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	PIC
Core Size	16-Bit
Speed	32MHz
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, LVD, POR, PWM, WDT
Number of I/O	18
Program Memory Size	8KB (2.75K x 24)
Program Memory Type	FLASH
EEPROM Size	512 x 8
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	1.8V ~ 3.6V
Data Converters	A/D 16x10b/12b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	20-SSOP (0.209", 5.30mm Width)
Supplier Device Package	20-SSOP
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/pic24f08km101t-i-ss

3.3.2 DIVIDER

The divide block supports 32-bit/16-bit and 16-bit/16-bit signed and unsigned integer divide operations with the following data sizes:

1. 32-bit signed/16-bit signed divide
2. 32-bit unsigned/16-bit unsigned divide
3. 16-bit signed/16-bit signed divide
4. 16-bit unsigned/16-bit unsigned divide

The quotient for all divide instructions ends up in W0 and the remainder in W1. Sixteen-bit signed and unsigned `DIV` instructions can specify any W register for both the 16-bit divisor (Wn), and any W register (aligned) pair (W(m + 1):Wm) for the 32-bit dividend. The divide algorithm takes one cycle per bit of divisor, so both 32-bit/16-bit and 16-bit/16-bit instructions take the same number of cycles to execute.

3.3.3 MULTI-BIT SHIFT SUPPORT

The PIC24F ALU supports both single bit and single-cycle, multi-bit arithmetic and logic shifts. Multi-bit shifts are implemented using a shifter block, capable of performing up to a 15-bit arithmetic right shift, or up to a 15-bit left shift, in a single cycle. All multi-bit shift instructions only support Register Direct Addressing for both the operand source and result destination.

A full summary of instructions that use the shift operation is provided in Table 3-2.

TABLE 3-2: INSTRUCTIONS THAT USE THE SINGLE AND MULTI-BIT SHIFT OPERATION

Instruction	Description
ASR	Arithmetic shift right source register by one or more bits.
SL	Shift left source register by one or more bits.
LSR	Logical shift right source register by one or more bits.

TABLE 4-6: TIMER1 REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
TMR1	100h	Timer1 Register																xxxx
PR1	102h	Timer1 Period Register																FFFF
T1CON	104h	TON	—	TSIDL	—	—	—	TECS1	TECS0	—	TGATE	TCKPS1	TCKPS0	—	TSYNC	TCS	—	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.

TABLE 4-7: CLC1-2 REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
CLC1CONL	122h	LCEN	—	—	—	INTP	INTN	—	—	LCOE	LCOUT	LCPOL	—	—	MODE2	MODE1	MODE0	0000
CLC1CONH	124h	—	—	—	—	—	—	—	—	—	—	—	—	G4POL	G3POL	G2POL	G1POL	0000
CLC1SEL	126h	—	DS42	DS41	DS40	—	DS32	DS31	DS30	—	DS22	DS21	DS20	—	DS12	DS11	DS10	0000
CLC1GLSL	12Ah	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N	0000
CLC1GLSH	12Ch	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N	0000
CLC2CONL(1)	12Eh	LCEN	—	—	—	INTP	INTN	—	—	LCOE	LCOUT	LCPOL	—	—	MODE2	MODE1	MODE0	0000
CLC2CONH(1)	130h	—	—	—	—	—	—	—	—	—	—	—	—	G4POL	G3POL	G2POL	G1POL	0000
CLC2SEL(1)	132h	—	DS42	DS41	DS40	—	DS32	DS31	DS30	—	DS22	DS21	DS20	—	DS12	DS11	DS10	0000
CLC2GLSL(1)	136h	G2D4T	G2D4N	G2D3T	G2D3N	G2D2T	G2D2N	G2D1T	G2D1N	G1D4T	G1D4N	G1D3T	G1D3N	G1D2T	G1D2N	G1D1T	G1D1N	0000
CLC2GLSH(1)	138h	G4D4T	G4D4N	G4D3T	G4D3N	G4D2T	G4D2N	G4D1T	G4D1N	G3D4T	G3D4N	G3D3T	G3D3N	G3D2T	G3D2N	G3D1T	G3D1N	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: These registers are available only on PIC24F(V)16KM2XX devices.

TABLE 4-15: UART1 REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
U1MODE	220h	UARTEN	—	USIDL	IREN	RTSMD	—	UEN1	UEN0	WAKE	LPBACK	ABAUD	URXINV	BRGH	PDSEL1	PDSEL0	STSEL	0000
U1STA	222h	UTXISEL1	UTXINV	UTXISEL0	—	UTXBRK	UTXEN	UTXBF	TRMT	URXISEL1	URXISEL0	ADDEN	RIDLE	PERR	FERR	OERR	URXDA	0110
U1TXREG	224h	—	—	—	—	—	—	—	UART1 Transmit Register									xxxx
U1RXREG	226h	—	—	—	—	—	—	—	UART1 Receive Register									0000
U1BRG	228h	Baud Rate Generator Prescaler																0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.

TABLE 4-16: UART2 REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
U2MODE(1)	230h	UARTEN	—	USIDL	IREN	RTSMD	—	UEN1	UEN0	WAKE	LPBACK	ABAUD	URXINV	BRGH	PDSEL1	PDSEL0	STSEL	0000
U2STA(1)	232h	UTXISEL1	UTXINV	UTXISEL0	—	UTXBRK	UTXEN	UTXBF	TRMT	URXISEL1	URXISEL0	ADDEN	RIDLE	PERR	FERR	OERR	URXDA	0110
U2TXREG(1)	234h	—	—	—	—	—	—	—	UART2 Transmit Register									xxxx
U2RXREG(1)	236h	—	—	—	—	—	—	—	UART2 Receive Register									0000
U2BRG(1)	238h	Baud Rate Generator Prescaler																0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: These registers are available only on PIC24F(V)16KM2XX devices.

