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

Applications of "<u>Embedded -</u> <u>Microcontrollers</u>"

#### Details

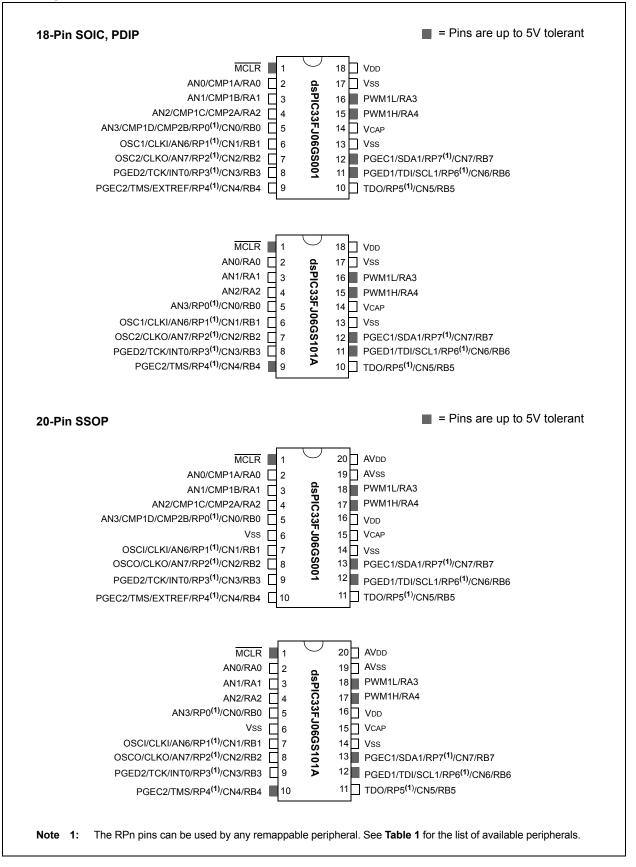
E·XFI

Details	
Product Status	Active
Core Processor	dsPIC
Core Size	16-Bit
Speed	40 MIPs
Connectivity	I²C, IrDA, LINbus, SPI, UART/USART
Peripherals	Brown-out Detect/Reset, POR, PWM, WDT
Number of I/O	21
Program Memory Size	6КВ (2К х 24)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	3V ~ 3.6V
Data Converters	A/D 6x10b; D/A 2x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 85°C (TA)
Mounting Type	Surface Mount
Package / Case	28-SOIC (0.295", 7.50mm Width)
Supplier Device Package	28-SOIC
Purchase URL	https://www.e-xfl.com/product-detail/microchip-technology/dspic33fj06gs202at-i-so

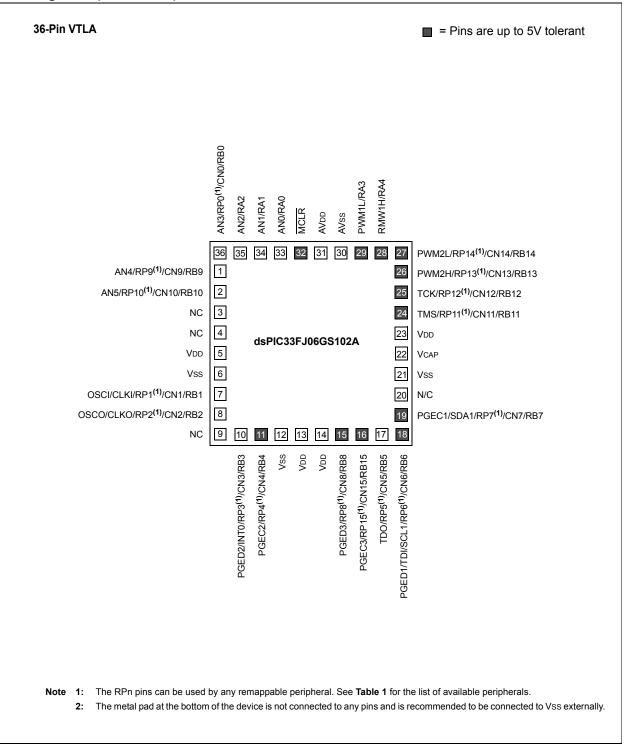
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#### **Pin Diagrams**



### Pin Diagrams (Continued)



# 3.4 CPU Control Registers

R-0	R-0	R/C-0	R/C-0	R-0	R/C-0	R -0	R/W-0
OA	OB	SA <sup>(1)</sup>	SB <sup>(1)</sup>	OAB	SAB <sup>(1,4)</sup>	DA	DC
bit 15					•		bit 8
R/W-0 <sup>(3)</sup>	R/W-0 <sup>(3)</sup>	R/W-0 <sup>(3)</sup>	R-0	R/W-0	R/W-0	R/W-0	R/W-0
	IPL<2:0> <sup>(2)</sup>		RA	N	OV	Z	C
bit 7							bit (
Legend:							
C = Clearab	le bit	R = Readable	e bit	U = Unimple	mented bit, read	as '0'	
S = Settable	bit	W = Writable	bit	-n = Value at	POR		
'1' = Bit is se	et	'0' = Bit is clea	ared	x = Bit is unk	nown		
bit 15	OA: Accumul	lator A Overflow	v Status bit				
		ator A overflowe					
1.1.4.4		ator A has not c					
bit 14		lator B Overflow ator B overflowe					
		ator B has not c					
bit 13	SA: Accumul	ator A Saturatio	on 'Sticky' Sta	tus bit <sup>(1)</sup>			
	1 = Accumula	ator A is saturat ator A is not sat	ed or has bee		some time		
bit 12	SB: Accumul	ator B Saturatio	on 'Sticky' Sta	tus bit <sup>(1)</sup>			
		ator B is saturat ator B is not sat		en saturated at	some time		
bit 11	<b>0AB:</b> 0A    0	DB Combined A	ccumulator O	verflow Status	bit		
	1 = Accumula	ators A or B hav	ve overflowed				
bit 10	<b>SAB:</b> SA    S	B Combined A	ccumulator 'St	icky' Status bit	(1,4)		
	1 = Accumula		saturated or	have been sat	urated at some	time in the past	t
bit 9	DA: DO Loop	Active bit					
	1 = DO <b>loop ir</b>						
	-	ot in progress					
bit 8		U Half Carry/B					
	of the res	sult occurred		-	data) or 8th low-o		
	•	-out from the 4 the result occur		bit (for byte-siz	ed data) or 8th	low-order bit (1	for word-size
Note 1: ⊤	his bit can be rea	ad or cleared (n	ot set).				
L	he IPL<2:0> bits evel (IPL). The v PL3 = 1.						

