit for PWM1 on FLT7 pin
IOCON1bits.FLTMOD = 1;        //Enable PWM1 Fault mode
IOCON1bits.FLTSRC = 0b0111;   //Enable Fault for PWM1 on FLT8 pin
```

Undesirable Example: PWM1: (DTCMP1 = Current Limit = Fault = FLT3 pin)

```
PWMCON1bits.DTC = 0b11;       //Enable DTCMP1 input on FLT3 function pin
IOCON1bits.CLMOD = 1;         //Enable PWM1 Current-Limit mode
IOCON1bits.CLSRC = 0b0010;    //Enable current limit for PWM1 on FLT3 pin
IOCON1bits.FLTMOD = 1;        //Enable PWM1 Fault mode
IOCON1bits.FLTSRC = 0b0010;   //Enable Fault for PWM1 on FLT3 pin
```

REGISTER 31-15: PHASEx: PWM PRIMARY PHASE SHIFT REGISTER 'x' ('x' = 1 THROUGH 12)

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	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	PHASE<15:8>							
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
	PHASE<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 31-16 **Unimplemented:** Read as '0'

bit 15-0 **PHASE<15:0>:** PWM Phase Shift Value or Independent Time Base Period bits for the PWM Generator bits(6)

Phase shifting is used to offset the start of a PWM Generator's time base period, relative to a master time base, as well as the generated duty cycle. Also, the effects on the operation of the PWM signals through any external control signals, such as current-limit, Fault, and dead time compensation, are also shifted in time.

Note 1: If the ITB bit (PWMCONx<9>) = 0, the following applies based on the mode of operation:

Complementary, Redundant and Push-Pull Output modes (PMOD<1:0> (IOCONx<11:10>) = 00, 01, or 10) PHASE<15:0> = Phase shift value for PWMxH and PWMxL outputs

2: If the ITB bit = 1, the following applies based on the mode of operation:

Complementary, Redundant, and Push-Pull Output modes (PMOD<1:0> = 00, 01, or 10) PHASE<15:0> = local time base period value for TMRx

3: A Phase offset that exceeds the PWM period will lead to unpredictable results.

4: The minimum period value is 0x0008.

5: The SDCx register is used in Independent PWM mode only (PMOD<1:0> = 11). When used in Independent PWM mode, the SDCx register controls the PWMxL duty cycle.

6: PHASEx = (FSYSCLK / (FPWM * PCLKDIV<2:0> bits (PTCON<6:4>))
FPWM = User-desired PWM Frequency.

REGISTER 31-17: ALTDTRx: PWM ALTERNATE DEAD TIME REGISTER 'x' ('x' = 1 THROUGH 12)

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	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
	—	—	ALTDTR<13:8>					
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
	ALTDTR<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 31-16 **Unimplemented:** Read as '0'

bit 15-0 ALTDTR**<13:0>:** Unsigned 14-bit Dead Time Value for PWMxL Dead Time Unit bits

These bits specify the trailing edge dead time count between the PWMxH and PWMxL. The time base for the count is the same as for the PWM generator.

The alternate dead time period is typically set equal to the switching times of the power transistors in the application circuits. It is specifically intended for use in Complementary Output mode. The use of dead time in any other mode may generate unexpected or unpredictable results. If the duty cycle value in the DC register equals '0', or is greater than or equal to the Period, alternate dead time compensation is ignored. The values for Duty Cycle + Dead Time + ALT Dead Time Compensation must not exceed the value for the Period Register minus 1. If the sum exceeds the Period Register -minus1, unexpected results may occur. The values for Duty Cycle + Dead Time minus Alternate Dead Time Compensation must be greater than '0', or unexpected results may occur.

TABLE 36-11: DC CHARACTERISTICS: I/O PIN OUTPUT SPECIFICATIONS

DC CHARACTERISTICS			Standard Operating Conditions: 2.2V to 3.6V (unless otherwise stated) Operating temperature -40°C ≤ TA ≤ +85°C for Industrial -40°C ≤ TA ≤ +125°C for Extended				
Param.	**Sym.**	**Characteristic**	**Min.**	**Typ.**	**Max.**	**Units**	**Conditions(1)**
DO10	VOL	**Output Low Voltage** I/O Pins 4x Sink Driver Pins - RA0, RA4, RA11, RA12, RA14, RA15 RB0-RB3, RB8, RB9 RC0, RC1, RC2, RC10, RC12, RC13 RD8, RD12-RD15 RE0, RE1, RE8, RE9 RF5, RF6, RF7, RF9, RF10, RF12, RF13 RG0, RG1, RG6-RG15	—	—	0.4	V	IOL ≤ 10 mA, VDD = 3.3V
		Output Low Voltage I/O Pins: 8x Sink Driver Pins - RA1, RA7, RA8, RA10 RB4-RB7, RB10-RB15 RC6, RC7, RC8, RC9, RC11, RC15 RD1-RD6 RE12-RE15 RF0, RF1	—	—	0.4	V	IOL ≤ 15 mA, VDD = 3.3V
DO20	VOH	**Output High Voltage** I/O Pins: 4x Source Driver Pins - RA0, RA4, RA11, RA12, RA14, RA15 RB0-RB3, RB8, RB9 RC0, RC1, RC2, RC10, RC12, RC13 RD8, RD12-RD15 RE0, RE1, RE8, RE9 RF5, RF6, RF7, RF9, RF10, RF12, RF13 RG0, RG1, RG6-RG15	2.4	—	—	V	IOH ≥ -10 mA, VDD = 3.3V
		Output High Voltage I/O Pins: 8x Source Driver Pins - RA1, RA7, RA8, RA10 RB4-RB7, RB10-RB15 RC6, RC7, RC8, RC9, RC11, RC15 RD1-RD6 RE12-RE15 RF0, RF1	2.4	—	—	V	IOH ≥ -15 mA, VDD = 3.3V

Note 1: Parameters are characterized, but not tested.