TABLE 4-17: OP AMP 1 REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
AMP1CON(1)	24Ah	AMPEN	—	AMPSIDL	AMPSLP	—	—	—	—	SPDSEL	—	NINSEL2	NINSEL1	NINSEL0	PINSEL2	PINSEL1	PINSEL0	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: This registers are available only on PIC24F(V)16KM2XX devices.

TABLE 4-18: OP AMP 2 REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
AMP2CON(1)	24Ch	AMPEN	—	AMPSIDL	AMPSLP	—	—	—	—	SPDSEL	—	NINSEL2	NINSEL1	NINSEL0	PINSEL2	PINSEL1	PINSEL0	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: This registers are available only on PIC24F(V)16KM2XX devices.

TABLE 4-19: DAC1 REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
DAC1CON(1)	274h	DACEN	—	DACSIDL	DACSLP	DACFM	—	SRDIS	DACTRIG	DACOE	DACTSEL4	DACTSEL3	DACTSEL2	DACTSEL1	DACTSEL0	DACREF1	DACREF0	0000
DAC1DAT(1)	276h	DACDAT15(2)	DACDAT14(2)	DACDAT13(2)	DACDAT12(2)	DACDAT11(2)	DACDAT10(2)	DACDAT9(2)	DACDAT8(2)	DACDAT7(2)	DACDAT6(2)	DACDAT5(2)	DACDAT4(2)	DACDAT3(2)	DACDAT2(2)	DACDAT1(2)	DACDAT0(2)	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: These registers are available only on PIC24F(V)16KM1XX devices.
2: The 8-bit result format depends on the value of the DACFM control bit.

TABLE 4-20: DAC2 REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9	Bit 8	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
DAC2CON(1)	278h	DACEN	—	DACSIDL	DACSLP	DACFM	—	SRDIS	DACTRIG	DACOE	DACTSEL4	DACTSEL3	DACTSEL2	DACTSEL1	DACTSEL0	DACREF1	DACREF0	0000
DAC2DAT(1)	27Ah	DACDAT15(2)	DACDAT14(2)	DACDAT13(2)	DACDAT12(2)	DACDAT11(2)	DACDAT10(2)	DACDAT9(2)	DACDAT8(2)	DACDAT7(2)	DACDAT6(2)	DACDAT5(2)	DACDAT4(2)	DACDAT3(2)	DACDAT2(2)	DACDAT1(2)	DACDAT0(2)	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: These registers are available only on PIC24F(V)16KM2XX devices.
2: The 8-bit result format depends on the value of the DACFM control bit.

TABLE 4-21: PORTA REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11[4,5]	Bit 10[4,5]	Bit 9[4,5]	Bit 8[4,5]	Bit 7[4]	Bit 6[3]	Bit 5[2]	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0	All Resets
TRISA	2C0h	—	—	—	—	TRISA11	TRISA10	TRISA9	TRISA8	TRISA7	TRISA6	—	TRISA4	TRISA3	TRISA2	TRISA1	TRISA0	0FDF[1]
PORTA	2C2h	—	—	—	—	RA11	RA10	RA9	RA8	RA7	RA6	RA5	RA4	RA3	RA2	RA1	RA0	xxxx
LATA	2C4h	—	—	—	—	LATA11	LATA10	LATA9	LATA8	LATA7	LATA6	—	LATA4	LATA3	LATA2	LATA1	LATA0	xxxx
ODCA	2C6h	—	—	—	—	ODA11	ODA10	ODA9	ODA8	ODA7	ODA6	—	ODA4	ODA3	ODA2	ODA1	ODA0	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: Reset value depends on the device type; the PIC24F16KM204 value is shown.
2: These bits are only available when MCLRE (FPOR<7>) = 0.
3: These bits are not implemented in FV devices.
4: These bits are not implemented in 20-pin devices.
5: These bits are not implemented in 28-pin devices.

TABLE 4-22: PORTB REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11[2]	Bit 10[2]	Bit 9	Bit 8	Bit 7	Bit 6[2]	Bit 5[2]	Bit 4	Bit 3[2]	Bit 2	Bit 1	Bit 0	All Resets
TRISB	2C8h	TRISB15	TRISB14	TRISB13	TRISB12	TRISB11	TRISB10	TRISB9	TRISB8	TRISB7	TRISB6	TRISB5	TRISB4	TRISB3	TRISB2	TRISB1	TRISB0	FFFF[1]
PORTB	2CAh	RB15	RB14	RB13	RB12	RB11	RB10	RB9	RB8	RB7	RB6	RB5	RB4	RB3	RB2	RB1	RB0	xxxx
LATB	2CCh	LATB15	LATB14	LATB13	LATB12	LATB11	LATB10	LATB9	LATB8	LATB7	LATB6	LATB5	LATB4	LATB3	LATB2	LATB1	LATB0	xxxx
ODCB	2CEh	ODB15	ODB14	ODB13	ODB12	ODB11	ODB10	ODB9	ODB8	ODB7	ODB6	ODB5	ODB4	ODB3	ODB2	ODB1	ODB0	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: Reset value depends on the device type; the PIC24F16KM204 value is shown.
2: These bits are not implemented in 20-pin devices.