#### REGISTER 3-1: SR: CPU STATUS REGISTER

**3:** The IPL<2:0> Status bits are read-only when NSTDIS = 1 (INTCON1<15>).

**4:** Clearing this bit will clear SA and SB.

# TABLE 4-12: HIGH-SPEED PWM REGISTER MAP

File Name	Addr Offset	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
PTCON	0400	PTEN	_	PTSIDL	SESTAT	SEIEN	EIPU	SYNCPOL	SYNCOEN	SYNCEN	_	SYNCS	RC<1:0>		SEVT	PS<3:0>		0000
PTCON2	0402	_	_	_	—	_	_	_	_	_	—	_	_	—	PC	CLKDIV<2:0	)>	0000
PTPER	0404							PTPE	R<15:0>									FFF8
SEVTCMP	0406						SEVTCM	1P<15:3>							_		_	0000
MDC	040A							MDO	C<15:0>									0000
CHOP	041A	CHPCLKEN		_	_	_	_			CHOPCL	<6:0>				—		_	0000

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

# TABLE 4-13: HIGH-SPEED PWM GENERATOR 1 REGISTER MAP

File Name	Addr Offset	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
PWMCON1	0420	FLTSTAT	CLSTAT	TRGSTAT	FLTIEN	CLIEN	TRGIEN	ITB	MDCS	DTC<	:1:0>	_	—	_	CAM	XPRES	IUE	0000
IOCON1	0422	PENH	PENL	POLH	POLL	PMOD	<1:0>	OVRENH	OVRENL	OVRDA	T<1:0>	FLTDA	T<1:0>	CLD	\T<1:0>	SWAP	OSYNC	0000
FCLCON1	0424	IFLTMOD			CLSRC<4:	0>		CLPOL	CLMOD		F	LTSRC<4	:0>		FLTPOL	FLTMO	D<1:0>	0000
PDC1	0426							PD	C1<15:0>									0000
PHASE1	0428							PHA	SE1<15:0>									0000
DTR1	042A	_	_						D	TR1<13:0	)>							0000
ALTDTR1	042C	_	_						ALT	DTR1<1	3:0>							0000
SDC1	042E							SD	C1<15:0>									0000
SPHASE1	0430							SPH	ASE1<15:0	>								0000
TRIG1	0432						TRGCMP	<15:3>							_	_	_	0000
TRGCON1	0434		TRGDI	/<3:0>		_		—	—	DTM				TRO	GSTRT<5:0	)>		0000
STRIG1	0436						STRGCMP	<15:3>							_	_	_	0000
PWMCAP1	0438						PWMCAP1	<15:3>							_	_	_	0000
LEBCON1	043A	PHR	PHF	PLR	PLF	FLTLEBEN	CLLEBEN			LEE	B<6:0>				—	_	—	0000
AUXCON1	043E	HRPDIS	HRDDIS	_	_	_	_	_	_		_		CHOPSE	EL<3:0>		CHOPHEN	CHOPLEN	0000

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

## TABLE 4-19: CONSTANT CURRENT SOURCE REGISTER MAP

File Na	me AD	R	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
ISRCCO	ON 050	00	ISRCEN	_		—	_	0	UTSEL<2:(	)>	—				ISRCCA	L<5:0>			0000

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

#### TABLE 4-20: HIGH-SPEED 10-BIT ADC REGISTER MAP FOR dsPIC33FJ06GS001 AND dsPIC33FJ06GS101A

SFR Name	SFR 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
ADCON	0300	ADON		ADSIDL	SLOWCLK		GSWTRG		FORM	EIE	ORDER	SEQSAMP	ASYNCSAMP	_	A	DCS<2:0	>	0003
ADPCFG	0302	-	_	_	_	_	_	_	_	PCFG7	PCFG6	_	—	PCFG3	PCFG2	PCFG1	PCFG0	0000
ADSTAT	0306	_	_	_	_	_	_	_	_	_	P6RDY	_	—	P3RDY	_	P1RDY	PORDY	0000
ADBASE	0308							А	DBASE<	15:1>							_	0000
ADCPC0	030A	IRQEN1	PEND1	SWTRG1		TRO	SRC1<4:0>			IRQEN0	PEND0	SWTRG0		TRGS	RC0<4:0>			0000
ADCPC1	030C	IRQEN3	PEND3	SWTRG3		TRO	SRC3<4:0>			_	_	_	—	_	_	_	_	0000
ADCPC3	0310	-	_	_	_	_	_	_	_	IRQEN6	PEND6	SWTRG6		TRGS	RC6<4:0>			0000
ADCBUF0	0320								ADC Da	ata Buffer 0								XXXX
ADCBUF1	0322								ADC Da	ata Buffer 1								XXXX
ADCBUF2	0324								ADC Da	ata Buffer 2								XXXX
ADCBUF3	0326								ADC Da	ata Buffer 3								XXXX
ADCBUF6	032C		ADC Data Buffer 6									XXXX						
ADCBUF7	032E		ADC Data Buffer 7								XXXX							
ADCBUF12	0338		ADC Data Buffer 12								XXXX							
ADCBUF13	033A	ADC Data Buffer 13								XXXX								

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

#### **Flash Memory Control Registers** 5.5

bit 15       Invariant	R/SO-0	R/W-0	R/W-0	U-0	U-0	U-0	U-0	U-0
U-0       R/W-0       U-0       R/W-0       R/W-0       R/W-0       R/W-0       R/W-0         Image: Image	WR <sup>(1)</sup>	WREN <sup>(1)</sup>	WRERR <sup>(1)</sup>	_	—	_	—	_
	bit 15		· · ·					bit 8
-         ERASE <sup>(1)</sup> -         NVMOP<3:0::         1.2           bit 7	U-0	R/W-0	U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
bit 7       bit 7         Legend:       SO = Settable Only 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       WR: Write Control bit <sup>(1)</sup> 1 = Initiates a Flash memory program or erase operation. The operation is self-timed and the b cleared by hardware once operation is complete. This bit can only be set (not cleared) in software once operation is complete and inactive         bit 14       WREN: Write Enable bit <sup>(1)</sup> 1 = Enables Flash program/erase operations         o = Inhibits Flash program/erase operations       o = Inhibits Flash program/erase operations         bit 13       WRERR: Write Sequence Error Flag bit <sup>(1)</sup> 1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit)         0 = The program or erase operation sepecified by NVMOP<3:0> on the next WR command         bit 6       ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command         bit 5-4       Unimplemented: Read as '0'         bit 3-0       NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1:       1111 = No operation         1011 = No operation       0010 = Memory page erase operation         0011 = No oper	_		_	_		NVMOP	<3:0> <sup>(1,2)</sup>	-
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       WR: Write Control bit <sup>(1)</sup> 1 = Initiates a Flash memory program or erase operation. The operation is self-timed and the bic cleared by hardware once operation is complete. This bit can only be set (not cleared) in software one operation is complete and inactive         bit 14       WREN: Write Enable bit <sup>(1)</sup> 1 = Enables Flash program/erase operations         0 = Inhibits Flash program/erase operations       0 = Inhibits Flash program/erase operations         bit 13       WRERR: Write Sequence Error Flag bit <sup>(1)</sup> 1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit)         0 = The program or erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation selectified by NVMOP<3:0> on the next WR command         0 = Performs the program operation Select bits <sup>(1,2)</sup> If ERASE = 1:         1111 = No operation         1010 = Erase general segment         0011 = Memory page erase operation         0011 = No operation         0011 = No operation         1011 = No operation         1011 = No operatio	bit 7							bit
-n = Value at POR       '1' = Bit is set       '0' = Bit is cleared       x = Bit is unknown         bit 15       WR: Write Control bit <sup>(1)</sup> 1 = Initiates a Flash memory program or erase operation. The operation is self-timed and the bic cleared by hardware once operation is complete. This bit can only be set (not cleared) in software once operation is complete and inactive         bit 14       WREN: Write Enable bit <sup>(1)</sup> 1 = Enables Flash program/erase operations         0 = Inhibits Flash program/erase operations       0 = Inhibits Flash program/erase operations         bit 13       WRERR: Write Sequence Error Flag bit <sup>(1)</sup> 1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit)         0 = The program or erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         0 = Depration       1101 = Erase general segment         0101 = No operation       1101 = No operation	Legend:		SO = Settab	le Only bit				
bit 15 WR: Write Control bit <sup>(1)</sup> 1 = Initiates a Flash memory program or erase operation. The operation is self-timed and the b cleared by hardware once operation is complete. This bit can only be set (not cleared) in softwa 0 = Program or erase operation is complete and inactive bit 14 WREN: Write Enable bit <sup>(1)</sup> 1 = Enables Flash program/erase operations 0 = Inhibits Flash program/erase operations bit 13 WRERR: Write Sequence Error Flag bit <sup>(1)</sup> 1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit) 0 = The program or erase operation completed normally bit 6 ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command 0 = Performs the program operation specified by NVMOP<3:0> on the next WR command 0 = Performs the program operation specified by NVMOP<3:0> on the next WR command bit 5-4 Unimplemented: Read as 'o' bit 3-0 NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> <u>If ERASE = 1:</u> 1111 = No operation 1001 = Erase general segment 0010 = Reserved 0000 = Reserved <u>If ERASE = 0:</u> 1111 = No operation 1001 = No operation	R = Readable	e bit	W = Writable	e bit	U = Unimple	mented bit, read	l as '0'	
1 = Initiates a Flash memory program or erase operation. The operation is self-timed and the bicleared by hardware once operation is complete. This bit can only be set (not cleared) in software or erase operation is complete and inactive         0 = Program or erase operation is complete and inactive         bit 14       WREN: Write Enable bit <sup>(1)</sup> 1 = Enables Flash program/erase operations         0 = Inhibits Flash program/erase operations         0 = Inhibits Flash program/erase operations         bit 13       WRERR: Write Sequence Error Flag bit <sup>(1)</sup> 1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit)         0 = The program or erase operation specified hy NVMOP<3:0> on the next WR command         0 = Performs the erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation Select bits <sup>(1,2)</sup> If ERASE = 1:         1111 = No operation         1101 = Erase general segment         011 = No operation         1101 = Reserved         0000 = Reserved         If ERASE = 0:         1111 = No operation         1101 = No operation         1101 = No operation         1111 = No operation         1101 = No operation	-n = Value at	POR	'1' = Bit is se	et	'0' = Bit is cle	eared	x = Bit is unkr	iown
cleared by hardware once operation is complete. This bit can only be set (not cleared) in softwa 0 = Program or erase operation is complete and inactive bit 14 WREN: Write Enable bit <sup>(1)</sup> 1 = Enables Flash program/erase operations 0 = Inhibits Flash program/erase operations bit 13 WRERR: Write Sequence Error Flag bit <sup>(1)</sup> 1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit) 0 = The program or erase operation completed normally bit 12-7 Unimplemented: Read as '0' bit 6 ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command 0 = Performs the program operation specified by NVMOP<3:0> on the next WR command 0 = Performs the program operation specified by NVMOP<3:0> on the next WR command bit 5-4 Unimplemented: Read as '0' bit 3-0 NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1: 1111 = No operation 1010 = Erase general segment 0011 = No operation 0010 = Memory page erase operation 0010 = Reserved 0000 = Reserved 1111 = No operation 1011	bit 15				r orono oporati	on The operation	an is colf timed	and the bit i
bit 14 WREN: Write Enable bit <sup>(1)</sup> 1 = Enables Flash program/erase operations 0 = Inhibits Flash program/erase operations bit 13 WRERR: Write Sequence Error Flag bit <sup>(1)</sup> 1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit) 0 = The program or erase operation completed normally bit 12-7 Unimplemented: Read as '0' bit 6 ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command 0 = Performs the program operation specified by NVMOP<3:0> on the next WR command 0 = Performs the program operation specified by NVMOP<3:0> on the next WR command 0 = Performs the program operation Select bits <sup>(1,2)</sup> bit 3-0 NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1: 1111 = No operation 1101 = Erase general segment 0011 = No operation 0010 = Memory page erase operation 0010 = Reserved 0000 = Reserved 0000 = Reserved 1111 = No operation 1011 = No operation 1011 = No operation 1011 = No operation 1011 = No operation 0010 = Memory word program operation 0011 = Memory word program operation 0010 = No operation 0011 = No operation 0010 = No operati		cleared by	hardware onc	eoperation	is complete. Th	is bit can only be		