TABLE 4-23: PORTC REGISTER MAP

File Name	Addr.	Bit 15	Bit 14	Bit 13	Bit 12	Bit 11	Bit 10	Bit 9[2,3]	Bit 8[2,3]	Bit 7[2,3]	Bit 6[2,3]	Bit 5[2,3]	Bit 4[2,3]	Bit 3[2,3]	Bit 2[2,3]	Bit 1[2,3]	Bit 0[2,3]	All Resets
TRISC	2D0h	—	—	—	—	—	—	TRISC9	TRISC8	TRISC7	TRISC6	TRISC5	TRISC4	TRISC3	TRISC2	TRISC1	TRISC0	03FF[1]
PORTC	2D2h	—	—	—	—	—	—	RC9	RC8	RC7	RC6	RC5	RC4	RC3	RC2	RC1	RC0	xxxx
LATTC	2D4h	—	—	—	—	—	—	LATC9	LATC8	LATC7	LATC6	LATC5	LATC4	LATC3	LATC2	LATC1	LATC0	xxxx
ODCC	2D6h	—	—	—	—	—	—	ODC9	ODC8	ODC7	ODC6	ODC5	ODC4	ODC3	ODC2	ODC1	ODC0	0000

Legend: x = unknown, u = unchanged, — = unimplemented, q = value depends on condition, r = reserved.
Note 1: Reset value depends on the device type; the PIC24F16KM204 value is shown.
2: These bits are not implemented in 20-pin devices.
3: These bits are not implemented in 28-pin devices.

4.2.5 SOFTWARE STACK

In addition to its use as a working register, the W15 register in PIC24F devices is also used as a Software Stack Pointer. The pointer always points to the first available free word and grows from lower to higher addresses. It pre-decrements for stack pops and post-increments for stack pushes, as depicted in Figure 4-4.

For a PC push during any `CALL` instruction, the MSB of the PC is zero-extended before the push, ensuring that the MSB is always clear.

Note:	A PC push during exception processing will concatenate the SRL register to the MSB of the PC prior to the push.

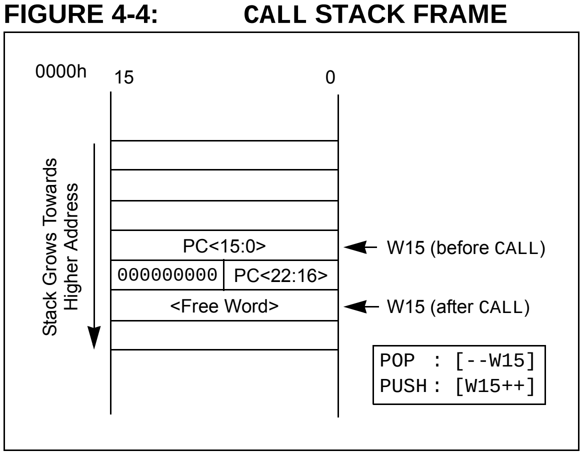
The Stack Pointer Limit Value (SPLIM) register, associated with the Stack Pointer, sets an upper address boundary for the stack. SPLIM is uninitialized at Reset. As is the case for the Stack Pointer, SPLIM<0> is forced to '`0`' as all stack operations must be word-aligned. Whenever an EA is generated using W15 as a source or destination pointer, the resulting address is compared with the value in SPLIM. If the contents of the Stack Pointer (W15) and the SPLIM register are equal, and a push operation is performed, a stack error trap will not occur. The stack error trap will occur on a subsequent push operation.

Thus, for example, if it is desirable to cause a stack error trap when the stack grows beyond address, 0DF6 in RAM, initialize the SPLIM with the value, 0DF4.

Similarly, a Stack Pointer underflow (stack error) trap is generated when the Stack Pointer address is found to be less than 0800h. This prevents the stack from interfering with the Special Function Register (SFR) space.

Note:	A write to the SPLIM register should not be immediately followed by an indirect read operation using W15.

FIGURE 4-4: CALL STACK FRAME



4.3 Interfacing Program and Data Memory Spaces

The PIC24F architecture uses a 24-bit-wide program space and 16-bit-wide Data Space (DS). The architecture is also a modified Harvard scheme, meaning that data can also be present in the program space. To use this data successfully, it must be accessed in a way that preserves the alignment of information in both spaces.

Apart from the normal execution, the PIC24F architecture provides two methods by which the program space can be accessed during operation:

- Using table instructions to access individual bytes or words anywhere in the program space
- Remapping a portion of the program space into the Data Space, PSV

Table instructions allow an application to read or write small areas of the program memory. This makes the method ideal for accessing data tables that need to be updated from time to time. It also allows access to all bytes of the program word. The remapping method allows an application to access a large block of data on a read-only basis, which is ideal for look ups from a large table of static data. It can only access the least significant word (lsw) of the program word.

4.3.1 ADDRESSING PROGRAM SPACE

Since the address ranges for the data and program spaces are 16 and 24 bits, respectively, a method is needed to create a 23-bit or 24-bit program address from 16-bit data registers. The solution depends on the interface method to be used.

For table operations, the 8-bit Table Memory Page Address register (TBLPAG) is used to define a 32K word region within the program space. This is concatenated with a 16-bit EA to arrive at a full 24-bit program space address. In this format, the Most Significant bit (MSb) of TBLPAG is used to determine if the operation occurs in the user memory (TBLPAG<7> = `0`) or the configuration memory (TBLPAG<7> = `1`).

For remapping operations, the 8-bit Program Space Visibility Page Address register (PSVPAG) is used to define a 16K word page in the program space. When the MSb of the EA is '`1`', PSVPAG is concatenated with the lower 15 bits of the EA to form a 23-bit program space address. Unlike the table operations, this limits remapping operations strictly to the user memory area.

See Table 4-35 and Figure 4-5 to know how the program EA is created for table operations and remapping accesses from the data EA. Here, P<23:0> refers to a program space word, whereas D<15:0> refers to a Data Space word.

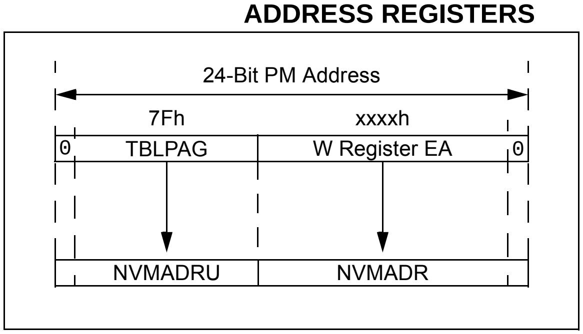
6.3 NVM Address Register

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

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

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

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



6.4 Data EEPROM Operations

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

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

Note 1:	Unexpected results will be obtained if the user attempts to read the EEPROM while a programming or erase operation is underway.
2:	The XC16 C compiler includes library procedures to automatically perform the Table Read and Table Write operations, manage the Table Pointer and write buffers, and unlock and initiate memory write sequences. This eliminates the need to create assembler macros or time critical routines in C for each application.

The library procedures are used in the code examples detailed in the following sections. General descriptions of each process are provided for users who are not using the XC16 compiler libraries.

REGISTER 8-4: INTCON2: INTERRUPT CONTROL REGISTER 2

R/W-0	R-0, HSC	U-0	U-0	U-0	U-0	U-0	U-0
ALTIVT	DISI	—	—	—	—	—	—
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	R/W-0	R/W-0	R/W-0
—	—	—	—	—	INT2EP	INT1EP	INT0EP
bit 7							bit 0

Legend:	HSC = Hardware Settable/Clearable bit		
R = Readable bit	W = Writable bit	U = Unimplemented bit, read as ‘0’	
-n = Value at POR	‘1’ = Bit is set	‘0’ = Bit is cleared	x = Bit is unknown

bit 15 **ALTIVT:** Enable Alternate Interrupt Vector Table bit
1 = Uses Alternate Interrupt Vector Table (AIVT)
0 = Uses standard (default) Interrupt Vector Table (IVT)

bit 14 **DISI:** DISI Instruction Status bit
1 = DISI instruction is active
0 = DISI instruction is not active

bit 13-3 **Unimplemented:** Read as ‘0’

bit 2 **INT2EP:** External Interrupt 2 Edge Detect Polarity Select bit
1 = Interrupt is on the negative edge
0 = Interrupt is on the positive edge

bit 1 **INT1EP:** External Interrupt 1 Edge Detect Polarity Select bit
1 = Interrupt is on the negative edge
0 = Interrupt is on the positive edge

bit 0 **INT0EP:** External Interrupt 0 Edge Detect Polarity Select bit
1 = Interrupt is on the negative edge
0 = Interrupt is on the positive edge

REGISTER 8-20: IPC1: INTERRUPT PRIORITY CONTROL REGISTER 1

U-0	R/W-1	R/W-0	R/W-0	U-0	R/W-1	R/W-0	R/W-0
—	CCT1IP2	CCT1IP1	CCT1IP0	—	CCP4IP2	CCP4IP1	CCP4IP0
bit 15							bit 8

U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0
—	CCP3IP2	CCP3IP1	CCP3IP0	—	—	—	—
bit 7							bit 0

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

bit 15 **Unimplemented:** Read as ‘0’

bit 14-12 **CCT1IP<2:0>:** Capture/Compare 1 Timer Interrupt Priority bits
111 = Interrupt is Priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is Priority 1
000 = Interrupt source is disabled

bit 11 **Unimplemented:** Read as ‘0’

bit 10-8 **CCP4IP<2:0>:** Capture/Compare 4 Event Interrupt Priority bits
111 = Interrupt is Priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is Priority 1
000 = Interrupt source is disabled

bit 7 **Unimplemented:** Read as ‘0’

bit 6-4 **CCP3IP<2:0>:** Capture/Compare 3 Event Interrupt Priority bits
111 = Interrupt is Priority 7 (highest priority interrupt)
•
•
•
001 = Interrupt is Priority 1
000 = Interrupt source is disabled

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

The following code sequence for a clock switch is recommended:

1. Disable interrupts during the OSCCON register unlock and write sequence.
2. Execute the unlock sequence for the OSCCON high byte by writing 78h and 9Ah to OSCCON<15:8>, in two back-to-back instructions.
3. Write the new oscillator source to the NOSCx bits in the instruction immediately following the unlock sequence.
4. Execute the unlock sequence for the OSCCON low byte by writing 46h and 57h to OSCCON<7:0>, in two back-to-back instructions.
5. Set the OSWEN bit in the instruction immediately following the unlock sequence.
6. Continue to execute code that is not clock-sensitive (optional).
7. Invoke an appropriate amount of software delay (cycle counting) to allow the selected oscillator and/or PLL to start and stabilize.
8. Check to see if OSWEN is '0'. If it is, the switch was successful. If OSWEN is still set, then check the LOCK bit to determine the cause of failure.

The core sequence for unlocking the OSCCON register and initiating a clock switch is shown in Example 9-1 and Example 9-2.

EXAMPLE 9-1: ASSEMBLY CODE SEQUENCE FOR CLOCK SWITCHING

```
;Place the new oscillator selection in W0
;OSCCONH (high byte) Unlock Sequence
MOV        #OSCCONH, w1
MOV        #0x78, w2
MOV        #0x9A, w3
MOV.b      w2, [w1]
MOV.b      w3, [w1]
;Set new oscillator selection
MOV.b      WREG, OSCCONH
;OSCCONL (low byte) unlock sequence
MOV        #OSCCONL, w1
MOV        #0x46, w2
MOV        #0x57, w3
MOV.b      w2, [w1]
MOV.b      w3, [w1]
;Start oscillator switch operation
BSET       OSCCON,#0
```

EXAMPLE 9-2: BASIC 'C' CODE SEQUENCE FOR CLOCK SWITCHING

```
//Use compiler built-in function to write
new clock setting
__builtin_write_OSCCONH(0x01); //0x01
switches to FRCPLL

//Use compiler built-in function to set the
OSWEN bit.
__builtin_write_OSCCONL(OSCCONL | 0x01);

//Optional: Wait for clock switch sequence
to complete
while(OSCCONbits.OSWEN == 1);
```

9.5 Reference Clock Output

In addition to the CLKO output (FOSC/2) available in certain oscillator modes, the device clock in the PIC24FXXXXX family devices can also be configured to provide a reference clock output signal to a port pin. This feature is available in all oscillator configurations and allows the user to select a greater range of clock submultiples to drive external devices in the application.