1 = Enables Flash program/erase operations         0 = Inhibits Flash program/erase operations         bit 13       WRERR: Write Sequence Error Flag bit <sup>(1)</sup> 1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit)         0 = The program or erase operation completed normally         bit 12-7       Unimplemented: Read as '0'         bit 6       ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         bit 5-4       Unimplemented: Read as '0'         bit 3-0       NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1:       1111 = No operation         1101 = Erase general segment       0011 = No operation         0010 = Memory page erase operation       0000 = Reserved         0000 = Reserved       If ERASE = 0:         1111 = No operation       1101 = No operation         1101 = No operation       0011 = No operation         1011 = No operation       10011 = No operation         1001 = No operation       0011 = No operation         1011 = No operation       1011 = No operation         1001 = No operation       0011 = Ne operation         0011 = Ne operatio	bit 14	•		· · · · · · · · · · · · · · · · · · ·				
1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit)         0 = The program or erase operation completed normally         bit 12-7       Unimplemented: Read as '0'         bit 6       ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         bit 5-4       Unimplemented: Read as '0'         bit 3-0       NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1:       1111 = No operation         101 = Erase general segment       0011 = No operation         0010 = Memory page erase operation       0010 = Reserved         If ERASE = 0:       1111 = No operation         1101 = No operation       1001 = Reserved         0000 = Reserved       If ERASE = 0:         1111 = No operation       1101 = No operation         0101 = No operation       0011 = Nemory word program operation         011 = No operation       0011 = Nemory word program operation         0011 = Nemory word program operation       0011 = Nemory word program operation         0010 = No operation       0010 = No operation								
1 = An improper program or erase sequence attempt or termination has occurred (bit is automatically on any set attempt of the WR bit)         0 = The program or erase operation completed normally         bit 12-7       Unimplemented: Read as '0'         bit 6       ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         bit 5-4       Unimplemented: Read as '0'         bit 3-0       NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1:       1111 = No operation         101 = Erase general segment       0011 = Reserved         0010 = Memory page erase operation       0011 = Reserved         1111 = No operation       1101 = No operation         0010 = Reserved       If ERASE = 0:         11111 = No operation       1101 = No operation         0011 = Reserved       0000 = Reserved         1101 = No operation       1101 = No operation         1101 = No operation       1101 = No operation         1101 = No operation       1101 = No operation         0011 = Nemory word program operation       0011 = Memory word program operation         0011 = No operation       011 = No operation         0110 = No operation       011 = No operation	bit 13	WRERR: Write	Sequence Er	ror Flag bit <sup>(</sup>	1)			
bit 12-7 Unimplemented: Read as '0' bit 6 ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command 0 = Performs the program operation specified by NVMOP<3:0> on the next WR command bit 5-4 Unimplemented: Read as '0' bit 3-0 NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1: 1111 = No operation 1101 = Erase general segment 0011 = No operation 0010 = Memory page erase operation 0010 = Reserved 0000 = Reserved If ERASE = 0: 1111 = No operation 101 = No operation 101 = No operation 0011 = Memory word program operation 0010 = No operation		1 = An improp automatica	per program of ally on any set	or erase se attempt of t	equence attem he WR bit)		on has occurre	ed (bit is se
bit 6       ERASE: Erase/Program Enable bit <sup>(1)</sup> 1 = Performs the erase operation specified by NVMOP<3:0> on the next WR command         0 = Performs the program operation specified by NVMOP<3:0> on the next WR command         bit 5-4       Unimplemented: Read as '0'         bit 3-0       NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1:       1111 = No operation         1011 = Erase general segment       0011 = Kno operation         0010 = Memory page erase operation       0001 = Reserved         0000 = Reserved       If ERASE = 0:         1111 = No operation       1101 = No operation         0010 = Memory page erase operation       0011 = Reserved         0000 = Reserved       If ERASE = 0:         1111 = No operation       1001 = No operation         1001 = No operation       0010 = No operation         0011 = No operation       0011 = No operation         0010 = No operation       0011 = No operation         0011 = No operation       0010 = No operation <td>hit 10 7</td> <td></td> <td></td> <td></td> <td>ipieted normali</td> <td>у</td> <td></td> <td></td>	hit 10 7				ipieted normali	у		
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<ul> <li>0 = Performs the program operation specified by NVMOP&lt;3:0&gt; on the next WR command</li> <li>bit 5-4 Unimplemented: Read as '0'</li> <li>bit 3-0 NVMOP&lt;3:0&gt;: NVM Operation Select bits<sup>(1,2)</sup></li> <li>If ERASE = 1: 1111 = No operation 1101 = Erase general segment 0011 = No operation 0010 = Memory page erase operation 0001 = Reserved 0000 = Reserved</li> <li>If ERASE = 0: 1111 = No operation 1101 = No operation 0011 = Memory word program operation 0010 = No operation</li> </ul>	DILO		•			<3:0> on the new	vt WP comman	d
bit 5-4 Unimplemented: Read as '0' bit 3-0 NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1: 1111 = No operation 1101 = Erase general segment 0011 = No operation 0010 = Memory page erase operation 0001 = Reserved 0000 = Reserved If ERASE = 0: 1111 = No operation 1101 = No operation 1101 = No operation 0011 = Memory word program operation 0010 = No operation								
bit 3-0 NVMOP<3:0>: NVM Operation Select bits <sup>(1,2)</sup> If ERASE = 1: 1111 = No operation 1101 = Erase general segment 0011 = No operation 0010 = Memory page erase operation 0001 = Reserved 0000 = Reserved If ERASE = 0: 1111 = No operation 1101 = No operation 1101 = No operation 0011 = Memory word program operation 0010 = No operation 0010 = No operation	bit 5-4				,			
If ERASE = 1:         1111 = No operation         101 = Erase general segment         0011 = No operation         0010 = Memory page erase operation         0001 = Reserved         0000 = Reserved         If ERASE = 0:         1111 = No operation         1101 = No operation         0011 = Memory word program operation         0011 = Memory word program operation         0010 = No operation	bit 3-0	-			ts <sup>(1,2)</sup>			
<pre>1101 = Erase general segment 0011 = No operation 0010 = Memory page erase operation 0001 = Reserved 0000 = Reserved <u>If ERASE = 0:</u> 1111 = No operation 1101 = No operation 0011 = Memory word program operation 0010 = No operation</pre>								
0011 = No operation         0010 = Memory page erase operation         0001 = Reserved         0000 = Reserved         If ERASE = 0:         1111 = No operation         1101 = No operation         0011 = Memory word program operation         0010 = No operation         0010 = No operation		•						
0010 = Memory page erase operation 0001 = Reserved 0000 = Reserved <u>If ERASE = 0:</u> 1111 = No operation 1101 = No operation 0011 = Memory word program operation 0010 = No operation				ent				
0001 = Reserved 0000 = Reserved <u>If ERASE = 0:</u> 1111 = No operation 1101 = No operation 0011 = Memory word program operation 0010 = No operation				oneration				
If ERASE = 0: 1111 = No operation 1101 = No operation 0011 = Memory word program operation 0010 = No operation				peration				
<pre>1111 = No operation 1101 = No operation 0011 = Memory word program operation 0010 = No operation</pre>		0000 <b>= Reserv</b>	red					
1101 = No operation 0011 = Memory word program operation 0010 = No operation			vration					
0011 = Memory word program operation 0010 = No operation								
				m operation	I			
0001 = Reserved		0010 <b>= No ope</b>	ration					
0000 = Reserved								
		-						
<b>Note 1:</b> These bits can only be reset on a Power-on Reset (POR).								