This reference clock output is controlled by the REFOCON register (Register 9-4). Setting the ROEN bit (REFOCON<15>) makes the clock signal available on the REFO pin. The RODIV<3:0> bits (REFOCON<11:8>) enable the selection of 16 different clock divider options.

The ROSSLP and ROSEL bits (REFOCON<13:12>) control the availability of the reference output during Sleep mode. The ROSEL bit determines if the oscillator on OSC1 and OSC2, or the current system clock source, is used for the reference clock output. The ROSSLP bit determines if the reference source is available on REFO when the device is in Sleep mode.

To use the reference clock output in Sleep mode, both the ROSSLP and ROSEL bits must be set. The device clock must also be configured for one of the primary modes (EC, HS or XT); otherwise, if the ROSEL bit is not also set, the oscillator on OSC1 and OSC2 will be powered down when the device enters Sleep mode. Clearing the ROSEL bit allows the reference output frequency to change as the system clock changes during any clock switches.

REGISTER 14-2: SSPxSTAT: MSSPx STATUS REGISTER (I^{2}C™ MODE) (CONTINUED)

bit 0 **BF:** Buffer Full Status bit

In Transmit mode:
1 = Transmit is in progress, SSPxBUF is full
0 = Transmit is complete, SSPxBUF is empty

In Receive mode:
1 = SSPxBUF is full (does not include the $\overline{\text{ACK}}$ and Stop bits)
0 = SSPxBUF is empty (does not include the $\overline{\text{ACK}}$ and Stop bits)

Note 1: This bit is cleared on Reset and when SSPEN is cleared.

2: This bit holds the R/$\overline{\text{W}}$ bit information following the last address match. This bit is only valid from the address match to the next Start bit, Stop bit or not $\overline{\text{ACK}}$ bit.

3: ORing this bit with SEN, RSEN, PEN, RCEN or ACKEN will indicate if the MSSPx is in Active mode.

TABLE 19-2: NUMERICAL EQUIVALENTS OF VARIOUS RESULT CODES: 12-BIT FRACTIONAL FORMATS

VIN/VREF	12-Bit Output Code	16-Bit Fractional Format/ Equivalent Decimal Value		16-Bit Signed Fractional Format/ Equivalent Decimal Value	
+4095/4096	0 1111 1111 1111	1111 1111 1111 0000	0.999	0111 1111 1111 1000	0.999
+4094/4096	0 1111 1111 1110	1111 1111 1110 0000	0.998	0111 1111 1110 1000	0.998
• • •					
+1/4096	0 0000 0000 0001	0000 0000 0001 0000	0.001	0000 0000 0000 1000	0.001
0/4096	0 0000 0000 0000	0000 0000 0000 0000	0.000	0000 0000 0000 0000	0.000
-1/4096	1 0111 1111 1111	0000 0000 0000 0000	0.000	1111 1111 1111 1000	-0.001
• • •					
-4095/4096	1 0000 0000 0001	0000 0000 0000 0000	0.000	1000 0000 0000 1000	-0.999
-4096/4096	1 0000 0000 0000	0000 0000 0000 0000	0.000	1000 0000 0000 0000	-1.000

FIGURE 19-5: A/D OUTPUT DATA FORMATS (10-BIT)

RAM Contents:							d09	d08	d07	d06	d05	d04	d03	d02	d01	d00
Read to Bus:																
Integer	0	0	0	0	0	0	d09	d08	d07	d06	d05	d04	d03	d02	d01	d00
Signed Integer	s0	s0	s0	s0	s0	s0	d09	d08	d07	d06	d05	d04	d03	d02	d01	d00
Fractional (1.15)	d09	d08	d07	d06	d05	d04	d03	d02	d01	d00	0	0	0	0	0	0
Signed Fractional (1.15)	s0	d09	d08	d07	d06	d05	d04	d03	d02	d01	d00	0	0	0	0	0

TABLE 19-3: NUMERICAL EQUIVALENTS OF VARIOUS RESULT CODES: 10-BIT INTEGER FORMATS

VIN/VREF	10-Bit Differential Output Code (11-bit result)	16-Bit Integer Format/ Equivalent Decimal Value		16-Bit Signed Integer Format/ Equivalent Decimal Value	
+1023/1024	011 1111 1111	0000 0011 1111 1111	1023	0000 0001 1111 1111	1023
+1022/1024	011 1111 1110	0000 0011 1111 1110	1022	0000 0001 1111 1110	1022
• • •					
+1/1024	000 0000 0001	0000 0000 0000 0001	1	0000 0000 0000 0001	1
0/1024	000 0000 0000	0000 0000 0000 0000	0	0000 0000 0000 0000	0
-1/1024	101 1111 1111	0000 0000 0000 0000	0	1111 1111 1111 1111	-1
• • •					
-1023/1024	100 0000 0001	0000 0000 0000 0000	0	1111 1110 0000 0001	-1023
-1024/1024	100 0000 0000	0000 0000 0000 0000	0	1111 1110 0000 0000	-1024

22.0 COMPARATOR MODULE

Note:	This data sheet summarizes the features of this group of PIC24F devices. It is not intended to be a comprehensive reference source. For more information on the Comparator module, refer to the *"PIC24F Family Reference Manual"*, **"Scalable Comparator Module"** (DS39734).

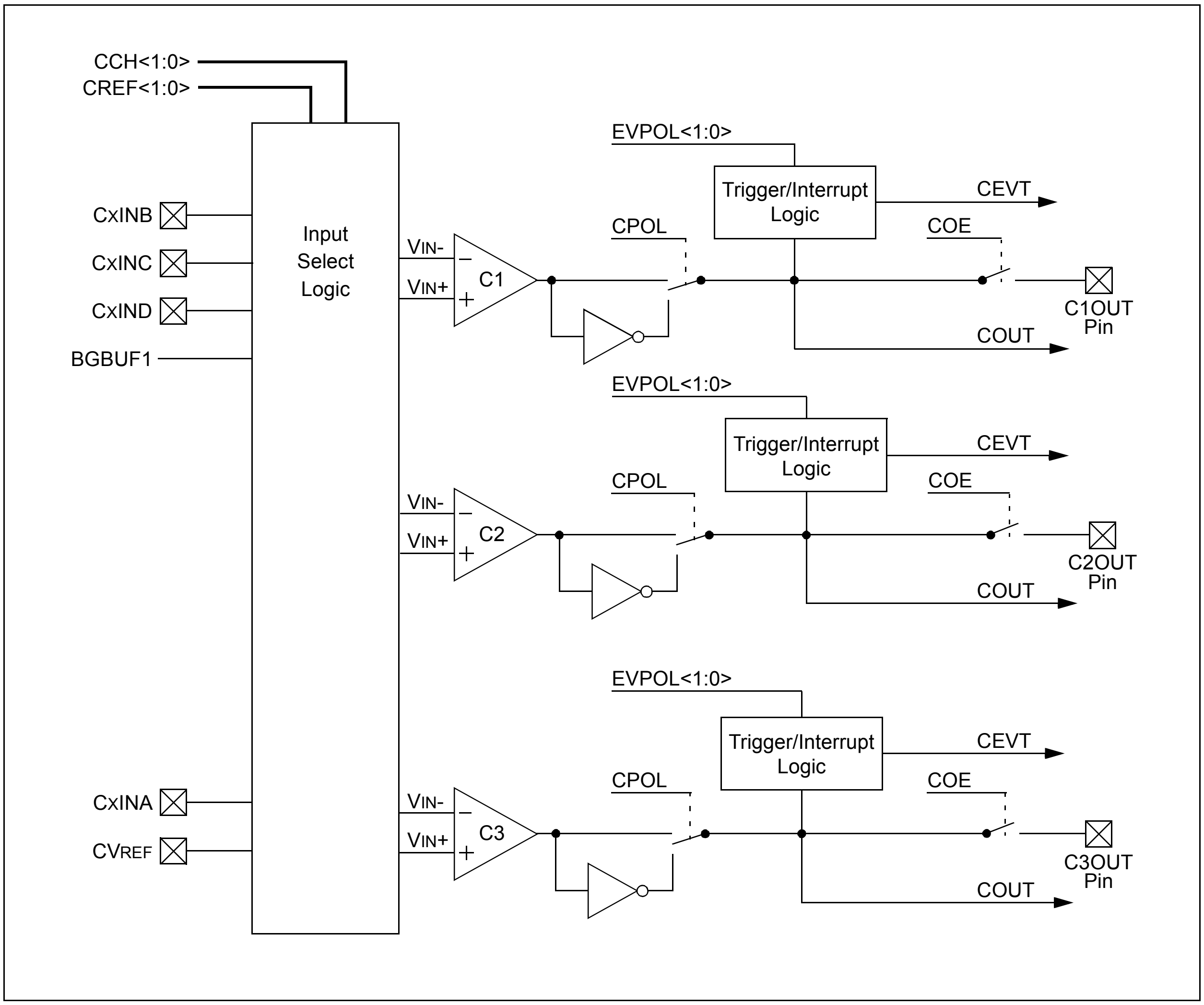
The comparator module provides three dual input comparators. The inputs to the comparator can be configured to use any one of four external analog inputs, as well as a voltage reference input from either the Internal Band Gap Buffer 1 (BGBUF1) or the comparator voltage reference generator.

The comparator outputs may be directly connected to the CxOUT pins. When the respective COE bit equals '1', the I/O pad logic makes the unsynchronized output of the comparator available on the pin.

A simplified block diagram of the module is shown in Figure 22-1. Diagrams of the possible individual comparator configurations are shown in Figure 22-2.

Each comparator has its own control register, CMxCON (Register 22-1), for enabling and configuring its operation. The output and event status of all three comparators is provided in the CMSTAT register (Register 22-2).

FIGURE 22-1: COMPARATOR x MODULE BLOCK DIAGRAM



REGISTER 22-1: CMxCON: COMPARATOR x CONTROL REGISTERS

R/W-0	R/W-0	R/W-0	R/W-0	U-0	U-0	R/W-0	R-0
CON	COE	CPOL	CLPWR	—	—	CEVT	COUT
bit 15							bit 8

R/W-0	R/W-0	U-0	R/W-0	R/W-0	U-0	R/W-0	R/W-0
EVPOL1(2)	EVPOL0(2)	—	CREF1	CREF0	—	CCH1	CCH0
bit 7							bit 0

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

bit 15 **CON:** Comparator x Enable bit
1 = Comparator is enabled
0 = Comparator is disabled

bit 14 **COE:** Comparator x Output Enable bit
1 = Comparator output is present on the CxOUT pin
0 = Comparator output is internal only

bit 13 **CPOL:** Comparator x Output Polarity Select bit
1 = Comparator output is inverted
0 = Comparator output is not inverted

bit 12 **CLPWR:** Comparator x Low-Power Mode Select bit
1 = Comparator operates in Low-Power mode
0 = Comparator does not operate in Low-Power mode

bit 11-10 **Unimplemented:** Read as ‘0’

bit 9 **CEVT:** Comparator x Event bit
1 = Comparator event, defined by EVPOL<1:0>, has occurred; subsequent Triggers and interrupts are disabled until the bit is cleared
0 = Comparator event has not occurred