#### **REGISTER 5-1:** NVMCON: FLASH MEMORY CONTROL REGISTER

2: All other combinations of NVMOP<3:0> are unimplemented.

<b>REGISTER 7-7</b>	7: IFS3:	INTERRUPT I	FLAG STA	TUS REGIST	ER 3		
U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	U-0
—	_	—	_	—	_	PSEMIF	
bit 15				÷		•	bit 8
U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—		—	_	—	_	—	—
bit 7		•				•	bit 0
Legend:							
R = Readable b	it	W = Writable I	bit	U = Unimpler	mented bit, rea	ıd as '0'	
-n = Value at PC	)R	'1' = Bit is set		'0' = Bit is cle	x = Bit is unkn	iown	

bit 15-10	Unimplemented: Read as '0'
bit 9	PSEMIF: PWM Special Event Match Interrupt Flag Status bit
	1 = Interrupt request has occurred
	0 = Interrupt request has not occurred
bit 8-0	Unimplemented: Read as '0'

# REGISTER 7-8: IFS4: INTERRUPT FLAG STATUS REGISTER 4

U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0
—	—	_	_	_	—	—	—
bit 15							bit 8

U-0	U-0	U-0	U-0	U-0	U-0	R/W-0	U-0
—	—	—	_	_	—	U1EIF <sup>(1)</sup>	—
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 15-2	Unimplemented: Read as '0'
bit 1	U1EIF: UART1 Error Interrupt Flag Status bit <sup>(1)</sup>
	<ol> <li>I = Interrupt request has occurred</li> </ol>
	0 = Interrupt request has not occurred
bit 0	Unimplemented: Read as '0'

Note 1: This bit is not implemented in the dsPIC33FJ06GS001 device.

REGISTER 7	-30: IPC24:				REGISTER 24					
U-0	U-0	U-0	U-0	U-0	U-0	U-0	U-0			
			_	—	—	—	_			
bit 15							bit 8			
U-0	R/W-1	R/W-0	R/W-0	U-0	U-0	U-0	U-0			
_		PWM4IP <sup>(1)</sup>			—	—				
bit 7							bit 0			
Legend:										
R = Readable	bit	W = Writable	bit	U = Unimplemented bit, read as '0'						
-n = Value at F	OR	'1' = Bit is set		'0' = Bit is cleared x = Bit is unknown						
bit 15-7	-	ted: Read as '								
bit 6-4	PWM4IP<2:0	>: PWM4 Inter	rupt Priority b	oits <sup>(1)</sup>						
	111 = Interrup	ot is Priority 7 (	highest priori	ty)						
	•									
	•									
	•									
	001 = Interrup	ot is Priority 1								
		ot source is dis	abled							

#### Note 1: These bits are not implemented in dsPIC33FJ06GS102A/202A devices.

24. 10.01				••••••		
U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
—			RP33	R<5:0>		
						bit 8
U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
_			RP32	R<5:0>		
						bit 0
Legend: R = Readable bit W = Writable bit			U = Unimplemented bit, read as '0'			
OR		•			nown	
	U-0 — U-0 —	U-0 R/W-0 — U-0 R/W-0 — Dit W = Writable	U-0     R/W-0       —	U-0         R/W-0         R/W-0           —         RP33           U-0         R/W-0         R/W-0           —         RP32           Dit         W = Writable bit         U = Unimpler	U-0         R/W-0         R/W-0         R/W-0           —         RP33R<5:0>           U-0         R/W-0         R/W-0         R/W-0           —         RP32R<5:0>	U-0       R/W-0       R/W-0       R/W-0       R/W-0         —       RP33R<5:0>       R/W-0       R/W-0       R/W-0         U-0       R/W-0       R/W-0       R/W-0       R/W-0         —       RP32R<5:0>       RP32R<5:0>       RP32R<5:0>         Dit       W = Writable bit       U = Unimplemented bit, read as '0'

# REGISTER 10-24: RPOR16: PERIPHERAL PIN SELECT OUTPUT REGISTER 16

bit 13-8	RP33R<5:0>: Peripheral Output Function is Assigned to RP33 Output Pin bits
	(see Table 10-2 for peripheral function numbers)
bit 7-6	Unimplemented: Read as '0'
bit 5-0	RP32R<5:0>: Peripheral Output Function is Assigned to RP32 Output Pin bits
	(see Table 10-2 for peripheral function numbers)

#### REGISTER 10-25: RPOR17: PERIPHERAL PIN SELECT OUTPUT REGISTER 17

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0		
—	—		RP35R<5:0>						
bit 15							bit 8		

U-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
_	_			RP34	R<5:0>		
bit 7							bit 0

Legend:				
R = Readable bit	it 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 15-14 Unimplemented: Read as '0'

bit 13-8 **RP35R<5:0>:** Peripheral Output Function is Assigned to RP35 Output Pin bits (see Table 10-2 for peripheral function numbers)

bit 7-6 Unimplemented: Read as '0'

bit 5-0 **RP34R<5:0>:** Peripheral Output Function is Assigned to RP34 Output Pin bits (see Table 10-2 for peripheral function numbers)

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0
			SPHASE	x<15:8> <sup>(1,2)</sup>			
bit 15							bit 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
			SPHAS	Ex<7:0> <sup>(1,2)</sup>			
bit 7							bit 0
Legend:							
R = Readable bit W = Writable bit U = Uni			U = Unimplem	nented bit, rea	d as '0'		
-n = Value at POR (1' = Bit is set (0' = Bit is cleared x = Bit is un			x = Bit is unkr	nown			

bit 15-0 **SPHASEx<15:0>:** Secondary Phase Offset for PWMxL Output Pin bits<sup>(1,2)</sup> (used in Independent PWM mode only)

- **Note 1:** If the ITB (PWMCONx<9>) bit = 0, the following applies based on the mode of operation:
  - Complementary, Redundant and Push-Pull Output mode (PMOD<1:0> (IOCONx<11:10>) = 00, 01 or 10), SPHASEx<15:0> = Not used.
  - True Independent Output mode PMOD<1:0> (IOCONx<11:10>) = 11), PHASEx<15:0> = Phase shift value for PWMxL only.
  - **2:** If the ITB (PWMCONx<9>) bit = 1, the following applies based on the mode of operation:
    - Complementary, Redundant and Push-Pull Output mode (PMOD<1:0> (IOCONx<11:10>) = 00, 01 or 10), SPHASEx<15:0> = Not used.
    - True Independent Output mode PMOD<1:0> (IOCONx<11:10>) = 11), PHASEx<15:0> = Independent time base period value for PWMxL only.