bit 8 **COUT:** Comparator x Output bit
When CPOL = 0:
1 = VIN+ > VIN-
0 = VIN+ < VIN-
When CPOL = 1:
1 = VIN+ < VIN-
0 = VIN+ > VIN-

bit 7-6 **EVPOL<1:0>:** Trigger/Event/Interrupt Polarity Select bits(2)
11 = Trigger/event/interrupt is generated on any change of the comparator output (while CEVT = 0)
10 = Trigger/event/interrupt is generated on the high-to-low transition of the comparator output
01 = Trigger/event/interrupt is generated on the low-to-high transition of the comparator output
00 = Trigger/event/interrupt generation is disabled

bit 5 **Unimplemented:** Read as ‘0’

bit 4-3 **CREF<1:0>:** Comparator x Reference Select bits (non-inverting input)
11 = Non-inverting input connects to the DAC2 output
10 = Non-inverting input connects to the DAC1 output
01 = Non-inverting input connects to the internal CVREF voltage
00 = Non-inverting input connects to the CxINA pin

Note 1: BGBUF1 voltage is configured by BUFREF1<1:0> (BUFCON0<1:0>).
2: If the EVPOL<1:0> bits are set to a value other than ‘00’, the first interrupt generated will occur on any transition of COUT. Subsequent interrupts will occur based on the EVPOLx bits setting.

The WDT, prescaler and postscaler are reset:

- On any device Reset
- On the completion of a clock switch, whether invoked by software (i.e., setting the OSWEN bit after changing the NOSCx bits) or by hardware (i.e., Fail-Safe Clock Monitor)
- When a PWRSAV instruction is executed (i.e., Sleep or Idle mode is entered)
- When the device exits Sleep or Idle mode to resume normal operation
- By a CLRWDT instruction during normal execution

If the WDT is enabled in hardware (FWDTEN<1:0> = 11), it will continue to run during Sleep or Idle modes. When the WDT time-out occurs, the device will wake and code execution will continue from where the PWRSAV instruction was executed. The corresponding SLEEP or IDLE bit (RCON<3:2>) will need to be cleared in software after the device wakes up.

The WDT Flag bit, WDTO (RCON<4>), is not automatically cleared following a WDT time-out. To detect subsequent WDT events, the flag must be cleared in software.

Note:	The CLRWDT and PWRSAV instructions clear the prescaler and postscaler counts when executed.

25.3.1 WINDOWED OPERATION

The Watchdog Timer has an optional Fixed Window mode of operation. In this Windowed mode, CLRWDT instructions can only reset the WDT during the last 1/4 of the programmed WDT period. A CLRWDT instruction executed before that window causes a WDT Reset, similar to a WDT time-out.

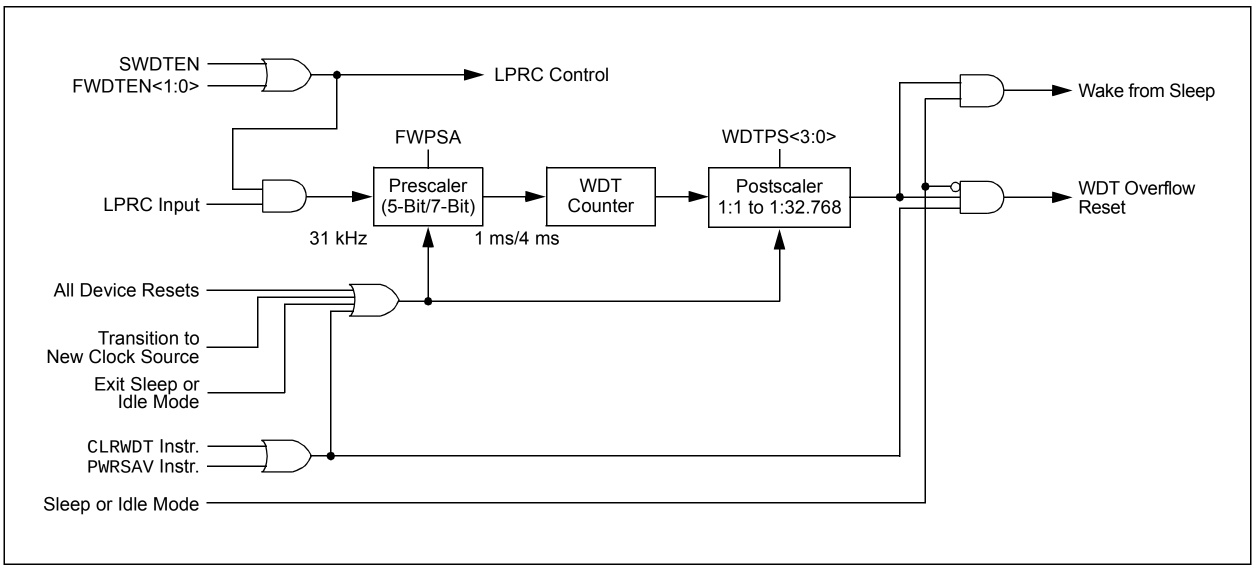
Windowed WDT mode is enabled by programming the Configuration bit, WINDIS (FWDT<6>), to '0'.

25.3.2 CONTROL REGISTER

The WDT is enabled or disabled by the FWDTEN<1:0> Configuration bits. When both of the FWDTEN<1:0> Configuration bits are set, the WDT is always enabled.

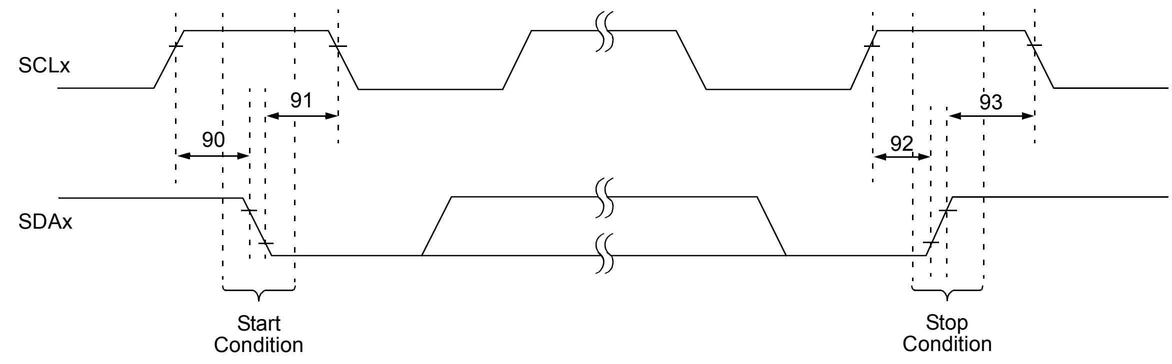
The WDT can be optionally controlled in software when the FWDTEN<1:0> Configuration bits have been programmed to '10'. The WDT is enabled in software by setting the SWDTEN control bit (RCON<5>). The SWDTEN control bit is cleared on any device Reset. The software WDT option allows the user to enable the WDT for critical code segments, and disable the WDT during non-critical segments, for maximum power savings. When the FWDTEN<1:0> bits are set to '01', the WDT is only enabled in Run and Idle modes, and is disabled in Sleep. Software control of the SWDTEN bit (RCON<5>) is disabled with this setting.

FIGURE 25-2: WDT BLOCK DIAGRAM



NOTES:

FIGURE 27-15: I²C™ BUS START/STOP BITS TIMING

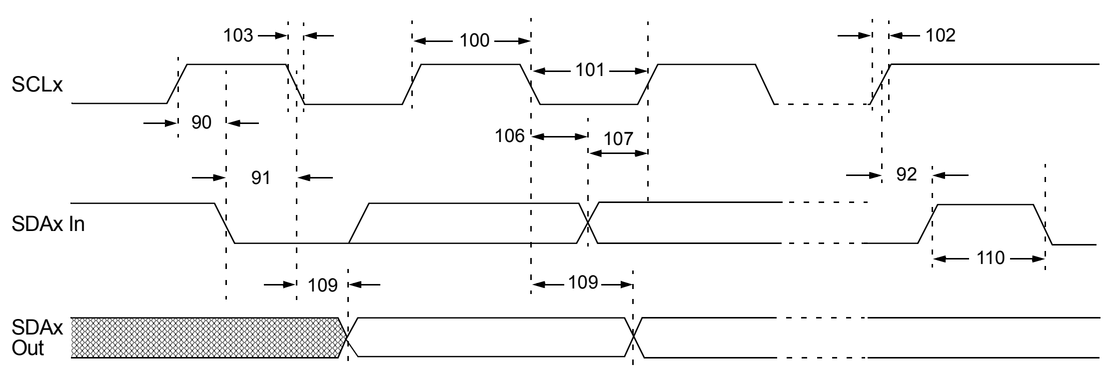


Note: Refer to Figure 27-5 for load conditions.

TABLE 27-33: I²C™ BUS START/STOP BITS REQUIREMENTS (SLAVE MODE)

Param. No.	Symbol	Characteristic		Min	Max	Units	Conditions
90	TSU:STA	Start Condition Setup Time	100 kHz mode	4700	—	ns	Only relevant for Repeated Start condition
			400 kHz mode	600	—		
91	THD:STA	Start Condition Hold Time	100 kHz mode	4000	—	ns	After this period, the first clock pulse is generated
			400 kHz mode	600	—		
92	TSU:STO	Stop Condition Setup Time	100 kHz mode	4700	—	ns	
			400 kHz mode	600	—		
93	THD:STO	Stop Condition Hold Time	100 kHz mode	4000	—	ns	
			400 kHz mode	600	—		

FIGURE 27-16: I²C™ BUS DATA TIMING



Note: Refer to Figure 27-5 for load conditions.

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PRODUCT IDENTIFICATION SYSTEM

To order or obtain information, e.g., on pricing or delivery, refer to the factory or the listed sales office.

PIC 24 FV 16 KM2 04 T - I / PT - XXX

- **Microchip Trademark**
- **Architecture**
- **Flash Memory Family**
- **Program Memory Size (Kbytes)**
- **Product Group**
- **Pin Count**
- **Tape and Reel Flag (if applicable)**
- **Temperature Range**
- **Package**
- **Pattern**

Architecture	24	= 16-bit modified Harvard without DSP
Flash Memory Family	F	= Standard voltage range Flash program memory
	FV	= Wide voltage range Flash program memory
Product Group	KM2	= General Purpose PIC24F Lite Microcontroller
	KM1	= General Purpose PIC24F Lite Microcontroller with Reduced Feature Set
Pin Count	01	= 20-pin
	02	= 28-pin
	04	= 44-pin
Temperature Range	I	= -40°C to +85°C (Industrial)
	E	= -40°C to +125°C (Extended)
Package	SP	= SPDIP
	SO	= SOIC
	SS	= SSOP
	ML	= QFN
	P	= PDIP
	PT	= TQFP
	MV	= UQFN
Pattern		Three-digit QTP, SQTP, Code or Special Requirements (blank otherwise)
	ES	= Engineering Sample

Examples:

a) PIC24FV16KM204-I/ML: Wide Voltage Range, General Purpose, 16-Kbyte Program Memory, 44-Pin, Industrial Temp., QFN Package

b) PIC24F08KM102-I/SS: Standard Voltage Range, General Purpose with Reduced Feature Set, 8-Kbyte Program Memory, 28-Pin, Industrial Temp., SSOP Package

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