# REGISTER 15-14: IOCONx: PWMx I/O CONTROL REGISTER (CONTINUED)

bit 3-2	CLDAT<1:0>: State for PWMxH and PWMxL Pins if CLMODE is Enabled bits <sup>(2)</sup>
	IFLTMOD (FCLCONx<15>) = 0, Normal Fault mode:
	If current-limit is active, then CLDAT<1> provides the state for PWMxH.
	If current-limit is active, then CLDAT<0> provides the state for PWMxL.
	IFLTMOD (FCLCONx<15>) = 1, Independent Fault mode:
	CLDAT<1:0> is ignored.
bit 1	SWAP<1:0>: SWAP PWMxH and PWMxL pins
	<ul> <li>1 = PWMxH output signal is connected to PWMxL pin and PWMxL signal is connected to PWMxH pins</li> <li>0 = PWMxH and PWMxL pins are mapped to their respective pins</li> </ul>

bit 0 **OSYNC:** Output Override Synchronization bit

- 1 = Output overrides via the OVRDAT<1:0> bits are synchronized to the PWM time base
- 0 = Output overrides via the OVRDAT<1:0> bits occur on next CPU clock boundary
- **Note 1:** These bits should be changed only when PTEN = 0. Changing the clock selection during operation will yield unpredictable results.
  - **2:** State represents the active/inactive state of the PWM module depending on the POLH and POLL bit settings.

## 16.1 SPI Helpful Tips

- 1. In Frame mode, if there is a possibility that the master may not be initialized before the slave:
  - a) If FRMPOL (SPIxCON2<13>) = 1, use a pull-down resistor on SSx.
  - b) If FRMPOL = 0, use a pull-up resistor on  $\frac{1}{SSx}$ .

Note:	This insures		that	the	first	fr	ame
	transmission		after	initializ	ation	is	not
	shifted or corrupted.						

- 2. In Non-Framed 3-Wire mode, (i.e., not using SSx from a master):
  - a) If CKP (SPIxCON1<6>) = 1, always place a pull-up resistor on SSx.
  - b) If CKP = <u>0</u>, always place a pull-down resistor on SSx.
  - **Note:** This will insure that during power-up and initialization the master/slave will not lose Sync due to an errant SCK transition that would cause the slave to accumulate data shift errors for both transmit and receive appearing as corrupted data.
- FRMEN (SPIxCON2<15>) = 1 and SSEN (SPIxCON1<7>) = 1 are exclusive and invalid. In Frame mode, SCKx is continuous and the Frame Sync pulse is active on the SSx pin, which indicates the start of a data frame.
- Note: Not all third-party devices support Frame mode timing. Refer to the SPI electrical characteristics for details.
- In Master mode only, set the SMP bit (SPIxCON1<9>) to a '1' for the fastest SPI data rate possible. The SMP bit can only be set at the same time or after the MSTEN bit (SPIxCON1<5>) is set.

To avoid invalid slave read data to the master, the user's master software must ensure enough time for slave software to fill its write buffer before the user application initiates a master write/read cycle. It is always advisable to preload the SPIxBUF Transmit register in advance of the next master transaction cycle. SPIxBUF is transferred to the SPI Shift register and is empty once the data transmission begins.

# 16.2 SPI Resources

Many useful resources related to SPI are provided on the Microchip web site (www.microchip.com).

### 16.2.1 KEY RESOURCES

- Section 18. "Serial Peripheral Interface (SPI)" (DS70206)
- Code Samples
- Application Notes
- Software Libraries
- Webinars
- All related *"dsPIC33F/PIC24H Family Reference Manual"* Sections
- · Development Tools

# 17.0 INTER-INTEGRATED CIRCUIT™ (I<sup>2</sup>C™)

- Note 1: This data sheet summarizes the features of the dsPIC33FJ06GS001/101A/102A/ 202A and dsPIC33FJ09GS302 families of devices. It is not intended to be a comprehensive reference source. To complement the information in this data sheet, refer to Section 19. "Inter-Integrated Circuit (I<sup>2</sup>C™)" (DS70195) in the "dsPIC33F/ PIC24H Family Reference Manual", which is available on the Microchip web site (www.microchip.com).
  - Some registers and associated bits described in this section may not be available on all devices. Refer to Section 4.0 "Memory Organization" in this data sheet for device-specific register and bit information.

The Inter-Integrated Circuit<sup>TM</sup> ( $I^2C^{TM}$ ) module provides complete hardware support for both Slave and Multi-Master modes of the  $I^2C$  serial communication standard with a 16-bit interface.

The I<sup>2</sup>C module has a 2-pin interface:

- The SCL1 pin is the clock
- The SDA1 pin is data

The I<sup>2</sup>C module offers the following key features:

- I<sup>2</sup>C interface supporting both Master and Slave modes of operation
- I<sup>2</sup>C Slave mode supports 7-bit and 10-bit addressing
- I<sup>2</sup>C Master mode supports 7-bit and 10-bit addressing
- I<sup>2</sup>C port allows bidirectional transfers between master and slaves
- Serial clock synchronization for I<sup>2</sup>C port can be used as a handshake mechanism to suspend and resume serial transfer (SCLREL control)
- I<sup>2</sup>C supports multi-master operation, detects bus collision and arbitrates accordingly

# 17.1 Operating Modes

The hardware fully implements all the master and slave functions of the  $I^2C$  Standard and Fast mode specifications, as well as 7-bit and 10-bit addressing.

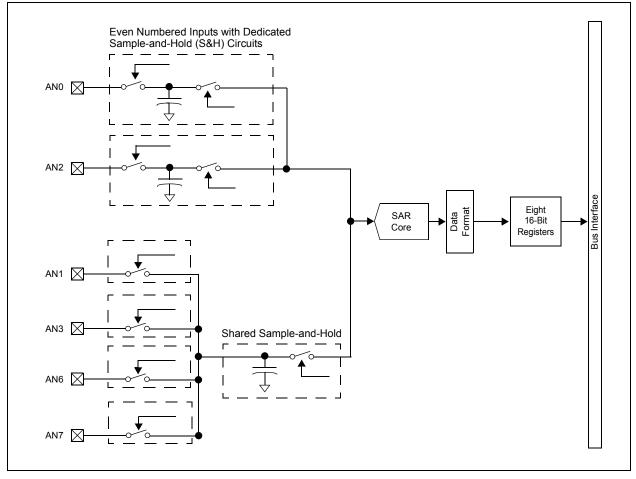
The  $l^2C$  module can operate either as a slave or a master on an  $l^2C$  bus.

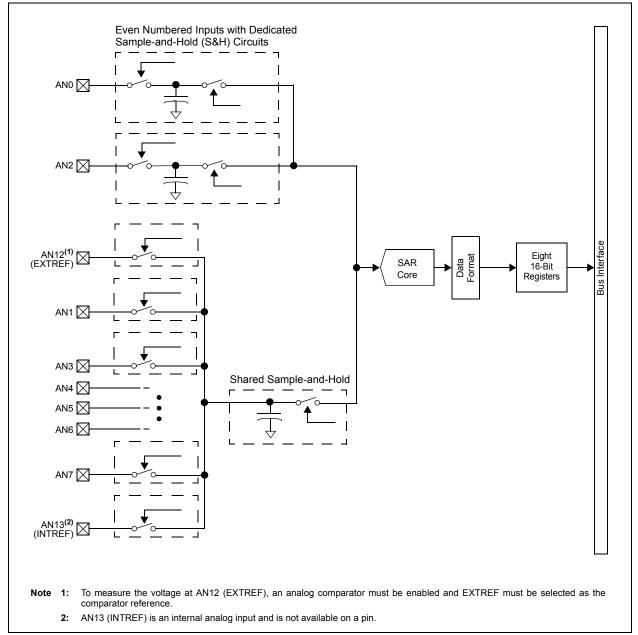
The following types of I<sup>2</sup>C operation are supported:

- I<sup>2</sup>C slave operation with 7-bit addressing
- I<sup>2</sup>C slave operation with 10-bit addressing
- I<sup>2</sup>C master operation with 7-bit or 10-bit addressing

For details about the communication sequence in each of these modes, please see the Microchip web site (www.microchip.com) for the latest *"dsPIC33F/PIC24H Family Reference Manual"* sections.







#### FIGURE 19-5: ADC BLOCK DIAGRAM FOR dsPIC33FJ09GS302 DEVICE

	E 23-2:	INSTRUCTION SET OVERVIEW (CONTINUED)											
Base Instr #	Assembly Mnemonic			Description	# of Words	# of Cycles	Status Flags Affected						
10 BTSC		BTSC	f,#bit4	Bit Test f, Skip if Clear	1	1 (2 or 3)	None						
		BTSC	Ws,#bit4	Bit Test Ws, Skip if Clear	1	1 (2 or 3)	None						
11	BTSS	BTSS	f,#bit4	Bit Test f, Skip if Set	1	1 (2 or 3)	None						
		BTSS	Ws,#bit4	Bit Test Ws, Skip if Set	1	1 (2 or 3)	None						
12	BTST	BTST	f,#bit4	Bit Test f	1	1	Z						
		BTST.C	Ws,#bit4	Bit Test Ws to C	1	1	С						
		BTST.Z	Ws,#bit4	Bit Test Ws to Z	1	1	Z						
		BTST.C	Ws,Wb	Bit Test Ws <wb> to C</wb>	1	1	С						
		BTST.Z	Ws,Wb	Bit Test Ws <wb> to Z</wb>	1	1	Z						
13	BTSTS	BTSTS	f,#bit4	Bit Test then Set f	1	1	Z						
			Ws,#bit4	Bit Test Ws to C, then Set	1	1	С						
		BTSTS.Z	Ws,#bit4	Bit Test Ws to Z, then Set	1	1	Z						
14	CALL	CALL	lit23	Call Subroutine	2	2	None						
		CALL	Wn	Call Indirect Subroutine	1	2	None						
15	CLR	CLR	f	f = 0x0000	1	1	None						
10	0111	CLR	WREG	WREG = 0x0000	1	1	None						
		CLR	Ws	Ws = 0x0000	1	1	None						
		CLR	Acc, Wx, Wxd, Wy, Wyd, AWB	Clear Accumulator	1	1	OA,OB,SA,SB						
16	CLRWDT	CLRWDT	Acc, wa, wau, wy, wyu, Awb	Clear Watchdog Timer	1	1	WDTO,Sleep						
			<u></u>	$f = \overline{f}$									
17	COM	COM	f		1	1	N,Z						
		COM	f,WREG	WREG = f	1	1	N,Z						
		COM	Ws,Wd	$Wd = \overline{Ws}$	1	1	N,Z						
18	CP	CP	f	Compare f with WREG	1	1	C,DC,N,OV,Z						
		CP	Wb,#lit5	Compare Wb with lit5	1	1	C,DC,N,OV,Z						
		CP	Wb,Ws	Compare Wb with Ws (Wb – Ws)	1	1	C,DC,N,OV,Z						
19	CPO	CP0	f	Compare f with 0x0000	1	1	C,DC,N,OV,Z						
		CP0	Ws	Compare Ws with 0x0000	1	1	C,DC,N,OV,Z						
20	CPB	CPB	f	Compare f with WREG, with Borrow	1	1	C,DC,N,OV,Z						
		CPB	Wb,#lit5	Compare Wb with lit5, with Borrow	1	1	C,DC,N,OV,Z						
		CPB	Wb,Ws	Compare Wb with Ws, with Borrow (Wb – Ws – $\overline{C}$ )	1	1	C,DC,N,OV,Z						
21	CPSEQ	CPSEQ	Wb, Wn	Compare Wb with Wn, Skip if =	1	1 (2 or 3)	None						
22	CPSGT	CPSGT	Wb, Wn	Compare Wb with Wn, Skip if >	1	1 (2 or 3)	None						
23	CPSLT	CPSLT	Wb, Wn	Compare Wb with Wn, Skip if <	1	1 (2 or 3)	None						
24	CPSNE	CPSNE	Wb, Wn	Compare Wb with Wn, Skip if ≠	1	1 (2 or 3)	None						
25	DAW	DAW	Wn	Wn = Decimal Adjust Wn	1	1	С						
26	DEC	DEC	f	f = f - 1	1	1	C,DC,N,OV,Z						
		DEC	f,WREG	WREG = f – 1	1	1	C,DC,N,OV,Z						
		DEC	Ws,Wd	Wd = Ws - 1	1	1	C,DC,N,OV,Z						
27	DEC2	DEC2	f	f = f - 2	1	1	C,DC,N,OV,Z						
		DEC2	f,WREG	WREG = f - 2	1	1	C,DC,N,OV,Z						
							-,,,,_						
		DEC2	Ws,Wd	Wd = Ws - 2	1	1	C,DC,N,OV,Z						

# TABLE 23-2: INSTRUCTION SET OVERVIEW (CONTINUED)

#### TABLE 25-4: DC TEMPERATURE AND VOLTAGE SPECIFICATIONS

DC CHARACTERISTICS			$\begin{tabular}{lllllllllllllllllllllllllllllllllll$						
Param.	Symbol	Characteristic	Min.	Typ. <sup>(1)</sup>	Max.	Units	Conditions		
Operati	ing Volta	ge							
DC10	Vdd	Supply Voltage <sup>(4)</sup>	VBOR	_	3.6	V	Industrial and Extended		
DC12	Vdr	RAM Data Retention Voltage <sup>(2)</sup>	1.8	—	_	V			
DC16	VPOR	<b>VDD Start Voltage</b> to Ensure Internal Power-on Reset Signal	_	-	Vss	V			
DC17	Svdd	<b>VDD Rise Rate<sup>(3)</sup></b> to Ensure Internal Power-on Reset Signal	0.03	_	_	V/ms	0-3.0V in 0.1s		

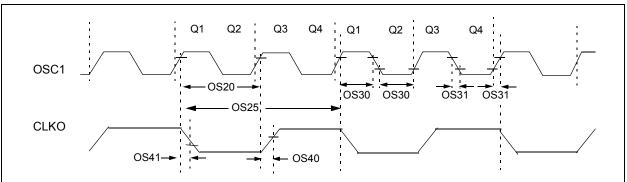
**Note 1:** Data in "Typ" column is at 3.3V, +25°C unless otherwise stated.

2: This is the limit to which VDD may be lowered without losing RAM data.

3: These parameters are characterized but not tested in manufacturing.

4: Overall functional device operation at VBORMIN < VDD < VDDMIN is tested but not characterized. All device analog modules, such as the ADC, etc., will function but with degraded performance below VDDMIN. Refer to Parameter BO10 in Table 25-11 for BOR values.





## TABLE 25-16: EXTERNAL CLOCK TIMING REQUIREMENTS

AC CHARACTERISTICS			Standard Operating Conditions: 3.0V to 3.6V (unless otherwise stated) Operating temperature $-40^{\circ}C \le TA \le +85^{\circ}C$ for Industrial							
				-40°C $\leq$ TA $\leq$ +125°C for Extended						
Param.	Symbol	Characteristic	Min.	Typ. <sup>(1)</sup>	Max.	Units	Conditions			
OS10	FIN	External CLKI Frequency (External clocks allowed only in EC and ECPLL modes)	DC	_	40	MHz	EC			
		Oscillator Crystal Frequency	3.0 10		10 32	MHz MHz	XT HS			
OS20	Tosc	Tosc = 1/Fosc	12.5	_	DC	ns				
OS25	TCY	Instruction Cycle Time <sup>(2)</sup>	25	_	DC	ns				
OS30	TosL, TosH	External Clock in (OSC1) High or Low Time	0.375 x Tosc		0.625 x Tosc	ns	EC			
OS31	TosR, TosF	External Clock in (OSC1) Rise or Fall Time	—		20	ns	EC			
OS40	TckR	CLKO Rise Time <sup>(3)</sup>		5.2	_	ns				
OS41	TckF	CLKO Fall Time <sup>(3)</sup>	_	5.2		ns				
OS42	Gм	External Oscillator Transconductance <sup>(4)</sup>	14	16	18	mA/V	VDD = 3.3V TA = +25°C			

**Note 1:** Data in "Typ" column is at 3.3V, +25°C unless otherwise stated.

- 3: Measurements are taken in EC mode. The CLKO signal is measured on the OSC2 pin.
- 4: Data for this parameter is Preliminary. This parameter is characterized, but not tested in manufacturing.

<sup>2:</sup> Instruction cycle period (TCY) equals two times the input oscillator time base period. All specified values are based on characterization data for that particular oscillator type, under standard operating conditions, with the device executing code. Exceeding these specified limits may result in an unstable oscillator operation and/or higher than expected current consumption. All devices are tested to operate at "min." values with an external clock applied to the OSC1/CLKI pin. When an external clock input is used, the "max." cycle time limit is "DC" (no clock) for all devices.

DC CHARACTERISTICS <sup>(2)</sup>			Standard Operating Conditions (unless otherwise stated) Operating temperature: $-40^{\circ}C \le TA \le +85^{\circ}C$ for Industrial $-40^{\circ}C \le TA \le +125^{\circ}C$ for Extended						
Param. Symbol Characteristic		Min.	Тур.	Max.	Units	Comments			
CM10	VIOFF	Input Offset Voltage	-58	+14/-40	66	mV			
CM11	VICM	Input Common-Mode Voltage Range <sup>(1)</sup>	0	—	AVdd	V			
CM14	TRESP	Large Signal Response	21	30	49	ns	V+ input step of 100 mv while V- input held at AVDD/2. Delay measured from analog input pin to PWM output pin.		

Note 1: These parameters are for design guidance only and are not tested in manufacturing.

2: Overall functional device operation at VBORMIN < VDD < VDDMIN is tested, but not characterized. All device analog modules, such as the ADC, etc., will function but with degraded performance below VDDMIN. Refer to Parameter BO10 in Table 25-11 for BOR values.

AC and DC CHARACTERISTICS <sup>(2)</sup>			$\begin{array}{l} \mbox{Standard Operating Conditions (unless otherwise stated)} \\ \mbox{Operating temperature: } -40^{\circ}C \leq TA \leq +85^{\circ}C \mbox{ for Industrial} \\ -40^{\circ}C \leq TA \leq +125^{\circ}C \mbox{ for Extended} \end{array}$					
Param.	Symbol	Characteristic	Min.	Тур.	Max.	Units	Comments	
DA01	EXTREF	External Voltage Reference <sup>(1)</sup>	0		AVDD - 1.6	V		
DA08	INTREF	Internal Voltage Reference <sup>(1)</sup>	1.15	1.25	1.35	V		
DA02	CVRES	Resolution	10			Bits		
DA03	INL	Integral Nonlinearity Error	-7	-1	+7	LSB	AVDD = 3.3V, DACREF = (AVDD/2)V	
DA04	DNL	Differential Nonlinearity Error	-5	-0.5	+5	LSB		
DA05	EOFF	Offset Error	0.4	-0.8	2.6	%		
DA06	EG	Gain Error	0.4	-1.8	5.2	%		
DA07	TSET	Settling Time <sup>(1)</sup>	711	1551	2100	ns	Measured when RANGE = 1 (high range) and the CMREF<9:0> bits transition from 0x1FF to 0x300	

#### TABLE 25-42: DAC MODULE SPECIFICATIONS

Note 1: Parameters are for design guidance only and are not tested in manufacturing.

2: Overall functional device operation at VBORMIN < VDD < VDDMIN is tested but not characterized. All device analog modules such as the ADC, etc., will function but with degraded performance below VDDMIN. Refer to Parameter BO10 in Table 25-11 for BOR values.

# 27.0 PACKAGING INFORMATION

# 27.1 Package Marking Information

#### 18-Lead PDIP



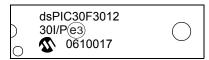
### 18-Lead SOIC (.300")



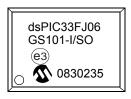
#### 20-Lead SSOP



#### Example



#### Example



## Example



Legend	: XXX	Customer-specific information
	Y	Year code (last digit of calendar year)
	ΥY	Year code (last 2 digits of calendar year)
	WW	Week code (week of January 1 is week '01')
	NNN	Alphanumeric traceability code
	e3	Pb-free JEDEC designator for Matte Tin (Sn)
	*	This package is Pb-free. The Pb-free JEDEC designator ((e3))
		can be found on the outer packaging for this package.
Note:		Aicrochip part number cannot be marked on one line, it is carried over to the next limiting the number of available characters for customer-specific information.